

# G. Michael Poor

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## Education

- 09/04 – 12/08 **Tufts University, School of Engineering** **Medford, MA**  
Doctor of Philosophy in Computer Science, December 2008  
Dissertation: *The effects of varying levels of reality based interaction on a subjects' ability to perform a 3D construction task.*  
Robert Jacob, advisor
- 01/03 – 09/04 **Bowling Green State University** **Bowling Green, OH**  
Master of Science in Computer Science, September 2004  
Thesis: *The effects of varying levels of immersive technologies on a subjects' ability to perform a 3D construction task.*  
Laura Leventhal, advisor
- 09/98 – 12/02 **Bowling Green State University** **Bowling Green, OH**  
Bachelor of Science in Computer Science and Psychology, December 2002

## Appointments

- 08/12 – **Baylor University** **Waco, TX**  
Assistant Professor  
Department of Computer Science  
School of Engineering and Computer Science
- 09/08 – 08/12 **Bowling Green State University** **Bowling Green, OH**  
*Visiting Assistant Professor*  
Department of Computer Science  
College of Arts and Science
- 09/07 – 05/08 **Tufts University** **Medford, MA**  
*Lecturer*  
Department of Computer Science
- 09/06 – 08/07 **Tufts University** **Medford, MA**  
*Lab Instructor*  
Department of Computer Science

09/04 – 08/06 **Tufts University**  
*Teaching Assistant*  
Department of Computer Science

**Medford, MA**

01/03 – 09/04 **Bowling Green State University**  
*Teaching Assistant*  
Department of Computer Science

**Bowling Green, OH**

## New courses introduced

### **CS 6650: Human Issues in Computing**

Behavioral aspects of computing, including topics such as programming style, language features, computer-aided instruction, computer science expertise, training, computing for universal access, usability engineering, and research methodology.

### **CS 6800: Next Generation Interfaces**

The state of practice in human-computer interaction today is the graphical user interface (GUI) or direct manipulation interaction style. This class is seeking to identify the “emerging” next generation of user interaction from a range of seemingly disconnected current research and ultimately, contribute to the development of a framework for unifying them. These user interactions include: virtual reality, augmented reality, ubiquitous, pervasive, and handheld interaction, tangible user interfaces, etc...

## Courses taught

### **At Baylor University**

CSI 5V93:	Advanced Topics in HCI	Fall 2012, Fall 2013
CSI 4342:	Gaming Platform Frameworks	Spring 2013, Spring 2014
CSI 4341:	Computer Graphics	Fall 2013, Fall 2015

### **At Bowling Green State University**

CS 1000:	Computer Basics	Fall 2010
CS 2010:	Programming Fundamentals	Summer 2009
CS 2020:	Object-oriented Programming	Summer 2010
CS 3140:	Web Application Development	Fall 2011
CS 3240:	Usability Engineering	Spring 2009, 2010, 2011, 2012
CS 3350:	Data Structures and Algorithms	Fall 2008, 2010, 2011
CS 4640/5640:	Software Engineering	Fall 2009
CS 6650:	Human Issues in Computing	Spring 2010
CS 6800:	Next Generation Interfaces	Spring 2009, Summer 2012

### **At Tufts University**

CS 10:	Introduction to Digital Information	Summer 2008
CS 11:	Introduction to Computer Science	Fall 2008

## Undergraduate students supervised/advised

### Bowling Green State University

- 09/08 – 12/08 Emmanuel Nsungalufu, Mobile Phone Application Development  
09/09 – 12/09 Rebecca Wilson, Web based Fitness Coach (Honors Project)  
09/10 – 05/11 Thomas Donahue and Martez Mott, Access-A-WoW Research Project  
09/11 – 05/12 Brianna Tomlinson, Tangible Cubes (Honors Project)  
01/12 – 08/12 Darren Guinness, Kinect Cubes

## Graduate students supervised/advised

### Bowling Green State University

- 09/10 – 05/11 Jordan Ringenberg Currently a PhD student at the University of Toledo  
09/10 – 05/11 Scott Dover  
09/10 – 05/12 Brianna J. Tomlinson Currently a PhD student at Georgia Tech  
09/11 – 05/12 Martez Mott Currently a PhD student at the University of Washington  
09/11 – 05/12 Thomas Donahue Currently a PhD student at Tufts University

### Baylor University

- 12/12 – Alvin Jude Hari Haren Gesture-Based Interaction Project / Ericsson Research  
09/13 – Darren Guinness Unnamed Gesture-Based Interaction Project  
09/13 – Garret Benoit Unnamed Gaming/Graphics Project

## Publications

D. Guinness, A. Jude, G. M. Poor, J. Boer. "Reducing the Effects of Fatigue on Touchless Mid-Air Gestural Interaction." Submitted for publication at *ACM 2015 SIGCHI Conference on Human Factors in Computing Systems*, 18 – 23 April 2015, Seoul, Korea.

Jude, A., Poor, G. M., and Guinness, D. "Evaluating Multimodal Interaction with Gestures and Speech for point and select tasks." To appear in *NordiCHI '14 Proceedings of the 9th Nordic Conference on Human-Computer Interaction*, NordiCHI'14, ACM (New York, NY, USA,2014).

Jude, A., Poor, G. M., and Guinness, D. "An Evaluation of Touchless Hand Gestural Interaction for Pointing Tasks with Preferred and Non-preferred Hands." To appear in *NordiCHI '14 Proceedings of the 9th Nordic Conference on Human-Computer Interaction*, NordiCHI'14, ACM (New York, NY, USA,2014).

Guinness, D., Poor, G. M., and Jude, A. "Gestures with Speech for Hand-Impaired Persons." To appear in *ASSETS '14 Proceedings of the 16th International ACM SIGACCESS Conference on Computers and Accessibility*, ASSETS '14, ACM (New York, NY, USA,2014).

A. Jude, G.M. Poor, and D. Guinness. "Personal Space: User Defined Gesture Space for GUI Interaction." Work-in-Progress at the *ACM 2014 SIGCHI Conference on Human Factors in Computing Systems*. 26 April – 1 May 2014, Toronto, Canada.

G.M. Poor, G. Zimmerman, D.S. Klopfer, S.D. Jaffee, L.M. Leventhal, J. Barnes. "Using Mobile Devices to Identifying Mobility Sensitive Cognitive Demands by delivering Instructions for Construction Tasks." *INTERACT 2013 - The 14th IFIP TC13 Conference on Human-Computer Interaction*, Cape Town, South Africa, 2-6 September 2013.

G.M. Poor, Brianna J. Tomlinson, Darren Guinness, Samuel D. Jaffee, Laura M. Leventhal, Guy Zimmerman, Dale S. Klopfer. "Tangible or Gestural: Comparing Tangible vs. Kinect™ Interactions with an Object Manipulation Task." Poster presented at *Seventh International Conference on Tangible, Embedded and Embodied Interaction (TEI'13)*, 10 – 13 February 2013, Barcelona, Spain.

T.J. Donahue, G. M. Poor, M.E. Mott, L.M. Leventhal, G. Zimmerman, D. Klopfer. (2013). "On Interface Closeness and Problem Solving." In *Seventh International Conference on Tangible, Embedded and Embodied Interaction (TEI'13)*, 10 – 13 February 2013, Barcelona, Spain.

G. M. Poor, Guy Zimmerman, Laura Marie Leventhal, Dale S. Klopfer, Julie Barnes, Samuel D. Jaffee. (2012). "Using Mobile Devices to Deliver Instructions for Construction Tasks with Interactive 3D Models: The Interaction of Orientation and Individual Differences." Mobile Accessibility Workshop to be held at the *14th edition of MobileHCI'12, ACM SIGCHI's International Conference on Human-Computer Interaction with Mobile Devices and Service*. September 21, 2012.

M.E. Mott, T.J. Donahue, G.M. Poor, L.M. Leventhal, S.D. Jaffee, B.J. Tomlinson. (2012). "TangibleRubik: Leveraging Motor Learning for a Tangible Password System." Work-in-Progress at the *ACM 2012 SIGCHI Conference on Human Factors in Computing Systems*, 5 – 10 May 2012, Austin, Texas.

G.M. Poor, L.M. Leventhal, J. Barnes, D. R. Hutchings, P. Albee, L. Campbell. (2012). "No user left behind: Including accessibility in student projects and the impact on CS students' attitudes." *The ACM Transactions on Computing Education*, Volume 12 Issue 2, April 2012, Article No. 5.

G.M. Poor, Laura M. Leventhal, Scott Kelley, Jordan Ringenberg, Samuel D. Jaffee. (2011). "Thought Cubes: Exploring the Use of an Inexpensive Brain-Computer Interface on a Mental Rotation Task." Poster session presented at *ASSETS '11: 13th ACM SIGACCESS Conference on Computers and Accessibility*, 24 - 26 October 2011, Dundee, Scotland.

G.M. Poor, R.J.K. Jacob. (2010). "Introducing Animatronics to HCI: Extending Reality-Based Interaction". In *HCI International 2011*, 9 - 14 July 2011, Orlando, Florida, USA.

G.M. Poor, T.J. Donahue, M.E. Mott, G.W. Zimmerman, L.M. Leventhal. (2010). "Access-a-WoW: Building an Enhanced World of Warcraft™ UI for Persons with Low Visual Acuity". In *HCI International 2011*, 9 - 14 July 2011, Orlando, Florida, USA.

G.W. Zimmerman, D. Klopfer, G.M. Poor, J. Barnes, L.M. Leventhal, S. Jaffee. (2010). "How Do I Line Up?: Reducing Mental Transformations to Improve Performance". In *HCI International 2011*, 9 - 14 July 2011, Orlando, Florida, USA.

R. Hippler, D. Klopfer, L.M. Leventhal, G.M. Poor, B. Klein, S. Jaffee. (2010). "More than Speed?: An Empirical Study of Touchscreens and Body Awareness on an Object Manipulation Task". In *HCI International 2011*, 9 - 14 July 2011, Orlando, Florida, USA.

G.M. Poor, L.M. Leventhal, J. Barnes, D.R. Hutchings. (2009). "Accessibility: Understanding Attitudes of CS Students". Poster session presented at *ASSETS '09: 11th ACM SIGACCESS Conference on Computers and Accessibility*, 26-28 October 2009, Pittsburgh, PA, USA.

J. Barnes, G.M. Poor, L.M. Leventhal, G. Zimmerman, D. Klopfer. (2005). "Look and Touch: The Impact of Touchscreens on the Delivery of Instructions for Inherently 3D Construction Tasks Using Web-Delivered Virtual Reality". Paper presented at *IPSI-2005 Amsterdam*, 1 - 4 September 2005; Amsterdam, The Netherlands.

## Funding Activity

### Proposals – Under Review

- Hanson Inc. (2 year proposal at \$75,000 / year) – HCI and UX testing / development.

### Proposals – Non-granting

- Traq3D University Research Partnership Grant. In negotiations for \$20,000 for equipment.
- Sloan Fellowship 2013 (\$50, 000).

## Invited Talks

"The 12 Laws of Animatronics", G Michael Poor, Gene W. Poor. TEDxBGSU, Bowling Green State University, Bowling Green, Ohio. September 16, 2011

"The Importance of Professional Retailscape", Gene W. Poor, G. Michael Poor. Cardinal Health Retail Business Conference, July 29 – August 1, 2009, Washington D.C.

"Animatronics: Can they teach?" Gene W. Poor, G. Michael Poor. School of Informatics, Indiana University, Bloomington. November 3, 2008.

## Professional Service – At Baylor University

### Academic Service

- Search Committee for Lecturer Position, 8/12 – present

### Journal and Conference Reviewer

- ACM SIGCHI Symposium on Engineering Interactive Computing Systems, 2013
- ACM SIGCHI Conference on Human Factors in Computing Systems, 2013

### Professional Affiliations

- Member, Association of Computing Machinery (ACM), 2009 – present

- Member, Institute of Electrical and Electronics Engineers, Inc. (IEEE), 2009 – present

## Professional Service – Before Baylor University

09/11 – 05/12 CS Assessment Committee, Bowling Green State University

09/09 – 05/12 ACM Advisor, Bowling Green State University

09/09 – 05/12 Facilities Committee Member, Bowling Green State University

09/07 – 05/08 Computing Undergraduate Scholars Program (CUSP) Mentor, Tufts University