

Brett Benda

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Education

PhD Human-Centered Computing, University of Florida **2019-Present**

Adviser: Dr. Eric D. Ragan

Current GPA: 3.80/4.00

B.S. Digital Arts and Science, University of Florida **2019**

Final GPA: 3.52/4.00

Research Experience

Graduate Research Assistant **2019-Present**

Adviser: Dr. Eric D. Ragan

- *Detection of Remapped Hands in VR* **2019-Present**
Investigates the extent to which hand movement can be scaled or placement offset before they are detectable to users.

Undergraduate Research Assistant **2017-2019**

Adviser: Dr. Jaime Ruiz

- *Communicating with Computers* **2017-2019**
Investigated and evaluated design practices for virtual agents in collaborative tasks with humans.
- *Biometrics Project* **2018-2019**
Explored attitudes and perceptions held by humans towards user authentication with body-movement and speech modalities.

Teaching Experience

Undergraduate Teaching Assistant **2017-2019**

CAP 3220 (3D Modeling)

- Instructor: Dr. Rong Zhang
- Acted as primary grader for course assignments.
- Assisted students during in-class activities and during office hours.

CEN 3031 (Introduction to Software Engineering), **COP 3503** (Programming II)

- Instructor: Mr. Joshua Fox
- Wrote and developed course assignments and supplemental materials.

- Responsible for leading 2-3 discussion sections per week.
- Held office hours to facilitate learning of students.

Publications

Journal Publications

1. *InDrone: a 2D-based drone flight behavior visualization platform for indoor building inspection*
Smart and Sustainable Built Environment
Ricardo Eiris, Gilles Albeaino, Masoud Gheisari, **William Benda**, Randi Faris

Peer-Reviewed Conference Publications

5. *InDrone: Visualizing Drone Flight Patterns for Indoor Building Inspection Tasks*
International Conference on Construction Applications of Virtual Reality (CONVR 2020)
Ricardo Eiris, Gilles Albeaino, Masoud Gheisari, **William Benda**, Randi Faris
4. *MMGatorAuth: A Novel Multimodal Dataset for Authentication Interactions in Gesture and Voice*
International Conference on Multimodal Interaction (ICMI 2020).
Sarah Morrison-Smith, Aishat Aloba, Hangwei Lu, **Brett Benda**, Shaghayegh Esmaeili, Gianne Flores, Jesse Smith, Nikita Soni, Isaac Wang, Rejin Joy, Damon L Woodard, Jaime Ruiz, Lisa Anthony
3. *Determining Detection Thresholds for Fixed Positional Offsets for Virtual Hand Remapping in Virtual Reality*
IEEE International Symposium on Mixed and Augmented Reality (ISMAR 2020).
Brett Benda, Shaghayegh Esmaeili, Eric D Ragan
2. *Examining Fitts' and FFitts' Law Models for Children's Pointing Tasks on Touchscreens*
International Conference on Advanced Visual Interfaces (AVI 2020)
Julia Woodward, Isaac Wang, Jahelle Cato, **Brett Benda**, Jesse Smith, Lisa Anthony, Jaime Ruiz
1. *Detection of Scaled Hand Interactions in Virtual Reality: The Effects of Motion Direction and Task Complexity*
IEEE Conference on Virtual Reality and 3D User Interfaces (IEEEVR 2020)
Shaghayegh Esmaeili, **Brett Benda**, Eric D. Ragan