



PIN Number: 188015

CV Type: CIHR_Academic_2012_1

Personal Information

Identification

Title Family Name First Name Date of Birth Sex Correspondence language

Canadian Residency Status

Country of Citizenship

	Country of Citizenship
1	Canada

Language Skills

	Language	Read	Write	Speak	Understand
1	English	Yes	Yes	Yes	Yes
2	French	No	No	No	No
3	Greek, Modern (1453-)	Yes	Yes	Yes	Yes

Address

The primary Address is denoted by (*)

*1	Address Type <input type="text" value="Primary Affiliation"/>
	Faculty of Business and IT UOIT 2000 Simcoe Street North Oshawa Canada / Ontario L1H 7K4

Telephone

The primary Telephone is denoted by (*)

	Phone Type	Area Code	Telephone Number	Extension
*1	Work	905	7218668	2882

Email

The primary Email is denoted by (*)

	Email Type	Email Address
*1	Work	bill.kapralos@uoit.ca

Website

	Website Type	URL
1	Community	http://faculty.uoit.ca/kapralos

User Profile

Disciplines Trained In

	Discipline Trained In
1	Electrical Engineering and Electronic Engineering

Research Disciplines

	Research Discipline
1	Computer Science

Areas of Research

	Area of Research
1	Acoustics
2	Sensation and Perception
3	Virtual Reality

Fields of Application

	Field of Application
1	Communication and Information Technologies
2	Education
3	Education

Research Specialization Keywords

	Research Specialization Keywords
1	Acoustical modeling
2	Auditory perception
3	Game-based learning
4	Serious games
5	Spatial sound generation
6	Virtual reality
7	Virtual simulations

Education

Degrees

1	Degree Type <input type="text" value="Doctorate"/> Degree Name <input type="text" value="Doctor of Philosophy"/> Specialization <input type="text" value="Computer Science"/> Organization <input type="text" value="York University"/>						
	Degree Status <input type="text" value="Completed"/> Degree Start Date <input type="text" value="2001/5"/> Degree Received Date <input type="text" value="2006/9"/>						
	Supervisors						
	<table border="1"> <tr> <th></th> <th>Supervisor Name</th> </tr> <tr> <td>1</td> <td>Professor Michael Jenkin</td> </tr> </table>					Supervisor Name	1
	Supervisor Name						
1	Professor Michael Jenkin						
2	Degree Type <input type="text" value="Master's Thesis"/> Degree Name <input type="text" value="Masters of Science"/> Specialization <input type="text" value="Computer Science"/> Organization <input type="text" value="York University"/>						
	Degree Status <input type="text" value="Completed"/> Degree Start Date <input type="text" value="1999/5"/> Degree Received Date <input type="text" value="2001/4"/>						
	Supervisors						
	<table border="1"> <tr> <th></th> <th>Supervisor Name</th> </tr> <tr> <td>1</td> <td>Professor Michael Jenkin</td> </tr> </table>					Supervisor Name	1
	Supervisor Name						
1	Professor Michael Jenkin						
3	Degree Type <input type="text" value="Bachelor's"/> Degree Name <input type="text" value="Bachelor os Science (Honours)"/> Specialization <input type="text" value="Computer Science"/> Organization <input type="text" value="York University"/>						
	Degree Status <input type="text" value="Completed"/> Degree Start Date <input type="text" value="1995/9"/> Degree Received Date <input type="text" value="1999/4"/>						
	Supervisors						
	<table border="1"> <tr> <th></th> <th>Supervisor Name</th> </tr> <tr> <td>1</td> <td>Professor Evangelos Milios</td> </tr> </table>					Supervisor Name	1
	Supervisor Name						
1	Professor Evangelos Milios						

Credentials

1	
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Title Organization Effective Date

Research Disciplines

	Research Discipline
1	Computer Science

Employment**Academic Work Experience**

	Position Title	Organization	Department	Start Date	End Date
1	Associate Professor	University of Ontario Institute of Technology	Faculty of Business and Information Technology	2011/7	
2	Adjunct Porfessor	York University	Computer Science	2006/9	
3	Assisstant Professor	University of Ontario Institute of Technology	Information Technology	2006/8	2011/6
4	Course Director	York University	Computer Science	2001/1	2006/8
5	Teaching Assistant	York University	Computer Science	1999/1	2006/8
6	Course Director	Humber College	Electronics	2005/1	2006/5
7	Course Director	University of Toronto	Computer Science	2005/4	2005/8

Non-academic Work Experience

	Position Title	Other Organization	Start Date	End Date
1	Electronics Technician	Seven Star Amusements	1993/5	1996/8

Affiliations

The primary Affiliations is denoted by (*)

	Position Title	Organization	Start Date
*1	Associate Professor	University of Ontario Institute of Technology	2011/7

Research Funding History

1	Funding Title <input type="text" value="IMMERSe: The interactive & multi-modal experience research syndicate"/>		Funding Status <input type="text" value="Awarded"/>		Funding Role <input type="text" value="Co-investigator"/>		
	Funding Start Date <input type="text" value="2012/8"/>		Funding End Date <input type="text" value="2018/4"/>				
	Other Investigators						
		Investigator Name	Role				
	1	A. Arya	Co-investigator				
	2	C. Dimarco	Co-investigator				
	3	C. Joslin	Co-investigator				
	4	C. Milburn	Co-investigator				
	5	D. Wershler	Co-investigator				
	6	F. S. Lian	Co-investigator				
7	G. Graffam	Co-investigator					
8	J. Carette	Co-investigator					
9	K. Collins	Co-investigator					
10	K. Harrigan	Co-investigator					
11	M. Hancock	Co-investigator					
12	S. Scott	Co-investigator					
13	N. Randall	Principal Applicant					
14	Randall, Neil	Principal Investigator					
Funding Sources							
	Funding Organization	Program Name	Funding Competitive?	Total Funding	Currency of Total Funding	Funding Start Date	Funding End Date
1	Social Sciences and Humanities	Partnership Grants	Yes	2549960	Canadian dollar	2012/8	2018/4

	Humanities Research Council of Canada (SSHRC)						
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Funding Title Digital games for learning and training Funding Status Awarded Funding Role Collaborator Funding Start Date 2010/1

Funding End Date 2015/12

Other Investigators

	Investigator Name	Role
1	K. Booth	Principal Investigator

Funding Sources

	Funding Organization	Program Name	Funding Competitive?	Total Funding	Currency of Total Funding	Funding Start Date	Funding End Date
1	Networks of Centres of Excellence (NCE)	Graphics Animation and New Media Network (GRAND)	Yes	23000000	Canadian dollar	2010/1	2015/12

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Funding Title

Assessing the interest, acceptability and usability of social networking to support a primary care patient-centred model for vulnerable older adults

Funding Status Awarded Funding Role Co-applicant Funding Start Date 2012/12 Funding End Date 2014/5

Other Investigators

	Investigator Name	Role
1	A. Dubrowski	Co-applicant
2	B. Kapralos	Co-applicant
3	H. Carnahan	Co-applicant
4	J. Cheung	Co-applicant
5	L. McCarthy	Co-applicant
6	C. Whitehead	Principal Applicant

Funding Sources

	Other Funding Organization	Program Name	Funding Competitive?	Total Funding	Currency of Total Funding	Funding Start Date	Funding End Date
1	Ontario Health Science Centre (AHSC)	Alternative Funding Plan (AFP) Innovation Fund	Yes	30000	Canadian dollar	2012/12	2014/5

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Funding Title

Serious games to decrease injury in the fire service by training safer movement patterns and decision making skills: Development and piloting.

Funding Status Awarded Funding Role Co-investigator Funding Start Date 2012/5 Funding End Date 2014/4

Other Investigators

	Investigator Name	Role
1	Adam Dubrowski	Co-investigator
2	Andrew Hogue	Co-investigator
3	J. Triano	Co-investigator
4	S. Mior	Co-investigator
5	S. Passmore	Co-investigator
6	T. McLellan	Co-investigator
7	Murphy, Bernadette	Principal Investigator

Funding Sources

	Funding Organization	Program Name	Funding Competitive?	Total Funding	Currency of Total Funding	Funding Start Date	Funding End Date
1	Workers' Compensation Board (Alberta)	Research and Workplace Innovation Program	Yes	199167	Canadian dollar	2012/5	2014/4

		(RWIP)					
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Funding Title Tele-Doolio: A gamified online to-do list system for project-based teaching and learning
Funding Status Awarded

Funding Role Co-applicant
Funding Start Date 2013/5
Funding End Date 2014/4

Other Investigators

	Investigator Name	Role
1	Andrew Hogue	Co-applicant
2	Bill Kapralos	Co-applicant
3	Lennart Nacke	Principal Applicant

Funding Sources

	Funding Organization	Program Name	Funding Competitive?	Total Funding	Currency of Total Funding	Funding Start Date	Funding End Date
1	University of Ontario Institute of Technology	Teaching Innovation Fund	Yes	7459	Canadian dollar	2013/5	2014/4

Funding Title Exploring interactivity and immersion with multi-platform games
Funding Status Awarded
Funding Role Co-investigator

Funding Start Date 2011/4
Funding End Date 2014/3

Other Investigators

	Investigator Name	Role
1	A. Hogue	Co-investigator
2	N. Randall	Co-investigator
3	S. Scott	Co-investigator
4	K. Collins	Principal Investigator

Funding Sources

	Funding Organization	Program Name	Funding Competitive?	Total Funding	Currency of Total Funding	Funding Start Date	Funding End Date
1	Social Sciences and Humanities Research Council of Canada (SSHRC)	Standard Research Grants	Yes	157650	Canadian dollar	2011/4	2014/3

Funding Title Communication skills training: An integrated on-line and classroom design using standardized patients and peer role playing

Funding Status Awarded
Funding Role Co-applicant
Funding Start Date 2013/3
Funding End Date 2014/2

Other Investigators

	Investigator Name	Role
1	A. Dubrowski	Co-applicant
2	A. Hayes	Co-applicant
3	B. Kapralos	Co-applicant
4	E. Lam	Co-applicant
5	J. Cheung	Co-applicant
6	J. Fiege	Co-applicant
7	J. Posluns	Co-applicant
8	K. Burgess	Co-applicant
9	L. McKay	Co-applicant
10	L. Dempster,	Principal Applicant

Funding Sources

	Other Funding Organization	Program Name	Funding Competitive?	Total Funding	Currency of Total Funding	Funding Start Date	Funding End Date
1	Faculty of Dentistry, University of Toronto	2013 Deans Endowment Enrichment Fund	Yes	10192	Canadian dollar	2013/3	2014/2

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Funding Title Funding Status Funding Role Funding Start Date Funding End Date **Other Investigators**

	Investigator Name	Role
1	A. Hogue	Co-applicant
2	B. Kapralos	Co-applicant
3	J. Campos	Co-applicant
4	L. Wilcox	Co-applicant
5	M. Jenkin	Co-applicant
6	R. Allison	Co-applicant
7	W. Gage	Co-applicant
8	L. Harris	Principal Applicant

Funding Sources

	Funding Organization	Program Name	Funding Competitive?	Total Funding	Currency of Total Funding	Funding Start Date	Funding End Date
1	Canada Foundation for Innovation (CFI)	Leading Edge Fund (2012 competition)	Yes	790891	Canadian dollar	2012/12	2013/12

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Funding Title Funding Status Funding Role Funding Start Date Funding End Date **Other Investigators**

	Investigator Name	Role
1	A. Hogue	Co-applicant
2	B. Kapralos	Co-applicant
3	J. Friedlan	Principal Applicant

Funding Sources

	Funding Organization	Program Name	Funding Competitive?	Total Funding	Currency of Total Funding	Funding Start Date	Funding End Date
1	Ontario Partnership for Innovation and Commercialization (OPIC)	Proof of Principle Fund Stage 2.	Yes	25000	Canadian dollar	2012/7	2013/6

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Funding Title Funding Status Funding Role Funding Start Date Funding End Date **Other Investigators**

	Investigator Name	Role
1	Bill Kapralos	Principal Investigator

Funding Sources

	Funding Organization	Program Name	Funding Competitive?	Total Funding	Currency of Total Funding	Funding Start Date	Funding End Date
1	Natural Sciences and Engineering Research Council of Canada (NSERC)	Discovery Grant	Yes	79500	Canadian dollar	2008/6	2013/6

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Funding Title Funding Status Funding Role Funding Start Date Funding End Date **Funding Sources**

	Funding Organization	Program Name	Funding Competitive?	Total Funding	Currency of Total Funding	Funding Start Date	Funding End Date
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1	Natural Sciences and Engineering Research Council of Canada (NSERC)	Discovery Grants	Yes	79500	Canadian dollar	2008/5	2013/4
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Funding Title Funding Status

Funding Role Funding Start Date Funding End Date

Funding Sources

	Other Funding Organization	Program Name	Funding Competitive?	Total Funding	Currency of Total Funding	Funding Start Date	Funding End Date
1	Shizuoka University, Hamamatsu, Japan	Cooperative Research Project	Yes	11000	Canadian dollar	2012/5	2013/4

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Funding Title Funding Status

Funding Role Funding Start Date Funding End Date

Other Investigators

	Investigator Name	Role
1	Bernadette Murphy	Co-investigator
2	Hogue, Andrew	Principal Investigator

Funding Sources

	Funding Organization	Program Name	Funding Competitive?	Total Funding	Currency of Total Funding	Funding Start Date	Funding End Date
1	Workplace Safety and Insurance Board (WSIB)	Solutions for Workplace Change	Yes	29978	Canadian dollar	2011/12	2012/12

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Funding Title Funding Status Funding Role

Funding Start Date Funding End Date

Other Investigators

	Investigator Name	Role
1	A. Hogue	Co-investigator
2	K. Collins	Co-investigator
3	M. Green	Co-investigator

Funding Sources

	Funding Organization	Program Name	Funding Competitive?	Total Funding	Currency of Total Funding	Funding Start Date	Funding End Date
1	Ontario Center of Excellence (OCE)	Industry Academia Collaboration Program Technical Problem Solving	Yes	25000	Canadian dollar	2011/4	2012/10

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Funding Title Funding Status Funding Role

Funding Start Date Funding End Date

Other Investigators

	Investigator Name	Role
1	L. Harris	Co-investigator
2	R. Allison	Co-investigator
3	R. Herpers	Co-investigator
4	M. Jenkin	Principal Investigator

Funding Sources

	Funding Organization	Program Name	Funding Competitive?	Total Funding	Currency of Total Funding	Funding Start Date	Funding End Date
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1	Alexander Von Humboldt Foundation (Germany)	Transcoop Program, Canada-Germany	Yes	54967	Euro	2009/7	2012/6
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Funding Title Funding Status Funding Role Funding Start Date Funding End Date

Other Investigators

	Investigator Name	Role
1	K. Collins	Co-investigator
2	M. Green	Co-investigator
3	M. Katchabaw	Co-investigator
4	M. Owen	Co-investigator
5	R. Allison	Co-investigator
6	S. Mataija	Co-investigator
7	W. Stuerzlinger	Co-investigator
8	A. Hogue	Principal Investigator

Funding Sources

	Other Funding Organization	Program Name	Funding Competitive?	Total Funding	Currency of Total Funding	Funding Start Date	Funding End Date
1	Ontario Media Development Corporation	Entertainment & Creative Cluster Partnership Funds	Yes	260000	Canadian dollar	2010/7	2011/6

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Funding Title Funding Status Funding Role

Funding Start Date Funding End Date

Other Investigators

	Investigator Name	Role
1	A. Hogue	Co-investigator
2	J. Friedlan	Principal Investigator

Funding Sources

	Funding Organization	Program Name	Funding Competitive?	Total Funding	Currency of Total Funding	Funding Start Date	Funding End Date
1	Ontario Partnership for Innovation and Commercialization (OPIC)	Proof of Principle Fund	Yes	10000	Canadian dollar	2011/7	2012/6

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Funding Title

Funding Status Funding Role Funding Start Date Funding End Date

Other Investigators

	Investigator Name	Role
1	A. Dubrowski	Co-investigator
2	B. Kiaii	Co-investigator
3	F. Moussa	Co-investigator
4	S. Cristancho	Principal Investigator

Funding Sources

	Funding Organization	Funding Competitive?	Total Funding	Currency of Total Funding	Funding Start Date	Funding End Date
1	J.P. Bickell Foundation	Yes	28820	Canadian dollar	2011/5	2012/4

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Funding Title Funding Status Funding Role Funding Start Date

Funding End Date 2012/3

Funding Sources

	Funding Organization	Funding Competitive?	Total Funding	Currency of Total Funding	Funding Start Date	Funding End Date
1	Federal Economic Development Agency for Southern Ontario (The) (FedDev Ontario)	Yes	50000	Canadian dollar	2011/4	2012/3

20

Funding Title Development of a virtual learning environment for interprofessional education in critical care Funding Status Completed

Funding Role Principal Applicant Funding Start Date 2009/11 Funding End Date 2011/8

Other Investigators

	Investigator Name	Role
1	A. Dubrowski	Co-investigator
2	A. Hogue	Co-investigator
3	C. Mallette	Co-investigator
4	M. Hogan	Co-investigator
5	S. Goldsworthy	Co-investigator
6	W. Shi	Co-investigator

Funding Sources

	Funding Organization	Program Name	Funding Competitive?	Total Funding	Currency of Total Funding	Funding Start Date	Funding End Date
1	InukShuk Foundation	Wireless Content Development Projects	Yes	132727	Canadian dollar	2009/11	2011/8

21

Funding Title Experimenting with distributed audio applications on mobile phones Funding Status Completed Funding Role Co-investigator

Funding Start Date 2010/7 Funding End Date 2011/7

Other Investigators

	Investigator Name	Role
1	Andrew Hogue	Co-investigator
2	Karen Collins	Principal Investigator

Funding Sources

	Funding Organization	Program Name	Funding Competitive?	Total Funding	Currency of Total Funding	Funding Start Date	Funding End Date
1	Google	Faculty Research Award	Yes	47000	Canadian dollar	2010/7	2011/6

22

Funding Title An interactive case-study simulation engine framework for business and accounting education Funding Status Completed

Funding Role Co-investigator Funding Start Date 2010/10 Funding End Date 2011/7

Other Investigators

	Investigator Name	Role
1	J. Friedlan	Co-investigator
2	A. Hogue	Principal Investigator

Funding Sources

	Funding Organization	Program Name	Funding Competitive?	Total Funding	Currency of Total Funding	Funding Start Date	Funding End Date
1	Ontario Center of Excellence (OCE)	Industry Academia Collaboration Program Technical Problem Solving	Yes	25000	Canadian dollar	2010/10	2011/7

23

Funding Title An interactive case-study simulation engine framework for business and accounting education Funding Status CompletedFunding Role Co-investigator Funding Start Date 2010/10 Funding End Date 2011/6**Other Investigators**

	Investigator Name	Role
1	Hogue, Andrew	Principal Investigator

Funding Sources

	Funding Organization	Program Name	Funding Competitive?	Total Funding	Currency of Total Funding	Funding Start Date	Funding End Date
1	pending code	Ontario Centres of Excellence, Industry Academia Collaborati	Yes	25000	Canadian dollar	2010/10	2011/6

24

Funding Title Sound on smart tables: An pilot study of methods in sonic interaction design Funding Status CompletedFunding Role Co-investigator Funding Start Date 2009/7 Funding End Date 2011/6**Other Investigators**

	Investigator Name	Role
1	K. Collins	Principal Investigator

Funding Sources

	Funding Organization	Program Name	Funding Competitive?	Total Funding	Currency of Total Funding	Funding Start Date	Funding End Date
1	Social Sciences Research Council (SSRC)	Research Development Initiative	Yes	37162	Canadian dollar	2009/7	2011/6

25

Funding Title Development of an interactive accounting game Funding Status Completed Funding Role Co-investigatorFunding Start Date 2010/6 Funding End Date 2011/5**Other Investigators**

	Investigator Name	Role
1	J. Friedlan	Co-investigator
2	A. Hogue	Principal Investigator

Funding Sources

	Other Funding Organization	Funding Competitive?	Total Funding	Currency of Total Funding	Funding Start Date	Funding End Date
1	Certified General Accountants of Ontario	No	66500	Canadian dollar	2010/7	2011/6

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Funding Title Certified General Accountants of Ontario Funding Status Completed Funding Role Co-investigator Funding Start Date 2010/4Funding End Date 2011/3**Other Investigators**

	Investigator Name	Role
1	H. Carnahan	Co-investigator
2	J. Pirie	Co-investigator
3	L. Grierson	Co-investigator
4	A. Dubrowski	Principal Investigator

Funding Sources

	Funding Organization	Funding Competitive?	Total Funding	Currency of Total Funding	Funding Start Date	Funding End Date
1	Royal College for Physicians and Surgeons of Canada	Yes	23882	Canadian dollar	2010/4	2011/3

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Funding Title Funding Status Funding Role Funding Start Date Funding End Date **Other Investigators**

	Investigator Name	Role
1	A. Hogue	Co-investigator
2	H. Inokawa	Co-investigator
3	H. Nonaka	Co-investigator
4	J. Vassileva	Co-investigator
5	K. Collins	Co-investigator
6	K. Kanev	Co-investigator
7	M. Jenkin	Co-investigator
8	M. Todorova	Co-investigator
9	S. Sakai	Co-investigator
10	H. Taki	Principal Investigator

Funding Sources

	Other Funding Organization	Program Name	Funding Competitive?	Total Funding	Currency of Total Funding	Funding Start Date	Funding End Date
1	Shizuoka University, Hamamatsu, Japan	Cooperative Research Project	Yes	12000	Canadian dollar	2010/3	2011/3

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Funding Title Funding Status Funding Role Funding Start Date Funding End Date **Funding Sources**

	Funding Organization	Program Name	Funding Competitive?	Total Funding	Currency of Total Funding	Funding Start Date	Funding End Date
1	IBM (CAS) Centre for Advances Studies	Faculty Award	Yes	10000	Canadian dollar	2009/6	2010/5

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Funding Title Funding Status Funding Role Funding Start Date Funding End Date **Other Investigators**

	Investigator Name	Role
1	Dubrowski, Adam	Principal Investigator

Funding Sources

	Funding Organization	Program Name	Funding Competitive?	Total Funding	Currency of Total Funding	Funding Start Date	Funding End Date
1	pending code	Network of Excellence in Simulation for Clinical Teaching	Yes	37128	Canadian dollar	2009/4	2010/4

30

Funding Title Funding Status Funding Role Funding Start Date Funding End Date **Other Investigators**

	Investigator Name	Role
1	A. Dubrowski	Co-investigator
2	Bill Muirehead	Co-investigator
3	M. Hogan	Co-investigator

Funding Sources

	Funding Organization	Program Name	Funding Competitive?	Total Funding	Currency of Total Funding	Funding Start Date	Funding End Date
1	Social Sciences and Humanities Research Council of Canada (SSHRC)	Image, Text, Sound, and Technology (ITST).	Yes	47404	Canadian dollar	2009/4	2010/4

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Funding Title Funding Status

Funding Role Funding Start Date Funding End Date

Other Investigators

	Investigator Name	Role
1	H. Inokawa	Co-investigator
2	J. Vassileva	Co-investigator
3	K. Collins	Co-investigator
4	K. Collins	Co-investigator
5	K. Kanev	Co-investigator
6	T. Hirashima	Co-investigator
7	N. Matsuda	Principal Investigator

Funding Sources

	Other Funding Organization	Program Name	Funding Competitive?	Total Funding	Currency of Total Funding	Funding Start Date	Funding End Date
1	Shizuoka University, Hamamatsu, Japan	Cooperative Research Project	Yes	11962	Canadian dollar	2009/3	2010/3

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Funding Title

Funding Status Funding Role Funding Start Date Funding End Date

Other Investigators

	Investigator Name	Role
1	D. Backstein	Co-investigator
2	D. Rose	Co-investigator
3	H. Carnahan	Co-investigator
4	J. MacDonald-Jenkins	Co-investigator
5	M. Barry	Co-investigator
6	O. Safir	Co-investigator
7	A. Dubrowski	Principal Investigator

Funding Sources

	Other Funding Organization	Program Name	Funding Competitive?	Total Funding	Currency of Total Funding	Funding Start Date	Funding End Date
1	The Network of Excellence in Simulation for Clinical Teaching and Learning	Innovations and Evaluation Projects	Yes	37128	Canadian dollar	2009/2	2010/1

Activities

Supervisory Activities

Student/Postdoctoral Supervision

	Supervision Role	Student Name	Student Institution	Study / Postdoctoral Level	Student Degree Status	Student Degree Start Date	Student Degree Expected Date	Project Description	Present Position	Student Degree Received Date
1	Principal Supervisor	Brent Cowan	UOIT	Doctorate	In Progress	2012/9	2016/8	Serious Game Surgical Cognitive Education and Training	Doctoral student	

								Training Framework		
2	Co-Supervisor	David Rojas	University of Toronto	Doctorate	In Progress	2012/9	2016/8	Multimodal Cue Interaction and Learning	Doctoral student	
3	Co-Supervisor	Zerebecki Christopher	UOIT	Master's Thesis	In Progress	2011/9	2013/8	Stereoscopic 3D Gaming	MSc student	
4	Co-Supervisor	Cullen Brian	UOIT	Post-doctorate	In Progress	2011/9	2012/9	Interaction of Stereoscopic 3D and Sound	Postdoctoral Fellow	
5	Co-Supervisor	Stanfield Brodie	UOIT	Master's Thesis	In Progress	2011/9	2013/8	Stereoscopic 3D Gaming	MSc student	
6	Principal Supervisor	Tawadrous Mina	UOIT	Master's Thesis	In Progress	2011/9	2013/8	Serious Games for Incidence Response Training	MSc student	
7	Principal Supervisor	Robert Shewaga	University of Ontario Institute of Technology	Bachelor's Honours	In Progress	2010/9	2014/5			
8	Principal Supervisor	Cowan Brent	UOIT	Master's Thesis	Completed	2010/9		A Serious Game for Knee Arthroplasty Procedure Training	MSc student	2012/8
9	Principal Supervisor	Rojas David	UOIT	Master's Thesis	Completed	2010/9		Effect of Background Sound on Visual Fidelity Perception	Doctoral student	2012/8
10	Principal Supervisor	Lam Jonathan	UOIT	Master's Thesis	Completed	2009/9		Sound Localziation on a table-Top Computer	Research Associate	2012/8

Contributions

Presentations

	Presentation Title	Conference / Event Name	Location	City	Main Audience	Invited?	Presentation Date	Co-Presenters
1	An introduction to serious games, and (virtual) simulation for health professions education.	Sunnybrook Health Sciences Centre Educational Conference	Canada / Ontario	Toronto	Knowledge User	Yes	2013-10-10	
2	Audio-Visual Interactions and Perceptual-Based Rendering in Virtual Environments and Games	Audiovisual Arts Festival 2013	Greece	Corfu	Researcher	Yes	2013-07-23	
3	Multi-modal interactions, perceptual-based rendering and the implications for virtual environments and serious games	2013 International Conference on Multimedia and Human-Computer Interaction (MHCI'13)	Canada / Ontario	Toronto	Researcher	Yes	2013-07-18	
4	Gaming, gamification, and serious games for law education	LawTechCamp 2013	Canada / Ontario	Toronto	Knowledge User	Yes	2013-06-08	
5	Spatial sound and its effect on visual quality perception and task performance within a virtual environment	Proceedings of the 21st International Congress on Acoustics	Canada / Quebec	Montreal	Researcher	Yes	2013-06-02	
6	Serious games and virtual simulation for health education	Apps for Health and Education 2013	Canada / Ontario	Hamilton	Knowledge User	Yes	2013-05-16	

7	Gaming, gamification, and serious games	Apps for Health and Education 2013	Canada / Ontario	Hamilton	Knowledge User	Yes	2013-05-16	
8	Game-based learning, serious games, and computer science	13th Conference of the Association for Computer Studies Educators (ACSE) 2012	Canada / Ontario	Toronto	Decision Maker	Yes	2012-11-24	
9	Serious games for surgery education and training	Symposium on the Advances in Simulation-Based Surgical Education	Colombia	Bucaramanga	Knowledge User	Yes	2012-07-27	
10	The S-3D gaming experience	16th Conference on Animation, Effects, Games and Interactive Media (FMX 2011)	Germany	Stuttgart	Knowledge User	Yes	2012-05-03	
11	The use of virtual learning environments to augment and extend simulation-based health professional's education	Healthcare Simulation Conference and Networking Event: Simulation and Technology for Improved HealthCare and Education	Canada / Ontario	Toronto	Knowledge User	Yes	2012-03-02	Adam Dubrowski
12	exploring 3D gaming technology	X-Summit	Canada / Ontario	Toronto	General Public	Yes	2011-10-24	
13	An overview of serious games and game-based learning	Seminario Internacional de Ingenieria Electronica, Universidad Pontificia Bolivariana–Bucaramanga	Colombia	Bucaramanga	Knowledge User	Yes	2011-09-22	
14	Game-based learning and serious games: Serious opportunities	Education Technology Strategies for Universities, Colleges, and K-12 School	Canada / Ontario	Toronto	Knowledge User	Yes	2011-03-02	
15	Serious games	Simulation Institute and Strategic Networking Day	Canada / Ontario	Toronto	Knowledge User	Yes	2010-11-19	
16	Serious games + computer science	Association for Computer Studies Educators (ACSE) 2010 Conference	Canada / Ontario	Toronto	Knowledge User	Yes	2010-10-30	
17	Serious games for interprofessional education for critical care response teams	Group Awareness in Online Work, Learning, and Games Workshop at HCI 2010	United Kingdom	Abertay	Researcher	Yes	2010-09-07	
18	Serious games = serious opportunities	Seminario Internacional de Ingenieria Electronica, Universidad Pontificia Bolivariana–Bucaramanga	Colombia	Bucaramanga	Knowledge User	Yes	2010-04-30	
19	The Interaction of Visual and Auditory Cues to Linear Self-Motion Perception	10th Western Pacific Acoustics Conference. Special Session on Sound Technologies for Multimodal Communication	China	Beijing	Researcher	Yes	2009-09-29	
20	Self-motion perception with changing sound source intensity	CIRMMT Workshop on Multimodal Influences on Perceived Self-Motion	Canada / Quebec	Montreal	Researcher	Yes	2009-02-04	

Publications

PubMed Articles

	PubMed ID	Title	Journal	Volume	Publication Date	Authors	Open Access?	Issue
1	23400170	Perceptions of the roles of social networking in simulation augmented medical education and training.	Studies in health technology and informatics	184	2013-01-01	Martin R , Rojas D , Cheung JJ , Weber B , Kapralos B , Dubrowski A		
2	23400133	The use of web-based learning for simulation-based education and training of central venous catheterization in novice learners.	Studies in health technology and informatics	184	2013-01-01	Cheung JJ , Koh J , Mackinnon K , Brett C , Bägli D , Kapralos B , Dubrowski A		
3	23400160	Web-based learning and computer supported collaborative learning for psychomotor skill acquisition: perspectives of medical undergraduate students.	Studies in health technology and informatics	184	2013-01-01	Koh J , Cheung JJ , Mackinnon K , Brett C , Kapralos B , Dubrowski A		
4	23400192	Z-DOC: A Serious Game for Z-Plasty Procedure Training.	Studies in health technology and informatics	184	2013-01-01	Shewaga R , Knox A , Ng G , Kapralos B , Dubrowski A	No	
5	22429177	The role of collaborative interactivity in the observational practice of clinical skills.	Medical education	46	2012-04-01	Grierson LE , Barry M , Kapralos B , Carnahan H , Dubrowski A		4
6	22357023	Developing effective serious games: the effect of background sound on visual fidelity perception with varying texture resolution.	Studies in health technology and informatics	173	2012-01-01	Rojas D , Kapralos B , Cristancho S , Collins K , Hogue A , Conati C , Dubrowski A		
7	22357024	An online practice and educational networking system for technical skills: learning experience in expert facilitated vs. independent learning communities.	Studies in health technology and informatics	173	2012-01-01	Rojas D , Cheung JJ , Weber B , Kapralos B , Carnahan H , Bägli DJ , Dubrowski A		
8	22356965	Evaluation of tensiometric assessment as a measure of skill degradation.	Studies in health technology and informatics	173	2012-01-01	Cheung JJ , Rojas D , Weber B , Kapralos B , Carnahan H , Dubrowski A		
9	22976397	The relative contributions of radial and laminar optic flow to the perception of linear self-motion.	Journal of vision	12	2012-01-01	Harris LR , Herpers R , Jenkin M , Allison RS , Jenkin H , Kapralos B , Scherfgen D , Felsner S		10
10	21335799	Serious games in the classroom: gauging student perceptions.	Studies in health technology and informatics	163	2011-01-01	Kapralos B , Cristancho S , Porte M , Backstein D , Monclou A , Dubrowski A		
11	21335779	A serious game for off-pump coronary artery bypass surgery procedure training.	Studies in health technology and informatics	163	2011-01-01	Cowan B , Sabri H , Kapralos B , Moussa F , Cristancho S , Dubrowski A		
12	14960118	Sonification of range information for 3-D space perception.	IEEE transactions on neural systems and rehabilitation engineering : a	11	2003-12-01	Milios E , Kapralos B , Kopinska A , Stergiopoulos S		4

			publication of the IEEE Engineering in Medicine and Biology Society					
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Journal Articles

	Article Title	Authors	Journal	Publishing Status	Refereed?	Contribution Role	Number of Contributors	Date	Volume	Issue	Page Range
1	Sound and stereoscopic 3D: Five experiments examining the effects of sound on depth in stereoscopic 3D	B. Cullen, K. Collins, B. Kapralos and A. Hogue, and D. Galperin	Journal of the Audio Engineering Society	Submitted	Yes	Co-Author					
2	Sound localization on table-top computers: A comparison of two amplitude panning methods.	J. Lam, B. Kapralos, K. Collins, A. Hogue, K. Kanev, and M. Jenkin.	ACM Computers in Entertainment	In Press	Yes	Co-Author	6				
3	The effect of sound on visual fidelity perception in stereoscopic 3D	D. Rojas, B. Kapralos, A. Hogue, K. Collins, S. Cristancho, L. Nacke, C. Conati, and A. Dubrowski	IEEE Transactions on System Man and Cybernetics part B, IEEE Special Issue on Modern Control for Computer Games	Accepted	Yes	Co-Author	8	2013/4			
4	Assessment in and of serious games. An overview	F. Bellotti, B. Kapralos, K. Lee, P. Moreno-Ger, and R. Berta	Advances in Human Computer Interaction, Special Issue on User Assessment in Serious Games and Technology-Enhanced Learning	Published	Yes	Co-Author	5	2013/3	2013	2013	Article ID 136864
5	A serious game for incidence response education and training	M. Tawadrous, S. Kevan, B. Kapralos, and A. Hogue	International Journal of Technology, Knowledge & Society	Published	Yes	Co-Author	4	2012/12	8	4	177-184.
6	The effect of ambient sound on visual fidelity perception and task completion time	B. Cowan, D. Rojas, B. Kapralos, S. Cristancho, F. Moussa, and A. Dubrowski	Virtual Reality	Submitted		Co-Author		2012/3			
7	A serious game for training health care providers in interprofessional care of critically-ill and chronic care patients	B. Kapralos, C. Johnston, K. Finney, and A. Dubrowski	International Journal of Emerging Trends in Web Intelligence, Special Special Issue on Ubiquitous and Collaborative Computing	Published	Yes	First Listed Author		2011/	39	4	73-281
8	Virtual simulations and serious games in a laptop-based university: Gauging	B. Kapralos, M. Hogan, A. Pribetic, and A. Dubrowski	Interactive Technology and Smart Education	Published	Yes	First Listed Author		2011/	8	2	106-120

	faculty and student perceptions										
9	A real-time, GPU-based method to approximate acoustical reverberation effects	B. Cowan, and B. Kapralos	Journal of Graphics, GPU, and Game Tools	Published	Yes	Co-Author		2011/	15	4	210-215
10	The role of problem-based learning in IT	A. Hogue, B. Kapralos, and F. Desjardins	Interactive Technology and Smart Education	Published	Yes	Co-Author		2011/	8	2	120-134
11	Bringing community health nursing to life with serious games	M. Hogan, B. Kapralos, S. Cristancho, K. Finney, and A. Dubrowski	International Journal of Nursing Education Scholarship	Published	Yes	Co-Author	5	2010/1	8	1	
12	GPU-based real-time acoustical occlusion modeling	B. Cowan, and B. Kapralos	Virtual Reality	Published	Yes	Co-Author		2010/	14	3	183-196
13	A serious game for total knee arthroplasty procedure education and training	B. Cowan, H. Sabri, B. Kapralos, M. Porte, D. Backstein, S. Cristancho, and A. Dubrowski	Journal of Cybertherapy and Rehabilitation	Published		Co-Author		2010/	3	3	285-298
14	Smart table computer interaction interfaces with integrated sound	K. Collins, B. Kapralos, and K. Kanev	Journal of Three Dimensional Images	Published	Yes	Co-Author		2010/	24	3	58-67
15	GPU-based one-dimensional convolution for real-time spatial sound generation	B. Cowan, and B. Kapralos	Loading... Feature Issue: FuturePlay 2008 Edition.	Published		Co-Author		2009/	3	9	
16	Virtual audio systems	B. Kapralos, M. Jenkin, and E. Milio	Presence: Teleoperator s and Virtual Environments	Published	Yes	First Listed Author	3	2008/12	17	6	527-549
17	Sonel mapping: A probabilistic acoustical modeling method.	B. Kapralos, M. Jenkin and E. Milios	Building Acoustics	Published	Yes	First Listed Author		2008/	15	4	289-313
18	Audio-visual localization of multiple speakers in a video teleconferencing setting	B. Kapralos, M. Jenkin and E. Milios	International Journal of Imaging Systems and Technology, 13(1);, 2003	Published	Yes	First Listed Author		2003/	13	1	95-105
19	Sonification of range information for 3D space perception.	E. Milios, B. Kapralos, A. Kopinska and S. Stergiopoulos	IEEE Transactions on Neural Systems and Rehabilitation Engineering	Published	Yes	Co-Author		2003/	11	4	416-421

Books

	Book Title	Authors	Publishing Status	Date	Publisher	Refereed?	Contribution Role
1	The Oxford Handbook of Interactive Audio	K. Collin, B. Kapralos, and H. Tessler	In Press	2013/	Oxford University Press	Yes	Co-Editor

Book Chapters

	Chapter Title	Book Title	Authors	Publishing Status	Refereed?	Contribution Role	Date	Publisher
1	Healthcare training enhancement through virtual reality and serious games.	Virtual and Augmented Reality in Healthcare	R. Eagleson, E. Stroulia, B. Kapralos, A. Dubrowski, F. Haji, and S. de Ribaupierre	Accepted	Yes	Co-Author		
2	Use of virtual simulations in community health nursing education	Virtual and Augmented Reality in Healthcare	P. Stuckless, M. Hogan, and B. Kapralos	Accepted	Yes	Co-Author		
3	An overview of virtual simulations and serious games for surgical education and training	Serious Games, Alternative Realities, and Play Therapy. Springer Series Studies in Computational Intelligence, Springer SCI.	B. Kapralos, F. Moussa, and A. Dubrowski	Accepted	Yes	First Listed Author		
4	Towards usable collaborative virtual reality environments for promoting listening comprehension	Multi-User Virtual environments for the Classroom: Practical Approaches to Teaching in Virtual Worlds	Miguel A. Garcia-Ruiz, Arthur Edwards, Raul Aquino-Santos, J. Tashiro, and B. Kapralos	Published	Yes	Co-Author	2011/	IGI Global
5	Crouching tangents, hidden danger: Assessing developments of dangerous misconceptions within serious games for healthcare education. Shalin Hai-Jew (ed.) Virtual Immersive and 3D	Virtual Immersive and 3D Learning Spaces: Emerging Technologies and Trends	M. A. Garcia-Ruiz, J. Tashiro, B. Kapralos, and M. Vargas Martin	Published	Yes	Co-Author	2010/	IGI Global

Conference Publications

	Conference Publication Type	Publication Title	Authors	Conference Name	Publishing Status	Date	Contribution Role	Invited?
1	Abstract	Optic flow and self motion perception: The contribution of different parts of the field	L. R. Harris, R. Herpers, M. Jenkin, R. S. Allison, H. Jenkin, B. Kapralos, D. Scherfgen, and S. Felsner	Neuroscience 2012	Published	2013/10	Co-Author	No
2	Paper	A crash course on serious games design and assessment: A case study	B. Kapralos, F. Haji, and A. Dubrowski	IEEE Games Innovation Conference (IGIC) 2013	Submitted	2013/9	First Listed Author	No
3	Abstract	Perceptual-based rendering and virtual environments: Increasing the perception of visual fidelity with customizable sound		Cognitively Based Music Informatics Research (CogMIR 2013)	Accepted	2013/8	First Listed Author	No
4	Paper	Interactive rate virtual sound rendering engine	B. Cowan and B. Kapralos	18th IEEE International Conference on Digital Signal Processing (DSP 2013)	Accepted	2013/7	Last Author	No
5	Paper	Spatial sound rendering for dynamic virtual environments	B. Cowan and B. Kapralos	18th IEEE International Conference on Digital Signal Processing (DSP 2013)	Accepted	2013/7	Co-Author	No
6	Paper	Spatial sound and its effect on visual quality perception and task performance within	B. Cowan, D. Rojas, B. Kapralos, K. Collins, and A. Dubrowski	21st International Congress on Acoustics	Accepted	2013/6	Co-Author	Yes

		a virtual environment						
7	Paper	EG-based assessment of video and in-game learning	R. Wehbe, D. Kappen, D. Rojas, M. Klauser, B. Kapralos, and N. Nacke	ACM Conference on Human Factors in Computing Systems (CHI 2013) Works-in-Progress	Accepted	2013/4	Co-Author	No
8	Paper	An interactive in-game approach to user adjustment of stereoscopic 3D settings	M. Tawadrous, A. Hogue, B. Kapralos, and K. Collins	Stereoscopic Displays and Applications XXIV	Published	2013/2	Co-Author	No
9	Paper	Cultural competence education and training with a serious game	B. Kapralos, M. Hogan, and A. Dubrowski	15th International Conference on Humans and Computers	Published	2013/2	First Listed Author	No
10	Paper	S3D depth-axis interaction for video games: performance and engagement	C. Zerebecki, B. Stanfield, A. Hogue, B. Kapralos, and K. Collins	Stereoscopic Displays and Applications XXIV	Published	2013/2	Co-Author	No
11	Paper	The effects of 5.1 sound presentations on the perception of stereoscopic imagery in video games	B. Cullen, D. Galperin, K. Collins, A. Hogue, and B. Kapralos	Stereoscopic Displays and Applications XXIV	Published	2013/2	Co-Author	No
12	Paper	Collaborative, interactive smart-table-based simulations for interprofessional education?	A. Dubrowski, B. Kapralos, M. Jenkin, and K. Kanev	15th International Conference on Humans and Computers	Published	2013/2	Co-Author	No
13	Paper	Impact of floating windows on the accuracy of depth perception in games	B. Stanfield, C. Zerebecki, M. Tawadrous, A. Hogue, B. Kapralos, and K. Collins	Stereoscopic Displays and Applications XXIV	Published	2013/2	Co-Author	No
14	Abstract	Quantifying cognitive load during surgical knot-tying using subjective ratings and dual-task performance	F. Haji R. Shegawa, R. Khan R. Martin, B. Kapralos, and A. Dubrowski	The Richard K. Reznick Wilson Centre Research Day 2012	Published	2012/10	Co-Author	No
15	Abstract	The use of Web-based observational practice and educational networking improves simulation-based education and training of central venous catheterization: A pilot study	J. J. H. Cheung, J. Koh, K. Mackinnon, C. Brett, D. Bägli, B. Kapralos, and A. Dubrowski	The Richard K. Reznick Wilson Centre Research Day 2012	Published	2012/10	Co-Author	No
16	Abstract	Training of central venous catheterization in novice learners	J. J. H. Cheung, J. Koh, K. Mackinnon, C. Brett, D. Bägli, B. Kapralos, and A. Dubrowski	The Richard K. Reznick Wilson Centre Research Day 2012	Published	2012/10	Co-Author	No
17	Paper	Developing effective virtual simulations and serious games: The effect of contextual background sound cues on visual fidelity perception. Perception.	D. Rojas, B. Cowan, B. Kapralos, K. Collins, S. Cristancho, and A. Dubrowski	ACM CHI	Submitted	2012/9	Co-Author	
18	Paper	Blaze: A serious game for improving household fire safety awareness.	A. DeChamplain, E. Rosendale, I. McCabe, M. Stephan, V. Cole, and B. Kapralos	In Proceedings of the IEEE International Games Innovation Conference	Published	2012/9	Last Author	

19	Paper	A course on the design and development of serious games and virtual simulations.	B. Kapralos	IEEE International Games Innovation Conference	Published	2012/9	First Listed Author	
20	Paper	The effects of audio on depth perception in S3D games	B. Cullen, D. Galperin, K. Collins, B. Kapralos, and A. Hogue	Audio Mostly 2012	Published	2012/9	Co-Author	
21	Paper	Power defense: A video game for improving diabetes numeracy	E. Bassilious, A. DeChamplain, I. McCabe, M. Stephan, B. Kapralos, F. H. Mahmud, and A. Dubrowski	ACM Human Factors in Computer Systems (CHI) - Student Games Competition	Published	2012/5	Co-Author	No
22	Paper	Beyond the screen: What we can learn about game design from audio-based games	K. Collins, and B. Kapralos	Computer Games Multimedia and Allied Technology (CGAT 2012) Conference	Published	2012/5	Co-Author	
23	Poster	The serious game surgical cognitive education and training framework	B. Cowan, B. Kapralos, S. Cristancho, F. Moussa, and A. Dubrowski	Graphics Interface 2012	Published	2012/5	Co-Author	
24	Poster	A serious game for incident response training	M. Tawadrous, B. Kapralos, S. Kevan, and A. Hogue	Graphics Interface 2012	Published	2012/5	Co-Author	
25	Paper	A framework for sound localization experiments and automation	D. Nakano, J. Lam, B. Kapralos, K. Kanev, K. Collins, A. Hogue, and M. Jenkin	ACM Joint International Conference on Human-Centered Computer Environments	Published	2012/3	Co-Author	
26	Paper	Stereoscopic 3D video games and their effects on engagement.	A. Hogue, B. Kapralos, C. Zerebecki, M. Tawadrous, B. Stanfield, and U. Hogue	Stereoscopic Displays and Applications XXIII, Burlingame	Published	2012/1	Co-Author	No
27	Abstract	A serious game for incidence response education and training	M. Tawadrous, S. Kevan, B. Kapralos, and A. Hogue	Eighth International Conference on Technology, Knowledge, and Society	Accepted	2012/1	Co-Author	No
28	Paper	Interactive floating windows: a new technique for stereoscopic video games.	C. Zerebecki, M. Tawadrous, B. Stanfield, D. Buckstein, A. Hogue, and B. Kapralos	IStereoscopic Displays and Applications XXIII	Published	2012/1	Last Author	
29	Paper	Power defense: A video game for improving diabetes numeracy	E. Bassilious, A. DeChamplain, I. McCabe, M. Stephan, B. Kapralos, F. Mahmud, and A. Dubrowski	Third IEEE International Games Innovation Conference	Published	2011/11	Co-Author	
30	Paper	A simplified level editor	B. Cowan, and B. Kapralos	Third IEEE International Games Innovation Conference	Published	2011/11	Last Author	
31	Paper	SCETF: Serious game surgical cognitive education and training framework	B. Cowan, H. Sabri, B. Kapralos, S. Cristancho, F. Moussa, and A. Dubrowski	Third IEEE International Games Innovation Conference	Published	2011/11	Co-Author	
32	Paper	Experimenting with a framework for networked mobile audio arrays	P. Taillon, K. Collins, and B. Kapralos	Audio Engineering Society 44th Conference on Audio Networking	Published	2011/11	Co-Author	
33	Paper	The effect of background sound on visual fidelity perception	D. Rojas, B. Kapralos, S. Cristancho, K. Collins, C. Conati, and A. Dubrowski	ACM Audio Mostly 2011	Published	2011/9	Co-Author	

34	Paper	GPU-based acoustical occlusion modeling with acoustical texture maps	B. Cowan, and B. Kapralos	ACM Audio Mostly 2011	Published	2011/9	Co-Author	
35	Abstract	Fostering simulation-based surgical training in developing countries: A pilot study	S. Cristancho, F. Moussa, A. Monclou, B. Kapralos, A. Figueredo, and A. Dubrowski	Association in Medical Education in Europe (AMEE)	Accepted	2011/8	Co-Author	No
36	Abstract	The effects of multi-channel audio on the perception of stereoscopic 3D.	B. Cullen, K. Collins, A. Hogue, and B. Kapralos	Living Stereo: History, Culture, Multichannel Sound	Accepted	2011/3	Last Author	No
37	Abstract	Multichannel sound on a horizontal surface	K. Collins and B. Kapralos	Living Stereo: History, Culture, Multichannel Sound	Accepted	2011/3	Last Author	No
38	Paper	Audio air hockey: A pilot study in using audio-based games for the measurement of loudspeaker placement preferences for smart tables	K. Collins, B. Kapralos, A. Hodge, and A. Hogue	Audio Engineering Society 41st International Conference: Audio for Games	Published	2011/2	Co-Author	
39	Paper	GPU-based acoustical diffraction modeling for complex virtual reality and gaming environments	B. Cowan, and B. Kapralos	Audio Engineering Society 41st International Conference: Audio for Games.	Published	2011/2	Last Author	
40	Abstract	Serious Games: 2D vs 3D?	B. Cowan, H. Sabri, B. Kapralos, F. Moussa, S. Cristancho, and A. Dubrowski	11th Annual International Meeting on Simulation in Healthcare	Published	2011/1	Co-Author	
41	Abstract	A health professions' education application of collaborative internet environments: Video-based observational practice and educational networking	L. E M Grierson, M. Barry, Y. Hui, S. Meng, B. Kapralos, H. Carnahan, and A. Dubrowski	11th Annual International Meeting on Simulation in Healthcare	Published	2011/1	Co-Author	
42	Paper	A serious game for collaborative intercultural business communication	A. Hogue, B. Kapralos, and T. Pierce	13th ACM International Conference on Humans and Computers (HC 2010)	Published	2010/12	Co-Author	
43	Paper	Not just a Game: Using games as methods of evaluation of usability and user experience in human-computer interaction design	K. Collins, K. Kanev, and B. Kapralos	13th ACM International Conference on Humans and Computers (HC 2010)	Published	2010/12	Last Author	
44	Paper	Off-pump coronary artery bypass surgery procedure training meets serious games	H. Sabri, B. Cowan, B. Kapralos, F. Moussa, S. Cristancho, and A. Dubrowski	IEEE International Symposium on Haptic Audio-Visual Environments and Games	Published	2010/10	Co-Author	
45	Paper	Amplitude panning-based sound system for a horizontal surface computer: A user-based study	J. Lam, B. Kapralos, K. Collins, A. Hogue, and K. Kanev	IEEE International Symposium on Haptic Audio-Visual Environments and Games	Published	2010/10	Co-Author	
46	Paper	Serious games for Interprofessional education for critical care	B. Kapralos, M. Hogan, C. Mallette, A. Wood, K. Finney, A.	Group Awareness in Online Work, Learning, and Games Workshop	Published	2010/9	First Listed Author	

		response teams	Hogue, and A. Dubrowski	at HCI 2010				
47	Abstract	Interactive serious game simulation for critical care response team education	A. Dubrowski, B. Kapralos, S. Cristancho, A. Kotsakis, E. Ng, J. Pirie, S. Reeves, M. Barwick, B. Fleming-Carroll, A. Cheng, G. Bird, D. Quintero, A. Monclou, and A. Hogue	3rd International Paediatric Simulation Symposium and Workshops (IPSSW) 2010	Published	2010/9	Co-Author	
48	Paper	Best practices for applying sonification to support teaching and learning of network intrusion detection	M. A. Garcia-Ruiz, M. Vargas Martin, B. Kapralos, J. Tashiro, and R. Acosta-Diaz	World Conference on Educational Multimedia, Hypermedia & Telecommunications (ED-MEDIA 2010)	Published	2010/7	Co-Author	
49	Paper	Wiimote-controlled stereoscopic MRI visualization with sonic augmentation	J. Lam, C. Collins, B. Kapralos, A. Hogue and M. A. Garcia-Ruiz	ACM FuturePlay 2010 International Conference on the Future of Game Design and Technology	Published	2010/5	Co-Author	No
50	Paper	An exploration of distributed mobile audio and games	K. Collins, B. Kapralos, A. Hogue and K. Kanev	ACM FuturePlay 2010 International Conference on the Future of Game Design and Technology	Published	2010/5	Co-Author	
51	Paper	Serious games for analog telecommunications education	A. Monclou, S. Cristancho, B. Kapralos and A. Dubrowski	ACM FuturePlay 2010 International Conference on the Future of Game Design and Technology	Published	2010/5	Co-Author	
52	Paper	Internet mediated, peer-to-peer feedback for learning of patient transfer skills: Prototype development and testing	J. Macgregor, S. Meng, B. Kapralos, H. Carnahan, and A. Dubrowski	World Conference on Educational Sciences (WCES)	Published	2010/2	Co-Author	
53	Paper	The use of virtual simulations in a laptop-based university.	C. Albuquerque, T. Brown, B. Kapralos, M. Hogan, and A. Dubrowski	World Conference on Educational Sciences (WCES) 2010	Published	2010/2	Co-Author	
54	Paper	Serious games for knee replacement surgery procedure education and training	H. Sabri, B. Cowan, B. Kapralos, M. Porte, D. Backstein, and A. Dubrowski	World Conference on Educational Sciences (WCES) 2010	Published	2010/2	Co-Author	
55	Paper	Using a virtual learning environment with highly interactive elements in Second Life to engage millennial students	W. Shi, G. Lee, J. Hinchley, J. Corriveau, B. Kapralos, and A. Hogue	2010 International Conference on e-Education, e-Business, e-Management and e-Learning (IC4E 2010)	Published	2010/1	Co-Author	
56	Paper	Sound interface design for smart table computer interaction	K. Collins, B. Kapralos, and K. Kanev	12th International Conference on Humans and Computers (HC 2009)	Published	2009/12	Co-Author	
57	Paper	Using sonification to enhance teaching and learning of network intrusion detection	A. Brown, M. Vargas Martin, B. Kapralos, M. A. Garcia-Ruiz, and M. Green	12th International Conference on Humans and Computers (HC 2009)	Published	2009/12	Co-Author	
58	Paper	Real-time acoustical diffraction and first order specular reflection modeling using the GPU	B. Cowan, and B. Kapralos	10th Western Pacific Acoustics Conference	Published	2009/9	Last Author	
59	Paper	The interaction of	B. Kapralos, A.	In Proceedings of	Published	2009/9	Co-Author	

		visual and auditory cues to linear self-motion perception	Hogue, A. Kopinska, and S. Khattak	the 10th Western Pacific Acoustics Conference				
60	Paper	Towards music assisted intrusion detection	A. Brown, M. Vargas Martin, B. Kapralos, Mark Green, and M. Garcia-Ruiz	IEEE Symposium on Security and Privacy	Published	2009/5	Co-Author	
61	Paper	Real-time GPU-based convolution: A follow-up	B. Cowan, and B. Kapralos	ACM FuturePlay @ GDC Canada 2009 International Conference on the Future of Game Design and Technology	Published	2009/5	Last Author	
62	Abstract	Bringing community health nursing education to life	M. Hogan, B. Kapralos, B. Muirhead, and A. Dubrowski.	Health Professionals Education (HPE) – Global Best Practices in Simulation 2009	Published	2009/5	Co-Author	
63	Paper	Dimensionality reduced HRTFs: A comparative study	B. Kapralos, N. Mekuz, A. Kopinska, and S. Khattak	ACM Advancements in Computer Entertainment (ACE) 2008	Published	2008/12	First Listed Author	
64	Paper	Biometric identification system based on electrocardiogram data	Y. Gahi, M. Lamrani, A. Zoglat, M. Guennoun, B. Kapralos, and K. El-Khatib	2nd IEEE International Conference on New Technologies, Mobility and Security	Published	2008/11	Co-Author	
65	Paper	Spatial sound for video games and virtual environments utilizing real-time GPU-based convolution	B. Cowan, and B. Kapralos	ACM FuturePlay 2008 International Conference on the Future of Game Design and Technology	Published	2008/11	Last Author	