

CURRICULUM VITAE

1. **NAME:** Michael Katchabaw

RANK: Associate Professor

2. **EDUCATION:**

Degree	University	Department	Year
B.Sc. (Honours)	University of Western Ontario	Computer Science	1995
Ph.D.	University of Western Ontario	Computer Science	2002

3. **PROFESSIONAL EXPERIENCE:**

Date	Rank and Position	Department	Institution
07/2008 – 06/2009	Developer (Lead Programmer)		Big Blue Bubble (Sabbatical)
07/2008 – Present	Associate Professor	Computer Science	The University of Western Ontario
07/2002 – 06/2008	Assistant Professor	Computer Science	The University of Western Ontario
01/2002 – 05/2002	Sessional Lecturer	Computer Science	The University of Western Ontario
03/1999 – 04/1999	Consultant		uuserve&
09/1996 – 05/1998	Sessional Lecturer	Computer Science	The University of Western Ontario
06/1995 – 12/1997	Teaching Assistant	Computer Science	The University of Western Ontario
09/1993 – 05/1996	Course Consultant	Computer Science	The University of Western Ontario
05/1993 – 06/2002	Research Assistant	Computer Science	The University of Western Ontario

4. **PROFESSIONAL INTERESTS:**

Game Design and Technologies:

- Adaptive game systems
- Believable agents and characters in games
- Relationship and reputation modelling for video games
- Automated difficulty adjustment in video games
- Content analysis for video games
- Algorithmic music composition/adaptation and interactive music
- Storytelling support and automation in games
- Serious games and applications of game design and technologies to non-entertainment applications
- Virtual and augmented reality for entertainment and serious applications
- Network latency management for real-time networked games
- Network support for Massively Multiplayer Online (MMO) video games
- Game studies and curriculum in academia

5. **HONORS AND AWARDS:**

Date	Honour	Institution
11/2014	University Student's Council Teaching Honour Roll	The University of Western Ontario
11/2012	University Student's Council Teaching Honour Roll	The University of Western Ontario
02/2012	University Student's Council Teaching Honour Roll	The University of Western Ontario
08/2011	Best Paper Award	The 2011 GameOn Conference
08/2008	Best Paper Award (Nomination)	The 2008 GameOn North America

		Conference
08/2008	University Student's Council Teaching Honour Roll	The University of Western Ontario
09/2006	Forum Nokia Champion	Nokia
09/2006	Best Paper Award (Nomination)	The 2006 GameOn North America Conference
01/2006	Marilyn Robinson Award for Excellence In Teaching (Nomination)	The University of Western Ontario
09/2004	Award of Excellence in Undergraduate Teaching (Nomination)	The University of Western Ontario
06/2004	Faculty of Science Award for Outreach and Recruitment	The University of Western Ontario
04/2000	Computer Science Graduate Award of Excellence	The University of Western Ontario
11/1999	Best Presentation Award	1999 University of Western Ontario Research in Computer Science Workshop
08/1999	University Student's Council Teaching Honour Roll	The University of Western Ontario
01/1999 – 12/1999	IBM Research Fellowship	Centre for Advanced Studies, IBM
09/1998	Graduate Tuition Scholarship	The University of Western Ontario
09/1998	Special University Scholarship	The University of Western Ontario
06/1998	Faculty of Science Graduate Teaching Award	The University of Western Ontario
01/1998 – 12/1998	IBM Research Fellowship	Centre for Advanced Studies, IBM
09/1997 – 08/1999	NSERC Post Graduate Scholarship	The University of Western Ontario
09/1997	Graduate Tuition Scholarship	The University of Western Ontario
09/1997	Special University Scholarship	The University of Western Ontario
01/1997 – 12/1997	IBM Research Fellowship	Centre for Advanced Studies, IBM
11/1996	Best Paper Award	The 1996 IBM Centre for Advanced Studies Conference
09/1996	Graduate Tuition Scholarship	The University of Western Ontario
09/1996	Special University Scholarship	The University of Western Ontario
09/1995 – 08/1997	NSERC Post Graduate Scholarship	The University of Western Ontario
09/1995	Graduate Tuition Scholarship	The University of Western Ontario
09/1995	Special University Scholarship	The University of Western Ontario
06/1995	Governor General Academic Medal	The University of Western Ontario
06/1995	The J. B. Bancroft Science Prize	The University of Western Ontario
06/1995	The UWO Gold Medal in Honours Computer Science	The University of Western Ontario
09/1994 – 05/1995	Computing Research Association Honourable Mention	The University of Western Ontario
05/1994 – 09/1994	NSERC Summer Undergraduate Research Award	The University of Western Ontario
Fall 1993 - Spring 1994	Computer Science Edna Jeffery Scholarship	The University of Western Ontario
Fall 1993 - Spring 1994	The UWO Faculty Association Scholarship	The University of Western Ontario
Fall 1991 - Spring 1995	Canada Scholarship	The University of Western Ontario
Fall 1991 - Spring 1995	Faculty of Science Ivan C. Rand Scholarship	The University of Western Ontario

6. RESEARCH FUNDING:

Year	Principle Investigators	Grantor	Title	Amount
2015	Michael Katchabaw	MITACS (Accelerate)	Integrating Computational Linguistics into Game Analytics	\$30,000
2015	Michael Katchabaw	NSERC (Engage)	Interactables for Virtual and Augmented Realities	\$25,000
2015	Michael Katchabaw	NSERC (Engage)	Workflow Authoring for Equipment Instruction, Maintenance, Troubleshooting and Management	\$25,000
2013	Eldon Loh et al. Michael Katchabaw (Co-Investigator)	Western	Establishing the Western Collaboration for Integration of Consumer Technology and Healthcare (CICTH) Research Group	\$38,300
2013	Michael Katchabaw	Western	Adaptive Narrative Structures in Modern Video Games	\$20,000
2012	Pauline Barmby et al. Michael Katchabaw (Co-Applicant)	Western	Probing Star Formations in Nearby Galaxies with Astroinformatics	\$83,937
2011	Mandar Jog and Michael Katchabaw (Co-PI)	Parkinson Society Canada	Novel Virtual Reality Based Training Program in Parkinson's Disease	\$43,425
2011	Andrew Hogue et al. Michael Katchabaw (Co-PI)	Ontario Media Development Corporation	Interactive Games Ontario 3D (IGO3D)	\$635,910 ¹
2010	Michael Katchabaw	Western	Algorithmic Music Evolution Engine: Prototyping and Development	\$24,000
2010	Michael Katchabaw	C4	Pop Tones	\$11,000
2009	Michael Katchabaw	OCE	Algorithmic Music Evolution Engine	\$30,000
2008	Kathryn Hibbert Michael Katchabaw (as collaborator)	SSHRC	Money Matters: Advancing Adolescent Financial Literacy on Their Terms	\$24,845
2008	Michael Katchabaw	NSERC	Supporting Massively-Scaled Participatory Simulations	\$15,200 (per year for 5 years)
2007	Michael Katchabaw	NSERC (I2I)	Algorithmic Music Evolution Engine	\$125,000
2007	Laura Jo Gunter et al. Michael Katchabaw (Co-PI)	Heritage Canada	CATGames: Creativity Assistive Tools for Games	\$1,557,738 ² (\$352,119 for Western)
2007	Interactive Ontario Michael Katchabaw (as partner)	Ministry of Research and Innovation	C3 Network (Connect, Construct and Commercialize)	\$300,000 (for the network ³)
2006	Condition30, Inc. Michael Katchabaw (as collaborator)	Telefilm	SuperGroup	\$415,000 (\$250,000 for R&D ⁴)
2006	Jennifer Jenson et al. Michael Katchabaw (as collaborator)	SSHRC (ITST Network Grants)	Turn It On: An Invitational Workshop On New Tools And Methods In Canadian Digital Games Research	\$50,000 (for the network ³)
2005	Michael Katchabaw (PI) Mark Daley	CITO	Algorithmic Music Evolution Engine	\$35,000

¹ The cash request from the Ontario Media Development Corporation for the entire project is \$249,967, with the remaining project budget coming from cash and in-kind contributions from the academic and industrial partners in the project.

² The cash request from Heritage Canada for the entire project is \$1,084,780, with the remaining project budget coming from other cash and in-kind contributions. Western's portion of cash funding from Heritage Canada is \$264,283.

³ Funding for these network grants was primarily directed towards supporting the networks themselves, including items such as workshops or conferences, network websites, collaboration and communication, support personnel, and so on. Programs of research (joint or individual) were not directly supported by these funds.

⁴ Funding for this grant was primarily directed towards supporting research and development at Condition30, Inc. with whom interactions and collaborations have occurred as part of this project.

2005	Jim Parker et al. Michael Katchabaw (as collaborator)	SSHRC (ITST Network Grants)	The IMAGINE Network: Interactive Media, Applied Games, and Implicit Networked Applications	\$42,000 (for the network ³)
2004	Hanan Lutfiyya et al. Michael Katchabaw (Co-PI)	NSERC	Updating an Experimental Laboratory to Support Clusters in the Management of Distributed Applications	\$34,817
2003	Michael Katchabaw	NSERC	Autonomous Management of Modern Computing Environments	\$17,000 (per year for 5 years)
2002	Michael Katchabaw	Western	Start Up Funding	\$34,000

7. PUBLICATIONS:

- a) Summary:
- Chapters in Books: 6
 - Articles in Peer-Reviewed Journals: 9
 - Articles in Peer-Reviewed Conference Proceedings: 58
 - Articles in Non-Peer-Reviewed Conference Proceedings: 2
 - Abstracts, Presentations at Professional Meetings: 28
 - Technical Writings: 11
 - Theses/Dissertations: 1
 - Game Credits: 4

- b) Details:

Chapters in Books and Symposia

1. J. Forgette and M. Katchabaw. Learned Behavior: Enabling Believable Virtual Characters Through Reinforcement. To Appear in *Integrating Cognitive Architectures into Virtual Character Design*, Edited by J. Turner, M. Nixon, U. Bernardet, and S. DiPaola. To Be Published by IGI Global, Q4 2015.
2. A. García, N. Andre, D. Bell Boucher, A. Roberts-South, M. Jog, and M. Katchabaw. Immersive Augmented Reality for Parkinson Disease Rehabilitation. Appeared in *Virtual and Augmented Reality in Healthcare*, Edited by M. Ma, L. Jain, A. Whitehead, and P. Anderson. Published by Springer, May 2014.
3. M. Hoeberechts, J. Shantz, and M. Katchabaw. Delivering Interactive Experiences Through the Emotional Adaptation of Automatically Composed Music. Appeared in *The Oxford Handbook of Interactive Audio*, Edited by Karen Collins, Bill Kapralos, and Holly Tessler. Published by Oxford University Press, May 2014.
4. C. Bailey, J. You, G. Acton, A. Rankin, and M. Katchabaw. Believability Through Psychosocial Behaviour: Creating Bots That Are More Engaging and Entertaining. Appeared in *Believable Bots: Can Computers Play Like People?* Edited by Philip Hingston. Springer, December 2012.
5. L. Gruenwoldt, S. Danton, and M. J. Katchabaw. Achieving Realistic Reactions in Modern Video Games. Appeared in *Worlds in Play*, Edited by Suzanne de Castell and Jennifer Jenson, Peter Lang Press, 2007, pp. 229-240.
6. M. J. Katchabaw, H. L. Lutfiyya, M. A. Bauer. A Model for Resource Management to Support Quality of Service in Electronic Commerce Applications. Appeared in *Electronic Commerce Technology Trends: Challenges and Opportunities*, Midrange Computing/IIR, 1999, pp. 239-254.

Papers in Peer-Reviewed Journals

7. J. Frasier, R. Mercer, and M. Katchabaw. A Methodological Approach to Identifying and Quantifying Video Game Difficulty Factors. *Entertainment Computing*. Volume 5, Issue 4, December 2014.

8. C. Bailey and M. J. Katchabaw. An Emergent Framework for Realistic Psychosocial Behaviour in Non Player Characters. *Loading ... The Journal of the Canadian Game Studies Association*, Volume 3, Number 5, December 2009, 18 pages (*electronic journal with no page numbering*).
9. T. Bullen, M. J. Katchabaw, and N. Dyer-Witthford. Automating Content Analysis of Video Games. *Loading ... The Journal of the Canadian Game Studies Association*, Volume 1, Number 1, May 2007, 16 pages (*electronic journal with no page numbering*).
10. M. McLaughlin and M. J. Katchabaw. A Reusable Scripting Engine for Automating Cinematics and Cut-Scenes in Video Games. *Loading ... The Journal of the Canadian Game Studies Association*, Volume 1, Number 1, May 2007, 12 pages (*electronic journal with no page numbering*).
11. D. Reid and M. Katchabaw. Achieving Quality of Service through SCalable Aggregate Reservations. *INFOCOMP Journal of Computer Science*, Volume 5, Number 4, December 2006, pp. 9-18.
12. D. L. Martens and M. J. Katchabaw. Optimizing System Performance Through Dynamic Disk Scheduling Algorithm Selection. *WSEAS Transactions On Information Science And Applications*, Issue 7, Volume 3, July 2006, pp. 1361-1368.
13. M. J. Katchabaw, H. L. Lutfiyya, and M. A. Bauer. Usage Based Service Differentiation for End-to-End Quality of Service Management. *Journal of Computer Communications*. Volume 28, Issue 18, November 2005, pp. 2146-2159.
14. M. J. Katchabaw, H. L. Lutfiyya, M. A. Bauer. Driving Resource Management With Application-Level Quality of Service Specifications. *Decision Support Systems Journal*, Volume 28, Issue 1-2, 2000, pp. 71-87.
15. M. J. Katchabaw, S. L. Howard, H. L. Lutfiyya, A. D. Marshall, M. A. Bauer. Making Distributed Applications Manageable Through Instrumentation. *Journal of Systems and Software*, Volume 45, Number 2, 1999, pp. 81-97.

Papers in Peer-Reviewed Conference Proceedings

16. A. Patrick, C. Glttens and M. Katchabaw. The Virtual Little Albert Experiment: Creating Conditioned Emotion Response in Virtual Agents. Proceedings of 2015 IEEE Games, Entertainment, and Media Conference, Toronto, Canada, October 2015.
17. B. Sarlo and M. Katchabaw. Artificial Society Generation for Modern Video Games. Proceedings of 2015 IEEE Games, Entertainment, and Media Conference, Toronto, Canada, October 2015.
18. M. Chowdhury and M. Katchabaw. An Emerging Automation Framework for Adaptive Video Games. Proceedings of The Seventh International Conference on Adaptive and Self-Adaptive Systems and Apps, Nice, France, March 2015.
19. J. Forgette and M. Katchabaw. Enabling Motivated Believable Agents with Reinforcement Learning. Proceedings of 2014 IEEE Games, Entertainment, and Media Conference. Toronto, Canada, October 2014.
20. D. Bell Boucher, A. Roberts-South, A. Ayala García, M. Katchabaw, and M. Jog. Immersive Augmented Reality: Investigating a New Tool for Parkinson Disease Rehabilitation. Proceedings of the 6th International IEEE EMBS Conference on Neural Engineering. San Diego, California, November 2013.
21. J. Frasier, R. Mercer, and M. Katchabaw. An Experimental Approach to Identifying Prominent Factors in Video Game Difficulty. Proceedings of the 10th International Conference on Advances in Computer Entertainment Technology. Enschede, Netherlands, November 2013.
22. A. Kope, C. Rose, and M. Katchabaw. Modeling Autobiographical Memory for Believable Agents. Proceedings of the 9th AAAI Conference on Artificial Intelligence and Interactive Digital Entertainment (AIIDE'13). Boston, Massachusetts. October 2013.
23. M. Chowdhury and M. Katchabaw. Bringing Auto Dynamic Difficulty to Commercial Games: A Reusable Design Pattern Based Approach. Proceedings of the 18th International Conference on Computer Games: AI, Animation, Mobile, Interactive Multimedia, Educational and Serious Games. Louisville, Kentucky. July, 2013.

24. M. Chowdhury and M. Katchabaw. A Software Design Pattern Based Approach to Adaptive Games. Proceedings of The Fifth International Conference on Adaptive and Self-Adaptive Systems and Applications. Valencia, Spain. May 2013.
25. M. Chowdhury and M. Katchabaw. Improving Software Quality Through Design Patterns: A Case Study of Adaptive Games and Auto Dynamic Difficulty. Proceedings of GameOn 2012. Magala, Spain. November, 2012.
26. M. Chowdhury and M. Katchabaw. Software Design Patterns for Enabling Auto Dynamic Difficulty in Video Games. Proceedings of the 17th International Conference on Computer Games: AI, Animation, Mobile, Interactive Multimedia, Educational and Serious Games. Louisville, Kentucky. July, 2012.
27. B. Srivastava, M. Katchabaw, and G. Geczy. Historical Accuracy In Grand Strategy Games: A Case Study Of Supreme Ruler: Cold War. Proceedings of GameOn 2011. Galway, Ireland, August 2011. (This paper received the Best Paper award at this conference.)
28. C. Bailey, J. You, G. Acton, A. Rankin, and M. Katchabaw. Immersion Through Believability: Using Realistic Character Behaviours to Enhance Gameplay Experiences. Proceedings of the 2011 International Conference on Interacting with Immersive Worlds. St. Catharines, Canada, June 2011.
29. A. Rankin, G. Acton, and M. Katchabaw. A Scalable Approach To Believable Non Player Characters in Modern Video Games. Proceedings of GameOn 2010. Leicester, United Kingdom. November 2010.
30. J. You and M. J. Katchabaw. A Flexible Multi-Model Approach To Psychosocial Integration In Non Player Characters In Modern Video Games. Proceedings of FuturePlay 2010. Vancouver, Canada. May 2010. 8 pages. (*CD-ROM proceedings with no page numbering*).
31. C. Bailey and M. J. Katchabaw. An Emergent Framework for Realistic Psychosocial Behaviour in Non Player Characters. Proceedings of FuturePlay 2008. Toronto, Canada, November 2008, 8 pages. (*CD-ROM proceedings with no page numbering*).
32. T. Bullen and M. J. Katchabaw. Using Genetic Algorithms to Evolve Character Behaviours in Modern Video Games. Proceedings of the 2008 GameOn North America Conference, Montreal, Canada, August 2008.
33. V. Bonduro and M. J. Katchabaw. Automating Cinematics and Cut Scenes in Video Games through Scripting with Active Performance Objects. Proceedings of the 2008 GameOn North America Conference, Montreal, Canada, August 2008.
34. W. Zhang, M. McLaughlin, and M. J. Katchabaw. Story Scripting for Automating Cinematics and Cut-Scenes in Video Games. *Proceedings of FuturePlay 2007*. Toronto, Canada, November 2007, 8 pages. (*CD-ROM proceedings with no page numbering*).
35. S. Phillips, H. L. Lutfiyya, and M. J. Katchabaw. WLocator: An Indoor Positioning System. *Proceedings of the Third International Conference on Wireless and Mobile Computing, Networking, and Communications*. New York, New York, October 2007, 9 pages. (*CD-ROM proceedings with no page numbering*).
36. R. Demopoulos and M. J. Katchabaw. MUSIDO: A Framework for Musical Data Organization to Support Automatic Music Composition. *Proceedings of Audio Mostly 2007: The Second Conference on Interaction with Sound*. Ilmenau, Germany, September 2007, pp. 66-71.
37. M. Hoeberechts, R. Demopoulos, and M. J. Katchabaw. A Flexible Music Composition Engine. *Proceedings of Audio Mostly 2007: The Second Conference on Interaction with Sound*. Ilmenau, Germany, September 2007, pp. 52-57.
38. A. Raja and M. J. Katchabaw. Using Synthetic Players to Generate Workloads for Networked Multiplayer Games. *Proceedings of the 2007 GameOn North America Conference*, Gainesville, Florida, September 2007, pp. 70-74.
39. D. Santoni and M. J. Katchabaw. Resource Matching in a Peer-to-Peer Computational Framework. *Proceedings of the 2007 International Conference on Internet Computing*. Las Vegas, Nevada, June 2007, pp. 89-95.
40. T. Bullen, M. J. Katchabaw, and N. Dyer-Witthford. Instrumentation of Video Game Software to Support Automated Content Analyses. *Proceedings of the 2006*

- GameOn North America Conference*, Monterey, California, September 2006, pp. 34-38.
41. S. Burgess and M. J. Katchabaw. Design and Implementation of Optimism Constructs for Latency Masking in Online Video Games. *Proceedings of the 2006 GameOn North America Conference*, Monterey, California, September 2006, pp. 39-46. (This paper was nominated for the Best Paper award at this conference.)
 42. D. L. Martens and M. J. Katchabaw. Disk Access Analysis for System Performance Optimization. *Proceedings of the 5th WSEAS International Conference on Applied Computer Science*. Hangzhou, China, April, 2006, pp. 217-222.
 43. G. Shelley and M. J. Katchabaw. Patterns of Optimism for Reducing the Effects of Latency in Networked Multiplayer Games. *Proceedings of FuturePlay 2005*, East Lansing, Michigan, October 2005, 12 pages (*CD-ROM proceedings with no page numbering*).
 44. C. Bailey and M. J. Katchabaw. An Experimental Testbed to Enable Auto-Dynamic Difficulty in Modern Video Games. *Proceedings of the 2005 GameOn North America Conference*, Montreal, Canada, August 2005, pp. 18-22.
 45. L. Gruenwoldt, S. Danton, and M. J. Katchabaw. Creating Reactive Non Player Character Artificial Intelligence in Modern Video Games. *Proceedings of the 2005 GameOn North America Conference*, Montreal, Canada, August 2005, pp. 10-17.
 46. S. Cuddy, M. Katchabaw, and H. Lutfiyya. Context-Aware Service Selection Based on Dynamic and Static Service Attributes. *Proceedings of the IEEE International Conference on Wireless and Mobile Computing, Networking and Communications*, Montreal, Canada, August 2005, Volume 4, pp. 13-20.
 47. S. Norman, M. Katchabaw, and H. Lutfiyya. Taking Dependencies into Account in Grid Resource Allocation. *Proceedings of the 12th HP OpenView University Association Workshop*, Porto, Portugal, July 2005, pp.225-236.
 48. D. Reid and M. Katchabaw. SCAR: A Stateless Approach to Achieving Scalable Quality of Service. *Proceedings of the 2005 International Conference on Internet Computing*. Las Vegas, Nevada, June 2005, pp.339-347.
 49. B. Huang, M. Bauer, and M. Katchabaw. Network Performance in Distributed HPC Clusters. *Proceedings of the 2005 International Conference on Parallel and Distributed Processing Techniques and Applications*, Las Vegas, Nevada, June 2005, pp.546-549.
 50. B. Huang, M. Bauer, and M. Katchabaw. Network Performance in High Performance Linux Clusters. *Proceedings of the 2005 International Conference on Parallel and Distributed Processing Techniques and Applications*, Las Vegas, Nevada, June 2005, pp. 550-556.
 51. M. J. Katchabaw and D. Elliott. Neomancer: An Exercise in Interdisciplinary Academic Game Development. *Proceedings of the Digital Games Research Association Conference*, Vancouver, Canada, June 2005, 9 pages (*CD-ROM proceedings with no page numbering*).
 52. R. Hanna and M. J. Katchabaw. Bringing New HOPE to Networked Games: Using Optimistic Execution to Improve Quality of Service. *Proceedings of the Digital Games Research Association Conference*, Vancouver, Canada, June 2005, 8 pages (*CD-ROM proceedings with no page numbering*).
 53. L. Gruenwoldt, S. Danton, and M. J. Katchabaw. A Realistic Reaction System for Modern Video Games. *Proceedings of the Digital Games Research Association Conference*, Vancouver, Canada, June 2005, 9 pages (*CD-ROM proceedings with no page numbering*).
 54. B. Huang, M. Bauer, and M. Katchabaw. Hpcbench – A Linux-Based Network Benchmark for High Performance Networks. *Proceedings of the 19th International Symposium on High Performance Computing Systems and Applications*, Guelph, Canada, May 2005, pp.65-71.
 55. M. J. Katchabaw, H. L. Lutfiyya, and M. A. Bauer. Administrative Policies to Regulate Quality of Service Management in Distributed Multimedia Applications. *Proceedings of the 6th IFIP/IEEE International Conference on Management of Multimedia Networks and Services*, Belfast, Northern Ireland, September 2003, pp.341-354.
 56. M. J. Katchabaw, H. L. Lutfiyya, and M. A. Bauer. Usage Based Service Differentiation for End-to-End Quality of Service Management. *Proceedings of the*

- 2003 Workshop on End-to-End Service Differentiation (in conjunction with the 21st IEEE International Performance, Computing, and Communications Conference), Phoenix, Arizona, April 2003, pp. 512-520.
57. G. P. Molenkamp, H. L. Lutfiyya, M. J. Katchabaw, and M. A. Bauer. Diagnosing Quality of Service Faults in Distributed Applications. *Proceedings of the 20th IEEE International Performance, Computing, and Communications Conference*, Phoenix, Arizona, April 2002, pp. 375-382.
 58. G. P. Molenkamp, M. J. Katchabaw, H. L. Lutfiyya, and M. A. Bauer. Distributed Resource Management to Support Distributed Application-Specific Quality of Service. *Proceedings of the Fourth IFIP/IEEE International Conference on Management of Multimedia Networks and Services*, Chicago, Illinois, October 2001, pp. 142-159.
 59. H. L. Lutfiyya, G. P. Molenkamp, M. J. Katchabaw, and M. A. Bauer. Issues in Managing Soft QoS Requirements in Distributed Systems Using a Policy-Based Framework. *Proceedings of the International Workshop on Policies*, Bristol, England, January 2001, pp. 185-201.
 60. G. P. Molenkamp, M. J. Katchabaw, H. L. Lutfiyya, and M. A. Bauer. Managing Soft QoS Requirements in Distributed Systems. *Proceedings of Multimedia Systems Workshop (ICPP)*, Toronto, Canada, August 2000, pp. 461-468.
 61. M. J. Katchabaw, H. L. Lutfiyya, M. A. Bauer. Using User Hints to Guide Resource Management for Quality of Service. *Proceedings of the International Conference on Parallel and Distributed Processing Techniques and Applications*, Las Vegas, Nevada, June 1999, pp. 1069-1075.
 62. M. J. Katchabaw, H. L. Lutfiyya, M. A. Bauer. Driving Resource Management With Application-Level Quality of Service Specifications. *Proceedings of the First International Conference on Information and Computation Economics*, Charleston, South Carolina, October 1998, pp. 83-91.
 63. M. J. Katchabaw, H. L. Lutfiyya, M. A. Bauer. A Model for Resource Management to Support End-to-End Application-Driven Quality of Service. *Proceedings of the 10th International Conference on Parallel and Distributed Computing and Systems*, Las Vegas, Nevada, October 1998, pp. 121-130.
 64. M. J. Katchabaw, H. L. Lutfiyya, M. A. Bauer. A Quality of Service Management Testbed. *Proceedings of the Third International Workshop on Systems Management*, Newport, Rhode Island, April 1998, pp. 57-67.
 65. M. J. Katchabaw, S. L. Howard, H. L. Lutfiyya, A. D. Marshall, M. A. Bauer. Making Distributed Applications Manageable Through Instrumentation. *Proceedings of the 1997 Workshop on Parallel and Distributed Software Engineering*, Boston, Massachusetts, May 1997, pp. 84-94.
 66. S. L. Howard, H. L. Lutfiyya, M. J. Katchabaw, M. A. Bauer. Supporting Dynamic Policy Change Using CORBA System Management Facilities. *IEEE International Symposium on Integrated Network Management*, San Diego, California, May 1997, pp. 527-538.
 67. M. J. Katchabaw, S. L. Howard, A. D. Marshall, M. A. Bauer. Evaluating the Costs of Management: A Distributed Applications Management Testbed. *Proceedings of the 1996 IBM Centre for Advanced Studies Conference*, Toronto, Canada, November 1996, pp. 29-41. (This paper received the Best Paper award at this conference.)
 68. M. J. Katchabaw, H. L. Lutfiyya, A. D. Marshall, M. A. Bauer. Policy-Driven Fault Management in Distributed Systems. *Proceedings of the International Symposium on Software Reliability Engineering*, White Plains, New York, November 1996, pp. 236-245.
 69. M. J. Katchabaw, S. L. Howard, H. L. Lutfiyya, M. A. Bauer. Efficient Management Data Acquisition and Run-time Control of DCE Applications Using the OSI Management Framework. *Proceedings of the Second International Workshop on Systems Management*, Toronto, Canada, June 1996, pp. 104-111.
 70. A. D. Marshall, M. J. Katchabaw, M. A. Bauer. Using Software Metrics Tools for Maintenance Decisions: A Classroom Exercise. *Proceedings of the International Symposium on the Assessment of Software Tools*, Toronto, Canada, May 1996, pp. 47-58.
 71. M. J. Katchabaw, M. M. Khurana, J. W. Hong, M. A. Bauer. Interworking of Traders in a Distributed Computing Environment. *Proceedings of the 1995 IBM Centre for*

- Advanced Studies Conference*, Toronto, Canada, November 1995, pp. 1-12.
72. M. J. Katchabaw, J. W. Hong, M. A. Bauer. Behavioural Specification and Notification Enhancements to GDMO. *Proceedings of the 1995 International Workshop on Distributed Systems Operations and Management*, Ottawa, Canada, October 1995, Section 6.3, 10 pages (*printed proceedings with no page numbering*).
73. J. W. Hong, M. J. Katchabaw, M. A. Bauer, H. Lutfiyya. Modeling and Management of Distributed Applications and Services Using the OSI Management Framework. *Proceedings of the International Conference on Computer Communication*, Seoul, Korea, August 1995, pp. 215-220.

Papers in Non-Peer-Reviewed Conference Proceedings

74. M. Jog, A. South, H. Kumar, M. J. Katchabaw, G. Kapp, and V. Vujcic. Navigation in a Virtual Environment in Parkinson's Disease. *Proceedings of the 2010 World Parkinson Congress*. Glasgow, Scotland, September 2010.
75. M. Jog, A. South, H. Kumar, M. J. Katchabaw, G. Kapp, and V. Vujcic. Navigation in a Virtual Environment in Parkinson's Disease. *Proceedings of the Society for Neuroscience 2010 Annual Meeting*. San Diego California, November 2010.

Invited Abstracts, Presentations to Professional Meetings

76. M. Katchabaw. Games for Learning. Presented at Teaching with Technology 2015. London, Canada, May 2015.
77. D. Bell Boucher, A. Roberts-South, A. Garcia, M. Katchabaw, and M. Jog. Investigating Augmented Immersion Virtual Reality as a Rehabilitation Tool for Parkinson Disease. Presented at London Health Research Day. London, Canada, March 2013.
78. M. J. Katchabaw. When Games Save Lives. Presented at Discovery Café for Science. London, Canada, November 2012.
79. M. J. Katchabaw. Tools of the Trade for Programming Video Games. Presented at DIG London 2012. London, Canada, November 2012.
80. A. Ayala Garcia, N. Andre, M. Katchabaw, A. Roberts-South, and M. Jog. Bringing Real Context with a Virtual World: New Rehabilitation Strategies for Parkinson Disease. Presented at the 2012 Western Research Showcase, London, Canada, March 2012.
81. M. J. Katchabaw. Tools of the Trade for Programming Video Games. Presented at DIG London 2011. London, Canada, November 2011.
82. M. J. Katchabaw and M. Daley. Abort, Retry, Fail? Why Computer Science is an Essential Part of Every Science Education. Presented at the 2011 Western Conference on Science Education. London, Canada. June 2011.
83. M. J. Katchabaw. Fun and Games and Science. Presented at Science Exposed. London, Canada. March 2011.
84. C. Bailey, J. You, G. Acton, A. Rankin, and M. J. Katchabaw. Achieving Believable Psychosocial Behaviour in Non-Player Characters in Modern Video Games. Presented at the Canadian Game Studies Association 2010 Conference. Montreal, Canada, May 2010.
85. T. Bullen, M. J. Katchabaw, and N. Dyer-Witthford. Software Instrumentation of Computer and Video Games. Presented at the Systems Software Engineering Workshop at the 2008 CSER Researchers Meeting. London, Canada, June 2008.
86. M. J. Katchabaw. Playing for Keeps: Virtual Worlds in a Digital Age. Presented at the Scientific Journey: The Digital Age. London, Canada, May 2008.
87. M. J. Katchabaw. Serious Games: From Serious Fun to Serious Impact. Presented at the 2007 Educational Computing Organization of Ontario Annual Conference, Toronto, Canada, November 2007.
88. M. J. Katchabaw. Supporting Content Creation for Games through Assistive Technologies. Presented at Playing the Gallery. London, Canada, October 2007.

89. T. Bullen, M. J. Katchabaw, and N. Dyer-Witthford. Automating Content Analysis of Video Games. Presented at the 2006 Canadian Game Studies Association Symposium⁵, Toronto, Canada, September 2006.
90. M. McLaughlin and M. J. Katchabaw. A Reusable Scripting Engine for Automating Cinematics and Cut-Scenes in Video Games. Presented at the 2006 Canadian Game Studies Association Symposium⁶, Toronto, Canada, September 2006.
91. M. J. Katchabaw. Game Development Projects in Schools: Tools, Techniques, and Tips. Presented at the 2006 Educational Computing Organization of Ontario Annual Conference, Toronto, Canada, May 2006.
92. M. Hoeberechts and M. J. Katchabaw. Biocomputing: Using DNA to Solve Problems. Presented at the 2005 Science Teachers Association of Ontario Annual Conference, Toronto, Canada, November 2005.
93. M. J. Katchabaw. Game Development in Computer Science Education. Presented at the 2005 Educational Computing Organization of Ontario Annual Conference, Toronto, Canada, May 2005.
94. M. J. Katchabaw. Mobile and Wireless Computing. Presented at the 2004 Science Teachers Association of Ontario Annual Conference, Toronto, Canada, November 2004.
95. M. J. Katchabaw. A First Course in Video Game Design. Presented at the Second Annual Computer Game Technology Conference, Sault Ste. Marie, Canada, April 2003.
96. M. J. Katchabaw, G. P. Molenkamp, H. L. Lutfiyya, M. A. Bauer. QoS Management: A Policy Driven Approach. Poster presentation at the 2000 IBM Centre for Advanced Studies Conference, Toronto, Canada, November 2000.
97. M. J. Katchabaw. Policy Based Quality of Service Management. Presented at the 2000 University of Western Ontario Research in Computer Science Workshop (UWORCS 2000). London, Canada, September 2000.
98. M. J. Katchabaw. User Hints: An Informed Approach to Quality of Service Resource Management. Workshop presentation at the 1999 IBM Centre for Advanced Studies Conference, Toronto, Canada, November 1999.
99. M. J. Katchabaw, H. L. Lutfiyya, M. A. Bauer. Dynamic Memory Management for Quality of Service Provisioning. Poster presentation at the 1999 IBM Centre for Advanced Studies Conference, Toronto, Canada, November 1999.
100. M. J. Katchabaw. User Hints: An Informed Approach to Quality of Service Resource Management. Presented at the 1999 University of Western Ontario Research in Computer Science Workshop (UWORCS'99). London, Canada, November 1999. (This presentation received the Best Presentation award at this workshop.)
101. G. P. Molenkamp, M. J. Katchabaw, H. L. Lutfiyya, M. A. Bauer. Policy-Driven Quality of Service Management. Poster presentation at the 1999 CITO Research Forum. Ottawa, Canada, May 1999.
102. M. J. Katchabaw. A Model for Resource Management to Support Quality of Service in Electronic Commerce Applications. Presented at the First International Workshop on the Technological Challenges of Electronic Commerce. Toronto, Canada, Sept. 1998.
103. M. J. Katchabaw. Investigating the Impact of End-System Utilization on Application Quality of Service. Presented at the 1997 University of Western Ontario Research in Computer Science Workshop (UWORCS'97). London, Canada, November 1997.

Technical Writings

104. R. J. Demopoulos and M. J. Katchabaw. Music Information Retrieval: A Survey of Issues and Approaches. Technical Report #677, Department of Computer Science, The University of Western Ontario, London, Canada, January 2007, 72 pages.
105. D. Reid, M. J. Katchabaw. Internet QoS: Past, Present, and Future. Technical

⁵ Presentation of research and results from [28].

⁶ Presentation of research and results from [22].

- Report #625, Department of Computer Science, The University of Western Ontario, London, Canada, June 2004, 25 pages.
106. M. J. Katchabaw, H. L. Lutfiyya, M. A. Bauer. More on Usage Based Service Differentiation for End-to-End Quality of Service Management. Technical Report #608, Department of Computer Science, The University of Western Ontario, London, Canada, November 2003, 20 pages.
 107. M. J. Katchabaw, H. L. Lutfiyya, and M. A. Bauer. Administrative Policies to Regulate Quality of Service Management in Distributed Multimedia Applications. Technical Report #596, Department of Computer Science, The University of Western Ontario, London, Canada, July 2003, 20 pages.
 108. M. J. Katchabaw, H. L. Lutfiyya, M. A. Bauer. Usage Based Service Differentiation for End-to-End Quality of Service Management. Technical Report #587, Department of Computer Science, The University of Western Ontario, London, Canada, January 2003, 17 pages.
 109. H. L. Lutfiyya, G. P. Molenkamp, M. J. Katchabaw, M. A. Bauer. Managing Quality of Service Requirements. Technical Report #547, Department of Computer Science, The University of Western Ontario, London, Canada, November 1999, 21 pages.
 110. M. J. Katchabaw, H. L. Lutfiyya, M. A. Bauer. Memory Management for Quality of Service Provisioning. Technical Report #546, Department of Computer Science, The University of Western Ontario, London, Canada, November 1999, 26 pages.
 111. M. J. Katchabaw, H. L. Lutfiyya, M. A. Bauer. A Survey of Windowing Environment Usage Patterns. Technical Report #540, Department of Computer Science, The University of Western Ontario, London, Canada, November 1999, 37 pages.
 112. M. J. Katchabaw, H. L. Lutfiyya, M. A. Bauer. A Model for Resource Management to Support End-to-End Application-Driven Quality of Service. Technical Report #528, Department of Computer Science, The University of Western Ontario, London, Canada, July 1998, 15 pages.
 113. J. W. Hong, M. J. Katchabaw, M. A. Bauer, H. L. Lutfiyya. Distributed Applications Management Using The OSI Management Framework. Technical Report #448, Department of Computer Science, The University of Western Ontario, London, Canada, January 1995, 22 pages.
 114. J. W. Hong, M. A. Bauer, J. A. O'Neill, M. J. Katchabaw. The X.500 Directory Service Testbed. Technical Report #365, Department of Computer Science, The University of Western Ontario, London, Canada, January 1995, 127 pages.

Theses/Dissertations

115. M. J. Katchabaw. Quality of Service Resource Management. Ph.D. Thesis, Department of Computer Science, The University of Western Ontario, June 2002, 294 pages.

Game Credits

116. M. Hoeberechts et al. (with M. J. Katchabaw as Special Advisor). Pop Tones. To Be Published Q4 2015.
117. Freebird Games (with M. J. Katchabaw as Project Consultant). To The Moon. February 2012.
118. Big Blue Bubble, Inc. (with M. J. Katchabaw as Quality Assurance). iCarly: iJoin the Click. Published by Activision for the Nintendo Wii and Nintendo DS. November 2010.
119. Big Blue Bubble, Inc. (with M. J. Katchabaw as Lead Programmer). *Animal Planet Vet Life*. Published by Activision for the Nintendo Wii and Nintendo DS. September, 2009.

8. **OTHER RESEARCH AND PROFESSIONAL ACTIVITIES:**

- a) Commercialization of Research Results

The results of the CITO-funded Algorithmic Music Evolution Engine project (software, algorithms, and related technologies) are currently in the commercialization pipeline at the World Discoveries for the University of Western Ontario. This includes patent protection (with patent already filed: A Flexible Music Composition Engine, WO2009036564), trade-marking, licensing to industry, and securing funding for further development.

b) Research Grant Application Refereeing

Date	Venue	Role
01/2015	NSERC Discovery Grants	Referee
10/2014	MITACS Accelerate	Referee
01/2014	NSERC Discovery Grants	Referee
06/2013	MITACS Accelerate	Referee
01/2013	NSERC Discovery Grants	Referee
09/2012	MITACS Accelerate (Cluster)	Referee
01/2012	NSERC College and Community Innovation Grants	Referee
01/2012	NSERC Discovery Grants	Referee
11/2011	UWO Faculty of Science ADF Major Grants	Referee
10/2011	UWO Faculty of Science ADF Small Grants	Referee
08/2011	UWO Faculty of Science Re-Discovery Grants	Referee
03/2011	UWO Faculty of Science ADF Small Grants	Referee
01/2011	NSERC Discovery Grants	Referee
11/2010	UWO Faculty of Science ADF Major Grants	Referee
10/2010	UWO Faculty of Science ADF Small Grants	Referee
08/2010	UWO Faculty of Science Re-Discovery Grants	Referee
07/2010	NSERC Strategic Projects Program	Referee
03/2010	MITACS Accelerate	Referee
01/2010	NSERC Discovery Grants	Referee
10/2009	MITACS Accelerate	Referee
07/2009	NSERC Strategic Projects Program	Referee
01/2009	NSERC Discovery Grants	Referee
07/2008	NSERC Strategic Projects Program	Referee
01/2008	NSERC Discovery Grants	Referee
07/2007	NSERC Strategic Projects Program	Referee
01/2007	CITO Research Partnership Program	Referee
01/2007	NSERC Discovery Grants	Referee
07/2006	NSERC Strategic Projects Program	Referee
02/2006	CITO Research Partnership Program	Referee
01/2006	NSERC Discovery Grants	Referee
09/2005	CITO Research Partnership Program	Referee
01/2005	NSERC CRD Grants	Referee
03/2004	CITO Research Partnership Program	Referee
01/2004	UWO ADF Computing-related Applications	Referee
09/2003	CITO Research Partnership Program	Referee
04/2003	SHARCNET Fellowships Program	Referee

Since February 2013, have served on the MITACS College of Reviewers.

c) Organizing and Technical Program Committee Memberships

Date	Venue	Role
12/2015	2015 GameOn Conference	Technical Program Committee Member
10/2015	IEEE Games, Entertainment, and Media 2015	Technical Program Committee Member
07/2015	Game and Entertainment Technologies 2014	Technical Program

03/2015	ADAPTIVE 2015: The Seventh International Conference on Adaptive and Self-Adaptive Systems and Applications	Committee Member Technical Program
10/2014	IEEE Games, Entertainment, and Media 2014	Committee Member Technical Program
10/2014	CHI Play 2014	Committee Member Technical Program
09/2014	2014 GameOn Conference	Committee Member Technical Program
07/2014	Game and Entertainment Technologies 2014	Committee Member Technical Program
06/2014	Engineering Interactive Computing Systems 2014	Committee Member Technical Program
05/2014	ADAPTIVE 2014: The Sixth International Conference on Adaptive and Self-Adaptive Systems and Applications	Committee Member Technical Program
03/2014	DIG London 2014	Organizing Committee Member
11/2013	2013 GameOn Conference	Committee Member Technical Program
07/2013	IADIS Game and Entertainment Technologies 2013	Committee Member Technical Program
11/2012	2012 GameOn Conference	Committee Member Technical Program
11/2012	DIG London 2012	Organizing Committee Member
10/2012	Meaningful Play 2012	Committee Member Technical Program
08/2012	2012 GameOn North America Conference	Committee Member Technical Program
07/2012	IADIS Game and Entertainment Technologies 2012	Committee Member Technical Program
03/2012	2012 GameOn Asia Conference	Committee Member Technical Program
11/2011	2011 GameOn Conference	Committee Member Technical Program
11/2011	DIG London 2011	Organizing Committee Member
08/2011	2011 GameOn North America Conference	Committee Member Technical Program
03/2011	2011 GameOn Asia Conference	Committee Member Technical Program
11/2010	2010 GameOn Conference	Committee Member Technical Program
11/2010	DIG London 2010	Organizing Committee Member
10/2010	Meaningful Play 2010	Committee Member Technical Program
08/2010	2010 GameOn North America Conference	Committee Member Technical Program
08/2010	Edutainment 2010	Committee Member Technical Program
05/2010	2010 Future Play Conference	Committee Member Technical Program
03/2010	Second International Conference on Resource Intensive Applications and Services	Committee Member Technical Program
11/2009	DIG London 2009	Organizing Committee Member
11/2009	2009 GameOn Conference	Committee Member Technical Program

05/2010	2009 Future Play Conference	Technical Program Committee Member
04/2009	The First International Conference on Intensive Applications and Services	Technical Program Committee Member
11/2008	DIG London 2008	Organizing Committee Member
11/2008	2008 Future Play Conference	Co-Chair
11/2008	2008 GameOn Conference	Technical Program Committee Member
10/2008	International Conference on Advances in Human-oriented and Personalized Mechanisms, Technologies, and Services	Technical Program Committee Member
10/2008	CyberGames 2008: International Conference on Games Research and Development	Technical Program Committee Member
08/2008	2008 GameOn North America Conference	Technical Program Committee Member
06/2008	Entertainment Systems 2008, Track at the International Conference on Internet and Web Applications and Services	Special Session Chair
06/2008	Edutainment 2008: The Third International Conference on E-Learning and Games	Technical Program Committee Member
06/2008	The Third International Conference on Internet and Web Applications and Services	Technical Program Committee Member
01/2008	First IEEE International Workshop on Digital Entertainment, Networked Virtual Environments, and Creative Technology	Technical Program Committee Member
11/2007	2007 GameOn Conference	Technical Program Committee Member
10/2007	2007 Future Play Conference	Co-Chair
09/2007	CyberGames 2007: International Conference on Games Research and Development	Technical Program Committee Member
09/2007	NetGames 2007	Technical Program Committee Member
09/2007	2007 GameOn North America Conference	Technical Program Committee Member
08/2007	Sandbox: An ACM SIGGRAPH Video Game Symposium	Reviewer
12/2006	CyberGames 2006: International Conference and Exhibition on Games Research and Development	Technical Program Committee Member
11/2006	2006 GameOn Conference	Technical Program Committee Member
10/2006	NetGames 2006	Technical Program Committee Member
10/2006	2006 Future Play Conference ⁷	Host, Co-Chair, and Program Committee Chair
09/2006	Games 2006: International Digital Games Conference	Technical Program Committee Member
09/2006	Canadian Game Studies Association 2006 Symposium	Technical Program Committee Member
09/2006	2006 GameOn North America Conference	Technical Program Committee Member
07/2006	Sandbox: An ACM SIGGRAPH Video Game Symposium	Technical Program Committee Member
02/2006	Entertainment Systems 2006, Track at the International Conference on Internet and Web Applications and Services	Technical Program Committee Member
11/2005	The Third Annual International Conference in Computer Game Design and Technology	Technical Program Committee Member
11/2005	2005 GameOn Conference	Technical Program Committee Member

⁷ The 2006 Future Play Conference was hosted by the University of Western Ontario at the London Convention Centre in London, Ontario. Michael Katchabaw organized and spearheaded this initiative at Western.

10/2005	2005 Future Play Conference	Co-Chair
07/2005	2005 GameOn North America Conference	Technical Program Committee Member
01/2005	2005 Digital Games Research Association Conference	Review Board Member
06/2004	2004 IBM Centre for Advanced Studies Conference (CASCON)	Technical Program Committee Member
04/2004	2004 Workshop on End-to-End Service Differentiation (In conjunction with the IEEE International Performance Computing and Communications Conference)	Technical Program Committee Member
04/2003	2003 Workshop on End-to-End Service Differentiation (In conjunction with the IEEE International Performance Computing and Communications Conference)	Technical Program Committee Member

d) Journal Editorial Boards

Date	Journal	Role
2007-Present	International Journal on Computer Games Technology	Associate Editor
2006-Present	Loading ... The Journal of the Canadian Game Studies Association	Editorial Board Member

e) Program/Organizational Reviews

Date	Institution	Role
2012	The University of Prince Edward Island (Post-baccalaureate Certificate in Video Game Programming)	Reviewer
2008	Fanshawe College (Post-diploma Program in Computer Programming for Game Development)	Advisor

f) Miscellaneous Refereeing, Reviewing, and Judging

Date	Venue	Role
04/2008	IEEE Transactions on Knowledge and Data Engineering	Reviewer
11/2007	IEEE Transactions on Knowledge and Data Engineering	Reviewer
11/2007	Journal of Supercomputing	Referee
11/2007	International Journal on Computer Games Technology	Reviewer
01/2007	Multimedia Systems Journal	Reviewer
12/2006	ACM Crossroads Magazine	Reviewer
11/2006	Special Issue on Game Programming for the Journal Science of Computer Programming	Reviewer
05/2006	Special Issue on Game Programming for the Journal Science of Computer Programming	Reviewer
05/2006	ACM Crossroads Magazine	Reviewer
03/2006	UWO Research in Computer Science Workshop	Judge
11/2005	Thomson Course Technology textbook manuscripts	Reviewer
05/2005	Journal of Supercomputing	Referee
04/2005	Western Research Forum	Judge
03/2005	UWO Research in Computer Science Workshop	Judge
02/2005	Journal of Software Practice and Experience	Referee
09/2004	ICC 2005 Communications QoS, Reliability and Performance Modeling	Referee

03/2004	UWO Research in Computer Science Workshop	Judge
08/2003	Journal of Computer Communications	Reviewer
11/2001	2001 IBM Centre for Advanced Studies Conference	Referee
11/2000	2000 IBM Centre for Advanced Studies Conference	Referee
11/1999	1999 IBM Centre for Advanced Studies Conference	Referee
09/1999	Q. Mahmoud. Distributed Programming with Java. Reviewed for and published by Manning Publications Co., 1999. (Several other books and proposals have been reviewed for Manning Publications Co. that did not make it to press.)	Reviewer
11/1998	1998 IBM Centre for Advanced Studies Conference	Referee
08/1998	Thirty-second Annual Hawaii International Conference on System Sciences (HICSS-32), Cluster Computing Minitrack	Referee
04/1998	Third International Workshop on Systems Management	Referee
08/1997	Thirty-first Annual Hawaii International Conference on System Sciences (HICSS-31), Performance Evaluation of Distributed Systems Minitrack	Referee
06/1996	Second International Workshop on Systems Management	Referee

g) Professional Memberships

- IEEE (Institute of Electrical and Electronics Engineers)
- ACM (Association for Computing Machinery)
- IGDA (International Game Developers Association)
- CGSA (Canadian Game Studies Association), Founding Member, Former Board of Directors and VP

9. **TEACHING:**

a) Undergraduate Courses Taught:

Dates	Course	Description	Evaluation Summary
2015-2016	CS 4460	Bioinformatics Thesis ⁸	(Not available)
2015-2016	CS 4470	Software Maintenance and Configuration Management ⁹	(Not available)
2015-2016	CS 4475	Open Source Software Project ¹⁰	(Not available)
2015-2016	CS 4478	Master the Mainframe ¹¹	(Not available)
2015-2016	CS 4480	Game Development Project	(Not available)
2015-2016	CS 4490	Thesis ¹²	(Not available)
2015-2016	CS 4483	Game Design (Cross listed as CS 9541)	(Not available)
2014-2015	CS 4434	Master the Mainframe ¹³	(Not available)
2014-2015	CS 4460	Bioinformatics Thesis ¹⁴	(Not available)

⁸ This full-year course was taken on as a further course overload in the 2015-2016 academic year, in excess of the normal teaching workload.

⁹ This full-year course was taken on as a further course overload in the 2015-2016 academic year, in excess of the normal teaching workload.

¹⁰ This half-year course was taken on as a course overload in the 2015-2016 academic year, in excess of the normal teaching workload. It was offered in both terms.

¹¹ This half-year course was taken on as a further course overload in the 2015-2016 academic year, in excess of the normal teaching workload.

¹² This full-year course was taken on as a further course overload in the 2015-2016 academic year, in excess of the normal teaching workload.

¹³ This half-year course was taken on as a further course overload in the 2014-2015 academic year, in excess of the normal teaching workload.

¹⁴ This full-year course was taken on as a further course overload in the 2014-2015 academic year, in excess of the normal teaching workload.

2014-2015	CS 4470	Software Maintenance and Configuration Management ¹⁵	(Not available)
2014-2015	CS 4475	Open Source Software Project ¹⁶	(Not available)
2014-2015	CS 4480	Game Development Project	(Not available)
2014-2015	CS 4490	Thesis ¹⁷	(Not available)
2014-2015	CS 4483	Game Design (Cross listed as CS 9541)	(Overall 6.8/7.0)
2013-2014	CS 4460	Bioinformatics Thesis ¹⁸	(Not available)
2013-2014	CS 4470	Software Maintenance and Configuration Management ¹⁹	(Not available)
2013-2014	CS 4475	Open Source Software Project ²⁰	(Not available)
2013-2014	CS 4480	Game Development Project	(Not available)
2013-2014	CS 4490	Thesis ²¹	(Not available)
2013-2014	CS 4483	Game Design (Cross listed as CS 9541)	(Overall 6.7/7.0)
2012-2013	CS 4438	Open Source Software Project ²²	(Not available)
2012-2013	CS 4470	Software Maintenance and Configuration Management ²³	(Overall 6.4/7.0)
2012-2013	CS 4480	Game Development Project	(Overall 7.0/7.0)
2012-2013	CS 4483	Game Design (Cross listed as CS 9541)	(Overall 6.5/7.0)
2011-2012	CS 4470	Software Maintenance and Configuration Management ²⁴	(Overall 7.0/7.0)
2011-2012	CS 4480	Game Development Project	(Overall 7.0/7.0)
2011-2012	CS 4483	Game Design (Cross listed as CS 9541)	(Overall 6.6/7.0)
2010-2011	CS 4480	Game Development Project	(Overall 6.7/7.0)
2010-2011	CS 4483	Game Design (Cross listed as CS 9541)	(Overall 6.8/7.0)
2009-2010	CS 4480	Game Development Project	(Not available)
2009-2010	CS 4483	Game Design (Cross listed as CS 9541)	(Overall 6.3/7.0)
2008-2009	N/A	On Sabbatical	
2007-2008	CS 483	Game Design (Cross listed as CS 641)	(Overall 6.4/7.0)
2007-2008	CS 480	Game Development Project	(Not available)
2007-2008	CS 470	Software Maintenance and Configuration Management	(Not available)
2007-2008	CS 457	Computer Networks II	(Overall 6.8/7.0)

¹⁵ This full-year course was taken on as a further course overload in the 2014-2015 academic year, in excess of the normal teaching workload.

¹⁶ This half-year course was taken on as a course overload in the 2014-2015 academic year, in excess of the normal teaching workload. It was offered in both terms.

¹⁷ This full-year course was taken on as a further course overload in the 2014-2015 academic year, in excess of the normal teaching workload.

¹⁸ This full-year course was taken on as a further course overload in the 2013-2014 academic year, in excess of the normal teaching workload.

¹⁹ This full-year course was taken on as a further course overload in the 2013-2014 academic year, in excess of the normal teaching workload.

²⁰ This half-year course was taken on as a course overload in the 2013-2014 academic year, in excess of the normal teaching workload. It was offered in both terms.

²¹ This full-year course was taken on as a further course overload in the 2013-2014 academic year, in excess of the normal teaching workload.

²² This half-year course was taken on as a course overload in the 2012-2013 academic year, in excess of the normal teaching workload.

²³ This full-year course was taken on as a further course overload in the 2012-2013 academic year, in excess of the normal teaching workload.

²⁴ This full-year course was taken on as a course overload in the 2011-2012 academic year, in excess of the normal teaching workload.

2006-2007	CS 483	(Cross listed as CS 546) Game Design	(Overall 6.7/7.0)
2006-2007	CS 480	(Cross listed as CS 641) Game Development Project ²⁵	(Not available)
2006-2007	CS 457	Computer Networks II (Cross listed as CS 546)	(Overall 6.5/7.0)
2006-2007	CS 026	Computer Science Fundamentals I	(Overall 6.0/7.0)
2005-2006	CS 437	Video Game Design and Implementation (Cross listed as CS 641)	(Overall 6.0/7.0)
2005-2006	CS 457	Computer Networks II (Cross listed as CS 546)	(Overall 6.0/7.0)
2005-2006	CS 026	Computer Science Fundamentals I	(Overall 5.9/7.0)
2004-2005	CS 437	Video Game Design and Implementation (Cross listed as CS 641)	(Overall 6.7/7.0)
2004-2005	CS 357	Computer Networks I	(Overall 6.4/7.0)
2004-2005	CS 457	Computer Networks II (Cross listed as CS 546)	(Overall 6.4/7.0)
2003-2004	CS 437	Video Game Design and Implementation (Cross listed as CS 641)	(Overall 6.4/7.0)
2003-2004	CS 357	Computer Networks I	(Overall 6.1/7.0)
2003-2004	CS 457	Computer Networks II (Cross listed as CS 546)	(Overall 6.2/7.0)
2002-2003	CS 357	Computer Networks I	(Overall 6.1/7.0)
2001-2002	CS 211	Software Tools and Systems Programming	(Overall 6.0/7.0)
1997-1997	CS 402	Parallel and Distributed Systems	(Overall 6.2/7.0)
1996-1997	CS 402	Parallel and Distributed Systems	(Overall 6.6/7.0)

b) Undergraduate Supervision:

CS470/4470 (Software Maintenance and Configuration Management, group project):

Dates	Name(s)	Title of Project
2015-2016	Entire CS4470 class	Course Syllabus Tool for Registrar's Office and the Teaching Support Centre (Instructor for the course)
2014-2015	Entire CS4470 class	Schulich Acuity STAR Development (Instructor for the course)
2013-2014	Entire CS4470 class	Western Mobile App Development (Instructor for the course)
2012-2013	Entire CS4470 class	Western Mobile App Development (Instructor for the course)
2011-2012	Entire CS4470 class	Western Mobile App Development (Instructor for the course)
2007-2008	Entire CS470 class	Continued Porting to XNA Game Studio Express (Instructor for the course)
2006-2007	Entire CS470 class	Porting to XNA Game Studio Express (Consultant for project)
2005-2006	D. Lang, S. Shen, Y Wang, M. Weston	Benchmarking of Mobile and Wireless Computing Devices
2005-2006	C. Dance, J. Gamble, J. Little, E. Shani (Co-supervised with Hanan Lutfiyya, Computer Science)	CV Management in XML
2005-2006	R. Arab, D. Gunaratne,	Extensions to GADS

²⁵ This full-year course was taken on as a course overload in the 2006-2007 academic year, in excess of the normal teaching workload.

	L. Melville, Y. Park (Co-supervised with Hanan Lutfiyya, Computer Science)	
2004-2005	W. Hergott, R. Jaeger, S. Landicho, M. Pham, C. Young	Interfacing and Virtualization in an Unreal Based Video Game
2004-2005	A. Al-Kaabi, P. Gkourasas, P. Michailidis, M. Salih, Z. Vujcic	Artificial Intelligence for an Unreal Based Video Game
2004-2005	C. Groleau, E. Kerfoot, K. Mark, K. Meyer, J. Wong	Player Support in an Unreal Based Video Game
2004-2005	C. Lin, M. Mai, P. Nguyen, A. Saleh (Co-supervised with Michael Bauer, Computer Science)	Implementation of Advanced Caching Algorithms in Web Proxy Servers
2002-2003	W. Siddiqui, H. Hamshari, A. Shah	Java Application Instrumentation
2002-2003	S. Contoni, N. Marrin, H. Kaminski	Quake Based Systems and Network Management: Level Design
2002-2003	C. Liaw, M. Schrieder, R. Pettit, R. Corelli, M. DeLuca, P. Szabla	Quake Based Systems and Network Management: Distribution Elements
2002-2003	A. Schmelzle, M. Bernat, M. Hrycyshyn, T. Mullen, T. Spicer	Telerobotics for the Internet

CS480/4480 (Game Development Project, group project):

Dates	Name(s)	Title of Project
2015-2016	Jason Brasse, Even Debenham, Jamie Finnigan, Jeff Godisart, Bradley Hamelin	Oculus Archery (working title)
2013-2014	Jeremy Kooper, William Roy, Matt Kirk, Jeremy Winters	Triangular
2013-2014	Brian Dinelt, Jake Stephens, Francisco Josino Junior, Thais Correia	Hyper Deathball
2012-2013	Timothee Aufort, Michael Cookson, Benjamin Dunkin, Caroline Rose, Hamed Saadat	Megathon
2011-2012	Nelson Andre, Spencer Baynton, Matthew Green, Brandon Kerr, Nicholas Schudlo	Blub
2010-2011	Nick DiZazzo, Kevin Fielding, James Leslie, Stephen Mashalidis	Polygon Siege
2010-2011	Stephan Beltran, Rachel Grimard, Alex Harper, Nicolas Perreault, Ryan Ferguson	Intruder's Run

2010-2011	Mark Wynen, Tyler Childerhose, Matthew Sitko, Chris Galloway	Snow Slalom
2009-2010	R. Sugar, M. Sitko, D. Vince, T. Zablocki, Z. Niu, and G. Troupel	Bomb Squad
2007-2008	H.Wu, J. You, and D. Koschman	The Continuing Misadventures of State Man
2006-2007	J. Grundy, C. Pickering, and M. Hodgson (Co-supervised with Mark Daley, Computer Science)	Scorched Planets

SE4450 (Project/Thesis for Software Engineering, individual or with small group):

Dates	Name(s)	Title of Project/Thesis
2015-2016	Matthew Laing et al	Adrift (working title)
2014-2015	Omar Farchoukh, Keegan Grimminck, Scott King	Cavern
2013-2014	Jeffrey Genovy	Porting SimCity
2013-2014	Xander Ward, Matthew Meinen	Inferno Meadow

CS380/490/3380/4490 (Project/Thesis, individual or with small group):

Dates	Name(s)	Title of Project/Thesis
2015-2016	Duff Jones	Believable Agents in Minecraft
2015-2016	Andrew Stebel	Vehicle Simulations in Unity and SUMO
Summer 2015	Delerina Hill	Impact Junk – Web Backend
Summer 2015	Carolina Osorno Valderrama	Impact Junk – Android Frontend
Summer 2015	Andrew Stebel	Unity Levels for Myo Interactables
Summer 2015	Anoop Toor	Myo Mouse Interfacing in Unity
2014-2015	Yaqzhan Ali	Adding Believable Characters to Minecraft
2014-2015	Justin Doyle	Streaming Music for Exploration
2014-2015	Connor Graham	Motion Tracking for RSI Therapy
2014-2015	Joe Lin	Gesture Tracking for Juggling Simulation
2014-2015	Bryan Muscedere	Hand Tracking for Assessing Surgical Skill
2014-2015	Siamak Soltani	Database Schema Discovery and Web Service Interface Development
Summer 2014	Justin Doyle	Exploring Music Through Mobile Apps
Summer 2014	Alexander Maclean	Streaming Services for Interacting with Musical Performances
2013-2014	Randall Ho	Developing a Sign Language Interface Using Wearable Technologies
2013-2014	Mark Oberemk	Narrative Structure Generation for Games
2013-2014	Christopher Yiu	Diagnosis and Therapy of Wrist and Hand Pains Using Motion-Sensing Technologies
Summer 2013	Jonathan Demelo	Extending Syllabi Support in OWL/Sakai
Summer 2013	Jeff Godisart	Evaluating Generated Story Elements
Summer 2013	Ming Ying Shan	Web Based Tools for CV/Resume Management
2012-2013	Tyler Childerhose	Using Augmented Reality to Treat Neuropathic Pain Symptoms
2012-2013	Eric Knoll (Co-supervised with Aaron Fenster, Roberts)	Hand Segmentation and Gesture Recognition System for Use in Operating Theatre
2012-2013	Ramesh Raj (Co-supervised with Ken McIsaac, Engineering)	Simulating The Motorola HC12 Microprocessor for Teaching and Learning

2011-2012	Andrew Kope	Psychological Foundations of Characters in Video Games
2011-2012	Nelson Andre	Visual Simulation of Cells
2011-2012	Jordan Van Dyk (Co-supervised with Mark Bramwell)	Security of Wireless Protocols
Summer 2011	Hing Chan (Co-supervised with James McInnes, Cyborg Trading Systems)	Visualization of High Fidelity Financial Data
2010-2011	E. Guillemette	Tools and Techniques for Modern Software Project Management
2010-2011	J. Simpson	Virtual Reality in Medical Applications
2010-2011	K. Gao	Nonlinear Storytelling Engine
2010-2011	L. Xu (Co-supervised with James McInnes, Cyborg Trading Systems)	Visualization of High Frequency Trading
2010-2011	W. Sun (Co-supervised with James McInnes, Cyborg Trading Systems)	Visualization of High Frequency Trading
2009-2010	B. Cruise	Advanced Topics in Automated Music Composition
2009-2010	E. Cormie-Bowens	Automated Dialogue Generation Using Personality and Emotion
2009-2010	G. Kapp	Augmented Reality for Medical Applications: Sensor Controls
2009-2010	V. Vujcic	Augmented Reality for Medical Applications: Immersive Environments
2009-2010	R. Maloney	Dungeon Mastering Tools for RPGs
2009-2010	C. Whippey	Culture in Game Design
2009-2010	R. Sugar	Unreal-Based Environment for Emergent AI: AI Construction
2009-2010	T. Zablocki	Unreal-Based Environment for Emergent AI: Scenario Construction
2008-2009	M. Grasby	Computer-Driven Traffic Simulations
2008-2009	B. Sinnamon	Advanced Storytelling Engines for Video Games
2007-2008	V. Bonduro	Automated Storytelling Engine for Video Games
2007-2008	R. Haworth	Enhancing a Synthetic Player for an Online RPG
2007-2008	C. Simpson	Using Emergent Gameplay and Evolutionary Graph Theory to Model Reputation and Gossip with AI Controlled Players in a Computationally Inexpensive Way
2007-2008	N. Stradeski	J2ME Universal Bluetooth Learning Remote
2006-2007	M. Feeney	Modeling Group Dynamic Behaviour and Flocking in Congested Situations
2006-2007	A. Rankin	Formalization of Reverse Engineering Techniques
2006-2007	S. Phillips (Co-supervised with Hanan Lutfiyya, Computer Science)	Locater: An Indoor Positioning System
Summer 2006	M. McLaughlin	Reusable Storytelling Engines
2005-2006	S. Burgess	Patterns in Optimism for Masking Network Latency in Modern Video Games
2005-2006	C. Chan and X. Zhang	Benchmarking Wireless Devices in J2ME
2005-2006	W. Mastej (Co-supervised with Michael Jennings, Chemistry)	Implementation of a Web Accessible X-Ray Database
2005-2006	D. Pass	Automating CV Content Extraction to XML

2004-2005	C. Bailey	Managing Player Frustration and Enjoyment in Video Games
2004-2005	C. Barber	Realistic Unscripted Dialog in Video Games
2004-2005	N. Boniferro	Adaptive Artificial Intelligence for Video Games
2004-2005	R. Demopoulos	Evolution of Algorithmically Generated Music on J2ME Mobile Devices
2004-2005	C. Eckhert	A Cluster-Based Web Workload Generator
2004-2005	L. Gruenwoldt	Relationship Management and Response in Video Games
2004-2005	R. Hanna	Bringing New HOPE to Networked Video Games
2004-2005	W. Hao (Co-supervised with Michael Jennings, Chemistry)	Implementation of a Web Accessible X-Ray Database
2004-2005	S. Karac (Co-supervised with Michael Jennings, Chemistry)	Implementation of a Web Accessible X-Ray Database
2004-2005	K. Muma	Dynamic Quest and Event Generation for Adventure Games
Summer 2004	D. Craven	Instructional Support and Benchmarking for Mobile Devices
2003-2004	B. Bailey	The Use of Mobile Computing Devices in Road Construction
2003-2004	A Culver	A Free Resource Locator for Pervasive Computing
2003-2004	E. Ireland	Development and Evaluation of Computer Camp Curriculum
2003-2004	A. German	Efficient Streaming of Stereo Video Data
2003-2004	N. Hoffman	The Development of an Improved Mail Agent for Mobile Devices
2003-2004	A. Van Arden	A Realistic Physics Engine for Low Power Gaming Devices
2003-2004	R. Sethi	An Automated Direction Provider Using Wireless Internet
2003-2004	H. Tran	An Experimental Evaluation of Multimedia Mobile Phones
2003-2004	S. Wang	A Performance Evaluation of Multimedia Mobile Phones and Gaming Devices
2002-2003	N. Brittain	Quake Based Systems and Network Management: Visualization Elements
2002-2003	H. Chen, N. Curtis	Quake Based Systems and Network Management: Management Interface
2002-2003	C. O'Donnell	HP PARISC 64-Bit GNU Libc Port
1996-1997	E. Wright (Co-supervised with Hanan Lutfiyya, Computer Science)	Video on a High Speed Network
1996-1997	S. Hayden, J. Grundy	Video-on-Demand
1996-1997	C. McNiven, J. Posavad (Co-supervised with Hanan Lutfiyya, Computer Science)	Secure Distributed Java Gambling

Other (Summer NSERC award, work study, Science Without Borders, and so on):

Dates	Name(s)	Title of Project
2015-2016	M. Mulk	Storytelling Extensions to Minecraft
Summer 2015	G. Oliveira	Artificial Society Generation
Summer 2015	G. Lima	Believable Agents in Minecraft

Summer 2015	D. Jones	Believable Agents in Minecraft
Summer 2014	T. Correia	Integration of Psychosocial Models into a Commercial Video Game System
Summer 2014	F. Josino Jr.	Integration of Psychosocial Models into a Commercial Video Game System
Summer 2014	J. de Queiroz Jr.	Integration of Psychosocial Models into a Commercial Video Game System
Summer 2014	M. Kuang	Using Accelerometer Sensor Data in the Study and Assessment of Neck Pain
Summer 2013	J. Aquino	Memory Seeding in AI Agents
Summer 2013	J. Targino	Memory Seeding in AI Agents
Summer 2013	C. Rose	Associative Memory for Emergent AI Agents
Summer 2012	C. Rose	Associative Memory for Emergent AI Agents
2011-2012	D. Gauthier	Algorithmic Music Evolution Engine
Summer 2011	D. Gauthier	Algorithmic Music Evolution Engine
2010-2011	M. Kirk	Departmental Web Development
2010-2011	N. Perreault	Unreal-Based Environment for Emergent AI: Scripting Support
2010-2011	R. Grimard	Unreal-Based Environment for Emergent AI: AI Construction
2010-2011	N. DiZazzo	AMEE Pop Tones
Summer 2010	T. Zablocki	Unreal-Based Environment for Emergent AI: Scenario Construction
Summer 2010	R. Grimard	Unreal-Based Environment for Emergent AI: AI Construction
2009-2010	J. Shantz	Algorithmic Music Evolution Engine
2009-2010	C. Eineke	Algorithmic Music Evolution Engine
2008-2009	M. Kishimoto	Algorithmic Music Evolution Engine
2008-2009	S. Huerter	Algorithmic Music Evolution Engine
2008-2009	M. Brennan	Algorithmic Music Evolution Engine
2007-2008	T. Bullen	Evolving Enhanced Bots Using Genetic Algorithms
Summer 2007	T. Bullen	Automating Content Analysis of Video Games
Summer 2007	A. Chan	Development and Porting of XNA Smashocsm
2006-2007	T. Bullen	Automating Content Analysis of Video Games
Summer 2006	T. Bullen	Automating Content Analysis of Video Games
Summer 2006	S. Phillips (Co-supervised with Hanan Lutfiyya, Computer Science)	WiFi Based Location Detection and Tracking
Summer 2005	C. Bailey	Grid Computing Services for MMO Games
Summer 2003	S. Wang	Quake Based Systems and Network Management: Integration Issues

c) Graduate Courses Taught:

Dates	Course	Description	Evaluation Summary
2015-2016	CS 9541	Game Design (Cross listed as CS 4483)	(Not available)
2014-2015	CS 9541	Game Design (Cross listed as CS 4483)	(Not available)
2013-2014	CS 9541	Game Design (Cross listed as CS 4483)	(Not available)
2012-2013	CS 9541	Game Design (Cross listed as CS 4483)	(Not available)
2011-2012	CS 9541	Game Design	(Overall 7.0/7.0)

2010-2011	CS 9541	(Cross listed as CS 4483) Game Design (Cross listed as CS 4483, and also taught at IBM as a CONGESE course)	(Not available)
2009-2010	CS 9541	Game Design (Cross listed as CS 4483)	(Not available)
2008-2009	N/A	On Sabbatical	
2007-2008	CS 641	Game Design (Cross listed as CS 483)	(4.86/5)
2007-2008	CS 546	Computer Networks II (Cross listed as CS 457)	(4.76/5)
2006-2007	CS 641	Game Design (Cross listed as CS 483)	(Not available)
2006-2007	CS 546	Computer Networks II (Cross listed as CS 457)	(Not available)
2005-2006	CS 641	Video Game Design and Implementation (Cross listed as CS 437, and also taught at IBM as a CONGESE course)	(Overall 4.62/5) (Overall 4.75/5 for CONGESE version)
2005-2006	CS 546	Computer Networks II (Cross listed as CS 457)	(Overall 4.87/5)
2004-2005	CS 641	Video Game Design and Implementation (Cross listed as CS 437)	(4.85/5)
2004-2005	CS 546	Computer Networks II (Cross listed as CS 457)	(4.58/5)
2003-2004	CS 641	Video Game Design and Implementation (Cross listed as CS 437)	(Overall 5/5)
2003-2004	CS 546	Computer Networks II (Cross listed as CS 457)	(Overall 5/5)
2002-2003	CS 641	Video Game Design and Implementation	(Overall 4.64/5)

d) Graduate Supervision:

Current Supervision of Thesis Students:

Name	Topic/Proposed Title of Thesis
M. Adaniya (PhD)	Procedural Generation of Video Game Levels
E. Aissa (PhD, Co-supervised With Miriam Capretz, Software Engineering)	Applying Computer Vision to Augmented Reality Applications
L. Milambiling (MSc)	Computational Linguistics and Games
B. Srivastava (PhD)	Grand Strategy Game Artificial Intelligence
C. Yiu (MSc)	Gesture and Sensor Technologies for Interactive Health

Current Supervision of Coursework Students:

Name	Topic/Proposed Title of Thesis
Q. Qu (MSc)	Web Service Development for Acuity STAR
W. Wei (MSc)	Improving Usability in Musical Chairs
W. Xu (MSc)	Performance Optimization of Artificial Society Generation
N. Zhang (MSc)	Auto Dynamic Difficulty Enablement Tools for Games

Graduated Thesis Students:

Year	Name	Title of Thesis/Project
2015	B. Sarlo (MSc)	An Approach To Artificial Society Generation For Video Games
2015	C. Rose (MSc)	Realistic Dialogue Engine for Video Games
2014	M. Chowdhury (Phd)	A Software Design Pattern Based Approach to Auto Dynamic Difficulty in Video Games
2014	N. Schudlo (MSc)	Development of an Emergent Narrative Generation Architecture for Videogames
2013	N. Andre (MSc)	A Modular Approach to the Development of Interactive Augmented Reality Applications
2013	J. Forgette (MSc)	Reinforcement Learning with Motivations for Realistic Agents
2013	A. Dorgoly (MSc)	An Architecture for Believable Socially Aware Agents
2013	K. Wheeler (MSc)	Representing Game Dialogue as Expressions in First-Order Logic
2012	A. Garcia (MSc)	Interactive Augmented Reality as a Support Tool For Parkinson's Disease Rehabilitation Programs
2012	J. Fraser (MSc, Co-supervised with Robert Mercer, Computer Science)	Game Challenge: A Factorial Analysis Approach
2009	G. Acton (MSc)	Playing The Role: An Action Selection Architecture For Believable Behaviour In Non Player Characters and Interactive Agents
2009	A. Rankin (MSc)	Scalability and Performance of Affective Multi-Agent Systems
2009	C. Whippey (MA, Co-supervised With Karl Hele, Anthropology)	When Actual Meets Virtual
2009	J. You (MSc)	Comprehensive Believable Non Player Characters Creation and Management Tools for Emergent Gameplay
2007	C. Bailey (MSc)	Towards Emergent Gameplay: A Framework for Realistic Psychosocial Behaviour in Non Player Characters
2007	R. Demopoulos (MSc)	Towards an Integrated Automatic Music Composition Framework
2006	D. Santoni (MSc)	Resource Matching in a Peer-to-Peer Computational Framework
2005	B. Huang (MSc, Co-supervised with Michael Bauer, Computer Science)	Network Performance Studies in High Performance Computing Environments
2005	D. Martens (MSc)	Dynamic Disk Pattern Recognition for Optimal System Performance
2005	S. Norman (MSc, Co-supervised with Hanan Lutfiyya, Computer Science)	A Grid Application Deployment Service
2005	D. Reid (MSc)	A Stateless Architecture for Achieving Scalable Quality of Service

Graduated Coursework Students:

Year	Name	Title of Thesis/Project
2012	B. Sousa (MSc)	An Evaluation of Network Aspects of Cloud Gaming and the Scenario in Canada
2007	W. Zhang (MSc)	Automating Storytelling in Video Games
2007	A. Raja (MSc)	An Automated Bot Client for a Client-Server Adventure Game
2007	S. Rajput (MSc)	Trust and Fairness in Peer-to-Peer Computing
2006	C. Barber (MSc, Co-supervised with Mark Daley, Computer Science)	Terrain Rendering Using Weight Finite Automata
2005	M. Bhatti (MSc)	J2ME Benchmarking on Mobile Devices
2005	S. Bhatti (MSc)	A Voice Chat Application using Bluetooth
2005	G. Shelley (MSc)	New Hope: Design Patterns for Optimism in Networked Games
2004	J Newton-Smith (MSc)	TileMap: A Pseudo-Random Tile-Based Method for Map Generation

Examination involvement:

Student	Title	Role
A. L'Heureux	Gamification Framework for Sensor Data Analytics (MEngSc, August 2015)	Examiner
B. de Vlugt	Modern Optimization Algorithms and Applications: Architectural Layout Generation and Parallel Linear Programming (MEngSc, August 2015)	Examiner
A. Samani	Privacy in Cooperative Distributed Systems: Modeling and Protection Framework (PhD, April 2015)	Examiner
M. Enns	Game Scoring: Towards a Broader Theory (MA, April 2015)	Examiner
R. Haworth	An Investigation of Cognitive Implications in the Design of Computer Games (PhD, February 2015)	Examiner
S. Pritom	Geography Aware Virtual Machine Migrations and Replications for Distributed Cloud Data Centres (MSc, January 2015)	Examiner
G. Maruf	Fast Non-Local Means Algorithm Based on Dimensionality Reduction (MSc, December 2014)	Examiner
G. Keller	Dynamic Resource Management in Virtualized Data Centres (PhD, November 2014)	Examiner
A. Khalaj	Proxy-based Mobile Computing Infrastructure (PhD, October 2014)	Examiner
M. Tighe	Advances in Dynamic Virtualized Cloud Management (PhD, September 2014)	Examiner
P. Egscheider	Development and Assessment of a Virtual Reality Forklift Simulator as a Research Tool to Study Whole-Body Vibration (MSc, August 2014)	Examiner
S. Ahmed	Application of Risk Metrics for Role Mining (PhD, August 2014)	Examiner
C. Gravelines	Deep Learning via Stacked Sparse Autoencoders for Automated Voxel-Wise Brain	Examiner

	Parcellation Based on Functional Connectivity (MSc, April 2014)	
N. Cerilli	A Vector Based Approach to Virtual Machine Arrangement (MSc, March 2014)	Examiner
I. Milevskiy	Detecting Multilingual Lines of Text with Fusion Moves (MSc, December 2013)	Chair
O. Oyeboode	Redesign of Johar: A Framework for Developing Accessible Applications (MSc, December 2013)	Examiner
O. Mola	Collaborative Policy-Based Autonomic Management in IaaS Clouds (PhD, September 2013)	Examiner
A. Tajalli-Yazdi	Policy-Based Immunization Framework for MANET (MSc, August 2013)	Examiner
B. Shirley	Interpretation, Stratification and Validation of Sequence Variants Affecting mRNA Splicing in Complete Human Genome Sequences (MSc, April 2013)	Chair
M. Adams	Press X to Kick the Bucket: Towards an Understanding of Player-Death in Video Games (MA, March 2013)	Field Study Examiner
G. Foster	UTIL-DSS: Utilization Based Dynamic Strategy Switching for Improvement in Data Centre Operation (MSc, March 2013)	Examiner
J. Sun	Automatic Classification of Epilepsy Lesions (MSc, December 2012)	Chair
M. Rahaman	Performance of Data Transmission for Mobile Applications (MSc, April 2012)	Examiner
H. Ghandorh	Mapping BPEL Processes to Diagnostic Models (MSc, December 2011)	Examiner
I. Rakhmatulin	A Framework for Analysis of Java-Based XACML Engines (MSc, December 2011)	Examiner
S. Carino	Creating Smart Test Cases from Brittle Recorded Tests (MSc, December 2011)	Examiner
D. Cockburn	Socially Influenced Agent Specialization in Heterogeneously Skill Agent Populations (PhD, University of Windsor, December 2011)	Examiner
D. Dechene	Energy Efficient Reduced Complexity Multi-Service, Multi-Channel Scheduling Techniques PhD Engineering, November 2011)	Examiner
Z. Al-Jazzaf	Trust-Based Service Selection (MSc, November 2011)	Examiner
R. Price	Effective Team Strategies using Dynamic Scripting (PhD, University of Windsor, September 2011)	Examiner
L. Mandel	Automated Discovery and Installation of Network Attached Peripheral Devices (MSc, September 2011)	Examiner
K. Charbonneau	On the Integration of Vehicular Ad-hoc Networks and Vision-Based Driver Assistance (MSc, May 2011)	Examiner
K. Ahmed	Policy Based Proactive Systems Management (MSc, December 2010)	Examiner
S. Koshraftar	Multiple Spaced Seeds for Oligonucleotide Design (MSc, December 2010)	Chair
M. Balakrishnan	Design and Implementation of a RF Front End for Software Defined Radios (MEngSc, December 2010)	Examiner
Z. Li	Characterizing and Diagnosing Architectural	Examiner

	Degeneration of Software Systems from Defect Perspective (PhD, October 2010)	
D. Poulsen	But Today We Collect Videogames: Citation, Appropriation, The Open Work and The Neo-Baroque in Videogames (MA, October 2010)	Examiner
V. Mazalov	Geometric Techniques for Digital Ink (MSc, July 2010)	Chair
I. Kalugina	An Optimization Approach to Querying Monitored Business Processes (MSc, July 2010)	Examiner
Q. Ma	RNA Structure Alignment (MSc, April 2010)	Examiner
B. Simmons	Strategy Trees: A Novel Approach to Policy-Based Management (PhD, February 2010)	Examiner
A. Ouda	Towards Automating Policy Based Management Systems (PhD, September 2009)	Examiner
T. Adianto	Belief-Desire-Intention in RoboCup (MSc, September 2009)	Examiner
G. Keller	Dynamic Resource Management in Virtualized Environments (MSc, August 2009)	Chair
K. Jajouei-Moghaddam	Design and implementation of Interactive Online Learning Environments (MSc, October 2008)	Examiner
M. Schmalz	The Not So Long Tail of Digital Play (MA, August 2008)	Examiner
T. Hayes	A Layered Framework for Surgical Simulation Development (MEng, June 2008)	Examiner
S. Burgess	Log File Analysis for Software Fault Localization (MSc, April 2008)	Examiner
O. Persaud	Creating a Sense of Community in the Classroom: An Investigation into Collaborative Learning Among Grade 12 Students (MEd, April 2008)	Examiner
M. Luccini	Cross-Layer Optimization of Network Performance over MIMO Mobile Wireless Channels (MEng, April 2008)	Examiner
A. McCloskey	Optimizing Resource Management in Data Centers through the Specification and Application of Service Level Agreements and Policies (MSc, December 2007)	Examiner
J. Zhang	Reflection in Meta: The Meta-Object Protocol (MSc, December 2007)	Examiner
M. Lloyd	Aldor Generics in Software Component Architectures (MSc, November 2007)	Chair
D. Siemon	The IP Per Process Model: Bringing End-to-end Network Connectivity to Applications (MSc, September 2007)	Examiner
Y. Strauss	Adding a Multimedia Server to an Existing Policy-Driven Autonomic System (MSc, August 2007)	Examiner
A. Zia	Texture Based Segmentation of Carotid Artery Ultrasound Images	Chair
Q. Zhao	SC-expressions in Object-Oriented Languages (PhD, August 2007)	Examiner
P. Patel	Real-Time Embedded Control using FPGA-based Softcore Processors (M E. Sc, June 2007)	Examiner
A. Abdel-Dayem	Computer Aided Diagnostic for Carotid Artery Ultrasound and Breast Mammogram (PhD, April 2007)	Examiner

E. Vieira	Smooth Congestion Control Algorithms (PhD, March 2007)	Examiner
M. Faisal	High Accuracy Optical Flow Method Based on a Theory for Warping: Implementation and Qualitative/Quantitative Evaluation (MSc, December 2006)	Chair
Y. Qiao	Mapping from Service Level Agreements to Policies (MSc, December 2006)	Examiner
Q. Wang	WLRU CPU Cache Replacement Algorithm (PhD, December 2006)	Examiner
T. Wallace	Advanced Lightpath Reservation in WDM Networks (MSc, October 2006)	Examiner
M. Galizia	Improving Efficiency and Performance of Distributed File Systems (MSc, August 2006)	Examiner
B. Stephenson	Optimizing the Java Virtual Machine Instruction Set by Despecialization and Multicode Substitution (PhD, May 2006)	Examiner
J. Miller	The Role of Software Architecture in Decision Making During Requirements Engineering (MSc, April 2006)	Examiner
A. Filatei	Implementation of Fast Polynomial Arithmetic in ALDOR (MSc, March 2006)	Chair
V. Hazell	RFID Simulator (MSc, Feb 2006)	Examiner
H. Liang	The Web Services Based Cyber Foraging Architecture (MSc, Feb. 2006)	Examiner
H. Li	Meta <Java>: Augmenting and Unifying Java with Other Languages (MSc, Dec. 2005)	Examiner
H. Wang	Skeleton-based Hook Echo Detection in Radar Imagery (MSc, Dec. 2005)	Chair
J. Moore	An Average Heart Model based on MRI Data (MSc, June 2005)	Chair
S. Pradhan	Aspects in Meta: Language-Neutral Aspect Weaving (MSc, May 2005)	Examiner
N. Brittain	Two Dimensional Dictionary Based Image Compression (MSc, April 2005)	Examiner
A. Ouda	Digital Watermarking Techniques for Image Security and Hidden Communications (PhD, Dec 2004)	Examiner
Y. Shen	CIAM: A Method for Developing Evolutionary Scenarios for Analysing Impact of Changes on Software Architectural Elements (MSc, Sept 2004)	Examiner
S. Cuddy	Service Selection Based on Dynamic Service Attributes (MSc, Sept 2004)	Examiner
J. Cai	Debugging a High Level Language via a Unified Interpreter and Compiler Runtime Environment (MSc, Aug 2004)	Examiner
H. Edwards	Using Existing Instrumentation for Transaction Generation and Performance Analysis in Distributed Systems (PhD, July 2004)	Examiner
Y. Yin	XML-Based Language Neutral Aspect Code Weaving (MSc, June 2004)	Examiner
Q. Liu	Predictive Caching Systems (MSc, Jan 2004)	Examiner
H. Li	The Implementation of Tactile Graphics Exploration (MSc, Sept 2003)	Examiner
S. Travaglini	An Exploratory Study of Interaction Design Issues Using a Tiling Microworld (MSc, Sept 2003)	Examiner
C. Wu	Feasibility of Predictive Caching to Improve	Examiner

M. Davidson	Web Server Performance (MSc, Aug 2003) Data Compression with Antidictionaries: Epsilon-free Compression (MSc, June 2003)	Chair
A. Hamou	Segmentation of Carotid Artery Ultrasound Images (MSc, June 2003)	Examiner
H. Keep	A Mechanism for User-Defined Differentiated Services (MSc, June 2003)	Examiner
G. Hu	Differential QoS Management (MSc, May 2003)	Chair
Z. Hong	Exploration of Language Support for Component Based Software Systems (MSc, April 2003)	Chair

e) Grants and Funding for Teaching and Classroom Support:

Year	Grantor	Description/Amount
2008	Nokia	\$7,500 in wireless devices (N82 phones and N810 Internet tablets) for CS457 and other courses
2007	Nokia	\$12,000 in wireless devices (N95 phones) for CS457
2007	Ministry of Research and Innovation	\$300,000 was granted to Interactive Ontario (with Michael Katchabaw and Western as a partner) to fund research and teaching initiatives in game development across Ontario under the C3 Network project (Connect, Construct and Commercialize).
2007	ATI Technologies Inc.	\$1,000 in graphics hardware to support Xbox 360 lab for new Minor in Game Development
2006	Microsoft Canada	\$3,500 in Xbox 360 equipment for lab for new Minor in Game Development
2005	ATI Technologies Inc.	\$5,000 in graphics hardware for new game lab for new Minor in Game Development
2005	Microsoft Canada	\$30,000 used towards equipment for new game lab for new Minor in Game Development
2003	Nokia	\$15,000 in wireless devices (3650 phones and N-Gage decks) and wireless service for CS457 and CS437/641

f) Curriculum Development and Dissemination

CS4434/4478 (Master the Mainframe): IBM's Master the Mainframe program provides students access to hardware and software that is otherwise unavailable for exploring and studying modern mainframe environments. This new course provides an experiential learning opportunity for students around this opportunity.

CS4437/4476 (Summer of Code): To allow students to tap into and leverage Google's Summer of Code program in their academic work, a new initiative was started to allow a student's participation in this program to work for course credit. It provides another opportunity for large, distributed, multi-institution software project experience for students.

CS4438/4475 (Open Source Software Project): Started initiative to engage students in the multi-university UCOSP (Undergraduate Capstone Open Source Projects) program. This is a valuable distributed endeavour, and it was important to provide our students access to this opportunity to build and refine their team-based software development skills.

CS470/4470 (Software Maintenance and Configuration): Started partnership with iWestern development group to allow students to work on updates for the official mobile application of the University of Western Ontario. This gives students hands on experience in an industrial environment, ultimately giving them credit in the application's development.

Other partnerships include the Schulich School of Medicine and Dentistry with their Acuity STAR application.

Minor in Game Development: An entirely new program in the Department of Computer Science at Western. Officially introduced in September 2006, and developed in the years prior with consultation from industry and other academics in the field.

CS437/483/641/4483/9541 (Game Design): An entirely new course introduced at Western in 2002, and now a core course in the new Minor in Game Development. Developed from scratch and refreshed annually to keep up with the rapid evolution and advancement in the state-of-the-art in the games industry. Course materials borrowed for use at the University of Prince Edward Island, Simon Fraser University, University of Aberdeen, Algoma University College, Mount Royal College, Grande Prairie Regional College, and elsewhere. Course materials also solicited from Microsoft in 2005 for inclusion in their curriculum repository.

CS480/4480 (Game Project): An entirely new course introduced at Western in 2006 as a capstone course for the new Minor in Game Development. Developed from scratch to provide a group project course to undertake the development of a reasonably large game project in an industrially-inspired setting.

CS357/3357 (Computer Networks I): An intermediate networking course, redesigned in the 2002-2003 academic year to be more relevant to Computer Science students, with a top-down approach to networking. (Redesign was recommended by the departmental curriculum committee based on industry and student feedback from prior offerings of the course.) Updated annually to keep up with new trends and developments in Internet and other networking technologies.

CS457/546/4457/9546 (Computer Networks II): A senior networking course, redesigned in 2003 as a continuation of refinements and enhancements to the sequence of networking courses in the Department of Computer Science at Western. Also updated annually to incorporate changes and advanced in networking technologies, which have a more significant impact on this course than CS357. Course materials have been adopted for use at other post-secondary institutions as they provide a solid treatment of advanced topics in networking that is difficult to find elsewhere.

CS026/1026 (Computer Science Fundamentals I): An introductory computing and programming course, crucial to the streaming of first year students into Computer Science programs. Refined in 2005 and redesigned in 2006 to further engage and appeal to students through an examination of multimedia and other current and relevant topics.

Undergraduate Chair: Since 2009 on, duties as Undergraduate Chair include a considerable amount of curriculum design and development (new courses, new programs, and so on).

g) Other

In 2010-2016, led Discovery Café sessions aimed at cross-disciplinary mentoring of undergraduate Faculty of Science students.

In February 2013, mentored a team in the first annual Data Analytics Problem Solving (DAPS) workshop at the University of Western Ontario, leading the team to victory with a first place showing in the competition. In February 2014, served as the lead faculty organizer for the 2014 workshop rebranded as the Industry Problem Solving Week (IPSW). In February 2015, mentored a team in the data analytics component of that year's IPSW.

10. **UNIVERSITY ADMINISTRATIVE DUTIES:**

Note: On sabbatical from July 2008 until June 2009, with no administrative duties assigned.

a) Department, School or disciplinary area

Summer 2015 Bit-by-Bit Summer Camp Faculty Coordinator
2014 – 2015 Awards Committee
2014 – Present Technologies Services and Support Committee
Summer 2014 Bit-by-Bit Summer Camp Faculty Coordinator
2013 – 2014 Annual Performance Evaluation Committee
Summer 2013 Bit-by-Bit Summer Camp Faculty Coordinator
2012 – 2013 TRICS Hosting Committee
2011 – Present Undergraduate Counselling Committee (Chair)
2010 – 2012 Appointments Committee
2009 – Present Undergraduate Chair
2009 – Present Department Executive Committee
2009 – Present Curriculum Committee (Chair)
2009 – 2010 Workload Committee
2007 – 2008 Undergraduate Counselling and Appeals Committee
2007 – 2008 Curriculum Committee
2006 – 2008 Annual Performance Evaluation Committee
2004 – 2006 Workload Committee
2003 – 2004 Curriculum Committee
2002 – 2008 PhD Comprehensive Examination Committee
2002 – 2004 Recruitment Committee
Summer 2002 Bit-by-bit Summer Camp Advisory Committee
Summer 2002 Space Committee
1998 – 2008 Outreach Committee (Served as Chair since September 2002 to June 2008)

b) Faculty

2014 – Present Faculty of Science Communications Pipeline Committee
2013 – Present Working Group on Western Integrated Science Curriculum (WISC)
2013 – 2014 Faculty of Science Graduate Advisory Committee
2013 – 2014 Industry Problem Solving Workshop (IPSW) Executive Committee (Served as Chair in 2014)
2013 – 2014 Faculty of Science Task Force on Ethics, Honesty, and Academic Integrity
2011 – 2014 Faculty of Science Nominations Committee
Summer 2011 Faculty of Science Re-Discovery Grant Selection Committee
2010 – 2012 Faculty of Science ADF Grant Review Committee
Summer 2010 Faculty of Science Re-Discovery Grant Selection Committee
2009 – Present Educational Policy Committee
2009 – Present Undergraduate Chairs Committee
2008 Ad Hoc May Events Committee for Outreach
2007 – 2008 Dean's Advisory Committee on Science Education
2007 – 2008 Faculty of Science Outreach Review Committee
2007 – 2008 Faculty of Science Interdisciplinary Curriculum Committee
2005 Selection Committee for Faculty of Science Outreach Award

c) University

2014 – Present Mobile Apps Steering Group (Supports the WesternU Mobile app)
2011 – 2014 Mobile Apps Working Group (Supports the iWestern mobile app)
2008 Working Group on Information Security (WGIS – reporting to SUIT)
2006 Ad Hoc Committee to Review University Policies on the Use of Technology During Tests and Examinations
2005 – 2007 Working Group on Information Security (WGIS – reporting to SUIT). This includes chairing a subgroup on the loss of laptops and portable data devices, and serving on another subgroup on the safe disposal of data devices.
2003 – 2004 SCITS Ad-hoc Subcommittee to Review ADF Computing-related Applications

2003	Senate Committee on Information Technology Services (SCITS)
2002 – 2005	Subcommittee on Information Security (SUIS – a subcommittee of SCITS, and predecessor to WGIS)
1999 – 2001	Subcommittee on the World Wide Web (SUWWW – a subcommittee of SCITS)
1999 – 2000	Subcommittee on Information Security (SUIS – a subcommittee of SCITS)
1998 – 1999	Senate Committee on Information Technology Services (SCITS)
1998 – 1999	Subcommittee on Computing and Networking Services (SUCNS – a subcommittee of SCITS)
1998 – 1999	Campus Computer Security Subcommittee (CCSS – a subcommittee of SCITS, and predecessor to SUIS)

11. **COMMUNITY SERVICE:**

a) General Outreach

A great number of the activities carried out by the Outreach Committee of the Department of Computer Science involve a variety of community service functions. This includes high school visits, participation in science fairs and competitions, the operation of the Bit-by-Bit summer computer camp, and a variety of other activities (open houses, workshops, tours, and so on) geared towards students, teachers, and academic counsellors in the community.

As Undergraduate Chair, liaison is maintained with the Outreach Committee to consult with curriculum-related issues, promotional materials and events, and so on.

b) External Committee Membership

Service has also been dedicated towards committees outside of the University related to educational and curriculum issues, particularly concerning game development.

2010 – Present	Advisory Board Member for Big Blue Bubble, Inc.
2008 – Present	IGDA London Chapter
2008	TechAlliance Advisory Council
2007 – Present	London Gaming Cluster (consisting of LEDC, Western, Fanshawe College and representatives from the London game development industry)
2006 – Present	IGDA Special Interest Group on Education (particularly curriculum)
2006 – 2008	Ontario Ministry of Economic Development and Trade's Game Initiative Committee (also its People Resources Subcommittee)

c) Media Releases and Other Media Contacts

Several contributions have been made to the community over the past year in the form of various media releases to the general public and interviews. This includes the following:

Date	Venue	Topic
10/2015	XFM Radio	Computer viruses and malware on mobile devices
10/2015	Western Gazette	Virtual reality and pornography
07/2015	London Free Press	Corporate security in the game development industry
04/2015	London Fuse	Gaming and Game Development
02/2015	Western News	Computer camps for kids
02/2015	Western Gazette	Virtual and augmented reality technologies
02/2015	Western News	Freemium games
10/2014	Western News	Natural Language Understanding in Video Games

08/2014 12/2013	Rogers TV (Western Revealed) Rogers TV (Daytime)	Bit By Bit Summer Camp Game Development at Western and in London
11/2013	The Ryersonian	Gaming and Game Development Programs in Academia
11/2013 07/2013 11/2012 11/2012	AM 1290 (Ask the Experts) London Free Press Western News Inside (LHSC publication in London Free Press and elsewhere)	Game Development at Western Awesome London Katamari project Future of Video Games VR/AR for Parkinsons Rehabilitation
09/2012 09/2012 08/2012 10/2011	Western Gazette Western News CTV News CIXX Radio	VR/AR for Parkinsons Rehabilitation VR/AR for Parkinsons Rehabilitation VR/AR for Parkinsons Rehabilitation Social and educational issues with virtual worlds and video games
09/2011 06/2011	CIXX Radio Western News	Video game addiction Mobile app development in Western
01/2011 11/2010 11/2010	London Free Press Western Gazette London Free Press	Computer Science courses Mobile app plagiarism and copying Gaming CECR for London DIG London 2010 and the local gaming community
09/2010	Business London Magazine	Cyborg Trading Systems collaborations with Western
09/2010 09/2010 06/2010	CIXX Radio Western News London Free Press	AMEE WIF grant approval AMEE WIF grant approval New gaming CECR led by the London Gaming Cluster
04/2010 02/2010	Digital Media 2 Market Showcase Western Gazette	Gaming Research at Western Middlesex-London Health Unit Game "Adventures in Sex City"
01/2010	Western Gazette	Video games engaging in Haiti-related fundraising efforts
01/2010	London Free Press	Bit-by-Bit summer computer camp and educational summer camps in general
11/2009 10/2009 10/2009 11/2008 07/2008 05/2008 04/2008 03/2008 03/2008 03/2008	Western Gazette Western News CIXX Radio London Free Press CTV News Net Rogers TV London Free Press CIXX Radio CIXX Radio Western News	Migration to IPv6 DIG London Internet usage in Canada DIG London and the games industry E3 The Scientific Journey and virtual worlds The London video games industry High definition video format war The Algorithmic Music Evolution Engine The Algorithmic Music Evolution Engine, and recent NSERC I2I funding
02/2008 02/2008 01/2008 01/2008 11/2007	CIXX/AM 980 Radio CIXX/AM 980 Radio CIXX Radio CIXX Radio The Weal (SAIT Polytechnic Student Newspaper)	Violence in video games Inclusiveness in video games Online games The video games industry Addiction in gaming
10/2007 10/2007 09/2007 09/2007 08/2007 08/2007	Technology Review London Free Press Western Gazette Western Gazette ComputerWorld Canada Game Career Guide	Latency and lag in networked games Playing the Gallery event Playing the Gallery event Internet and network security The IT skills gap Academic game development using Microsoft's XNA Game Studio Express

07/2007	CHRW Radio	All girls week in Bit-by-Bit summer computer camp
07/2007	CIXX Radio	Bit-by-Bit summer computer camp
06/2007	Edmonton Journal	Professional game players
06/2007	Canadian Press	The Canadian Game Studies Association and the games industry in Ontario
06/2007	London Free Press	Shortage of game developers in the games industry
04/2007	Rogers First Local News	Western's Minor in Game Development and area game companies
04/2007	CIXX Radio	Recent Blackberry service outage
03/2007	Information Professional Magazine	IT professionalism in North America
02/2007	National Post	Game development and gender issues
02/2007	Rogers TV	The history of video games
01/2007	Et Cetera (Humber College newspaper)	Video game addiction
12/2006	CIXX Radio	Violence in video games
11/2006	National Post	The IT industry and education in IT and computer science
11/2006	CTV Newsnet	Sony's PS3 and Nintendo's Wii
11/2006	CIXX Radio	Sony's PS3 and Nintendo's Wii
10/2006	Microsoft X06 Press Event (conducted interviews with CBC News, Digital Journal, 7 Jour (French), Toronto Sun, Journal de Montreal (French), Space (TV), Gaming Excellence (online magazine), YTV Gamepad, M.net (French), La Press (French), CityTV, Hamilton Spectator, Electric Playground, plus three freelancers representing other publications)	Microsoft's XNA Game Studio Express, game development in academia, and Western's Minor in Game Development
10/2006	Western News	Future Play conference
10/2006	London Free Press	Future Play conference, game companies in London
09/2006	The Charlton (Carleton student newspaper)	Nintendo's new Wii game console
09/2006	Western News	Western's Minor in Game Development
08/2006	ITBusiness.ca	Western's Minor in Game Development and Microsoft's XNA Game Studio Express
08/2006	CBC Radio	Dell Recall of Exploding Batteries
08/2006	Sudbury Star	Western's Minor in Game Development
08/2006	Globe and Mail	Canadian Awards for the Electronic and Animated Arts (CAEAA)
07/2006	Toronto Sun	Issues in computer science enrolment, women in technology, and so on
06/2006	AM 800 Radio	Western's Minor in Game Development
06/2006	Rogers First Local News	Western's Minor in Game Development
06/2006	London Free Press	Western's Minor in Game Development
06/2006	Microsoft Press Event	Discussing issues in computer science enrolment, women in technology, and so on.
05/2006	Rogers First Local News	Bit-by-Bit summer computer camp
05/2006	London Free Press, Exeter Times-Advocate, Clinton News-Record, Lakeshore Advance	Addiction to video games (from a speaking engagement at a town hall meeting)
05/2006	Documentary: In the Game	Issues and challenges in the game

	(to air on G4/TechTV, Discovery, and elsewhere in 2007)	development industry
03/2006	London Free Press	Technical and programming complexities of Sony's PS3
03/2006	National Post	Industrial relevance of computer science skills and backgrounds
03/2006	ComputerWorld Canada	Using game development methods and technologies in developing enterprise applications
03/2006	Backbone Magazine (also recorded for radio broadcast)	Game ethics, Easter eggs, and hacking
02/2006	National Post	Social engineering on the Internet
01/2006	Fanshawe College	Social and ethical issues in the future of video games
12/2005	National Post	Political video games and the federal election
12/2005	Hamilton Spectator	Social and serious games
12/2005	Western Gazette	Maturing content in video games
11/2005	ITBusiness.ca	Game industry influences on the business world
08/2005	Hamilton Spectator	Issues in serious games
06/2005	NewPL TV with Nick Paparella	Pac-Man's 25 th anniversary
06/2005	CFOS Radio with Jim Birschard	Pac-Man's 25 th anniversary
06/2005	London Free Press	Classic video games
05/2005	Hamilton Spectator	Video game consoles
05/2005	ITBusiness.ca	Game development in academia
05/2005	CP24 TV with David Onley	Game development in academia
04/2005	London Free Press	LDSTF
03/2005	Western Gazette	Video game addiction
01/2004	Kitchener Record	Violence in video games
12/2004	Canadian Press	Violence in video games
11/2004	Fanshawe College	Violence in video games
10/2004	Western Gazette	Internet pornography
09/2004	AM 800 Radio with Paul McDonald	History of the Internet
05/2004	AM 980 Radio with George Clark	Unsolicited spam e-mail
03/2004	NewPL TV with Sean Irvine	Violence in video games
03/2004	CBC Radio with Erika Ritter	Violence in video games
03/2004	Corus Radio with Stirling Faux	Violence in video games
03/2004	Western Gazette	Violence in video games
03/2004	London this Week	Violence in video games
03/2004	Halifax Herald	Violence in video games

d) Other Activities

Many schools and parent groups outside of traditional Outreach and Undergraduate Chair duties have been spoken to on the subject of violence in video games, addiction to video games, and phishing. A speaking engagement to the London Chamber of Commerce was made in January 2006 entitled "Open Source Alternatives for Modern IT Infrastructures". Another talk was given as a featured speaker during the National Media Education Week in November 2006 at the London Public Library, on the subject of video game addiction. In March 2007, a presentation was given as a featured speaker at the Nexus Conference for gifted children held in London, on the future of video games and game development.

Active involvement has also occurred in many science fair activities outside of Outreach and Undergraduate Chair duties. This includes judging at the 2004 London District Science and Technology Fair (LDSTF), acting as the technology division chief at the 2005, 2006, 2007, and 2008 LDSTF, and serving on the selection committee for Team Canada at the 2005, 2006, 2007, and 2008 International Science and Engineering Fairs.

Extensive discussions and meetings have also been held with the London Economic Development Corporation, the Ontario Media Development Corporation, Interactive Ontario, and the Ontario Ministry of Economic Development and Trade with respect to the video game industry in London and in the province of Ontario. This is to promote both the games industry, and Western's position and role in this industry.