

## Service

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### Publicity Chair

*Functional Art and Music Workshop (FARM) at ICFP 2016*

### Organizer

*CAV 2015 Buddy System, CAV 2016 Buddy System*

### Reviewer

*FARM 2016*

### Subreviewer

*ESOP 2016, ICDCIT 2016, VSTTE 2015*

### Yale CS Social Leader

*Organize the weekly CS socials in the department*

## Publications

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★ Mark Santolucito and Ruzica Piskac. Version space learning for verification on temporal differentials, 2016. Poster at FMCAD Student Research Competition, 3rd Place Award.

Mark Santolucito, Ennan Zhai, and Ruzica Piskac. Probabilistic automated language learning for configuration files. In *International Conference on Computer Aided Verification (CAV)*, pages 80–87. Springer, 2016.

Mark Santolucito, Donya Quick, and Paul Hudak. Media Modules: Intermedia Systems in a Pure Functional Paradigm. In *Proceedings of International Computer Music Conference*, 2015.

Mark Santolucito and Ruzica Piskac. Using javascript as an intermediate language for FRP, 2015. Poster at ICFP Student Research Competition.

Mark Santolucito. Algorithmic composition with Euterepa, Jan 2015. Workshop at Monthly Music hackathon at Spotify.

Paul Hudak, Donya Quick, Mark Santolucito, and Daniel Winograd-Cort. Real-time interactive music in haskell. In *Functional Art and Music at ICFP*, 2015.

Mark Santolucito and Maria Hwang. Communalizing the interfaces of single player games, 2014. Extended abstract in Digital Games Research Association Conference.

★ Maria Hwang, Pantiphar Chantes, and Mark Santolucito. Raid the fridge!: Promoting healthy eating habits through the game Monster Appetitie, 2014. Poster at Games Learning and Society 10, Best in Show Award.

Mark Santolucito and Scott Payne. Simquabbin project: Game-based environmental science education in a virtual world, 2013. Poster at Games Learning and Society 9.

Kyle J. Harms, Jordana H. Kerr, Michelle Ichinco, Mark Santolucito, Alexis Chuck, Terian Kosciuk, Mary Chou, and Caitlin L. Kelleher. Designing a community to support long-term interest in programming for middle school children. In *Proceedings of the 11th International Conference on Interaction Design and Children*, IDC '12, pages 304–307, New York, NY, USA, 2012. ACM.