

James Adam Jones

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SUMMARY:

- ❖ PhD, MS, BS, & AA degrees in Computer Science & Engineering
- ❖ *Concentrations:* Cognitive Science, Visualization & Graphics
- ❖ *Dissertation Topic:* Visual Perception in Augmented & Virtual Environments
- ❖ *Research Interests:* Augmented & Virtual Environments, Perception, Vision, Visualization, Computer Graphics, Human-Computer Interaction, User Evaluation, Empirical Methods.
- ❖ *Citizenship:* United States of America.

EDUCATION:

Doctor of Philosophy in Computer Science & Engineering

Cognitive Science Graduate Certification from the Department of Psychology

Mississippi State University, Starkville, Mississippi (December 2011)

Concentration: Visualization & Graphics, Virtual Environments

Dissertation Title: Peripheral Visual Cues and Their Effect on the Perception of Egocentric Depth in Virtual and Augmented Environments

Advisor: J. Edward Swan II

Committee: T.J. Jankun-Kelly, Carrick C. Williams, Philip Amburn

Master of Science in Computer Science & Engineering

Mississippi State University, Starkville, Mississippi (August 2007)

Concentration: Visualization & Graphics, Virtual Environments

Thesis Title: Egocentric Depth Perception in Optical See-through Augmented Reality

Advisor: J. Edward Swan II

Committee: T.J. Jankun-Kelly, Carrick C. Williams

Bachelor of Science in Computer Science & Engineering

Mississippi State University, Starkville, Mississippi (December 2004)

Minor: Software Engineering & Mathematics

Advisor: Donna Reese

Associate of Arts in Computer Science

Jones County Junior College, Ellisville, Mississippi (May 2002)

Advisor: Patricia Mapp

EMPLOYMENT:

University of Southern California

Institute for Creative Technologies - Mixed Reality Research & Development Laboratory

Postdoctoral Research Associate (February 2012 - Present)

Advisor: Mark Bolas

Mississippi State University

Department of Computer Science & Engineering

Instructor of Record/Graduate Teaching Assistant (January 2011 - December 2011)

Supervisor: Donna Reese, PhD

Augmented & Virtual Reality Perception Laboratory

Graduate Research Assistant (August 2005 - April 2007, June 2008 - December 2011)

Advisor: J. Edward Swan II, PhD

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Institute for Neurocognitive Science & Technology

Systems Administrator (May 2007 - May 2008),

Interim Systems Administrator (April 2010 - October 2010)

Supervisor: Kirk H. Schulz, PhD

John C. Longest Student Health Center

Assistant to the Systems Administrator (April 2003 - July 2005)

Supervisor: Kerri H. Wardlaw

Burton Computer Resources, Inc., Laurel, Mississippi

Programmer, Web and Graphic Designer (October 2001 - March 2003)

Supervisor: Stan Burton

Cybergate, Inc., Laurel, Mississippi

Programmer, Web Developer, Technical Support (August 1998 - October 2001)

Supervisors: Tommy Dorsey, Chris Dorsey

HONORS & AWARDS:

Spirit of State - University Service Award (Highest Student Honor), *Mississippi State University*, April 2010.

Global Leadership Program Awardee - Korea & Hong Kong Study Abroad Program, *Kyungpook National University (Daegu, South Korea) & Mississippi State University*, 2010.

Global Leadership Program Awardee - Korea & Japan Study Abroad Program, *Kwangwoon University (Seoul, South Korea) & Mississippi State University*, 2009.

Bagley College of Engineering Outstanding Research Paper Award, received by J. Edward Swan II, for the paper *Egocentric Depth Judgments in Optical, See-Through Augmented Reality*, 2008.

Office of Research & Economic Development: Outstanding Research Award Nominee, Department of Computer Science & Engineering, *Mississippi State University*, 2009.

Graduate Student Association Research Award Nominee, Department of Computer Science & Engineering, *Mississippi State University*, 2009.

Department of Computer Science & Engineering Spotlight Graduate Student, *Mississippi State University*, September 2009.

Study Abroad Photography Contest - General Display Winner, *Mississippi State University*, 2009.

American Legion Outstanding Citizen Award, *Jones County, Mississippi*, 2000.

Eagle Scout, *Boy Scouts of America*.

Order of the Arrow, Brotherhood member, *Boy Scouts of America*.

Phi Theta Kappa Honor Society, member.

FUNDED RESEARCH:

1. *Mapping the Field of View*, The Office of Naval Research 6.1 Long Range Broad Agency Announcement for Navy and Marine Corps Science and Technology (N00014-13-1-0237). Principal Investigator: Mark Bolas (on behalf of postdoc **J. Adam Jones**). \$506,141.00. FY:2013-2014. Other roles: Proposal Author, Research Personnel.

REFEREED PUBLICATIONS:

1. **J. Adam Jones**, J. Edward Swan II, Mark Bolas. 2013. *Peripheral Stimulation and its Effect on Perceived Spatial Scale in Virtual Environments*. IEEE Transactions on Visualization & Computer Graphics (TVCG). 19, 4, pages 701-710.

2. **J. Adam Jones**, J. Edward Swan II, Gurjot Singh, Sujan Reddy, Kenneth Moser, Chunya Hua, Stephen R. Ellis. 2012. *Improvements in Visually Directed Walking in Virtual Environments Cannot be Explained by Changes in Gait Alone*. Proceedings of the ACM SIGGRAPH Symposium on Applied Perception, Playa Vista, California, pages 11–16.
3. **J. Adam Jones**, J. Edward Swan II, Gurjot Singh, Stephen R. Ellis. 2011. *Peripheral Visual Information and Its Effect on Distance Judgments in Virtual and Augmented Environments*. Proceedings of the ACM SIGGRAPH Symposium on Applied Perception in Graphics and Visualization. Toulouse, France, pages 29-35.
4. Gurjot Singh, J. Edward Swan II, **J. Adam Jones**, Stephen R. Ellis. 2010. *Depth Judgment Measures and Occluding Surfaces in Near-Field Augmented Reality*. Proceedings of the ACM SIGGRAPH Symposium on Applied Perception in Graphics and Visualization. Los Angeles, California, pages 149-156.
5. **J. Adam Jones**, J. Edward Swan II, Gurjot Singh, Stephen R. Ellis. 2008. *The Effects of Virtual Reality, Augmented Reality, and Motion Parallax on Egocentric Depth Perception*. Proceedings of the ACM SIGGRAPH Symposium on Applied Perception in Graphics and Visualization. Los Angeles, California, pages 9-14.
6. J. Edward Swan II, **J. Adam Jones**, Eric W. Kolstad, Mark A. Livingston, Harvey S. Smallman. 2007. *Egocentric Depth Judgments in Optical See-Through Augmented Reality*. IEEE Transactions on Visualization & Computer Graphics (TVCG). 13, 3, pages 429-442.

OTHER PUBLICATIONS:

7. **J. Adam Jones**, Evan A. Suma, David M. Krum, Mark Bolas. 2012. *Comparability of Narrow and Wide Field-Of-View Head-Mounted Displays for Medium-Field Distance Judgments*, Poster compendium, Proceedings of the ACM SIGGRAPH Symposium on Applied Perception, Playa Vista, California, page 119.
8. Gurjot Singh, J. Edward Swan II, **J. Adam Jones**, and Stephen R. Ellis. 2012. *Depth Judgments by Reaching and Matching in Near-Field Augmented Reality*. Poster compendium, Proceedings of the IEEE Virtual Reality Conference, Irvine, California, pages 165–166.
9. **J. Adam Jones**, J. Edward Swan II, Gurjot Singh, Stephen R. Ellis. 2011. *Peripheral Visual Information and Its Effect on the Perception of Egocentric Depth in Virtual and Augmented Environments*. Poster compendium, Proceedings of the IEEE Virtual Reality Conference. Singapore, pages 215-216.
10. Gurjot Singh, J. Edward Swan II, **J. Adam Jones**, Stephen R. Ellis. 2011. *Depth Judgment Tasks and Environments in Near-Field Augmented Reality*. Poster compendium, Proceedings of the IEEE Virtual Reality Conference. Singapore. pages 241-242.
11. **J. Adam Jones**, J. Edward Swan II, Gurjot Singh, Joshua Franck, Stephen R. Ellis. 2009. *The Effects of Continued Exposure to Medium Field Augmented and Virtual Reality on the Perception of Egocentric Depth*. Poster compendium, Proceedings of the ACM SIGGRAPH Symposium on Applied Perception in Graphics and Visualization. Crete, Greece, page 138.
12. Gurjot Singh, J. Edward Swan II, **J. Adam Jones**, Joshua Franck, Stephen R. Ellis. 2009. *Depth Judgment Measures and Occluders in Near-Field Augmented Reality*. Poster compendium, Proceedings of the ACM SIGGRAPH Symposium on Applied Perception in Graphics and Visualization. Crete, Greece, page 127.
13. **J. Adam Jones**, J. Edward Swan II, Gurjot Singh, Eric W. Kolstad. 2008. *The Effects of Virtual Reality, Augmented Reality, and Motion Parallax on Egocentric Depth Perception*. Poster compendium, Proceedings of the IEEE Virtual Reality Conference. Reno, Nevada. pages 267-268.

TECHNICAL PRESENTATIONS:

1. *Learning and Perceiving in Augmented Environments*, Invited speaker at the Gordon Research Conference on Visualization in Science and Education, Bryant University, Smithfield, Rhode Island, July 22, 2013.
2. *Improvements in Visually Directed Walking in Virtual Environments Cannot be Explained by Changes in Gait Alone*, ACM SIGGRAPH Symposium on Applied Perception, Playa Vista, California, August 3, 2012.
3. *Going With The Flow: Motion-based Visual Cues in the Extreme Periphery and Their Effect on Distance Judgments in Virtual & Augmented Reality*, Invited presentation at the School of Interactive Arts & Technology - Simon Fraser University, Vancouver, BC, Canada, November 24, 2011, Host: Bernhard Riecke.
4. *External Visual Cues and Their Effect on Walked Distance Judgments in Virtual and Augmented Environments*, Invited presentation at the NASA Ames Research Center, Moffett Field, California, November 22, 2011, Host: Stephen R. Ellis.
5. *Virtual & Augmented Environments: A Matter of Perception*, Invited presentation at the Imaging Media Research Center - Korea Institute for Science & Technology, Seoul, South Korea, May 4, 2010, Host: Heedong Ko.
6. *Experiences Abroad - Japanese Technology & Culture*, Invited presentation at the Colloquium on Understanding More About Japanese Culture, Business, and Information Technology, Sponsored by the Japan Foundation and Mississippi State University, Mississippi State University, Mississippi, August 19, 2010, Host: J.P. Shim.
7. *Going With The Flow: Distance Judgments in Virtual Reality, Augmented Reality, and the Real-World*, Applied Cognitive Science Seminar Series, Mississippi State University, Mississippi, October 28, 2011.
8. *Graphics: Making Games Look Good*, Invited presentation to the Starkville High School Game Design Club, Starkville, Mississippi, October 25, 2011, Host: Andrew Stamps.
9. *A Mostly Visual Introduction to Augmented and Virtual Reality*, Association of Computer Machinery (ACM) Student Chapter, Mississippi State University, Mississippi, September 20, 2010.
10. *A Review of the AR Lab's Perceptual Experiments in Virtual & Augmented Environments*, Invited guest lecture to CSE-8283: Empirical Software Engineering, Mississippi State University, Mississippi, April 1, 2010.
11. *Depth Judgments and Adaptation in Augmented and Virtual Reality*, Empirical Software Engineering Research Group, Mississippi State University, Mississippi, November 2, 2009.
12. *Visual Perception in Augmented and Virtual Environments*, Graduate Seminars in Computer Science, Mississippi State University, Mississippi, October 7, 2009.
13. *Perceptual Cues in Visual Presentations*, Invited guest lecture to CSE-6990: Principles of Digital Visual Communication and Analysis, Mississippi State University, Mississippi, September 4, 2009.
14. *Studying Human Perception in Virtual and Augmented Reality*, Invited guest lecture to ECE-8990: Level of Detail and Virtual Environments, Mississippi State University, Mississippi, March 26, 2009.
15. *Augmented and Virtual Reality: A Matter of Perception*, Graduate Seminars in Computer Science, Mississippi State University, Mississippi, November 10, 2007.
16. *Depth Perception in Augmented and Virtual Reality*, ACCESS: Applied Cognitive Science Seminar Series, Mississippi State University, Mississippi, September 7, 2007.
17. *Egocentric Depth Judgments in Optical See-Through Augmented Reality*, ACCESS: Applied Cognitive Science Seminar Series, Mississippi State University, Mississippi, November 17, 2006.

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18. *Egocentric Depth Judgments in Optical See-Through Augmented Reality*. Institute for Neurocognitive Science & Technology Colloquium. Mississippi State University, Mississippi, October 26, 2006.

PROFESSIONAL SERVICE:

- Organizing Committee, *IEEE Virtual Reality Conference (IEEE VR)*, Videos Co-Chair, 2014.
- Organizing Committee, *IEEE Virtual Reality Conference (IEEE VR)*, Videos Co-Chair, 2013.
- Organizing Committee, *IEEE Virtual Reality Conference (IEEE VR)*, Publications Co-Chair, 2012.
- Organizing Committee, *IEEE Virtual Reality Conference (IEEE VR)*, Publications Co-Chair, 2011.
- Organizing Committee, *IEEE Virtual Reality Conference (IEEE VR)*, Publications Co-Chair, 2010.
- Student Volunteer, *IEEE Virtual Reality Conference (IEEE VR)*, 2010.
- Reviewer, *IEEE Virtual Reality Conference (IEEE VR)*, 2012.
- Reviewer, *IEEE Virtual Reality Conference (IEEE VR)*, 2011.
- Reviewer, *IEEE Virtual Reality Conference (IEEE VR)*, 2010.
- Reviewer, *IEEE Virtual Reality Conference (IEEE VR)*, 2006.
- Reviewer, *ACM Special Interest Group on Computer-Human Interactions (SIGCHI)*, 2013.
- Reviewer, *IEEE Transactions on Visualization and Computer Graphics (TVCG)*, 2013.
- Reviewer, *International Symposium on Mixed & Augmented Reality (ISMAR)*, 2014.
- Reviewer, *International Symposium on Mixed & Augmented Reality (ISMAR)*, 2013.
- Reviewer, *International Symposium on Mixed & Augmented Reality (ISMAR)*, 2011.
- Reviewer, *International Symposium on Mixed & Augmented Reality (ISMAR)*, 2010.
- Reviewer, *International Symposium on Mixed & Augmented Reality (ISMAR)*, 2009.
- Reviewer, *International Symposium on Mixed & Augmented Reality (ISMAR)*, 2007.
- Reviewer, *International Conference on Multimodal Interactions (ICMI)*, 2012.
- Reviewer, *International Journal of Human-Computer Studies (IJHCS)*, 2013.
- Reviewer, *International Journal of Human-Computer Studies (IJHCS)*, 2011.
- Reviewer, *International Journal of Human-Computer Studies (IJHCS)*, 2009.
- Reviewer, *International Journal of Human-Computer Studies (IJHCS)*, 2008.
- Judge, *IEEE 3D User Interfaces Contest (3DUI)*, 2013.
- Judge, *IEEE 3D User Interfaces Contest (3DUI)*, 2012.
- Judge, *Mississippi School for Math & Science – Game Design Contest*, 2011.
- Judge, *Mississippi School for Math & Science – Game Design Contest*, 2010.

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UNIVERSITY SERVICE:

Institute for Neurocognitive Science & Technology Steering Committee, 2007-2008.

Imaging Center of Excellence Quality Control Group, 2007-2009.

Institute for Imaging and Analytical Technologies Host: Social Sciences Research Center - University of Catania (*Sicily, Italy*) Visiting Student Program, *Mississippi State University*, October 2010.

Guest Instructor - CSE-3813: Formal Languages, *Mississippi State University*, August 24-26, 2011.

Guest Instructor - CSE-4413/8413: Computer Graphics, *Mississippi State University*, October 25-28, 2010.

Guest Instructor - CSE-3981: Computer Ethics, *Mississippi State University*, October 13, 2010.

MSU Liaison - Future Exchange Student Meeting, *Sookmyung Women's University (Seoul, South Korea)*/
Mississippi State University, May 2010.

Aided in redesign of Computer Science & Engineering introductory curriculum, *Mississippi State University*, 2010.

MSU Globe Trotters - Office of International Education, *Mississippi State University*, 2009-2011.

Korean Exchange Student Orientation Volunteer, *Mississippi State University*, August 2009.

Forum Moderator: Leadership Styles and Successful Leaders in Korea and the U.S., *Kwangwoon University (Seoul, South Korea)*, May 2009.