

TimeSlot	Activity	Presenter	Abstract
14:30	Poster setup & prep		
15:00	Welcome Messages	Fuentes/Dr. Nadin	
15:10	Paper Session - 1 Observation & Application of Anticipatory Behaviors	John Raven, Andrew Lagow, Chris Moezzi, Michael Kaiser, Jeff Warner, William Howell, Robert Fuentes	The nature of human performance –physical underlying elements and specific mental processes of dynamics – is expressed through complex relationships describing the unity of mind and body. One cannot characterize the dynamics of performance without having to account for underlying processes (preparation, action, relaxation, new cycles). Our focus is on the “before” of actions to activities, that is, on anticipation. Our perspective formulates a holistic approach to sensing elements of how the living computes over performance actions or activities, thereby providing improved understanding. Once we acknowledge the complexity of natural systems, we need the appropriate data to describe them and an accurate means to acquire such data. We explore what it takes under conditions of uncertainty to appropriately observe, analyze and communicate performance elements. Observation needs, lead us to consider a body sensor network. Analysis needs, lead us to consider an AnticipationScope® and AnticipationProfiles®. Through these integrated efforts, we wish to make visible the complex and interrelated processes that support human performance.
15:30	Serious Gaming in International Relations	Louis Lupin,	
15:40	Serious Gaming in International Relations	Yujie Fu	
15:50	eVote-lution	David Chiu; Evan Manning; Jack Perales; Cintia Guerrero; Kyle Butler	Normally, polls that are advertised on the internet are seen as spam and therefore discourage people from voting due to false promises and doubt of change. As a result, polls are sometimes ineffective and inaccurate because it does not represent the entire population/community as a whole, as a majority of them are not inclined to vote. To increase the effectiveness and participation in voting, the polls allow the voter to see the effects of their vote before their eyes and determine whether this is something they'd really want. Additionally, when a poll ends, Vote-Tron enables voters of that poll to be rewarded for participating by offering discounts/prizes to those whose votes contributed to the winning design or idea.
16:00	SchoolHouse: An Academic Application for Educators	Jacob Corona, Elizabeth Albert, Bobby Karalla, Cathryn Ploehn	In the modern school system, it has become apparent that lack of communicability has become an issue, muddled with paperwork and clumsy administrative hierarchies. This issue we believe we can solve by digitizing the educational goals for each teacher and grade level and feedback about performance on each level. In this way, we will promote teamwork between teachers, parents, and students to create a high-efficiency learning environment, thus demonstrated by pretty flowers and graphics. Parents, teachers, and administration will be able to easily view, manage, and take pride in the growth of the child through our data-aggregation web applet.
16:10	SMILE	David Mershaw, et al	the SMILE, a tool that allows users to more efficiently manage and receive feedback from customers in a work environment, specifically a restaurant.
16:20	So you Invented the future: now how do you bring the idea to market? A practical approach.	Jerry Robinson	How to bring an idea from concept to reality has always been a problem. There are a multitude of ways to instantiate an idea or invention. The works and ideas of Leonardo DaVinci personifies this process. This paper addresses some of DaVinci's solutions and how those solutions may be expressed today. If you invent something, then how to “make it go” is a real problem – sometimes easy – sometimes difficult. Resources, opportunities, and some practical solutions will be addressed and compared.
16:30	Break	N/A	
16:40	Paper Session - 2 Balance, Control, Vision: Insights into Improving Golf Performance	Eben Dennis, Robert Fuentes	Golf is probably the most over-taught and over-analyzed sport in the world. If we were taught to walk, run, throw or even eat the way we are taught golf these activities would seem very difficult. It's no wonder most people look awkward swinging a golf club and scores haven't improved on average in more than sixty years even though equipment and course conditions have improved dramatically. We will discuss how to make golf both fun and simple while explaining how the golf equipment is designed to fit the way our body works naturally based on the laws of motion and balance.
16:50	The Essence of Technology: A Collective Real Dream	Armando Javier Magallanez Jr	Technology is our collective identity. This identity changes when sudden cybernetic evolution introduces Dreams, carried within the entire world, that come into conscious reach of science. Technology is this conscious scientific acknowledgement of these Dreams. The obstruction faced by society is the failure to understand its own cybernetic thinking and inventing without a combination of dreams. To attain Technology that faithfully represents humans and nature, as does the scientific seeing of dreams, is to realize the insight that Technology is comprised from within society's collective of individual self-hoods (i.e. Networks of Power).
17:00	Where is Art Heading?	Frederick Turner, Dr. Tim Christopher	Modernism emerged out of a profound reversal of our ideas about nature, which paralleled a great transformation in our means of acquiring livelihood and wealth. The traditional agrarian societies of the old world made their living and became rich—to the extent that they ever did—through the cultivation of the land. The very words “nature” and “physical” reflect our ancient views. “Nature” comes from the Latin natura, from natus, to be born. “Physical” comes from the ancient Greek phuein, to bring forth, to make grow. The natural state, then, was for everything to be giving birth and making new things grow, and living reproduction was the paradigm of nature. Nature was abundance, whose excess nurtured us and whose cultivation and “husbanding” could give us the surpluses that made us rich.
17:10	Artistic Implications of an Emerging Literacy of the Body in Computational Design	Sherri Segovia	Just as literacy is associated with reading and writing, a literacy of the body addresses the kinesthetic competence that both interprets and produces meaning from physical gestures of the body in motion. Over the past ten years digital technology has evolved to include interface devices that engage the body with increasingly greater complexity. For this reason computational design shapes a new vocabulary and rhetoric of human movement in the context of videogames and interactive art that use touch screens, haptic controllers, and 3-D video technology. There now exists an unexplored art form at the intersection of choreography and digital design that is accessible to a non-technical, non-programming public. Rather than examining the aesthetics of the virtual body in a digital display, this paper addresses the artistic implications of performative gestures of the corporal body as an aesthetic, virtuosic partner in interactive media.
17:20	Surfing waves of change and technology: Practical perceptual tools to help pick the right time and right wave.	Jerry Robinson	Technology changes all the time. If you wait, then you can “miss” the waves of change. Bill Gates observed this – and acted on it multiple times. The climate and (to use the theatre term) “legs” of a change opportunity have to be considered. This paper is about how to better understand changing technology and pick the right course of action. Surfing, complexity, chaos, fractals, fault trees, Lorenz strange attractors and more will show a framework of how to perceive changing technology. Examples include American Zoetrope Studios (Coppola, Lucas, Mauch etc.) and Lord Byron /the Shelleys. All creative efforts play in a world of change. Picking the right wave to catch is a challenging task.
17:30	UTD Nebula	Thai Le, Nicole Devlin, Diego Carpio, Bill Watts, Kevin Nguyen	A new way to increase classroom participation by re-designing eLearning into a more streamlined live platform called UTD Nebula (Nebbs for short).
17:40	Emergent Virtualism - Human Enhancement through Game-Based Simulations		
17:50	Emergent Virtualism - Human Enhancement through Game-Based Simulations	Dr. Zielke	A game-based simulation uses the platform and techniques of video games combined with life-like environments to create virtual humans. Virtual humans in game-based simulations are a form of human enhancement and are created not only from the artistic modeling of physical and auditory form, but also from behavioral/cultural and psychological models, applicable databases of human and environmental factors, interactions with other virtual humans and integration with people through a variety of technological interfaces. In this way, the virtual human in a game-based simulation creates human enhancement through interaction. Virtual humans can synthetically evolve to reflect ongoing regional, social, economic, behavioral and cultural factors. We call this emergent virtualism.
18:00	Omnibus – A Conveyance for All	Hari Chan, Andrew Elkins, Alton Wilson, Zach Lowrance, Lan Nguyen	Omnibus is an imaginative approach to project management while applying game theory. Built upon several workplace issues related to collaboration, management and motivation, Omnibus provides an alternative method in the workplace that ignites creativity, passion and above all, productivity. Omnibus is a cloud application that can be easily accessed to manage projects while using game theory to incentivize employees on a psychological and personal level. Ideally it will have the ability to be customize on a per business level (ex: restaurant, advertising company, etc) with customizations at every level and yet still be simple enough to use for anyone. As most project management systems, it will include the necessary features such as time tracking, task system, etc. The more unique qualities are the gaming portion in which the projects will be more visual. Each aspect of the project will be represented by a visual based around a galaxy theme. As such the business will be represented as a galaxy, a planet will represent each project within that galaxy, and other project aspects such as client satisfaction, team members, tasks, etc will represent elements within that planet.
18:10	Break	N/A	
18:20	Paper Session - 3 Roaming Holiday: Touring without Traveling		
18:30	Roaming Holiday: Touring without Traveling	Jeff Hardy, Asma Naz, Kuo-Chieh Ting	Multiple human machine interaction is an important, yet rarely explored issue regrading computational design for the future, no matter in the area of Ubiquitous Computing or Augmented reality. Trying to manifests the challenge and possible solution to this area, “Roaming Holiday: Touring without Traveling” is our design to make tourism more accessible to the average person who does not have time to fly around the world. This system enables friends, family, and couples from around the globe to spend time together and connect in a meaningful way with the convenience of staying in your own home. Through growing global communication networks, multiple video and audio feeds are combined, along with other features, to form an immersive experience of tourism. This also opens up other possibilities where physical separation can create problems in our busy lives. While this design is targeting to meet the demanding of the telepresenceing tour, our flexible design has a potential of applications in a broad range, from individual agent task such as remote forensics, to large scale social application such as supporting the news Freedom in a foreign country.
18:40	Closing Comments	Fuentes/Dr. Nadin	
18:50	Poster Session (mix & mingle among the posters)		
19:00	Observation & Application of Anticipatory Behaviors Vote-Tron SchoolHouse: An Academic Application for Educators SMILE UTD Nebula Omnibus – A Conveyance for All Roaming Holiday: Touring without Traveling	All	
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