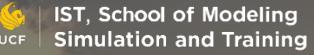
Department of Computer Science



NIVERSITY OF CENTRAL FLORIDA



College of Engineering and Computer Science@UCF

Charles Hughes Professor: Computer Science, ECE, ED, GAIM, SMST Interim Director: SMST Grad Programs Co-Director: SREAL Co-Director: TeachLivE/CREST Co-Lead: Learning Science FCI Members: Disability, Aging, Techn. FCI





Who I am Academically: The Early Days

- 1962 as a programmer at <u>RCA Aerospace</u> (long gone)
 - Validation of <u>BMEWS</u> software on a <u>Friden Desk Calculator</u>
 - Radix sorting via wiring an <u>IBM 082 card sorter</u>
 - Fortran on <u>IBM 7090/7094;</u>
 - Assembler on <u>IBM 1401/1410;</u>
 - Pin board coding on <u>Burroughs E101;</u>
 - Various Fortran software for Lunar Excursion Module
 - Software for automatic test equipment mylar tape
 - Microcode to emulate IBM 7094 and <u>AN/UYK-1</u> computers
- 1966 as a programmer at <u>Advanced Research Laboratory</u>
 - Worked on <u>Mark 48</u> torpedo acoustic interference

Who I am Academically: The 70s, Early 80s

- NRC Postdoc and then Taught at Penn State, Tennessee
 - Research on Operating Systems, Data Flow Analysis, Computability
 - Computability stuff can be seen at Google Scholar page
 - Developed <u>ASSIST-V</u> virtual machine simulator for IBM 360/370
 - Developed source level optimizers based on interval analysis
- Moved to UCF in 1980
 - Software Environments, usually for K-12
 - <u>Computer Power</u>
 - Visible Pascal
 - <u>Picture Programming</u>
 - Formula Vision
 - Action Graphics

Who I am Academically: Late 80s and 90s

- Moved back into simulation but now through VR
 - <u>SIMNET</u> network protocols; <u>dynamic terrain</u>
 - Real-Time Fluid Flow
- But stayed mainly focused on learning environments
 - <u>Virtual Academy</u>
 - ExploreNet Shared virtual worlds for youth
 - <u>Caracol Project</u>
- Also Had Fun with Parallel/Distributed Processing
 - <u>Constraint Logic Programming</u>
 - <u>View Centric Reasoning</u>
 - <u>Tuple Spaces</u>
 - Lazy versus Eager Semantics

My Evolution to Virtual Learning Environments

Co-implemented learning environments for college courses • Assist & Assist-V (1969-)	early r virtual enviro • SIMN • Explo (1993		TeachLivE	E (2006-)
1978		2	001	
			<u> </u>	•
1968		1987	2	006
Co-created graphical learning environment for PK-12 • Visible Pascal (1978-) • Picture Programming (1981-)		reality environ	Moved to mixed reality environments • MR Kitchen (2004- • MR Sea Creatures	

Who I am Academically: MR in 2001-2010 Decade

- MR via Canon Video See-Through HMD
 - <u>Time Portal</u> -- Entertainment
 - <u>MR MOUT</u> Situational Awareness
 - <u>MR Sea Creatures</u> Free Choice Learning in Science Centers
 - <u>MR Kitchen</u> Cognitive Rehabilitation
- <u>Environmental Economics</u> Support for Public Policy
- <u>Digital Preservation of Culture</u> Shadows of Canaveral

The Current Fun I have

- SREAL: Synthetic Reality Laboratory
- <u>TeachLivE</u>: Teaching and Learning in a Virtual Environment
 - <u>Teacher Prep</u>
 - Protective Strategies
 - **De-Escalation Skills**
 - <u>Non-Suicidal Self-Injury</u>
 - Social Skills, especially for kids with ASD
 - Emotional Responses in Virtual Learning Environments
- Learning Sciences

Examples of Different Ways TeachLivE Can Be **Used to Help Prepare** Educators









Inclusive Classrooms





Peer Tutors



Parents, Administrators, Witnesses, Interviewers/Interviewees, NSSI, Non-Escalation/De-escalation





 Department of Computer Science

Human-in-the-Loop Puppeteer Controls up to 6 Avatars



Can Control Robots with Same Gesture-Based Protocol Participant's View

Surrogate's View

Inhabiter Interface



Department of Computer Science

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GUCF UF HORDA



Al Companions used for Coaching/Calming

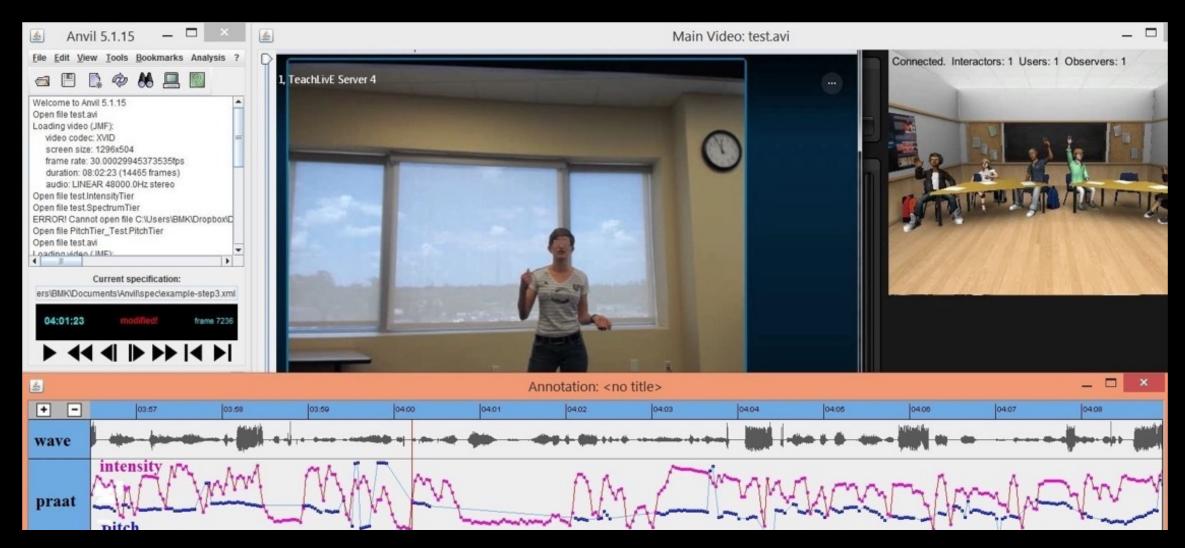






Al Companions to give advice on Cyberbullying & Personal Information Disclosure





Non-Verbal Messaging (posture/vocalization)





Facial Occlusion Recognition

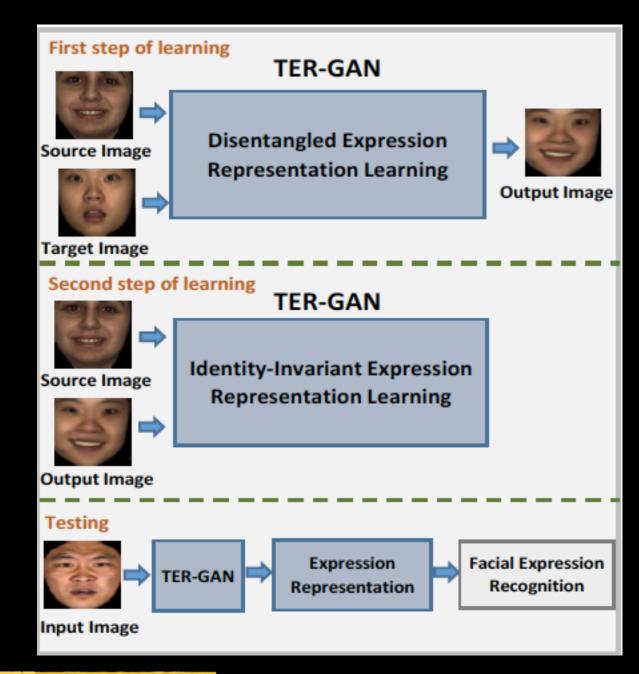
8,365 face images from EmoReact dataset

- 4,003 non-occluded faces
- 4,362 occluded faces
- Generate other examples
 based on real images

Goals:

- Learn a representation
- Train an algorithm to recognize occlusions





Facial Expression Recognition: Disentangling Identity from Expression



Good Workforce Strategies Strategies ģ Good.usitu Ce GT nges ē :a(ness edentials idgement lagogy ha Fur Nonverba Diversity ec Protective ches Messaging ogni very lessa Biassa essatior Peer-to-Peer Doad 6 Implicit assro learners

