CURRICULUM VITAE
Richard Corey MFA, Ph.D.

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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:

2021 to Present	Director Department of VEMI College of Liberal Arts and Sciences, University of Maine
2019 to 2021	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:

2022	Director of the Department of VEMI University of Maine
2022	VEMI Lab Public Education Director 1 event and 20 participants
2021	Director of the Department of VEMI University of Maine
2021	VEMI Lab Public Education Director 5 events and 100 participants
2020	Steering Committee for AMRO XR Center Online Communications, AMRO
2020	VEMI Lab Public Education Director 8 events and 445 participants
2020	State of Maine COVID-19 Healthcare Innovation Team Online Communications, State of Maine
2020	UMaine COVID-19 Rapid Innovation Task Force Online Communications, University of Maine
2020	UMaine COVID-19 Project Management Group Online Communications, University of Maine
2020	UMaine COVID-19 Technology and Tracking Committee Online Communications, University of Maine System
2020	Maine CDC Contact Tracing Stakeholder's Committee Online Communications, University of Maine CDC
2020	VEMI Lab COVID-19 Reopening and Safety Committee Online Communications, Carnegie Hall, UMaine
2020	COVID-19 Maine Economy Recovery Group

	Online Communications, State of Maine
2020	COVID-19 Maine Healthcare Committee Online Communications, State of Maine
2019	VEMI Lab Public Education Director 20 events and 305 participants
2018 to 2019	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 2022	Independent Study Department of VEMI University of Maine
Spring 2022	Independent Study Department of VEMI University of Maine
Fall 2021	Independent Study Department of VEMI University of Maine
Fall 2020	Independent Study School of School of Computing and Information Science University of Maine

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 Spatial 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:

2021	UMaine, Alton ’38 and Adelaide Hamm Campus Activity Fund, “Rapid Research Week” (N.A. Giudice, UMaine (PI) with R.R. Corey, UMaine (Co-PI), G. Beals, UMaine (Co-PI), R. Perry, UMaine (Co-PI)).
2020	UMaine/NU AI, “Combining Real-Time Deep Learning and Human-Vehicle Collaboration Techniques in Autonomous Vehicles to

Assist Older and Visually Impaired Passengers" ; (N.A. Giudice, UMaine (PI) with R.R. Corey, UMaine (Co-PI), G. Beals, UMaine (Co-PI), X. Lin, Northeastern University (Co-PI), and M. Sun, Northeastern University (Co-PI)).

2020 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)

2020 TIDC, "Jetport Automated Shuttle: Demonstration for Durability and Safety" ; (J. Rubin, UMaine (PI) with R.R. Corey, UMaine(Co-PI), N.A. Giudice, UMaine (Co-PI), K. Ballingall, UMaine (Co-PI), and A. Shirazi, UMaine (Co-PI)).

2020 NIH, "Development of a visual-to-tactile conversion system for automating tactile graphic generation process" ; (R.R. Corey, UMaine(PI), with Palani, Hari Prasath (PI), UNAR Labs).

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 NSF, "A Remote Multimodal Learning Environment to Increase Graphical Information Access for Blind and Visually Impaired students"; (N.A. Giudice, (PI); with J.K. Dimmel, UMaine; and S.A. Doore, Bowdoin College).

2018 MTI grant, "Augmented Reality Standardized Patient Simulator"; (N.A. Giudice, UMaine (co-PI) with R.R. Corey; and Zephyrus Simulation)

2017 NIH, "Roboglasse® electronic travel aid with hands free obstacle avoidance for blind and vision impaired users"; (N.A. Giudice, UMaine (PI); with Fauxsee Innovations LLC., (PI), Little Rock, AR).

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:

2022 Supervisor of the Year Nominee
University of Maine

2021 Inclusive Design Challenge Semifinalist
U.S. Department of Transportation

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 Appearances:

January 2022 Inclusive Design Challenge Virtual Showcase -Presenter
Digital Meeting

October 2021	UMaine and Poland Spring Ideation Conference -Contributer Digital Meeting
September 2021	"Self-driving Cars Could Revolutionize Transportation For People With Disabilities. These Researchers Are Trying To Make It Happen". Article, News@Northeastern
September 2021	In Machines we Trust, MIT Technology Review podcast "AI In the Driver's seat"- Featured Speaker Digital Podcast
March 2021	Assistive Technology update podcast: "ATU513 – AVA App Project with Nicholas Giudice and Richard Corey" -Featured Speaker Digital Podcast
August 2020	Beyond Zoom: XR for teaching and Research in the COVID-19 Era Program- Featured Speaker Digital Presentation
June 2020	UMaine Board of Visitors – Presenter Digital Presentation
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:

2021- Present	Director for Interdisciplinary Human Technology Interactions Department of VEMI
2010 - Present	VEMI Undergraduate Research and Education Supervisor 20 undergraduate students annually
2022	Top Scholar Advisor Student: Theodore Erikson
2022	Top Scholar Advisor Student: Emily Hanscom
2022	Top Scholar Advisor Student: Anthony Caccese
2021	Top Scholar Advisor Student: Theodore Erikson
2021	Top Scholar Advisor Student: Emily Hanscom
2021	Top Scholar Advisor Student: Anthony Caccese
2020	Top Scholar Advisor Student: Anthony Caccese
2020	Honors College Advisor Student: Sophia Crockett-Current
2020	Top Scholar Advisor

	Student: Tian Morrison
2020	Top Scholar Advisor Student: Theodore Erikson
2020	Top Scholar Advisor Student: Emily Hanscom
2019	Top Scholar Advisor Student: Tian Morrison
2019	Top Scholar Advisor Student: Theodore Erikson
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:

2022-Present	Justin Brown: Ph.D. (Committee)
2021-Present	Justin Hardcastle: Ph.D. (Committee)
2019-Present	Emily Blackwood: Ph.D. (Advisor)
2020-2022	Oisin Biswas: Biomedical Engineering (Committee)
2019-2021	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. Anthropology
2015–2018 Jon Cole: Compensatory Augmentations and VR for Information Visualization.
2015–2017 Kendra Bird: M.S. Anthropology.
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 :
2022-Present Sean Radel: Computer Science
2022-Present Aleigha Morgan: Physics
2022-Present Ersilda Cako
2022-Present Samuel Orlando
2022-Present Anna Johnson: Biomedical Engineering
2022-Present Jake Loranger: Biomedical Engineering
2022-Present Cedric Fahey: Computer Science
2022-Present Christopher Erbs: Mechanical Engineering
2022-Present Leah Savage: Communications
2021-Present Georgia Doore: Ecology & Environmental Studies
2021-Present Caleb Hendrick: Biomedical Engineering
2021-Present Darien Orethun: Computer Science
2021-Present Ainslie Allen: Biomedical Engineering
2021- Present Henry Kindler: Computer Science
2020-Present Anthony Caccese: Computer Science
2020-2021 Izzy Topper: Communications & Earth Science
2020-Present Maher Alsamsam: Biomedical Engineering
2020-Present Emily Hanscom: Biomedical Engineering
2020-2022 Zane Nygaard: Computer Science
2020-2021 Tian Morrison: Biomedical Engineering
2020-2021 Adan Lawlor: Psychology
2020 Bailey Corless: Biomedical Engineering
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
2019-2021 Jessica Holz: Communication Science Disorders
2019-2020 Eric Marshall: Accounting & Finance
2019-2021 Colleen DeMaris: Computer Science

2019-2022 Aubree Nygaard: Computer Science
2018-2021 Isaac Sparks-Willey: Computer Science
2018-2020 Oisin Biswas: Biomedical Engineering
2018-2020 Nathan Brown: Accounting & Finance
2018-2019 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
2018-2020 Adam Farrington: Computer Science
2017-2019 Annie Hepburn: New Media & Social Work
2017-2019 Christina LeBlanc: Secondary Education & English
2017-2020 Maggie Karas: Social Work
2017-2018 Rob Owens: Computer Science
2017 Hanna Karas: New Media
2017-2020 Sophia Crockett-Current: New Media
2017 Todd Hawkins: Computer Science
2016-2020 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 Emily Blackwood: Anthropology
2015–2017 Amy Fortier-Brown: New Media
2015–2016 Ethan Porter: Computer Science
2015–2016 Scott Richards: Computer Science
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

Media and Public Outreach:

2022 Bangor Daily News, 1/25/22
"Self-driving vehicles are our future. UMaine is showing us how." News Piece.

2021 Bangor Daily News, 2/2/21
"App from VEMI Lab group will help people with visual impairments, seniors enjoy ride sharing with self-driving cars" News Piece.

2021 FOX 22 WFVX, 2/1/21
"Self-driving car app is coming to Maine" News Piece.

2021 News Medical Life Sciences, 1/29/21
"Smartphone app will people with disabilities and seniors to use autonomous vehicles" News Piece.

2021 Science Magazine, 1/29/21
"App Will Help Visually Impaired, Seniors Enjoy Ride-Sharing With Self-Driving Cars" News Piece.

2020 Penobscot Bay Pilot, 10/9/20
"Five research teams address topics important to Maine people" News Piece.

2020	Medical Press, 4/15/20. "Researchers find efficacy in new digital map in aiding visually impaired" News Piece.
2020	News Center Maine, 3/27/20. "New app created in Maine aims to reduce opioid deaths" News/Video Piece.
2020	Bangor Daily News, 3/26/20. "New mobile app is the latest tool to help Mainers fight opioid overdoses" News Piece.
2020	WABI TV, 1/17/20. "VEMI lab hosts fifth annual 'Rapid Research Week" News/Video Piece.
2020	FOX 22 WFVX, 1/17/20. "University of Maine's VEMI Lab wraps up Rapid Research week 2020" News Piece.
2019	UMaine News, 10/7/19 "VEMI Lab receives $500,000 NSF grant to research Autonomous Vehicles" News Piece.
2019	WVII ABC7, 8/26/19. "UMaine's VEMI Lab receives $500,000 grant to research fully self-driving vehicle." News/Video Piece.
2019	UMaine News, 8/23/19. "UMaine research project focuses on improving trust in autonomous vehicles using human-vehicle collaboration." News Piece.
2019	Bowdoin News, 7/22/19. "Virtual Reality Opens Up New Worlds at Bowdoin." News Piece.
2018	Umaine News, 11/28/18. "Social Media Spotlight: Emily Blackwood." News Piece.
2018	Umaine News, 11/15/18. "Social Media Spotlight: Justin Hafner." News Piece.
2018	WABI TV5, 09/21/2018. "VEMI Lab Celebrates 10th Anniversary" News/Video Piece.
2018	Bowdoin College, 11/28/18. "Expanding Access to STEM." Online news article.

2018	The Maine Edge, 8/21/18. "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 Department 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, and 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 LookBook 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 a news article.

Creative Exhibitions:

May 2022	Rapid Research Week Carnegie Hall, University of Maine
May 2022	VEMI Lab Graduation Ceremony Carnegie Hall, University of Maine
May 2021	VEMI Lab Graduation Ceremony Online, Carnegie Hall, University of Maine
May 2020	VEMI Lab Graduation Ceremony Online, Carnegie Hall, University of Maine
Jan. 2020	Rapid Research Week Carnegie Hall, University of Maine
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

Publications and Presentations:

Herbert, V., Perry, R., LeBlanc, C., Haase, K., Corey, R.R., Giudice, N.A., & Howell, C. (Pending). Clinical Simulation in Nursing: Developing a Smartphone App with Augmented Reality to Support Virtual Learning of Nursing Students on Heart Failure. Research Paper.

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.