

JON A. PRESTON

CURRICULUM VITAE

**Discipline: Computer Science
Department of Information Technology
Clayton State University
Morrow, GA 30260**

**Rank: Associate Professor
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EDUCATION AND EXPERIENCE

DEGREES

Ph.D. in Computer Science, 2007
Georgia State University
Major Field of study: Distributed Systems, Real-time Collaborative Editing Systems

Master of Computer Science, 1998
Georgia Institute of Technology
Major Field of study: Educational Technology

Bachelor of Science in Computer Science, 1997
Georgia Institute of Technology
Major Field of study: Human-Computer Interaction, Software Engineering

FIELDS OF INTEREST

- Game development and design
- Real-time Collaborative Editing Systems
- Distributed and Parallel Computing
- Electronic Commerce with emphasis on security and applications development
- Software Engineering education (planning, testing, cost estimation, etc.)
- Ubiquitous Computing and Media
- On-line education and large-scale course management
- Human-computer interaction
- Programming & algorithms

TEACHING EXPERIENCE AT THE UNIVERSITY LEVEL

Academic Positions

2007-present Associate Professor, Department of Information Technology
Clayton College and State University, Morrow, GA

2004-2005 Interim Department Head
Assistant Professor, Department of Information Technology
Clayton College and State University, Morrow, GA

2000-2007 Assistant Professor, Department of Information Technology
Clayton College and State University, Morrow, GA

1998-2000 Lecturer, College of Computing
Georgia Institute of Technology, Atlanta, GA

1996-1998 Graduate Teaching Assistant, College of Computing
Georgia Institute of Technology, Atlanta, GA

1994-1996 Undergraduate Teaching Assistant, College of Computing
Georgia Institute of Technology, Atlanta, GA

Courses Taught

Clayton State University

1/08 – 5/08 ITFN1303 (Foundations of Programming, C#)
Web-Enhanced Online Course
ITFN3314 (Testing and Quality Assurance)
Web-Enhanced Section
ITSD4312 (Advanced Programming II)
ITSK2313 (Intermediate Programming, C#)
ITFN4900 (Special Topics in IT – Discrete Math Visualization Software)

8/07 – 12/07 ITSK2313 (Intermediate Programming, C#)
ITSD4303 (Human Computer Interaction)
ITFN1303 (Foundations of Programming, C#)
Two Web-Enhanced Sections (one completely online)
ITFN4900 (Special Topics in IT – XNA Game Development)

7/07 – 8/07 ITFN2601 (Foundations of Operating Systems)
ITFN3314 (Testing and Quality Assurance)

1/07 – 5/07 ITFN1303 (Foundations of Programming, C#)
Web-Enhanced Online Course
ITFN3314 (Testing and Quality Assurance)
Web-Enhanced Section
ITSD4312 (Advanced Programming II)
ITSK2313 (Intermediate Programming, C#)
ITFN4900 (Special Topics in IT – 2D RPG Game Development in C#)

8/06 – 12/06 ITSK2313 (Intermediate Programming, C#)
ITSD4303 (Human Computer Interaction)
ITFN1303 (Foundations of Programming, C#)
Two Web-Enhanced Sections (one completely online)

6/06 – 7/06 ITSK2314 (Programming Language Concepts)
ITFN3314 (Testing and Quality Assurance)

1/06 – 5/06 ITFN1303 (Foundations of Programming, C#)
Web-Enhanced Online Course
ITFN3314 (Testing and Quality Assurance)
Web-Enhanced Section
ITSD4312 (Advanced Programming II)
ITSK2313 (Intermediate Programming, C#)

8/05 – 12/05 ITSK2313 (Intermediate Programming, C#)
ITSD4303 (Human Computer Interaction)
ITFN1303 (Foundations of Programming, C#)
Two Web-Enhanced Sections (one completely online)

6/05 – 7/05 ITFN3314 (Testing and Quality Assurance)

1/05 – 5/05 ITFN3314 (Testing and Quality Assurance)

8/04 – 12/04 ITSD4303 (Human-Computer Interaction)

5/04 – 8/04 ITSK2314 (Programming Language Concepts)
ITFN3314 (Testing and Quality Assurance)
Web-Enhanced Section
ITSD4305 (Special Topics in Software Development)

1/04 – 5/04 CSCI1302 (Computer Science II)
ITFN3314 (Testing and Quality Assurance)
Web-Enhanced Section
ITSD4312 (Advanced Programming II)

8/03 – 12/03 ITFN4700 (Applied Research – Instructional Assistant)
ITFN4900 (Independent Study in IT)
ITSK2313 (Intermediate Programming, C++)
Web-Enhanced Section
ITSK3413 (E-Commerce Infrastructure)
ITSK3423 (E-Commerce Security)
ITSD4303 (Human Computer Interaction)
ITSD4305 (Special Topics in Software Development)

5/03 – 8/03 ITFN1303 (Foundations of Programming, C++)
ITFN3314 (Testing and Quality Assurance)
Web-Enhanced Section
ITFN2800 (Selected Topics in IT)
ITFN4800 (Selected Topics in IT)
ITSK2313 (Intermediate Programming, C++)

- 1/03 – 5/03 ITFN3314 (Testing and Quality Assurance)
Two Web-Enhanced Sections
 ITSK2313 (Intermediate Programming, C++)
 ITSD4312 (Advanced Programming II)
 ITSD4305 (Special Topics in Software Development)
- 8/02 – 12/02 ITSK3413 (E-Commerce Infrastructure)
 ITSK3423 (E-Commerce Security)
 ITSD4303 (Human Computer Interaction)
 ITFN1303 (Foundations of Programming, C++)
 ITSD4305 (Special Topics in Software Development)
- 5/02 – 8/02 ITFN2601 (Fundamentals of Operating Systems)
 ITFN3314 (Testing and Quality Assurance)
 ITSK2313 (Intermediate Programming, C++)
- 1/02 – 5/02 ITFN3314 (Testing and Quality Assurance)
Two Web-Enhanced Sections
 ITSK2313 (Intermediate Programming, C++)
 ITFN1303 (Foundations of Programming, C++)
Two Web-Enhanced Sections
 ITSD4312 (Advanced Programming II)
- 8/01 – 12/01 ITSK3413 (E-Commerce Infrastructure)
 ITSK3423 (E-Commerce Security)
 ITSD4303 (Human Computer Interaction)
 ITFN2601 (Fundamentals of Operating Systems)
 ITSD4301 (Advanced Programming)
- 5/01 – 8/01 ITFN1301 (Foundations of Programming, Visual Basic)
Two Sections
 ITSK2323 (Advanced Programming, C++)
- 1/01 – 5/01 ITFN1302 (Foundations of Programming, Java)
Web-Enhanced Section
 ITFN3314 (Testing and Quality Assurance)
Two Web-Enhanced Sections
 ITSK2313 (Intermediate Programming, C++)
- 8/00 – 12/00 ITSK3413 (E-Commerce Infrastructure)
 ITSK3423 (E-Commerce Security)
 ITSD4303 (Human Computer Interaction)

Georgia Institute of Technology

- 6/98 – 8/00 CS4310/1/2 & CS3351 (Real World – Software Engineering Lab)
 6/98 – 8/00 CS1501/1301/1311 (CS1)
2 sections taught each term from 1/99 – 8/00
 9/98 – 3/99 CS Breadth (Freshman) Seminar

INNOVATIONS IN TEACHING

- 5/07 – 12/07 WebBSIT 4210 (Human Computer Interaction)
Co-designed course with two other faculty from different universities
- 5/04 – 8/04 ITSK2314 – Programming Language Concepts
Designed new course covering multiple languages; taught to 30 students in its first semester (Summer 2004)
- 1/03 – 12/04 WEB BSIT Course Development
High-level course design (objectives, outcomes) for numerous WBSIT courses; on the design team for Programming and Problem Solving 1 and Programming and Problem Solving 2; implemented course content for Programming and Problem Solving 2
- 10/03 – 5/04 ITFN3314 – Testing and Quality Assurance
Implemented active-learning, Web-based dynamic in-lecture student feedback system to improve classroom learning
- 11/03 – 5/04 CSCI1302
Course redesign in C# to meet ACM/IEEE Curriculum 2000 guidelines for Computer Science
- 1/03 – 12/05 ITFN1301/2/3, ITSK2311/2/3, ITSK2314
Programming courses redesign to achieve cross-course collaboration
- 1/03 – 5/03 ITSD4312 – Advanced Programming II
Completed course redesign of all materials with 7 students
- 12/02 – 4/03 Redesign of Programming courses in the IT Department
ITFN130x, ITSK23xx, ITSD43xx, ITFN3314
Integrate these courses more closely & better use faculty loads
- 9/02 – 12/02 ITSK3413 & ITSK3423 – E-commerce Infrastructure & Security
Redesigned significant portions to include ASP.NET technology
- 1/02 – 5/02 ITSD4312 – Advanced Programming II
Design of second course in the new programming specialization
- 8/01 – 5/02 ITFN2601 – Fundamentals of Operating Systems
Design and improvement of the core course in OS
Labs, Narrated/transcribed lectures, Simulations
- 8/01 – 12/01 ITSD4301 – Advanced Programming
Design of first course in the new programming specialization
- 5/01 – 8/01 ITSK2323 – Advanced Programming, C++
Lecture creation, lab/project development, schedule, syllabus

- 5/01 – 8/01 ITFN1301 – Foundations of Programming, Visual Basic
Lecture creation, lab/project development, schedule, syllabus
- 11/00 – 5/01 TQA project-based course
Project creation, oversight, and management
- 11/00 – 5/01 ITSK2313 – Intermediate C/C++
Lecture creation, lab/project development, schedule, syllabus
- 6/00 – 8/00 Consulted with CCSU to develop E-commerce courses
Textbook selection, lab/project creation, schedule, syllabus

BUSINESS/PROFESSIONAL EXPERIENCE

- 2005-present Affinity Financial Systems, Inc. (co-founder)
Tampa, FL
Developed system architecture and NASD/NYSE compliant email and client management systems for small broker/dealers
- 2001-2004 IDET Communications, Inc. (Chief Technology Officer)
Marietta, GA
Developed Section 508 and W3C compliance validation and automation tools for online education course Web sites and materials
- 1998-2001 Opaion, Inc. (Co-founder)
Atlanta, GA
Developed on-line survey system for quality control in CS1 and CS2 courses with 6000+ students annually
- 1998 Program Manager
College of Computing, Georgia Institute of Technology, Atlanta, GA
Managed 200+ Teaching Assistants with an annual budget of \$1M+ serving over 6000 students in CS1 and CS2 annually
- 1994-1995 Michelin Americas Research Center
Greenville, SC
Researched and developed parametric CAD and document management software

INTELLECTUAL CONTRIBUTIONS

REFEREED JOURNAL PUBLICATIONS

Preston, J., *Utilizing Authentic, Real-World Projects in Information Technology Education*, SIGITE Newsletter, vol 1, number 2, 2004.

REFEREED PUBLICATIONS IN BOOKS

None

REFEREED PUBLICATIONS IN CONFERENCE PROCEEDINGS

Tyson, J., Kriigel, J., Preston, J., Jeff, B., and Qu, J. *Snack Attack: An Exploration of Collaborative Learning*, Proceedings of The 2008 International Conference on Frontiers in Education: Computer Science and Computer Engineering (FECS'08), Las Vegas, NV, July 2008. UNDER REVIEW

Jeff, B., Preston, J. A., Qu, J., and Hayes, J. *An Examination of Collaborative Development Patterns of FOSS Repositories*, Proceedings of the The 12th World Multi-Conference on Systemics, Cybernetics and Informatics: WMSCI 2008, Orlando, FL, June 2008.

Preston, J. A. and Prasad, S.K., *P2P Document Tree Management in a Real-Time Collaborative Editing System*, Proceedings of the 2007 International Conference on High Performance Computing, Goa, India, Dec 2007.

Booth, L., Preston, J. A, and Qu, J., *Continuous Program Improvement: A Project to Automate Record-keeping for Accreditation*, Proceedings of SIGITE 2007, Sandestin, FL, Oct 2007.

Preston, J. A., Hu, X., and Prasad, S. K., *Simulation-based Architectural Design and Implementation of a Real-time Collaborative Editing System*, Proceedings of DEVS 2007, Norfolk, VA, 2007.

Preston, J. A. and Prasad, S. K., *An Efficient Synchronous Collaborative Editing System Employing Dynamic Locking of Varying Granularity in Generalized Document Trees*, The 2nd International Conference on Collaborative Computing: Networking, Applications and Worksharing (CollaborateCom), Atlanta, GA, 2006.

Chastine, J., Zhu, Y., Preston, J. A., *A Framework for Inter-referential Awareness in Collaborative Environments*, The 2nd International Conference on Collaborative Computing: Networking, Applications and Worksharing (CollaborateCom), Atlanta, GA, 2006.

Preston, J. A. and Prasad, S. K., *Synchronous Editing via Web Services: Combining Heterogeneous Client and Server Technologies*, Proceedings of CSCW 2006, Banff, Canada, 2006.

Preston, J. A. and Prasad, S. K., *Achieving CCI Efficiently by Combining OT and Dynamic Locking with Lazy Consistency in a Peer-to-Peer CES*, Proceedings of IWCES 2006, Banff, Canada, 2006.

Preston, J. A. and Prasad, S. K., *A Web-Services-based Open-System Architecture for Collaborative Editing Systems*, Fourth International Conference on Cooperative Internet Computing, Hong Kong, China, 2006.

Preston, J. A., *A Deadlock-Free Multi-Granular, Hierarchical Locking Scheme for Real-time Collaborative Editing*, 7th International Workshop on Collaborative Editing Systems in conjunction with the SIGGROUP 2005 Conference, Sanibel Island, FL, 2005.

Chastine, J., and Preston J. A., *Teaching 2D Arrays Using Real-time Video Filters*, SIGITE 2005, Newark, NJ, 2005.

Preston, J. A., *Using Online Grading, Information-Rich Feedback, and Customized Assignment to Enhance Faculty-Student Communication*, Third Annual Interdisciplinary Conference for Teachers of Undergraduates, Barnesville, GA, 2005.

Chastine, J., and Preston, J. A., *Regaining Integrity in the Classroom*, Third Annual Interdisciplinary Conference for Teachers of Undergraduates, Barnesville, GA, 2005.

Preston, J. A., *Improving Computer Science Learning and Creating Community via MMOG Technology*, College Teaching & Learning (TLC) Conference, Orlando, FL, 2005.

Preston, J. A. and Chastine, J., *Offering Flexibility in Higher Education via Online Course Packets*, Teaching Online in Higher Education (TOHE) Conference, 2004.

Preston, J. A., and Wilson, D., *Achieving Consistency and Communication in Online Education via an Online Grading System*, Teaching Online in Higher Education (TOHE) Conference, 2004.

Chastine, J., and Preston, J. A., *Google: The Ultimate Cheat Buster*, Teaching Online in Higher Education (TOHE) Conference, 2004.

Booth, L., Chastine, J., Eacker, T., and Preston, J. A., *WebBSIT Course Development: An Analysis of Synergy*, 33rd University System Annual Computing Conference, Eatonton, GA, 2004.

Preston, J. A., *Digital Ink and Tablet PCs in the Classroom: Evolving lectures and Involving Students*, Second Annual Interdisciplinary Conference for Teachers of Undergraduates, Barnesville, GA, 2004.

Preston, J. A., and Edmonds, C., *Improving Web Accessibility for Students with Disabilities*, SITE'04, Atlanta, GA, 2004.

Preston, J. A., and Chastine, J., *Utilizing Interesting Assignments to Motivate Student Learning*, SITE'04, Atlanta, GA, 2004.

Preston, J. A., and Edmonds, C., *Making Accessibility Accessible: A Collaborative Project in 508 Compliance for Online Higher Education*, SITE'04, Atlanta, GA, 2004.

Preston, J. A., and Booth, L., *Creating Campus Community: Using MMOG Technology to Improve the Student Experience in Online Education*, Teaching Online in Higher Education (TOHE) Conference. 2003.

Preston, J. A. and Chastine, J., *Improving Access and Creating Multiple Learning Pathways for Online Learning Materials*, Teaching Online in Higher Education (TOHE) Conference, 2003.

Preston, J. A., *Designing Effective Communication Tools for Online Computer Science Courses*, 32nd University System Annual Computing Conference, Eatonton, GA, 2003.

Preston, J. A., *Creating and Converting Online Content for ADA Compliance*, American Society for Training and Development (ASTD) 2003 National Conference, San Diego, CA, 2003.

Booth, L., and Preston, J. A., *An E-commerce Model for Teaching Online*, Teaching Online in Higher Education (TOHE) Conference, 2002.

Preston, J. A., *The Tip of the Iceberg: Advantages of 508-Compliant Courses*, MERLOT 2002, Atlanta, GA, 2002.

Preston, J. A., and Taylor, S., *E-Commerce as a Capstone in Information Technology*, ISECON 2001, Cincinnati, Ohio, 2001. Awarded Best Faculty-Student Paper.

Preston, J. A., *Offering CS1 On-Line: Reducing Campus Resource Demand While Improving the Learning Environment*, SIGCSE '01, Charlotte, NC, 2001.

Preston, J. A., *Improving Lecture Using Microsoft Agent and a "Who Wants to be a Millionaire" Quiz-Show Approach*, 8th Annual Georgia Conference on College & University Teaching, Kennesaw State University, GA, 2001

Preston, J. A., Shackelford, R., *Improving On-line Assessment: an Investigation of Existing Marking Methodologies*, ITiCSE '99, Crakow, Poland, 1999.

Preston, J. A., and Shackelford, R., *A System for Improving Distance and Large-Scale Classes*, ITiCSE '98, Dublin, Ireland, 1998.

Preston, J. A., *Evaluation Software: Improving Consistency and Reliability of Performance Rating*, ITiCSE '97, Uppsala, Sweden, 1997.

ARTISTIC CREATIONS AND PERFORMANCES

2007 Designed and implemented software that visualizes periodic scheduling algorithms; based upon jobs input by the user, rate monotonic and earliest deadline first scheduling algorithms are visualized and the failure point (if it occurs) is detected

- 2002 Designed and implemented software simulations for Operating Systems concepts:
 Round-Robin Scheduling Algorithm
 Disk Arm Scheduling: Elevator Algorithm
 Multiprocessor Performance & Process/Time Graphs
 Page Replacement and Aging Algorithm
 These programs were published to the *MERLOT* collaborative Web space and may be used in universities across the country
- 2001 – 2004 Designed and implemented a Web-based student assignment submission tool (WebSubmit)
- 1997 – 2000 Designed, implemented, and maintained the replacement Buzzback system (GPST)

NON-REFEREED PUBLICATIONS:

General Purpose Survey Tool: On-line Marking and Surveying for Large-Scale courses

Simulating a Small Town – Analysis of Algorithms

Performance of a Dynamic, Graphical Java Application: Parallel vs. Serial

World Wide Web Cultural Context and Genres

PROJECTS/DEVELOPMENT

- 12/02 *Third Annual CCSU E-Commerce Project Fair*
- 10/02-present *Academic Integrity in IT*
 Working with administrators and students to reduce academic misconduct in classes
- 8/02-present Web-based BSIT E-commerce project
- 5/02-present *“Macintosh in IT” Lab*
 Utilizing Macs and OS X to improve IT students’ technology skills
- 1/01-present *Ubiquitous Media Lab*
 Wearable computing, Multimedia, Entertainment, Pocket Computing, Immersive-Media, Future Computing
- 11/01-present CCSU IT Mentor Program
- 1/01-5/01 *CAD Rebar Length Calculation*
 AnnaSteel Corp. (sponsor)
- 1/01-5/01 *Access/Excel VBA Report Automation*
 EarthGrains/Merico (sponsor)
- 12/00-7/01 Web-based Assignment Management Tool (WebSubmit)
- 11/00 *First Annual CCSU E-Commerce Project Fair*
 7 teams (16 students), judging, prizes, etc.
- 6/99-12/99 *Atlanta University Software Engineering Consortium*
 Collaborative effort between SE faculty at Kennesaw, Southern Poly, Georgia State, and Georgia Tech
- 4/99 *Lightweight Software Process*
 Implemented in various project-based courses at GA Tech

PRESENTATIONS AT ACADEMIC CONFERENCES

Exploring Communication Overhead and Locking Policies in a Peer-to-peer Synchronous Collaborative Editing System

ACM Southeast 2005 (Kennesaw State University, GA). March 2005.

Utilizing Microsoft's .NET Framework in IT Courses Workshop

SIGITE 2004 (Salt Lake City, Utah). 10/04.

Disarming the Language "War": Offering Multiple Pathways in CS1 and CS2. Co-authored with Jeff Chastine. SIGCSE'04 (Norfolk, VA). 02/04.

Improving Asynchronous Learning in CS1 via Information-Rich Tutorials. SIGCSE 2003 (Reno, NV). 2/03.

On-Line Dynamic Interviews (ODIN): A Means of Overcoming Distance in Student-Teacher Relations. ITICSE'01 Poster Session (Canterbury, England)

OTHER PRESENTATIONS

Computing for Everyone, Everyday: Ubiquitous Computing and Media

Dr. Thomas Harden, Dr. Elliot McElroy, Dr. Jan Towslee, Larry Booth
Clayton College and State University

Improving Access to Higher Education for All People

Presented December 2003 at the GRADE "Lunch and Learn"
Georgia Institute of Technology

Accessible Distance Education

Presented January 2004 with Robert Todd (CATEA)
Georgia Perimeter College

Collaborative Editing Systems and their Application to Distributed Software Engineering

Presented November 2004

Technology Square Research Building (TSRB) – Georgia Tech

A Deadlock-Free Multi-Granular, Hierarchical Locking Scheme for Real-time Collaborative Editing

Presented September 2005

Technology Square Research Building (TSRB) – Georgia Tech

CONTRACTS AND GRANTS

Research Proposals and Grants (Principal Investigator)

\$238,134.00	(3/08) CPATH Community Building: Collaborative Computational Communities (under review)
\$1,790.00	(10/04) SIGAda 2004 Conference Grants for Educators
\$1,558.00	(1/04) Faculty Development Initiative – travel to SIGCSE'04
\$2,500.00	(10/03) Student Success Faculty Development Grant
\$400,000.00	(not submitted) NSF CSEM Scholarship Grant
\$12,500.00	(2/01) Ubiquitous Media Lab (DTAE Matching Grant)
\$66,633.70	(12/00) Ubiquitous Media Lab (DTAE Matching Grant)
\$2,015.00	(12/00) Internal Faculty Development Grant

Research Proposals and Grants (Contributor)

\$150,000.00	(5/05) Co-PI on NSF CCLI Grant: "POST: Portal for Server Technologies" (not funded)
\$300,000.00	(9/04) US DOR WIDS Development Grant (not funded)
\$5,500.00	(7/04) BOR Online BSIT PPS I & II Development Project
\$5,500.00	(1/04) BOR Online BSIT PPS I & II Development Project
\$2,000.00	(9/03) BOR Online BSIT PPS I & II Design Project
\$2,600.00	(10/00) Multimedia and On-Line Learning (DTAE Matching Grant)
\$306,000.00	(8/99-5/02) GTF grant to research and develop statewide, on-line repository of CS1 material and investigate patterns of CS1 learning.

Donations Received

\$1,500.00	(9/04) Microsoft Support for SIGITE .NET Conference Workshop
\$500.00	(9/03) Course Technology contributed Game Programming texts
\$1,000.00	(1/02) AnaSteel contribution in thanks for the Rebar Application
\$138,000.00	(11/00) Software from Microsoft (TQA, CCSU)
\$17,000.00	(6/99) Software & books from Microsoft (RWL, GA Tech)

AWARDS AND SPECIAL RECOGNITIONS

April 2007	2007 Outstanding Graduate Research Award Georgia State University, Department of Computer Science
Nov 2001	Best Faculty-Student Paper ISECON 2001 (Cincinnati, Ohio)
Aug 2000	Freshman Partner of the Year Georgia Tech, Freshman Experience Program

PROFESSIONAL DEVELOPMENT

MEMBERSHIPS IN ACADEMIC AND PROFESSIONAL ORGANIZATIONS

2007-present	IEEE Computer Society
2004-2006	ACM Special Interest Group in Computer Software Engineering
2004-2005	ACM Special Interest Group in Groupware
2004-present	ACM Special Interest Group in Computer-Human Interaction
2004-present	American Association of Computer Educators (AACE)
2003-present	ACM Special Interest Group in Information Technology Education
2003-2004	ACM Special Interest Group in Computer Assistance for the Physically Handicapped
2003-present	ACM's Digital Library
2003-2004	American Society of Trainers and Developers
2002-present	Georgia Electronic Commerce Association
2001-present	IBM E-Business Technology in Academia Program
2001-present	Association of Information Technology Professionals
2000-present	Technology Association of Georgia
1998-present	Developer's Exchange
1998-1999	IEEE
1998-1999	American Educational Research Association
1996-present	Association of Computing Machinery
1996-present	ACM Special Interest Group in Computer Science Education
1996-1998	ACM Special Interest Group in Computer Use in Education
1996-1998	ACM Special Interest Group in Computer Software Engineering

ATTENDANCE AT ACADEMIC AND PROFESSIONAL MEETINGS

(Does not include conferences listed under Intellectual Contributions.)

NSF CPATH Southeast Town Hall Meeting (November 2007)
Orlando, FL

2007 Atlanta Tech-Security Conference (November 2007)
The Westin Peachtree Plaza, Atlanta, GA

Threading for Performance, Intel Software Development Webinar (October 2007)

O'Reilly Education Exchange (April 2004)

SofTV training. Faculty Instructional Lab, CCSU (February 2004)

The Atlanta Regional IT Workforce Study: Programming and Software Engineering Roundtable, Workforce Boards of Greater Atlanta, Corporation for a Skilled Workforce, (September 2003)

Teaching and Learning with Advanced Technologies Conference (March, 2003)
University of Georgia, Athens, GA

C# Migration Summit (March, 2003)
Presented by Microsoft and DevelopMentor, Atlanta, GA

Southern Regional Faculty Development and Instructional Development Consortium's
24th Annual Sharing Conference "Establishing & Sustaining Faculty Development"
(March, 2003)

Developing Cross-Platform Mobile Applications seminar (March, 2003)
Atlanta, GA

BOR On-Line Teaching and Learning course (October – November, 2002)
GA Regents on-line course about developing on-line learning communities

SuperComm 2001 (June, 2001)
Georgia World Congress Center, Atlanta, GA

Special Interest Group on Computer Science Education of the Association of Computing
Machinery Annual Conference (February, 2001)
Charlotte Convention Center, Charlotte, NC (presenter)

Georgia Conference on College and University Teaching (February, 2001)
Kennesaw State University, Kennesaw, GA (presenter)

Networld+Interop, Linux Business Expo Atlanta (September, 2000)
Georgia World Congress Center, Atlanta, GA

University System of Georgia Video Exploratorium 2000 (January, 2000)
University of Georgia, Athens, GA

ACADEMIC AND PROFESSIONAL ORGANIZATION ACTIVITIES

Conference Committee

Conference Workshop Chair for ACM SIGITE 2005

Book Reviewer/Referee/Evaluator

Reviewer for *Absolute C++ Second Edition*, Walter Savitch (2005)

Reviewer for *The Handbook of Information Security*, Chapter entitled "Firewall Basics"
(2004)

Reviewer for *The Handbook of Information Security*, Chapter entitled "Information
Leakage: Detection and Countermeasures" (2004)

Reviewer for *Pattern Oriented Software Engineering in C++* (2000)

Paper Reviewer/Referee/Evaluator

Review Board of the International Journal of Teaching and Learning in Higher Education
(2007-present)

Editorial Board Member of the SIGITE Newsletter (2005-present)

Reviewer for the ACM Computing Curricula, IT Volume

Knowledge Areas: Human-Computer Interaction, Programming
Fundamentals, and Web Systems and Technologies (January 2008)

Conference Committee Reviewer for e-Science 2007 Conference

Conference Committee Reviewer for ICEIS 2007 Conference:

Special Session Computer Supported Collaborative Editing

Conference Committee Reviewer for IPDPS 2007 Conference

Conference Committee Reviewer for HPGC 2006 Conference

Conference Committee Reviewer for ACM SIGCSE 2006 Conference

Conference Committee Reviewer for ICIS HCI 2005 Conference

Conference Committee Reviewer for ACM SIGITE 2005 Conference

Conference Committee Reviewer for ACM ITiCSE 2005 Conference

Conference Committee Reviewer for ACM SIGCSE 2005 Conference

Conference Committee Reviewer for ACM SIGITE 2004 Conference

Conference Committee Reviewer for ACM ITiCSE 2004 Conference

Conference Committee Reviewer for ACM SIGCSE 2004 Conference

Conference Committee Reviewer for ACM SIGCSE 2003 Conference

Session Chair/Panel Discussant

Teaching and Learning Conference Session Chair (January, 2005)

CONSULTING

Fall 2007 Developed a database and application to manage a preschool/daycare
including guardian, child, class, teacher, invoice, and receipts
management for the Seeds of Faith Preschool (Douglasville, GA)

SERVICE ACTIVITIES

UNIVERSITY AND SCHOOL COMMITTEE ASSIGNMENTS

Clayton State University

1/08-4/08 CIMS Awards Committee
11/07-present CSU Professional Science Masters in Information Technology Degree Development Committee
10/07-present IT Faculty Search Committee
10/07-3/08 Dean of the College of Information and Mathematical Sciences Search Committee
10/07-present Curriculum Advising and Program Committee (CAPC) subcommittee for Online Courses and Degrees
10/07-12/08 Head of Access Services (CSU Library) Search Committee
8/07 – 7/10 CSU Curriculum Advising and Program Committee (CAPC)
2/07 – 5/07 IT Faculty Search Committee
2006-present CSU Campus representative to the USG Georgia Digital Innovation Group
10/05-10/06 Chair of the CIMS Curriculum Committee
8/04-7/05 Department of Information Technology Promotion and Tenure Committee
8/04-present Department of Information Technology Publications and Grant Writing Committee
8/04-present CIMS Computer Science Degree Development Committee
7/04-12/04 Dean of the College of Information and Mathematical Sciences Search Committee
3/04-6/04 Chair of the Department of Information Technology Faculty Search Committee
10/03-12/03 Vice President for Information Technology & Services/CIO Search Committee
9/03-9/04 College of Information and Mathematical Sciences Curriculum Review Committee
8/02-7/03 On-Line Bachelors of Science in Information Technology BOR Committee
6/02-1/03 WebMaster for the Dean of Arts & Sciences Search Committee
6/02-12/02 IT Faculty Search Committee
6/01-6/02 Vice President for Academic Affairs Search Committee
6/01-6/02 Instructional Technology Committee
6/01-5/02 Library Advisory Committee
6/01-5/02 External Grants Advisory Committee
6/01-present Chair/Member of the Software Development/Programming Committee
4/01-7/01 Intellectual Property Rights Committee
2/01-7/01 IT Faculty Search Committee
9/00-6/01 Student Course Evaluation (“Best Practices”) Committee

Georgia Institute of Technology

12/99-8/00 Industrial Partners Association Liaison for S1 Corp.

9/99-8/00 Industrial Partners Association Liaison for Chick-fil-A
 1998 & 1999 College of Computing Charitable Campaign coordinator
 9/98-9/99 Industrial Partners Association Liaison for LexMark and
 Ross Systems

COMMUNITY SERVICE REALTED TO THE FIELD OF EXPERTISE

9/99-8/00 Freshman Experience “Faculty Partner”
 Weekly meetings with a group of ~ 12 freshmen students
 (Awarded “Freshman Partner of the Year”)
 1995-present First Presbyterian Church of Douglasville
 Member, Elder, Sunday school teacher, created instructional computer
 lab, Adult Christian Education Chair, Denominational Affairs Co-Chair
 2001-present *Software Engineering for the Community*
 Acquire projects for students to work on in TQA that benefit students
 and local businesses who otherwise would not be able to afford such
 services
 2002-2005 *Southern Crescent High School Programming Competition*
 Working to develop an opportunity for high school students (potential
 CCSU freshman) to visit the university and compete in a scholastic
 programming competition

TEACHING SERVICE

1/07 – 5/07 Advisor for the Pocket PC Game development project (4 students)
 1/07 – 5/07 Advisor for the Georgia Department of Revenue Web Services project (4
 students)
 1/07 – 5/07 Advisor for the CSU Who’s Who Web project (5 students)
 1/07 – 5/07 Advisor for the PowerSecure Forms/Reporting project (4 students)
 1/07 – 5/07 Advisor for the Software Engineering Edit Patterns project (5 students)
 1/07 – 5/07 Advisor for the WebSubmit Portfolio project (4 students)
 1/06 – 5/06 Advisor for the MidAtlantic Financial Data Transformation project (5
 students)
 1/06 – 5/06 Pocket PC Gaming projects (3 projects, 4 students each)
 1/06 – 5/06 Internship Web Management project (4 students)
 1/06 – 5/06 E-commerce Shopping Cart project (4 students)
 1/05 – 5/05 Advisor for the Online Portfolio Building project (4 students)
 1/05 – 5/05 Advisor for the Conference Room Management Tool project (3
 students)
 1/05 – 5/05 Advisor for the Automated Grade Book project (4 students)
 1/05 – 5/05 Advisor for the Chemical Naming Tutor project (4 students)
 1/05 – 5/05 Advisor for the Georgia Department of Revenue Palm PDA project (4
 students)
 1/04 – 8/04 Advisor for the IT Department Promotional DVD project
 4 students per semester
 1/04 – 8/04 Advisor for the Health/Fitness PDA project
 4 students per semester
 1/04 – 8/04 Advisor for the DA Department of Revenue project
 4 students per semester

1/04 – 5/04 Advisor for the Virtual University project (5 students)

1/04 – 5/04 Advisor for the Wellspring of Life Church Web site project (4 students)

1/04 – 5/04 Advisor for the Online Advising project (4 students)

1/04 – 5/04 Advisor for the Tablet PC Grading project (4 students)

1/04 – 5/04 Advisor for the Online Survey project (4 students)

5/03 – 7/03 Advisor for GA Department of Revenue Auditor Tracking project
2 project teams, ~8 students

5/03 – 7/03 Advisor for Online Advising project (4 students)

5/03 – 7/03 Advisor for AnaSteel Rebar Application project (4 students)

5/03 – 7/03 Advisor for Public Safety Online Vehicle Registration project (4 students)

5/03 – 7/03 Advisor for Humane Society of Hall County IT project (4 students)

5/03 – 7/03 Advisor for Public Safety Online Vehicle Registration project (4 students)

1/03 – 5/03 Advisor for GA Department of Revenue Auditor Tracking project
5 project teams, ~16 students

1/03 – 5/03 Advisor for On-line Bachelors of Information Technology project (4 students)

1/03 – 5/03 Advisor for On-line Vehicle Registration (CCSU Public Safety)
2 project teams, ~9 students

1/03 – 5/03 Advisor for Humane Society of Hall County IT project (4 students)

1/03 – 5/03 Advisor for WORKTEC project (5 students)

1/03 – 5/03 Advisor for AnaSteel Rebar Application project (4 students)

1/03 – 5/03 Advisor for Automated Academic Advising project (5 students)

1/03 – 5/03 Advisor for Jillian Jones' Educational Software project

1/03 – 5/03 Advisor for Matt Rodgers' Actuarial Statistics project

1/02 – 5/02 Advisor for Humane Society of Hall County project (12 students)

1/02 – 5/02 Georgia Department of Revenue Auditor Tracking TQA Project
2 project teams, 7 students

1/02 – 5/02 Human Resources TQA project (4 students)

1/02 – 5/02 AnaSteel Corp. Rebar Application TQA project
4 project teams, 17 students

1/02 – 5/02 Citadelles Game TQA project
2 project teams, 11 students

1/02 – 5/02 Media Lab Scheduling TQA project
2 project teams, 10 students

1/02 – 5/02 Memory Visualization (for Intro Programming) TQA project
2 project teams, 9 students

1/02 – 5/02 On-line Academic Advisor TQA project
2 project teams, 11 students

1/02 – 5/02 Role-Playing Game TQA project
8 project teams, 37 students

5/02 – 8/02 Advisor for Greg Goss on Game Simulation (Engine) project

5/02 – 8/02 Advisor for Touth Hy & Annette Wright on BookWeb project

5/02 – 8/02 Advisor for Jeremy Brooks on network and AI implementation of Citadelles software

1/02 – 8/02 Advisor for Humane Society of Hall County IT project (12 students)

1/02 – 8/02 Advisor for GA Department of Revenue Auditor Tracking project (12 students)

11/01 – 5/02	Advisor for Grace Bell on CCSU IT Mentor Program
8/01 – 12/01	Advisor for Chongkolni (Jupe) Potitong on AnaSteel rebar project
5/01 – 7/01	Advisor for John Kwon on VB.NET degree advisement Web
5/01 – 7/01	Advisor for Bob Stevens on C++ Tax software project
3/01 – 5/01	Advisor for Derek Hys on Web-based assignment submission project
1/01 – 5/01	Advisor for Kenneth Anderson, TQA Teaching Assistant
1/00 – 8/00	Advisor for the “GSAMS Scheduling” RWL team (4 students)
1/00 – 8/00	Advisor for the “S1 Wearable E-commerce” RWL team (4 students)
1/00 – 8/00	Advisor for the “S1 E-commerce Agents” RWL team (4 students)
1/00 – 6/00	Advisor for Bob Owen’s “On-line grading” project
9/99 – 8/00	Advisor for the “Microworlds” RWL team (4 students per semester)
3/99 – 9/99	Advisor for GPST2 (on-line survey) project (2 students)
1/99 – 8/00	Advisor for the “Pinkslip” RWL team (4 students per semester)
3/98 – 6/99	Advisor for the “Virtual Midtown” project w/ Russ Shackelford ~ 4-7 students per semester

OTHER

2005	CCSU Spring Fling Volunteer
2005	Homecoming Door Decorating Contest Winner
2004	CCSU Faculty/Staff Development Rally Volunteer
2000-2007	CCSU Faculty/Staff Fund Drive participant

Philosophy of Teaching

I have been involved in higher education for fourteen years in various capacities ranging from Undergraduate Teaching Assistant to Associate Professor and Interim Department Head. I began teaching because I enjoy helping others learn and seeing the spark and delight of understanding something new in the eyes of my students.

I have found that one of the most important factors in energizing students to learn is the instructor's passion for teaching and love for the field. Certain professors really caught my attention because they had this love, and I strive to energize my students to actively learn and participate using the same zeal for CS and IT that I appreciated as a student. Of course, this is bolstered by and largely dependent upon an instructor's expert-knowledge of the material (on which I try to constantly improve); students must feel that I'm approachable such that they can come to me with questions at any level (ranging from the "I'm lost" to the advanced, inquisitive). When students come for help, I must have technologically and pedagogically sound answers to their questions that meet them where they are.

I firmly believe that all students have the capacity to master the material that I teach, and I widely publicize the fact that my goal is to help them all learn the material such that they can "show off" on the exam and earn an 'A' in the course.

I'm very interested in motivating students (or rather, helping them find their own motivation) to learn. I try and find ways to make the material "hit home" and seem "fun." It's hard to compete in a media/entertainment-centered world, and as educators we must adapt to reach our audience.

Over the years, I have tried various ways to improve the quality of the learning environment and make my sometimes-large (up to 300 students) lectures more student-centered and friendly. I've tossed bite-size candy bars to students who answer questions correctly and told jokes at the beginning of each lecture to encourage students to not miss class (or at least arrive on time!). Through these experiences, I've learned that it is important to keep learning entertaining while not sacrificing the quality of the education.

Most recently with regard to active learning, I piloted a mentoring program that required a mandatory student-assistant meeting policy that helps at-risk students improve their performance in classes; this is critical in helping students at mid-term, before the end of the semester when it's too late. The goal was to reduce fail (DFW) rates in my programming courses, which are notoriously difficult for students. If a student was showing signs of trouble on the first few assignments, then they would have to meet on a weekly basis with an Instructional Assistant to receive remedial help. I found that peer-learning is often more effective for students, and in the semester that this plan was put into place, the DFW rate went from 25% down to 0%.

Another active-learning approach that I use is involving students in real-world, authentic projects in my Testing and Quality Assurance (TQA) course. Traditional TQA courses present the entire class with the same project, and students often report that there is nothing more mundane and boring than debugging and testing software that "doesn't matter." To invigorate my students, I have them work with real clients and develop software that will actually be used by outside clients; as a result, students understand that their work matters and isn't just a

means to acquiring a grade. They are more motivated and see the fruits of their labor used to help solve real-world problems. In past years at CSU, we have had articles published in local newspapers heralding our students and their contributions to the local community.

Additionally, I try to create community within my courses as a way of promoting active learning. I have incorporated online newsgroups in many of my courses; these spaces allow students to post and answer questions about the material, and since these newsgroups are persistent from semester to semester, new students may learn from the online dialog of previous students by reading “legacy” questions. I have also tried to create a community of IT students in the media lab and in the student game space; we have created a space wherein students may congregate and discuss courses, help each other on assignments (where appropriate), and have fun! I believe students can learn just as much in the media lab from their peers and experientially as they learn inside the classroom.

I have found that the metaphor of the “physical trainer” most accurately reflects the student-teacher relationship. Students come to our institute because they perceive an educational gap in where they are today and where they want to be in the future; this is similar to someone who hires a personal trainer to improve one’s physique. We as educators should encourage our students to stretch their educational muscles as physical exertion expands physical abilities. Assumptions in our students must often be reshaped, and we certainly have a responsibility to expand their experiences and expose them to new material. But just as a physical trainer must often be “tough,” instructors must press students to go beyond where they believe that they can go – encouraging them to achieve more than they thought possible. And when our students realize that they can achieve more than they previously believed they could, their dreams expand, their goals are heightened, they dare to achieve more, and there are no limits to what they can achieve in the future.

My overall goal is to help students enjoy learning while encouraging them to achieve to their highest potential; if learning is fun for them and I can motivate an excitement for the material, then they are sure to do well in the course, learning the material not simply to pass an exam, but for a lifetime.