

# Dr. Joseph T. Chao

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## ACADEMIC DEGREES

Ph.D. Industrial and Systems Engineering, 1996. The Ohio State University, Columbus, Ohio.  
M.S. Operations Research, 1986. Case Western Reserve University, Cleveland, Ohio.  
B.S. Mathematics, 1980. Chung-Yuan University, Taiwan, R.O.C.

## ACADEMIC POSITIONS

### **Associate Professor (2008 - present), Assistant Professor (2001 - 2008)**

Department of Computer Science, Bowling Green State University, Bowling Green, Ohio

### **Narayan Endowed Professor in Computer Science (2017 - 2020)**

Department of Computer Science, Bowling Green State University, Bowling Green, Ohio

### **Chair (2014 - 2019)**

Department of Computer Science, Bowling Green State University, Bowling Green, Ohio

### **Assistant Professor (1999 – 2001)**

Department of Computer Information Systems, College of Business, Idaho State University, Pocatello, Idaho

## NON-ACADEMIC POSITIONS

### **President and Founder (05/2010 – present)**

Agile Oasis Technologies LLC, Bowling Green, Ohio

### **Agile Consultant (Full-time, 05/2009 – 05/2010)**

Root Inc., Sylvania, Ohio

### **Information Technology Consultant (Part-time, 05/2000 – 07/2001)**

Docutech Corporation, Idaho Falls, Idaho

### **Director of Technical Development (10/1998 – 5/1999); Program Manager (10/1997 – 10/1998); Team Lead / Software Engineer (12/1996 – 10/1997)**

John Costanza Institute of Technology (JCIT), Denver, Colorado

### **Director of Software Development (01/1994 – 11/1996)**

Docutech Corporation, Idaho Falls, Idaho

### **Systems Engineer / Consultant (08/1992 – 12/1993)**

ML Technologies, Idaho Falls, Idaho

## TEACHING EXPERIENCES

Courses taught at Bowling Green State University

Course	Title	Semester
CS 1010	Introduction to Programming	SU'09

CS 2010	Introduction to Object Oriented Programming	FA'04, SP'05, FA'05, SP'06, FA'07, SP'08, SP'09, FA'11, FA'15, FA'20
CS 205	Advanced Programming Concept I (C++)	FA,01, SP'02, SU'02, FA'02, SP'04
CS 215	Advanced Programming Concept II (C++)	SP'03, SP'04
CS 3140	Web Application Development	SU'07, FA'07, SU'08
CS 3160	Windows Application Development	SP'12
CS 3240	Usability Engineering	SP'02, SP'20
CS 3540	Introduction to Software Engineering	SP'14
CS 4540/5540	Software Engineering Project	FA'14
CS 4620/5620	Database Management Systems	FA'03, FA'05, SP'08, SP'11, FA'19
CS 4640/5640	Software Development	FA'01, FA'06, FA'08, FA'10, FA'11, FA'12, FA'13
CS 4900/5850	Programming Challenges (1 credit hour)	SP'03, SP'04
CS 6640	Software Engineering	SP'05, SP'07, SP'09, SP'13
CS 6800	Agile Software Development	FA'04
CS 6800	Software Test Automation	SP'14
CS 6800	Advanced Software Testing and Verification	FA'16

#### Courses taught at Idaho State University

Course	Title	Semester
CIS 220	Foundations of Computer Programming	SP'00, FA'00
CIS 382	Systems Analysis and Design	FA'99
CIS 487/587	Software Systems Implementation	FA'99, SP'00, FA'00

#### Other Teaching

##### HNRS 4980 (Honors Project)

- Spenser Wolf, "The process of planning the Falcathon", Fall 2020.
- Kristen Brown, "Augmented Reality for Music Recognition", Fall 2013.
- Zack Quinn, "Microarray Experimental Design Optimizer", Fall 2006.

##### CS5850 (Readings in Computer Science)

Peihong Wu	Data Visualization for Water Quality Monitoring	Fall 2017
Yan Lu	Augmented Reality Business Cards	Spring 2014
Magreth Singano	Augmented Reality Library Tour	Fall 2013
Jiankun Han	Indoor Navigation with Augmented Reality Technology	Fall 2013
Lei Zhou	Image Recognition with Augmented Reality	Fall 2013
Pukar Hamal	Android Mobile Application Development	Fall 2012
Tek Bhatta	Windows Mobile Application Development	Fall 2012
Arpita Singh	Comparison of PHP Frameworks	Fall 2011
Mingzhu Han	Microsoft DNN Module Development	Fall 2010
Amber Dhavale	Agile Enabling SharePoint Architecture	Fall 2010
Zhao Wang	Exploring Wikis in Education	Spring 2007
Kun Yue	Mock Objects for Unit Testing	Spring 2006
Shiang-Huei Jiang	Test-first and Mock Objects	Spring 2006
Jianqi Zeng	Testing Graphical User Interface	Spring 2004

Wei Wang	Testing Components That Are Difficult to Test	Summer 2004
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## Thesis Advisor

Name	Degree	Year
Xu Liu	M.S. in Computer Science	2007
Gulgunes Atli	M.S. in Computer Science	2006

## Dissertation/Thesis Committees

Name	Degree	Year
John Haman	Ph.D. in Mathematics & Statistics	2014 - 2018
Weiwei Jiang	Ph.D. in Media and Communication	2014 - 2017
Doaa Basalamah	Ph.D. in Mathematics & Statistics	2013 - 2017
Glen Hordemann	M.S. in Computer Science	2012 - 2013
Timothy Gaddie	Ph.D. in Leadership Studies	2011 - 2014
Daniel Shifflet	Ph.D. in Mathematics and Statistics	2008-2011
Goran Savovski	M.S. in Computer Science	2008
Thai Tran	Ph.D. in English	2006-2008
Michelle Knox	Ph.D. in Mathematics and Statistics	2004-2005

**CURRICULUM DEVELOPMENT**

- 2020 – Created a new pedagogy approach, CS Emporium, for CS 2010 in Fall 2020. Reviewed several textbooks and adopted a customized online interactive “zyBook” for CS 2010 starting in Fall 2020, and for CS 2020 in Spring 2021, with the approval from the CS department.
- 2019 – Collaborated with Dr. Lan Li in the College of Education in developing and proposing a Computer Science Education certification program. The program has been approved to start in Fall 2020.
- 2018 – In process of developing a “CS Emporium” model of teaching for the introduction to programming course sequence.
- 2017 – Led a department curriculum retreat in August. The retreat resulted in several CS core course modifications, new graduate specialization proposals, internship requirement modifications, etc.
- 2016 – Designed and taught a new graduate topic course, CS 6800 (Advanced Software Testing and Verification).
- 2014 – Created a new course, CS4540/5540 (Software Engineering Project).
- 2013 – Proposed and taught a new topic course CS6800 (Software Test Automation).
- 2013 – Proposed and taught a new CS core course CS 3540 (Introduction to Software Engineering).
- 2012 - Designed and created (along with the chairs of Math and Applied Statistics departments) the new Master of Science in Analytics, a professional master level degree program, at BGSU.
- 2010 - Led the graduate committee in planning, evaluating and designing the new graduate program specializations. Two specializations, Professional Software Engineering and Information Security, were proposed and approved by the department and submitted to the College.
- 2010 - Served on the department Connecting Undergraduate Education (CUE) committee and proposed two CUE courses: 1. Introduction to Ethical Decision Making in Information Technology and their Impact on Society, and 2. Transformative Power of Computing: From Stone to Silicon.
- 2008 - Founded Agile Software Factory (ASF, <http://agile.bgsu.edu>) with a start-up support of \$21,000 from Agile Alliance. The ASF provides software services using agile methods for in-

house and community partners and, through these services, offer hands-on service-learning opportunities to students.

13. 2006 - Started real-world service-learning projects with real client in CS 464 (Software Development).
14. 2004 - Proposed and taught a new topic course CS680 (Agile Software Development).
15. 2003 - Created CS 4900/5850 (Programming Challenge) for improving students programming and problem-solving skills.
16. 2002 - Applied and received Computer-Aided Software Engineering (CASE) tools and became a member in Rational's Software Engineering for Educational Development (SEED) Program.

## PROFESSIONAL DEVELOPMENT

1. "Fall Flex: A Virtual Conference on Teaching in an Elastic Fall", BGSU Center for Faculty Excellence, July 27-28, 2020.
2. "Workshop: The Hybrid Hurdle: Transitioning Instruction to Meet Student Learning Needs", BGSU Center for Faculty Excellence, July 21, 2020.
3. "Webinar: Tips for a Successful Semester in Intro to Computer Science Course", zyBooks, June 17, 2020.
4. "Workshop: Camtasia for Beginners", BGSU Center for Faculty Excellence, April 7, 2020.
5. "Meetup: Cooking up Better Web Applications with Inspiration from the Culinary World", Toledo Web Professionals, March 3, 2020.
6. "Webinar: Instructor Training for LockDown Browser & Respondus Monitor: Prevent Cheating During Online Exams", February 13, 2020.
7. "Workshop: Writing Clear and Challenging Learning Outcomes", BGSU Center for Faculty Excellence, November 7, 2019
8. "Faculty Book Club: A Guide to Teaching in the Active Learning Classroom: History, Research, and Practice", BGSU Center for Faculty Excellence, Fall 2019.
9. Grant writing Workshop, BGSU Office of Sponsored Programs & Research, October 31, 2019
10. "Workshop: Use SPIN to Search for Research Grants and Other Funding Opportunities", BGSU Office of Sponsored Programs & Research, October 22, 2019
11. "IRB Human Subjects Training", BGSU Office of Research Compliance, October 8, 2019
12. "Workshop: Canvas 101", BGSU Center for Faculty Excellence, August 13, 2019.
13. "Workshop: Incorporating the NIST standards in Digital Forensics Curricula", BGSU Computer Science, July 27, 2019.
14. "XP 2019 - 20th International Conference on Agile Software Development Universe", Montreal, Canada, May 2019.
15. "ICSE 2019 - The 41st International Conference on Software Engineering", Montreal, Canada, May 2019.
16. "Nationwide Day". Nationwide Insurance, Columbus, Ohio, March 29, 2019.
17. "2018 Agile & Beyond Conference", Ypsilanti, MI, May 17-18, 2018.
18. "The 9th Annual Scholarship of Teaching & Learning (SoTL) Conference", Tiffin University, Tiffin, OH, May 14–15, 2018.
19. "The 12th BGSU Teaching and Learning Summit", BGSU, March 28, 2018.
20. "2018 Technical Symposium on Computer Science Education (SIGCSE '18)", Baltimore, Maryland, February 21-24, 2018.
21. "Strategic Plans for Diversity and Inclusion at BGSU", Perrysburg, OH, January 5, 2018.
22. "Threat on Your Doorstep: Cybersecurity for Executives", BGSU & Michigan Cyber Range, Perrysburg, OH, November 17, 2017.
23. "The 30<sup>th</sup> IEEE Conference on Software Engineering Education and Training (CSEE&T '17)", Savannah, Georgia, November 7-9, 2017.
24. "POGIL Workshop", Heidelberg University, Tiffin, OH, November 4, 2017.

25. "Summit on CS Education", Carnegie Mellon University, Pittsburg, PA, October 1-3, 2017.
26. "Fourth Annual BGSU Employer Symposium", BGSU Career Center, July 27, 2017.
27. "SBIR Road Tour", Ohio Aerospace Institute, Cleveland, OH, July 20, 2017.
28. "2017 Cyber Security R&D Showcase and Technical Workshop", Department of Homeland Security, Washington, DC, July 11-13, 2017.
29. "2017 Sebo Series in Entrepreneurship", College of Business, BGSU, April 7, 2017.
30. "The Hatch 2017", The Hamilton Center for Entrepreneurial Leadership, BGSU, April 6, 2017.
31. "Annual BGSU Teaching and Learning Fair", BGSU, March 22-23, 2017.
32. "The 15th Annual State of the Region Conference", BGSU Center for Regional Development, March 20th, 2017.
33. "2017 SIGCSE Chairs Roundtable", Seattle, Washington, March 8, 2017.
34. "2017 SIGCSE Technical Symposium on Computer Science Education (SIGCSE '17)", Seattle, Washington, March 8, 2017.
35. "Inclusive Pedagogy Summit", BGSU Center for Faculty Excellence, BGSU, March 24, 2017.
36. "Fulbright Scholar Workshop", BGSU International Programs and Partnerships, February 24, 2017.
37. "Keep It Real - a Diversity Workshop and Training", Higher Education Recruitment Consortium (HERC), BGSU, October 13, 2016.
38. "Solo Success and Rethinking Mentoring Workshops", National Center for Faculty Development and Diversity, Bowling Green, Ohio, September 16, 2016.
39. "Interhack – Security and Digital Forensic Company Visit", Columbus, Ohio, August 18, 2016.
40. "2016 Chairs and Directors Retreat", BGSU, August 12, 2016.
41. "Third Annual BGSU Employer Symposium", BGSU Career Center, August 4, 2016.
42. "2016 CRA Conference", Snowbird, Utah, July 17-19, 2016.
43. "ABET Orientation", Baltimore, Maryland, July 14, 2016.
44. "Third Annual ProMedica Innovation Conference", Perrysburg, Ohio, June 9, 2016.
45. "NSF I-Corps Sites Program", LaunchPad at University of Toledo, May 16 – June 3, 2016.
46. "2016 Sebo Series in Entrepreneurship", College of Business, BGSU, April 8, 2016.
47. "The Hatch 2016", The Hamilton Center for Entrepreneurial Leadership, BGSU, April 7, 2016.
48. "The 10th Annual Teaching and Learning Fair", BGSU, March 21-23, 2016.
49. "The 14th Annual State of the Region Conference", BGSU Center for Regional Development, March 21st, 2016
50. "Innovation at Case Western Reserve University, Cleveland, Ohio, February 8, 2016.
51. "Product Management & UX - The 4<sup>th</sup> Toledo Region User Experience Conference", Toledo Museum of Art, OH, February 3, 2016.
52. "Nationwide Security Command Center Tour", Columbus, OH, January 29, 2016.
53. "Business Analytics Symposium", College of Business, BGSU, October 9, 2015.
54. "CSSA Seminar for Department Chairs and Directors", Council of Colleges of Arts and Sciences, Milwaukee, WI, July 16-18, 2015.
55. "Informing Science + Information Technology Education Join Conference (InSITE '15)", Tampa, Florida, July 1-5, 2015.
56. "Cybersecurity Case Study Workshop", University of South Florida, Tampa, FL, June 29-30, 2015.
57. "People Skills for UX - The 3<sup>rd</sup> Toledo Region User Experience Conference", Toledo, OH, May 27, 2015
58. "International Conference on Software Engineering (ICSE)", May 2015. Firenze, Italy.
59. "2015 Sebo Series in Entrepreneurship", College of Business, BGSU, April 10, 2015.
60. "Harvard Innovation Lab and MIT Media Lab visits", Boston, MA, March 26-27, 2015.
61. "The 20<sup>th</sup> Annual Cengage Learning Computing Conference", Phoenix, AZ, March 18-20, 2015.
62. "The 9th Annual Teaching and Learning Conference", BGSU, March 5 - 7, 2015.

63. "Leadership Development Workshop", BGSU, January 8, 2015.
64. "Business Analytics Symposium", College of Business, BGSU, October 17, 2014.
65. "Informing Science + Information Technology Education Join Conference (InSITE '14)", Wollongong, Australia, June 30 - July 4, 2014.
66. "Toledo Region UX Tips Conference", Toledo, Ohio, April 2014.
67. "Agile 2013 International Conference", Nashville, Tennessee, August 4 - 9, 2013.
68. "Informing Science + Information Technology Education Join Conference (InSITE '13)", Porto, Portugal, July 1-6, 2013.
69. "SxSW Interactive Festival", Austin, TX, March 8-14, 2013.
70. "Big Data Day", BGSU, September 7, 2012.
71. "Agile 2012 International Conference", Dallas, Texas, August 13 - 17, 2012.
72. "The 6<sup>th</sup> annual Teaching & Learning Fair", BGSU, February 10, 2012.
73. "Mobile Application Development Training Workshop," BGSU, November 5, 2011.
74. "IT Project Management Training Workshop", Global Knowledge, September 13-16, 2011.
75. "Agile 2011 International Conference", Salt Lake City, UT, August 8 - 12, 2011.
76. "Informing Science + Information Technology Education Join Conference (InSITE '11)", Novi Sad, Serbia, June 18-23, 2011.
77. "Voices That Matter: iPhone Developers Conference", Seattle, Washington, April 9-10, 2011.
78. "2011 Mental Illness Developmental Disabilities (MIDD) Annual Conference: Technology in the Social Work World", Lima, Ohio, March 25, 2011.
79. "Michigan Agile and Beyond Conference", Dearborn, MI, March 12, 2011.
80. "The 5<sup>th</sup> annual Teaching & Learning Fair", BGSU, February 11, 2011.
81. "Mobile Learning Summit", Miami University, Oxford, Ohio, October 13-14, 2010.
82. "Agile 2010 International Conference", Orlando, FL, August 9 - 13, 2010.
83. "SharePoint User Group Meeting", First Solar, Perrysburg, OH, July 15, 2010.
84. "The 7<sup>th</sup> Annual Sebo Series in Entrepreneurship," by Dallas-Hamilton Center for Entrepreneurial Leadership, BGSU, April 23<sup>rd</sup>, 2010.
85. "Introduction to Adobe Flash", four-part courses by Computer Training for BGSU Employees, March/April 2010.
86. "Agile and Beyond", Michigan Agile Enthusiasts, Dearborn, MI, March 13, 2010.
87. "The 4<sup>th</sup> Annual Teaching and Learning Fair", BGSU, February 19, 2010.
88. "Agile 2009 International Conference", Chicago, IL, August 24 - 28, 2009.
89. "IUPUI Research Academy", Center for Service & Learning, Indiana University Purdue University Indianapolis, Indianapolis, IN, May 14-16, 2009.
90. "The 3<sup>rd</sup> Conference on Students Global Competitiveness - Social Networking for Good", BGSU Student Initiative for Global Competitiveness, March 28, 2009.
91. "The Elements of Teaching Critical Thinking", Center for Teaching and Learning, March 27, 2009.
92. "Service-Learning Faculty Learning Community", BGSU, 2007 - 2009.
93. "The 3<sup>rd</sup> Annual Teaching and Learning Fair", BGSU, February 6, 2009.
94. Microsoft MSDN Developer Conference, Detroit, Michigan, January 22, 2009.
95. "The 7<sup>th</sup> BGSU Research Conference", Bowling Green, OH, November 6, 2008.
96. "OLN Northwest Regional Center @ BGSU Fall Kick-off Event", Bowling Green State University, October 3, 2008.
97. "Service-Learning Assessment Faculty Learning Community", BGSU, 2008 - 2009.
98. "Entrepreneurial Boot Camp for Technology-Based Business", Rocket Ventures of Regional Growth Partners, Findlay, OH, September 19, 2008.
99. "Agile 2008 International Conference", Toronto, ON, August 4 - 8, 2008.
100. "Grant Writing Workshop", Office of Research Collaboration, Perrysburg, Ohio, March 21, 2008.

101. "Microsoft Visual Studio 2008 Launch – Heroes happen here", Detroit, Michigan, March 18, 2008.
102. "The Second Annual Teaching and Learning Fair", BGSU, March 14, 2008.
103. "Agile 2007 International Conference", Washington, D.C., August 13 - 17, 2007.
104. "Microsoft ASP.NET, AJAX and CardSpace Workshop", Toledo, Ohio, May 8, 2007.
105. "Podcasting Workshop", Center for Teaching Learning and Technology, BGSU, April 24, 2007.
106. "SIGCSE Workshop - Software Security", Covington, Kentucky, March 9, 2007.
107. "SIGCSE Workshop - Planning and Executing Real Projects for Real Clients Courses", Covington, Kentucky, March 7, 2007.
108. "Microsoft Ready for a New Day: Launch Tour", Detroit, Michigan, February 23, 2007.
109. "Reflecting, Writing, and Collaborating to Learn: An Introduction to Classroom Blogs & Wikis", CTLT, BGSU, December 28, 2006.
110. "Service-Learning Workshop", Office of Service Learning, BGSU, November 8, 2006.
111. "Agile Interface Development", Agile 2006 Tutorial, Minneapolis, MN, July 23-28, 2006.
112. "Agile Estimating and Planning", Agile 2006 Tutorial, Minneapolis, MN, July 23-28, 2006.
113. "Creating Web Pages with Dreamweaver Workshop", Continuing & Extended Education, BGSU, July 2006.
114. "RefWorks Workshop", CTLT, BGSU, December 1, 2005.
115. "Roles in Agile Software Development Teams", Agile 2005 Tutorial, Denver, CO, July 24-29, 2005.
116. "Agile Project Management", Agile 2005 Tutorial, Denver, CO, July 24-29, 2005.
117. "Modern Software Development with .NET", Lake Forest, IL, May 23-25, 2005.
118. "Research and Teaching Learning Community", BGSU, 2004 - 2005.
119. "Agile Planning, Tracking, and Project Management Boot Camp", XP/Agile Universe, Calgary, Canada, August 15-18, 2004,
120. "Agile Requirements: Tailoring the Functional Requirements Specification", XP/Agile Universe, Calgary, Canada, August 15-18, 2004,
121. "Scrum and Agile Process 101", Agile Development Tutorial, Salt Lake City, UT, June 22-26, 2004.
122. "Top-Down TDD using Mock Objects and Inversion of Control", Agile Development Tutorial, Salt Lake City, UT, June 22-26, 2004.
123. "Adobe Photoshop Workshop", Continuing & Extended Education, BGSU, June 2004.
124. "Test Driven Design and Refactoring Workshop", by Object Mentor, Gurnee, Illinois, March 29-31, 2004.
125. "Research and Teaching Learning Community", BGSU, 2003 - 2004.
126. "Digital Video Editing Workshop", CTLT, BGSU, October 1, 2003.
127. "Agile Development Conference", Salt Lake City, UT, June 25 - 28, 2003.
128. "Chautauqua Course - Introduction to Computer and Network Security", Dayton, Ohio, May 15-17, 2003.
129. "Teacher as Communicators: Vocality, Clarity and Awareness", Mid-career Faculty Learning Community, BGSU, April 25, 2003.
130. "CV Writing Basics for Faculty Workshop", BGSU, April 22, 2003.
131. "Writing for Teaching and Learning Workshop (Writing Across Curriculum)", College of Arts and Sciences, BGSU, February 28, 2003.
132. "Easy CD Burning workshop", CTLT, BGSU, February 6, 2003.
133. "Agile Database Techniques", XP/Agile Universe Tutorial, New Orleans, LA, August 11-14, 2003.
134. "Effective User Stories for Agile Software Development", XP/Agile Universe Tutorial, New Orleans, LA, August 11-14, 2003.
135. "Chautauqua Course - Introduction to Java", Dayton, Ohio, May 9-11, 2002.
136. "New Faculty Learning Community", BGSU, 2002 - 2003.

## RESEARCH INTERESTS

1. Agile Software Methodologies
2. Database Management Systems
3. Object-Oriented Analysis and Design
4. Secured Software Development
5. Web and Mobile Technologies
6. Usability Engineering
7. Computer Science Education

## AGILE SOFTWARE FACTORY (<http://agile.bgsu.edu>)

Proposed and founded in 2008 with a start-up support of \$21,000 from Agile Alliance. The specific mission of Agile Software Factory (ASF) is ...

- to provide software services using agile methods for in-house and community partners who are in need of software development and, through these services,
- to provide hands-on service-learning opportunities to students in the BGSU Computer Science program.

The Factory serves as a clearing house for project requests from in-house and community partners. Accepted projects provide agile software development opportunities for students while, at the same time, satisfying the needs and requirements of the Factory's internal and external clients. The Factory also promotes faculty and student research in the area of agile software development, including research that compares and contrasts the agile methodology with traditional methodologies.

The Factory offers a range of software development services to its clients, including new software development, re-implementation or redesign of existing software, and maintenance of software previously delivered by the Factory.

Students benefit from the addition of a service-learning component to existing software development courses, from career-relevant part-time employment, from participation in independent research and development projects with senior faculty, and from work experiences similar to internships (co-ops).

ASF has increased awareness of the computer science program and provided new opportunities for future projects through the use of marketing materials and promotional items. Since 2008, ASF has been interviewed by various media sources and featured in 11 news and magazine articles, including Agile Alliance, Bowling Green Sentinel-Tribune, Project@Work, InfoQ, BG News, BGSU Marketing and Communications, and BGSU Magazine.

The Factory has been self-sustained financially from the get go with incomes from sponsored projects and grants.

## EXTERNAL GRANTS

1. NSF AISL, Title: "Project BASIN - Becoming A Scientist through Informal Networks" (Co-PI, \$2,588,625), UNFUNDED, November 2019.
2. NSF AISL, Title: "Project BASIN - Becoming A Scientist through Informal Networks" (Co-PI, \$2,844,586), UNFUNDED, November 2018.
3. Conference Grant (\$1,623) for attending the 20th Annual Cengage Learning Computing Conference, March 18-20, 2015.



4. Conference Grant (\$1,500) for attending Independent College Bookstore Association Retail Conference (ICBA '14), New Orleans, LA, February 3-6, 2014.
5. Agile Alliance Academic Grant (\$500) for *Agile 2013 International Conference*, 2013.
6. HCR Manorcare GA Grant (\$71,034), Provides three Graduate Assistantships for CS graduate students for AY 2012-13.
7. Agile Alliance Academic Grant (\$500) for *Agile 2012 International Conference*, 2012.
8. Agile Alliance Academic Grant for *Agile 2011 International Conference*, free registration, 2011.
9. HCR Manorcare GA Grant (\$67,816), Provides three Graduate Assistantships for CS graduate students for AY 2011-12.
10. Verizon Research Grant (\$2,400), eight Verizon Droid phones with unlimited phone service and data plan for research and development. Spring 2011.
11. Telerik Software Grant (\$1,299), Telerik Premium Collection Developer License provided subscription and priority support to use all components for in an unlimited number of projects. December 2010.
12. Atlassian Community Software License Grant (\$10,100), CASE tools from Atlassian Corporation, August 2010.
13. Agile Alliance Academic Grant (\$500 plus free registration), *Agile 2010 International Conference*, 2010.
14. Root Learning, Inc. for eLearning system development (\$120,000), Sylvania, Ohio, August 2009.
15. Neighborhood Properties, Inc. for website development (\$2,200), Toledo, Ohio, June 2009.
16. Jing-chuan Restaurant for website development (\$1,600), Toledo, Ohio, April 2009.
17. Agile Alliance for Agile Software Factory starting fund (\$21,000), September 2008.
18. Agile Alliance Academic Grant (\$500 plus free registration), *Agile 2008 International Conference*, August 2008.
19. Ohio High School Speech League (\$5,091), December 2006.
20. HUD (US Department of Housing and Urban Development), "A New Healthy Homes Strategy Integrating Computer Technology and Neighborhood Education", joined with Hailu Kassa and Gary S. Silverman, \$444,797 submitted in June 2003, Not funded.
21. IBM Rational Software Engineering for Educational Development Grant (free Computer-Aided Software Engineering tools) for the Department of Computer Science, April 2002. Renewable annually.

## BGSU GRANTS

1. SEA Change Ventures Grant (PI: \$9,999.25), Proposal Title: "Redesigning the First-Year Computer Science Programming Course with Emporium Model of Teaching", BGSU, 2020.
2. Shantanu and Reni Narayen Endowed Professorship in Computer Science (\$45,000), BGSU, 2017 – 2020.
3. BGSU Speed grant (\$400) for attending *Technical Symposium on Computer Science Education (SIGCSE '18)*, February 21-24, 2018.
4. BGSU Speed grant (\$400) for attending *Technical Symposium on Computer Science Education (SIGCSE '17)*, March 8-11, 2017.
5. KnoWare Development Grant (\$9,000) for AY 2016-17, BGSU Vice President for Research and Economic Development, August 2016.
6. KnoWare Development Grant (\$4,500) for Spring 2015, BGSU Vice President for Research and Economic Development, December 2014.
7. ITS Software Development Grant (\$9,000) for FY 2014-15, BGSU Information Technology Services, May 2014.
8. PreQuill Development Grant, (\$4,500) for Fall 2014, College of Arts and Sciences, July 2014.
9. Software Development Grant (\$27,000) for FY 2013-14, BGSU Information Technology Services, April 2013.

10. Agile Software Factory GA Grant (\$9,403) for FY 2013-2014, BGSU Information Technology Services, April 2013.
11. Course Release Grant (\$3,500) for Spring 2013, BGSU Information Technology Services, August 2012.
12. Software Development Grant (\$54,000) for FY 2012-13, BGSU Information Technology Services, August 2012.
13. Agile Software Factory GA Grant (\$9,403) for FY 2012-2013, BGSU Information Technology Services, May 2012.
14. SETGO Faculty Advisor Stipend (\$800) for sponsoring undergraduate student David Giannetto, Summer 2012.
15. Agile Software Factory GA Grant (\$8,955) for FY 2011-2012, BGSU Information Technology Services, August 2011.
16. Course Release Grant (\$3,500) for Spring 2012, BGSU Information Technology Services, August 2011.
17. Economic Development Grant (\$48,000), BGSU Division of Research and Economic Development, March 2011, one of the four finalists, NOT FUNDED.
18. COSMOS Tool enhancement development grant (\$1,500), BGSU Center of Excellence in Science and Mathematics Education: Opportunities for Success (COSMOS), 2012.
19. Falcon Phonology Profile System development (\$1,500), Department of Communication Sciences & Disorders, 2012.
20. Web development grant (\$260), Michigan Microscopy and Microanalysis Society, 2012.
21. Qizbox System Development Grant (\$28,000), BGSU Information Technology Services, May 2011.
22. BGSU Information Technology Services Hardware Grant (one Linux server, two Windows workstations and three iPad tablets) for Agile Software Factory, January 2011.
23. Qizbox System Development Grant (\$23,000), BGSU Information Technology Services, January 2011.
24. BGSU Information Technology Services GA Grant (\$8,786) for Agile Software Factory, August 2010.
25. COSMOS Online Assessment tool development grant (\$1,000), BGSU Center of Excellence in Science and Mathematics Education: Opportunities for Success (COSMOS), 2010.
26. SETGO Faculty Advisor Stipend (\$400) for co-sponsoring undergraduate student Nicholas Pfundstein, Summer 2009.
27. BGSU Information Technology Services GA Grant (\$8,656) for Agile Software Factory, March 2009.
28. BGSU Information Technology Services Summer GA Grant (\$4,000) for Agile Software Factory, March 2009.
29. BGSU Information Technology Services Grant (a MS Windows Server computer, and two Windows workstations) for Agile Software Factory, January 2009.
30. BGSU Graduate College Competitive GA Pool Grant (\$8,656, a Graduate Research Assistant support), August 2008.
31. BGSU Information Technology Services Grant (\$8,656 plus a UNIX Server computer) for Agile Software Factory, May 2008.
32. BGSU Office of Service-Learning Course Development Grant (\$3,000), September 2007.
33. BGSU Service-Learning Faculty Learning Community Grant (\$500) for faculty development, September 2007.
34. BGSU College of Arts and Sciences Faculty Development Funds (\$250) for attending *Informing Science + Information Technology Education Joint Conference (InSITE '07)*, June 22-25, 2007.
35. BGSU Speed grant (\$400) for attending *Technical Symposium on Computer Science Education (SIGCSE '07)*, March 7-10, 2007.

36. BGSU Speed grant (\$350) for attending *Modern Software Development with .NET Workshop*, Lake Forest, IL, May 2005.
37. BGSU Research/Teaching Faculty Learning Community Grant (\$500) for faculty development, September 2004.
38. BGSU Speed grant (\$250) for attending Second Annual International Conference on Faculty Learning Communities, Oxford, Ohio, June 2004.
39. BGSU Faculty Development Grant (\$1,828) and Speed Grant (\$322) for attending *Test Driven Design and Refactoring Workshop*, by Object Mentor, Gurnee, Illinois, March 2004.
40. BGSU Research/Teaching Faculty Learning Community Grant (\$500) for faculty development, September 2003.
41. BGSU College of Arts and Sciences Faculty Development Funds (\$250), August 2002.

## REFEREED JOURNAL PUBLICATIONS

1. Storer, J., Chao, J., Torelli, A., & Ostrowski, A. (2016). KnoWare: A system for citizen-based environmental monitoring. *Informing Science: the International Journal of an Emerging Transdiscipline*, 19, 125-139. [InSite 2016 Conference Best Paper Award]
2. Lu, Y., Chao, J. T., & Parker, K. (2015), HUNT: Scavenger hunt with augmented reality, *Interdisciplinary Journal of Information, Knowledge, and Management (IJIKM)*, **10**, 21-35.
3. Chao, J. T., Pan, L., & Parker, K. R. (2014). Campus event app - New exploration for mobile augmented reality. *Issues in Informing Science and Information Technology*, **11**, 1-11.
4. Chao, J. T., Du, T., Wagenheim, C. P., & Rippey, T. F. (2014), Mise en Scène: A Film Scholarship Augmented Reality Mobile Application, *Interdisciplinary Journal of Information, Knowledge, and Management (IJIKM)*, **9**, 19-30.
5. Chao, J., Parker, K. and Davey, B. (2013), Navigating the Framework Jungle for Teaching Web Application Development, *Issues in Informing Science and Information Technology (IISIT)*, **10**, 95-109.
6. Giannetto, D., Chao, J. and Fontana, A. (2013), Gamification in a Social Learning Environment, *Issues in Informing Science and Information Technology (IISIT)*, **10**, 195-207.
7. Hordemann, G. and Chao, J. (2012), Design and Implementation Challenges to an Interactive Social Media Based Learning Environment, *Interdisciplinary Journal of Information, Knowledge, and Management (IJIKM)*, **7**, 91-107.
8. Chao, J., Parker, K. and Fontana, A. (2011), Developing A Social Media Interactive Learning Environment, *Issues in Informing Science and Information Technology (IISIT)*, **8**, 323-334. [InSite 2011 Conference Best Paper Award]
9. Brown, J. and Chao, J. (2010), Collaboration of Two Service-Learning Courses: Software Development and Technical Communication, *Issues in Informing Science and Information Technology (IISIT)*, **7**, 403-412.
10. Chao, J. and Brown, J. (2009), Cross-Departmental Collaboration for the Community: Technical Communicators in a Service-Learning Software Engineering Course, *Issues in Informing Science and Information Technology (IISIT)*, **6**, 1-13.
11. Parker, K and Chao, J. (2007), Wiki as a Teaching Tool, *Journal of Knowledge and Learning Objects (JKLO)*, **3**, 57-72.
12. Chao, J. and Atli, G. (2007), Success Secrets of Pair Programming, *Agile Project Management Advisory Service: Executive Updates*, **8:1**, Cutter Consortium, Massachusetts, USA.
13. Parker, K.R., Chao, J.T., Ottaway, T.A., and Chang, J. (2006), A Formal Programming Language Selection Process for Introductory Courses, *Journal of Information Technology Education (JITE)*, **5**, 133-151.
14. Parker, K.R., Ottaway, T.O., & Chao, J.T. (2006), Criteria for the Selection of a Programming Language for Introductory Courses, *International Journal of Knowledge and Learning (IJKL)*, **2:1/2**, 119-139.

15. Andrew Hershberger, Paul Cesarini, Joe Chao, Andrew Mara, Hassan Rajaei, and Dan Madigan (2005), Balancing Acts for Tenure-Track Faculty: Reflections on a Research & Teaching Faculty Learning Community, *Academe: Bulletin of the American Association of University Professors*, **90:4**, 44-48.
16. Co, H., J. Chao and S. Chen (1988), Sequencing in Flexible Manufacturing Systems and Other Short Queue-length Systems, *Journal of Manufacturing Systems*, **7:1**.

## REFEREED PROCEEDINGS PUBLICATIONS

1. Green, R and Chao, J. (2017), "Ten Years of the Agile Software Factory for Software Engineering Education and Training", *Proceedings of the 30<sup>th</sup> IEEE Conference on Software Engineering Education and Training (CSEE&T '17)*, Savannah, Georgia, November 7-9, 2017.
2. Pfundstein, N., Chao, J. and Kresman, R. (2009), "An Application Architecture for E-Voting," *The 2nd International Conference on Computer Science and Software Engineering (CSSE '09)*, Wuhan, China, December 11-13, 2009.
3. Chao, J. and Brown, J. (2009), "Empowering Students and the Community through Agile Software Development Service-Learning," *The Tenth International Conference on Agile Processes and eXtreme Programming in Software Engineering (XP 2009)*, Sardinia, Italy, May 26 - 30.
4. Chao, J. and Randles, M. (2009), "Agile Software Factory for Student Service Learning," *The 22<sup>nd</sup> IEEE-CS Conference on Software Engineering Education and Training (CSEE&T'09)*, Hyderabad, India, February 17-19.
5. Chao, J. (2007), "Student Project Collaboration using Wikis", *Proceedings of the 20th Conference on Software Engineering Education and Training (CSEE&T '07)*, Dublin, Ireland, July 3-5.
6. Chao, J. and Atli, G. (2006), "Critical Personality Traits in Successful Pair Programming", *Proceedings of Agile 2006 International Conference*, Minneapolis, MN, July 23-28.
7. Ottaway, T.A., Parker, K.R. and Chao, J.T. (2006), "The Selection of a Language for Introductory Programming Courses: An Exploratory Survey", *Proceedings of the Western Decision Sciences Institute*, Waikoloa, Hawaii, April 11-15.
8. Chao, J. (2005), "Balancing Hands-on and Research Activities: A Graduate Level Agile Software Development Course", *Proceedings of Agile 2005 International Conference*, Denver, CO, August 24-29.
9. Leventhal, L.M., J. Barnes, J. Chao (2004), "Term Project User Interface Specifications in a Usability Engineering Course: Challenge and Suggestions", *Proceedings of the Thirty Fifth SIGCSE*, pp 41-45, Norfolk, VA, March 3-7.

## BOOK AND BOOK CHAPTERS

1. Holmes, J., Parker, K., Davey, B., Chao J. (2019), "Teaching Software Design Techniques in University Courses", *Encyclopedia of Education and Information Technologies*, Springer.
2. Parker, K and Chao, J. (2019), "Wiki as a Collaboration Tool", *Encyclopedia of Education and Information Technologies*, Springer.
3. Chao, J. and Warnke J. (2012), "Service-Learning through Agile Software Development," in "Service-Learning in the Computer And Information Sciences," Edited by Brian A. Nejmeh, IEEE Press, Piscataway, NJ, USA.
4. Freudenberg, S. and Chao J., Edited by, (2010), "Proceedings of Agile 2010 International Conference", IEEE Computer Society, ISBN: 978-0-7695-4125-9.
5. Parker, K and Chao, J. (2008), "Weaving a Knowledge Web with Wikis," in "Knowledge Networks: The Social Software Perspective," edited by Dr. Miltiadis Lytras, Dr. Robert Tennyson and Dr. Patricia Ordóñez de Pablos, IGI Global publication, PA, USA.

6. Chao J., Cohn, M., Maurer, F. Sharp H. and Shore, J., Edited by, (2006), "Proceedings of Agile 2006 International Conference", IEEE Computer Society, ISBN: 0-7695-2562-8.

## OTHER PUBLICATIONS

1. Alexis D. Ostrowski, Joseph Chao, David E. Erickson, Andrew T. Torelli. (2015) Quantifying Solution Color and Absorbance. U.S. Patent Appln. Serial No.: 62/195,610. [BGSU Invention Disclosure No. 149]
2. Andrew T. Torelli, Joseph Chao, David E. Erickson, Alexis D. Ostrowski. (2015) Crowd Sourced Data Collection. U.S. Patent Appln. Serial No.: 62/148,564. [BGSU Invention Disclosure No. 153]
3. Chao J. and Randles, M. (2010), Poster Session, "Agile Software Factory for Student Service-Learning," *The 4<sup>th</sup> Annual BGSU Teaching and Learning Fair*, Bowling Green, OH, February 19, 2010.
4. Chao J. and Randles, M. (2009), Poster Session, "Empowering Students and the Community through Agile Software Development Service-Learning," *The 3<sup>rd</sup> Annual BGSU Teaching and Learning Fair*, Bowling Green, OH, February 6, 2009.
5. Chao J. and Randles, M. (2008), Poster Session, "Agile Software Factory at BGSU," *The 7<sup>th</sup> BGSU Research Conference*, Bowling Green, OH, November 6, 2008.
6. Chao J. and Pollice, G. (2006), Panel Organizer and Moderator, "Give It Your Best Shot: Favorite Lectures from Agile Teachers", *Agile 2006 International Conference*. Minneapolis, MN, July 23-28.
7. Atli, G. and Chao J. (2006), Abstract Presentation, "The Effects of Personality Traits in Pair Programming", *Michigan Academy of Science, Arts, & Letters*, March 3-4.
8. Atli, G. and Chao J. (2005), Poster Session, "Personality Traits in Pair Programming." *BGSU Research Conference*, Bowling Green, OH, November 3.
9. Chao J. (2005), Panel Organizer and Moderator, "How Much Agile Should We Teach in A Software Engineering Course?" *Agile 2005 International Conference*, Denver, CO, July 24-29.
10. Hershberger, A., Cesarini, P., Chao, J. Mara A. and Rajaei H. (2004), Panel Organizer and Panelist, "Balancing Acts for Junior Faculty: Cross-Pollination and the Power of Positive Peer Pressure," *Second Annual International Conference on Faculty Learning Communities*, Oxford, Ohio, June 18-19.
11. Leventhal, L.M., J. Barnes, J. Chao (2002), "Term Project Specification for Usability Engineering: Strategies and Suggestions for Improvement", *BGSU-CS-Tech Report 0102*.

## RESEARCH PRESENTATIONS

1. Presenter, "KnoWare: A System for Citizen-based Environmental Monitoring", *Proceedings of InSITE 2016: Informing Science + IT Education Join Conferences*, Vilnius, Lithuania, Jun 27 - Jul 1, 2016.
2. Presenter, "HUNT: Scavenger hunt with augmented reality", *Informing Science + Information Technology Education Join Conference (InSITE '15)*, Tampa, FL, June 29-30, 2015.
3. Presenter, "Mise en Scène: A Film Scholarship Augmented Reality Mobile Application", *Informing Science + Information Technology Education Join Conference (InSITE '14)*, Wollongong, Australia, June 30 - July 4, 2014.
4. Presenter, "Campus Event App - New Exploration for Mobile Augmented Reality", *Informing Science + Information Technology Education Join Conference (InSITE '14)*, Wollongong, Australia, June 30 - July 4, 2014.
5. Honored Guest Speaker, "App Development Project - Academic & Student Collaboration", *Independent College Bookstore Association Retail Conference (ICBA '14)*, New Orleans, LA, February 3-6, 2014.

6. Invited Workshop Presenter, "Agile in Practice", BGSU Information Technology Services, November 5, 2013.
7. Invited Speaker, "Agile Software Development", Toledo Web Professionals, October 9, 2013.
8. Presenter, "Navigating the Framework Jungle for Teaching Web Application Development" Informing Science + Information Technology Education Join Conference (InSITE '13), Porto, Portugal, July 1-6, 2013.
9. Presenter, "Gamification in a Social Learning Environment," Informing Science + Information Technology Education Join Conference (InSITE '13), Porto, Portugal, July 1-6, 2013.
10. Co-chair, Agile Boot Camp Stage, Agile International Conference, Salt Lake City, UT, 2011.
11. Presenter, "Developing A Social Media Interactive Learning Environment," Informing Science + Information Technology Education Join Conference (InSITE '11), Novi Sad, Serbia, June 18-23, 2011.
12. Co-presenter, "AgileAssyst – An Assistive Technology for Users with Mental disabilities", Easter Seals Work Resource Center, Cincinnati, OH, March 7, 2011.
13. Presenter, "RemoteCoach – a Technology-based Remote Support System for People with Mental Disabilities", Intervention Service, BGSU College of Education, December 6, 2010.
14. Moderator, Panel discussion, "The Role of Research in the Agile Community", Agile 2010 International Conference, Orlando, FL. August 9-13, 2010.
15. Presenter, "Agile Software Factory for Student Service-Learning," BGSU Faculty Focus Series, January 30, 2009.
16. Presenter, "Empowering Students and the Community through Agile Software Development Service-Learning," BGSU Service-Learning Faculty Learning Community, November, 2008.
17. Presenter, "Student Project Collaboration using Wikis", the 20th Conference on Software Engineering Education and Training (CSEE&T '07), Dublin, Ireland, July 3-5, 2007.
18. Presenter, "Wiki as a Teaching Tool", Informing Science + Information Technology Education Join Conference (InSITE '07), Ljubljana, Slovenia, June 22-25, 2007.
19. Invited Speaker, "Wiki for Communication and Collaboration", Emerging Media Research Cluster, Department of Telecommunications, Bowling Green State University, February 9, 2007.
20. Moderator, Panel discussion, "Give It Your Best Shot: Favorite Lectures from Agile Teachers", Agile 2006 International Conference, Minneapolis, MN, July 23-28, 2006.
21. Presenter, "Critical Personality Traits in Successful Pair Programming." Proceedings of Agile 2006 International Conference. Minneapolis, MN, July 23-28, 2006.
22. Moderator, Panel Discussion, "How Much Agile Should We Teach in A Software Engineering Course?" Agile2005 International Conference. Denver, CO, August 2005.
23. Presenter, "Balancing Hands-on and Research Activities: A Graduate Level Agile Software Development Course." Agile2005 International Conference. Denver, CO, August 2005.
24. Presenter, "Routing Point-to-Point Freight Delivery Systems," INFORMS Annual Meeting, October 2003, Atlanta, GA.
25. Presenter, "Extreme Programming-Does It Work?" Northwest Ohio Computer Science Colloquium, October 2003.
26. Colloquium speaker, "Routing Point-To-Point Delivery Systems with Breakbulks," Department of Computer Science, BGSU, February 2002.
27. Colloquium speaker, "Introduction to UML," Department of Computer Science, BGSU, April 2001.
28. Colloquium speaker, "Developing an Enterprise Manufacturing System - Object-Oriented Approach," Department of Computer Information Systems, Idaho State University, February 1999.
29. Workshop speaker, "UML Overview", John Costanza Institute of Technologies, November 1998.

## STUDENT MASTER THESES

1. Xu Liu, "FIT Refactoring - Improving the Quality of FIT Acceptance Test", Master Thesis, BGSU, Spring 2007 - Summer 2007.
2. Gulgunes Atli, "Personality Traits in Pair Programming." Master Thesis, BGSU, Fall 2005 - Summer 2006.

## STUDENT RESEARCH PROJECTS

1. Peihong Wu	Data Visualization for Water Quality Monitoring	FA '17
2. Yan Lu	Hunt: An Augmented Reality Project for Scavenger Hunt	FA '14
3. Maohua Zheng	ADS: Augmented Documentation System	FA '14
4. Kristen Brown	Augmented Reality for Music Note Recognition	SP '14
5. Magreth Singano	ScavCreator: A Mobile Augmented Reality Game	SP '14
6. Jiankun Han	Indoor Navigation with Mobile Augmented Reality	SP '14
7. Lei Zhou	BGSU Building Recognition using Augmented Reality	SP '14
8. Lowell Long	Introducing Documents to the world of Augmented Reality	FA '13 and SP '14
9. Tanxin Du	Mise en Scène: A Film Scholarship Augmented Reality Mobile Application	FA '13 and SP '14
10. Lei Pan	Campus Event Mobile App with Augmented Reality	FA '13
11. Kenneth Rutski	A Computer Science Curriculum for K-12	SP '13
12. Tek Bhatta	BGSU Maps – a Windows Mobile Application	FA '12 and SP '13
13. Pukar Hamal	BGSU Event Calendar – an Android Mobile Application	FA '12
14. David Giannetto	Gamification in QizBox – A Social Learning Environment	SU '12
15. Daniel Horn	Developing A Mobile Enabled BGSU Online Survey System	SU '11 and FA '11
16. Nicholas Pfundstein	Optimization in Large Scale Real-time Interactivity using Web Technology	SP '11
17. Scott Dover	AgileAssyst – An Assistive Technology for users with Mental disabilities	SP '11
18. Mingzhu Han	Developing a Microsoft DNN Report Generator Module	SP '11
19. Amber Dhavale	A SharePoint Change Request System	SP '11
20. Narayan Sujay Somasekhar	Defect Tracking with Microsoft Visual Studio Team Systems	SP '09
21. Rabirashmi Guha	Test Driven Development for SQL Stored Procedures	FA '08 and SP '09
22. Nick Stuart	Creating a Content Management Systems	FA '08
23. ZiXuan Zhu	Baseball Statistics Database System	FA '08
24. Zhao Wang	Improve Student Learning in CS1 Programming Course with Wikis	SU '07
25. Shiang-Huei Jiang	Test-driven in Web Development	SP '07
26. Yongfang Ye	The Best Wiki Engine for Communication and Collaboration	SP '07 and SU '07
27. Kun Yue	Test-first using Mock Objects	FA '06 and SP '07
28. Purnima Devu	Online Survey Tools BGSU	SP '06
29. Shankhajit Ghosh Dastidar	Agile Project Planning	SP '05
30. Sushma Anaparthi	Cost and Benefit of Pair Programming	FA '04
31. Wei Wang	Developing a Web Application for SPboard using ASPNET	FA '03 and SP '04
32. Joseph Park	Adding database features to BGSU Forms	SP '03
33. Maria Stefenova	Commercial Website Development Process	SU '02 and FA '02

## SERVICE

### Department

1. Director of Agile Software Factory, 2019 – present.
2. CS1-CS2-CS3 Curriculum Ad-hoc Committee, Fall 2020
3. CS Faculty Mentor, 2019 – 2020.
4. Chair, CS Faculty Search Committee, 2019-2020
5. Department Chair, September 2014- 2019.
6. Chair, CS 50<sup>th</sup> Anniversary Celebration Committee, 2017 – 2018.
7. Academic Co-Chair, CS Advisory Board, 2013 – 2016.
8. Faculty Mentor for Dr. Yan Wu, 2014 - 2015.
9. Founding Director of Agile Software Factory, <http://agile.bgsu.edu>, (2008 - 2014)
10. CS Freshman Advisor, 2013 – 2014.
11. Graduate Committee, 2013 – 2014.
12. CS Faculty Search Committee, 2013 - 2014.
13. Faculty Advisor of ACM Student Chapter, 2012 - 2014.
14. Director of Agile Software Factory, 2008 - 2014.
15. Graduate Coordinator, 2010 - 2013.
16. Library Representative, Department of Computer Science, BGSU, 2008 - 2010.
17. Sophomore Academic Advisor, Department of Computer Science, BGSU, 2008 - 2009.
18. Coach of ACM Programming Contest Team, 2001 - 2008.
19. Graduate Committee, Department of Computer Science, BGSU, 2003 - 2005 and 2007 - 2008.
20. Graduate Assistant Supervisor, Department of Computer Science, BGSU, 2007 - 2008.
21. Chair Election Committee, Department of Computer Science, BGSU, Fall 2007.
22. M.S. Comprehensive Examination Committee, Department of Computer Science, Spring 2003.
23. Graduate Program Evaluation Committee, Department of Computer Science, BGSU, 2002.
24. Program Review Committee, Department of Computer Science, BGSU, 2001 - 2002.
25. Master of Business Administration Examination Committee, Idaho State University, 2000 - 2001.

### University

1. Faculty Senate, BGSU, 2019 – 2022.
2. Faculty Research Committee, BGSU, 2019 – 2022.
3. Faculty Advisor, BGSU Chinese Student and Scholar Association, 2015 – present.
4. Member, Distinguished Teaching Award Committee, BGSU College of Arts and Sciences, 2019-2020.
5. CIO Advisory Board, BGSU, 2011 – 2018.
6. MSA program Committee, 2013 - 2018.
7. Faculty Senate, 2015 – 2018.
8. The Hatch Committee, 2015 - 2017.
9. Collab Lab Steering Committee, 2016 – 2017.
10. BGSU J-Calendar Committee, 2016 – 2017.
11. MSA Director Search Committee, BGSU, 2016.
12. Technology Transfer and Innovation Task Force, BGSU VP Research and Economic Development, 2015 - 2016.
13. President Mazey's Technology Transfer and Commercialization Task Force, 2014 - 2015.
14. Faculty Advisor for BGSU Chinese Outreach Fellowship student organization, 2014 - 2015.



15. ITS All Things Digital Committee, 2013 – 2015.
16. Provost's Computing and Information Technologies Task Force, Fall 2014.
17. English as Second Language (ESL) Advisory Committee, BGSU, 2011 – 2013.
18. BGSU Mobile App Committee, 2011 – 2012.
19. Search Committee, Career Center Employer Developer, BGSU, 2013.
20. Search Committee, ITS Application Developer for Digital Services, BGSU, 2013.
21. Search Committee, ITS Web Application Developer, BGSU, 2012.
22. Information Technology Committee, BGSU, 2010 - 2011.
23. TechTrend subcommittee, BGSU Information Technology Services, 2010 – 2011.
24. Academic Software Advisory Committee, BGSU, 2007 - 2009.
25. Information Technology Committee, BGSU, 2006 - 2009.
26. Instructional Media Service Committee, BGSU, 2006 - 2009.
27. New Student First-Course Ad Hoc Committee, College Arts & Sciences, BGSU, 2008.
28. University Student Affairs Advisory Committee, BGSU, 2003 - 2006 (Chair, 2004 - 2005).
29. University Faculty Development Committee, BGSU, 2003 - 2005.
30. Faculty Advisor, BGSU Falcon .NET Association, 2004.
31. Faculty Advisor, Idaho State University Chinese Students and Scholars Association, 1999 - 2001.

#### Professional

1. Editorial Board, Journal of Education and Information Technologies, Springer, 2016 - present.
2. Section Editor, Encyclopedia of Education and Information Systems, Springer, 2017 – 2020.
3. Session Chair, Informing Science + Information Technology Education Conference (InSITE '16), Vilnius, Lithuania, Jun 27 - Jul 1, 2016.
4. Session Chair, Informing Science + Information Technology Education Conference (InSITE '15), Tampa, Florida, June 29 - July 5, 2015.
5. Session Chair, Informing Science + Information Technology Education Conference (InSITE '14), Wollongong, Australia, June 30 - July 4, 2014.
6. Session Chair, Informing Science + Information Technology Education Conference (InSITE '13), Porto, Portugal, July 1-6, 2013.
7. Co-Producer, Agile Boot Camp Stage, Agile 2011 International Conference, Salt Lake City, UT.
8. Program Committee, 24th IEEE-CS Conference on Software Engineering Education and Training (CSEET'2011), Honolulu, Hawaii, May 22-24, 2011
9. Reviewer, Empirical Software Engineering, since 2010.
10. Chair, Research Stage, Agile 2010 International Conference, Orlando, FL.
11. Academic Coordinator, Michigan 2010 Agile and Beyond Conference, Dearborn, MI.
12. Program Committee, Research Stage, Agile 2009 International Conference, Chicago, IL.
13. Program Committee, 10<sup>th</sup> International Conference on Agile Processes and eXtreme Programming in Software Engineering (XP 2009), Sardinia, Italy.
14. Reviewer, IEEE Software, February 2009.
15. Program Committee, 22<sup>nd</sup> IEEE-CS Conference on Software Engineering Education and Training (CSEE&T'2009), Hyderabad, India.
16. Program Committee, Learning and Education Stage and Research Stage, Agile 2008 International Conference, Toronto, Canada.
17. Tutorial Chair and Organizing Committee, 21<sup>st</sup> Conference on Software Engineering Education and Training (CSEE&T '08), Charleston, SC.
18. Program Committee, Educators' Symposium and Research Paper, Agile 2007 International Conference, Washington D.C.
19. Program Committee, International Research-in-progress Workshop on Agile Software Engineering (RWASE '07), Washington D.C.

20. Program Committee, 20<sup>th</sup> Conference on Software Engineering Education and Training (CSEE&T '07), Dublin, Ireland.
21. Chair, Educators' Symposium, Agile 2006 International Conference, Minneapolis, MN.
22. Educator Grant Committee, Agile 2006 International Conference, Minneapolis, MN.
23. Program Committee, 19<sup>th</sup> Conference on Software Engineering Education and Training (CSEE&T '06), Oahu, Hawaii.
24. Assistant Chair, Educators' Symposium, Agile 2005 International Conference, Denver, CO.
25. Co-chair, Northwest Ohio Computer Science Colloquium, October 2003.

### Community

1. Chair, Qinhuangdao/Nanchong China Committee, Toledo Sister Cities International, 2014 - 2019.
2. Board of Trustee, Greater Toledo Chinese Association, 2004 - 2008, 2013 - 2016.
3. Technology Steering Committee, BG Downtown Business, 2013 - 2016.
4. Board of Directors, 80-20 Northwest Ohio Chapter, Chair (2008 – 1012), Member (2012 – 2017).
5. Board of Trustee, Toledo Sister Cities International 2010 – 2012.
6. Chair, Board of Directors, Chinese Center of Toledo, 2007 - 2009.
7. Planning Committee, Taste of Diversity, Toledo, September 2006.
8. Chair, "A Day in China", Toledo Dragon Boat Festival, Toledo, Ohio, July 2006.
9. Technology Committee, St. Aloysius Elementary and Junior High School, Bowling Green, OH, 2004 - 2005.
10. Board of Director, Ohio Chinese American Professional Association (OCAPA), 2001 - 2005.
11. President, Ohio Chinese American Professional Association (OCAPA), 2003 - 2004.
12. Conference Chair, OCAPA Symposium 2003, Bowling Green, OH, June 2003.
13. Session Chair, OCAPA Symposium 2002, Columbus, OH, June 2002.
14. Grand Awards Judge, Intel International Science and Engineering Fair, Cleveland, OH, 2003.
15. Organizing Committee, OCAPA Symposium 2002, Columbus, OH.

### **MEMBERSHIP IN PROFESSIONAL ORGANIZATIONS**

1. Toledo Web Professionals, 2012 – present.
2. Association for Computing Machinery (ACM), 2003 - present.
3. The Institute of Electrical and Electronics Engineers (IEEE), 2007 – 2010, 2017 - present.
4. Michigan Agile Enthusiasts (MAE), 2004 - 2016.
5. Agile Alliance, 2003 - 2015.
6. American Association of University Professors (AAUP), 2010 - 2014.
7. Central Ohio XP Users Group, 2004 - 2008.
8. Ohio Chinese American Professional Association (OCAPA), 2001-2006.
9. Central Ohio Chapter of ACM, 2004 - 2005.
10. Association for Information Systems (AIS), 2000 - 2003.

### **HONORS AND AWARDS**

1. Narayan Endowed Professor in Computer Science, BGSU, 2017 – 2020.
2. Faculty Recognition Community Involvement Award, BGSU Faculty Senate, 2013.
3. Most Favorite Faculty Award, BGSU Arts & Sciences Latin Honors Program, 2011.
4. Service-Learning and Civic Engagement Faculty Excellence Award, BGSU Office of Service Learning, 2011.
5. Coach, First Place, Carnegie Mellon Spring Programming Contest, March 29, 2008.
6. Most influenced BGSU faculty, Phi Beta Kappa Honor Society, 2008.
7. President Club Achievement Award, John Costanza Institute of Technologies, 1998.
8. Omega Rho, The National Operations Research Honor Society, 1985.