

Curriculum Vitae for Mark Claypool

Professor of Computer Science
Professor of Interactive Media & Game Development
Worcester Polytechnic Institute

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Contents

1	Education	1
2	Appointments	1
2.1	Academic	1
2.2	Other	2
3	Scholarship	2
3.1	Publications	2
3.1.1	Journal Publications	2
3.1.2	Books	4
3.1.3	Conference Publications	5
3.1.4	Invited Publications	14
3.2	Funding	15
3.2.1	Awarded Grants	15
3.2.2	Sponsored Projects	16
3.3	Professional Membership	17
3.4	Awards Related to Scholarship	18
4	Teaching	18
4.1	Teaching Innovations	18
4.1.1	New Degrees	18
4.1.2	New Courses	18
4.1.3	New Labs	19
4.2	Courses Taught	19
4.2.1	Undergraduate	19
4.2.2	Graduate	20
4.3	Graduate Student Advising	21
4.3.1	Ph.D. Theses Advised	21
4.3.2	M.S. Theses Advised	22
4.4	Undergraduate Projects	24
4.4.1	Major Qualifying Projects Advised	24

4.4.2	Interactive Qualifying Projects Advised	33
4.4.3	Sufficiencies Advised	36
4.5	Awards Related to Teaching	36
5	Service	37
5.1	Administrative Positions	37
5.2	Committees	37
5.2.1	Editorship	37
5.2.2	Conference Chairs	38
5.2.3	Steering Committees	38
5.2.4	Organization	38
5.2.5	Program Committees	38
5.2.6	Within WPI	40
5.3	Referee Services	42
5.3.1	Publication Review	42
5.3.2	Proposal Review	44
5.4	Thesis Review	45
5.4.1	Ph.D.	45
5.4.2	M.S.	45
5.5	Program Review	47
5.6	Personnel Review	47

Profile

Excellent teacher and scholar with deep technical strength in networks and operating systems, with specific expertise in multimedia streaming and network games. Proven research track record with over 100 peer-reviewed publications, an h-index of 37, and an i10 index of 82. External funding from government agencies and industry and best paper awards in top conferences. Consistent, sustained high-quality teaching at both undergraduate and graduate levels with excellent evaluations. Advising and mentoring in over 100 student-focused projects that combine teaching and research. Novel teaching innovations in developing new projects, new courses and new programs.

1 Education

<i>Doctor of Philosophy, Computer Science</i> “Quality Planning for Distributed Collaborative Multimedia Applications” University of Minnesota, Minneapolis, Minnesota	1993 – 1997
<i>Masters of Science, Computer Science</i> University of Minnesota, Minneapolis, Minnesota	1990 – 1993
<i>Bachelor of Arts, Mathematics</i> Colorado College, Colorado Springs, Colorado	1986 – 1990

2 Appointments

2.1 Academic

<i>Professor</i> Computer Science Department Worcester Polytechnic Institute, Worcester, MA (Sabbatical semester, Fall 2017)	2009 – present
<i>SV and MS Center Director</i> Computer Science Department Worcester Polytechnic Institute, Worcester, MA	2016 – present
<i>Program Director</i> Interactive Media and Game Development Worcester Polytechnic Institute, Worcester, MA	2005 – 2014
<i>Associate Professor</i> Computer Science Department Worcester Polytechnic Institute, Worcester, MA (Sabbatical year, 2007 – 2008)	2004 – 2009

<i>Assistant Professor</i> Computer Science Department Worcester Polytechnic Institute, Worcester, MA	1998 – 2004
<i>Visiting Assistant Professor</i> Computer Science Department Worcester Polytechnic Institute, Worcester, MA	1997 – 1998
<i>Teaching Assistant</i> Department of Computer Science and Engineering University of Minnesota, Minneapolis, MN	1990 – 1993

2.2 Other

<i>Erskine Visiting Fellow (Sabbatical)</i> University of Canterbury, Christchurch, New Zealand	2017
<i>Consultant (Sabbatical)</i> MITRE Corporation, Bedford, Massachusetts	2007 – 2008
<i>Software Engineer</i> 3M Corporation, St. Paul, Minnesota	1996 – 1997
<i>Software Architect</i> Paradigm Computer Systems, Minneapolis, Minnesota	1995 – 1996
<i>Software Consultant</i> Market Line Research, Minneapolis, Minnesota	1994
<i>Research Assistant</i> University of Minnesota, Minneapolis, Minnesota	1993 – 1996
<i>Software Engineer</i> Paramax (Unisys), Eagan, Minnesota	1992 – 1993

3 Scholarship

3.1 Publications*

3.1.1 Journal Publications

[jr1] Mark Claypool. “Game Input with Delay – Moving Target Selection with a Game Controller Thumbstick”, *ACM Transactions on Multimedia Computing, Communications, and Applications (TOMM)*, Special Issue on *Delay-Sensitive Video Computing*

*For author lists, *italics* denotes a graduate student and **bold** denotes an undergraduate student.

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