

Marvin Andujar, Ph.D.

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[Research Gate](#) | [Google Scholar](#) | [DBLP](#) | [LinkedIn](#) | [Twitter](#)

EDUCATION

Ph.D. , Human-Centered Computing, University of Florida <i>Dissertation:</i> Aiding users to self-regulate their attention through Quantified-Self feedback while performing a learning task from a Brain-Computer Interface <i>Advisor:</i> Juan E. Gilbert ACM Fellow	Grad: 08/2017
B.S. , Computer Science & B.A. , Mathematical Sciences (Dual Major), Kean University	05/2012

WORK EXPERIENCE

Assistant Professor Department of Computer Science and Engineering, University of South Florida , Tampa, FL	08/2017 - Present
Research Lab Director Neuro-Machine Interaction Lab (NMIL), University of South Florida , Tampa, FL	08/2017 - Present
Graduate User Experience Technical Intern Intel , Hillsborough, OR	May-August, 2015
NSF Graduate Research Fellow (NSFGRF) Researcher University of Florida , Gainesville, FL	08/2014 – 08/2017
GEM Fellow Researcher Clemson University , Clemson, SC	08/2013 – 07/2014
Human Factors Engineer Intern Intel Labs , Santa Clara, CA	May-August, 2013

RESEARCH EXPERTISE

Affective Brain-Computer Interface (BCI), Brain-Controlled Drones, Quantified-Self, Human-Computer Interaction (HCI), Affective Computing, Human-Drone Interaction, Immersive Computing

PUBLICATIONS – Total: 29

Journals

- [J.3] Stegman, P., Crawford, C. S., **Andujar, M.**, Nijholt, A., & Gilbert, J. E. (2020). Brain-Computer Interface Software: A Review and Discussion. *IEEE Transactions on Human-Machine Systems*. Impact Factor: 3.332.
- [J.2] Tezza, D., and **Andujar, M.** (2019). The State-of-the-Art of Human-Drone Interaction: A Survey. *IEEE Access*, 7 167438-167454. Impact Factor: 4.098.
- [J.1] **Andujar, M.**, Crawford, C. S., Nijholt, A., Jackson, F., & Gilbert, J. E. (2015). Artistic brain-computer interfaces: the expression and stimulation of the user's affective state. *Brain-Computer Interfaces*, 2(2-3), 60–69.

Refereed Conference Papers

- [C.26] Tezza D., Garcia S., **Andujar M.** (2020) Let's Learn! An Initial Guide on Using Drones to Teach STEM for Children. In: Zaphiris P., Ioannou A. (eds) *Learning and Collaboration Technologies. Human and Technology Ecosystems. HCI 2020. Lecture Notes in Computer Science*, vol 12206. Springer, Cham. https://doi.org/10.1007/978-3-030-50506-6_36
- [C.25] Mirzakhlov J., Babu A., **Andujar M.** (2020) Mudpoint: Evaluating Instructor Perception on a Continuous and Non-specific Feedback System. In: Zaphiris P., Ioannou A. (eds) *Learning and Collaboration Technologies*.

Designing, Developing and Deploying Learning Experiences. HCII 2020. Lecture Notes in Computer Science, vol 12205. Springer, Cham. https://doi.org/10.1007/978-3-030-50513-4_20

- [C.24] Pham T., Tezza D., **Andujar M.** (2020) Enhancing Drone Pilots' Engagement Through a Brain-Computer Interface. In: Kurosu M. (eds) Human-Computer Interaction. Multimodal and Natural Interaction. HCII 2020. Lecture Notes in Computer Science, vol 12182. Springer, Cham. https://doi.org/10.1007/978-3-030-49062-1_49
- [C.23] Tezza D., Caprio D., Pinto B., Mantilla I., **Andujar M.** (2020) An Analysis of Engagement Levels While Playing Brain-Controlled Games. In: Fang X. (eds) HCI in Games. HCII 2020. Lecture Notes in Computer Science, vol 12211. Springer, Cham. https://doi.org/10.1007/978-3-030-50164-8_26
- [C.22] Tezza D., Caprio D., Garcia S., Pinto B., Laesker D., **Andujar M.** (2020) Brain-Controlled Drone Racing Game: A Qualitative Analysis. In: Fang X. (eds) HCI in Games. HCII 2020. Lecture Notes in Computer Science, vol 12211. Springer, Cham. https://doi.org/10.1007/978-3-030-50164-8_25
- [C.21] McClinton, W., Garcia, S., & **Andujar, M.** (2019, July). An Immersive Brain Painting: The Effects of Brain Painting in a Virtual Reality Environment. In International Conference on Human-Computer Interaction (pp. 436-445). Springer, Cham.
- [C.20] Garcia, S., Laesker, D., Caprio, D., Kauer, R., Nguyen, J., & **Andujar, M.** (2019, July). An Immersive Virtual Reality Experience for Learning Spanish. In International Conference on Human-Computer Interaction (pp. 151-161). Springer, Cham.
- [C.19] Tezza, D., Garcia, S., Hossain, T., & **Andujar, M.** (2019, July). Brain eRacing: An Exploratory Study on Virtual Brain-Controlled Drones. In International Conference on Human-Computer Interaction (pp. 150-162). Springer, Cham.
- [C.18] Hernandez-Cuevas B., Sawyers E., Bentley L., Crawford C., **Andujar M.** (2019) Neurophysiological Closed-Loop Control for Competitive Multi-brain Robot Interaction. In: Chen J. (eds) Advances in Human Factors in Robots and Unmanned Systems. AHFE 2019. Advances in Intelligent Systems and Computing, vol 962. Springer, Cham.
- [C.17] McClinton, W., Caprio, D., Laesker, D., Pinto, B., Garcia, S., and **Andujar, M.** 2019. P300-Based 3D Brain Painting in Virtual Reality. In Extended Abstracts of the 2019 CHI Conference on Human Factors in Computing Systems (CHI EA '19). ACM, New York, NY, USA, Paper LBW1119, 6 pages.
- [C.16] **Andujar, M.**, and Caprio, D. 2018. Effectiveness of the Alpha Calibration with a Brain-Computer Interface for College Students. In Proceedings of the 2018 ACM International Joint Conference and 2018 International Symposium on Pervasive and Ubiquitous Computing and Wearable Computers (UbiComp '18). ACM, New York, NY, USA, 960-963.
- [C.15] Crawford, C.S., **Andujar, M.**, and Gilbert, J.E. (2017). Neurophysiological Heat Maps for Human-Robot Interaction Evaluation. In Proceedings of 2017 AAAI Fall Symposium Series: Artificial Intelligence for Human-Robot Interaction AAAI Technical Report FS-17-01, November 9-11, 2017, Arlington, VA, USA, pp. 90-93.
- [C.14] **Andujar, M.** and Gilbert, J.E. 2017. A user-centered approach towards attention visualization for learning activities. In Proceedings of the 2017 ACM International Joint Conference on Pervasive and Ubiquitous Computing and Proceedings of the 2017 ACM International Symposium on Wearable Computers (UbiComp '17). ACM, New York, NY, USA, 871-876.

- [C.13] Lieblein, R., Hunter, C., Garcia, S., **Andujar, M.**, Crawford, C. S., & Gilbert, J. E. (2017, July). NeuroSnap: Expressing the User's Affective State with Facial Filters. In International Conference on Augmented Cognition (pp. 345-353). Springer, Cham. Acceptance Rate: 28%
- [C.12] **Andujar, M.**, Nijholt, A., Gilbert, J. (2017). Mobile Augmented Reality Games in Playable Cities: An Overview of Pokemon Go. In International Conference on Distributed, Ambient and Pervasive Interactions (pp. 575-586). Springer, Cham. Acceptance Rate: 28%
- [C.11] Kaur, R., Morreale, P., & **Andujar, M.** (2017, July). SmartPA: An Electronic Solution for Secure Prior Authorization Processing. In International Conference of Design, User Experience, and Usability (pp. 664-676). Springer, Cham. Acceptance Rate: 28%
- [C.10] **Andujar, M.**, Nijholt, A., & Gilbert, J.E., (2016). Designing a Humorous Workplace: Improving and Retaining Employee's Happiness. In Proceedings of 7th International Conference on Applied Human Factors and Ergonomics (AHFE 2016) and the Affiliated Conferences, AHFE 2016, pp. 683-694, Orlando, FL, July 27-31, 2016.
- [C.9] **Andujar, M.**, Morreale, P, Jimenez, J., Jimenez, L., & Gilbert, J.E., (2016). Evaluation of User's Affective Engagement While Interacting with Educational Technologies: A Pilot Study. In Proceedings of 7th International Conference on Applied Human Factors and Ergonomics (AHFE 2016) and the Affiliated Conferences, AHFE 2016, pp. 97-106, Orlando, FL, July 27-31, 2016.
- [C.8] Crawford, C.S., **Andujar, M.**, Jackson, F., Applrys, I., & Gilbert, J.E. (2016). Using a Visual Programming Language to Interact with Visualizations of Electroencephalogram Signals. In Proceedings of the 2016 American Society for Engineering Education Southeastern Section (ASEE SE), Tuscaloosa, AL, March 13-15, 2016.
- [C.7] Crawford, C.S., **Andujar, M.**, Jackson, F., Remy, S., & Gilbert, J.E., (2015) User Experience Evaluation Towards Cooperative Brain-Robot Interaction, In Proceedings 17th International Conference Human-Computer Interaction: Design and Evaluation, HCI International 2015, pp. 184–193, Los Angeles, CA, August 2-7, 2015, M. Kurosu (Ed.): Human-Computer Interaction, Part I, HCII 2015, Springer LNCS 9169.
- [C.6] Crawford, C., **Andujar, M.**, Remy, S. & Gilbert, J.E. (2014). Cloud Infrastructure for Mind-Machine Interface. Proceedings of the 2014 International Conference on Artificial Intelligence (ICAI'14). pp. 127-133.
- [C.5] **Andujar, M.**, Jimenez, L., Shah, J., & Morreale, P. 2013. Evaluating visual programming environments to teach computing to minority high school students. J. Comput. Sci. Coll. 29, 2 (December 2013), 140-148.
- [C.4] **Andujar, M.**, Ekandem, J.I., Gilbert, J.E., & Morreale, P. (2013). *Evaluating Engagement Physiologically and Knowledge Retention Subjectively through Two Different Learning Techniques*, 15th International Conference, HCI International 2013, Las Vegas, NV, USA, July 21-26, 2013, In Proceedings, Part II, Vol. 8005 of Lecture Notes in Computer Science, pp. 335-342.
- [C.3] **Andujar, M.** & Gilbert, J.E. 2013. Let's Learn!: Enhancing User's Engagement Levels Through Passive Brain-Computer Interfaces. In CHI '13 Extended Abstracts on Human Factors in Computing Systems (CHI EA '13). ACM, New York, NY, USA, 703-708.
- [C.2] **Andujar, M.**, Aguilera, L., Jimenez, L., Zabe, F., Shah, J., Jimenez, Y. & Morreale, P. (2012). Attracting High School Students to Computing: A Case Study with Drag-Drop Interfaces. In Proceedings of World Conference on Educational Multimedia, Hypermedia and Telecommunications 2012 (pp. 525-530). Chesapeake, VA: AACE.

- [C.1] **Andujar, M.**, Ekandem, J., Alvarez, I., James, M. & Gilbert, J. (2011). Are Educational Video Games All They're Cracked Up To Be?: A Physiological Approach For Measuring Engagement in Educational Video Games vs. Conventional Learning Techniques. In *Proceedings of World Conference on E-Learning in Corporate, Government, Healthcare, and Higher Education 2011* (pp. 539-544). Chesapeake, VA: AACE

Book Chapters

- [BC.1] Darnell, S. S., Mack, N., Jackson, F., Alnizami, H., James, M., Ekandem, J. I., Alvarez, I., **Andujar, M.**, Moon, D., Gilbert, J.E. (2014). Human-computer interfaces for speech applications. In T. F. Gonzalez, J. Diaz-Herrera & A. Tucker (Eds.), *Computing handbook*, 3rd ed. (1) (3rd ed., pp. 92:1-92:1-15) CRC Press.

Workshop Papers [Hosted]

- [W.3] Canavan, S., **Andujar, M.**, Yin, L., Nijholt, A., and Schotter, E. 2018. Ubiquitous Emotion Recognition with Multimodal Mobile Interfaces. In *Proceedings of the 2018 ACM International Joint Conference and 2018 International Symposium on Pervasive and Ubiquitous Computing and Wearable Computers (UbiComp '18)*. ACM, New York, NY, USA, 937-941.
- [W.2] Nijholt, A., Jacob, J. K. R., **Andujar, M.**, Yuksel F. B., and Leslie, G. 2018. Brain-Computer Interfaces for Artistic Expression. In *Extended Abstracts of the 2018 CHI Conference on Human Factors in Computing Systems (CHI EA '18)*. ACM, New York, NY, USA, Paper W22, 7 pages.
- [W.1] Brewer, R., **Andujar M.**, Erete, S., Metoyer A. R., Perez-Quinones A. M., and Rankin, Y. 2018. Computer-Human Interaction Mentoring (CHIME) 2018. In *Extended Abstracts of the 2018 CHI Conference on Human Factors in Computing Systems (CHI EA '18)*. ACM, New York, NY, USA, Paper Sym01, 4 pages.

Other Publications/Demo Extended Abstracts

- [OP.1] Garcia, S., Kauer, R., Laesker, D., Nguyen, J., and **Andujar, M.** 2019. A Virtual Reality Experience for Learning Languages. In *Extended Abstracts of the 2019 CHI Conference on Human Factors in Computing Systems (CHI EA '19)*. ACM, New York, NY, USA, Paper INT039, 4 pages.

Refereed Conference Posters

- [P.2] **Andujar, M.**, Jackson, F., Moon, D., & Gilbert, J.E. 2015. The Adaptation of Affective Brain-Computer Interfaces Towards Card Sorting Activities. 2015 CAHSI Summit.
- [P.1] **Andujar, M.**, Aguilera, L., Jimenez, Y, Zabe, F. & Morreale, P., 2013. Improving Hispanic High School Student Perception of Computing. In *proceedings of the 44th SIGCSE ACM Technical Symposium on Computer Science Education*, pp. 741.

EXTERNAL FUNDING

Andujar, M. (PI), EAGER: Immersive Brain Painting for College Students with ADHD, 09/01/2020-08/31/2021, [\\$80,205](#).

Andujar, M. (PI), A Brain Communication System Matching Funds, Corridor MGRP, 10/02/2019-10/01/2020, [\\$48,500](#).

Andujar, M. (PI), A Brain Communication System, SOFWERX, 10/02/2019-10/01/2020, [\\$48,500](#).

Andujar, M. (PI), Brewer, R., Perez-Quinonez, M., Metoyer, R., Erete, S., Ranking, Y., Workshop: Student Travel Support for the CHI Mentoring (CHIME) 2018 Workshop, NSF, 05/01/2018 – 05/28/2018, [\\$25,825](#).

Andujar, M. (PI), Crawford, C., Jackson, F. & Gilbert, J.E., Brain-Computer Interface Research & Development, Intel Corp., 8/15/2015 – 8/14/2017, [\\$300,000](#).

HONORS & AWARDS & FELLOWSHIPS

Golden Key International Honor Society (Top 15% of graduate students)	2017
National Science Foundation Graduate Research Opportunities Worldwide (NSF GROW) Grant	2016
Tau Beta Pi (TBP) Engineering (Alpha Chapter) Honor Society	2016
National Science Foundation Graduate Research Fellowship (NSFGRF)	2014
Generation Google Scholarship	2014
Research Fellowship, National Science Foundation (NSF) Human-Centered Computing S-STEM	2012-2014
Alpha Epsilon Lambda Graduate School Honor Society [Top 1% Grad. Student]	2013
2nd at the GEM Ph.D. Research Technical Competition	2013
1st, Intel Labs Country Fair Research Demo	2013
GEM Fellowship , The National GEM Consortium, Sponsored by Intel	2013
ACM Travel Grant, Richard Tapia Celebration of Diversity in Computing	2009, 2013
1st, Best Undergraduate Research Project Award, Phi Kappa Phi Honor Society (Kean Chapter)	2012
1st, Best Research Paper Award, Phi Kappa Phi Honor Society (Kean Chapter)	2012
Admitted, Louis Stokes Alliance for Minority Participation Program (LSAMP)	2010-2012
Dean's List, Kean University	2009, 2012
National Science Foundation (NSF) Computer Science S-STEM Scholarship, Kean University	2009-2012
Admitted, Ronald E. McNair Post-Baccalaureate Achievement Program	2008-2012
Best Student Leader in Programming Events and Workshops, Kean University	2011
Hispanic Association College Employees (HACE) Scholarship, Kean University	2011
Smart Grant, Kean University	2009-2010
Epsilon Epsilon Omega (EEO) List, Kean University	2008-2010
Honorable Mention for Poster Presentation, 23 rd Annual Ronald E. McNair Conference Symposium	2009
Certification Requirement of College Reading & Learning Association at the Master Level	2008
Outstanding Academic Achievement in Composition for Non-Native Speakers, Kean University	2007

PRESENTATIONS

External Presentations

[EP.40] Panelist – “The Future of Drones,” AUVSI Conference 2019	May 1, 2019
[EP.39] Invited Talk – “Introduction to Brain-Controlled Drones,” Digital Orlando 2019	April 10, 2019
[EP.38] Demo – “Brain-Controlled Drones,” Sun’n’Fun Aerospace Expo 2019	April 2-7, 2019
[EP.37] Invited Talk – “Implications of Brain-Controlled Drones,” Town and Gown Tampa Women Group	January 16, 2019
[EP.36] Invited Talk – “Quantifying the Human Brain During Human-Computer Interaction with Brain-Computer Interfaces”, International Conference on Electronics & Electrical Engineering	July 26-28, 2018
[EP.35] Demo – “Brain-Controlled Drones Simulation,” NSF USA Science and Engineering Festival	April 7-8, 2018
[EP.34] Demo – “Brain-Controlled Drones Simulation,” SOFWERX ThunderDrone RPE II Tech Expo	Jan. 29-31, 2018
[EP.33] Poster Presentation - “Aiding users to self-regulate their attention through Quantified-Self feedback while performing a learning task from a Brain-Computer Interface” GEM-ASEE Doctoral Engineering Research Showcase	Jan. 23, 2018
[EP.32] Invited Talk – “Connecting Your Brain to the World,” 6 th -8 th graders at Emil A. Cavallini Middle School, Upper Saddle River, NJ	Dec. 22 nd , 2017
[EP.31] Workshop – “Connecting Your Brain to The World,” Hands to Love Camp for Kids with Upper Limbs Differences, Stark, FL	March 11 th , 2017
[EP.30] Workshop – “When Professor Says X and Mean Y,” GEM Conference, Miami, FL	August 5 th , 2016
[EP.29] Invited Talk – “Brain-Computer Interfaces: The New Frontier”, Computer Science Department, UC Davis, Davis, CA	May 3 rd , 2016
[EP.28] Invited Talk – “Brain-Computer Interfaces: The New Frontier”, HFES Student Chapter, Embry-Riddle, Daytona Beach, FL	April 26 th , 2016
[EP.27] Panelist – “Becoming a Competitive Applicant for Graduate School”, SHPE Conference,	Nov. 12 th , 2015

	Baltimore, MD	
[EP.26]	Panel Moderator – “GEM GRAD LAB – Voices from the Field”, U. of South Carolina, Columbia, SC	Oct. 24 th , 2015
[EP.25]	Panel Moderator – “GEM GRAD LAB – Voices from the Field”, Drexel University, Philadelphia, PA	Oct. 17 th , 2015
[EP.24]	Oral Presentation – “User Experience Differentiation”, iCDG Staff Report Out, Intel, Hillsboro, OR	August 3 rd , 2015
[EP.23]	Oral Presentation – “User Experience Differentiation”, GEM Report Out, Intel, Hillsboro, OR	July 27 th , 2015
[EP.22]	Panelist – “Preparing the Graduate Program Application”, Graduate Prep Track Program, Society of Hispanic Professional Engineers Conference, Detroit, MI	Nov. 7 th , 2014
[EP.21]	Poster Presentation – “BCI Title”, Broadening Participation Workshop, ACM SIGCHI International Conference on Ubiquitous Computing, Seattle, WA	September, 2014
[EP.20]	Oral Presentation (Invited) – “How to Find your Passion and get into College”, Abundant Life Academy, Nutley, NJ	May, 2014
[EP.19]	Oral Presentation – “Automotive Driving & Distraction”, GEM Conference, San Juan, Puerto Rico	August, 2013
[EP.18]	Paper (Oral) Presentation – “Evaluating Engagement Physiologically and Knowledge Retention through Two Different Learning Techniques”, HCI International Conference, Las Vegas, NV	July, 2013
[EP.17]	Paper (Poster) Presentation – “Let's Learn!: Enhancing User's Engagement Levels Through Passive Brain-Computer Interfaces”, ACM SIGCHI Conference on Human Factors in Computing Systems, Paris, France	April, 2013
[EP.16]	Oral Presentation – “A Physiological Approach for Measuring Engagement Levels in Educational Video Games vs. Conventional Learning Techniques”, Emerging Researchers National (ERN) Conference in Science, Technology, Engineering and Mathematics (STEM), Atlanta, GA	2012
[EP.15]	Poster Presentation – “Brain-Computer Interface: A physiological Approach for Measuring Engagement in Educational Video Games vs. Conventional Learning Techniques”, Society of Hispanic Professional Engineers (SHPE) Conference, Anaheim, CA	2011
[EP.14]	Poster Presentation – “Are Educational Video Games All They're Cracked Up to Be?: A Physiological Approach for Measuring Engagement Levels in Educational Video Games vs. Conventional Learning Techniques”, Annual Hispanic Engineer National Achievement Awards Corporation (HENAAC) 23 th Conference, Lake Buena Vista, FL	2011
[EP.13]	Paper (Oral) Presentation – “Are Educational Video Games All They're Cracked Up to Be?: A Physiological Approach for Measuring Engagement Levels in Educational Video Games vs. Conventional Learning Techniques”, World Conference on E-Learning in Corporate, Government, Healthcare, & Higher Education, Honolulu, HI	2011
[EP.12]	Poster Presentation – “Are Educational Video Games All They're Cracked Up to Be?: A Physiological Approach for Measuring Engagement Levels in Educational Video Games vs. Conventional Learning Techniques”, National Science Foundation (NSF) CRA-W/CDC Poster Presentation, National Science Foundation Head Quarters, Arlington, VA	2011
[EP.11]	Poster Presentation – “The Educational Games Panacea: Measuring Engagement Levels for Educational Games vs. Traditional Text Literature using a Wireless EEG Headset”, Distributed Research Experience for Undergraduates (DREU), Clemson University, Clemson, SC	2011
[EP.10]	Poster Presentation – “Brain-Computer Interfaces (BCI)”, Society of Hispanic Professional Engineers (SHPE) Conference, Cincinnati, OH	2010
[EP.9]	Poster Presentation – “Brain-Computer Interfaces (BCI)”, Research Experience for Undergraduates (REU), Clemson University, Clemson, SC	2010
[EP.8]	Oral Presentation – “Interface Design for Scientists: A Case Study using Carbon Sequestration Models”, 11 th National Conference for McNair Scholars and Undergraduate Research, College Park, MD	2010

[EP.7]	Poster Presentation – “Interface Design for Scientists: A Case Study using Carbon Sequestration Models”, Society of Hispanic Professional Engineers (SHPE) Conference, Washington, DC	2009
[EP.6]	Oral Presentation – “Alice or Java: Determining the Best Entry Point into Computer Science Education”, Society of Hispanic Professional Engineers (SHPE) Conference, Washington, DC	2009
[EP.5]	Oral Presentation – “Alice or Java: Determining the Best Entry Point into Computer Science Education”, 17 th Annual McNair Scholars Symposium, Berkeley, CA	2009
[EP.4]	Poster Presentation – “How 3D Software is Attracting Students to Computer Science”, Annual Ronald E. McNair Commemorative Symposium, Greensboro, NC	2009
[EP.3]	Oral Presentation – “Alice or Java: Determining the Best Entry Point into Computer Science Education”, Annual Ronald E. McNair Commemorative Symposium, Greensboro, NC	2009
[EP.2]	Poster Presentation – “Alice or Java: Determining the Best Entry Point into Computer Science Education”, 6 th Annual National McNair Scholars Research Conference, Newark, DL	2008
[EP.1]	Oral Presentation – “3-D Software is Attracting Students to Computer Science”, Ronald E. McNair Research Summer Institute, Kean University, Union, NJ	2008

Internal Presentations

[IP.18]	Keynote Speaker – “Brain-Drone Racing,” 11 th annual Bring sons and daughters to work at USF, Tampa, FL	June 7 th , 2019
[IP.17]	Demo/Presenter – “Brain-Drone Racing,” Roboticon Tampa Bay	Sept. 29 th , 2018
[IP.16]	Oral Presentation – “The Intersection of Brain-Computer Interfaces and Artificial Intelligence,” CSE AI Group at University of South Florida, Tampa, FL	September, 2018
[IP.16]	Oral Presentation – “Connecting Your Brain to the World” USF Engineering Expo, Tampa, FL	Feb. 16-17, 2018
[IP.15]	Oral Presentation – “Connecting Your Brain to the World”, University of Florida, Gainesville, FL	March 21 st , 2017
[IP.14]	Oral Presentation – “Neural Methods of Brain-Robot Interaction”, University of Florida, Gainesville, FL	March 17 th , 2016
[IP.13]	Oral Presentation – “Choosing the Optimal Path”, SHPE General Body Meeting, University of Florida, Gainesville, FL	Feb. 3 rd , 2016
[IP.12]	Oral Presentation – “Neural Methods of Brain-Robot Interaction & the Understanding of User’s Affective State”, CISE Industrial Advisory Board Meeting, University of Florida, Gainesville, FL	Jan. 26 th , 2016
[IP.11]	Panelist – “National Science Foundation Graduate Student Research Fellowship”, Graduate School, University of Florida, Gainesville, FL	April 2 nd , 2015
[IP.10]	Panelist – “External Funding Options for Domestic Students at UF”, Graduate School Division of Graduate Student Affairs, University of Florida, Gainesville, FL	August, 2014
[IP.9]	Panelist – “Research-Experience for Undergraduate (REU) Programs”, Graduate School, Clemson University, Clemson, SC	April, 2014
[IP.8]	Oral Presentation – “Tech Talk: Perspectives of Brain-Computer Interfaces”, School of Computing Graduate Student Association, Clemson University, Clemson, SC	February, 2013
[IP.7]	Oral Presentation – “Social Media Workshop: How It Can Help. How It Can Hurt”, Minority Student Success Initiative Program, Clemson University, Clemson, SC	September, 2012
[IP.6]	Oral Presentation – “Cache Speed”, Parallel and Distributed Computing Workshop, Kean University, Union, NJ	2012
[IP.5]	Poster Presentation – “Interface Design for Scientists: A Case Study using Carbon Sequestration Models”, Research Day, Kean University, Union, NJ	2010
[IP.4]	Oral Presentation – “Interface Design for Scientists: A Case Study using Carbon Sequestration Models”, Ronald E. McNair Research Summer Institute, Kean University, Union, NJ	2009
[IP.3]	Poster Presentation – “Alice or Java: Determining the Best Entry Point Into Computer	2009

	Science Education”, Research Day, Kean University, Union, NJ	
[IP.2]	Oral Presentation – “3-D Correlation with other Sciences”, Earth Day, Kean University, Union, NJ	2009
[IP.1]	Poster Presentation – “Alice or Java: Determining the Best Entry Point Into Computer Science Education”, WeCare About NJ Workshop, Kean University, Union, NJ	2008

SERVICE

Conference Papers Reviewing

IEEE SMC – IEEE International Conference on Systems, Man, and Cybernetics	2019
NORDICHI – NORDIC Research in Human-Computer Interaction	2016
CHI – Conference on Human Factors in Computer Systems	2013-Present
HFES – Human-Factors and Ergonomics Society	2013-Present
SIGCSE – ACM Symposium on Computer Science Education	2013-Present

Other Conference Service

Internet Group Chair , Human-Factors and Ergonomics Society	2018-2019
Session Chair , Brain-Computer Interfaces for Artistic Expressions, CHI 2018	April, 2018
U. of Florida Grad. School Recruiter , Society of Hispanic Professional Engineers (SHPE) Conference, Detroit, MI	Nov., 2014
Session Chair , The 2014 International Conference on Artificial Intelligence (ICAI’14)	Aug., 2014

Reviewing at the University Level

Hackathon Judge , Hackabull	03/2019
Poster Judge , 11 th Annual USF Graduate Student Research Symposium	03/2019
Poster Judge , 10 th Annual USF Graduate Student Research Symposium	03/2018
Poster Judge , Graduate Student Research Day at University of Florida	10/2014
Poster Judge , Undergraduate Poster Symposium at Clemson University	2013-2014
Reviewer , PEG Travel Grants for Graduate Students	2012-2013

Other Reviewing

NSF Ad-Hoc , CRII	2019
NSF Review Panel , CISE, IIS Small	
Presentation Judge , McKnight Mid-Year Research and Writing Conference	2018
NSF Review Panel , Broadening Participation, CS4All	2018
NSF Ad-Hoc Reviewer , Broadening Participation, Excellence in Research (EiR)	2018
NSF Review Panel , IIS-CHS CRII	2017
Book Chapter Reviewer , Brain-Computer Interface Handbook, Taylor & Francis	2017
Scholarship Apps. Reviewer , ACM Richard Tapia Conference of Diversity in Computing	2015
Editor , NeuroGadget (www.neurogadget.com)	2012-2015
Reviewer , REU-IN-A-Box: Expanding the Pool of Computing Researchers, National Center for Women in Technology (NCWIT), www.ncwit.org/reubox	2011

MEMBERSHIPS

Professional Memberships

The Scientific Research Honor Society (Sigma XI)	2019-Present
Brain-Computer Interface Society (BCI Society)	2016-Present
Association for Computing Machinery (ACM)	2008-Present
Society of Hispanic Professional Engineers (SHPE)	2009-Present
ACM Special Interest Group in Computer-Human Interaction (SIGCHI)	2012-Present
Institute of Electrical and Electronics Engineers (IEEE)	2012-Present
Human-Factors and Ergonomics Society (HFES)	2012-Present

Society for Advancement of Chicanos and Native Americans in Science (SACNAS)	2012-2013
Mexican American Engineers and Scientists (MAES)	2012-2013
<i>University Memberships</i>	
Minority Student Success Initiative (MSSI) at Clemson University	2012-2014

SELECTED PRESS & DOCUMENTARY RELEASE

1 on 1 Live Interviews

[Robotics Live Podcast] (07/25/16) “Brain-Computer Interfaces”

Link: <https://www.youtube.com/watch?v=RWB5LpXv27E&index=2&list=FLyXc4i3oZdvvBMR07CHMsNA>

Brain-Drone Race 2019 at USF

[C4ISRNET] (04/26/19) “In this league, drone races are won by brainwaves alone”

Link: <https://www.c4isrnet.com/unmanned/2019/04/26/league-races-drones-by-brainwaves-alone/>

[Royal Aeronautical Society] (04/19/19) “Racing Brains”

Link: <https://www.aerosociety.com/news/racing-brains/>

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ADVISED STUDENTS

Graduated MS Students with Thesis – Female: 1

- Rupal Agarwal, MS Student, Computer Science, USF (grad date: Spring 2020)
 - *Thesis Title:* Classifying Emotions with EEG and Peripheral Physiological Data using 1D Convolutional Long Short-Term Memory Neural Network

Current PhD Students Advised as Major Professor - Female: 2 | Underrepresented Minorities: 3

- Sarah Garcia (F, URM), PhD Student, Computer Science, USF, (tent grad date: Spring 2023)
 - **GEM Fellow, Sloan Fellow, GMiS Oracle Scholar, LSAMP Fellow, SMART Fellow, Generations Google Scholar**
- Dante Tezza (URM), PhD Candidate, Computer Science, USF, (tent grad date: Spring 2021)
 - **Generations Google Scholar**
- Denis Laesker (URM), PhD Student, Computer Science, USF, (tent grad date: Spring 2024)
- Derek Caprio, PhD Student, Computer Science, USF, (tent grad date: Spring 2024)
- Rupal Agarwal (F), PhD Student, Computer science, USF, (tent grad date: Spring 2024)

Current & Past Undergraduate Thesis Project Advised as Major Professor - Underrepresented Minorities: 1

- Willie McClinton, Computer Science, USF (tent grad date: Spring 2020)
 - Student Awards: **NSFGRF, GEM Fellowship, Gold Water, Honorable Mention for CRA Undergraduate**

Research Awards

Current Undergraduate Students Supervised as Lab Director - Female: 3 | Underrepresented Minorities: 2

1. Tracy Pham (F), Computer Engineering
2. Willie McClinton (URM), Computer Science
3. Isabella Mantilla (F), Computer Science
4. Anthony (Huy) Nguyen, Computer Science
5. Pankti Mehta (F), Computer Science
6. Ryan Joseph, Computer Science
7. Si Dang, Computer Science
8. Uchenna Chima (URM), Computer Science

Past Undergraduate Students Supervised as Lab Director - Female: 13 | Underrepresented Minorities: 10

1. Carlos Alvarado (URM), Computer Science
2. Amber Imeh (F, URM), Computer Science
3. Victoria Carlos (F), Computer Science
4. Jasmine Kaur (F), Computer Science
5. Ahmed Abd-Elrahman, Computer Science
6. Anfal AlYousufi (F), Computer Science
7. Jason Nguyen, Computer Science
8. Ronald Kauer (URM), Computer Science
9. Derek Caprio, Computer Science
10. Denis Laesker (URM), Computer Science
11. Gil Olenscki Neto (URM), Computer Science
12. Gregory Hinkson (URM), Computer Science
13. Hetvi Mehta (F), Computer Science
14. Hitarthi Shah (F), Computer Science
15. Jack Yuan Jie Yang (URM), Computer Science
16. Jamshidbek Mirzakhalov, Computer Science
17. Kaitlyn Evans (F), Computer Science
18. Karishma Jayaprakash (F), Computer Science
19. Katherine Giraldo (F, URM), Computer Science
20. Kevin Alicea (URM), Computer Science
21. Krishna Patel (F), Computer Science
22. Maher Ismail, Computer Science
23. Matthew Monnik, Computer Science
24. Megan Hilsmann (F), Computer Science
25. Rodrigo Caldas (URM), Computer Science
26. Sophia Abraham (F), Mechanical Engineering
27. Tamjid Hossain, Computer Science
28. Tran Hoang Minh, Psychology
29. Yessika Lugo (F), Computer Science
30. Ahsan Wahab, Computer Science
31. Anis Elebiary, Computer Science

Current Committee Member for PhD Dissertation and MS Thesis

- Troi Williams, PhD Student, Computer Science (Ongoing) | Advisor: Dr. Yu Sun
- Saurabh Hinduja, PhD Student, Computer Science (Ongoing) | Advisor: Dr. Shaun Canavan
- Ramy Mounir, PhD Student, Mechanical Engineering (Ongoing) | Advisor: Dr. Redwan Alqasemi
- Sriram Krishnamoorthy, PhD Student, Mechanical Engineering, USF (Ongoing) | Advisor: Dr. Sarah (Ying) Zhong
- Pablo Scleidorovich, PhD Student, Computer Science, USF (Ongoing) | Advisor: Dr. Alfredo Weitzenfield

- Seyed Alireza Khoshnevis, PhD Student, Electrical Engineering, USF (Ongoing) | Advisor: Dr. Ravi Sankar

Past Committee Member for PhD Dissertation and MS Thesis

- Astha Sharma, MS, Computer Science, USF, (Graduation: Fall 2018) | Advisor: Dr. Shaun Canavan