

**Jeffrey W. Chastine**  
**CURRICULUM VITAE**

Department of Computer Science & Software Engineering  
Southern Polytechnic State University  
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I. BIOGRAPHICAL INFORMATION

Program: Computer Game Design & Development  
Present Title: Associate Professor  
Initial Appointment: 8/16/2010  
Dates of Promotions: N/A  
Tenure Status: Tenure Track (Pre-Tenure)  
Discontinuities: None  
Citizenship: U.S. Citizen

Academic Degrees

Ph.D. in Computer Science, 2007  
Georgia State University  
Field of Research: Augmented Reality (Interactive Computer Graphics)

Master of Science in Computer Science, 1999  
Georgia Institute of Technology  
Field of Research: Computer Audio

Bachelor of Music, 1994  
Valdosta State University  
Field of Study: Music Education

Prior Academic Appointments

2010-pres. Associate Professor  
Department of Computer Science & Software Engineering  
Southern Polytechnic State University

2009-2010 Associate Dean, College of Information & Mathematical  
Sciences, Clayton State University

2009 Interim Dept. Head of I.T., College of Information &  
Mathematical Sciences, Clayton State University

- 2007-2008 Associate Professor, College of Information & Mathematical Sciences, Clayton State University
- 1998-2007 Assistant Professor, College of Information & Mathematical Sciences, Clayton State University
- 1996-1997 Graduate Research Assistant, College of Computing, Georgia Institute of Technology
- 1996 Undergraduate Teaching Assistant, College of Computing, Georgia Institute of Technology

#### Prior Industry Experience

- 2011 Dassault Systemes, Consultant  
*Developed tutorial, game and soundtrack for 3dvia Studio*
- 2010 Aura Interactive, Consultant  
Atlanta, GA  
*Developed mobile Augmented Reality games*
- 2008 Media Power, Inc., Chief Software Architect  
New York, NY  
*Led team in designing and implementing mobile applications*
- 2005-2007 Affinity Financial Systems, Inc. (co-founder)  
Tampa, FL  
*System design and implementation of NASD/NYSE compliant email for small broker/dealers*
- 2001–2004 IDET Communication, Inc., Vice President of R&D  
Marietta, GA  
*Developed automation tools for Website compliance to Section 508c*
- 2000 Charmed Technology, Contractor  
Los Angeles, CA  
*Developed (and operated) augmented reality applications as well as real-time video filters for use in live performance for the rock group Duran Duran*

#### Professional Registration

None

## II. TEACHING

### SPSU New Courses Developed

CGDD 4113 – 3D Modeling and Animation, Spring 2011  
 CGDD 4603 – Production Pipeline & Asset Management, Fall 2011  
 CS 4363 – Computer Graphics (completely redeveloped for new OpenGL architecture in Summer, 2011)  
 CS 4903 – Special Topics in Augmented Reality, Fall 2012

### SPSU Laboratory Manuals Developed

None (the labs were all online, e.g. CSE 1302C, CS 4363)

### SPSU Courses Taught

CSE 1302C – Programming & Problem Solving II, Spring 2013  
 CGDD 2002 – Fundamentals of Game Design, Spring 2013  
 CGDD 4603 – Production Pipeline & Asset Mgmt., Spring 2013  
 CGDD 4803 – Studio, Spring 2013  
 CGDD 4814 – Capstone, Spring 2013

CGDD 4003 – Digital Media & Interaction, Fall 2012  
 CGDD 4113 – 3D Modeling & Animation, Fall 2012  
 CGDD 4803 – Studio, Fall 2012  
 CGDD 4814 – Capstone, Fall 2012  
 CS 4903 – Special Topics in Augmented Reality, Fall 2012  
 SWE 6753 – Computer Game Design & Development, Fall 2012

CGDD 2002 – Fundamentals of Game Design, Summer 2012  
 CSE 1301C – Programming & Problem Solving I, Summer 2012  
 SPSU 1001 – Hitch-Hikers Guide to SPSU, Summer 2012

CSE 1302C – Programming & Problem Solving II, Spring 2012  
 CGDD 4113 – 3D Modeling & Animation, Spring 2012  
 CS 4363 – Computer Graphics, Spring 2012  
 CS 6353 – Computer Graphics, Spring 2012  
 CGDD 4803 – Studio, Spring 2012  
 CGDD 4814 – Capstone, Spring 2012

CSE 1302C – Programming & Problem Solving II, Fall 2011  
 CGDD 4003 – Digital Media & Interaction, Fall 2011  
 CGDD 4603 – Production Pipeline & Asset Management, Fall 2011  
 CGDD 4803 – Studio, Fall 2011  
 CGDD 4814 – Capstone, Fall 2011  
 SWE 6753 – Computer Game Design & Development, Fall 2011

CSE 1302C Programming & Problem Solving, Summer 2011

CS 4363 – Computer Graphics, Summer 2011

CSE 1302C Programming & Problem Solving, Spring 2011  
 CGDD 2002 – Fundamentals of Game Design, Spring 2011  
 CGDD 4113 – 3D Modeling and Animation, Spring 2011

CGDD 2002 – Fundamentals of Game Design, Fall 2010 (2 sections)  
 CSE 1302C – Programming & Problem Solving II, Fall 2010

### Clayton State University – Course Development

(Note: the I.T. program was new when I arrived)

ITFN130X – Integration of ITFN 1301, 1302 and 1303

ITFN1302 -- Textbook selection, projects/lab creation, schedule, syllabus, and web site, exams

ITFN1303 -- Textbook selection, projects/lab creation, schedule, syllabus, and web site, exams

ITFN2312 -- Textbook selection, projects/lab creation, schedule, syllabus, and web site, exams

ITMM4404 -- Textbook selection, projects/lab creation, schedule, syllabus, and web site, exams

ITSK1401 -- Textbook selection, Lab development, schedule, syllabus, slides, exams

ITSK2411 -- Textbook selection, projects/lab creation, schedule, exams

ITSK2422 -- Original development of course

ITFN3314 -- Original development of course

ITSD4303 -- Original development of course

ITSD4301 -- Textbook selection, projects/lab creation, schedule, syllabus, and web site, exams

ITSD4305 -- Textbook selection, projects/lab creation, schedule, syllabus, and web site, exams

CSCI 1301 -- Textbook selection, projects/lab creation, schedule, syllabus, and web site, exams

WBIT 1310 -- Textbook selection, projects/lab creation, schedule, syllabus, and web site, exams, course content (Viewlets)

WBIT 2311 -- Textbook selection, projects/lab creation, schedule, syllabus, and web site, exams, course content (Viewlets)

WBIT 3110 – random learning content

WBIT 3400 – Original development of course

### Clayton State University - Courses Taught

CSCI 1100 Applied Computing

CSCI 1301 Computer Science I

CSCI 1302 Computer Science II

ITFN 1302 Introduction to Java

ITFN 1303 Introduction to C++ (updated to C#)

ITFN 1303 Introduction to C#

ITFN 2012	Lower Div. Capstone
ITFN 2601	Operating Systems
ITFN 2900	Independent Study / Data Structures
ITFN 3314	Testing and Quality Assurance
ITFN 4800	Special Topics in Augmented Reality
ITFN 4800	Independent study in Computer Graphics
ITFN 4900	Independent Study
ITMM 4404	Multimedia Production and Development
ITSK 1401	Introduction to Web Mastering
ITSK 1701	Database Applications
ITSK 2314	Programming Language Concepts
ITSK 2411	Intermediate Web Mastering
ITSK 2422	Advanced Web Mastering
ITSK 2312	Intermediate Java
ITSK 2313	Intermediate C++ (updated to C#)
ITSK 2313	Intermediate C#
ITFN 4014	Internship
ITSD 4301	Algorithms I
ITSD 4303	Human-Computer Interaction
ITSD 4304	Network and Client-Server Development
ITSD 4305	Special Topics in Interactive 3D Computer Graphics
ITSD 4312	Algorithms II

#### WebBSIT Consortium – Courses Taught

WBIT 1310	Programming and Problem Solving I (Online)
WBIT 2311	Programming and Problem Solving II (Online)
WBIT 3110	Systems Analysis and Design (Online)
WBIT 3400	Introduction to Digital Media (Online)

#### Universidad Nacional San Agustín (UNSA)

Redes y Teleproceso (Networks and Teleprocessing)  
Seminario en Computación Grafica y Realidades Virtuales

#### Fields of Interest

- Augmented and mixed reality
- Interactive computer graphics
- Computer gaming
- Mobile computing
- Computer Science Education and online education

#### Special Certifications and/or Designations

Sun Certified Java Programmer

#### Awards and Special Recognitions

2003 Smith Award Nominee (for teaching excellence)

### III. SERVICE AT SPSU

#### A. Service to the Program:

- Masters Thesis Advisor, Michael Doherty (SP 13)
- Masters Thesis Committee Member, Nick Rauch (SP 13)
- Chair of CGDD Search Committee (SP 12)
- Chair of CGDD+CS Search Committee (SP 12)
- Member of SWE Hiring Committee (SP 12)
- Member of hiring committee for CSE Lab Manager (SP 11)
- Graduate acceptance committee (AY 2011, AY 2012)
- Attended Open Houses (2/16/13, 10/13/12, 8/2/12, 7/31/12, 3/22/12, 10/16/11, 7/26/11, 8/5/10)
- Graduate orientations (5/16/12, 5/17/12, 7/28/11)
- IAB meetings (12/4/12, 5/1/12, 12/6/11, 4/29/11)
- Co-organized Fall and Global Game Jams (1/25/13-1/27/13), (9/5/12-9/7/12), (1/27/12-1/29/12), (9/23/11-9/25/11), (1/28/11-1/30/11), (9/10/10-9/12/10)
- Graduation reception for CSE graduates (5/11/12, 12/14/12)
- Strategic Plan committee for CSE (met 9/14/2010, 10/4/10, 10/18/10) – served as chair of sub-committee for strategic goal #1
- ACM/AITP/TAG Cookout (9/13/11), (9/8/10), ACM Halloween Party(10/27/10)
- Co-advisor for creating the GGDA student chapter (AY 2010 and 2011)
- Several recruiting visits to high schools, including North Gwinnett High School (2/6/13, 10/25/11), Roswell High School (3/16/12), Central Education Center (9/20/11), Lovejoy High School (11/19/10).
- Presented SPSU to ~1100 students at high schools and SEIGE (October 2011 and October 2012)
- Regularly attend department meetings, submit FCARs and assessment retreats
- Unity RFP – Received first round award (Unity Pro, Unity for Android and Nexus One phone)
- Establish or maintain relationships with industry, eVille, Nuetrino Gaming, 3DVia, Kaneva, Thrust Interactive, Trip Wire, Mowgli, Dekko
- Established relationships for CGDD students with School of Architecture, as well as other universities, including SCAD and Berklee College of Music
- Obtained Perforce license for 400 students and admin server
- Met with international press of Future Media to promote CGDD program at SPSU (10/7/10)
- MS Curriculum meetings (Fall 2010)

- Advisement of numerous students
- Letters of recommendations for numerous students

B. Service to Southern Polytechnic

- Faculty Senate (AY 2012-2014)
- Faculty Senate subcommittees: ADA committee, Salary Equity Committee (Fall 2012, Spring 2013)
- International Programs committee (Spring, 2013)
- Faculty Marshall for graduation ceremony (12/15/12, 8/4/12, 5/12/12, 7/30/11)
- Digital Innovations Group (Wimba group) representative for SPSU – AY 2010, AY 2011, AY 2012
- SPSU Polytechnic Summit Committee, 9/23/2010 (main meeting), 10/7/10, subcommittee (10/27/10)
- Served on the Digital Media Center Committee (4/12/11)

C. Service to the Profession:

- Application to become ABET evaluator (pending)
- Designed Gaming Track for Universidad Nacional San Agustín
- Reviewer for ASEE 2013
- Int. Symposium on Mixed and Augmented Reality (ISMAR/MCAR) program committee – Fall 2010
- SIEGE – representative for SPSU, presentation to ~1100 high schoolers
- Review for *Transactions of Computer Human Interaction* (August, 2010)
- Review for *Int. Journal of Human Computer Systems* (August, 2010)
- Review for *Computer Human Interaction*, 2012
- Review for ACMSE 2011 (January)
- Invited workshop on Mobile Augmented Reality (ACMSE, 3/26/11)

D. Service to the Community:

- Working with High Museum on Augmented Reality exhibit (Fall 2012)
- Mentor for Wheeler H.S. student Aron Tanenbaum – 3D Modeling, Fall 2011 (now attends SPSU)
- Mentor for Wheeler H.S. student Valerie Dominick (Blender Animation) – Fall 2010 (now attends SPSU)
- Mentor for Wheeler H.S. student Jeff Duncan (9/23/10) – Unity, Fall 2010 (now attends SPSU)
- Co-Mentor for Wheeler H.S. student Dhruv Karunakaran – Game Design, Spring 2012
- Co-Mentor for Wheeler H.S. student James Liu – Game Design, Spring 2012

- Co-Mentor for Wheeler H.S. student Anupam Goli – Game Design, Spring 2012
- Worked with Marietta City Schools on games for learning.
- Girl Scout Geek Squad (August, 2010)

## PRIOR SERVICE AT CLAYTON STATE UNIVERSITY

### University and School Committee Assignments

2009	Image Council
2009	Academic Council
2009	IT/CS Curriculum Committee (ex-officio)
2007	Institutional Review Board (IRB)
2007	Undergraduate Policy Council (UPC)
2007	Master of Information Technology Development Committee
2007	Dean of College of Information and Mathematical Sciences Search Committee
2006	Planning and Budget Committee
2005	Vista Migration Committee
2005	Head of Systems Curriculum
2005-2007	Faculty Advisor for ACM
2005	Department Head Search Committee
2004	Subcommittee for Recruitment and Retention
2004-present	Head Software Development Track
2004	Curriculum Committee Chair (CIMS)
2004	Representative for online WebBSIT Committee
2004	CIMS Computer Science Degree Development Committee
2004	CIMS Grant Writing Committee
08/00-07/03	Faculty Council to the President
2002	President's Ad-hoc Space Allocation Committee
2003	Ad-hoc Non-Tenure Track Review Committee
2003	Dean of College of Information and Mathematical Sciences Search Committee
2003	Ad-hoc By-Laws Review Committee
2002	Intellectual Property Rights Committee
1999-present	IT Faculty Search Committee
1999-2001	Curriculum Development Committee – Webmastering
2002-2003	Curriculum Development Committee - Programming
1999	IT Advisory Committee

### Book Reviewer/Referee/Evaluator

- *Modern Operating System - 2<sup>nd</sup> Edition*, Tannenbaum, Prentice-Hall Publishing
- *Operating Systems Concepts – 6<sup>th</sup> Edition*, Silberschatz, Galvin, Gagne, Wiley Publishing
- *Data Structures and the Java Collections Framework*, William J. Collins, McGraw-Hill, 2002.



### Paper Reviewer/Referee/Evaluator

- Facilitator for CPATH NSF Grant Writing Workshop, Orlando, FL. 2007
- Review for the 5<sup>th</sup> International Conference on Computer and Information Technology, Shanghai, China. 09/05

### Community Service Related to Field of Expertise

2006-present *Judge for Statewide Lego League Robotic Competition*  
Judged robotic design for middle school

2002-present *Southern Crescent High School Programming Competition*.  
Develop an opportunity for high school students to visit the CCSU campus when competing

1999-2000 *Advisor to the Bent Tree Newspaper*  
Served as the advisor to Scott Taylor and Brian McGill to start the school newspaper.

### Advisees

Advisor for James Holak on developing the CIMS Alumni website.  
Advisor for Roger Ward on the setup and administration of security devices in the media lab (as well as other projects)

Advisor for Tomas Clements on development of online submission program

Individual Student Research for Chris Coleman

Individual Student Research for Cheryl Garvin

Advisor for Jeremy Brooks on programming for PDAs and special hardware devices

Advisor to three groups of students in the development of multimedia presentations

Advisor to Scott Taylor in the creation of the student newspaper of Clayton College and State University

Advisor to John Taylor in programming PERL and CGI

Advisor for Leanne Scott, University Web Site Project

Advisor for Marcus Adams, Web Project

Grad School: Jeremy Brooks, Jennifer Kilfin, Sahar Attar, John Clark, Ahsan Huda, Scott Taylor

### Other

2000-present CCSU Faculty/Staff Fund Drive participant

Individual Student Guidance

Advisor for Chad Frederick, ITSK 231X Teaching Assistant

Advisor for Robert Meridy, ITSK 231X Teaching Assistant  
 Advisor for Joseph Sharpe, ITSK 2312 Teaching Assistant  
 Advisor for David Wilson, ITFN 1302 Teaching Assistant  
 Advisor for Greg Goss, ITSK 4301 and CSCI 1301 Teaching Assistant  
 Assistant  
 Advisor for Barbara Foster, ITFN 1302 Teaching Assistant  
 Advisor for Tomas Clements, ITFN 1302/2312 Teaching Assistant  
 Advisor for Jeremy Brooks, ITFN 1302/2312 Teaching Assistant  
 Advisor for Sean Hessenthaler, ITSK 1401/2411 Teaching Assistant  
 Advisor for Lawrence Riddle, ITFN 1302 Teaching Assistant  
 Advisor for Marvin Evans, ITFN 1302 Teaching Assistant  
 Advisor for Jim Kelly, 1302 Teaching Assistant  
 Advisor for Brad Dameron, 1302 Teaching Assistant  
 Advisor for Marcus Adams, 2601 Teaching Assistant  
 Advisor for Jillian Jones, Teaching Assistant  
 Advisor for Kristen Hamilton, Teaching Assistant  
 Advisor for Cynthia Yeboah, Teaching Assistant

#### IV. PROFESSIONAL GROWTH AND DEVELOPMENT

##### Workshops and Training

- NSF CITI: Ethical Research Training (9/16/12)
- CTE Desire2Learn Training (9/12/12)
- CTE Pre-Tenure Workshop (2/7/12)
- CTE Workshop for Hiring Process (3/13/12)
- CTE Faculty Website Training (3/20/12)
- Advisor Training/Updates (10/26/12, 3/23/12, 10/24/11, 4/6/11, 10/26/10, 10/28/10,)
- DegreeWorks Training (4/6/11)
- Online Faculty Development Workshop (2/1/11)
- Right-to-Know and Sexual Harassment Training.

##### Consulting

Consultant for Aura Interactive (August-December, 2010)  
 Consultant for 3DVia (Jan-April, 2011)

##### Membership in Academic and Professional Organizations

2011-present International Game Developers Association (IGDA)  
 2010-present Georgia Game Developer's Association (GGDA)  
 2002- present Association of Computing Machinery (ACM)  
 2000- present Technology Association of Georgia (TAG)  
 2004- 2007 ACM Special Interest Group in Computer Graphics  
 2004- 2007 HyperVisualization Lab (HVL) at GSU  
 2002- 2006 ACM Special Interest Group in Computer Science Education

### Attendance at Academic and Professional Meetings

- 2012 Southern Interactive Entertainment & Game Expo, Atlanta, GA Oct. 2012
- Game Developers Conference (GDC), San Francisco, CA March, 2012
- USG Faculty Development Workshop, Georgia Gwinnett College, Nov. 2011
- 2011 SEIGE Conference, Atlanta, GA Oct. 2011
- Game Developers Conference (GDC), San Francisco, CA March, 2011
- ACMSE 2011, Kennesaw State University, Jan. 2011
- Southern Interactive Entertainment & Game Expo, Oct 7-9, 2011, Marietta, GA
- Student-Centered Engagement Practices in the Asynchronous Learning Environment – USG Online Workshop. Jan. 27<sup>th</sup>, 2010
- 2010 Southern Interactive Entertainment & Game Expo Conference, Atlanta, GA 10/10
- 2009 Digital Curation Conference, London, England 12/09
- 2009 iPhone Developers Conference, Boston, MA 10/09
- 2009 CCAS Department Heads Seminar, Atlanta, GA 02/09
- 2007 Atlanta Tech-Security Conference, Atlanta, GA 11/07
- MSDN Event: Astoria, LINQ, Atlanta GA 10/07
- MSDN Event: LINQ, Silverlight and WCF, Atlanta GA 08/07
- ACMSE 2006 (ACM Southeast Conference, FL), Dept. of Computer Science, Florida Institute of Technology, Melbourne, FL
- ACMSE 2005 (ACM Southeast Conference, GA), Kennesaw State University, Kennesaw, GA
- GDX 2005 (Game Developers Exchange), Savannah College of Arts & Design, Atlanta, GA
- SIGCSE 2003 (Special Interest Group for Computer Science Education), Reno, NV
- SIGGRAPH 2000 (Special Interest Group for Computer Graphics), New Orleans, LA
- Network+Interop, Linux Business Expo 2000, Atlanta, GA
- ICAD 1998 (International Conference on Auditory Display), Glasgow, Scotland

## V. ACADEMIC ACHIEVEMENT

### Refereed Journal Publications:

Chastine, J., Preston, J.A., “Authoring Mobile Augmented Reality Games”. *Journal of Mobile Computing* (submitted Dec. 21<sup>st</sup>, 2012 – under review)

Arya, A., Chastine, J., Fowler, A., Preston, J., The Global Game Jam: An International Insight. *International Journal of Games-Based Learning*, (under review)

Preston, J., Chastine, J., O'Donnell, C., Tseng, T., MacIntyre, B., “Game Jams: Community, Motivations, and Learning among Jammers”, in *International Journal of Games-Based Learning*. Patrick Felicia (editor), Volume 2, No. 3, 2012

### Refereed Publications in Books

Chastine, J. “Referencing in Collaborative Augmented Reality”. Book chapter in *Handbook of Augmented Reality Technologies and Applications.*, Springer. July 2011, pp 321-338, 978-1-4614-0063-9

### Refereed Publications in Conference Proceedings

Chastine, J., “*Engagement Overload: Using Augmented Reality to Promote Student Interest in Computing*”, 120<sup>th</sup> ASEE Annual Conference 2013, Atlanta, GA (abstract accepted, draft under review)

Chastine, J., Suit, B., “*Cover Your Eyes: Reinforcing Software Engineering Concepts through Programmable Lasers*”, 120<sup>th</sup> ASEE Annual Conference 2013, Atlanta, GA (abstract accepted, draft under review)

Chastine, J., Nagel, K., Zhu, Y., Hudacheck-Buswell, M. H. *Studies on the Effectiveness of Virtual Pointers in Collaborative Augmented Reality*. IEEE Symposium on 3D User Interfaces (3DUI), March, 2008 – Honorable Mention for Best Paper (Acceptance Rate - 28%)

Chastine, J., Zhu, Y., *The Cost of Supporting References in Collaborative Augmented Reality Environments*. Graphics Interface (GI), Ontario, Canada May, 2008

Chastine, J., Nagel, K., Zhu, Y., Yearsovich, L. *Understanding the Design Space of Referencing in Collaborative Augmented Reality Environments*. Graphics Interface (GI), Montreal, Canada, June, 2007 (Acceptance rate - 40%)

Chastine, J., Zhu, Y., Preston, J. A.. *A Framework for Inter-referential Awareness in Collaborative Environments*. IEEE's CollaborateCom, Atlanta, GA. Nov. 2006

Chastine, J., Brooks, J., Zhu, Y., Owen, G. S., Harrison, R. W., Weber, I.T. *AMMP-VIS: A Collaborative Virtual Environment for Molecular Modeling*. ACM Symposium on Virtual Reality Software and Technology (VRST), Monterey, CA. Nov., 2005 (Acceptance rate – 36%)

Chastine J., Zhu Y., Brooks J., Owen G.S., Harrison R. *A Collaborative Multi-View Virtual Environment for Molecular Visualization and Modeling*. IEEE Coordinated & Multiple Views in Exploratory Visualization. London, UK July, 2005

Owen G., Zhu Y., Chastine J. *Teaching Programmable Shaders: Lightweight versus Heavyweight Approach*. ACM SIGGRAPH Educator's Program. Los Angeles July, 2005

Chastine, J., Preston, J., *Teaching 2D Arrays Using Real-Time Video Filters*. ACM Special Interest Group for Information Technology Education (SIGITE), Newark, NJ. Oct. 2005

Chastine, J. Brooks, J. *Emphasizing the Area of Interest Using Real-Time Shaders*. SIGGRAPH Poster. Los Angeles, CA. July, 2005

Chastine, J., Preston. J., *Regaining Integrity in the Classroom*. Third Annual InterDisciplinary Conference for Teachers of Undergraduates. Barnesville, GA March, 2005

Preston, J., Chastine, J. *Using Online Grading, Information-Rich Feedback and Customized Assignments to Enhance Faculty-Student Communication*. Third Annual Interdisciplinary Conference for Teachers of Undergraduates. Barnesville, GA, March 2005

Preston, J. A., Chastine, J., *Offering Flexibility in Higher Education via Online Course Packets*. Teaching Online in Higher Education (TOHE) Conference. Nov. 2004

Chastine, J., Preston, J. A., *Google: The Ultimate Cheat Buster*. Teaching Online in Higher Education (TOHE) Conference. Nov. 2004

Booth, L., Chastine, J., Eaker, T., Preston, J. A., *WebBSIT Course Development: An Analysis of Synergy*. 33<sup>rd</sup> University System Annual Computing Conference. Eatonton, GA. Oct. 2004

Preston, J. A., Chastine, J., *Utilizing Interesting Assignments to Motivate Student Learning*. SITE'04 (Atlanta, GA). March, 2004

Chastine, J., *Using Augmented Reality to Think Outside the Box*. The Second Annual Interdisciplinary Conference for Teachers of Undergraduates (Gordon College, GA) 3/04

Preston, J. A., Chastine, J., *Improving Access and Creating Multiple Learning Pathways for Online Learning Materials*, Teaching Online in Higher Education (TOHE) Conference, Nov. 2003

Chastine, J., *Designing Effective Communication Tools for Online Computer Science Courses*. 32<sup>nd</sup> University System Annual Computing Conference. (Eatonton, GA). Oct. 2003.

Pair, J., Wilson, J., Chastine, J., *The Duran Duran Project: The Augmented Reality Toolkit in Live Performance*. Poster: The first IEEE International Augmented Reality Toolkit Workshop, Darmstadt, Germany. Oct. 2002.

Preston, J., Chastine, J., *Improving Lecture Using Microsoft Agent and a "Who Wants to be a Millionaire" Quiz-Show Approach*. 8<sup>th</sup> Annual Georgia Conference on College & University Teaching (Kennesaw State University, GA) 2/01

McCracken, M., Newstetter, W., Chastine, J., *Misconceptions of Designing: a descriptive Study*. 1999 Annual Joint Conference Integrating Technology into Computer Science Education (Krakow, Poland).

#### Presentations/Workshops at Academic Conferences

Preston, J., Chastine, J. *Augmented Reality: a Narrative, Symbiotic Approach in Combining Virtual and Physical Worlds*, workshop at *Augmented Reality in Information Systems: Setting a Research Agenda* (AR at ICIS), Dec. 16<sup>th</sup>, 2012. Orlando, FL.

Preston, J., Chastine, J. *Increasing Student Engagement through Gaming in Introductory Computer Science Courses*. *Workshop at the 26th Annual CCSC: Southeastern Conference*. Nov. 2<sup>nd</sup>, 2012, Marietta, GA

Chastine, J., Preston, J.A., Tseng, T. "AR Mobile Game Development: Getting Started". *Workshop at ISMAR* Nov. 5<sup>th</sup>, 2012, Atlanta, GA.

Preston, J., Chastine, J., “Case Study: Developing High-Impact, Information-Rich Media for Higher Education”, *Online Lifeline Conference, Valdosta State University*, Feb. 17<sup>th</sup>, 2012

Preston, J.A., Chastine, J., “Mobile Technology for Games and Augmented Reality”. 49th ACM Southeast Conference, March 24–26, 2011, Kennesaw, GA, USA. 978-1-4503-0686-7/11/03.

Preston, J., Chastine, J., “Using Mobile Technology for Media and Augmented Reality”. *Computing Commons Collaboration (C3) Conference*, Atlanta, GA. Marietta, GA. Feb. 26<sup>th</sup>, 2011.

Preston, J., Chastine, J., “Designing Games for Instructional Purposes”. USG Faculty Development Series. Georgia Gwinnett College, Lawrenceville, GA Nov. 18<sup>th</sup>, 2011.

Invited talk on *Mobile Augmented Reality*, ACMSE 2011, Kennesaw, GA. March 26th, 2011.

*El Rol de las Tecnologías de la Información en Sistemas Información y El Impacto Social de las Tecnologías*. Invited Speaker to I Congreso Internacional de Ingeniería de Sistemas e Informática, Arequipa, Perú. Oct. 2007

*AMMP-VIS: A Collaborative Virtual Environment for Molecular Modeling*. Poster presentation. SECABC (SouthEast Collaborative Alliance BioComputing Center). Atlanta, GA Oct. 2005

*Disarming the Language “War”: Offering Multiple Pathways in CS1 and CS2*. Co-authored with Jon Preston. SIGCSE’04, Norfolk, VA Feb. 2004

*Improving Asynchronous Learning in CS1 via Information-Rich Tutorials*. SIGCSE’03, Reno, NV Feb. 2003

#### Non-Refereed Presentations:

*Authoring Mobile Augmented Reality Games*  
Georgia State University, March, 27<sup>th</sup>, 2013

Chastine, J., Preston, J. *Rev up your Engines: Using Unity, UDK and GECK to Set Students Free*. IGDA: Perspectives Newsletter, August 2010 (<http://www.igda.org/newsletter/?p=160>)

*Como Hacer Investigaciones*

Arequipa, Perú (Universidad Nacional de San Agustín) May, 2006

*Realidades Mezcladas*

Arequipa, Perú (Universidad Nacional de San Agustín) May, 2006

*Como Hacer Investigaciones*

Arequipa, Perú (Universidad de San Pablo) May, 2006

*An Overview of Augmented-Reality*

Georgia State University

*An Introduction to Using Blender*

Georgia State University

Contracts and GrantsResearch Proposals and Grants

- \$550,000 NSF CTE Grant 1319160. *EXP: Collaborative Research: Transforming Computer Science Education through Authentic, Intelligent Mobile Learning*. Lead-PI. Collaborating with Tennessee State University and Georgia State University. Dec. 2012 (under review - \$270,000 to SPSU)
- \$3,500 *Unity Great Education Giveaway*. A competitive grant in which we received software and hardware from Unity.
- \$10,000.00 SPSU STEM Mini-grant. *Real World Impact of STEM: Relating to College Students*. (co-PI). October, 2010
- \$66,633.70 DTAE Matching Grant, Ubiquitous Media Lab, 2000,  
\$6,000.00 (6/06) BOR Online BSIT Digital Media Development Project
- \$5,500.00 (7/04) BOR Online BSIT PPS I & II Development Project
- \$5,500.00 (1/04) BOR Online BSIT PPS I & II Development Project
- \$2,000.00 (7/04) BOR Online BSIT PPS I & II Design Project

Proposals not funded

- \$324,739 NIH grant 11057586 with KSU (and others here at SPSU) entitled "*Dashboard/Gamification User Interface to Avert Oncology Clinician Data Overload*". Co-PI. Nov. 2011. (not funded)
- \$200,000 NSF CTE Grant 1216562. "*Collaborative and Interactive Mobile Cyber-Learning Space for Computer Science and Engineering Education*" Co-PI. (not funded)
- \$350,187.84 NSF CPATH Grant (no funded, submitted March, 2008)

Other Academics



Masters Projects (James Oliverio, Advisor)

Software-based music synthesis (Denon Corporation)

Real-time auto-harmonization for live performance

Distributed audio project using RMI

Partial re-coding of the MicroDB database (with Fibonacci Heaps)