CURRICULUM VITAE

**Brian F. Goldiez**

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Orlando, FL, 32826

**EDUCATION**

Ph.D. University of Central Florida, Orlando, FL, Modeling and Simulation, 2004.

 Dissertation Advisor: Dr. P. A. Hancock

Title: Techniques for Assessing and Improving Performance in Navigation and Wayfinding Using Mobile Augmented Reality

M.S. University of Central Florida, Orlando, FL, Computer Engineering, 1979.

B.S.A.E. University of Kansas, Lawrence, KS, Aerospace Engineering, 1973.

**CERTIFICATION**

Certified Modeling and Simulation Professional

**PROFESSIONAL EXPERIENCE**

2018 – Present: Program Director, Virginia Modeling, Analysis, & Simulation Center, Old Dominion University. Program manager representing VMASC in Orlando, Fl.

1988 – 2018: Deputy Director & Principal Investigator, Institute for Simulation and Training, University of Central Florida. Works with IST’s Director in various administrative functions including personnel, strategic planning, outreach, and developing large multi-discipline programs of simulation oriented research. Also, conducts research in areas related to technical and human performance assessment methods. Specific areas of assessment related research have been in interoperability, algorithm development, computer graphics, distributed simulation, and augmented reality. Dr. Goldiez secured and managed high performance computing initiatives at UCF until July, 2017 but is still consulted on various technical issues.

2011 – 2017 Prince of Wales Visiting Professor for the University of Wales HADR Centre/High Performance Computing Wales.

2012 - present Research Associate Professor College of Graduate Studies, U. Central Florida

2008 – present Director of Advanced Research Computing Center UCF

2006 – present Secondary Joint Appointment., Industrial Engineering & Management Systems, University of Central Florida.

2001 – 2002: Interim Director, Institute for Simulation and Training, University of Central Florida. In addition to those of the Deputy Director (described above), responsibilities include managing an organization with approximately 60 faculty, 60 students, and a cash flow of $6M/year; developing strategic relationships with campus and outside organizations;

1999: Interim Director, Institute for Simulation and Training, University of Central Florida. See above.

1985 – 1988: Senior Design Analyst, AAI Corporation, Orlando, FL Systems engineer on flight simulation programs. Lead systems engineer on $300M A-6F/F-14D flight simulator development. Design spanned the requirements of three companies, the procuring agency, and four user communities.

1978 – 1985: Systems Engineer (visual systems, math models, flight), US Army Program Manager Training Devices (now PEO-STRI), Orlando FL. Responsibilities included identifying, funding, managing, and developing visual system technology for Army simulators. Also acted as Lead Engineer for aviation and wargaming devices. Lead Army simulation related efforts in creating DOD software standards.

1975 – 1978: Design Engineer, US Naval Training Equipment Center (now NAVAIR-Orlando). Provided expertise in flight simulator mathematical modeling and subsequent programming of equations for performance assessment. First implementation of higher order computer language (FORTRAN) in a real time simulator. Also, conducted acceptance testing.

1973 – 1975: Design Engineer, Sikorsky Aircraft, Stratford, CT. Experience included helicopter handling qualities, control surface design, wind tunnel testing, reliability/maintainability analysis, and simulation of new design concepts.

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2009 An Architecture for Overlaying Massive Multiplayer Online Games/Distributed Virtual Environment (MMOG/DVE) - #TX 6-982-478

**GRANTS AND CONTRACTS**

Date(s) Grant name Sponsor Amount

1. 1988, PI, Helicopter Flight Simulation Technology Plan, US Army (PM TRADE), Unknown.
2. 1989, PI, Low Cost Aviation Research Testbed, DARPA, $1000K.
3. 1989, PI/co-PI, Distributed Simulation Networking, DARPA, $2000K.
4. 1989, PI/co-PI, Computer Generated Forces Research, DARPA, $2000K
5. 1991, PI, Patriot OTT to SIMNET Connection, Lockheed Martin Corp., $53K.
6. 1992, PI, ADST BDS-D Delivery Order (Visual System Research), Loral Corp., $161K.
7. 1993, PI, R&D of Terrain Data Bases for DIS, US Army (STRICOM), $2673K.
8. 1993, PI, J-Mass/DIS Interface Support, Amherst Systems Inc., $30K
9. 1994, PI, Evaluation of DIS, NAVAIR Orlando-Training Systems Division, $3K.
10. 1994, PI, Electronic Circuit Training, NAVAIR Orlando-Training Systems Division, $19K.
11. 1997, PI, Low Cost Visualization Evaluation Techniques, US Army (STRICOM), $510K.
12. 1997,1998,, PI, Combat Trauma Patient Simulator, US Army (STRICOM), $753K.
13. 1999, PI, Combat Trauma Patient Simulator, Medical Education Technologies Corp. $11K.
14. 1999, PI, Prototyping an Approach for CCTT Interoperability, US Army (STRICOM), $121K.
15. 2000, co-PI, Enhancing Simulation of the Synthetic Natural Environment, US Army (STRICOM), $100K.
16. 2000, PI, WARCON, Office of Naval Research, $106K.
17. 2001, PI, Combat Trauma Patient Simulator, Medical Education Technologies Corp., $71K.
18. 2002, PI, Creation of a Flexible and Reusable Distributed Simulation Architecture, Office of Naval Research, $94K.
19. 2002, PI/co-PI, Immersion Center: Achieving Excellence in Multimodal Interactive Systems Design, Office of Naval Research, $528K.
20. 2002, PI, Measuring Image Quality in Synthetic Natural Environments, US Army (STRICOM), $20K.
21. 2003, PI/co-PI, Research in Augmented and Virtual Environment Systems, Office of Naval Research, $208K.
22. 2005, PI, Environmental Database Systems Integration Laboratory Research, US Army (RDECOM-STTC), $90K.
23. 2006,co- PI, Army Research Institute Virtual Environment Research Testbed, US Army Research Institute, $315K ($46K Research Study).
24. 2006, PI, Aviation Simulation Strategy; future Aviation Simulation System Capability, US Army RDECOM/PEO AVN/DOS Ft. Rucker, $210K.
25. 2006, PI, COTS Based Adversarial Behaviors, TSWG via US Army RDECOM, $80K.
26. 2006, co-PI, Human Robot Teams- Overall Cooperative Agreement, US Army Research Laboratory, $3.6 M ($600K apportioned for sub-contract management).
27. 2006, PI, Presence Across Media-Human Robot Teams, US Army Research Laboratory, $37K.
28. 2006, co-PI, Complexity in Human Robot Teams, US Army Research Laboratory, $100K.
29. 2006, advisor, Enhanced Multiplayer Computer Simulations for Asymmetric Warfare, US Army RDECOM (JDIEDO), $100k.
30. 2007, co-PI, Human Robot Teams, US Army Research Laboratory, $1001K.
31. 2007, PI, High Performance Computing, US Army Simulation Training and Technology Center, $950K.
32. 2008, PI, Live, Virtual Constructive with OPNET, Joint Technical Integration & Evaluation Center, $110K.
33. 2008, PI, High Performance Computing, US Army RDECOM Simulation, Training, Technology Center, $1440K.
34. 2009, PI, Modeling and Simulation Glossary, DoD Modeling & Simulation Coordination Office (via US Army RDECOM STTC), $225K
35. 2010, PI, Simulation for Healthcare, RDECOM STTC, $149,444
36. 2010, PI, IPv6 in Simulation, JFCOM, $240,000
37. 2011, PI, Building an Architecture for Medical Simulation, ARL STTC, $199,999
38. 2011, PI, Veterans Health Administration Special Projects Director, VHA, $84,693
39. 2011, PI, Combat Casualty Training Consortium, U. Missouri (US TATRC), $250,000
40. 2012, PI, Veterans Health Administration Special Projects Director, VHA, $50,000
41. 2012, PI, Measurement and the Impact of Confidence in Medical Simulation, US Army Research Laboratory, STTC, $190,000
42. 2015, PI, Advanced Technologies for Medical Simulation, US Army Research Laboratory, STTC, $300,000
43. 2015, PI, RAOS, US Army Research Laboratory, STTC, $570,000
44. 2015, PI, Advanced Infantry Team Training, ONR, $400,000 (assumed this role after original PI left UCF).
45. 2015, PI, Robot-Aided Intelligence Surveillance and Reconnaissance, US Army Research Laboratory ATSD, $439,000.
46. 2015, 2016, 2017, PI, Evaluation and Transition of Emerging Medical Simulation Technologies, US Army Research Laboratory ASTD, $1,098,087.
47. 2015, PI, Aviation Combined Arms Team Trainer Training Effectiveness Evaluation, Battelle Memorial Institute, US Army Research Laboratory, US Army Program Executive Officer for Simulation, Training, & Instrumentation, $800,000 (assumed this role from the original PI).
48. 2016, PI, Enhancing the Integrated Training Environment, Battelle Memorial Institute, US Army Research Laboratory, US Army Program Executive Officer for Simulation, Training, & Instrumentation, $554,948.
49. 2016, PI, Joint Enroute Training System, Information Visualization and Innovative Research, Inc., $39,901.
50. 2018, PI, Frameworks for M&S, Defense Modeling, Simulation, and Coordination Office. $152K proposed ($60K received as of 2/18).

**PROFESSIONAL AFFILIATIONS**

**Organizations**

2002 – Present Certified Modeling and Simulation Professional

2008 – Present Member of the Editorial Board of “The Open Virtual Reality Journal”

2008 –2016 UCF Member of SURAGrid (Contributing Member)

2013 – 2016 Council for Competitiveness HPC Subcommittee

**Honor Society Memberships**

Sigma Tau

Sigma Gamma Tau

Tau Beta Pi

Sigma Xi

**Present**

Institute for Electrical and Electronics Engineers, Senior Member

Simulation Interoperability Standards Organization

Society for Computer Simulation International

Society for Simulation in Healthcare

**Past**

2000-2004 OpenGL Architecture Review Board

1997-2000 Standards Performance Evaluation Corp., Graphics Performance Committee

2010 – 2014 Society for Simulation in Healthcare (Member and member of Standards Technical Cmt)

**Society Memberships**

1992-1996 American Institute of Aeronautics and Astronautics

**PROFESSIONAL SERVICES**

**Consulting**

Various Silicon Valley Expert Witness Group, Mercury Computer Corporation, Grumman Aerospace, European Union, National Science Foundation

**Reviewing and Editorship and External Examiner**

VariousInterservice/Industry Training Systems & Education Conference Evaluation

2003 Human Factors Journal. Reviewer for technical articles.

2004 Theoretical Issues in Ergonomic Science. Reviewer for article(s) related to Presence.

2004 Presence Journal. Reviewer for selective article(s) related to Presence.

Various European Commission. Reviewer for Future and Emerging Technologies.

2005 National Science Foundation Reviewer for Computer Graphics and Virtual Reality

2008 International Journal of Human Computer Interactions

Various IEEE Computer Graphics & Applications

2008 & 09 Program Committee, 2009 and 2010 Conferences on Games & Virtual Worlds for Serious Applications

2009 Tutorial Committee, Interservice/Industry Training Systems and Education Conference

2014 - Present European Commission Scientific Proposals for Future and Emerging Technologies Program, FP7

2013- Present Program Committee VS Games Conference

2014 Program Committee Simultech Conference

**PUBLICATIONS**

1. Goldiez, B. (1989, November). Technical issues related to mission rehearsal. IST-TR-89-3, Excerpts presented at Interservice/Industry Training Systems and Education Conference. Ft. Worth, TX.
2. Moshell, J., Li J., Hughes, C., Blau, B., & Goldiez, B. (1990). Nap-of-earth and the realtime simulation of dynamic terrain. *Proceedings SPIE '90*. Orlando, FL.
3. McBride, D., Goldiez, B., & Cadiz, J. (1990). Low cost aviation technology testbed. *Interservice /Industry Training Systems and Education Conference*. Orlando, FL.
4. Goldiez, B., Uliano, K., & McBride, D. (1990). Low cost aviation technology testbed. *AIAA Flight Simulation Technologies Conference*. Dayton, OH.
5. Morse, L., & Goldiez, B. (1992). Training and cost effectiveness in the development of training devices. *Economic Aspects of Advanced Production and Manufacturing Systems*,.
6. Goldiez, B., et.al., (August, 1989). Interoperability of defense simulation workshop [Minutes]. (IST-CF-90-1). Orlando, FL: University of Central Florida, Institute for Simulation and Training.
7. Goldiez, et.al., (February, 1990). Interoperability of defense simulation workshop [Minutes]. (IST-CF-90-1). Orlando, FL: University of Central Florida, Institute for Simulation and Training.
8. Goldiez, B**.,** &Cadiz, J. (1991). Data analysis and network design. (IST Technical Report). Orlando, FL: University of Central Florida, Institute for Simulation and Training.
9. Goldiez, B., Uliano, K., Brooks, Smith, S., Giedd, B., & Nguyen, J., (1991). Aviation trainer technology test plan. (IST Technical Report). Orlando, FL: University of Central Florida, Institute for Simulation and Training.
10. Goldiez, B., & Uliano, K. Aviation trainer technology test plan. (IST-TR-90-25). Orlando, FL: University of Central Florida, Institute for Simulation and Training.
11. Goldiez, B., & Lin, K. (1991). An evaluation of quaternions vs. Euler angles in networked simulations. *AIAA for Flight Simulation Technology Conference*. New Orleans, LA.
12. Goldiez, B. (1991). The impact of verification, validation, and accreditation on simulation and training. *Military Simulation and Training*, 4.
13. Ferguson, R., Brasch, R, Lisle, C., & Goldiez, B. (1992). Interoperability of visual simulation systems. *Image VI Conference*, Scottsdale, AZ, 517-526.
14. Goldiez, B. (1992). Flight Simulation. *Aerospace America*.
15. Goldiez, et.al. (1993). Simulator Networking Handbook. (IST-TR-93-08). Orlando, FL: University of Central Florida, Institute for Simulation and Training.
16. Loper M., Goldiez, B., et.al. (1993). The I/ITSEC Test Procedures and Results Report. (IST-TR-93-04). Orlando, FL: University of Central Florida, Institute for Simulation and Training.
17. Haworth, D., Goldiez, B. & Lin, K. (1993). Institute for Simulation and Training. *Simulation*, 61(6).
18. Lin, K., Goldiez, B., & Ng, H. (1993). Representation of vehicle location in networked simulations. AIAA -93-3582-CP, *AIAA Flight Simulation Conference*, Monterey CA.
19. Loper, M., Goldiez, B. & Smith, S. (1993). The 1992 I/ITSEC distributed interactive simulation interoperability demonstration.  *Interservice/Industry Training Systems and Education Conference Proceedings*. Orlando, FL.
20. Goldiez, B., & Williams, J. (1994). Developing simulator networks. *International Training Equipment Conference Proceedings*. Amsterdam, Holland.
21. Goldiez, B., & Nelson, R. (1994). Terrain Data Base Correlation. *International Training Equipment Conference Proceedings*. Amsterdam, Holland.
22. Schiavone G., Nelson, R. & Goldiez, B. (1994). Statistical certification of terrain data bases. *Interservice/Industry Training Systems and Education Conference Proceedings*. Orlando, FL.
23. Goldiez, B. (1995). History of networked simulation. *SPIE Proceedings*. Volume, page numbers.
24. Purdy, R. & Goldiez, B. (1995). Simulator interoperability. *Intersevice/Industry Training Systems and Education Conference Proceedings*. Orlando, FL.
25. Goldiez B., Graniela B., & Roman, R. (1995). Coordinate conversion impact on DIS. *Distributed Interactive Simulation Workshop.* Orlando, FL.
26. Goldiez, B. (1996). Techniques for interoperability. *Proceedings of Intersevice/Industry Training Systems and Education Conference*.
27. Elkhoury K., Ahmed, A., & Goldiez, B. (1997). Graphics performance Benchmarks, (IST-CR-97-24), Orlando, FL: University of Central Florida, Institute for Simulation and Training.
28. Goldiez, B., & Pettitt. (1997). Human patient modeling [Best paper nominee]. *Proceedings of Interservice/Industry Training Systems and Education Conference*. Orlando, FL.
29. Rajput S., Pettitt, Goldiez, B., & Petty M. (1998). Human patient modeling, *Simulator Interoperability Workshop*. Orlando, FL.
30. Goldiez, B. (1998). Chapter 12: Integrating and executing simulations. In D. Cloud & L. Rainey (Eds.), *Applied Modeling and Simulation* (pp. 411-440). New York, NY: McGraw Hill.
31. Rogers R., Goldiez, B., Graniela, B., & Woodard, P. (1998). Testing low cost visualization systems using public domain benchmarks. 1998 Image Conference, Scottsdale, Arizona, 2-7.
32. Goldiez B., Rogers, R. & Woodard, P. (1999, January/February). Real-time visual simulation on PC’s. *IEEE Computer Graphics & Applications*, Los Alamitos, CA. pp.11-15.
33. Goldiez, B., Gordon, S., Harris, W., & Sottilare, R. (1999). 21st-century military training. *Military Training Technology*. 6(4).
34. Franceschini, R., Clarke, T., Goldiez, B., Griffin, A., Schiavone, G. & Schricker S. (2000). A survey of the theory and practice of simulation interoperability. *Simulator Interoperability Workshop*. Orlando, FL. 00S-SIW-104.
35. Goldiez, B., Harrigan, G., Goodman, J., Reddy, S., Feurbacher, F., Bhatia, S., & Clarke, T. (2000, April). Systems engineering optimization of the UCF driving simulator. (IST-TR-004). Orlando, FL: University of Central Florida, Institute for Simulation and Training.
36. Windyga, P., Fraceschini, R., Goldiez, B., & Griffin, A. (2000, October). Towards a simulation interoperability methodology and supporting hardware. *NATO Modeling and Simulation Conference*. Royal Military College of Science, Shrivenham, UK, 24-26.
37. Schiavone, G., & Goldiez, B. (2000, November). Extending the terrain common data model to training simulations on low-cost visual systems.  *Interservice/Industry Training Systems and Education Conference,* Orlando, FL.
38. Schiavone, G., & Goldiez, B. (2001, July). A method to judge the quality of river feature databases based on terrain elevation data. *5th World Multiconference on Systemics, Cybernetics, and Informatics and 7th International Conference on Information System s Analysis and Synthesis*. IEEE and IIIE, Orlando, FL.

## Potay, S., Goldiez, B., & Cortes, A. (2001, July). An approach for assessing texture and color image quality. (IST-TR-01-12). Orlando, FL: University of Central Florida, Institute for Simulation and Training.

# Goldiez, B., & Kincaid, J. (2001, October). Crisis management.  *Technical Brief Prepared & Accepted for Medical Conference.* Dharan, Saudi Arabia, (IST-TR-01-10) [withdrawn after 9/11 attack].

1. Goldiez, B., Schmorrow, D., Hofer, R., Harvey, E., & Shumaker, R. (2002, July). Integrating infrastructures and approaches for using simulation to support product development. *Society for Computer Simulation Summer Conference.* San Diego, CA.
2. Goldiez, B. (2002, October). Critical research issues in virtual environments. *Proceedings of the Workshop on Intelligent Human Augmentation & Virtual Environments.* Dept. Computer Science, U. North Carolina, Chapel Hill, NC. pp. E-9.
3. Reeves, L., Stanney, K., Goldiez, B., & Kingdon, K. (2002, December). The immersion center. Developing a testbed for advancing augmented and virtual environment systems. *Poster paper presented at 23rd Army Science Conference*. Orlando, FL.
4. Fidopiastis, C., Goldiez, B., & Long, G. (2003, March). Medical simulation and training, surgical and therapy applications. *Simulation Interoperability Workshop*. Orlando, FL.
5. Walton, G., Goldiez, B., Hofer, R., & Kaup, D. (2003, April). Mathematical foundations for modeling and simulation. *SPIE Intersense Conference.* Orlando, FL.
6. Stanney, K., Samman, S., Reeves, L., Hale, K., Buff, W., Bowers, C., et al. (2003, July). A paradigm shift in interactive computing: Deriving multimodal design principles from behavioral and neurological foundations. *International Journal of Human-Computer Interaction, Special Issue on Augmented Cognition.*
7. Sepulveda, J., & Goldiez, B. (2003, July). A commercial paradigm for development of DoD simulations. *Society for Computer Simulation Summer Conference, 2003.* Montreal, Canada.
8. Goldiez, B. (2004, March). Model pedigree: A requirement for composability. *Simulation Interoperability Standards Organization. Simulation Interoperability Workshop*. Washington, D.C.
9. Goldiez, B., Shah, R., Srinivasan, R., Stanney, K., & Jones, D. (2004, July). PDAs in virtual environments. *International Conference on Cybernetics and Information Technologies, System, and Applications.* International Institute of Informatics and Systemics. Orlando, FL, 4,1-6.
10. Rolland, J., Stanney, J., Goldiez, B., Daly, J., Martin, G., Moshell, J., & Washburn, D. (2004, July). Overview of research in augmented and virtual environment systems: RAVES. *International Conference on Cybernetics and Information Technologies, System, and Application..* International Institute of Informatics and Systemics. Orlando, FL. 4, 19-24*.*
11. Goldiez, B., Martin, G., Daly, J., Washburn, D., & Lazarus, T. (2004, October). Software infrastructure for multi-modal virtual environments. *Sixth International Conference on Multimodal Interfaces.* Association for Computing Machinery, Special Interest Group on Computer Human Interfaces. State College, PA, *251-257.*
12. Goldiez, B. & Dawson, J. (2004, October). Is Presence Present in Augmented Reality? *Presence 2004 Conference*. Valencia, Spain.
13. Goldiez, B. (2004). *Techniques for assessing and improving performance in navigation and wayfinding using mobile augmented reality*. Unpublished doctoral dissertation, University of Central Florida, Orlando (UMI No. 3163584).
14. Jones, D., & Goldiez, B. (2004, December). The use of interactive map based displays for teleportation in virtual environments*. Interservice/Industry Training Systems and Education Confrerence*. Orlando, FL.
15. Goldiez, B., Livingston, M., Dawson, J., Brown, D. & Hancock, P. (2004, November). Advancing human centered augmented reality research. *Army Science Conference*. Orlando, FL.
16. Livingston, M., Brown, D., Swan, E., Goldiez, B., Baillot, Y., & Schmidt, G. (2005, January). Applying a testing methodology to augmented reality interfaces to simulation systems*.* *SCS Winter Simulation Conference*, *SimChi Track*, New Orleans, 27-32.
17. Goldiez, B., Ahmad, A., Stanney, K., Dawson, J., Hancock, P. (2005, July). Augmented reality as a human computer interaction device for augmented cognition. *Human Computer International Conference*. Las Vegas, NV.
18. Ahmad, A., Goldiez, B., Hancock, P. (2005, September). Gender differences in navigation and wayfinding using mobile augmented reality.  *Human Factors and Ergonomics Society Conference.* Orlando, FL. Pp 1868 – 1872.
19. McGill, S. Owen, L. B., Goldiez, B. (2006, April). Build time reduction opportunities in the generation of typical SNE 3D terrain databases. *Simulation Interoperability Conference: 06S-SIW-105.* Huntsville, AL.
20. McGill, S., Goldiez, B., Tracy, J., Owen, L*.*, & Talbot, T. (Spring, 2006). Build time reduction for 3D environmental databases: utilizing Beowulf clusters. *Proceedings of the Simulation Interoperability Workshop: 06S-SIW-110*. Orlando, FL.
21. Goldiez, B., (2006, in press). Tools for decision making (introduction). In L. C. Morse & D. L. Babcock, *Managing engineering and technology (4th edition).* New York: Prentice-Hall International Series in Industrial Engineering
22. Goldiez, B., Saptoka, N., Aedunuthula, P. (2006, June). Human performance assessments when using augmented reality for navigation. *Virtual Media for Military Applications* (RTO Meeting Proceedings No. RTO-MP-HFM-136, pp. 28-1 – 28-10). Neuilly-sur-Seine, France: Research and Technology Organisation.
23. Goldiez, B., Clarke, T. (2006).  *Chaos in human psychomotor data.* Society for chaos theory in psychology and life sciences. 16th annual conference. Johns Hopkins University, Baltimore, MD.
24. Clarke, T., Kaup D, Goldiez B., Garfield K., Malone L., Oleson R., Shumaker R., Wu, A.& Campbell, A.  (2006). Complexity research at the university of central florida, ECCS ’06. *European Conference on Complex Systems 2006*. Oxford, UK.
25. Goldiez, B., Sottilare, J., Yen, C., Jerome, C. (November, 2006). The current state of augmented reality and a research agenda for training. *US Army Research Institute for the Behavioral and Social Sciences.* Orlando, FL.
26. Goldiez, B. (December 15, 2006). US military perspectives in presence and augmented reality. In G. Ruffini (Ed.), *D3.1 Visions, Roadmaps, the ERA (Issue 1), Document Peach-A3.1-A3.1-VEROERA-V1.10doc, FP6 Coordinating Action No 33909*. Barcelona, Spain & Brussels, Belgium. Presence Research in Action (Peach bit).
27. Clarke, T. L., Goldiez, B. F., The appearance of chaos in high performance behavior. *Behavioral Representation in Modeling and Simulation Conference.* March, 2006. Norfolk, VA.
28. Craighead, J., Murphy, R., Burke, J., Goldiez, B., A survey of commercial & open source unmanned vehicle simulators, *2007 IEEE International Conference on Robotics and Automation.* April, 2007. Roma, Italy.
29. Craighead, J., Murphy, R., Burke, J., Goldiez, B., A robot simulation classification system for HRI. *The 2007 International Symposium on Collaborative Technologies and Systems.* May, 2007. Orlando, FL.
30. Clarke, T. L., Goldiez, B. F., Collaboration on the edge of chaos. *The 2007 International Symposium on Collaborative Technologies and Systems.* May, 2007. Orlando, FL
31. US Department of the Army, Aviation Warfighting Center, Director of Simulations. (July 31, 2007). *Future aviation simulation strategy, study report*. Ft. Rucker, AL: Author.
32. Goldiez, B.F., Ahmad, A.M., & Hancock, P.A. (September, 2007). Effects of augmented reality display settings on human wayfinding performance. *IEEE Transactions on Systems, Man, and Cybernetics: Part C: Applications and Reviews.* Pages 839-845.
33. Goldiez, B., Papelis,Y., Tarr, R., Salinas, A. (November, 2007). The army’s future aviation simulation strategy, study. *Proceeding of Interservice/Industry Training Systems and Education Conference*. Orlando, FL.
34. Carol A. Thornson, Brian F. Goldiez and Huy Le, Predicting presence: constructing the tendency toward presence inventory, *Int J. of Human-Computer Studies* (2008), doi:10.1016/j.ijhcs.2008.08.006
35. Shi, Collins, Donate, Liu, Goldiez, et. al. (May, 2008). Human-aware robot motion planning with velocity constraints. *Proceedings of the 2008 International Symposium on Collaborative Technologies and Systems (CTS 200).* Irvine, CA.
36. Shi, Collins, Donate, Liu, Goldiez, et. al. (May, 2008). A high-speed robot planning human-friendly motion. Proceedings of the Florida Conference on Recent Advances in Robotics. Melbourne, FL.
37. Goldiez, B. (Sept., 2008). *PERADA interaction report (UCF and Cardiff University, Wales, UK)*. European Union through Napier University, Edinburgh, Scotland.
38. Goldiez, B., Sottilare, J. (Oct. 2008). The future aviation simulation strategy for the united states army.  *Proceedings of MSG-060 Symposium on “How is Modeling and Simulation Meeting the Defence Challenges out to 2015? (NATO).* Vancouver, B.C.
39. Goldiez, B. & Liarokapis, F.(2008). Trends and perspectives in augmented reality. In J. Cohn, D. Nicholson, & D. Schmorrow (eds.), *The PSI handbook of virtual environments for training and education* (Vol 3, pp. 278-289). Westport, CT. Praeger Security International.
40. Ahmad, M., Akbas, M., Turgut, D., Goldiez, B., Palaniappan, R., Dere, T. (2009). Live, virtual, constructive simulation modeling using high performance computing. *Proceedings of Simulation Interoperability Workshop* (09S-SIW-063)*.* Spring, 2009. Orlando, FL.
41. Goldiez, B., Wiegand, P., Ellis, C., Mesit, J., Liyange, J., Tafur, S., Palaniappan, R., Sottilare, S. Interactive simulation research using high performance computing at university of central florida. *International Super Computing Conference (Poster session).* May, 2009. Hamburg, Germany.
42. Anton, J., Wiederhold, M., Goldiez, B. The application of modeling and simulation to the behavioral deficit of autism. Modsim Conference, Norfolk, VA, Fall 2009.
43. Goldiez, B., Tafur, S. & Palaniappian, R. (2009). *HPC sustainability plan and position paper.* University of Central Florida position paper. Retrieved from: http://www.cac.cornell.edu/~lifka/Downloads/SRCC/2.HPC-Sustainability-Plan-and-Position-Paper\_v2.pdf.
44. Ghosh, C., Wiegand, R., Goldiez, B., Dere, T. An architecture supporting large scale MMOG. *DISIO 2010*. March 15, 2010, ACM ICST, Torremolinos Spain.
45. Elis, C., Babenko, P., Goldiez, B., Daly, J., Martin, G. (2010). Dynamic terrain for multiuser real-time environments. IEEE Computer Graphics and Applications (Jan/Feb, 2010), 80-84.
46. Chertoff, D., Goldiez, B., and LaViola, J. “Virtual experience test: a virtual environment evaluation questionnaire”, *Proceedings of IEEE Virtual Reality 2010*, 103-110, March 2010.
47. Goldiez, B., Anton, J., Garrity, P., Zawadski, R, Anton, E., Norfleet, J., “Developing data exchange protocol standards for healthcare simulators”, *Program Syllabus, International Meeting on Simulation in Healthcare,* 249 (Poster 312), January, 2011.

# Goldiez, B., ,Zawadski, R. Anton, J., Anton, E., Garrity, P., & Sotomayor, T. (2011, April). Facilitating interoperability and standards for simulators in healthcare (S11-26). *Simulation Interoperability Workshop*. Boston, MA.

1. Fiedler, B., Goldiez, B., Sotomayor, T. Estes, J., Washburn, D. (May, 2011). Developing data exchange protocol standards for healthcare simulators. In Medbiquitous Annual Conference. Paper presented at Johns Hopkins University, Baltimore, MD.

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