

# Farjana Zebin Eishita

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## Citizenship Status

Canadian Citizen  
Permanent Resident of the United States of America

## Academic Qualification

2017	Ph.D. in Computer Science, University of Saskatchewan, Canada
2009	M.Sc. in Computer Science, American International University, Bangladesh
2007	B.Sc. in Computer Science & Engineering, American International University, Bangladesh

## Professional Experience

Aug'19-Till date **Assistant Professor**, Department of Computer Science, University of New Orleans, USA

### Research Interest:

- Video gaming and Player Experience
- Augmented Reality (AR)
- Serious Games in Health
- Human Computer Interaction

Aug'15 - Jul'19 **Instructor**, Department of Computer Science, University of New Orleans, USA

### Courses taught:

(Responsibilities included: Course designing, preparing lecture, delivering lecture, grading assignments and tests, preparing result)

- CSCI 1000: **Introduction to Computers**
- CSCI 1205: **Introduction to Programming in C++**
- CSCI 1583: **Software Design I**
- CSCI 2025: **Data Structures and Applications**
- CSCI 2125: **Data Structures**
- CSCI 3102: **Introduction to the Theory of Computation**
- CSCI 3080: **Ethics in the Computing Profession**
- CSCI 3090: **Undergraduate Seminar**

Jan'15 - Apr'15 **Sessional Lecturer**, Department of Computer Science, University of Saskatchewan, Canada

- **Course taught:** CMPT 120.3: **Digital Document Processing**

Aug'13 - Jan'14 **Quality Assurance Intern**, Push Interaction., Saskatoon, SK, Canada

- Jan'10 - Jul'15     **Teaching Assistant**, Department of Computer Science, University of Saskatchewan, Canada
- Tutorial Leader (delivering lecture in courses: Computing II (for Engineers), Intro to Computing and Interactive Systems Design, Introduction to Computer Science for Business Students)
  - Marker (Marking and evaluating assignments, providing comments, suggestions in courses, Intelligent Systems, Advanced Topics in Programming Languages, Ethics and Computer Science, Mathematical Logic and Computing, Organizational Information Systems).
- Sep'07-Dec'08     **Lecturer**, Department of Computer Science, American International University, Bangladesh
- Courses taught:**
- (Responsibilities included: Course designing, preparing lecture, delivering lecture, grading assignments and tests, preparing result)
- **Artificial Intelligence**
  - **Compiler Design**
  - **Theory of Computation (Automata)**
  - **Programing Language (C)**
  - **Introduction to Computing**
- Jul '07- Aug'07     **Trainer**, Bangladesh Police Force, American International University Bangladesh
- Apr'07- Jun'07     **Web Developer** (internship employee), L2N Software Ltd., Dhaka, Bangladesh.

## Publications

- R. Tasnim, F. Z. Eishita. *MoM: An Effort to Comprising CBT in Digital Gaming*, IEEE 8th International Conference on Serious Games and Applications for Health (SeGAH), 2020. (to appear)
- F. Z. Eishita, K. G. Stanley. The Impact on Player Experience in Augmented Reality Outdoor Games of Different Noise Models, *Entertainment Computing* 27, 2018. 137-149
- F. Z. Eishita, K. G. Stanley. *The Impact of Sensor Noise on Player Experience in Magic Window Augmented Reality Aiming Games*. *Entertainment Computing-ICEC 2015*. Springer International Publishing, 2015. 502-507.
- F. Z. Eishita, K. G. Stanley. *Analyzing play experience sensitivity to input sensor noise in outdoor augmented reality smartphone games*. *Proceedings of the 2015 British HCI Conference*. ACM, 2015.
- F. Z. Eishita, K. G. Stanley; A. Esquivel, *Quantifying the differential impact of sensor noise in augmented reality gaming input*. in *Games Entertainment Media Conference (GEM)*, 2015 IEEE , vol., no., pp.1-9, 14-16 Oct. 2015
- K.G. Stanley, F.Z. Eishita, E. Anderson, E. and R. Mandryk, 2014, October. Gemini redux: Understanding player perception of accumulated context. In *IEEE Games Media Entertainment* (pp. 1-8). IEEE. 2014
- F. Z. Eishita, K. G. Stanley, *Iterative Design of an Augmented Reality Game Editor for School Children*, Grace Hopper Conference, Minneapolis, MN, October 2013
- F. Z. Eishita, K. G. Stanley, *PasswARG: An Editor for Augmented Reality Educational Exergames*, Google Scholars retreat, Mountain View, California, June 2012
- F. Z. Eishita, A. Rahman, S. A. Azad, and A. Rahman, *Occlusion handling in object detection*, Multidiciplinary Computational Intelligence Techniques: Applications in Business, Engineering, and Medicine, Book chapter of IGI Global, December 2011

- M. Zibran, F. Z. Eishita and C. Roy, Useful, but usable? Factors Affecting the Usability of APIs, In Proceedings of the 18th IEEE Working Conference on Reverse Engineering (WCRE), pp. 151 - 155, Ireland, 2011.
- Karuei, B. Stern, K. E. MacLean, F. Z. Eishita, D. Watson, K. G. Stanley, R. L. Mandryk, Ambient Haptic Input for a Ubiquitous Exergame, GRAND, Vancouver, May 2011
- F.Z. Eishita, K.G. Stanley, *THEEMPA: An Augmented Reality Game using LAYAR*, ACM publication from Future Play, Vancouver, May 2010.
- T. E. Mursalin, F. Z. Eishita, and A. R. Islam. *Fabric Defect Inspection System Using Neural Network and Microcontroller*, Journal of Theoretical and Applied Information Technology- JATIT, Vol. 4, No. 7, pp. 560 – 570, 2008, ISSN: 1992-8645.

### Research Projects

- PasswARG: Location based Augmented Reality (AR) smart phone game played both in iPhone and Android. Also, a web-based tool is developed to modify the game on the fly
- PiNiZoRo: Location based game played in iPhone
- Gemini: Mixed reality game developed using NeverWinter Nights toolset with partial use of Android platform.

### Programming and OS Skills

- Java, C, C++
- Assembly
- PL/SQL, Oracle 9i, MS Access, MySQL
- HTML, JavaScript
- Prolog,
- Visual Basic,
- C#,
- Android, MacOS, Linux, Windows.

### Services, Leadership and Organizing Abilities

'19	Judge, Innovation UNO 2019, University of New Orleans (UNO)
'19	Social Chair, ACM Spatial User Interface (ACM SUI), 2019
'18	Program Committee Member (reviewer), SIGCSE Technical Symposium, 2019
'15-till date	Library Liaison, Department of Computer Science, University of New Orleans (UNO)
'15 - till date	Advisor of ACM-W, Department of Computer Science, University of New Orleans (UNO)
'17- '18	Advisor of Bangladesh Students' Association at the University of New Orleans (BSAUNO)
'15 - till date	Open house volunteer at the Department of Comp. Science booth, University of New Orleans (UNO)
Feb '17	Invited lecture at Honors program: Invited lecture at the Honors Seminar (A&S 2999), University of New Orleans (UNO)
'12 – '13	President, Computer Science Graduate Course Council (CSGCC), University of Saskatchewan (U of S)
'11 – '12	Vice President – Cultural, Bangladesh Student Association, University of Saskatchewan (U of S)

'11 – '12	Graduate Student Representative, Computer Science Graduate Course Council (CSGCC), University of Saskatchewan (U of S)
Oct'11	Student Volunteer, 10 <sup>th</sup> International Conference on Entertainment Computing, Vancouver, Canada
'10 – '11	Ph.D. Student Representative, Computer Science Graduate Course Council (CSGCC), U of S
'01 – '02	College Prefect, Cantonment Public School & College – Mymensingh, Bangladesh

### Major Awards

Jun '20	Grace Hopper Faculty Scholarship, Anita B. Inc
Apr '18	Best Advisor, Nominee, Leadership Recognition Award, University of New Orleans (UNO)
Feb'17	Honors Faculty Award, University of New Orleans (UNO), USA
Sep'13	Travel Grant Award, University of Saskatchewan, Canada
May'12 – Apr'14	Post Graduate Doctoral Scholarship, Natural Sciences and Engineering Research Council of Canada (NSERC PGS D2)
Apr'12	Google Anita Borg Memorial Scholarship - Finalist
Jan'10 - May'12	Dean's Scholarship Award, Ph.D. Program, University of Saskatchewan, Canada
Sep'07 – Dec'08	60% tuition waiver fees for in the running program of Masters of Science in Computer Science (MSCS) in American International University Bangladesh.
May'03 – Aug'07	50% waiver in tuition fees for in the B.Sc. program in American International University Bangladesh.
Jan'98 – Dec'99	Government Junior Scholarship Jessore Secondary and Higher Secondary Education Board, Bangladesh

### Extracurricular and Co-curricular Activities

Jun'12	Winner of Saskatoon Folkfest ( <a href="http://www.saskatoonfolkfest.ca/home">http://www.saskatoonfolkfest.ca/home</a> ) Scholarship
Feb'12	Runners up, Women's Doubles, Badminton Tournament organized by Bangladeshi Students' Association at the University of Saskatchewan (BSAUS)
'99 – '02	"Best Speaker" several times in the district level debate competitions, Bangladesh.
'01	Champion, Women's Doubles Badminton Tournament in Cantonment Public School & College – Mymensingh, Bangladesh.
'01	1 <sup>st</sup> position in music competition in the category of 'Rabindra Sangit' (Tegore Song) in Cantonment Public School & College – Mymensingh, Bangladesh.