



## PROPOSERS' LIST BY NAME

**RAFAEL ALONSO**

SET  
ralonso@setcorp.com

**Virtual World research interest:**  
abstract and mirror worlds, authoring behaviors

**KARYN APFELDORF**

Arete  
kapfeldorf@arete.com

**CHRIS ARGENTA**

Applied Research Associates, Inc.  
cargenta@ara.com

**Virtual World research interest:**  
ARA is a large company with expertise and experience in a wide range of relevant technical areas. We design, develop and integrate defense systems that support target characterization; information exploitation; behavior modeling and analysis; multi-INT data fusion; network analysis, inference, and prediction algorithms; and intelligence management.

**JAMES BECHTEL**

L-3 PHOTONICS  
James.Bechtel@L-3Com.com

**Virtual World research interest:**  
analysis and prediction

**CLIFFORD BEHRENS**

Telcordia Technologies, Inc.  
cliff@research.telcordia.com

**Virtual World research interest:**  
Cultural modeling and cultural emergence; cognition and learning in polycultural virtual worlds; participatory modeling in agent based environments; model verification and validation; social science epistemology

**DUSTIN BEST**

IBG  
dbest@biometricgroup.com

**Virtual World research interest:**  
IBG offers products and services that empower clients to respond proactively to the offensive and defensive applications of Virtual Worlds. IBG is interested in collaborating with the Virtual Worlds community to provide our insight and improve our capabilities for our clients.

**HEATHER BIEHL**

BBN Technologies  
hbiehl@bbn.com

**JULIANA BRIXEY**

University of Kansas School of Nursing  
jbrixey@kumc.edu

**Virtual World research interest:**  
My interest are  
1. working as virtual teams distributed across time and distance;  
2. creating simulations of real life in second life  
3. tagging in second life and the resulting folksonomy

**SVEN BRUECKNER**

TechTeam Government Solutions, Inc.  
sven.brueckner@newvectors.net

**JOHN BURWELL**

Forterra Systems  
jburwell@forterrainc.com

**Virtual World research interest:**

Forterra develops a virtual world platform suitable for supporting commercial and national security applications.

**JAIME CARBONELL**

Carnegie Mellon University  
e.fink@cs.cmu.edu

**Virtual World research interest:**

Natural language processing, autonomous agents, learning, reasoning under uncertainty, automated data gathering, massive data analysis

**NATHAN CARPENTER**

Pyxis Engineering LLC  
nate.carpenter@pyxisengineering.com

**Virtual World research interest:**

Realtime processing of large volumes of user interaction data into analysis-ready information

**THAYNE COFFMAN**

21st Century Technologies  
tcoffman@21technologies.com

**Virtual World research interest:**

social and behavioral links between virtual and real life actions; social network analysis; communication analysis (both structural and semantic); behavioral pattern classification; spatial motion pattern analysis

**MARK CONGER**

Northrop Grumman Aerospace Systems  
mark.conger@ngc.com

**Virtual World research interest:**

Broad range of research and applied applications of Serious Games and Virtual Worlds. To date focus has been on internal applications for training, education and recruitment. As well as Department of Defense targeted applications such as warfighter mission rehearsal using geo-specific 3D game environments and engineering concept prototyping via Virtual Worlds. Long term focus is collaborative work with several universities on the potential use of MMOG as a tool to gain insight on real world group behavior, organizational influence, and nation state formation. And the ability to use kinetic and non-kinetic stimulus to guide human courses of action.

**JACOB CROSSMAN**

Soar Technology  
jcrossman@soartech.com

**MIKE DAILY**

HRL Laboratories  
mjdaily@hrl.com

**Virtual World research interest:**

rapid collection, behavior analysis

**SON DAO**

HRL Laboratories  
skdao@hrl.com

**Virtual World research interest:**

Data Mining and Behavior Analysis in Virtual World

**BRIAN DENNIS**

Lockheed Martin ATL / ISX Laboratory  
bdennis@atl.lmco.com

**Virtual World research interest:**

Researching the intersection of Virtual Worlds and Web based social media environments. The latter often provides a complementary channel to observe participants in the former.

Also interested in network based trust evaluation algorithms.

**EDWARD DIETERLE**

SRI International  
edward.dieterle@sri.com

**KATIE ENGEL**

Aptima, Inc.  
kengel@aptima.com

**THOMAS ESKRIDGE**

Institute for Human and Machine Cognition  
teskridge@ihmc.us

**Virtual World research interest:**

Distributed, policy-based control and management of

1. contextually appropriate behavior of software agents in the virtual world,
2. coordination and cooperation of human-agent interactions,
3. interaction of agents with the virtual environment

Reasoning and representation about time, space, and joint activity as driving by social, organizational, environmental, and cultural considerations;

Reasoning and representation of dialogue and collaborative problem-solving;

Visualization of multiple, complex streams of data from environment, policy, and human agent interaction

**JAN-MICHAEL FRAHM**

UNC Chapel Hill  
jmf@cs.unc.edu

**Virtual World research interest:**

computer vision, 3D reconstruction of static and dynamic scenes

**DAN FU**

Stottler Henke  
fu@stottlerhenke.com

**Virtual World research interest:**

Machine learning, case-based reasoning, link discovery

**SEAN GUARINO**

Charles River Analytics Inc.  
sguarino@cra.com

**Virtual World research interest:**

behavior analysis, behavior modeling, internet psychology, computer mediated communications, immersive training, applied artificial intelligence, social network analysis, virtual therapy

**HOLLY HANDLEY**

Pacific Science & Engineering Group  
hollyhandley@pacific-science.com

**Virtual World research interest:**

Our interest is the cultural research into possible differences in gaming behavior.

**ANDREW HICKL**

Language Computer Corporation  
andy@languagecomputer.com

**Virtual World research interest:**

natural language processing, recognition of unnecessarily imprecise/deceptive language, virtual worlds situational awareness, dialog, alias detection, sentiment detection, recognition of normative / non-normative behaviors

**HENRI HODARA**

L-3 PHOTONICS  
henri.hodara@L-3com.com

**Virtual World research interest:**

Fusion of Data Mining with Social Sciences

**DICK HORST**

UserWorks, Inc.  
dhorst@userworks.com

**Virtual World research interest:**

user experience design and measurement, interaction design, user performance measurement, behavioral data analysis, user requirements and needs, usability evaluation, accessibility evaluation, cognitive sciences, human factors engineering

**PETER HOTTENSTEIN**

Southwest Research Institute  
Pete.Hottenstein@swri.org

**Virtual World research interest:**

Behavior analysis, training, computer generated entities

**GARY JACKSON**

SAIC  
gary.m.jackson@saic.com

**Virtual World research interest:**

Automated psychological assessment of virtual world behavior as mapped to real world psychometrics

**KENNETH KAIZER**

Lattice, Inc.  
kkaizer@latticeincorporated.com

**Virtual World research interest:**

Persistent Virtual Environments  
Social and System Dynamics  
Entity Artificial Intelligence

**M. LAYNE KALBFLEISCH**

GMU  
mkalbfl@gmu.edu

**Virtual World research interest:**

How people's level of expertise (cognitive and emotional) influences how they make use of and/or conduct themselves in virtual environments. I study nonverbal reasoning and the ways in which the environment influences this reasoning as a universal model or signature of decision-making.

**KARI KELTON**

NSI  
kkelton@natlsec.com

**Virtual World research interest:**

Virtual worlds as social science laboratories

**JEFFREY KIM**

INSER, University of Washington  
jykim@u.washington.edu

**Virtual World research interest:**

Storytelling, Social Discord, Distributed Decision Making, Knowledge Sharing

**KENNETH KISIEL**

Lockheed Martin  
kenneth.w.kisiel@lmco.com

**Virtual World research interest:**

Working Through Synthetic Worlds

**VICTOR LAVRENKO**

University of Edinburgh  
vlavrenk@inf.ed.ac.uk

**Virtual World research interest:**

Analyzing the content of chat messages.  
Detecting when a group of players are organizing an activity of interest.  
Inferring the roles of individuals in a group from text messages.

**STEPHEN LEFEVRE**

Intelligent Software Solutions Inc.  
steve.lefevre@issinc.com

**Virtual World research interest:**  
Modeling and Simulation

**DOUG LENAT**

Cycorp  
lenat@cyc.com

**Virtual World research interest:**  
(1) Producing and detecting avatar  
misinformation and misdirection;  
(2) Engineering semantically deeper "minds" for  
NPCs

**ANTON LEUSKI**

Computer Science Department, University of  
Southern California  
leuski@ict.usc.edu

**Virtual World research interest:**  
Analysis of chat information in VW  
linking chat to players' actions  
detecting players' roles

**TOM LEYDORF**

Wave Technologies, Inc  
tleydorf@wvtec.com

**Virtual World research interest:**  
The use of virtual worlds for recruitment, secret  
communication, and attack planning by  
insurgents, terrorists, and others.

**BRYAN LOYALL**

BAE Systems Advanced Information  
Technologies  
bryan.loyall@baesystems.com

**DINESH MANOCHA**

University of North Carolina at Chapel Hill  
dm@cs.unc.edu

**Virtual World research interest:**  
Crowd Simulation, Physics Simulation, Real-  
Time Interaction and Rendering, Social  
Networks, Online virtual worlds

**BRIAN MASTERSON**

Northrop Grumman/Xetron  
brian.masterson@ngc.com

**LIAM MAYRON**

Harris  
lmayron@harris.com

**Virtual World research interest:**  
Information management/knowledge  
management, content-based retrieval, service-  
oriented architecture (SOA), databases, and  
applications of computational models of  
cognitive processes

**KEVIN MCCABE**

GMU  
kmccabe@gmu.edu

**Virtual World research interest:**  
We currently have four islands in Second Life  
where we currently teach a course for  
undergraduates in the economics of the  
metaverse. We also do experimental  
economics research on these islands.

**THOM MCLEAN**

Rockwell Collins, Inc.  
almclean@rockwellcollins.com

**Virtual World research interest:**  
Blended reality, transference of in-game  
behaviors to real-world, augmented  
relationships, multi-modal communications and  
networking, emergent organization and  
leadership, computational models for large  
scale environments

**BRIAN MENNECKE**

Iowa State University  
mennecke@bus.iastate.edu

**Virtual World research interest:**

Embodiment, presence, Avatar characteristics, virtual space, activity theory, communication patterns, latent communication, content analysis, linguistics, decision making, collaboration, MMOG, Second Life, Eve Online

**SHELDON METH**

System Planning Corporation  
smeth@sysplan.com

**WILLIAM MOHR**

SRI International  
william.mohr@sri.com

**DANA MOORE**

BBN Technologies  
dana.moore@bbn.com

**Virtual World research interest:**

3D structure from 2D video intercept. Mirror Worlds. Analytical co-navigation

**SAMIR NANAVATI**

IBG  
snavati@biometricgroup.com

**Virtual World research interest:**

IBG offers products and services that empower clients to respond proactively to the offensive and defensive applications of Virtual Worlds. IBG is interested in collaborating with the Virtual Worlds community to provide our insight and improve our capabilities for our clients.

**SUSAN PORTER**

Southwest Research Institute  
sporter@swri.org

**ALEX POSTNIKOV**

Rockwell Collins  
apostnik@rockwellcollins.com

**Virtual World research interest:**

Experimental Command and Control  
Ad-hoc Multi-Modal Communications  
Virtual Fleet Commander  
Goal oriented structure detection  
Meta-gaming. Breaking rules of the game.

**CHRIS POULIN**

Poulin Holdings, LLC  
chris@poulinhugin.com

**Virtual World research interest:**

AI, Agents, Linguistic analysis, and Scalability.

**W EUGENE PROCTOR**

Architecture Technology Corp  
gproctor@atcorp-dc.com

**Virtual World research interest:**

distributed network protocols  
information assurance  
digital forensics

**MATTHEW PUGLISI**

Aptima, Inc.  
mpuglisi@aptima.com

**Virtual World research interest:**

Aptima is interested in researching and developing human performance measures in virtual worlds. This will allow the Intelligence Community to fully leverage the potential of virtual worlds as training tools.

**BYRON REEVES**

Stanford University  
reeves@stanford.edu

**Virtual World research interest:**

Virtual economies; self representation via avatars; social networks

**CHRISTOPHER RICKMAN**

Arete Associates  
crickman@arete.com

**Virtual World research interest:**

Organizational networking infrastructure, collaboration, intelligence visualization, algorithm development and technical integration.

**MARK RIEDL**

Georgia Institute of Technology  
riedl@cc.gatech.edu

**Virtual World research interest:**

Models of human cognition, storytelling, and social and cultural norms

**BILL RIVERS**

Integrated Training Solutions  
wriwers@itsnc.net

**Virtual World research interest:**

Language and culture; analysis

**CHRISTOPHER ROUFF**

Lockheed Martin Advanced Technology  
Laboratories, ISX Lab  
crouff@atl.lmco.com

**DOUGLAS SACKIN**

SAIC  
DOUGLAS.M.SACKIN@saic.com

**Virtual World research interest:**

Behavioral and cultural analysis for virtual worlds, MMOs, and social networking platforms

**ROBERT SCHRAG**

Global InfoTek, Inc.  
rschrag@globalinfotek.com

**MICHAEL SEIFERT**

Honeywell  
michael.seifert@honeywell.com

**PETER SELFRIDGE**

consultant  
pselfridge@hotmail.com

**Virtual World research interest:**

Automated social analysis; education; bots

**PENELOPE SEMRAU**

California State University, Los Angeles  
psemrau@exchange.calstatela.edu

**Virtual World research interest:**

Examination of cultural differences (shared values, attitudes, and beliefs) and diverse roles in cultural groups.

Examination of differences in gender roles. I have been teaching in world for past 2 years.

**GARY SINGER**

Harris  
gsinger@harris.com

**Virtual World research interest:**

Information management/knowledge management, content-based retrieval, service-oriented architecture (SOA), databases, and applications of computational models of cognitive processes. Seeking teaming with "soft science" researchers

**JAIDEEP SRIVASTAVA**

University of Minnesota  
srivasta@cs.umn.edu

**Virtual World research interest:**

Interested in all computing aspects, i.e. algorithms, scalability, machine learning, data management, user modeling, etc., of virtual worlds. Presently working on a multi-institutional, multi-disciplinary project with data from a very large scale, commercial MMORPG, to study various questions in social sciences from virtual worlds. This is a good example of a Computational Social Science project.

**CARL SYMBORSKI**

Science Applications International Corporation  
carl.w.symborski@saic.com

**Virtual World research interest:**

Virtual communities that span multiple virtual worlds.

**PAUL THOMPSON**

Poulin Holdings, LLC / Dartmouth College  
paul.thompson@dartmouth.edu

**Virtual World research interest:**

Linguistic analysis

**ANIL VARMA**

Industrial Artificial Intelligence Lab, GE Global Research  
varma@crd.ge.com

**Virtual World research interest:**

Artificial Intelligence algorithms, predictive modeling, anomaly detection and optimization in large information environments.

**TED VERA**

Northrop Grumman  
TED.VERA@ngc.com

**Virtual World research interest:**

Virtual World Development and Cultural Expertise

**MICHELLE WEIHMANN-PURCELL**

Lockheed Martin IS&GS  
michelle.j.weihmann-purcell@lmco.com

**Virtual World research interest:**

avatar representation, ideology, degree of influence

**CARL WEIR**

Lockheed Martin  
Carl.Weir@lmco.com

**DOYLE WEISHAR**

i\_SW corp  
doyle@iswcorp.com

**LORA WEISS**

Georgia Tech  
Lora.Weiss@gtri.gatech.edu

**Virtual World research interest:**

Game Engines For Complex, Dynamic Systems  
Research Highlights:

- Enable Network Evaluation in Evolving Environments
- Rapidly Populate Scenarios w/ Dynamic and Disparate Entities
- Multiple Players Part of Single Game (MMP) – Avatars
- Provide Modular, Extensible Foundation
- Include Object Physics
- Provides Non-Player Characters (NPC) = computer controlled people / entities
- Assess Emergent Situations

**JONATHAN WHETZEL**

Sandia National Laboratories  
jhwhetz@sandia.gov

**Virtual World research interest:**

Using automated knowledge capture techniques for acquiring strategy information from collaborative groups working together on a task in this type of environment.

**ELIZABETH WHITAKER**

Georgia Tech Research Institute  
betty.whitaker@gtri.gatech.edu

**Virtual World research interest:**

Human, Social, Cultural and Behavioral Modeling, Knowledge-based Learning and Reasoning

**DMITRI WILLIAMS**

USC  
dmitri.williams@usc.edu

**Virtual World research interest:**

Social psychology, teams and groups, methodology, large-scale data and metrics, experiments, surveys, economics, identity.

**NICK YEE**

PARC

nicholas.yee@parc.com

**Virtual World research interest:**

MMO player motivations, fluidity of digital self-representation, transformed social interaction, data-mining using server-side data, online surveys, experimental designs in immersive virtual reality

**ERIC YOUNG**

Dynamic Animation Systems

eyoung@d-a-s.com

**Virtual World research interest:**

Artificial Intelligence Programming

**MICHAEL YOUNG**

Social Science Automation, Inc

michael@socialscience.net

**Virtual World research interest:**

Analysis of communications. We specialize in automated text analysis in several languages including English, Arabic, Spanish, and Russian.