

# Curriculum Vitae for Mark Claypool

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

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# Contents

<b>1</b>	<b>Education</b>	<b>1</b>
<b>2</b>	<b>Appointments</b>	<b>1</b>
2.1	Academic . . . . .	1
2.2	Other . . . . .	2
<b>3</b>	<b>Scholarship</b>	<b>2</b>
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
<b>4</b>	<b>Teaching</b>	<b>18</b>
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	Sufficiencys Advised . . . . .	36
4.5	Awards Related to Teaching . . . . .	36
<b>5</b>	<b>Service</b>	<b>37</b>
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>	1998 – 2004
Computer Science Department Worcester Polytechnic Institute, Worcester, MA	
<i>Visiting Assistant Professor</i>	1997 – 1998
Computer Science Department Worcester Polytechnic Institute, Worcester, MA	
<i>Teaching Assistant</i>	1990 – 1993
Department of Computer Science and Engineering University of Minnesota, Minneapolis, MN	

## 2.2 Other

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

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## 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*

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

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