

Marvin J. Andujar, Ph.D.

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EDUCATION

Ph.D., Human-Centered Computing, University of Florida Grad: 08/2017
Dissertation: Aiding users to self-regulate their attention through Quantified-Self feedback while performing a learning task from a Brain-Computer Interface
Advisor: Juan E. Gilbert

B.S., Computer Science & **B.A.**, Mathematical Sciences (Dual Major), Kean University 05/2012

WORK EXPERIENCE

Assistant Professor 08/2017 - Present
Department of Computer Science and Engineering, **University of South Florida**, Tampa, FL
Graduate User Experience Technical Intern, **Intel**, Hillsborough, OR May-August, 2015
NSF Graduate Research Fellow Researcher, **University of Florida**, Gainesville, FL 08/2014 – 08/2017
GEM Fellow Researcher, **Clemson University**, Clemson, SC 08/2013 – 07/2014
Human Factors Engineer Intern, **Intel Labs**, Santa Clara, CA May-August, 2013

RESEARCH INTERESTS

Brain-Computer Interface (BCI), Personal Informatics, User Experience (UX), Human-Computer Interaction (HCI), Affective Computing, Wearable Computing, Human Factors

PUBLICATIONS

Journals

[J.1] **Andujar, M.**, Crawford, C. S., Nijholt, A., Jackson, F., & Gilbert, J. E. (2015). Artistic brain-computer interfaces: the expression and stimulation of the user's affective state. *Brain-Computer Interfaces*, 2(2-3), 60–69.

Refereed Conference Papers

[C.15] Crawford, C.S., **Andujar, M.**, and Gilbert, J.E., (2017). Neurophysiological Heat Maps for Human-Robot Interaction Evaluation. In Proceedings of 2017 AAAI Fall Symposium Series: Artificial Intelligence for Human-Robot Interaction AAAI Technical Report FS-17-01, November 9-11, 2017, Arlington, VA, USA, pp. 90-93.

[C.14] **Andujar, M.** and Gilbert, J.E. 2017. A user-centered approach towards attention visualization for learning activities. In Proceedings of the 2017 ACM International Joint Conference on Pervasive and Ubiquitous Computing and Proceedings of the 2017 ACM International Symposium on Wearable Computers (UbiComp '17). ACM, New York, NY, USA, 871-876.

[C.13] Lieblein, R., Hunter, C., Garcia, S., **Andujar, M.**, Crawford, C. S., & Gilbert, J. E. (2017, July). NeuroSnap: Expressing the User's Affective State with Facial Filters. In International Conference on Augmented Cognition (pp. 345-353). Springer, Cham. Acceptance Rate: 28%

[C.12] **Andujar, M.**, Nijholt, A., Gilbert, J. (2017). Mobile Augmented Reality Games in Playable Cities: An Overview of Pokemon Go. In International Conference on Distributed, Ambient and Pervasive Interactions (pp. 575-586). Springer, Cham. Acceptance Rate: 28%

[C.11] Kaur, R., Morreale, P., & **Andujar, M.** (2017, July). SmartPA: An Electronic Solution for Secure Prior Authorization Processing. In International Conference of Design, User Experience, and Usability (pp. 664-676). Springer, Cham. Acceptance Rate: 28%

[C.10] **Andujar, M.**, Nijholt, A., & Gilbert, J.E., (2016). Designing a Humorous Workplace: Improving and Retaining Employee's Happiness. In Proceedings of 7th International Conference on Applied Human Factors and Ergonomics (AHFE 2016) and the Affiliated Conferences, AHFE 2016, pp. 683-694, Orlando, FL, July 27-31,

2016.

- [C.9] **Andujar, M.**, Morreale, P, Jimenez, J., Jimenez, L., & Gilbert, J.E., (2016). Evaluation of User's Affective Engagement While Interacting with Educational Technologies: A Pilot Study. In Proceedings of 7th International Conference on Applied Human Factors and Ergonomics (AHFE 2016) and the Affiliated Conferences, AHFE 2016, pp. 97-106, Orlando, FL, July 27-31, 2016.
- [C.8] Crawford, C.S., **Andujar, M.**, Jackson, F., Applrys, I., & Gilbert, J.E. (2016). Using a Visual Programming Language to Interact with Visualizations of Electroencephalogram Signals. In Proceedings of the 2016 American Society for Engineering Education Southeastern Section (ASEE SE), Tuscaloosa, AL, March 13-15, 2016.
- [C.7] Crawford, C.S., **Andujar, M.**, Jackson, F., Remy, S., & Gilbert, J.E., (2015) User Experience Evaluation Towards Cooperative Brain-Robot Interaction, In Proceedings 17th International Conference Human-Computer Interaction: Design and Evaluation, HCI International 2015, pp. 184–193, Los Angeles, CA, August 2-7, 2015, M. Kurosu (Ed.): Human-Computer Interaction, Part I, HCII 2015, Springer LNCS 9169.
- [C.6] Crawford, C., **Andujar, M.**, Remy, S. & Gilbert, J.E. (2014). Cloud Infrastructure for Mind-Machine Interface. Proceedings of the 2014 International Conference on Artificial Intelligence (ICAI'14). pp. 127-133.
- [C.5] **Andujar, M.**, Jimenez, L., Shah, J., & Morreale, P. 2013. Evaluating visual programming environments to teach computing to minority high school students. *J. Comput. Sci. Coll.* 29, 2 (December 2013), 140-148.
- [C.4] **Andujar, M.**, Ekandem, J.I., Gilbert, J.E., & Morreale, P. (2013). *Evaluating Engagement Physiologically and Knowledge Retention Subjectively through Two Different Learning Techniques*, 15th International Conference, HCI International 2013, Las Vegas, NV, USA, July 21-26, 2013, In Proceedings, Part II, Vol. 8005 of Lecture Notes in Computer Science, pp. 335-342.
- [C.3] **Andujar, M.** & Gilbert, J.E. 2013. Let's Learn!: Enhancing User's Engagement Levels Through Passive Brain-Computer Interfaces. In *CHI '13 Extended Abstracts on Human Factors in Computing Systems (CHI EA '13)*. ACM, New York, NY, USA, 703-708.
- [C.2] **Andujar, M.**, Aguilera, L., Jimenez, L., Zabe, F., Shah, J., Jimenez, Y. & Morreale, P. (2012). Attracting High School Students to Computing: A Case Study with Drag-Drop Interfaces. In *Proceedings of World Conference on Educational Multimedia, Hypermedia and Telecommunications 2012* (pp. 525-530). Chesapeake, VA: AACE.
- [C.1] **Andujar, M.**, Ekandem, J., Alvarez, I., James, M. & Gilbert, J. (2011). Are Educational Video Games All They're Cracked Up To Be?: A Physiological Approach For Measuring Engagement in Educational Video Games vs. Conventional Learning Techniques. In *Proceedings of World Conference on E-Learning in Corporate, Government, Healthcare, and Higher Education 2011* (pp. 539-544). Chesapeake, VA: AACE.

Book Chapters

- [BC.1] Darnell, S. S., Mack, N., Jackson, F., Alnizami, H., James, M., Ekandem, J. I., Alvarez, I., **Andujar, M.**, Moon, D., Gilbert, J.E. (2014). Human-computer interfaces for speech applications. In T. F. Gonzalez, J. Diaz-Herrera & A. Tucker (Eds.), *Computing handbook*, 3rd ed. (1) (3rd ed., pp. 92:1-92:1-15) CRC Press.

Refereed Conference Posters

- [P.2] **Andujar, M.**, Jackson, F., Moon, D., & Gilbert, J.E. 2015. The Adaptation of Affective Brain-Computer Interfaces Towards Card Sorting Activities. *2015 CAHSI Summit*.
- [P.1] **Andujar, M.**, Aguilera, L., Jimenez, Y, Zabe, F. & Morreale, P., 2013. Improving Hispanic High School Student Perception of Computing. In *proceedings of the 44th SIGCSE ACM Technical Symposium on Computer Science Education*, pp. 741.

EXTERNAL FUNDING

Andujar, A., Crawford, C., Jackson, F. & Gilbert, J.E., **Brain-Computer Interface Research & Development**, Intel Corp., 8/15/2015 – 8/14/2017, \$300,000.

FELLOWSHIP, HONORS & AWARDS

Golden Key International Honor Society (Top 15% of graduate students)	2017
National Science Foundation Graduate Research Opportunities Worldwide (NSF GROW) Grant	2016
Tau Beta Pi (TBP) Engineering (Alpha Chapter) Honor Society	2016

National Science Foundation Graduate Research Fellowship (NSFGRF)	2014
Generation Google Scholarship	2014
Research Fellowship , National Science Foundation (NSF) Human-Centered Computing S-STEM	2012-2014
Alpha Epsilon Lambda Graduate School Honor Society [Top 1% Grad. Student]	2013
2nd at the GEM Ph.D. Research Technical Competition	2013
1st , Intel Labs Country Fair Research Demo	2013
GEM Fellowship , The National GEM Consortium, Sponsored by Intel	2013
ACM Travel Grant , Richard Tapia Celebration of Diversity in Computing	2009, 2013
1st , Best Undergraduate Research Project Award, Phi Kappa Phi Honor Society (Kean Chapter)	2012
1st , Best Research Paper Award, Phi Kappa Phi Honor Society (Kean Chapter)	2012
Admitted, Louis Stokes Alliance for Minority Participation Program (LSAMP)	2010-2012
Dean's List , Kean University	2009, 2012
National Science Foundation (NSF) Computer Science S-STEM Scholarship , Kean University	2009-2012
Admitted, Ronald E. McNair Post-Baccalaureate Achievement Program	2008-2012
Best Student Leader in Programming Events and Workshops, Kean University	2011
Hispanic Association College Employees (HACE) Scholarship , Kean University	2011
Smart Grant , Kean University	2009-2010
Epsilon Epsilon Omega (EEO) List , Kean University	2008-2010
Honorable Mention for Poster Presentation, 23 rd Annual Ronald E. McNair Conference Symposium	2009
Certification Requirement of College Reading & Learning Association at the Master Level	2008
Outstanding Academic Achievement in Composition for Non-Native Speakers, Kean University	2007

LEADERSHIP

Student Outreach Officer , Human-Factors Engineering and Systems, Aug. Cognitive Tech. Group	2016
Treasurer , Alpha Epsilon Lambda (AEL) Honor Society Alpha Chapter, University of Florida	2014-2016
BCI Research Group Leader/Founder , BCI Group, University of Florida	2013-2016
Committee Member , Graduate Student Poster Symposium	2012-2013
Grad. Student Senator , School of Computing Graduate Student Association (SoCGSA)	2012-2013
Head of Committee , Students Concerns at Kean University	2011-2012
Committee Member , Retention and Tenure Positions (RTP) at Kean University	2011-2012
Vice-President , Senior Class 2012 at Kean University	2011-2012
Student Council Member , Student Government at Kean University	2011-2012
President , Association for Computing Machinery (ACM) at Kean University Chapter	2009-2011
Director of Public Relations , Association for Computing Machinery (ACM) at Kean U. Chapter	2008-2009

PRESENTATIONS

External Presentations

[EP.31] Workshop – “Connecting Your Brain to The World, Hands to Love Camp for Kids with Upper Limbs Differences, Stark, FL	March 11 th , 2017
[EP.30] Workshop – “When Professor Says X and Mean Y”, GEM Conference, Miami, FL	August 5 th , 2016
[EP.29] Invited Talk – “Brain-Computer Interfaces: The New Frontier”, Computer Science Department, UC Davis, Davis, CA	May 3 rd , 2016
[EP.28] Invited Talk – “Brain-Computer Interfaces: The New Frontier”, HFES Student Chapter, Embry-Riddle, Daytona Beach, FL	April 26 th , 2016
[EP.27] Panelist – “Becoming a Competitive Applicant for Graduate School”, SHPE Conference, Baltimore, MD	Nov. 12 th , 2015
[EP.26] Panel Moderator – “GEM GRAD LAB – Voices from the Field”, U. of South Carolina, Columbia, SC	Oct. 24 th , 2015
[EP.25] Panel Moderator – “GEM GRAD LAB – Voices from the Field”, Drexel University, Philadelphia, PA	Oct. 17 th , 2015

[EP.24]	Oral Presentation – “User Experience Differentiation”, iCDG Staff Report Out, Intel, Hillsboro, OR	August 3 rd , 2015
[EP.23]	Oral Presentation – “User Experience Differentiation”, GEM Report Out, Intel, Hillsboro, OR	July 27 th , 2015
[EP.22]	Panelist – “Preparing the Graduate Program Application”, Graduate Prep Track Program, Society of Hispanic Professional Engineers Conference, Detroit, MI	Nov. 7 th , 2014
[EP.21]	Poster Presentation – “BCI Title”, Broadening Participation Workshop, ACM SIGCHI International Conference on Ubiquitous Computing, Seattle, WA	September, 2014
[EP.20]	Oral Presentation (Invited) – “How to Find your Passion and get into College”, Abundant Life Academy, Nutley, NJ	May, 2014
[EP.19]	Oral Presentation – “Automotive Driving & Distraction”, GEM Conference, San Juan, Puerto Rico	August, 2013
[EP.18]	Paper (Oral) Presentation – “Evaluating Engagement Physiologically and Knowledge Retention through Two Different Learning Techniques”, HCI International Conference, Las Vegas, NV	July, 2013
[EP.17]	Paper (Poster) Presentation – “Let's Learn!: Enhancing User's Engagement Levels Through Passive Brain-Computer Interfaces”, ACM SIGCHI Conference on Human Factors in Computing Systems, Paris, France	April, 2013
[EP.16]	Oral Presentation – “A Physiological Approach for Measuring Engagement Levels in Educational Video Games vs. Conventional Learning Techniques”, Emerging Researchers National (ERN) Conference in Science, Technology, Engineering and Mathematics (STEM), Atlanta, GA	2012
[EP.15]	Poster Presentation – “Brain-Computer Interface: A physiological Approach for Measuring Engagement in Educational Video Games vs. Conventional Learning Techniques”, Society of Hispanic Professional Engineers (SHPE) Conference, Anaheim, CA	2011
[EP.14]	Poster Presentation – “Are Educational Video Games All They're Cracked Up to Be?: A Physiological Approach for Measuring Engagement Levels in Educational Video Games vs. Conventional Learning Techniques”, Annual Hispanic Engineer National Achievement Awards Corporation (HENAAC) 23 th Conference, Lake Buena Vista, FL	2011
[EP.13]	Paper (Oral) Presentation – “Are Educational Video Games All They're Cracked Up to Be?: A Physiological Approach for Measuring Engagement Levels in Educational Video Games vs. Conventional Learning Techniques”, World Conference on E-Learning in Corporate, Government, Healthcare, & Higher Education, Honolulu, HI	2011
[EP.12]	Poster Presentation – “Are Educational Video Games All They're Cracked Up to Be?: A Physiological Approach for Measuring Engagement Levels in Educational Video Games vs. Conventional Learning Techniques”, National Science Foundation (NSF) CRA-W/CDC Poster Presentation, National Science Foundation Head Quarters, Arlington, VA	2011
[EP.11]	Poster Presentation – “The Educational Games Panacea: Measuring Engagement Levels for Educational Games vs. Traditional Text Literature using a Wireless EEG Headset”, Distributed Research Experience for Undergraduates (DREU), Clemson University, Clemson, SC	2011
[EP.10]	Poster Presentation – “Brain-Computer Interfaces (BCI)”, Society of Hispanic Professional Engineers (SHPE) Conference, Cincinnati, OH	2010
[EP.9]	Poster Presentation – “Brain-Computer Interfaces (BCI)”, Research Experience for Undergraduates (REU), Clemson University, Clemson, SC	2010
[EP.8]	Oral Presentation – “Interface Design for Scientists: A Case Study using Carbon Sequestration Models”, 11 th National Conference for McNair Scholars and Undergraduate Research, College Park, MD	2010
[EP.7]	Poster Presentation – “Interface Design for Scientists: A Case Study using Carbon Sequestration Models”, Society of Hispanic Professional Engineers (SHPE) Conference, Washington, DC	2009
[EP.6]	Oral Presentation – “Alice or Java: Determining the Best Entry Point Into Computer Science Education”, Society of Hispanic Professional Engineers (SHPE) Conference,	2009

	Washington, DC	
[EP.5]	Oral Presentation – “Alice or Java: Determining the Best Entry Point Into Computer Science Education”, 17 th Annual McNair Scholars Symposium, Berkeley, CA	2009
[EP.4]	Poster Presentation – “How 3D Software is Attracting Students to Computer Science”, Annual Ronald E. McNair Commemorative Symposium, Greensboro, NC	2009
[EP.3]	Oral Presentation – “Alice or Java: Determining the Best Entry Point Into Computer Science Education”, Annual Ronald E. McNair Commemorative Symposium, Greensboro, NC	2009
[EP.2]	Poster Presentation – “Alice or Java: Determining the Best Entry Point Into Computer Science Education”, 6 th Annual National McNair Scholars Research Conference, Newark, DL	2008
[EP.1]	Oral Presentation – “3-D Software is Attracting Students to Computer Science”, Ronald E. McNair Research Summer Institute, Kean University, Union, NJ	2008

Internal Presentations

[IP.15]	Invited Talk – “Connecting Your Brain to the World”, University of Florida, Gainesville, FL	March 21 st , 2017
[IP.14]	Invited Talk – “Neural Methods of Brain-Robot Interaction”, University of Florida, Gainesville, FL	March 17 th , 2016
[IP.13]	Invited Talk – “Choosing the Optimal Path”, SHPE General Body Meeting, University of Florida, Gainesville, FL	Feb. 3 rd , 2016
[IP.12]	Oral Presentation – “Neural Methods of Brain-Robot Interaction & the Understanding of User’s Affective State”, CISE Industrial Advisory Board Meeting, University of Florida, Gainesville, FL	Jan. 26 th , 2016
[IP.11]	Panelist – “National Science Foundation Graduate Student Research Fellowship”, Graduate School, University of Florida, Gainesville, FL	April 2 nd , 2015
[IP.10]	Panelist – “External Funding Options for Domestic Students at UF”, Graduate School Division of Graduate Student Affairs, University of Florida, Gainesville, FL	August, 2014
[IP.9]	Panelist – “Research-Experience for Undergraduate (REU) Programs”, Graduate School, Clemson University, Clemson, SC	April, 2014
[IP.8]	Oral Presentation – “Tech Talk: Perspectives of Brain-Computer Interfaces”, School of Computing Graduate Student Association, Clemson University, Clemson, SC	February, 2013
[IP.7]	Oral Presentation – “Social Media Workshop: How It Can Help. How It Can Hurt”, Minority Student Success Initiative Program, Clemson University, Clemson, SC	September, 2012
[IP.6]	Oral Presentation – “Cache Speed”, Parallel and Distributed Computing Workshop, Kean University, Union, NJ	2012
[IP.5]	Poster Presentation – “Interface Design for Scientists: A Case Study using Carbon Sequestration Models”, Research Day, Kean University, Union, NJ	2010
[IP.4]	Oral Presentation – “Interface Design for Scientists: A Case Study using Carbon Sequestration Models”, Ronald E. McNair Research Summer Institute, Kean University, Union, NJ	2009
[IP.3]	Poster Presentation – “Alice or Java: Determining the Best Entry Point Into Computer Science Education”, Research Day, Kean University, Union, NJ	2009
[IP.2]	Oral Presentation – “3-D Correlation with other Sciences”, Earth Day, Kean University, Union, NJ	2009
[IP.1]	Poster Presentation – “Alice or Java: Determining the Best Entry Point Into Computer Science Education”, WeCare About NJ Workshop, Kean University, Union, NJ	2008

SUPERVISED/MENTORED UNDERGRADUATE STUDENTS

Noah Presser, Computer Science, University of Florida

Sarah Lichtenstein, Computer Science, University of Florida

Eric Agredo, Computer Science, University of Florida

Nicholas Smith, Computer Engineering, University of Florida

Natalia Pulido, Digital Arts & Sciences, University of Florida
 Purnell Jones, Computer Engineering, University of Florida
 Jeremy Zhang, Biomedical Engineering, University of Florida
 Alexander Nunez, Computer Engineering, University of Florida
 Anthony Colas, Computer Engineering, University of Florida
 Gabriela Buraglia, Industrial Systems & Engineering, University of Florida
 Lucy Jiang, Computer Science & Psychology, Miami University – Oxford (BS), University of Michigan (PhD)
 India Irish, Computer Science, Spelman College (BS), University of Washington (MS)
 Luis Jimenez, Computer Science, Kean University (BS), Stevens Institute of Technology (MS)
 Farah Zabe, Computer Science, Kean University
 Lauren Aguilera, Computer Science, Kean University
 Jugal Shah, Computer Science, Kean University

SERVICE

Conference Papers Reviewing

NORDICHI – NORDIC Research in Human-Computer Interaction	2016
CHI – Conference on Human Factors in Computer Systems	2013-Present
HFES – Human-Factors and Ergonomics Society	2013-Present
SIGCSE – ACM Symposium on Computer Science Education	2013-Present

Other Conference Service

U. of Florida Grad. School Recruiter , Society of Hispanic Professional Engineers (SHPE) Conference, Detroit, MI	Nov., 2014
Session Chair , The 2014 International Conference on Artificial Intelligence (ICAI'14)	Aug., 2014

Reviewing at the University Level

Poster Judge , Graduate Student Research Day at University of Florida	Oct., 2014
Poster Judge , Undergraduate Poster Symposium at Clemson University	2013-2014
Reviewer , PEG Travel Grants for Graduate Students	2012-2013

Other Reviewing

Book Chapter Reviewer , Brain-Computer Interface Handbook, Taylor & Francis	2017
Scholarship Apps. Reviewer , ACM Richard Tapia Conference of Diversity in Computing	2015
Editor , NeuroGadget (www.neurogadget.com)	2012-2015
Manual Reviewer , REU-IN-A-Box: Expanding the Pool of Computing Researchers, National Center for Women in Technology (NCWIT), www.ncwit.org/reubox	2011

MEMBERSHIPS

Professional Memberships

Brain-Computer Interface Society (BCI Society)	2016-Present
Association for Computing Machinery (ACM)	2008-Present
Society of Hispanic Professional Engineers (SHPE)	2009-Present
ACM Special Interest Group in Computer-Human Interaction (SIGCHI)	2012-Present
Institute of Electrical and Electronics Engineers (IEEE)	2012-Present
Human-Factors and Ergonomics Society (HFES)	2012-Present
Society for Advancement of Chicanos and Native Americans in Science (SACNAS)	2012-2013
Mexican American Engineers and Scientists (MAES)	2012-2013

University Memberships

SELECTED PRESS RELEASE

1 on 1 Live Interviews**[Robotics Live Podcast]** (07/25/16) "Brain-Computer Interfaces"Link: <https://www.youtube.com/watch?v=RWB5LpXv27E&index=2&list=FLyXc4i3oZdvvBMR07CHMsNA>Brain-Drone Race (Showcased in more than 550 news outlets domestically and internationally)

In Progress:

- French documentary on the future of communication in 2050. Release Date: 03/2017

[La Vanguardia] (10/10/2016) "La primera Carrera de drones pilotados con la mente"Link: <http://one.lavanguardia.com/la-primera-carrera-de-drones-pilotados-con-la-mente/>**[El Pais]** (05/10/16) "Una Carrera mental de Drones"Link: http://elpais.com/elpais/2016/04/29/ciencia/1461944383_381987.html**[Mashable]** (04/27/16) "Brain-controlled drone races are now a reality"Link: http://mashable.com/2016/04/27/brain-controlled-drone-races/?utm_cid=mash-com-Tw-main-link#f3uxRZTBgPqJ**[Techcrunch]** (04/25/16) "University of Florida held the world's first brain-controlled drone race"Link: <https://techcrunch.com/2016/04/25/university-of-florida-held-the-worlds-first-brain-controlled-drone-race/>**[CNET]** (04/26/16) "Racing drones using your mind looks fun"Link: <http://www.cnet.com/news/racing-drones-using-mind-brain-drone-race-tomorrow-daily-354/#ftag=CAD590a51e>**[ACM Technews]** (04/25/16) "Ready, Set, Think! Mind-Controlled Drones Race to the Future"Link: <http://cacm.acm.org/news/201537-ready-set-think-mind-controlled-drones-race-to-the-future/fulltext>**[Techcrunch]** (04/25/16) "University of Florida held the world's first brain-controlled drone race"Link: <https://techcrunch.com/2016/04/25/university-of-florida-held-the-worlds-first-brain-controlled-drone-race/>**[The New York Times]** (04/22/16) "Brain-Controlled Drones"Link: http://www.nytimes.com/aponline/2016/04/22/us/ap-us-brain-controlled-drones.html?_r=0**[USA Today]** (04/22/16) "Ready set think: mind controlled drones race future"Link: <http://www.usatoday.com/videos/news/nation/2016/04/22/83375158/>**[Associated Press]** (04/22/16) "Ready set think: mind controlled drones race future"Link: <http://bigstory.ap.org/article/d04cc633285c468b8f31f2214cf2feac/ready-set-think-mind-controlled-drones-race-future>Brain-Robot Interaction (BRI)**[Mind Fully Alive]** (05/31/15) "Students develop a way to pilot drone with brainwaves"Link: <http://www.mindfullyalive.com/blog/2015/5/31/students-develop-a-way-to-pilot-drone-with-brainwaves>**[Neurogadget]** (05/27/15) "PhD students build brain-controlled FPV drone"Link: <http://neurogadget.net/2015/05/27/phd-students-build-brain-controlled-fpv-drone/11357>

[WUFT PBS 5] (04/29/15) *"UF Ph.D. Students Developing Brain Robot Interaction Technology"*

Link: <http://www.wuft.org/news/2015/04/29/uf-ph-d-students-developing-brain-robot-interaction-technology/>

[Type 2 Designs] (04/14/15) *"The mind-controlled drone"*

Link: <https://www.type2designs.com/the-mind-controlled-drone/>

[Fox 35 News Orlando] (04/07/15) *"UF Students Design Build Drone Controlled by Human Thoughts"*

Link: <https://www.youtube.com/watch?v=CWiPtXxReJc>

[The Independent Florida Alligator] (04/07/15) *"UF doctoral students program software for mind-controlled drone"*

Link: http://www.alligator.org/news/campus/article_7c066574-dce5-11e4-a01e-df25cc8d2371.html

[News 4 Jax] (03/28/15) *"UF lab director puts "human" into human-centered computing"*

Link: <http://www.news4jax.com/news/local/uf-lab-director-puts-human-into-human-centered-computing>

Intel Internship Project

[Engadget] (06/26/13) *"Intel Labs Measures Cognitive Workload of Distracted Drivers, We Go Eyes-On with the Demo"*

Link: http://www.engadget.com/2013/06/26/intel-cognitive-workload-distracted-drivers/?utm_medium=feed&utm_source=Feed_Classic&utm_campaign=Engadget