Farjana Zebin Eishita

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<u>Citizenship Status</u>

Canadian Citizen
Permanent Resident in the US

Current Affiliation

Aug 2019 – till date   Assistant Professor, Department of Computer Science, University of New Orleans, USA

Research Interest:
- Augmented/Virtual Reality
- Video Games and Player Experience
- Human Computer Interaction
- Serious Games

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

Grants and Contracts

- STTR Phase I: Distance Education via Artificial Reality Labs (DEAR Labs), $256,000, Sponsor: NSF, Co-PI: Farjana Eishita, PI: Mathew A. Tarr (pending)

- Intervention of Serious Games to Ameliorate the Aptitude of Psychotherapeutic Strategies: A Neoteric Approach, $170,881, Sponsor: NSF, PI: Farjana Eishita (pending)

- Amplify the Efficacy of Psychotherapy via Game AI and Mixed Reality, $168,253, Sponsor: Louisiana Board of Regents, PI: Farjana Eishita (pending)

- Intervention of Serious Games to ameliorate the aptitude of Cognitive Behavioral Therapy [CBT]: A gamifed approach to leverage the assorted forms of mental disorder, $165,171, Sponsor: Louisiana Board of Regents, PI: Farjana Eishita (not funded)

Publications

- Tasnim, Rifat Ara, and Farjana Z. Eishita. ARCoD: An Augmented Reality Platform to Identify Cognitive Distortion via Serious Game, 26th annual meeting of Intelligent User Interface, pp. 1-6, ACM, 2021. (Submitted)

- Tasnim, Rifat Ara, and Farjana Z. Eishita. ARCoD: An AR Platform to Identify Cognitive Distortion via Serious Game, The 13th Annual ACM SIGGRAPH Conference on Motion, Interaction and Games, pp. 1-6, ACM, 2020. (Rejected)

- Tasnim, Rifat Ara, and Farjana Z. Eishita. MoM: An Effort to Comprising CBT in Digital Gaming. In 2020 IEEE 8th International Conference on Serious Games and Applications for Health (SeGAH), pp. 1-8, IEEE, 2020.

- Eishita, Farjana Z., and Kevin G. Stanley. The impact on player experience in augmented reality outdoor games of different noise models. Entertainment Computing 27. pp. 137-149, Elsevier, 2018.

- Eishita, Farjana Z., and Kevin G. Stanley. The impact of sensor noise on player experience in magic window augmented reality aiming games. In International Conference on Entertainment Computing, pp. 502-507. Springer, 2015.

- Eishita, Farjana, and Kevin Stanley. Analyzing play experience sensitivity to input sensor noise in outdoor augmented reality smartphone games. In Proceedings of the 2015 British HCI Conference, pp. 56-64, ACM, 2015.

- Eishita, Farjana Z., Kevin G. Stanley, and Alain Esquivel. Quantifying the differential impact of sensor noise in augmented reality gaming input. In 2015 IEEE Games Entertainment Media Conference (GEM), pp. 1-9, IEEE, 2015.

- Stanley, Kevin G., Farjana Z. Eishita, Eva Anderson, and Regan Mandryk. Gemini redux: Understanding player perception of accumulated context. In 2014 IEEE Games Media Entertainment, pp. 1-8, IEEE, 2014.

- Eishita, Farjana Z., Kevin G. Stanley, and Regan Mandryk. Iterative design of an augmented reality game and level-editing tool for use in the classroom. In 2014 IEEE Games Media Entertainment, pp. 1-4, IEEE, 2014.

- Eishita, Farjana Z., and Kevin G. Stanley, Iterative Design of an Augmented Reality Game Editor for School Children, Grace Hopper Conference, Minneapolis, MN, poster, Anita B. Inc., 2013.

- Eishita, Farjana Z., and Kevin G. Stanley, PasswARG: An Editor for Augmented Reality Educational Exergames, Google Scholars retreat, Google Inc., poster, 2012

- Eishita, Farjana Z., Ashfaqur Rahman, Salahuddin A. Azad, and Akhlaqur Rahman. Occlusion handling in object detection. In Multidisciplinary Computational Intelligence Techniques: Applications in Business, Engineering, and Medicine, pp. 61-74. IGI Global, 2012.

- Zibran, Minhaz F., Farjana Z. Eishita, and Chanchal K. Roy. Useful, but usable? factors affecting the usability of APIs. In 2011 18th Working Conference on Reverse Engineering, pp. 151-155, IEEE, 2011.

- Karuei, B. Stern, K. E. MacLean, Farjana Z. Eishita, D. Watson, K. G. Stanley, R. L. Mandryk, Ambient Haptic Input for a Ubiquitous Exergame, GRAND, Canada, poster, 2011

- Eishita, Farjana Z., and Kevin G. Stanley. THEEMPA: simple AR games using layar. In Proceedings of the international academic conference on the future of game design and technology, pp. 219-222, ACM, 2010.

- Mursalin, Tamnun E., Fajrana Zebin Eishita, and Ahmed Ridwanul Islam. Fabric Defect Inspection System Using Neural Network and Microcontroller. Journal of Theoretical & Applied Information Technology 4, no. 7, pp. 560-570, JIT, 2008.

Teaching Experience

Aug'19 – Till date	Assistant Professor, Department of Computer Science, University of New Orleans, USA **Courses taught:** (Responsibilities included: Course designing, preparing and delivering lecture, grading assignments and tests, preparing result) • CSCI 1583: Software Design I (Introduction to Java) • CSCI 2125: Data Structures • CSCI 3102: Introduction to the Theory of Computation • CSCI 3090: Undergraduate Seminar
Aug'15 - Jul'19	Instructor, Department of Computer Science, University of New Orleans, USA **Courses taught:** (Responsibilities included: Course designing, preparing and 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 (Introduction to Java) • 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
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

Industry Experience

Aug'13 - Jan'14	Quality Assurance Intern, Push Interaction., Saskatoon, SK, Canada
Apr'07- Jun'07	Web Developer (internship employee), L2N Software Ltd., Dhaka, Bangladesh.

Selected Research Projects

- ARCoD: An Augmented Reality (AR) gaming platform to identify cognitive distortion

- ARMoM: A complete AR version of the game Militant of the Maze (MoM)

- MoM: Militant of the Maze (MoM) is a serious game to enhance the efficacy of treating patients with Obsessive Compulsive Disorder (OCD)

- 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 on iPhone

- Gemini: Mixed reality game developed using NeverWinter Nights toolset with partial use of Android platform.

Institutional Services at UNO

Aug '20 - till date	Member, CSCI Website Committee
Aug '20 - till date	Member, Grievance Committee, Department of Computer Science,
Jun '20 – till date	Member, UNO Research and Technology Foundation Strategic Planning Committee
Nov '19	Judge, Innovation UNO 2019
'15 - till date	Library Liaison, Department of Computer Science
'15 - till date	Advisor of ACM-W, Department of Computer Science
'15 - till date	Open house volunteer at the Department of Computer Science booth
Feb '17	Invited lecture at Honors program: Invited lecture at the Honors Seminar (A&S 2999)

Professional Services

Oct '21	Registration Co-chair, The 27th Annual International Conference on Mobile Computing and Networking, ACM MobiCom, 2021
Sep '19	Social Chair, ACM Spatial User Interface, ACM SUI, 2019
Apr '18	Program Committee Member (reviewer), SIGCSE Technical Symposium, 2019
Oct '11	Student Volunteer, 10th International Conference on Entertainment Computing, Vancouver, Canada, 2011

Community Services

'17- '18	Advisor of Bangladesh Students' Association at the University of New Orleans
'12 – '13	President, Computer Science Graduate Course Council (CSGCC), University of Saskatchewan
'11 – '12	Vice President – Cultural, Bangladesh Student Association, University of Saskatchewan
'11 – '12	Graduate Student Representative, Computer Science Graduate Course Council (CSGCC), University of Saskatchewan
'10 –'11	Ph.D. Student Representative, Computer Science Graduate Course Council (CSGCC)
'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
Feb'17	Honors Faculty Award, University of New Orleans
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
Sep'07 –Dec'08	60% tuition waiver fees for in the running program of Master 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 Cocurricular Activities

Jun'12	Winner of <u>Saskatoon Folkfest</u> 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	1st position in music competition in the category of 'Rabindra Sangit' (Tagore Song) in Cantonment Public School & College – Mymensingh, Bangladesh.