


David Thue

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	Assistant Director, Center for Analysis & Design of Intelligent Agents (CADIA) Leader of the SAGA Research Group (Simulate, Acquire, Generate, and Adapt)	

Academic Interests

Experience Management, Automated Personalization, Interactive Storytelling, Artificial Intelligence, Player Modelling, Dynamic Gameplay Alteration, Computer Simulation, Natural Language Generation, and Computer Animation.

Education

Ph.D. in Computing Science, University of Alberta: "Generalized Experience Management"	07-15
M.Sc. in Computing Science, University of Alberta: "Player-informed Interactive Storytelling"	05-07
B.Sc. Honours with High Honours in Computer Science, University of Regina	01-05

Work Experience

Assistant Director: Center for the Analysis & Design of Intelligent Agents (CADIA)	16-Present
Assistant Professor: School of Computer Science, Reykjavik University	13-Present
Acting Director: Center for the Analysis & Design of Intelligent Agents (CADIA)	17
Research Associate: Department of Computer Science, University of Regina (supervisor: Howard Hamilton)	13
Research Associate: Walt Disney Imagineering Research & Development (supervisors: J Marks & A Kalama)	09
Teaching Assistant: Computers & Games, Department of Computing Science, University of Alberta	06
NSERC Research Assistant (3x): Department of Computer Science, University of Regina	03-05

Funding

Rannís Icelandic Research Fund	7.5m ISK / year	<i>Co-applicant</i>	<i>National</i>	18-20
RU School of Computer Science Summer Grant	1.1m ISK	<i>Solo applicant</i>	<i>Institutional</i>	17
Rannís Student Innovation Fund	2.1m ISK	<i>Solo applicant</i>	<i>National</i>	15
Rannís Student Innovation Fund	1.4m ISK	<i>Solo applicant</i>	<i>National</i>	15
CCP Professorship Travel Grant	1m ISK / year	<i>Solo applicant</i>	<i>Institutional</i>	14-18
NSERC Postdoctoral Fellowship (<i>declined</i>)	40k CAD / year	<i>Solo applicant</i>	<i>National</i>	13-15
iCORE Ph.D. Graduate Scholarship in ICT	36k CAD / year	<i>Solo applicant</i>	<i>Provincial</i>	08-11
NSERC Postgraduate Scholarship-Doctoral (PGS-D)	21k CAD / year	<i>Solo applicant</i>	<i>National</i>	07-09
Walter H. Johns Scholarship (4x)	4.6k CAD / year	<i>Solo applicant</i>	<i>Institutional</i>	05-08
iCORE Award (3x)	15k CAD / year	<i>Solo applicant</i>	<i>Provincial</i>	05-08
Alberta Advanced Education Award	2k CAD	<i>Solo applicant</i>	<i>Provincial</i>	06
NSERC Postgraduate Scholarship-Master's (PGS-M)	17.3k CAD / year	<i>Co-applicant</i>	<i>National</i>	05-07
NSERC Undergraduate Student Research Award (3x)	6.6k CAD / year	<i>Co-applicant</i>	<i>Provincial</i>	03-05

Awards & Honours

Alan Blizzard Honourable Mention Award (from the Society for Teaching and Learning in Higher Education to the teaching team of CMPUT 250: Computers & Games)	<i>National</i>	11
University of Regina Prize in Science (most distinguished new B.Sc. in faculty)	<i>Institutional</i>	05

Publications (*Refereed Articles*)

Brynja Ingadottir, Katrin Blondal, David Thue, Sigridur Zoega, Ingela Thylen, Tiny Jaarsma. Development, Usability, and Efficacy of a Serious Game to Help Patients Learn About Pain Management After Surgery: An Evaluation Study. JMIR Serious Games. 2017 Apr-Jun; 5(2): e10. March 2017. *Role: Co-author*

Ingibergur Sindri Stefnisson, David Thue. Authoring Tools should be Mixed-initiative Systems. In Proceedings of the 2017 Workshop on Authoring Tools for Interactive Storytelling (AIS) at ICIDS'17. 4 pages. AIS. Available online: <http://narrativeandplay.org/ais/proceedings.html> November 2017. *Role: Co-author*

David Thue, Stephan Schiffel, Tryggvi Þór Guðmudsson, Guðni Fannar Kristjánsson, Kári Eiríksson, Magnús Vilhelm Björnsson. Open World Story Generation for Increased Expressive Range. In V. Nisi, N. Nunes, and I. Oakley, editors, Proceedings of the 10th International Conference on Interactive Digital Storytelling (ICIDS'17). pp. 313-316. Springer, Cham. November 2017. *Role: Lead Author*

Luis Flores, David Thue. Level of Detail Event Generation. In V. Nisi, N. Nunes, and I. Oakley, eds., Proceedings of the 10th International Conference on Interactive Digital Storytelling (ICIDS'17). pp. 75-86. Springer, Cham. November 2017. *Role: Co-author*

Oscar Puerto, David Thue. A model of inter-musician communication for artificial musical intelligence. In Proceedings of the International Conference on Computational Creativity (ICCC), 8 pages, Association for Computational Creativity. Atlanta, USA. June 20, 2017. *Role: Co-author*

Friðrik Aðalsteinn Friðriksson, Halldór Snaer Kristjánsson, Daníel Arnar Sigurðsson, David Thue, Hannes Högni Vilhjálmsón, Become your Avatar: Fast Skeletal Reconstruction from Sparse Data for Fully-tracked VR, ICAT-EGVE 2016 - Posters and Demos (Tom Coffin, Gabriel Zachmann, Akihiko Shirai, Regis Kopper, and Pedro Morillo, eds.), The Eurographics Association. November 23, 2016. *Role: Co-author*

David Thue, Stephan Schiffel, Ragnar Adolf Árnason, Ingibergur Sindri Stefnisson, Birgir Steinarsson. Delayed Roles with Authorable Continuity in Plan-based Interactive Storytelling. In Proceedings of the Ninth Joint International Conference on Interactive Digital Storytelling (ICIDS): pp. 258-269. LNCS Vol. 10045. Springer-Verlag. Los Angeles, USA. November 18, 2016. *Role: Lead Author*

David Thue, Kári Halldórsson. Opportunities for Integration in Interactive Storytelling. In Proceedings of the Eighth Joint International Conference on Interactive Digital Storytelling (ICIDS): pp. 374-377. LNCS Vol. 9445. Springer-Verlag. Copenhagen, Denmark. December 2, 2015. *Role: Lead Author*

Vadim Bulitko, David Thue. A Call for Flow Modeling in Interactive Storytelling. In Proceedings of The Third Annual Conference on Advances in Cognitive Systems (ACS): Article 24, 10 pages. Cognitive Systems Foundation. Atlanta, Georgia, USA. May 28, 2015. *Role: Co-author*

David Thue, Vadim Bulitko, Howard J. Hamilton. Implementation Cost and Efficiency for AI Experience Managers. In Proceedings of The Sixth Intelligent Narrative Technologies Workshop (INT): pp. 97-100. AAAI Press. Palo Alto, California, USA. October 14, 2013. *Role: Lead Author*

David Thue, Vadim Bulitko. Procedural Game Adaptation: Framing Experience Management as Changing an MDP. In Proceedings of The Fifth Intelligent Narrative Technologies Workshop (INT): pp. 44-50. AAAI Press. Palo Alto, California, USA. October 8, 2012. *Role: Lead Author*

David Thue, Vadim Bulitko, Marcia Spetch, Trevon Romanuik. A Computational Model of Perceived Agency in Video Games. In Proceedings of The Seventh Conference on Artificial Intelligence and Interactive Digital Entertainment (AIIDE): pp. 91-96. AAAI Press. Palo Alto, California, USA. October 12, 2011. *Role: Lead Author*

David Thue, Vadim Bulitko, Marcia Spetch, Trevon Romanuik. Player Agency and the Relevance of Decisions. In Proceedings of The Third Joint International Conference on Interactive Digital Storytelling (ICIDS): pp. 210-215. LNCS Vol. 6432. Springer-Verlag. Edinburgh, Scotland. November 1, 2010. *Role: Lead Author*

David Thue, Vadim Bulitko, Marcia Spetch, Michael Webb. Socially Consistent Role Passing in Player-Specific Stories. In Proceedings of The Sixth Conference on Artificial Intelligence and Interactive Digital Entertainment (AIIDE): pp. 198-203. AAAI Press. Palo Alto, California, USA. October 10, 2010. *Role: Lead Author*

David Thue, Vadim Bulitko, Marcia Spetch, Michael Webb. Exaggerated Claims for Interactive Stories. In Proceedings of The Second Joint International Conference on Interactive Digital Storytelling (ICIDS): pp. 179-184. LNCS Vol. 5915. Springer-Verlag. Guimarães, Portugal. December 9, 2009. *Role: Lead Author*

David Thue, Vadim Bulitko, Marcia Spetch. Making Stories Player-Specific: Delayed Authoring in Interactive Storytelling. In Proceedings of The First Joint International Conference on Interactive Digital Storytelling (ICIDS): pp. 230-241. LNCS Vol. 5334. Springer-Verlag. Erfurt, Germany. November 26, 2008. *Role: Lead Author*

David Thue, Vadim Bulitko, Marcia Spetch. PaSSAGE: A Demonstration of Player Modelling in Interactive Storytelling. In Proceedings of The Fourth Conference on Artificial Intelligence and Interactive Digital Entertainment (AIIDE): pp. 226-227. AAAI Press. Palo Alto, California, USA. October 22, 2008. *Role: Lead Author*

David Thue, Vadim Bulitko, Marcia Spetch, Eric Wasylishen. Learning Player Preferences to Inform Delayed Authoring. In Proceedings of the AAAI Fall Symposium on Intelligent Narrative Technologies. FS-07-05: pp. 158-161. AAAI Press. Arlington, Virginia, USA. November 9, 2007. *Role: Lead Author*

David Thue, Vadim Bulitko, Marcia Spetch, Eric Wasylishen. Interactive Storytelling: A Player Modelling Approach. In Proceedings of The Third Conference on Artificial Intelligence and Interactive Digital Entertainment (AIIDE). pp. 43-48. AAAI Press. Stanford, California, USA. June 6, 2007. *Role: Lead Author*

David Thue, Vadim Bulitko. Modelling Goal-directed Players in Digital Games. In Proceedings of The Second Conference on Artificial Intelligence and Interactive Digital Entertainment (AIIDE). pp. 86-91. AAAI Press. Marina del Rey, California, USA. June 23, 2006. *Role: Lead Author*

Publications (Invited Essays)

Vadim Bulitko, David Thue. A Call for Flow Modeling in Interactive Storytelling. *Advances in Cognitive Systems*, 4, pp. 25-34. June 2016. *Role: Co-author*

Publications (Books)

David Thue. Generalized Experience Management. Ph.D. Thesis Dissertation. University of Alberta, January 27, 2015.

Interactive Storytelling: Proceedings of the Seventh International Conference on Interactive Digital Storytelling (ICIDS 2014). Alex Mitchell, Clara Fernández-Vara, David Thue (Eds.). *Lecture Notes in Computer Science*, Vol. 8832. Springer Verlag. November 3, 2014. *Role: Editor*

Interactive Storytelling: Proceedings of the Fourth International Conference on Interactive Digital Storytelling (ICIDS 2011). Mei Si, David Thue, Elisabeth André, James Lester, Joshua Tanenbaum, Veronica Zammitto (Eds.). *Lecture Notes in Computer Science*, Vol. 7069. Springer Verlag. December 7, 2011. *Role: Editor*

David Thue. Player-informed Interactive Storytelling. M.Sc. Thesis Dissertation. University of Alberta, October 3, 2007.

Publications (Book Chapters)

David Thue, Mirjam P. Eladhari, Joshua Allen McCoy, Mike Preuß, Spyridon Samothrakis, Emily Short, Anne Sullivan, Michael Treanor, and R. Michael Young. Backstory Generation. In book: *Report from Dagstuhl Seminar 17471 - Artificial and Computational Intelligence in Games: AI-Driven Game Design*. Pieter Spronck, Elisabeth André, Michael Cook, Mike Preuß (Eds.). pp 118-119. Dagstuhl Reports, Vol. 7, Issue 11. Dagstuhl Publishing. March 29, 2018. *Role: Lead author*

Vadim Bulitko, Greg Lee, Sergio Poo-Hernandez, Alejandro Ramirez, David Thue. Techniques for AI-driven Experience Management. In book: *Game AI Pro 2: Collected Wisdom of Game AI Professionals*. 10 pages. Steve Rabin (Ed.). CRC Press. May 1, 2015. *Role: Co-author*

Mark Riedl, David Thue, Vadim Bulitko. Game AI as Storytelling. In book: *Artificial Intelligence for Computer Games*. P. A. González-Calero, M. A. Gómez-Martín (Eds.). pp. 125-150. Springer USA. October 1, 2011. *Role: Co-author*

David Thue, Vadim Bulitko, Marcia Spetch. Player Modeling for Interactive Storytelling: A Practical Approach. In book: AI Game Programming Wisdom 4: pp. 633-646. Steve Rabin (Ed.). Charles River Media. Boston, Massachusetts, USA. February 2008. *Role: Lead Author*

Creative Activity (Presentations)

David Thue. Backstory Generation: Summary of the Dagstuhl 2017 Workshop. Dagstuhl Seminar, “Artificial and Computational Intelligence in Games: AI-Driven Game Design” (17471). Schloss Dagstuhl. November 15, 2017. *Summary Presentation*

David Thue. Level of Detail Event Generation. The 10th International Conference on Interactive Digital Storytelling (ICIDS'17). Funchal, Portugal. November 15, 2017. *Paper Presentation*

Julio Bahamón, Anne-Gwenn Bosser, Mei Si, and David Thue. The Future of Interactive Storytelling. The Eighth Joint International Conference on Interactive Digital Storytelling (ICIDS). Los Angeles, USA. November 18, 2016.

Invited Panelist

David Thue. Delayed Roles with Authorable Continuity in Plan-based Interactive Storytelling. The Ninth Joint International Conference on Interactive Digital Storytelling (ICIDS). Los Angeles, USA. November 18, 2016. *Paper Presentation*

Stephen Jarret, David Reichelt, Mik Stroyberg, David Thue, and Sara Lisa Vogl. Fireside Chat - Games: Creativity and Design. Slush PLAY. Reykjavik, Iceland. September 30, 2016. **Invited Panelist**

David Thue. Game Dev: The Next Generation. Icelandic Game Industry Meetup #1. Reykjavik, Iceland. September 14, 2016. **Invited Talk**

David Thue. Games @ & W/ Reykjavik University. The Annual General Meeting of the Icelandic Game Industry. Reykjavik, Iceland. April 5, 2016. **Invited Talk**

David Thue. Opportunities for Integration in Interactive Storytelling. The Seventh Joint International Conference on Interactive Digital Storytelling (ICIDS). Copenhagen, Denmark. December 2, 2015. *Poster & Spotlight Presentation*

David Thue. Managing Player Experiences in Interactive Stories. Department of Control, Management, and Engineering, Sapienza University of Rome. December 5, 2014. **Invited Talk**

David Thue. Managing Player Experiences for Better Computer Games. AI Festival. Reykjavik, Iceland. October 31, 2014. *Poster & Live Demonstration*

David Thue. A Turing Machine in Conway's Game of Life. Pearls of Computation Lecture Series. Reykjavik, Iceland. October 3, 2014. *Presentation*

Stephane Bura, Julien Varnier, and David Thue. AI Design in Games: Design and Authoring. Vienna Game/AI Conference 2014. Vienna, Austria. July 10, 2014. **Invited Panelist**

David Thue. Research Review: Authorial Intent, Player Models, and Manager Decision-making. Vienna Game/AI Conference 2014. Vienna, Austria. July 10, 2014. **Invited Talk**

David Thue. PaSSAGE: Player-Specific Stories via Automatically Generated Events. UT-Messan. Reykjavik, Iceland. February 7 & 8, 2014. *Video Demonstration*

David Thue. Game Design. The Icelandic Gaming Industry's 2014 Game Creator Competition Workshop. Reykjavik University. Reykjavik, Iceland. January 25, 2014. *Workshop Presentation*

David Thue. Learning Player Preferences for Better Interactive Stories. Reykjavik University, School of Computer Science. Reykjavik, Iceland. May 16, 2013. **Invited Talk**

David Thue. Increasing Perceived Agency in Story-based Video Games. University of Regina, Department of Computer Science. Regina, Canada. February 1, 2013. *Guest Lecture*

David Thue. Procedural Game Adaptation: Framing Experience Management as Changing an MDP. The Fifth Intelligent Narrative Technologies Workshop (INT). Palo Alto, California, USA. October 8, 2012. *Paper Presentation*

David Thue. A Computational Model of Perceived Agency in Video Games. The Seventh Conference on Artificial Intelligence and Interactive Digital Entertainment (AIIDE). Palo Alto, California, USA. October 12, 2011. *Paper Presentation*

David Thue. Increasing Agency in Interactive Stories: Building and Evaluating an A.I. Game Master. The Sixth Annual North American Game-On Conference. Troy, New York, USA. September 29, 2011. ***Keynote Presentation***

David Thue. Player Agency and the Relevance of Decisions. The Third Joint International Conference on Interactive Digital Storytelling (ICIDS). Edinburgh, Scotland. November 1, 2010. *Paper Presentation*

David Thue. Socially Consistent Role Passing in Player-Specific Stories. The Sixth Conference on Artificial Intelligence and Interactive Digital Entertainment (AIIDE). Palo Alto, California, USA. October 10, 2010. *Poster*

Vadim Bulitko, Mirjam Eladhari, David Thue, Michael Young, and Jichen Zhu. Panel Discussion. The UCSC Symposium on Narrative Intelligence: AI Approaches for Games and Fiction. October 14, 2010. ***Invited Panelist***

David Thue, Vadim Bulitko. Agency for Everyone: A New Focus for the PaSSAGE Project. UCSC Symposium on Narrative Intelligence: AI Approaches for Games and Fiction. Santa Cruz, California, USA. October 14, 2010. ***Invited Talk***

Paolo Burelli, Jeff Orkin, David Thue. Player Modeling and Learning from Humans. The AAAI Workshop on AI and Fun: Research Directions. Atlanta, Georgia, USA. July 11, 2010. ***Invited Panelist***

David Thue. Learning Player Preferences for Fun Interactive Stories. The AAAI Workshop on AI and Fun: Research Directions. Atlanta, Georgia, USA. July 11, 2010. ***Invited Talk***

David Thue. Exaggerated Claims for Interactive Stories. The Second Joint International Conference on Interactive Digital Storytelling (ICIDS). Guimarães, Portugal. December 9, 2009. *Paper Presentation*

David Thue, Vadim Bulitko. PaSSAGE: Player-Specific Stories via Automatically Generated Events. Walt Disney Imagineering Research & Development. Glendale, California, USA. July 31, 2009. ***Invited Talk***

Heather Barber, Hartmut Koenitz, Michael Kriegel, Urs Richle, Ivo Swartjes, Nicolas Szilas, and David Thue. Little Red Riding Hood Panel: The Authoring Process in Interactive Storytelling. The First Joint International Conference on Interactive Digital Storytelling (ICIDS). November 27, 2008. ***Invited Panelist***

David Thue. Making Stories Player-Specific: Delayed Authoring in Interactive Storytelling. The First Joint International Conference on Interactive Digital Storytelling (ICIDS). Erfurt, Germany. November 26, 2008. *Paper Presentation*

David Thue. PaSSAGE: Past, Present, and the Road Ahead. Heriot Watt University, School of Mathematical and Computer Sciences. Edinburgh, Scotland. November 24, 2008. ***Invited Talk***

David Thue. PaSSAGE: A Demonstration of Player Modelling in Interactive Storytelling. The Fourth Conference on Artificial Intelligence and Interactive Digital Entertainment (AIIDE). Palo Alto, California, USA. October 22, 2008. *Public Demonstration*.

Vadim Bulitko, David Thue. Simulating the Adaptive Behaviour of Storytellers in Computer Video Games. The Tenth International Conference on the Simulation of Adaptive Behavior (SAB), Last Minute Results Track. Osaka, Japan. July 7, 2008. *Poster*

Heather Barber, Ken Perlin, Mark Riedl, David Thue. Issues in Narrative and Story for Interactive Entertainment. The Second International Conference on Intelligent Technologies for Interactive Entertainment (INTETAIN). Playa del Carmen, Mexico. January 9, 2008. **Invited Panelist**

David Thue. Learning Player Preferences to Inform Delayed Authoring. The AAAI Fall Symposium on Intelligent Narrative Technologies. Arlington, Virginia, USA. November 9, 2007. *Paper Presentation*

David Thue. Interactive Storytelling: A Player Modelling Approach. The Third Conference on Artificial Intelligence and Interactive Digital Entertainment (AIIDE), Palo Alto, California, USA. June 6, 2007. *Paper Presentation*

David Thue. Modelling Goal-directed Players in Digital Games. The Second Conference on Artificial Intelligence and Interactive Digital Entertainment (AIIDE), Marina del Rey, California, USA. June 23, 2006. *Paper Presentation*

Teaching Activities

Head Instructor: Advanced Game Design & Development, School of C.S., Reykjavik University	17-18
Co-Instructor: Problem Solving, School of Computer Science, Reykjavik University	17
Head Instructor: Computer Game Design & Development, School of C.S., Reykjavik University	14-17
Head Instructor: Intelligent Narrative Technologies, School of C.S., Reykjavik University	14,16
Co-Instructor: Living Technology, SCS Reykjavik University / Iceland Academy of the Arts	15
Guest Lecturer: Computers & Games, Department of Computing Science, University of Alberta	06-12
Guest Lecturer: Topics in AI with Applications to Video Games, Dept. of C.S., University of Alberta	11
Guest Lecturer: Honours Seminar, Department of Computing Science, University of Alberta	11
Guest Lecturer: Programming Languages and Envs. for Computer Games, Dept. of C.S., U of A	10
Teaching Assistant: Computers & Games, Department of Computing Science, University of Alberta	06

Training of Highly Qualified Personnel

Giulio Mori Matteo Altobelli Michelangelo Diamanti	M.Sc. Thesis Research (in progress)	18
Sigurgrímur Unnar Ólafsson	M.Sc. Thesis Research (in progress)	17-18
Ingibergur Sindri Stefnisson	M.Sc. Thesis Research (in progress); <i>1 workshop publication</i>	17-18
Haukur Jónasson	M.Sc. Thesis Research (in progress)	16-18
Arnór Rafn Gíslason Ármann Ari Árnason Hjalti Steinar Sigurbjörnsson	B.Sc. Thesis Project: VR Orchestra Conductor	18
Arnar Páll Jóhannsson Magnús Ágúst Magnússon Sævar Óli Valdimarsson	B.Sc. Thesis Project: AI Planning for Interactive Storytelling	18
Birgir Steinarsson Darri Valgarðsson	RU SCS Summer Research Project: AI Planning and Constraint Satisfaction in Interactive Storytelling; <i>tech report</i>	17
Guðni Fannar Kristjánsson Kári Eiríksson Magnús Vilhelm Björnsson	B.Sc. Thesis Project: Improved 3D Environment and Planning for Dynamic Interactive Stories; <i>1 conference publication</i>	17
Oscar Alfonso Puerto Melendez	M.Sc. Thesis Research: A Model of Inter-musician Communication for Artificial Musical Intelligence; <i>dissertation + 1 conference pub.</i>	16-17
Luis Francisco Flores Vazquez	M.Sc. Thesis Research: Level of Detail Event Generation; <i>dissertation + 1 conference publication</i>	16-17
Ingibjörg Ósk Jónsdóttir	M.Sc. Thesis Research: Predicting Players' Emotions from Game Telemetry; <i>dissertation</i>	16-17
Tryggvi Þór Guðmundsson	M.Sc. Thesis Research: Flexible Authoring Using GOLOG Planning in Interactive Storytelling; <i>dissertation + 1 conference pub.</i>	16
Andri Rafn Þorgrímsson Soffía Ingibjargardóttir	B.Sc. Thesis Project: Networking & Diverse Interaction for Dynamic Interactive Stories; <i>report</i>	16
Júlíus Geir Gíslason	B.Sc. Research: A Study of Teaching Methods in Game Design & Development; <i>report</i>	16
Halldór Snaer Kristjánsson Friðrik Aðalsteinn Friðriksson	M.Sc. Independent Study (HSK) & B.Sc. Thesis Project (FAF & DAS): Full Body Simulation Inside a Virtual Environment	16

Daníel Arnar Sigurðsson	<i>1 conference demo + short paper</i>	
Kristján Árni Gerhardsson	M.Sc. Independent Study: Realtime World Generation for Narrative Continuity; <i>tech report</i>	16
Paul Giraud Emmeran Bordessoules Florentin Blanc Jules Gregis	Undergraduate Erasmus Internships: 3D Visualization for Real-time Interactive Storytelling; <i>4 tech reports</i>	16
Ingibergur Sindri Stefnisson	Directorate of Labour Grant: Innovative Computer Game Design	16
Gunnar Gylfason Davíð Guðni Halldórsson Hafþór Gunnlaugsson	B.Sc. Thesis Project: Narrative Mediation in Practice; <i>tech report</i>	16
Birgir Steinarsson Ragnar Adolf Árnason	B.Sc. Thesis Project: (Re-)Casting Story Characters with Constraint Satisfaction; <i>1 conference publication</i>	16
Sigtryggur Ómarsson Sigurgrímur Unnar Ólafsson Ingibergur Sindri Stefnisson	B.Sc. Thesis Project: A Computer Game for Patient Education (in collaboration with Landspítali & Linköping University); <i>tech report</i>	16
Aron Bachmann Árnason Einar Karl Einarsson Elísa Rún Viðarsdóttir Haukur Jónasson	B.Sc. Thesis Project (ABÁ, EKE, ERV) and M.Sc. Project (HJ): A Computer Game for Patient Education (in collaboration with Landspítali & Linköping University); <i>tech report + 1 journal article</i>	15
Hjalti Leifsson Jóhann Örn Bjarkason	B.Sc. Thesis Project: Harnessing Massively Multiplayer Gameplay to Speed Scientific Research (in collab. with CCP hf); <i>tech report</i>	15
Skorri Júlíusson	B.Sc. Thesis Project: A Visual Editor for Wing Flapping Patterns (in collaboration with Flygildi ehf); <i>tech report</i>	15
Tryggvi Þór Guðmundsson	Rannís Student Innovation Fund (NSN): A Game for Child Speech Therapy (in collaboration with Landspítali and the Language & Voice Lab at RU); <i>tech report</i>	15
Tryggvi Þór Guðmundsson	M.Sc. Project: Clustering players at earlier stages in EVE Online (in collaboration with CCP hf); <i>tech report</i>	15
Birgir Steinarsson	B.Sc. Project: Authoring for a Story Generation System; <i>tech report</i>	15
Pierre Vandromme	Undergraduate Erasmus Internship: Research and Development in Artificial Intelligence and Interactive Storytelling; <i>tech report</i>	15
Kári Halldórsson	M.Sc. Independent Study: System Integration and Planning for Virtual Simulated Stories; <i>1 conference publication</i>	15
Sigurrós Soffía Kristinsdóttir	M.Sc. Independent Study: Experience Management and Planning in Virtual Simulated Stories; <i>tech report</i>	15
Jóhann Eiríksson Starkaður Hróbjartsson	B.Sc. Thesis Project: Data Analysis from Boxes and Support for Parents (in collaboration with Radiant Games ehf); <i>tech report</i>	15
Guðrún Inga Baldursdóttir	B.Sc. Thesis Project: Proactive and Reactive Characters in Simulated Virtual Stories; <i>tech report</i>	15
Jakob Þórðarson Ólafur Konráðsson	B.Sc. Thesis Project: Automatic Adaptation for Stories in Games; <i>tech report, tech manual</i>	15
Gunnar Þór Stefánsson Þór Adam Rúnarsson	B.Sc. Thesis Project / Rannís Student Innovation Grant: Harnessing Massively Multiplayer Gameplay to Speed Scientific Research (in collaboration with CCP hf); <i>tech report</i>	15
Sandra Rós Hrefnu Jónsdóttir Grettir Ólafsson	B.Sc. Thesis Project: Dynamic Difficulty Adjustment in Platform-based Video Games; <i>tech report</i>	14
Óskar Ögri Birgisson Bjarmi Árdal Bergsteinsson	B.Sc. Thesis Project: Procedurally Generated Non-Playing Characters; <i>tech report</i>	14
Billy Hamilton	NSERC Undergraduate Student Research Assistant (U of Regina)	13
Trevon Romanuik	B.Sc. Project (U of Alberta)	10
Michael Webb	NSERC Undergraduate Student Research Assistant (U of Alberta)	08, 09
Phillip Silver	U of A Department of CS High-school Internship Program	07
Trevor Bekolay	NSERC Undergraduate Student Research Assistant (U of Manitoba)	07
Eric Wasylshen	NSERC Undergraduate Student Research Assistant (U of Alberta)	06

Service & Professional Development (Service to the Discipline/Profession)

CHI PLAY 2018. May 2018	Reviewer
National Science & Engineering Research Council (NSERC): Discovery Grant Program. 2017	Grant Reviewer
MITACS Accelerate Internship Program. 2017	Grant Reviewer
The Tenth Joint International Conference on Interactive Digital Storytelling (ICIDS). Jul 2017	Reviewer
The Tenth Workshop on Intelligent Narrative Technologies. Jul 2017	Reviewer
The 13th Conference on AI and Interactive Digital Entertainment (AIIDE). Jun 2017	Reviewer
Transactions on Computational Intelligence and AI in Games (T-CIAIG). Jan & Apr 2017	Reviewer
Transactions on Computational Intelligence and AI in Games (T-CIAIG). Aug 2016	Reviewer
The Ninth Joint International Conference on Interactive Digital Storytelling (ICIDS). Jun 2016	Reviewer
MITACS Accelerate Internship Program. Feb. 2016	Grant Reviewer
Transactions on Computational Intelligence and AI in Games (T-CIAIG). Feb 2016	Reviewer
Transactions on Computational Intelligence and AI in Games (T-CIAIG). Jun 2015	Reviewer
The Seventh International Conference on Interactive Digital Storytelling (ICIDS). Jun 2014	Program Co-chair
Transactions on Computational Intelligence and AI in Games (T-CIAIG). Oct 2014	Reviewer
Transactions on Computational Intelligence and AI in Games (T-CIAIG). Sep 2013	Reviewer
The 8th Conference on AI and Interactive Digital Entertainment (AIIDE). Oct 2012	Reviewer
The Fourth International Conference on Interactive Digital Storytelling (ICIDS). Nov 2011	General Co-chair
ACM Computers in Entertainment (CiE). Oct 2011	Reviewer
The 7th Conference on AI and Interactive Digital Entertainment (AIIDE). Oct 2011	Reviewer
Entertainment Computing: Special Issue on Games and AI. Apr 2011	Reviewer
ACM Transactions on Interactive Intelligent Systems (TiIS). Mar 2011	Reviewer
IEEE Software: Engineering Fun/SE Games. Feb 2011	Reviewer
The Third International Conference on Interactive Digital Storytelling (ICIDS). Nov 2010	Reviewer
The Sixth Conference on AI and Interactive Digital Entertainment (AIIDE). Oct 2010	Reviewer
The Third Workshop on Intelligent Narrative Technologies. Jun 2010	Reviewer
The AAMAS'10 Workshop on Collaborative Human/AI Control for Interactive Experiences. May 2010	Chair
The Fifth Advances in Computer Entertainment Technology Conference (ACE). Oct 2009	Reviewer
The Eighth Symposium on Abstraction, Reformulation and Approximation (SARA). Jul 2009	Sponsorship Chair
The AAAI Symposium on Intelligent Narrative Technologies II. Mar 2009	Co-organizer
IEEE Transactions on Systems, Man, and Cybernetics: Part A. Mar to Sep, 2008	Reviewer
The 21st Florida Artificial Intelligence Research Society Conference (FLAIRS). Jan 2008	Reviewer
The INTETAIN'08 Workshop on Integrating Technologies for Interactive Stories. Jan 2008	Co-chair
Journal of Artificial Intelligence and the Simulation of Behaviour: Narrative AI and Games. Dec 2007	Reviewer

Service & Professional Development (Service to Reykjavik University and the University of Alberta)

Assistant Director of CADIA (Center for the Analysis & Design of Intelligent Agents) @ RU	16-Present
Acting Director of CADIA (Center for the Analysis & Design of Intelligent Agents) @ RU	17
Coordinator of Reykjavik University's Internship Program with CCP Games	15-Present
Undergraduate Science Trip Demonstrations, Reykjavik University	14-17
High School Outreach Presentations, Reykjavik University	14
Discover E Mentorship Program, University of Alberta: Educational Outreach Presenter	10
The Eighth Annual Women in Technology Event, University of Alberta: General Volunteer	08
High School Internship Program, University of Alberta: Educational Outreach Presenter	07-08

Service & Professional Development (Service to the Community/Public)

UT Messan (IT conference), Games @ Reykjavik University: Demonstrator	15-18
Icelandic Startups: Academic Advisor	17
Myrkur Software: Advisor for Game Design	16-17
Radiant Games: Advisor for Game Design	14-16
The Icelandic Gaming Industry's 2015 Game Creator Competition: Co-organizer	15
The Icelandic Gaming Industry's 2014 Game Creator Competition: Co-organizer	14
Grandmothers 4 Grandmothers Regina: Volunteer Photographer	13
Swing-Out Edmonton Dance Club: Volunteer Promotional Photographer	10-12
Sugar Swing Dance Club: Dance Instructor, Teaching Assistant, General Volunteer	09-12
Edmonton Chamber of Voluntary Organizations: Volunteer Promotional Photographer	10

Professional Membership

Steering Committee for the International Conference on Interactive Digital Storytelling (ICIDS)	15-Present
Steering Committee for the annual Workshop on Intelligent Narrative Technologies (INT)	14-Present
IEEE CIS Task Force on Player Modeling (IEEE-PM)	14-Present
IEEE Task Force on Player Satisfaction Modeling (IEEE-PSM)	07-Present
Association for the Advancement of Artificial Intelligence (AAAI)	06-14

Community Involvement

Icelandic Game Design Roundtable	14-Present
Söngfélagið (Icelandic Community Choir)	14-Present
Vocal Diversity Jazz Ensemble	13
University of Regina Chamber Singers: Chorister	13
Sugar Swing Dance Club & Swing-out Edmonton Dance Club: Dancer	07-12
University of Alberta Dance Club: Dancer	06-12
Today's Innovative Music Edmonton - 'Nuf Sed & FORM Vocal Ensembles: Chorister	05-12
University of Alberta Summer Band: Saxophonist	06-07
University of Regina Chamber Singers: Chorister	01-05
University of Regina Jazz Ensemble: Saxophonist	01-05