CURRICULUM VITAE
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Education:

Ph.D. Intermedial Collaborative Practices, University of Maine, 2014
M.F.A. Intermedia, University of Maine, 2011
B.A. Studio Arts, University of Maine, 1995

Professional Experience:

2019 to Present	Director	
	Virtual Environment & Multimodal Interaction Laboratory (VEMI Lab)	
	College of Liberal Arts and Sciences, University of Maine	

2015 to Present   Associate Graduate Faculty
School of Computing and Information Science
University of Maine

2009 to 2019   Director of Operations
Virtual Environment & Multimodal Interaction Laboratory (VEMI Lab)
School of Computing and Information Science, University of Maine

2009-2011   Assistant Professor
Intermedia & Innovative Communication Design
University of Maine

1995 to 2010   President and Founder
Artistek Design, Inc.

2008 to 2009   Graduate Assistant/Lab Manager
Giudice Multimodal Lab
Department of Spatial Information Science and Engineering
University of Maine

2001 to 2003	General Manager
	Anchor Publishing
1997 to 1999	Creative Director and Co-Owner
	NetQuarters, Inc.

Professional Services:

2019	VEMI Lab Public Education Director
	20 events and 305 participants (current)
2018	Arctic Research Strategy Team
	University of Maine and University of New Hampshire
2018	VEMI Lab Public Education Director
	56 events and 471 participants
2017 to 2019	Faculty Associate
	Center on Aging
	University of Maine
2017	Research Advisor/ Committee Member
	Elder Tech Collaborative
	University of Maine
2017	VEMI Lab Public Education Director
	107 events and 1299 participants
2016	VEMI Lab Public Education Director
	57 events and 3000 participants
2016	Maine Institute of Spatial Technology Committee
	University of Maine
2016	Steering Committee for Engaged Black Bear Initiative
	University of Maine
2016	COS 120 Code Camp Committee
	University of Maine
2015 to 2016	Technology Advisor
	Digital Badging Initiative - UMaine

2015	VEMI Lab Public Education Director 61 events and 5164 new participants
2014	VEMI Lab Public Education Director 42 events and 924 new participants
2013	VEMI Lab Public Education Director 27 events and 553 new participants
2013	Lead Negotiator VEMI Lab Expansion Committee
2012	VEMI Lab Public Education Director 20 events and 131 new participants
2012 to Present	Vice President and Co-Founder Core 5 Incident - A collaborative art consortium
2011 to 2014	Committee Member Innovative Communication Design Program Committee
2011	VEMI Lab Public Education Director 14 events and 92 new participants
2011	Co-Curator Without Borders VIII, Lord Hall Gallery, UMaine
2010	VEMI Lab Public Education Director 8 events and 66 new participants
2009	Member Conceptual Building Design Group Innovative Media Research and Commercialization Center

Teaching Experience:

Fall 2019	Honors Directed Study Honors College University of Maine
Fall 2019	Practical Application of Unity 3D School of Computing and Information Science University of Maine

Fall 2019   New Development & Techniques for Future
                     School of Computing and Information Science
                     University of Maine

Spring 2019   Exploration of Business Practices with Modern Day Technology
                     School of Computing and Information Science
                     University of Maine

Spring 2019   VR Development & Modeling
                     School of Computing and Information Science
                     University of Maine

Spring 2019   Data-Driven Decision Making
                     School of Computing and Information Science
                     University of Maine

Spring 2019   Future of Technology Industry
                     School of Computing and Information Science
                     University of Maine

Fall 2018   Saving Lives in Augmented Reality
                     School of Computing and Information Science
                     University of Maine

Fall 2018   Selective Std Spacial Information Engineering
                     Spatial Informatics
                     University of Maine

Fall 2018   Unity Development for Research
                     School of Computing and Information Science – Spatial Informatics
                     University of Maine

Fall 2018   Human Related VR Technology
                     School of Computing and Information Science
                     University of Maine

Spring 2018   Cultural Impacts of Virtual Worlds
                     School of Computing and Information Science
                     University of Maine

Spring 2018   Collaborative Practices
                     Intermedia Department
                     University of Maine

Summer 2017   UMaine Code Camp

School of Computing and Information Science
University of Maine

Spring 2017   Education Principles in HCI
School of Computing and Information Science
University of Maine

Spring 2017   Human Computer Interaction
School of Computing and Information Science
University of Maine

Fall 2016   Humancentric Data Visualization
School of Computing and Information Science
University of Maine

Fall 2016   Deciphering Technology to the Masses
School of Economics
University of Maine

Summer 2016   Information Access Technologies
School of Computing and Information Science
University of Maine

Spring 2016   Collaborative Practices
Intermedia Department
University of Maine

Spring 2016   Human Computer Interaction
School of Computing and Information Science
University of Maine

Summer 2015   Topics in Computer Science - Immersive Experiences
School of Computing and Information Science
University of Maine

Summer 2015   Selected Studies in Spatial Information Engineering - Functional Parameters of VR
School of Computing and Information Science
University of Maine

Spring 2015   Human Computer Interaction
School of Computing and Information Science
University of Maine

Fall 2013	Virtual Reality: Research and Applications School of Computing and Information Science University of Maine
Fall 2013	Creative Communications Innovative Communication Design University of Maine
Spring 2013	Collaborative Practices Intermedia Department University of Maine
Fall 2012	Design Concepts Innovative Communication Design University of Maine
Fall 2012	Virtual Reality: Research and Applications School of Computing and Information Science University of Maine
Spring 2012	Collaborative Practices Intermedia Department University of Maine
Summer 2009	HTML Foundation of the Web New Media Department University of Maine

Grants and Contracts:

2019	NSF, "Improving user trust of autonomous vehicles through human-vehicle collaboration" ; (N.A. Giudice, UMaine (PI) and R.R. Corey, UMaine).
2019	NSF, "Development of a Multimodal Interface for improving independence of Blind and Visually-Impaired people"; (R.R. Corey, UMaine PI; with H.P. Palani (PI) and N.A. Giudice, Unar Labs).
2018	NEH, "Preservation and Access Research and Development"; Accessible Civil Rights Heritage Proposal; (N.A. Giudice, UMaine PI: with R.R. Corey, (UMaine) and M. Williams (PI): J. Bell, Dartmouth College).
2018-2019	MTI grant, "Augmented Reality Standardized Patient Simulator"; (N.A. Giudice, UMaine (co-PI) with R.R. Corey; and Zephyrus Simulation)

2017	UMaine Aging Prototype Proposal "Commercializing Smart Shoe and Smart Cane", developing medical technology for older adults. (R.R. Corey and N.A. Giudice, Co-PI; with A. Abedi (PI)).
2017	UMaine Aging Prototype Proposal "Compensatory Augmentations for Assistive Technology to Commercialize Safe and Efficient Navigation", developing navigation assistance software (R.R. Corey, N.A. Giudice, Co-Pi (PI))
2017	UMaine Aging Prototype Proposal "Indoor Navigation for Older Adults: Commercialization White Paper", developing indoor navigation technology (R.R. Corey, N.A. Giudice, PI; with A. Abedi)
2016	NEH Office of Preservation and Access, tier 1 Research and Development grant: "Semantic Annotation Tool"; (VEMI service project), developing the UI for an open source video annotation tool providing BVI people access to visually-based media clips (R.R. Corey and N.A. Giudice, UMaine consultants; with Mark Williams (pi) and John Bell, Dartmouth)
2015	UMaine Aging Research and Technology Seed Grant, "Improving navigation and independence in older adults using compensatory augmentations". Studying new technology to improve safe and efficient driving and navigation for people over 65. (R.R. Corey, Co-PI; and N.A. Giudice, PI)
2015	UMaine Aging Research and Technology Seed Grant, "Indoor multi-input navigation for the aging population using a hybrid wireless system (iMAP)". Studying low-cost methods for indoor localization and navigation for older adults. (R.R. Corey, Co-PI; with N.A. Giudice; and A. Abedi (PI)
2014	Intermedia Research Grant, University of Maine, Intermedia MFA Program (R.R. Corey, PI)
2012	Graduate Student Government, University of Maine, GSG Grant (R.R. Corey, PI)
2012	R&D Contract 2907-01, Using augmented and virtual reality for indoor visualization on mobile devices (R.R. Corey, Co-PI; and N.A. Giudice, PI; and Majella Global Technologies, Portland, ME)
2011	President's Grant,

University of Maine, Office of the President
(R.R. Corey, PI; John Bell, Co-PI; and Bethany Engstrom, Co-PI)

2011   Provost's Grant,
        University of Maine, Office of the Provost
        (R.R. Corey, PI; John Bell, Co-PI; and Bethany Engstrom, Co-PI)

2011   College of Liberal Arts and Sciences Grant,
        University of Maine, Office of CLAS
        (R.R. Corey, PI; John Bell, Co-PI; and Bethany Engstrom, Co-PI)

2010   Intermedia Research Grant,
        University of Maine, Intermedia MFA Program
        (R.R. Corey, PI)

2009   Intermedia Equipment Grant,
        University of Maine, Intermedia MFA Program
        (R.R. Corey, PI)

Awards and Honors:

2018   University of Maine's NEASEA Supervisor of the Year

2018   NEASEA, Supervisor of the Year Nominee
        University of Maine

2012   Industrial Cooperation Award,
        University of Maine, DIC

2012   Stage 1 and 2 Winner,
        Digital Media+Learning Competition 4,
        HASTAC/Mozilla Foundation/MacArthur Foundation
        (R.R. Corey, Co-PI; and John Bell, PI)

2003   Best of the Web
        Florida Realtors Assoc.

1995   Best in Show
        Sculpture at University of Maine

Invited Talks, Lectures, and Presentations:

October 2018   VEMI Lab: Innovation and Research in Education – Presenter
                Leonard Hall – University of New England

September 2018	VEMI 10 Conference – Master of Ceremony Alumni Hall University of Maine
February 2018	Project Design Workshop – Lecturer NMD 306 – New Media University of Maine
January 2018	Audience Perception and Language - Lecturer NMD 442 – New Media University of Maine
September 2017	Audience Perception and Language - Lecturer NMD 442 – New Media University of Maine
December 2016	Maine Spatial Technology – Presenter Education and Workforce Development Panel
November 2016	Audience Perception and Language - Lecturer NMD 442 – New Media University of Maine
April 2016	Presentations and Audience Knowledge - Lecturer CIE 413 - Civil Engineering University of Maine
April 2016	Student Driven Work: The VEMI Lab 8 Years Later - Presenter University of Maine Alumni Chapter of Southern Maine Fireside Inn, Portland Maine
March 2016	VEMI Lab: Here and Now - Presenter Maine Science Festival, Cross Insurance Center, Bangor, ME
December 2015	Presentations and Audience knowledge - Lecturer CIE 413 - Civil Engineering University of Maine
September 2015	Audience Perception and Language - Lecturer NMD 442 – New Media University of Maine

September 2015   History of Virtual Reality - Lecturer
                        NMD 100 - New Media
                        University of Maine

May 2015   Audience Perception and Language - Lecturer
                        NMD 442 – New Media
                        University of Maine

April 2015   Using Virtual & Augmented Reality to Solve Real Problems - Presenter
                        Paper Days, Wells Conference Center, Orono, ME

March 2015   VEMI Lab: Here and Now - Presenter
                        Maine Science Festival, Cross Insurance Center, Bangor, ME

April 2014   Intermedial Collaborative Studies - Speaker
                        TEDx, Orono, ME

April 2014   Intermedial Collaborative Studies - Speaker
                        GSG Expo, IMRC, University of Maine

April 2014   Student Driven Work: VEMI Lab Six Years Later - Speaker
                        GSG Expo, IMRC, University of Maine

March 2014   Internet Users and Emerging Patterns - Lecturer
                        SIE 515 - School of Computing and Information Science
                        University of Maine

December 2013   Presentations and Audience knowledge - Lecturer
                        CIE 413 - Civil Engineering
                        University of Maine

October 2013   Documenting and Archiving your Projects - Speaker
                        Maine International Conference on the Arts
                        University of Maine

March 2013   The Internet is Getting Smaller - Lecturer
                        SIE 515 - School of Computing and Information Science
                        University of Maine

March 2012   Discussion of Online Interactions - Lecturer
                        SIE 515 - School of Computing and Information Science
                        University of Maine

November 2011   Social Media in Business - Speaker
                        Maine Business School

University of Maine

October 2011   Social Media Today - Speaker
                     Juice Conference, Camden, ME

March 2011   Online Communities and Their Growth - Lecturer
                     SIE 515 - Spatial Information Science and Engineering
                     University of Maine

March 2010   Discussion of Online Interactions - Lecturer
                     SIE 515 - Spatial Information Science and Engineering
                     University of Maine

Student Awards, Fellowships, and Grants:

2016-2017   Toni Kaplan, Undergraduate Research and Creative Activity CLAS
                     Fellowship "Evaluation of Virtual Reality Simulation as a Supplemental
                     Treatment in Cases of Seasonal Affective Disorder", comparing traditional
                     and VR-based mitigation for SAD
                     (R.R. Corey, Co-PI; with N.A. Giudice, PI)

2015-2016   Brenden Peters, Undergraduate Research and Creative Activity CLAS
                     Fellowship "Dynamic Motion Control: Networked Control Software and
                     Expanded Physical Capabilities for Virtual Environment Motion Feedback
                     Devices", focusing on development of software for the VEMI Lab's six-
                     degrees-of-freedom motion platform
                     (R.R. Corey, Co-PI; with N.A. Giudice, PI)

2015-2016   Brenden Peters, Maine Space Grant Consortium (MSGC) fellowship
                     "Dynamic Motion Control: Networked Control Software and Expanded
                     Physical Capabilities for Virtual Environment Motion Feedback Devices",
                     focusing on development of software for the VEMI Lab's six-degrees-of-
                     freedom motion platform
                     (R.R. Corey, Co-PI; with N.A. Giudice, PI)

2015-2016   Scott Richards, Center for Undergraduate Research fellowship "Virtual
                     Reality Exposure Therapy for Veterans with PTSD", platform for creating
                     situationally-specific simulations for the treatment of PTSD
                     (R.R. Corey, Co-PI; with N.A. Giudice, PI)

2014-2015   Allison Goodridge, Center for Undergraduate Research Fellowship
                     "Dynamic Motion Control: Generating Physical Phenomena for
                     Examination of Spatial Cognition and Impulse Response in Virtual
                     Environments"
                     (R.R. Corey, Co-PI; with N.A. Giudice, PI)

2014-2015	Sam Gates, Center for Undergraduate Research Fellowship "Accelerometer for Fall Detection" (R.R. Corey, Co-PI; with N.A. Giudice, PI)
2014-2015	Meghan Hurlburt, Undergraduate Research and Creative Activity CLAS Fellowship "Monitoring Independently Aging Adults With Radio Frequency Indicator Technology: An Inexpensive and Noninvasive Solution for Aging in Place" (R.R. Corey, Co-PI; with N.A. Giudice, PI)
2014-2015	Meghan Hurlburt, Center for Undergraduate Research Fellowship "Using Radio Frequency Indicator Technology as An Inexpensive and Noninvasive Solution for Aging in Place" (R.R. Corey, Co-PI; with N.A. Giudice, PI)
2014-2015	Tim McGrath, Center for Undergraduate Research Fellowship "Development of a Non-Visual Indoor Navigation Assistive Device Using Real-Time Tracking and Multimodal Feedback" (R.R. Corey, Co-PI; with N.A. Giudice, PI)
2014-2015	Brenden Peters, Center for Undergraduate Research Fellowship "A Low-Power Device for Indoor Mapping and Navigation" (R.R. Corey, Co-PI; with N.A. Giudice, PI)
2014-2015	Brenden Peters, Undergraduate Research and Creative Activity CLAS Fellowship "Devices for Indoor Mapping and Augmented Navigation" (R.R. Corey, Co-PI; with N.A. Giudice, PI)
2014-2015	Dustin Sleight, Center for Undergraduate Research Fellowship "Dynamic Motion Control: Generating Physical Phenomena for Examination of Spatial Cognition and Impulse Response in Virtual Environments" (R.R. Corey, Co-PI; with N.A. Giudice, PI)
2013-2014	Sylvia Allain, Undergraduate Research and Creative Activity CLAS Fellowship "Virtual Modeling of Forest Populations in Maine" (R.R. Corey, Co-PI; with N.A. Giudice, PI)
2013-2014	Sylvia Allain, Center for Undergraduate Research Fellowship "Virtual Modeling of Forest Populations in Maine given the Introduction of Invasive Plant Species" ((R.R. Corey, Co-PI; with N.A. Giudice, PI)
2013-2014	Jon Cole, Center for Undergraduate Research Fellowship "Virtual Simulations of Compensatory Techniques for Age-Related Vision Loss" (R.R. Corey, Co-PI; with N.A. Giudice, PI)

2013-2014   Tim McGrath, Center for Undergraduate Research Fellowship
                 "Non-Visual Indoor Navigation Using Three Dimensional Auditory
                 Displays and Sensory Feedback from Mobile Devices"
                 (R.R. Corey, Co-PI; with N.A. Giudice, PI)

2013-2014   Dustin Sleight, Center for Undergraduate Research Fellowship
                 "A Study in Site-Specific Access to Multimodal Interfaces for Geospatial
                 Navigation"
                 (R.R. Corey, Co-PI; with N.A. Giudice, PI)

2013-2014   Dustin Sleight, Undergraduate Research and Creative Activity
                 CLAS Fellowship
                 "Mobile mapping applications: Access to Multimodal Interfaces for
                 Geospatial Navigation"
                 (R.R. Corey, Co-PI; with N.A. Giudice, PI)

2012-2013   Jon Cole, Center for Undergraduate Research Fellowship
                 "Virtual Simulations of Compensatory Techniques for Age-Related Vision
                 Loss"
                 (R.R. Corey, Co-PI; with N.A. Giudice, PI)

2011-2012   Jon Cole, Undergraduate Research and Creative Activity
                 CLAS Fellowship
                 "Virtual simulations of age-related visual impairment"
                 (R.R. Corey, Co-PI; with N.A. Giudice, PI)

2011-2012   Josh Leger, Undergraduate Research and Creative Activity
                 CLAS Fellowship
                 "Visual Augmentation for Aging and Navigation"
                 (R.R. Corey, Co-PI; with N.A. Giudice, PI)

Mentoring and Leadership:

2010 - Present   VEMI Undergraduate Research and Education Supervisor
                 20 undergraduate students annually

2015   Capstone Advisor in Computer Science
                 Students: Samuel Gates, Brenden Peters, & Ethan Porter

2014   Capstone Advisor in Computer Science
                 Students: Jonathan Cole & Meghan Hurlburt

2013   Capstone Mentor in Computer Science
                 Students: Sylvia Allain

2013   Capstone Advisor in New Media
                 Students: Stephen Talbot, Charles Dolloff, and Chris Bryant

2013	Capstone Advisor in Mechanical Engineering Student: Timothy McGrath
2010	Vice President Intermedia Student Organization

Graduate Supervising, Mentoring, and/or Advising 1+ Semesters in Lab:

2019-Present	Emily Blackwood: IPh.D. Virtual Archaeology (Advisor)
2019-Present	Danial Regan: Ph.D. Chemical and Biological Engineering (Committee)
2018-Present	Paul Fink: Learning to Trust in Autonomous Vehicles
2018-2019	Kaitlyn Haase: Ph.D. Immersive Virtual Haptics (Committee)
2018-2019	Christina LeBlanc: Higher Education
2016–2018	Samuel Gates: M.S. Spatial Navigation
2016-2018	Kaitlyn Haase: M.S. Assistive Technology and Spatial Navigation
2016-2017	Stacy Doore: Ph.D. Spatial Preposition use in Indoor Scene Descriptions
2015-2019	Emily Blackwood: M.S. Quaternary & Climate Studies
2015–2018	Jon Cole: Compensatory Augmentation and VR for Information Visualization
2015–2017	Kendra Bird: M.S. Quaternary & Climate Studies.
2014–2018	Hari Palani: Ph.D. Vibro-audio Interface Testing and Development.
2014-2017	Aaron Boothroyd: M.A. Interdisciplinary Studies (Committee)
2014–2015	Kristin Doherty: M.S. Communications.
2012–2017	Raymond Perry: Augmented and Virtual Reality for Information Visualization.
2011–2013	Hari Palani: M.S. Indoor Navigation with Vibro-audio Interfaces.
2010–2017	Chris Bennett: Spatial Cognition and Functional Equivalence.
2010–2016	Hengshan Li: Spatial Cognition and Indoor Navigation.
2010–2013	Saranya Kesavan: M.S. Visual-spatial Image Conversion.
2010–2012	Shreyans Jain: M.S. Indoor Navigation Spatial Audio Interfaces.
2009–2011	Monoj Kumar Raja: M.S. Vibro-audio Touchscreen Interfaces for Learning.

Undergraduate Research Advising 1+ Semesters in Lab :

2019	Laura Friel: Bowdoin Student
2019	Matthew Donnelly: Bowdoin Student
2019	Rose XI: Bowdoin Student
2019-Present	Roisin Rumsay: Computer Science
2019-Present	Theodore Erikson: Mechanical Engineering Technology
2019-Present	Jessica Holz: Communication Science Disorders
2019-Present	Colleen DeMaris: Computer Science
2019-Present	Aubree Nygaard: Computer Science

2018-Present	Isaac Sparks-Willey: Computer Science
2018-Present	Oisin Biswas: Computer Science
2018-Present	Nathan Brown: Accounting & Finance
2018-Present	Betelhem Abay: Bioengineering
2018-2019	Joanna Howell: Social Work
2018-2019	Anna Webber: Bioengineering
2018-2019	Daniel Lesko: Bioengineering
2018-2019	Coulter Morrill: Kinesiology
2018	Justin Hafner: Kinesiology
2018	Timothy Alholm: Computer Engineering
2018-Present	Adam Farrington: Computer Science
2017-2019	Annie Hepburn: New Media & Social Work
2017-2019	Christina LeBlanc: Secondary Education & English
2017-Present	Maggie Karas: Social Work
2017-2018	Rob Owens: Computer Science
2017	Hanna Karas: New Media
2017-Present	Sophia Crockett-Current: New Media
2017	Todd Hawkins: Computer Science
2016-Present	Walter Rasmussen: Computer Engineering
2016-2017	Tyler Hine: Psychology
2016-2017	Dakoda Brown: Computer Science
2016-2019	Bradley Butler: Psychology
2016-2018	John San Diego: Computer Science
2016-2018	Nicholas Jensen: Psychology
2016	Alex Rizzini: English
2016	Harrison Meagher: Computer Science
2016-2017	Allarie Lever: University Studies
2015–2017	Amy Fortier-Brown: New Media
2015–2016	Ethan Porter: Computer Science
2015–2016	Scott Richards: Computer Science
2015	Emily Blackwood: Anthropology
2015	Brian Hodges: Electrical Engineering
2014–2016	Samuel Gates: Computer Science
2014–2017	Toni Kaplan: New Media
2014–2016	Brenden Peters: Computer Science
2014–2015	Peter Coleman: New Media
2014–2015	Jake Lavoie: Studio Arts
2014–2015	Clayton Peterson: Computer Science
2014	Samuel Foster: Physics
2013–2014	Sylvia Allain: Computer Science
2013–2015	Meghan Hurlburt: Computer Science
2012–2015	Dustin Sleight: Mechanical Engineering/Theater
2012–2013	Michelle Beauchemin: Engineering Physics
2011–2012	Joshua Leger: Electrical and Computer Engineering
2011–2012	Ashley Suitter: Psychology

2011–2012	Meghan White: Political Science
2011–2014	Jon Cole: Computer Science
2010–2012	Raymond Perry: Electrical Engineering
2010–2012	Rafael Ramos: Psychology
2010	Joshua Gaylin: MicroBiology
2009–2015	Tim McGrath: Mechanical Engineering
2009–2010	Tim Baker: Mathematics.

High School Interns

2018-2019	Max Sennett
Summer 2018	Nathanial Batson
Summer 2018	Lily Millard
2018-2019	Theodore Erikson
2018-2019	Roisin Rumsey
Summer 2018	Tyler Delargy
Summer 2017	David Levoy
Summer 2017	Benjamin Rayhill
Summer 2016	Reid Hastings

Creative Exhibitions:

Jun. 2018	VEMI Family BBQ Carnegie Hall, University of Maine
Jan. 2019	Rapid Research Week Carnegie Hall, University of Maine
Sept. 2018	VEMI10: Working in Emerging Technology Conference Buchanan Alumni House, University of Maine
Jan. 2018	Rapid Research Week Carnegie Hall, University of Maine
Oct. 2017	"VEMI Lab Halloween" (augmented reality) Carnegie Hall, University of Maine
Aug. 2015	"Invasive Species" (a culinary incident / installation), Center for Maine Contemporary Arts, Rockland, ME
Mar. 2015	"VEMI Education Exhibition" (a community event), Maine Science Festival, Bangor, ME
Oct. 2014	"VEMI Open House II" (augmented reality)

Carnegie Hall, University of Maine

Aug. 2014   "Invasive Species" (a culinary incident),
                   IMRC Black Box, University of Maine

Apr. 2014   "Collaborative Research" (installation),
                   GSG Expo, IMRC, University of Maine

Jan. 2014   "VEMI Open House" (augmented reality)
                   Carnegie Hall, University of Maine

Jan. 2013   "Knick'd" (a culinary incident),
                   Lord Hall Gallery, University of Maine

Sep. 2012   "Spitting into the Wind" (haptic installation),
                   Asymmetrick Arts Gallery, Rockland, ME

Sep. 2011   "Tugging on Superman's Cape" (installation),
                   Lord Hall Gallery, University of Maine

Apr. 2011   "The Gorsedd" (a culinary incident),
                   Corey Daniels Gallery, Wells, ME

Dec. 2010   "The Gorsedd" (a culinary incident),
                   Pavilion Theatre, University of Maine

Sep. 2010   "Gretel and Hansel" (illustrations),
                   Without Borders, Lord Hall, University of Maine

May. 2010   "An Evening with Professor Enki" (a culinary incident),
                   Lord Hall Gallery, University of Maine

Dec. 2009   "5 Cubes" (haptic installation),
                   Class Action Show, Bangor, ME

Apr. 2009   "Crispy Jello" (light installation),
                   GSG Expo, ESRB, University of Maine

Feb. 2009   "My Squishy" (haptic installation),
                   Open House, Lord Hall, University of Maine

Feb. 2009   "Strange Narrative" (sound, sculpture, and light),
                   Campus Mall, University of Maine

Dec. 2008	"Sentinels" (light installation), Freese Pop Show, Bangor, ME
Oct. 2008	Stairdivarius (interactive installation), Carnegie Hall, University of Maine
May. 2008	"Wild Squirrel" (painting), Cardelli Private Collection, Brunswick, ME

Media and Public Outreach:

2019	CLAS News. Online news article. "The VEMI Lab receives grant to research human-vehicle collaboration in autonomous vehicles" News Piece.
2019	UMaine News. Online news article. "UMaine research project focuses on improving trust in autonomous vehicles using human-vehicle collaboration." News Piece.
2019	WVII ABC7. 8/26/2019. "UMaine's VEMI Lab receives $500,000 grant to research fully self-driving vehicle." News/Video Piece.
2019	Bowdoin News. Online news article. "Virtual Reality Opens Up New Worlds at Bowdoin." News Piece.
2018	Umaine News. Online news article. "Social Media Spotlight: Emily Blackwood." News Piece.
2018	Umaine News. Online news article. "Social Media Spotlight: Justin Hafner." News Piece.
2018	WABI TV5, 09/21/2018 "VEMI Lab Celebrates 10th Anniversary" News/Video Piece.
2018	Bowdoin College "Expanding Access to STEM." Online news article.
2018	The Maine Edge, Online Article "Umaine receives National Science Foundation grant." News Piece.
2017	Maine Alumni Magazine, Spring 2017 "Eye-Opening Education." Magazine Article.

2016	WABI TV5, 5/24/16 Virtual Reality in Maine: Part 2. News/Video Piece
2016	WABI TV5, 5/23/16 Virtual Reality in Maine: Part 1. News/Video Piece
2016	UMaine Today, News 5/06/16 WLBZ reports on sensor technology research to help older adults stay at home. News piece.
2016	VRNews Blog, news 4/20/16 Virtual Terrain Simulator is a VR Peripheral the Replicates Ground Surfaces. News piece.
2016	SCIS, Media 4/17/16 Campus Organization Tours VEMI Lab. News piece.
2016	SCIS, Media 3/28/16 Four VEMI Lab Papers Accepted for 2016 Human-Computer Interaction International Conference. News piece.
2016	SCIS, Media 3/23/16 SCIS Students Continue STEM Outreach. News piece.
2016	Maine Science Festival, News 3/19/16 VEMI Lab Live News piece.
2016	SCIS, Media 2/15/16 VEMI Continues Outreach to Inspire Maine Kids with STEM Education. News piece.
2016	Lincoln Academy Blog, News 2/11/16 Virtual Reality: Our Future World? Teen Science Cafe. News piece.
2015	Portland Press Herald, 11/26/15 Dartmouth, UMaine aim to help scholars study historic films. News piece.
2015	UMaine Today, News 11/21/15 VEMI Lab cited in Dartmouth News Article. News piece.
2015	Dartmouth Now 11/18/15 Mark Williams and Media Ecology Project Receive NEH Grant
2015	WFVX, 10/21/15

Back to the Future Day. News piece.

2015   King.Sentate.Gov, 8/13/15
At Telehealth Roundtable, King Calls for Increased Investment and
Federal Support for Telemedicine. News piece.

2015   WABI TV5, 8/13/15
UMaine Hosts Telehealth Conference. News piece.

2015   WVII ABC 7, 8/13/15
Senator King Calls for More Telemedicine; Asking for Regulatory Change
  and Broadband Expansion. News piece.

2015   MPBN, 8/13/15
Sen. King Calls for More Investment in Telemedicine. News piece.

2015   University of Maine: View Book, 8/1/15
Explore Frontiers at UMaine

2015   WABI-TV 5, 6/26/15
Retirees: These gadgets will help you stay in your home longer. News
piece.

2015   Portland Monthly: Tomorrowland, 6/1/15
VEMI Lab Igniting imaginations. News piece.

2015   WABI-TV 5, 3/21/15
First-Ever Maine Science Festival in Bangor. News piece.

2015   WABI-TV 5, 3/5/15
UMaine Undergrads Assembling Technology to Enhance Virtual
Reality Programs. News piece.

2015   Bangor Daily News, 2/19/15
A Republican and Democrat agree: Strong UMaine strengthens
state's future

2014   Bangor Daily News, 11/6/14
UMaine showcases cross-disciplinary aging research and
technology. News piece.

2014   WFVX FOX 22, 10/2/14
VEMI Lab Showcases Updated Virtual & Touch Devices. News piece.

2014   Maine Depatment of Labor

Program That Prepares Students Who Are Blind or Visually Impaired for College Highlights Opportunity, Teaches Independence. News piece.

2014   Senator George J. Mitchell Center for Sustainability Solutions, 5/19/14
        High-tech Wind Farm Simulation Awaits Monhegan Island Tourists

2014   The Maine Campus, 3/24/14
        UMaine VEMI Lab combines research, technology, friendship. Story.

2014   WABI TV5, 2/13/14
        UMaine Students Show Off "Virtual Reality". News piece.

2014   WVII ABC 7, 2/13/14
        VEMI Lab on UMaine Campus Holds Open House. News piece.

2013   Bangor Daily News, 2/8/13
        UMaine researchers working to shape the future of virtual sight. Story.

2013   WFVX Bangor, 2/6/13
        Committee Looks to UMaine Students for Workforce Preparedness. Coverage.

2013   The Maine Campus, 2/3/13
        'Knick'd – A Culinary Incident' a dining oddity by UMaine grads

2012   UMaine Today, Winter
        Space Travel : How can virtual reality inform our navigation of real world environments? Cover story.

2012   UMaine Today, Winter
        Forward Thinking: UMaine alum embraces the challenge of being first

2012   The Free Press, 10/10/12
        Art Current: See Touch Hear at Asymmetrick Arts

2012   UMaine College of Liberal Arts and Sciences Look Book annual publication. News piece.

2011   The Maine Campus
        Get plugged in: UMaine virtual reality lab creates something from nothing. News piece.

2011   UMaine Today, Fall
        Culinary Incident at UMaine . News piece.

2011	College of Liberal Arts and Sciences Annual Culinary Incident at UMaine. Story.
2009	UMaine College of Engineering Magazine VEMI Lab featured in news article.

Publications and Presentations:

Teisl, M.F., Noblet, C.L., Corey, R.R., and Giudice, N.A. (2018). Seeing clearly in a virtual reality: Tourist reactions to an offshore wind project. Applied Energy.

Noblet, C., Teisl, M.F., Kashkooli, M., Teisl, B., Corey, R.R., & Giudice, N.A. (2016) Potential Tourism Impacts of an Offshore Wind Farm Near Monhegan Island. Technical Report for the University of Maine's School of Economics and the Senator George J. Mitchell Center for Sustainability Solutions (corresponding author).

Teisl, M.F., Noblet, C.L., Corey, R.R., & Giudice, N.A. (2016). Using VR Technology to Access Tourist Reactions to an Offshore Wind Farm. Northeastern Agricultural and Resource Economics Association (NAREA) Annual Workshop. June 22-23, Bar Harbor, ME.

Bennett, C.R., Corey, R.R., Giudice, U., and Giudice, N.A. (2016). Immersive virtual reality simulation as a tool for aging and driving research. In J. Zhou & G. Salvendy (Eds.), Proceedings of the Second International Conference of Human Aspects of IT for the Aged Population (ITAP), Part of HCI International 2016. Toronto, CA. July 17-22 (pp. 377-385). Springer International.

Li, H., Corey, R.R., Giudice, U., and Giudice, N.A. (2016). Assessment of visualization interfaces for assisting the development of multi-level cognitive maps. In D.D. Schmorrow & M.C. Fidopiastis (Eds.), Proceedings of the 10th International Conference of Foundations of Augmented Cognition, Part of HCI International. Toronto, CA. July 17-22 (pp. 308-321). Springer International.

Peters, B.M., Corey, R.R., & Giudice, N.A. (2016). Dynamic Motion Control: Networked Control Software and Expanded Physical Capabilities for Virtual Environment Motion Feedback Devices. Oral presentation at the UMaine Student Research Symposium, April, Cross Insurance Center, Bangor, ME.

Gates, S.C.P., Corey, R.R., & Giudice, N.A. (2015). Multi-Tag Radio Frequency Indication for use in Indoor Positional Tracking Systems. Interactive Exhibition at the Center for Undergraduate Research (CUGR) showcase, April, University of Maine, Orono, ME.
[jointly awarded 1st prize for exhibit]

McGrath, T.C. , Corey, R.R., & Giudice, N.A. (2015). Development of a Non-Visual Indoor Navigation Assistive Device Using Real-Time Tracking and Multimodal Feedback. Interactive Exhibition at the Center for Undergraduate Research (CUGR) showcase, April, University of Maine, Orono, ME.

Peters, B.M., Corey, R.R., & Giudice, N.A. (2015). Low-Power Device for Indoor Mapping and Navigation. Interactive Exhibition at the Center for Undergraduate Research (CUGR) showcase, April, University of Maine, Orono, ME.

Hurlburt, M.S., Corey, R.R., & Giudice, N.A. (2015). Monitoring Independently Aging Adults With Radio Frequency Indicator Technology: An Inexpensive and Noninvasive Solution for Aging in Place. Interactive Exhibition at the Center for Undergraduate Research (CUGR) showcase, April, University of Maine, Orono, ME.
[jointly awarded 1st prize for exhibit]

Sleight, D.A., Corey, R.R., & Giudice, N.A. (2015). Dynamic Motion Control: Developing a 6 DOF motion platform for use in Virtual Environments. Interactive Exhibition at the Center for Undergraduate Research (CUGR) showcase, April, University of Maine, Orono, ME.

Bell, J.B., Corey, R.R., Engstrom, B.R. (2014) Fundamental Structures and Paradigms that produce Functional Collaborative Models in Creative Productions. Diss. University of Maine.

Bell, J.B., Corey, R.R., Engstrom, B.R., (2014). Intermedial Collaborative Studies, UMaine Graduate Expo, April 2014, University of Maine.

Perry, R.J., Corey, R.R., & Giudice, N.A. (2014). Earths Radiational Balance in Virtual Reality, UMaine Graduate Expo, April 2014, University of Maine.

McGrath, T.C., Corey, R.R., & Giudice, N.A. (2014). Non-visual indoor navigation using three-dimensional auditory displays and sensory feedback from Mobile devices. Interactive Exhibition at the 2014 Center for Undergraduate Research (CUGR) showcase, April, UMaine. [awarded 1st prize for demos]

Sleight, D.A., Corey, R.R., & Giudice, N.A. (2014). Mobile mapping Applications: Developing site-specific access to multimodal interfaces for geospatial navigation. Interactive Exhibition at the 2014 Center for Undergraduate Research (CUGR) showcase, April, UMaine.

Cole, J.D., Corey, R.R., & Giudice, N.A. (2014). Virtual simulations of compensatory techniques for age-related vision loss. Interactive Exhibition at the 2014 Center for Undergraduate Research (CUGR) showcase, April, UMaine.

Allain, S., Corey, R.R., & Giudice, N.A. (2014). virtual modeling of forest populations in Maine given the introduction of invasive plant species. Poster at the 2014 Center for Undergraduate Research (CUGR) showcase, April, UMaine.

Hurlburt, M.T., Corey, R.R., & Giudice, N.A. (2014) Using virtual reality to model offshore wind turbines. Poster at the 2014 Center for Undergraduate Research (CUGR) showcase, April, UMaine.

Corey, Richard R.R. (2011) Tugging on Superman's Cape. Diss. UMaine.

Anderson, G.S., Corey, R.R., (2003). Illustrations for "The Adventures of the Bait Barrel Kids and Other Maine Adventures". Anchor Publishing.