

Eric D. Ragan

Assistant Professor of Visualization
Texas A&M University
eragan@tamu.edu

Work Address

Department of Visualization
Texas A&M University
3137 TAMU
College Station, TX 77843

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APPOINTMENTS

- Texas A&M University, Department of Visualization
Assistant Professor (August 2015 – present)
- Oak Ridge National Laboratory, Computational Sciences & Engineering Division
Research Scientist (August 2013 – July 2015)

EDUCATION

Ph. D., Computer Science, 2013

Virginia Tech, Blacksburg, VA

- Dissertation Topic: Supporting Learning through Spatial Information Presentations in 3D Virtual Environments
- Advisor: Dr. Doug A. Bowman
- Research Committee: Richard E. Mayer, Chris North, Francis Quek, and Tonya Smith-Jackson

Graduate Certificate in Human-Computer Interaction, 2011

Virginia Tech, Blacksburg, VA

M.S., Computer Science and Applications, 2010

Virginia Tech, Blacksburg, VA

B.S., Mathematics, Computer Science, (Dual Major) 2007

Gannon University, Erie, PA

- Graduated summa cum laude

RESEARCH INTERESTS

- Human-computer interaction (HCI)
- Visual analytics
- Virtual reality (VR) and 3D interaction
- Information visualization
- Educational software and training systems

HONORS AND AWARDS

- AACSB Emerging Fellow, Academic Advisory Council for Signage Research and Education, 2017-2019
- IBM Faculty Award, IBM Research, 2016.
- Raising the Bar Research Award, College of Architecture, Texas A&M University, 2016.
- First Place Award, 2012 3DUI Contest held at the IEEE Symposium on 3D User Interfaces (with Felipe Bacim, Doug Bowman, Siroberto Scerbo, and Cheryl Stinson).

- Popular Choice Award, 2012 3DUI Contest held at the IEEE Symposium on 3D User Interfaces (with Felipe Bacim, Doug Bowman, Siroberto Scerbo, and Cheryl Stinson).
- Davenport Fellowship recipient, Virginia Tech, 2012.
- Best Poster Award, ASNE Human Systems Integration Symposium, 2011, for the poster “The Effects of Visual Realism on Training Transfer in Immersive Virtual Environments” (with Cheryl Stinson, Regis Kopper, Siroberto Scerbo, and Doug Bowman).
- Honorable Mention Best Paper Award, Joint Virtual Reality Conference, 2009, for the paper “Higher Levels of Immersion Improve Procedure Memorization Performance” (with Ajith Sowndararajan, Regis Kopper, and Doug Bowman).
- Academic Award for Excellence in Computer and Information Science, Gannon University, 2007.
- John Mark Gannon Award for General Scholastic Excellence. Gannon University, 2007.
- Honors Program Honors Scholar, Gannon University, 2007.

FUNDING AND SUPPORT

Grants and Awards

- Investigating Embellishment in Infographic Signage. Eric Ragan. Academic Advisory Council for Signage Research and Education (AACSR) Emerging Fellows Program. 3/2017-3/2019. \$20,000. Responsible for 100%.
- Transforming Deep Learning to Harness the Interpretability of Shallow Models: An Interactive End-to-End System. Xia “Ben” Hu, Eric Ragan, Shuiwang Ji. Approved for funding by DARPA. 5/2017-4/2021. Total \$1,831,722.00. Responsible for \$457,930.
- Tractable Probabilistic Logic Models: A New Deep Explainable Representation. Vibhav Gogate, Nicholas Ruoizzi, Adnan Darwiche, Guy Van den Broeck, Eric Ragan, Parag Singla. Approved for funding by DARPA. 5/2017-4/2021. Total \$4,309,551. Responsible for \$731,133.
- Privacy Preserving Interactive Record Linkage (PPIRL) via Information Suppression. Funded by Patient-Centered Outcomes Research Institute (PCORI). Hye-Chung Kum, Alva Ferdinand, Eric Ragan, Daniel Basile. 3/2017-2/2020. \$968,782. Responsible for \$47,004.
- CRII: III: Evaluating Provenance Visualizations for the Presentation and Communication of Investigative Data Analysis Processes. 8/2016 – 7/2018. Eric Ragan. Funded by National Science Foundation (NSF) Computer and Information Science and Engineering (CISE) Research Initiation Initiative (CRII) program, Information Integration and Informatics. \$174,927. Responsible for 100%.
- Studying multi-format visual data exploration and presentation methods. IBM Faculty Award. IBM Research. 2016. Eric Ragan. \$5,000. Responsible for 100%.
- Visual analytics applications: Design and evaluation of prototypes to spatially organize data and evaluate memory and communication of the analytics process. Eric Ragan. Oak Ridge National Laboratory internal proposal. Director’s R&D Fund. \$82,000. November 2013 – September 2014. Responsible for 100%.

Gifts

- From Oculus VR, LLC. and Samsung to Texas A&M University (Eric Ragan). Oculus Pioneers Program. 2016. Equipment donations and program support.
- From AMD (Advanced Micro Devices) to Texas A&M University (Eric Ragan). AMD’s Creators’ Circle University Program. 2016. Equipment donations.

PUBLICATIONS

Refereed Journal Articles

1. Saket, B., Srinivasan, A., **Ragan, E.**, Endert, A. (2017). Evaluating Interactive Graphical Encodings for Data Visualization. *IEEE Transactions on Visualization and Computer Graphics*, PP, 1-14. doi: 10.1109/TVCG.2017.2680452
2. Johnson, A., Hicks, D., Ogle, T., Bowman, D., Cline, D., **Ragan, E.** (2017). If This Place Could Talk: Using Augmented Reality to Make the Past Visible. *Social Education*, 81(2), March/April 2017, pp. 112-116(5).
3. **Ragan, E.**, Scerbo, S., Bacim, F., and Bowman, D. (2016). Amplified Head Rotation in Virtual Reality and the Effects on 3D Search, Training Transfer, and Spatial Orientation. *IEEE Transactions on Visualization and Computer Graphics*. PP, 1-14. doi: 10.1109/TVCG.2016.2601607
4. **Ragan, E.**, Endert, A., Sanyal, J., and Chen, J. (2016). Characterizing Provenance in Visualization and Data Analysis: An Organizational Framework of Provenance Types and Purposes. *IEEE Transactions on Visualization and Computer Graphics*. 22(1), 31-40. doi: ra10.1109/TVCG.2015.2467551
5. **Ragan, E.**, Bowman, D., Kopper, R., Stinson, C., Scerbo, S., McMahan, R. (2015). Effects of field of view and visual realism on virtual reality training effectiveness for a visual scanning task. *IEEE Transactions on Visualization and Computer Graphics*. 21(7), 794-807. doi: 10.1109/TVCG.2015.2403312
6. **Ragan, E.**, Jennings, S., Massey, J., and Doolittle, P. (2014). Unregulated Use of Laptops over Time in Large Lecture Classes. *Computers and Education*, 78, 78–86. doi: 10.1016/j.compedu.2014.05.002
7. **Ragan, E.**, Kopper, R., Schuchardt, P., and Bowman, D. (2013). Studying the Effects of Stereo, Head Tracking, and Field of Regard on a Small-Scale Spatial Judgment Task. *IEEE Transactions on Visualization and Computer Graphics*. 19(5), 886-896. doi: 10.1109/TVCG.2012.163
8. Bowman, D., McMahan, R., and **Ragan, E.** (2012). Questioning Naturalism in 3D User Interfaces. *Communications of the ACM*, 55(9), 78–88. doi: 10.1145/2330667.2330687
9. **Ragan, E.**, Huber, K., and Bowman, D. (2012). Supporting Cognitive Processing with Spatial Information Presentations in Virtual Environments. *Virtual Reality*. 16(4), 301-314. doi: 10.1007/s10055-012-0211-8
10. McMahan, R., **Ragan, E.**, Leal, A., Beaton, R., and Bowman, D. (2011). Considerations for the Use of Commercial Video Games in Controlled Experiments. *Entertainment Computing*, 2(1), 3-9. doi: 10.1016/j.entcom.2011.03.002
11. **Ragan, E.**, Sowndararajan, A., Kopper, R., and Bowman, D. (2010). The Effects of Higher Levels of Immersion on Procedure Memorization Performance and Implications for Educational Virtual Environments. *Presence: Teleoperators and Virtual Environments*, 19(6), 527-543. doi:10.1162/pres_a_00016

Refereed Conference Papers

1. Sargunam, S., Moghadam, K., Suhail, M., and **Ragan, E.** (2017). Guided Head Rotation and Amplified Head Rotation: Evaluating Semi-Natural Travel and Viewing Techniques in Virtual Reality. *Proceedings of IEEE Virtual Reality Conference (IEEE VR)*.
2. Stewart, R., Wilkerson, C., **Ragan, E.**, Agreda, M., White, D., and Piburn, J. (2016). A 3D Virtual Environment for Spatio-Temporal Analysis: Theoretical Approach, Proof of Concept, and User Study. *Proceedings of International Conference on Geographic Information Science (GIScience) 2016*.
3. Singh, G., Bowman, D., Hicks, D., Cline, D., Ogle, J., Johnson, A., Zlokas, R., Tucker, T., and **Ragan, E.** (2015). CI-Spy: Designing A Mobile Augmented Reality System for Scaffolding Historical Inquiry Learning. In *Proceedings of International Symposium on Mixed and*

- Augmented Reality (ISMAR 2015)*. MASH'D (Media, Arts, Social Sciences, Humanities & Design) paper. IEEE Computer Society.
4. **Ragan, E.**, Goodall, J., and Tung, A. (2015). Evaluating the Effectiveness of Visual History and the Impact of Visual Cues on Process Memory. In *Proceedings of CHI Conference on Human Factors in Computing Systems (CHI 2015)*. 1 – 10. ACM.
 5. Bowman, D., **Ragan, E.**, Scerbo, S., and Bacim, F. (2013). Evaluating the Impact of Head Rotation Amplification on Virtual Reality Training Effectiveness. In *Proceedings of Interservice/Industry Training, Simulation and Education Conference (I/ITSEC 2013)*. 1 – 11, Orlando, FL. NTSA.
 6. Bacim, F., **Ragan, E.**, Scerbo, S., Setareh, M., Jones, B., and Polys, N. (2013). The Effects of Display Fidelity, Visual Complexity, and Task Scope on Spatial Understanding of 3D Graphs. 1 – 8. in *Proceedings of Graphics Interface 2013*.
 7. Bowman, D., Stinson, C., **Ragan, E.**, Scerbo, S., Hollerer, T., Lee, C., McMahan, R., and Kopper, R. (2012). Evaluating effectiveness in virtual environments with MR simulation. In *Proceedings of Interservice/Industry Training, Simulation and Education Conference (I/ITSEC 2012)*. 1 – 11. Orlando, FL. NTSA.
 8. **Ragan, E.**, Wood, A., McMahan, R., and Bowman, D. (2012). Trade-Offs Related to Travel Techniques and Level of Display Fidelity in Virtual Data-Analysis Environments. In *Proceedings of Joint Virtual Reality Conference of EGVE - ICAT - EuroVR, 2012*. 81 – 84. Eurographics.
 9. **Ragan, E.**, Endert, A., Bowman, D., and Quek, F. (2012). How Spatial Layout, Interactivity, and Persistent Visibility Affect Learning with Large Displays. In *Proceedings of the International Working Conference on Advanced Visual Interfaces, AVI 2012*. 91 – 98. ACM.
 10. **Ragan, E.**, Huber, K., Laha, B., and Bowman, D. (2012). The Effects of Navigational Control and Environmental Detail on Learning in 3D Virtual Environments. In *Proceedings of the 2012 IEEE Virtual Reality Conference*. Orange County, CA. 11 – 14. IEEE Computer Society.
 11. Bowman, D., Sowndararajan, A., **Ragan, E.**, and Kopper, R. (2009). Higher Levels of Immersion Improve Procedure Memorization Performance. In *Proceedings of Joint Virtual Reality Conference of EGVE - ICAT - EuroVR, 2009*. 121 – 128. Lyon, France. Eurographics. **Award winner**: best paper, honorable mention.
 12. **Ragan, E.**, Frezza, S., and Cannell, J. (2009). Product-Based Learning in Software Engineering Education. In *Proceedings of Frontiers in Education 2009 Conference*. 524 – 529. San Antonio, Texas.
 13. Barksdale, J., **Ragan, E.**, and McCrickard, S. (2009). Easing Team Politics in Agile Usability: A Concept Mapping Approach. In *Proceedings of the 2009 Conference on Agile Software Development*. 19 – 25. Chicago, Illinois.

Conference Workshop Papers, Posters, and Presentations

1. Tang, F., McMahan, R., **Ragan, E.** and Allen, T. (2017). Subjective Evaluation of Tactile Fidelity for Single-Finger and Whole-Handed Touch Gestures. Conference paper. *Proceedings of HCI International 2017*. Springer.
2. Moghadam, K. and **Ragan, E.** (2017). Towards Understanding Scene Transition Techniques in Immersive 360 Movies and Cinematic Experiences. Extended poster abstract. In *Proceedings of IEEE Virtual Reality 2017*.
3. Suhail, M., Sargunam, S., Han, D., and **Ragan, E.** (2017). Redirected Reach in Virtual Reality: Enabling Natural Hand Interaction at Multiple Virtual Locations with Passive Haptics. Extended poster abstract. In *Proceedings of IEEE Symposium on 3D User Interfaces 2017*.
4. Han, D., Sargunam, S., and **Ragan, E.** (2017). Simulating Anthropomorphic Upper Body Actions in Virtual Reality using Head and Hand Motion Data. Extended poster abstract. In *Proceedings of IEEE Virtual Reality 2017*.
5. Peña, A. and **Ragan, E.** (2017). Contextualizing Construction Accident Reports in Virtual Environments for Safety Education. Extended poster abstract. In *Proceedings of IEEE Virtual Reality 2017*.

6. Brown, C., Bhutra, G., Suhail, M., Xu, Q., and **Ragan, E.** (2017). Coordinating Attention and Cooperation in Multi-user Virtual Reality Narratives. Extended poster abstract. *In Proceedings of IEEE Virtual Reality 2017.*
7. Linder, R., Peña, A., Jayarathna, S., and **Ragan, E.** (2016). Results and Challenges in Visualizing Analytic Provenance of Text Analysis Tasks Using Interaction Logs. *Logging Interactive Visualizations and Visualizing Interaction Logs (LIVVIL) Workshop at IEEE VIS 2016.*
8. Pachuiro, A., **Ragan, E.** and Goodall, R. (2016). Leveraging Interaction History for Intelligent Configuration of Multiple Coordinated Views in Visualization Tools. *Logging Interactive Visualizations and Visualizing Interaction Logs (LIVVIL) Workshop at IEEE VIS 2016.*
9. Hicks, D., Ogle, T., Bowman, D., Cline, D., **Ragan, E.**, and Tucker, T. (2016) Supporting disciplined inquiry with mobile Augmented Reality. *2016 AECT International Convention.* Las Vegas, Nevada.
10. Johnson, A., Hicks, D., Bowman, D., Cline, D., Ogle, T., Singh, G., Zlokas, R., and **Ragan, E.** (2015). Augmented reality, junior detectives, and the c3 inquiry arc. National Council of Social Studies Annual Conference.
11. Hicks, D., Ogle, T., Bowman, D., Cline, D., **Ragan, E.**, Singh, G., Johnson, A., & Zlokas, R. (2015). Reflection on action: Mode 2 knowledge production and the development of mobile augmented reality for scaffolding historical inquiry. Invited demonstration at the Applied Research in Immersive Environments for Learning SIG at the annual conference of the American Educational Research Association.
12. Zlokas, R., Johnson, A., Cline, D., Bowman, D., Singh, G., Ogle, T., Hicks, D., and **Ragan, E.** (2015). Using augmented reality to help teach elementary school history. National Council on Public History Annual Meeting.
13. Johnson, A., McPherson, K., Ogle, T., Hicks, D., Cline, D., Bowman, D., Singh, G., Zlokas, R., and **Ragan, E.** (2015). New digital technologies and local history: Making the past visible. Virginia Council for Social Studies.
14. Lukasczyk, J., Liang, X., Luo, W., Middel, A., **Ragan, E.**, Bliss, N., White, D., Hagen, H., and Maciejewski, R. (2015). A Collaborative Web-Based Environmental Data Visualization and Analysis Framework. Workshop paper. *Proceedings of the Workshop on Visualization in Environmental Science (EnvirVis Workshop).* Workshop at EuroVis, 2015. Eurographics.
15. Tang, F. McMahan, R., **Ragan, E.**, and Allen, T. (2015). Subjective Evaluation of Tactile Fidelity for Simple and Complex Touch Gestures. Poster presentation. *In IEEE Virtual Reality Conference (IEEE VR 2015).*
16. **Ragan, E.** and Goodall, J. (2014). Evaluation methodology for comparing memory and communication of analytic processes in visual analytics. *Beyond Time and Errors: Novel Evaluation Methods for Visualization (BELIV Workshop 2014).* Workshop at IEEE VIS 2014. ACM.
17. Singh, G., Bowman, D., Hicks, D., Cline, D., Ogle, J., Johnson, A., Zlokas, R., **Ragan, E.** (2014). "CI-Spy: Using Mobile-AR for Scaffolding Historical Inquiry Learning", International Symposium on Mixed and Augmented Reality (ISMAR 2014). Poster presentation. IEEE Computer Society.
18. Smith, D., Chung, H., **Ragan, E.**, Self, J., North, C., and Cate, A. (2013). Spatial and semantic memory for kinesthetic learning in large-scale visual displays. Poster presentation. Society for Neuroscience 2013. San Diego, California.
19. Bowman, D., McMahan, R., Stinson, C., **Ragan, E.**, Scerbo, S., Hollerer, T., Lee, C., and Kopper, R. (2011). Evaluating Effectiveness in Virtual Environments with MR Simulation. *Marine Corps Warfighting Laboratory Workshop.*
20. **Ragan, E.**, Wilkes, C., Cao, Y., and Bowman, D. (2012). The Effects of Virtual Character Animation on Spatial Judgments. Poster presentation. *In Proceedings of the 2012 IEEE Virtual Reality Conference.* Orange County, CA. IEEE Computer Society.
21. Bacim, F., **Ragan, E.**, Stinson, C., Scerbo, S., and Bowman, D. (2012). Collaborative Navigation in Virtual Search and Rescue. Research competition entry (3DUI Contest 2012). *In Proceedings of the 2012 IEEE Symposium on 3D User Interfaces.* IEEE Computer Society. **Award winner:** First Place contest award. **Award winner:** Popular Choice Award.

22. Stinson, C., Kopper, R., Scerbo, B., **Ragan, E.**, and Bowman, D. A. (2011). The Effects of Visual Realism on Training Transfer in Immersive Virtual Environments. Poster presentation. *Human Systems Integration Symposium 2011*. Vienna, VA. **Award winner:** best poster.
23. **Ragan, E.**, Endert, A., Bowman, D., and Quek, F. (2011). The Effects of Spatial Layout and View Control on Cognitive Processing. In Proceedings of the 2011 ACM CHI Conference on Human Factors in Computing Systems, *CHI Works in Progress*. 2005 – 2010. Vancouver, BC. ACM.
24. **Ragan, E.**, Logan, K., Bowman, D., Antol, J., and Brewster, P. (2010). Immersive Virtual Environments for Human Exploration. Poster presentation. In Proceedings of *National Space & Missile Materials Symposium 2010*. Scottsdale, AZ.
25. **Ragan, E.**, Brewster, P., and Antol, J. (2010). Immersive Virtual Environments for Human Exploration and Collaboration. Conference exhibition. *Modeling and Simulation World Conference and Expo 2010*. Hampton, VA.
26. **Ragan, E.**, Wilkes, C., Bowman, D. A., and Hollerer, T. (2009). Simulation of Augmented Reality Systems in Purely Virtual Environments. Poster presentation. In Proceedings of the 2009 *IEEE Virtual Reality Conference* (pp. 287-288). Lafayette, LA. IEEE Computer Society.

Other Publications

1. **Ragan, E.** (2013). Supporting Learning through Spatial Information Presentations in Virtual Environments. Virginia Tech. Doctoral Dissertation.
2. **Ragan, E.**, Huber, K., Bowman, D. (2011). Supporting Memorization and Problem Solving with Spatial Information Presentations in Virtual Environments Virginia Tech Computer Science Technical Report TR-11-18.
3. **Ragan, E.** (2011). Supporting Problem Solving with Spatial Information Displays. In T. Smith-Jackson and T. Coalson (Eds.). ISE 5604: Human Information Processing Scholar Series 2009-4. TR# VT-ISE-ACE2009-4, pp. 1 - 7.

SELECTED INVITED TALKS

- Automating the Capture and Visualization of Analytic Provenance (April, 2017). Invited talk at International Workshop on Interactive and Spatial Computing (IWISC 2017).
- Interactive Computing with Virtual Reality (October, 2015). Invited talk at International Workshop on Interactive and Spatial Computing (IWISC 2015).
- Understanding the Role of Realism in Virtual Reality Training Systems (October, 2014). University of Tennessee. Invited talk at Center for Intelligent Systems and Machine Learning (CISML) seminar.
- A Human-Centered Approach to Studying the Spatial Visualization of Non-Spatial Information (December, 2013). Duke University. Invited talk at Friday Visualization Forum.
- Studying the Effects of Stereo, Head Tracking, and Field of Regard on a Small-Scale Spatial Judgment Task (March, 2013). IEEE Virtual Reality Conference. Invited journal article presentation.

RESEARCH APPOINTMENTS

Texas A&M University, Department of Visualization (College Station, TX)
 August 2015 – present
Assistant Professor

Oak Ridge National Laboratory,
 Computational Sciences & Engineering Division (Oak Ridge, TN)
 August 2013 – July 2015
Research Scientist

Virginia Tech, Department of Computer Science (Blacksburg, VA)
May 2011 – August 2013
Graduate Research Assistant

NASA Langley Research Center, Space Mission Analysis Branch (Hampton, VA)
Virginia Tech, Department of Materials Science and Engineering (Blacksburg, VA)
August 2009 – May 2011
National Institute of Aerospace Graduate Research Assistant

Gannon University, Department of Environmental Science (Erie, PA)
December 2005 – May 2006
Student Research Assistant

TEACHING EXPERIENCE

Texas A&M University, (College Station, TX)
Assistant Professor

- Data Visualization (VIST 489, VISA 689, CSCE 689) – Spring 2017
- Virtual Reality (VIST 489, CSCE 489, VISA 689, CSCE 689) – Fall 2016
- Visual Studies Studio (VIST 206) – Spring 2016
- Information Visualization (VIST 489, VISA 689) – Fall 2015

Virginia Tech, (Blacksburg, VA)
Summer Teaching Faculty

- Summer 2012. CS 1054/1114 – Introduction to Programming in Java; Introduction to Software Design

Graduate Teaching Assistant

- Spring 2012. CS 1114 – Introduction to Software Design. Responsible for leading lab sessions, assisting students during office hours, and giving occasional lectures.
- Spring 2008. CS 2606 – Data Structures and Object-Oriented Development II. Responsible for assisting students during office hours and grading.

INDUSTRY EXPERIENCE

Schell Games (Pittsburgh, PA)
May 2008 – August 2008; May 2009 – August 2009
Intern Game Engineer

- Designed and prototyped gameplay mechanics and interaction methods with teams of artists, producers, and programmers.
- Conducted usability and play-testing sessions for game prototypes.

Virginia Tech, College of Engineering (Blacksburg, VA)
August 2008 – May 2009
Software Support Manager

- Managed support team with engineering student and faculty support for software related issues.
- Managed equipment inventory for the Virginia Tech College of Engineering.

Hamot Medical Center, Information Management and Data Analysis Systems (Erie, PA)
May 2006 – January 2008
Information Management and Data Analysis Systems Programmer

- Designed and developed multiple data-driven systems to manage patient and employee information.
- Worked with hospital employees to develop system solutions, design user interfaces, and engineer software applications.
- Designed and developed the organization's first public online system for reporting internal data trends and metrics.

SERVICE ACTIVITIES

Conference Service

- Program committee: IEEE Visual Analytics Science and Technology (VAST) (2017)
- Program committee: IEEE Virtual Reality conference (IEEE VR) (2015, 2016, 2017)
- Organizing committee: IEEE Virtual Reality (IEEE VR) (2014, 2016, 2017)
(2014 student volunteer chair, 2016 demo chair, 2017 demo chair)
- Workshop chair: Mixed Reality Art Workshop (MRA) at IEEE Virtual Reality (2016)
- Program committee: IEEE Symposium on Visualization for Cyber Security (VizSec) (2015, 2016)
- Program committee: ACM Symposium on Virtual Reality Software and Technology 2015 (VRST 2015)
- Virtual Reality Area Chair: International Symposium on Visual Computing (ISVC 2015)
- Program committee: International Symposium on Visual Computing (ISVC) (2014, 2015)

Reviewer and Editor Service

- Reviewer for NSF
- Associate Editor: International Journal of Human-Computer Studies (IJHCS) (2015-present)
- Guest Editor: Frontiers in Robotics and AI: Virtual Environments. Special issue in Virtual and Augmented Reality for Education and Training (2016)
- Regular reviewer for journals (ongoing): IEEE Transactions on Visualization and Computer Graphics; International Journal of Human-Computer Studies; Computers & Education; Frontiers Virtual Environments
- Reviewer for journals (previous): ACM Transactions on Applied Perception; IEEE Journal of Selected Topics in Signal Processing; Perceptual and Motor Skills
- Regular reviewer for conferences (ongoing): IEEE Virtual Reality (VR); IEEE Conference on Visual Analytics Science and Technology (IEEE VAST); IEEE Symposium on 3D User Interfaces (3DUI); IEEE Information Visualization Conference (VIS); ACM Symposium on Spatial User Interaction (SUI); Eurographics Joint Virtual Reality Conference (JVRC); ACM Conference on Human Factors in Computer Systems (CHI)
- Reviewer for conferences (previous): Cyber and Information Security Research Conference (CISR)