

## David Thue

Assistant Professor  
School of Computer Science  
Reykjavik University  
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Assistant Director and Acting Director, Center for the Analysis & Design of Intelligent Agents (CADIA)

### 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"	2007-2015
M.Sc. in Computing Science, University of Alberta: "Player-informed Interactive Storytelling"	2005-2007
B.Sc. Honours with High Honours in Computer Science, University of Regina	2001-2005

### Work Experience

Acting Director: Center for the Analysis & Design of Intelligent Agents (CADIA)	2017-Present
Assistant Director: Center for the Analysis & Design of Intelligent Agents (CADIA)	2016-Present
Assistant Professor: School of Computer Science, Reykjavik University	2013-Present
Research Associate: Department of Computer Science, University of Regina (sup. Howard Hamilton)	2013
Research Associate: Walt Disney Imagineering Research & Development (sup. J Marks & A Kalama)	2009
Teaching Assistant: Computers & Games, Department of Computing Science, University of Alberta	2006
NSERC Research Assistant (3x): Department of Computer Science, University of Regina	2003-2005

### Awards & Honours

Natural Sciences & Engineering Research Council Postdoctoral Fellowship ( <i>declined</i> )	National	2013-2015
Alan Blizzard Honourable Mention Award (from the Society for Teaching and Learning in Higher Education to the teaching team of CMPUT 250: Computers & Games)	National	2011
Informatics Circle of Research Excellence (iCORE) Ph.D. Graduate Scholarship in ICT	Provincial	2008-2011
NSERC PGS-D	National	2007-2009
Walter H. Johns Scholarship (4x)	Institutional	2005-2008
iCORE Award (3x)	Provincial	2005-2008
Alberta Advanced Education Award	Provincial	2006
NSERC PGS-M & Extension	National	2005-2007
University of Regina Prize in Science (most distinguished new B.Sc. in faculty)	Institutional	2005
NSERC Undergraduate Student Research Award (3x)	Provincial	2003-2005

### Publications (*Refereed Articles*)

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. To appear, AIS. 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). 4 pages. To appear, Springer Verlag. 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). 12 pages. To appear, Springer Verlag. 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*

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*

Friðrik Aðalsteinn Friðriksson, Halldór Snaer Kristjánsson, Daníel Arnar Sigurðsson, David Thue, Hannes Högni Vilhjálmsson, 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. Guimaraes, 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*)

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*)

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**

David Thue. Learning Player Preferences for Fun Interactive Stories. 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

Co-Instructor: Problem Solving, School of C.S., Reykjavik University	2017
Head Instructor: Advanced Game Design & Development, School of C.S., Reykjavik University	2017
Head Instructor: Computer Game Design & Development, School of C.S., Reykjavik University	2014-2017
Head Instructor: Intelligent Narrative Technologies, School of Computer Science, Reykjavik University	2014,2016
Co-Instructor: Living Technology, SCS Reykjavik University / Icelandic Academy of the Arts	2015
Guest Lecturer: Computers & Games, Department of Computing Science, University of Alberta	2006-2012
Guest Lecturer: Topics in Artificial Intelligence with Applications to Video Games, C.S. Dept., U of A	2011
Guest Lecturer: Honours Seminar, Department of Computing Science, University of Alberta	2011
Guest Lecturer: Programming Languages and Envs. for Computer Games, C.S. Dept., U of A	2010
Teaching Assistant: Computers & Games, Department of Computing Science, University of Alberta	2006

## Supervision of Students

Sigurgrímur Unnar Ólafsson	M.Sc. Thesis Research	2017-2018
Ingibergur Sindri Stefnisson	M.Sc. Thesis Research	2017-2018
Benedikt Hólm Þórðarson	B.Sc. Thesis Project - with Landspítali & Linköping University	2017
Magnús Ágúst Magnússon	B.Sc. Thesis Project - with Landspítali & Linköping University	2017
Sölvi Baldursson	B.Sc. Thesis Project - with Landspítali & Linköping University	2017
Birgir Steinarsson	RU Computer Science Summer Research Project	2017
Darri Valgarðsson	RU Computer Science Summer Research Project	2017
Guðni Fannar Kristjánsson	B.Sc. Thesis Project	2017
Kári Eiríksson	B.Sc. Thesis Project	2017
Magnús Vilhelm Björnsson	B.Sc. Thesis Project	2017
Oscar Alfonso Puerto Melendez	M.Sc. Thesis Research	2016-2017
Luis Francisco Flores Vazquez	M.Sc. Thesis Research	2016-2017
Ingibjörg Ósk Jónsdóttir	M.Sc. Thesis Research	2016-2017
Haukur Jónasson	M.Sc. Thesis Research	2016-2017
Tryggvi Þór Guðmundsson	M.Sc. Thesis Research	2016
Andri Rafn Þorgrímsson	B.Sc. Thesis Project	2016
Soffía Ingibjargardóttir	B.Sc. Thesis Project	2016
Júlíus Geir Gíslason	B.Sc. Project	2016
Friðrik Aðalsteinn Friðriksson	B.Sc. Thesis Project	2016
Halldór Snaer Kristjánsson	M.Sc. Independent Study	2016
Daníel Arnar Sigurðsson	B.Sc. Thesis Project	2016
Paul Giraud	Undergraduate Erasmus Intern (EISTI, France)	2016
Emmeran Bordessoules	Undergraduate Erasmus Intern (Université Montpellier, France)	2016
Florentin Blanc	Undergraduate Erasmus Intern (ENSICAEN, France)	2016
Jules Gregis	Undergraduate Erasmus Intern (EISTI, France)	2016
Gunnar Gylfason	B.Sc. Thesis Project	2016
Davíð Guðni Halldórsson	B.Sc. Thesis Project	2016
Hafþór Gunnlaugsson	B.Sc. Thesis Project	2016
Birgir Steinarsson	B.Sc. Thesis Project	2016
Ragnar Adolf Árnason	B.Sc. Thesis Project	2016
Sigtryggur Ómarsson	B.Sc. Thesis Project - with Landspítali & Linköping University	2016
Sigurgrímur Unnar Ólafsson	B.Sc. Thesis Project - with Landspítali & Linköping University	2016
Ingibergur Sindri Stefnisson	B.Sc. Thesis Project - with Landspítali & Linköping University	2016
Aron Bachmann Árnason	B.Sc. Thesis Project - with Landspítali & Linköping University	2015
Einar Karl Einarsson	B.Sc. Thesis Project - with Landspítali & Linköping University	2015
Elísa Rún Viðarsdóttir	B.Sc. Thesis Project - with Landspítali & Linköping University	2015
Haukur Jónasson	M.Sc. Project - with Landspítali & Linköping University	2015
Hjalti Leifsson	B.Sc. Thesis Project - in collab. with CCP hf	2015
Jóhann Örn Bjarkason	B.Sc. Thesis Project - in collab. with CCP hf	2015
Skorri Júlíusson	B.Sc. Thesis Project - in collab. with Flygildi ehf	2015
Tryggvi Þór Guðmundsson	Rannís Student Innovation Fund (NSN), M.Sc. Project	2015
Birgir Steinarsson	B.Sc. Project	2015
Pierre Vandromme	Undergraduate Erasmus Intern (ENSICAEN, France)	2015
Kári Halldórsson	M.Sc. Project	2015
Sigurrós Soffía Kristinsdóttir	M.Sc. Project	2015
Jóhann Eiríksson	B.Sc. Thesis Project - in collab. with Radiant Games ehf	2015
Starkaður Hróbjartsson	B.Sc. Thesis Project - in collab. with Radiant Games ehf	2015
Guðrún Inga Baldursdóttir	B.Sc. Thesis Project	2015
Jakob Þórðarson	B.Sc. Thesis Project	2015
Ólafur Konráðsson	B.Sc. Thesis Project	2015
Gunnar Þór Stefánsson	B.Sc. Thesis Project / Rannís NSN - in collab. with CCP hf	2015
Þór Adam Rúnarsson	B.Sc. Thesis Project / Rannís NSN - in collab. with CCP hf	2015
Sandra Rós Hrefnu Jónsdóttir	B.Sc. Thesis Project	2015
Grettir Ólafsson	B.Sc. Thesis Project	2015
Óskar Ögri Birgisson	B.Sc. Thesis Project	2014
Bjarni Árdal Bergsteinsson	B.Sc. Thesis Project	2014
Billy Hamilton	NSERC Undergraduate Student Research Assistant (U of Regina)	2013

Trevon Romanuik	B.Sc. Project (U of Alberta)	2010
Michael Webb	NSERC Undergraduate Student Research Assistant (U of Alberta)	2008, 2009
Phillip Silver	U of A Department of CS High-school Internship Program	2007
Trevor Bekolay	NSERC Undergraduate Student Research Assistant (U of Manitoba)	2007
Eric Wasylishen	NSERC Undergraduate Student Research Assistant (U of Alberta)	2006

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

MITACS Accelerate Internship Program. Sep. 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 Artificial Intelligence in 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.	<b>Program Co-chair</b>
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 Artificial Intelligence in Interactive Digital Entertainment (AIIDE). Oct 2012.	Reviewer
The Fourth International Conference on Interactive Digital Storytelling (ICIDS). Nov 2011.	<b>General Co-chair</b>
ACM Computers in Entertainment (CiE). Oct 2011.	Reviewer
The 7th Conference on Artificial Intelligence in 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 Artificial Intelligence 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.	<b>Chair</b>
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.	<b>Co-organizer</b>
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.	<b>Co-chair</b>
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*)

Acting Director of CADIA (Center for the Analysis & Design of Intelligent Agents) @ RU	2017-Present
Assistant Director of CADIA (Center for the Analysis & Design of Intelligent Agents) @ RU	2016-Present
Coordinator of Reykjavik University's Internship Program with CCP Games	2015-Present
Undergraduate Science Trip Demonstrations, Reykjavik University	2014-2017
High School Outreach Presentations, Reykjavik University	2014
Discover E Mentorship Program, University of Alberta: Educational Outreach Presenter	2010
The Eighth Annual Women in Technology Event, University of Alberta: General Volunteer	2008
High School Internship Program, University of Alberta: Educational Outreach Presenter	2007-2008

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

Icelandic Startups: Academic Advisor	2017
Myrkur Software: Advisor for Game Design	2016-2017
UT Messan (IT conference), Games @ Reykjavik University: Demonstrator	2015-2017
Radiant Games: Advisor for Game Design	2014-2016
The Icelandic Gaming Industry's 2015 Game Creator Competition: Co-organizer	2015
The Icelandic Gaming Industry's 2014 Game Creator Competition: Co-organizer	2014
Grandmothers 4 Grandmothers Regina: Volunteer Photographer	2013
Swing-Out Edmonton Dance Club: Volunteer Promotional Photographer	2010-2012

Sugar Swing Dance Club: Dance Instructor, Teaching Assistant, General Volunteer	2009-2012
Edmonton Chamber of Voluntary Organizations: Volunteer Promotional Photographer	2010

### Professional Membership

Steering Committee for the International Conference on Interactive Digital Storytelling (ICIDS)	2015-Present
Steering Committee for the annual Workshop on Intelligent Narrative Technologies (INT)	2014-Present
IEEE CIS Task Force on Player Modeling (IEEE-PM)	2014-Present
IEEE Task Force on Player Satisfaction Modeling (IEEE-PSM)	2007-Present
Association for the Advancement of Artificial Intelligence (AAAI)	2006-2014

### Community Involvement

Icelandic Game Design Roundtable	2014-Present
Söngfélagið (Icelandic Community Choir)	2014-Present
Vocal Diversity Jazz Ensemble	2013
University of Regina Chamber Singers: Chorister	2013
Sugar Swing Dance Club & Swing-out Edmonton Dance Club: Dancer	2007-2012
University of Alberta Dance Club: Dancer	2006-2012
Today's Innovative Music Edmonton - 'Nuf Sed & FORM Vocal Ensembles: Chorister	2005-2012
University of Alberta Summer Band: Saxophonist	2006-2007
University of Regina Chamber Singers: Chorister	2001-2005
University of Regina Jazz Ensemble: Saxophonist	2001-2005