TILANKA CHANDRASEKERA, Ph.D.

Professor
Christine Salmon Endowed Professor
Associate Department Head
Interior Design Program Coordinator
Director, Mixed Reality Lab
Department of Design, Housing and Merchandising
Oklahoma State University

Mailing Address:
429D, Nancy Randolph Davis Building, Stillwater, OK 74078
Tel: (913)-219-3233
Fax: (405)-744-6910

Email : tilanka@okstate.edu
Webpage: www.tilanka.org

....

Leadership

1. **Developed the Mixed Reality Lab (www.mxrlab.org)**
   - Established the Mixed Reality Lab at Oklahoma State University in 2015.
   - Oversee a state-of-the-art laboratory specializing in research areas such as Augmented Reality (AR), Virtual Reality (VR), digital prototyping, motion capture, electromyography, and eye-tracking technology.
   - The lab received a Campus Technology Innovators Award (Honorable Mention) in 2016
   - Due to the scope of our work, OSU has been recognized as one of the Top 10 Augmented/Virtual Reality (AR/VR) Schools in the Southwest since 2021
   - Established the lab within the College of Education and Human Sciences to foster interdisciplinary research and study, ranging from technology-related research with older adults to investigations in hospitality environments. The lab has facilitated over 50 graduate students in conducting and completing their research utilizing the lab's equipment.
   - The lab has been instrumental in advancing undergraduate research, supporting students in Freshman Scholar programs, Wentz Scholar programs, and other interested undergraduate researchers. This engagement extends beyond our department, welcoming students from other colleges and departments as well.
   - Continuously secure funding for the lab's operations through multiple internal as well as external sources including developing partnerships with organizations such as VR first and Unity 3D, reflecting the institution's support for technological research and innovation.
   - Aligned the lab's primary functions around teaching, research, and community outreach, all enabled by cutting-edge technology.
   - Facilitated acquisition and management of advanced equipment including multiple VR and AR Head Mounted Display (HMD) systems, 3D body/object scanning capabilities, an 8-Camera Motion Capture system, an 8-channel wireless electromyography system, and a variety of small-scale and large-scale 3D printers, in addition to eye-tracking stations, psychophysiological equipment, and a collaborative design console.
   - The Mixed Reality Lab, enriched by its adjoining classroom equipped with 25 dedicated Virtual Reality stations, stands as a unique facility. This setup fosters an integrated environment for both theoretical exploration and practical immersion in mixed reality,

providing a comprehensive platform for innovative learning and experimentation.
- Engaged multiple graduate and undergraduate research assistants from various departments in the lab's research and projects related to Mixed Reality facilitating their education and successful graduation.
- Garnered significant attention for the lab, attracting prominent visitors such as Dr. Panchanathan (Director of the National Science Foundation), and government representatives such as Congressman Frank Lucas and Secretary of Agriculture for the State of Oklahoma, Blayne Arthur.
- The lab has emerged as a pivotal tool for student recruitment, serving as one of the focal points during student tours.

2. **Developed the Digital Design graduate program (https://shorturl.at/howEO)**
   - Spearheaded the establishment of a comprehensive graduate program in the Digital Design field, providing both online and onsite master's degrees along with a 4+1 accelerated master's program.
   - Formulated a graduate certificate program and an undergraduate certificate program in Digital Design to further extend educational opportunities.
   - Developed five additional courses centered around digital media, broadening the scope of the existing curriculum.
   - Enabled cross-departmental learning opportunities through these digital media courses, adopted by students from various departments across the campus.

3. **Developed a Near Peer Mentor Program**
   - Initiated the development of a Near Peer Program within the Department of Design and Merchandising at Oklahoma State University, specifically tailored for Interior Design undergraduate students.
   - Designed this innovative program to promote mentoring relationships between senior students and their Freshmen, Sophomore, and Junior counterparts.
   - Aligned the program around four strategic objectives:
     - Enhancing student retention by fostering a supportive and engaging learning environment.
     - Streamlining instructor workloads by enabling senior students to provide guidance and support to their juniors, thereby freeing up studio teachers to concentrate on curriculum development and individual student needs.
     - Creating additional learning opportunities through near-peer interactions such as workshops and brown bag sessions.
     - Fostering departmental cohesion by encouraging interaction and collaboration between different year levels, hence cultivating a sense of belonging among students.
     - Exemplified commitment to innovative leadership and dedication to enhancing students' educational experience through this initiative.

4. **Annual Designathon program (www.osuhack.com)**
   - Advocated for experiential learning and cross-disciplinary collaboration by pioneering the inclusion of Designathons/Hackathons in our educational framework.
   - Utilized these events, typically associated with Problem-Based Learning, as interactive platforms for students to collaboratively tackle real-world challenges within a condensed timeframe.
   - Orchestrated six successful Designathons/Hackathons since their inception in 2018.
   - Fostered a culture of innovation and teamwork among participants, while promoting collaborations across various disciplines and institutions.
   - Engaged participants from diverse fields of study, including students from our university and other institutions both domestically and internationally, enriching the problem-solving process with a range of perspectives and approaches.

- Demonstrated leadership in promoting innovative, collaborative, and experiential learning opportunities, further emphasizing my dedication to preparing students for the complex challenges of the professional sphere.

5. **Internship coordinator**
   - Stepped into the role of Internship Coordinator for the Interior Design program in 2013, demonstrating leadership by nurturing strategic alliances with respected design firms in Oklahoma.
   - Facilitated high-profile internships for our students at premier firms such as Gensler, Corgan, and Disney Imagineering, thanks to these established partnerships.
   - Bridged the divide between academia and the professional sphere, creating avenues for students to bolster their career readiness.
   - Annually orchestrated mock interviews featuring experienced design professionals, proving instrumental in refining students' interviewing skills and readiness for real-world job applications.
   - Provided continuous mentoring and guidance to students during their internships, assisting them in navigating professional challenges and fostering their development.
   - Committed to leading and empowering the next generation of interior design professionals through proactive measures aimed at enhancing their growth.

6. **Christine Salmon Endowed Professorship**

   - Demonstrated academic leadership by holding the esteemed Christine Salmon Endowed Professorship.
   - Provided guidance and support to graduate students, leading them to graduation and enabling multiple research presentations at various conferences.
   - Oversaw and facilitated several undergraduate research projects, ensuring academic enrichment and growth.
   - Initiated and managed the Salmon Speaker series, an interdisciplinary platform engaging students with industry experts on pivotal topics such as Digital Design, Design Theory, Culturally Relevant Design and Digital Media, Artificial Intelligence and Design etc.
   - Exhibited strong networking skills by inviting accomplished professionals from organizations like Facebook and Empathic Computing Laboratory, broadening student exposure to industry insights and trends.
   - Led three critical research projects focused on Conceptual Design and Digital Media Tools, and the use of Artificial Intelligence in design education, driving academic exploration and innovation. Ensured successful completion and presentation of both research projects at numerous conferences, underscoring effective project management.
   - Orchestrated community outreach workshops with a focus on spatial design through a STEM lens, promoting engagement beyond the academic sphere and reinforcing my commitment to community development and education.

Mentorship

1. Served as a chairperson and member in a several faculty search committees and recruited highly qualified junior faculty with a focus on digital media. This has helped to grow the department and bring new perspectives and skills to the faculty.
2. Guided junior faculty by teaming up to draft successful grant proposals and facilitated the progression of their research agenda through comprehensive technology-oriented training.
3. Fulfilled the role of an academic advisor for graduate students (PhD and MS), providing guidance to successfully conclude their degrees and secure employment in highly

ranked academic and non-academic institutions.

4. Provided mentorship to graduate students (PhD and MS), both from within the department and externally, guiding them towards successful completion of their degrees.
5. Fostered the academic growth of undergraduate students by guiding them in conducting successful research via programs such as the Undergraduate Wentz Research Scholars Program and encouraging them to pursue further studies. Additionally, facilitated exposure to entrepreneurial ventures through participation in designathons.
6. Guided a multitude of undergraduate and graduate students towards identifying and securing various award opportunities, resulting in numerous accolades and recognitions.
7. For the past decade, I have been a steadfast mentor, annually guiding students to secure summer internships. My approach includes providing educational resources, fostering networking opportunities, and creating collaborative platforms to enhance their professional development.

Global Education

1. **Spearheaded the Revitalization of Global Education Program**:
   - Spearheaded the revival of the Global Education Program, with strategic planning and stakeholder coordination.
   - Organized the London-Paris Study Tour, 2023 providing deep insights into their history, culture, and politics. Currently organizing a Study tour to Mexico in May 2024
   - Ensured visits to historical sites, expert interactions, and cultural event participation.
   - Enhanced students' global understanding, critical thinking, and communication skills in an intercultural context.
2. **Designathons that connect schools across the world:**
   - Established the annual Designathon program (www.osuhack.com), leveraging experiential learning and cross-disciplinary collaboration to tackle global issues such as homelessness, natural disasters, diversity, equity, and inclusion.
   - Cultivated a rich, globally diverse participation with institutions like ICESI University (Colombia), UPAEP University (Mexico), Namibia University of Science and Technology (Namibia), Sri John Kotalawala Defense Academy (Sri Lanka), and Golestan University (Iran) contributing to the program since its inception in 2018.
   - Demonstrated strong leadership in fostering innovative and experiential learning opportunities, inviting international participation and promoting diverse perspectives to enrich the problem-solving process and enhance global education.
3. **Developing relationships with UPAEP, Mexico**
   - Fostered a global education alliance with UPAEP University in 2021, co-orchestrating a Designathon project that brought together students from both institutions. This unique collaboration offered students the opportunity to engage in cross-cultural exchanges and mutual learning while collaboratively solving real-world challenges, thereby enriching their global understanding and problem-solving skills.
   - Visited UPAEP University in Mexico in 2023 to strengthen ties and explore opportunities for international collaboration, enhancing the university's commitment to global education.
   - Conducted strategic meetings with the UPAEP Global Affairs team, including the Incoming Students Coordinators, Outgoing Student Coordinator for America, and Bridge Programs Coordinator, paving the way for enriched cross-cultural exchanges.
   - Facilitated dialogue with the UPAEP department faculty from Advertising, Design, Architecture, and Marketing, fostering interdisciplinary conversations and potential partnerships.
   - Collaborated with the UPAEP Graduate Internationalization Director to discuss potential academic programming exchanges, Designathon collaborations, and summer cultural exchange programs, expanding avenues for global learning and student engagement.
   - Presented a lecture series to UPAEP design students by invitation during the fall

semester in 2023 focusing on Sustainable Design, and Artificial intelligence and Design.

4. **Focusing on UN sustainability goals**
   - Developed and introduced multiple globally focused courses - DM 5073, DM 5083, and DM 2033 - centered on the United Nations Sustainability Goals. These courses are designed to stimulate students' understanding and active engagement with international sustainability challenges and promote their role in global sustainable development.
   - Facilitated an honors class incorporating students from various disciplines, focusing on the intersection of global issues, UN Sustainability Goals, and technology. The course is designed to foster global awareness and inspire proactive engagement with international sustainability challenges, thus enriching the overall global education experience.

Diversity, Equity, and Inclusion

1. **Personal and Professional Background**
   - Living across different continents has allowed me to appreciate cultural diversity and understand the importance of fostering an inclusive environment that values all perspectives.
   - As an architect, my work with diverse populations has highlighted the necessity of equitable design that respects and accommodates varying needs, backgrounds, and aspirations.
   - Assisting in the aftermath of the 2004 Tsunami in Sri Lanka, in collaboration with the German Technical Co-operation (GTZ), reinforced my commitment to equitable disaster response that prioritizes the diverse needs of all impacted communities.
   - Designing living environments for the aging population has underscored the significance of inclusive architecture that promotes independence, dignity, and caters to the unique needs of this diverse demographic group.

2. **Educational Practices**
   - By adopting various learning styles, I aim to create an inclusive educational environment that respects and caters to the diverse cognitive needs of all students.
   - My emphasis on empathy in design processes underscores the importance of understanding and valuing the diverse perspectives of those we design for, promoting more equitable outcomes.
   - Through project-based learning, I strive to expose students to a range of diverse populations and situations, fostering an appreciation for diversity and a commitment to inclusive practices.

3. **Research Focus**
   - My work developing STEM identities in underrepresented communities through grant-funded projects underscores a commitment to fostering diversity and equity in the STEM fields.
   - By partnering with universities in different countries, I contribute to the global discourse on diversity and inclusion, while also supporting and learning from the diverse student bodies we engage with.
   - In conducting Post Occupancy Evaluations in low SES communities, I seek to identify and address systemic issues, with the goal of creating more inclusive and equitable living environments.

4. **Outreach and Service Activities:**
   - Through the Mixed Reality Lab, I have offered programs designed to uplift underrepresented and low SES communities, playing a key role in our drive towards fostering inclusion and digital equity.
   - I incorporate service learning in my teaching approach to instill an understanding of

diversity and socio-economic disparities, cultivating empathy and a commitment to social justice among students.

- By organizing workshops specifically tailored for underrepresented groups, notably Native American communities in Oklahoma, I actively promote diversity, respect cultural uniqueness, and strive towards inclusive representation in education and beyond.

National and International Visibility

Awards
- Received 24 internationally and nationally recognized awards including three awards from the CIDA (Council for Interior Design Accreditation)

Research/Publications

- Received multiple national level awards for research including the King Medal for Excellence in Architectural & Environmental Design Research (ARCC) and the OSU Regents Distinguished Research Award

- Authored 2 book chapters and 24 articles in peer-reviewed journals.
- Published 10 full papers in peer-reviewed conference proceedings.
- Presented research at 72 peer-reviewed academic conferences.
- Showcased research through 23 academic posters at peer-reviewed academic conferences.
- Published 8 reports and other miscellaneous publications.

Grants/Funding
- Secured over $1.6 million ($1,609,013) in external funding, inclusive of grants from the National Science Foundation (NSF)
- Secured $610,028 in internal funding, including a notable grant from the Dean's office for the development of VR training modules aimed at enhancing the meat processing industry, a project initiated at the request of the Oklahoma Secretary of Agriculture.

Teaching
- Received multiple national and international awards for teaching including three awards from the Council for Interior Design Accreditation (CIDA).
- Developed a Graduate program for Digital Design, attracting interest and enrolment from students both domestically and internationally.

Speaking engagements
- Served as an expert speaker at numerous venues across the nation and globally, engaging audiences in Italy, Mexico, and Sri Lanka on topics centered around Virtual Reality and Artificial Intelligence in Design.

Professional Service
- Served on the editorial boards of several prestigious international journals including Frontiers in Virtual Reality and the Journal of Interior Design
- Guest edited a special collection for the Journal of Interior Design.
- Reviewed grant proposals for the National Science Foundation (NSF).
- Served as a book reviewer for Fairchild Publishing, having reviewed four books.
- Organized and co-chaired international conferences, notably the Environmental Design Research Association (EDRA) 49 Conference in 2018.

Degrees	**Ph.D. (2015)** Department of Architectural Studies, University of Missouri-Columbia (MU) Research Emphasis: <u>Design with Digital Media/Architecture</u> Dissertation: *The effect of Augmented Reality and Virtual Reality interfaces on Epistemic Actions and the Creative Process* Advisor: Dr. So-Yeon Yoon

M.Sc. (2007) - Recognized by the Royal Institute of British Architects (RIBA Part II)
<u>Architecture,</u> Department of Architecture, University of Moratuwa, Sri Lanka
Thesis Project: IT Exploratorium, Sri Lanka (Commended Pass)
Dissertation: Liquid Architecture: Hypersurface as an Architectural Idiom (Highly Commended Pass/Highest marks obtained for 2007)

B.Sc. (2004) - Recognized by the Royal Institute of British Architects (RIBA Part I)
<u>Built Environment</u>, Department of Architecture, University of Moratuwa, Sri Lanka
Thesis Project: Community Health Center, Colombo-Sri Lanka
Dissertation: A Study on the Inward Orientation Of The Sri Lankan Urban House With Reference To The Factors And Language Used In Achieving Introvertness

Diploma in Computer Science (2000)
London Business School (Affiliated with the Wigan & Leigh College, UK), Sri Lanka

....

Employment History
Teaching/Academic positions

Professor
Department of Design and Merchandising
Oklahoma State University (2024-Present)
Associate Department Head (2023-Present)
Interior Design Program Coordinator (2023-Present)
Interior Design Internship Coordinator (2014-Present)
Founder and Director-Mixed Reality Lab, OSU (2015-Present)

Associate Professor
Department of Design and Merchandising,
Oklahoma State University (2019-2024)

Assistant Professor
Department of Design, Housing and Merchandising,
Oklahoma State University (2013-2019)

Graduate Instructor, Department of Architectural Studies,
University of Missouri (2010-2013)

Graduate Research Assistant, Department of Architectural Studies,
University of Missouri (2010-2013)

Part time Lecturer and Design Tutor, Department of Architecture, University of Moratuwa,
Sri Lanka (2009)

Professional Employment

Architect, Surath Wickramasinghe Associates, Sri Lanka (Jan. 2009-Jul.2009)

Architect, Design Group Five International, Sri Lanka (Jul. 2007-Jan 2009)

Consultant, German Technical Cooperation (THSP), Sri Lanka.(Dec. 2005-Jul.2007)

Junior Architect, Sunil Gunawardena Associates, Sri Lanka (Jul. 2003-Sep.2005)

....

Awards/Honors

1. Hargis Fellowship at the Doel Reed Center, Taos, NM, 2024

2. 3rd Place winner, International Council on Hotel, Restaurant, and Institutional Education (ICHRIE) Research Reports Competition and Publication Series, received for "Virtual Reality Images as a Tool in Hotel Promotions: Is it Effective and Worth Investment? 2023

3. OSU Regents Distinguished Research Award, 2022

4. Nominated for the OSU Career Champion Award, 2021

5. Christine Salmon Endowed Professorship- 2021-2027

6. Nominated for Regents Distinguished Teaching Award 2018, 2019

7. Nominated for College of Human Sciences' Outstanding Graduate Faculty Mentor Award, Oklahoma State University, 2019, 2020.

8. Award for Excellence (Merit Award): The Council for Interior Design Accreditation (CIDA) - 2017

9. Highly Commended paper award (FARU Conference, 2017)

10. RIATA Faculty Fellow (Oklahoma State University)-2017/18

11. Campus Technology Innovators Award Honorable Mention (Mixed Reality Lab)-2016

12. Award for Excellence (Honorable Mention): The Council for Interior Design Accreditation (CIDA) -2015

13. Future visions leader in Interior Design Education: The Council for Interior Design Accreditation (CIDA) -2014

14. Innovative Education Award: The Council for Interior Design Accreditation (CIDA) – 2013

15. Excellence in Teaching with Technology Award: University of Missouri-Columbia-2012

16. King Medal for Excellence in Architectural & Environmental Design Research: ARCC (Architecture Research Centers Consortium) -2012

17. EDRA Student Scholarship: Environmental Design Research Association Conference, Providence-2013

18. Center for the Digital Globe Graduate Student Grant -2012 ($500 Travel grant awarded by the CDiG, University of Missouri, Columbia)

19. Scholarship: Design Management Institute international research conference "Leading Innovation through Design"-Boston, MA (Aug 8-9, 2012)

20. Marcia W. Healy & Robert N. Healy Graduate Scholarship Award-2011/12 ($2,000 Scholarship awarded by the University of Missouri, Columbia)

21. Adeline M. Hoffman Graduate Award-2009 ($10,000 Scholarship awarded by the University of Missouri, Columbia)

22. Sri Lanka Institute of Architects Award of Excellence -2008 (Best overall performance by a student)

23. Dr. Justin Samarasekera Award -2008 (M. Sc. Dissertation Award)

24. Sri Lanka Institute of Architects Award-2008 (Highest total marks at the M. Sc. final examination.)

………………………………………………………………………………………………

Publications

(* Graduate Student,

**** Undergraduate Student**

***** Junior Faculty)**

Book Chapters

1. D'Souza, N., & **Chandrasekera, T.** (2023). What Design is Not. In Expanding the Frontiers of Design: Critical Perspectives (pp. 62-76). Taylor and Francis.

2. Asino, T. I., Adewumi, O., Ibukun, A., **Chandrasekera, T.**, Colston, N., Orona, C., Howard, A., Bott, P., Allen, K., & Scott, B. (2023). Designing immersive experiences grounded in culturally relevant teaching and learning strategies. In U. Ramnarain & Y. Cai (Eds.), Virtual & Augmented Reality: Technology-Enhanced Learning (pp. XX). Springer. (In press)

Peer reviewed Journal Publications

1. **Chandrasekera, T.,** Hosseini, Z., Perera, U., & Bazhaw Hyscher, A. (2024). Generative artificial intelligence tools for diverse learning styles in design education. International Journal of Architectural Computing, 0(0). **https://doi.org/10.1177/14780771241287345**

2. **Chandrasekera, T**., Hosseini, Z., & Perera, U. (2024). Can artificial intelligence support creativity in early design processes?. International Journal of Architectural Computing

3. **Chandrasekera, T.,** Hosseini, Z., Jayadas, A., & Boorady, L. M. (2024). PeTe (Peer Teaching) Mentors: How Near Peer Mentoring (NPM) Affects Academic Success and Retention in Design Education. Innovative Higher Education, 1-17.

4. Hosseini, Z.*, **Chandrasekera, T**., & Jayadas, A. (2023). Design for Working from Home: Lessons Learned from Architects and Designers during the COVID Era. International Journal of Arts Architecture & Design, 1(1).

5. Mejia-Puig, L* **Chandrasekera, T.**, (2023). "The Presentation of Self in Virtual Reality: A Cognitive Load Study." Journal of Interior Design. 48(1) 29-46.

6. Mejia-Puig, L*., & **Chandrasekera, T.**(2022). The virtual body in a design exercise: A conceptual framework for embodied cognition. International Journal of Technology and Design Education, 1-22.

7. Slevitch, L., **Chandrasekera, T.,** Meja, L*., & Korneva, K**. (2022). Applying psycho-physiological methods to comparison of Virtual Reality visualizations to traditional visualizations in hotel settings. Journal of Hospitality and Tourism Management.

8. Puig, L. *, Arango, H. D., & **Chandrasekera, T.**(2022). Perception Over the Use of Traditional and Digital Mediums Within the Design Process. Design and Technology Education: An International Journal, 27(1), 102-112.

9. Puig, L. *, Korneva, K**., & **Chandrasekera, T.**(2022). How Does a Retail Environment Affect Perceived Retail Crowding? A Study Using Virtual Reality. The International Journal of Architectonic, Spatial, and Environmental Design, 17(1), 151-165.

10. Slevitch, L., **Chandrasekera, T.,** & Sealy, M. D*. (2020). Comparison of Virtual Reality Visualizations With Traditional Visualizations in Hotel Settings. Journal of Hospitality & Tourism Research.

11. Hebert, P. R., **Chandrasekera, T.,** & Clare, G. (2020). Displaying a University's Frank Lloyd Wright Artifact Reproductions: Physical and Virtual Environment. Journal of Building Energy & Environment, 4(4),1-15. ISSN: 2630-0796.

12. **Chandrasekera, T.**& Hebert, P. (2019). Emergency preparedness in the hospitality industry in Sri Lanka. International Journal of Disaster Resilience in the Built Environment, 10(2/3), 167-174.

13. **Chandrasekera, T.,** Fernando, K., & Puig, L. * (2019). Effect of Degrees of Freedom on the Sense of Presence Generated by Virtual Reality (VR) Head-Mounted Display Systems: A Case Study on the Use of VR in Early Design Studios. Journal of Educational Technology Systems, 47(4), 513-522.

14. **Chandrasekera, T.,** & Yoon, S. Y. (2018). The Effect of Augmented and Virtual Reality Interfaces in the Creative Design Process. International Journal of Virtual and Augmented Reality (IJVAR), 2(1), 1-13.

15. **Chandrasekera, T.,** & Yoon, S. (2018). Augmented Reality, Virtual Reality and their effect on learning style in the creative design process. Design and Technology Education: An International Journal, 23(1), 55-75.

16. Siamionava, K. *, Slevitch, L., & **Chandrasekera, T.**(2017). Application of Virtual Visualization Tools in Hospitality Environments. International Journal of Electronic Engineering and Computer Science, 2(4), 23-27.

17. **Chandrasekera, T.,** Kang, M., Hebert, P., & Choo, P. (2017). Augmenting space: Enhancing health, safety, and well-being of older adults through hybrid spaces. Technology and Disability, 29(3), 141-151.

18. Siamionava, K. *, Slevitch, L., & **Chandrasekera, T.**(2017). Understanding the Effects of Spatial Colors on Perceptions of a Hotel Room from a Cultural Perspective. American Journal of Business and Society, 3(5), 45-54.

19. **Chandrasekera, T.,** & Krishnamurthy, K. * (2016). An Augmented Reality Model Sharing Platform for Virtual Design Critiques. International Journal of Electronic Engineering and Computer Science, 1(2), 40-43.

20. **Chandrasekera, T.,** Yoon, S. Y., & D'Souza, N. (2015). Virtual environments with soundscapes: A study on immersion and effects of spatial abilities. Environment and Planning

B: Planning and Design, 42, 000-000.

21. **Chandrasekera, T.,** & Yoon, S.-Y. (2015). Adopting Augmented Reality in Design Communication: Focusing on Improving Spatial Abilities. The International Journal of Architectonic, Spatial, and Environmental Design, 9(1), 1-14.

22. **Chandrasekera, T.**(2015). Towards an online-based design critique framework for design education. International Journal of Education and Information Technology, 1(3), 61-69.

23. **Chandrasekera, T.**(2015). Rejuvenating Dysfunctional Public Spaces Using Augmented Reality Systems (ARS). American Journal of Mobile Systems, Applications and Services, 1(1), 64-76.

24. **Chandrasekera, T.**(2014). Using Augmented Reality Prototypes in Design education. Design and Technology Education: An International Journal, 19(3), 33-42.

25. **Chandrasekera, T.,** Vo, N., & D'Souza, N. (2013). The effect of subliminal suggestions on Sudden Moments of Inspiration [SMI] in the design process. Design Studies, 34(2), 193-215.

Other Publications

1. Slevitch, L., **Chandrasekera, T**., & Mejia Puig, L. (2023). Virtual Reality images as a tool in hotel promotions: is it effective and worth investment?. ICHRIE Research Reports, 8(1), 3. https://via.library.depaul.edu/ichrie_rr/vol8/iss1/3

2. Puig, L. *, **Chandrasekera, T.,** (2021) The Future of Design Studio Classroom: A Case Study of a Collaborative Virtual Environment, IDEC Exchange, Fall 2021

3. **Chandrasekera, T.,** (2020) Undergraduate Research in Interior Design, IDEC Exchange, Spring 2020

4. **Chandrasekera, T.,** Pulay, A. *** (2018) Connecting with Community through Technology, IDEC Exchange, Fall 2018

5. **Chandrasekera, T.**(2017) Designing for Diversity: Understanding Diversity through the Empathic Design Process, IDEC Exchange, Fall 2017

6. **Chandrasekera, T.,** Pulay, A.*** (2016) Design Interventions Through Immersive Virtual Environments, IDEC Exchange, Fall 2016

7. **Chandrasekera, T.**(2016) Mixed Reality Lab: Interior Design Matters on Teaching, Research and Community Outreach, IDEC Exchange, Spring 2016

8. **Chandrasekera, T.,** Yoon, S-Y (2015) Digital Prototyping in Interior Design: A Case Study in Interior Design Education, IDEC Exchange, Spring 2015

Peer reviewed full paper publications in conference proceedings

1. Firth, A. *, Jayadas, A., **Chandrasekera, T.**and Thaxton, S. (2022). Biophilic Interventions in Space Habitat Crew Quarters to Improve Cognitive & Physiological Health. IEEE Aerospace Conference Proceedings.

2. D'Souza, N., **Chandrasekera, T.,** (2022), What Design is Not, Design Thinking Research Symposium 13, Technion, Israel Institute of Technology, Haifa, Israel. March 22-24, 2022.

3. Mejia Puig, L. *, Arango, H., **Chandrasekera, T.**(2018) Unexpected Discoveries and their Enhancement of the Design Process, International Conference on Engineering & Product Design Education, London UK, Sept. 6-7, 2018.

4. **Chandrasekera, T.,** Hebert, P., (2017) Emergency Preparedness in the Hospitality Industry in

Sri Lanka, Faculty of Architecture Research Unit (FARU) Annual Conference, Sri Lanka. Dec 7-8, 2017

5. **Chandrasekera, T.,** & Yoon, S. Y. (2015, September). The Effect of Tangible User Interfaces on Cognitive Load in the Creative Design Process. In Mixed and Augmented Reality-Media, Art, Social Science, Humanities and Design (ISMAR-MASH'D), 2015 IEEE International Symposium on Mixed and Augmented Reality (pp. 6-8). IEEE.

6. **Chandrasekera, T.,** Yoon, S.-Y., (2014). The effect of Virtual Reality and Augmented Reality in the Design Process., 17th Biannual Conference of the Design Communication Association, Atlanta, Georgia. Oct. 1-4, 2014

7. **Chandrasekera, T.,** Yoon, S.-Y., & D'Souza, N. (2013). The effect of soundscapes on auditory landmarks in immersive virtual environments, First International Symposium on Affective Engineering 2013 (ISAE2013), March 6 -March 8, 2013, Fukuoka, Japan.

8. **Chandrasekera, T.,** Yoon, S.-Y., & Balakrishnan, B. (2012). Digital Orthographic Projections in Architectural Representation: Augmented Reality based learning, 16th Biannual Conference of the Design Communication Association, Stillwater, Oklahoma. Oct. 21-24, 2012

9. Ahmed. A, **Chandrasekera, T**, Yang, C (2010) The Effect of Spatial Knowledge on Sense of Belonging in University Environments, The 2011 Annual Architectural Research Centers Consortium Spring Research Conference, Detroit, Michigan. April 20 – 24, 2011

10. **Chandrasekera, T.,** Yoon, S.-Y., & D'Souza, N. (2010). The Effect of Soundscapes on Immersive Experience in Virtual Environments, 15th Biannual Conference of the Design Communication Association, Bozeman, Montana. Sept. 8-11, 2010.

Peer reviewed abstracts, short papers and presentations in symposia and conferences

1. Orf, D., **Chandrasekera, T**., & Jayadas, A. (2024, June 19-22). Shining a New Light on Thinking Outside the Box. In EDRA 55 Conference Proceedings. Environmental Design Research Association, Portland, OR.

2. **Chandrasekera, T**., Gardner-Vandy, K., Wijetunge, N., & Waduge, K. G. D. (2024, June 19-22). Relics to Realities: Preserving Native American Heritage Using 3D Scanning. In EDRA 55 Conference Proceedings. Environmental Design Research Association, Portland, OR.

3. Perera, W. U. U., Jayadas, A., **Chandrasekera, T**., Wijetunge, N., & Waduge, K. G. D. (2024, June 19-22). Enhancing Existing Health and Safety Processes for Multicultural Workers in Construction Projects. In EDRA 55 Conference Proceedings. Environmental Design Research Association, Portland, OR.

4. **Chandrasekera, T**., Hosseini, Z., Bazhaw-Hyscher, A., & Perera, W. U. U. (2024, June 19-22). Artificial Intelligence in Design Education. In EDRA 55 Conference Proceedings. Environmental Design Research Association, Portland, OR.

5. Bazhaw-Hyscher, A.*, **Chandrasekera, T.** (2024) The Role of Virtual Reality and Built Environment in Cultural Preservation: Examining the relationships between indigenous identity, cultural reclamation, and the built environment. IDEC Annual Conference, March 6-9, New York, NY.

6. Hosseini, Z.*, **Chandrasekera, T.**, Jayada, A., Perera, U.* (2024) Adapting Art Education from Paper to Pixels: Assessing the Transition to Digital Graphics. IDEC Annual Conference, March 6-9, New York, NY.

7. **Chandrasekera, T.**, Hosseini, Z.*, Perera, U*. (2024) Catalyzing Creativity: An Examination

of the Role Artificial Intelligence (AI) in Enhancing Conceptual Thinking in Early Design Studios, IDEC Annual Conference, March 6-9, New York, NY.

8. Wright, J.*, Losh, P.*, **Chandrasekera, T.,** Jayadas, A. (2024) Veterans Healthcare Environments: Why not Design with Them, IDEC Annual Conference March 6-9, New York, NY.

9. Losh, P.*, Wright, J.*, **Chandrasekera, T**. and Jayadas, A. (2024). Development and Evaluation of Veterans Healthcare Environments: Implications for Female Veterans. IDEC National Conference, March 6-9, New York, NY.

10. D'Souza, N., **Chandrasekera, T.,** Puig, L., Moshaver, S. (2024). Revisiting the Purpose of VR/XR Labs in Interior Design Programs, IDEC Annual Conference, March 6-9, New York, NY.

11. Hosseini, Z.*, Perera, U*. **Chandrasekera, T**. and Jayadas, A. (2023). Artificial Intelligence as a Creative Catalyst: Empowering Design Students through Early-Stage AI Inspiration. IDEC Southwest Regional Conference, November 2-3, Denton, Texas.

12. Nguyen, A**., Orf, D**. **Chandrasekera, T**. and Jayadas, A. (2023). Perspective Play: A Game of Empathy. IDEC Southwest Regional Conference, November 2-3, Denton, Texas.

13. Losh, P.*, Wright, J.*, Hebert, P., **Chandrasekera, T.** and Jayadas, A. (2023). Design attributes of Healthcare Environments: Preferences between Female and Male Veterans. IDEC Southwest Regional Conference, November 2-3, Denton, Texas.

14. Wright, J.*, Losh, P.*, Hebert, P., **Chandrasekera, T.** and Jayadas, A. (2023). Using Virtual Reality to Explore Relationships between Color, Crowding and Time Passage in an Examination Room on Veterans. IDEC Southwest Regional Conference, November 2-3, Denton, Texas.

15. Hosseini, Z*., **Chandrasekera, T.** (2023)." Designathons as a Platform for Student Innovation and Collaboration." VentureWell's Annual OPEN Conference, Alexandria, VA. March 21-23, 2023.

16. Hosseini, Z*., & **Chandrasekera, T.** (2023)."The Impact of Artificial Intelligence on Creative Thinking in Early Design Studios" IDEC regional conferences, Denton, TX. November 2-3, 2023.

17. Eppler, E., Panwar, K., **Chandrasekera, T.**, Asino, T., (2023) Exploring What's Inside?: Stealth Assessment in Middle School Next Generation Science Standards, 2023 Association for Educational Communications and Technology (AECT) International Convention. Orlando, Florida, October 14–19, 2023

18. Ibukun, A., Adewumi, O., Asino, T. I., **Chandrasekera, T.,** & Colston, N. (2023, October). Virtual Reality for the Beginner: Creating Virtual Models as Building Blocks for Immersive Learning Experiences. 2023 Association for Educational Communications and Technology (AECT) International Convention. Orlando, Florida, October 14–19, 2023

19. Jenson, L. *, **Chandrasekera,T**., Jayadas,A., (2023) "[Re]Integrating Female Halfway House Inmates into Society through STEM Curriculums Focusing on Environmental [Re]Design"., EDRA54, Environment and Health, June 20-23, Mexico City, Mexico.

20. Wright., J*., Losh, P*., Hebert,P., **Chandrasekera,T**., Jayadas,A., (2023) "Design of Healthcare Environments for Veterans"., EDRA54, Environment and Health, June 20-23, Mexico City, Mexico.

21. Jayadas,A., Hebert,P., Wright,J. *, Jenson, L. *, Erdley, M. *, **Chandrasekera,T**., (2023) "Considering Noise in an Education Setting: Empirical Measurement of Sound Pressure Level"., EDRA54, Environment and Health, June 20-23, Mexico City, Mexico.

22. **Chandrasekera,T.,** Jayadas,A., Boorady, L., (2023) "The Effect of Near Peer Mentoring

(NPM) on Academic Success and Retention in Design Education"., EDRA54, Environment and Health, June 20-23, Mexico City, Mexico.

23. Hosseini, Z*., **Chandrasekera,T.,** Jayadas,A., (2023) "Fake It till You Make It: How Can Creative AI Help Design Students Understand Creativity?"., EDRA54, Environment and Health, June 20-23, Mexico City, Mexico.

24. Hosseini, Z*., **Chandrasekera, T.** (2022)."Passthrough Augmented Reality (PAR) Technology Potential to Mitigate Remote Working Issues. " IDEC regional conferences, Sam Houston State University, Huntsville, TX. November 10-12, 2022.

25. **Chandrasekera, T.,** Colston, N., Asino, T., Orona, C., Allen, K. **, Howard, A*., Bott, P*., Adewumi, O*., "Work-in-Progress—Decolonizing the Digital Divide: Problem Based Spatial Design Through Immersive Technology for STEM Education in Minority Populations," 2022 8th International Conference of the Immersive Learning Research Network (iLRN), 2022, pp. 1-3, doi: 10.23919/iLRN55037.2022.9816003. (IEEE)

26. Orona, C., Schlachtun, R., Colston, N., **Chandrasekera, T.,** & Asino, T. (2022, October 6-8). Using immersive technologies to introduce and increase student interest in STEM fields. 53rd Annual National Indian Education Association (NIEA) Convention and Tradeshow: Education Sovereignty, Oklahoma City, Oklahoma, United States.

27. Orona, C., Colston, N., **Chandrasekera, T.,** Asino, T. and Bazhaw-Hyscher, A. * (2022, June 16-18). VR/AR and 3D Printing in tribal afterschool programs. 28th Stabilizing American Indian Languages/12th American Indian Indigenous Teacher Education Conference Honoring Indigenous Languages and Cultures, Flagstaff, Arizona, United States.

28. Adewumi, O., Asino, T., **Chandrasekera, T.,** Colston, N., & Orona, C., (2022, October 24-28). Decolonizing the digital landscape through emerging technology. Association for Educational Communications and Technologies (AECT) Conference, Las Vegas, Nevada, United States.

29. Nazmy, H***, Hebert, P., **Chandrasekera, T.,** (2022) Introducing a Building Code Calculator App as an Educational Tool, OSU Teaching With Technology Conference, Stillwater, OK. June 23 2022

30. Colston, N., **Chandrasekera, T.,** Asino, T., Orona., C., (2022) Blending Cultural and STEM Learning using Virtual Reality, 49th Annual Symposium on the American Indian on April 4-9, 2022, Tahlequah, OK

31. Mejia P., L*., **Chandrasekera T**., (2022) "Developing Spatial Skills through Immersive Virtual Reality.", EDRA53, Health in All Design, The Environmental Design Research Association., Greenville, South Carolina., Jun 1-4

32. Mejia P., L*., **Chandrasekera T**., (2022)"The Effect of Virtual Reality Characteristics on Environmental Behavior Research.", EDRA53, Health in All Design, The Environmental Design Research Association., Greenville, South Carolina., Jun 1-4

33. **Chandrasekera T.,** Hosseini, Z*., (2022) "Computer Aided Design: Where Design Concepts Go to Die?", EDRA53, Health in All Design, The Environmental Design Research Association., Greenville, South Carolina., Jun 1-4Design Research Association., Greenville, South Carolina., Jun 1-4

34. Howard, A*, **Chandrasekera T.,** "Looking at the Effects of Biophilic Design in Healthcare Environments Through Virtual Reality", IDEC 2021 National Conference. New York, New York, March 2-5, 2022

35. Mejia-Puig, L., Korneva, K., **Chandrasekera, T**. Assessing Architectural Designs Through Virtual-Reality and Functional Near-Infrared Spectroscopy: A Perceived Retail Crowding Case Study. Academy of Neuroscience for Architecture., ANFA 2021: Quantified Buildings, Quantified Self Conference., San Diego, California., September 16-18.

36. Mejia-Puig, L., Slevitch, L., **Chandrasekera, T**., Korneva, K., Assessing Affect in Interior Hotel Environments Through a Neurophysiological Approach: An Immersive Virtual-Reality Case Study. Academy of Neuroscience for Architecture., ANFA 2021: Quantified Buildings, Quantified Self Conference., San Diego, California., September 16-18.

37. **Chandrasekera, T.,** Hosseini, Z*., (2022) Design for Diversity: A Designathon. Venturewell Open 2022, March 15-17, 2022 (Virtual Conference)

38. Howard, A*., Allen, K**., Bott, P*., **Chandrasekera, T.,** Colston, N., Orona, C., (2022) Story of Seven Fires: STEM education through Spatial Design, IDEC 2021 National Conference. New York, New York, March 2-5, 2022

39. Orona, C., Colston, N., **Chandrasekera, T.,** & Asino, T. (2021) Using Virtual Reality to Bridge the Gap Between Culture and STEM: Results from an Intertribal Teacher Education Workshop [Research Presentation]. American Indian Science and Engineering Society, Phoenix, Arizona, September 23-25, 2021.

40. Mejia P., L*., **Chandrasekera, T.,** Arango, H., Arnot, D. (2021) "Building Just Collaborative Virtual Environments for Design Education.", The Environmental Design Research Association: EDRA52 Detroit, Just Environments Transdiciplanary Board Crossing, United States, May, 19-23, 2021. (Virtual Conference)

41. Mejia P., L*., **Chandrasekera, T.,** Arango, H., Arnot, D. (2021) "The Use of Collaborative Virtual Environments in Online Design Education.", IDEC 2021 National Conference. Detroit, Michigan. (Virtual Conference)

42. **Chandrasekera, T**., (2021). Design with Digital Media: A demonstration of Interior Design through the use of technology. Oklahoma Association of Family and Consumer Sciences Annual Conference March 4-5, 2021 (Virtual Conference)

43. Esmaeili, M. *, Carter, H., **Chandrasekera, T.,** & Hebert, P. (2021). The Effect of Lighting on Emotional States and Behavioral Intentions in Urban Transitional Spaces. [Conference work in progress abstract]. The Environmental Design Research Association: EDRA52 Detroit, Just Environments Transdiciplanary Board Crossing, United States, May, 19-23, 2021. (Virtual Conference)

44. Slevitch, L., **Chandrasekera, T**., Mejia, L., Korneva, K (2021). Virtual Reality images' impact on cognition and affect in hotel settings. Annual European Council on Hotel, Restaurant, and Institutional Education Conference, Aalborg, Denmark, September 27-30.

45. Mejia P., L* , Islam, Md. A*., Esmaelli, M*., **Chandrasekera, T.**(2020) Transforming Design Education: Measuring Acceptance of Urban Designs through Physio-Psychometric Tools. Environmental Design Research Association conference 2020, Tempe, Arizona. April 4-7, 2020 (Virtual Conference)

46. Islam, Md. A*., Mejia P., L*, **Chandrasekera, T.**"A Comparative Study on the Influence of Simulated Free-Form, Grid Based, and Loop Layout of Apparel Retail Store on Shoppers' Satisfaction Level." Environmental Design Research Association conference 2020, Tempe, Arizona. April 4-7, 2020 (Virtual Conference)

47. Mejia P., L*., Islam, Md. A*., **Chandrasekera, T.**"Cognitive Load as a Measure of Acceptance in Immersive Virtual Reality Environments.", IDEC 2020 National Conference. Tulsa, Oklahoma.

48. Colston, N., Zackery, S., Jacobs, S., **Chandrasekera, T.,** Mays, B. (2019) From Low Tech to High Tech: Hands-On Activities for Early Age Engineering. 40th Annual Oklahoma Council for Indian Education (OCIE), Shawnee, Oklahoma, December 9-10, 2019

49. **Chandrasekera, T.**(2019) Studio Z: Hybrid design studios that combine Virtual Reality and Rapid Prototyping. Southwest Regional Conference of the Interior Design Educators Council,

Waco, Texas. October 3-4, 2019

50. Hebert, P. R., **Chandrasekera, T.**& Clare, G. (2019) Displaying a University's Frank Lloyd Wright Artifact reproductions: Physical and virtual environments. 16th International Conference on Studies, Repairs and Maintenance of Heritage Architecture (STREMAH), Seville, Spain, October 7-9, 2019.

51. Islam, Md*., **Chandrasekera, T.**(2019) The Effect of Creative Design on Consumer Behavior: A Study on Designing Window Displays in Retail Environments. Environmental Design Research Association conference 2019, New York. May 22-26, 2019.

52. Hebert, P. R., Jayadas, A., **Chandraskera, T.** & Chaiyakul, Y. (2018) "No tech to low tech to high tech!" Luminaire designs inspire." International Association of Lighting Designers (IALD) Enlighten Europe 2018, November 7-9, 2018, Barcelona, Spain.

53. Hebert, P. R., Jayadas, A., **Chandrasekera, T.**& Chaiyakul, Y. (2018) "Students' low energy luminaire design projects." Passive and Low Energy Architecture Conference (PLEA) 2018 December 10-12, 2018, Hong Kong.

54. **Chandrasekera, T.,** Ferreira, A**., (2018) Embracing Technology: Using 3D Scanned Museum Collections in Interior Design Education., Hebert, P. Environmental Design Research Association conference 2018, Oklahoma City. Jun 6-9, 2018.

55. **Chandrasekera, T.,** Jayadas, A., Pulay, A. ***, Ippoliti, C., Mejia Puig, L*. (2018) Symposium presentation at "Problem Solving in Multidisciplinary Teams through Digital Media", Environmental Design Research Association conference 2018, Oklahoma City. Jun 6-9, 2018.

56. **Chandrasekera, T.**(2018) Group Dynamics and Design Decisions in Multidisciplinary Groups, Environmental Design Research Association conference 2018, Oklahoma City. Jun 6-9, 2018.

57. Hebert, P., Jayadas, A., **Chandrasekera, T.,** (2018) Light reveals the built environment: A pictorial sample of students' lighting fixture design projects, Western Social Studies Association , Urban Studies Section Conference, San Antonio, TX, April, 4 – 7, 2018.

58. Pulay, A. ***, Asino, T., & **Chandrasekera, T.,** (2018, March). A Pilot Study Examining Student Opinions of Classroom Furniture for Collaborative Technology Use. Presentation at the Annual Conference of the Interior Design Educators Council. Boston, MA.

59. Asino, T., Pulay, A. ***, & **Chandrasekera, T.,** (2017, November). Examining the connection between educational technologies and classroom space. Association for Educational Communications & Technology, Jacksonville, FL.

60. **Chandrasekera, T.,** (2017) Tsunami Housing Villages: A post occupancy evaluation, Sri Lanka Association for the Advancement of Science (SLAAS) Annual Conference, Colombo, Sri Lanka. Dec 4-7, 2017

61. Pulay, A. ***, Tripp, A., Asino, T., & **Chandrasekera, T.,** (2017). Teacher attitudes about their classroom environment. Southwest Regional Conference of the Interior Design Educators Council, Dallas, TX., October 5-6 2017,

62. **Chandrasekera, T.,** Hebert, P.,(2017). Crisis Management: A Study of Emergency Preparedness in the Global Hospitality Industry, International Facility Management Association, World Workplace Conference, Houston, 2017

63. **Chandrasekera, T.,** (2017). Using Immersive Virtual Reality in Design reviews, Interior Design Educators Council, Chicago, IL, March 8-12, 2017.

64. **Chandrasekera, T.,** (2017) Mixed Reality Lab: Using affordable Virtual Reality and Augmented Reality environments in research and education, Second International Conference on Multidisciplinary Research 2017, Colombo, Sri Lanka. 07-08 January-2017.

65. Hebert, P. R. **Chandrasekera, T**, Jacobs-Grey, N*., (2017) Querying Facility Managers in India's Hospitality Industry, Second International Conference on Multidisciplinary Research 2017, Colombo, Sri Lanka. 07-08 January-2017.

66. **Chandrasekera, T.,** (2016). Furniture Designing within the Virtuality-Reality Continuum, Interior Design Educators Council, Portland, Oregon, March 9-12, 2016.

67. **Chandrasekera, T.,** Yoon, S.-Y., (2015).Virtuality to Reality: Furniture Designing through Digital Prototyping, Interior Design Educators Council, Fort Worth, Texas, March 11-14, 2015.

68. Slevitch, L., **Chandrasekera, T.,** Yang, J., Chung, Y., (2015) Application of virtual visualization techniques in understanding users' perceptions of lodging interior environments, Asia-Pacific Council on Hotel, Restaurant, and Institutional Education Conference, New Zealand, June 10-13, 2015

69. **Chandrasekera, T.,** Yoon, S.-Y., (2014). The effect of Virtual Reality and Augmented Reality in the Design Process., 17th Biannual Conference of the Design Communication Association, Atlanta, Georgia. Oct. 1-4, 2014

70. **Chandrasekera, T.,** Jacobs, N*., (2014) A decade after: Post Occupancy evaluation of houses in tsunami affected areas in the Southern Region of Sri Lanka, 48th Annual Housing Education and Research Association Conference, Kansas City, KS, 6-8 October, 2014.

71. **Chandrasekera, T.,** Jacobs, N*., (2014) Using virtual models and digital fabrication in early Design Studios, 48th Annual Housing Education and Research Association Conference, Kansas City, KS, 6-8 October, 2014.

72. **Chandrasekera, T** (2013) Reality-Virtuality Continuum and the place of the Designer: Designing with Digital Media, 47th Annual Housing Education and Research Association Conference, Tulsa, OK, 27-30 October, 2013.

73. **Chandrasekera, T.,** Yoon, S.-Y (2014) Adopting Augmented Reality in Design Communication: Focusing on Improving Spatial Abilities, The 7th International Conference on Design Principles and Practices, UBC Robson Square, Vancouver, Canada, 16-18 January 2014.

74. **Chandrasekera, T.,** Yoon, S.-Y., & D'Souza, N. (2013). The effect of soundscapes on auditory landmarks in immersive virtual environments, First International Symposium on Affective Engineering 2013 (ISAE2013), March 6 -March 8, 2013, Fukuoka, Japan.

75. **Chandrasekera, T.,** Yoon, S.-Y., (2013) Augmented reality based spatially related navigation system for internal navigation of healthcare environments, Environmental Design Research Association conference 2013, Providence. May 29-Jun 01, 2013. (Accepted Paper)

76. **Chandrasekera, T.,** Yoon, S.-Y., & Balakrishnan, B. (2012). Digital Orthographic Projections in Architectural Representation: Augmented Reality based learning, 16th Biannual Conference of the Design Communication Association, Stillwater, Oklahoma. Oct. 21-24, 2012.(Accepted Abstract)

77. **Chandrasekera, T.,** Yoon, S.-Y., (2012) Perceiving geometric configurations in digital environments: A study on the use of Virtual Reality (VR) and Augmented Reality (AR) in design education, Environmental Design Research Association conference 2012, Seattle. May 30-Jun 02, 2012. (Accepted Abstract)

78. **Chandrasekera, T.,** Ngoc, Vo., D'Souza, N. (2012). Game Changers: Sudden moments of Inspiration (SMI) in the Design process, Environmental Design Research Association conference 2012, Seattle. May 30-Jun 02, 2012. (Accepted Abstract)

79. Chandrasekera, T (2012). Application of augmented reality and virtual reality in architectural Drafting studios, Research and Creative Activities Forum, University of Missouri-Columbia, Mar 17, 2012. (Research presentation)

80. **Chandrasekera, T.,** Yoon, S.-Y., & D'Souza, N. (2011). The Effect of Soundscapes on Immersive Experience in Virtual Environments, Environmental Design Research Association conference 2011, Chicago. May25-29 2011.

81. D'Souza, N., Yoon, S.-Y., Balakrishnan, B., & **Chandrasekera, T.,** Symposium presentation at "Virtual Environments - Virtual Behaviors", Environmental Design Research Association conference 2011, Chicago. May25-29 2011.

82. Ahmed. A, **Chandrasekera, T**, Yang, C (2010) The Effect of Spatial Knowledge on Sense of Belonging in University Environments, The 2011 Annual Architectural Research Centers Consortium Spring Research Conference, Detroit, Michigan. April 20 – 24, 2011

83. **Chandrasekera, T.,** Yoon, S.-Y., & D'Souza, N. (2010). The Effect of Soundscapes on Immersive Experience in Virtual Environments, 15th Biannual Conference of the Design Communication Association, Bozeman, Montana. Sept. 8-11, 2010.

84. **Chandrasekera, T** (2011). Using Soundscapes in Virtual Environments, Research and Creative Activities Forum, University of Missouri-Columbia, Mar 5, 2011. (Research presentation)

85. Chandrasekera, T (2011). The effect of Subliminal Suggestions on Sudden Moments of Inspiration (SMI) in the design process., Research and Creative Activities Forum, University of Missouri, Columbia, Mar 5, 2011. (Research presentation)

Peer reviewed poster presentations in conferences and symposia

1. Chandrasekera, T., Perera, W. U. U., Wijetunge, M. N. R., & Waduge, K. G. D. (2024, June 19-22). Reevaluating Post-Disaster Housing: A Longitudinal Study on User Satisfaction and Adaptive Design Strategies in Post-Disaster Housing. In EDRA 55 Conference Proceedings. Environmental Design Research Association, Portland, OR.

2. Hosseini, Z., Chandrasekera, T., Jayadas, A., & Perera, W. U. U. (2024, June 19-22). Paper to Pixels: A Study on the Impact of Digital Drafting on Interior Design Pedagogy. In EDRA 55 Conference Proceedings. Environmental Design Research Association, Portland, OR.

3. Oates, A., Chandrasekera, T., & Jayadas, A. (2024, June 19-22). The Effects of Lighting Color Temperature on Teacher Self-Efficacy. In EDRA 55 Conference Proceedings. Environmental Design Research Association, Portland, OR.

4. Warneke, J. N., Chandrasekera, T., Hebert, P., & Jayadas, A. (2024, June 19-22). Applying Culturally Sensitive Design in Interior Spaces for Native Americans. In EDRA 55 Conference Proceedings. Environmental Design Research Association, Portland, OR.

5. Small, R., Chandrasekera, T., & Jayadas, A. (2024, June 19-22). Assessment of Interior Design Attributes for Older Women Who Live in Rural Areas to Age-in-Place. In EDRA 55 Conference Proceedings. Environmental Design Research Association, Portland, OR.

6. Waduge, K. G. D., Nazmy, H., Chandrasekera, T., Wijetunge, M. N. R., & Perera, W. U. U. (2024, June 19-22). Generative AI Supported Interior Concept Design: Assessment of End Product Creativity between Designers and Non-Designers. In EDRA 55 Conference Proceedings. Environmental Design Research Association, Portland, OR.

7. Hosseini, Z.*, **Chandrasekera, T**., Jayadas., A. (2024). Enhancing Design Creativity in Virtual Environments: A Comparative Study with Design Students. IDEC Annual Conference, March 6-9, New York, NY.

8. Perera, U.*, Jayadas, A., **Chandrasekera, T**., and Hosseini, Z. (2024). Evaluating the Effectiveness of Multicultural Maintenance Workforce Safety Training in Virtual Reality, IDEC Annual Conference, March 6-9, New York, NY.

9. Hebert, P. R., Bazhaw-Hyscher, A*., & **Chandrasekera, T.**(2023) Explorations of interior environments to preserve indigenous ways. Paper submitted for presentation at ATALM 2023 International Conference of Indigenous Archives, Libraries, and Museums, October 24-26, Oklahoma City, OK.

10. Hosseini,Z. *, **Chandrasekera, T** Jayadas,A., (2023) "Covid 19 and Its Impact on Working from Home for Designers"., EDRA54, Environment and Health, June 20-23, Mexico City, Mexico.

11. Allen, K*., Oates, A. *, Erdley, M*., **Chandrasekera,T.,** Jayadas,A., (2023) "Designing to Improve the Shopping Experience for Older Adult Wheelchair Users"., EDRA54, Environment and Health, June 20-23, Mexico City, Mexico.

12. Adewumi, O*., Asino, T., Colston, N., Orona, C., **Chandrasekera, T.,** (2022) Engaging and Fostering Digital Skills through Traditional Stories, OSU Teaching With Technology Conference, Stillwater, OK. June 23, 2022

13. Nazmy, H***., Hebert, P., **Chandrasekera, T.,** 2022. Introducing a Building Code Calculator App as an Educational Tool, OSU Teaching With Technology Conference, Stillwater, OK. June 23, 2022

14. **Chandrasekera, T.,** Colston, N., Asino, T., Orona, C., Allen, K**., Howard A*., Bott, P*., & Adewumi, O*. (2022, May 30 - June 4. Decolonizing the digital divide: Problem based spatial design though immersive technology for STEM education in minority populations. (iLRN), Vienna, Austria.

15. Hosseini, Z*., **Chandrasekera, T** (2022) How Pervasive Virtual Reality (PVR) Can Augment the Perception of Working from Home (WFH) Environments, EDRA53, Health in All Design, The Environmental Design Research Association., Greenville, South Carolina., Jun 1-4, 2022

16. **Chandrasekera, T.,** Bott, P*., Howard, A*., Orona, C., Allen, K**., Colston, N., Asino, T., Adewumi, O*., (2022) Increasing STEM Motivation in Middle School Students through Spatial Design", EDRA53, Health in All Design, The Environmental Design Research Association., Greenville, South Carolina., Jun 1-4, 2022

17. Hebert, P. R., **Chandrasekera, T.**& Hosseini, Z*. (2022). "Hurricane Ida and New Orleans museums: Examining power disruption effects via twitter posts utilizing Nvivo." Fifteenth International Conference on The Inclusive Museum, Philadelphia, PA, April 22-24, 2022.

18. Hebert, P.R., **Chandrasekera, T**., Hosseini, Z. (2022). " Hurricane Ida Shut Down New Orleans Museums: Examining Communications via Facebook Posts." MPMA conference, Tulsa, OK. October 4, 2022.

19. Puig, L*., **Chandrasekera, T.,** (2022) The Influence of the Virtual Body on Cognitive Load in Virtual Reality Immersive Environments., IDEC 2021 National Conference. New York, New York, March 2-5, 2022

20. Howard, A*., Orona, C., Allen, K**., Colston, N., **Chandrasekera, T.,** Asino, T., Oluwafikayo A*., Audu, C*., Dayton, A., & Neely, N. Using Open-ended Spatial Design Challenges in Tribal Afterschool Programs to Promote STEM learning [Poster Presentation].The 2021 SACNAS National Diversity in STEM (NDiSTEM) Virtual Conference, October 25-29, 2021

21. Hebert, P. R. & **Chandrasekera, T.(2020).** Chronicling an Evolution of Opportunities and Challenges for a University's Material Culture Exhibit: Successes and Failures with Physical and Virtual Museums, Coalition for Advancing Digital Research and Education (CADRE) Virtual Conference, Stillwater, OK, April 17, 2020, Retrieved from, https://osf.io/hwtr4/

22. Puig, L*., Islam, Md*., **Chandrasekera, T.**(2020) Cognitive Load as a Measure of Acceptance in Immersive Virtual Reality Environments, Interior Design Educators Council Conference, March 5-7, Tulsa, OK

23. Hebert, P., **Chandrasekera, T.,** and Sample, R*. (2017) "3-D scanning supplement project for Frank Lloyd Wright artifacts: Increasing university and community access to a University collection", Mountains and Plains Museum Association Conference, Denver, CO, October 15-19, 2017.

24. Hebert, P. R., Chaiyakul, Y., Aruni, N., Jaruphongtawit, R., Tongpong, N. & **Chandrasekera, T.**(2017). "Evaluating Illumination at an Art and Culture Museum in Thailand Targeted for Patrons Across the Life Course: Recent Fulbright Project Spurs U.S. & Thai Architecture and Design Programs' International Collaboration", Mountains and Plains Museum Association Conference, Denver, CO, October 15-19, 2017.

25. Hebert, P., **Chandrasekera, T.,** Chaiyakul, Y., Rojarek, S. (2017) Food Safety Study at Facilities in Northern Thailand. Health Disparities Conference, New Orleans, LA. March 16-18, 2017

26. **Chandrasekera, T.,** Kang, M., Hebert, P. R., Choo, P. (2016) Augmented Reality based object locating and information system mobile application for individuals suffering from disabilities, Environmental Design Research Association Conference 2016, Raleigh, NC. 18-21 May 2016.

27. Hebert, P. R. **Chandrasekera, T.**& Kang, M. (2015). "Faculty and Students Benefit the Smithsonian: Querying Facility Managers", Eighth Annual Oklahoma Service Learning Conference, Oklahoma City, Oklahoma, (Juried), October, 2015

28. **Chandrasekera, T.,** Yoon, S.-Y (2014) Using augmented reality tools to enhance design creativity, Environmental Design Research Association Conference 2014, New Orleans, 28-31 May 2014.

29. **Chandrasekera, T.,** Yoon, S.-Y., & D'Souza, N. (2012) Architectural Visualization using Augmented Reality Simulations, Environmental Design Research Association conference 2013, Providence. May 29-Jun 01, 2013. (Accepted Poster)

30. **Chandrasekera, T** (2012). A Design for Intelligence: Augmented reality as a tool in early Architectural education, Design Management Institute (DMI) international research conference "Leading Innovation through Design"-Boston, MA-USA, Aug8-9, 2012 (Accepted Poster)

31. **Chandrasekera, T.,** Yoon, S.-Y., & D'Souza, N. (2012) Immersive Engines: Immersion in 3D Gaming platforms through Soundscapes, Environmental Design Research Association conference 2012, Seattle. May 30-Jun 02, 2012. (Accepted Poster)

Other Invited Presentations

1. **Invited Speaker** Chandrasekera, T. (2024, October 30). AI in action: Exploring generative AI in CEHS. Presentation at the GEN AI Brown Bag Lunch and Learn Meeting, Oklahoma State University, Stillwater, OK.

2. **Invited Speaker** Chandrasekera, T., & Hobza, T. (2024, October 25). *The intersection of AI and creativity: Can AI facilitate early design processes?* Panel presentation at the DaVinci Institute Fall Forum, "Igniting a New Renaissance in Higher Education: Harnessing Artificial Intelligence to Fuel Creative Innovation," hosted by Rose State College, Midwest City, OK.

3. **Invited Speaker** The Intersection of AI and Creativity: Can AI Facilitate Early Design Processes. IDEC Pacific West Virtual Collaborative, Friday, October 13th, 2023 (Virtual Presentation)

4. **Invited Speaker** Artificial Intelligence and Empathic Design, Universidad Popular

Autónoma del Estado de Puebla (UPAEP), Puebla, Mexico. September 12th, 2023 (Virtual Presentation)

5. **Invited Speaker** Empathy Factor: Enhancing Student Education Through Human Centered Design, Universidad Popular Autónoma del Estado de Puebla (UPAEP), Puebla, Mexico. June 19th. 2023 (Co-Presenter Aditya Jayadas, PhD)

6. **Invited Speaker** From Cities to Inner Being: The Impact of Digital Design on our Built Environment and Beyond, General Sir John Kotelawala Defense Academy. April, 1st, 2023.

7. **Invited Speaker** Experiencing Virtual and Augmented Reality, Data Bytes Workshop. Oklahoma State University Library. December, 8th, 2022

8. **Invited Speaker** at the National Indian Education Association (NIEA) Educator Day (two sessions). Engaging High School Students in STEM with Mixed Reality Projects, October 5th, 2022

9. **Invited Speaker** at the Council for Interior Design Accreditation (CIDA) Virtual Accreditation Workshop, Organizing a Student Work Display, March 18th, 2022 (Virtual Presentation

10. **Speaker** at What is Ethnocomputing: Strategies for Culturally Centered Technology Education (Webinar) May 26th, 2021

11. **Invited Speaker** at An-Icon Annual Seminar 2021 "Interactivity"-" Virtuality-Reality Continuum Beyond Design", University of Milan, Italy. March 4th 2021 - Virtual Presentation

12. **FCCLA Virtual Leadership Experience** (Visual Arts and Design), Design with Digital Media, Dec 2020 -Feb , 2021 -Virtual Presentation

13. **Mandela Fellows Session Facilitator** at the Mixed Reality Lab, Applications within the Reality–virtuality continuum, Oklahoma State University, July 5, 2017

14. **Invited Speaker,** Emerging Virtual & Augmented Reality Technology use, Business & Industry Services, Meridian Technology Center, June 21, 2017

15. **Session Facilitator and Presenter,** Using Mixed Reality Environments to Enhance Education, Teaching with Technology Symposium Session, June 28, 2017, Oklahoma State University

16. **Panelist and Guest Speaker**, Mixed Reality Lab: Reality–Virtuality continuum and its implications in Design, "Insert Tech Here", Oklahoma State University (Research Week),February 22, 2017.

17. **Key note speaker** (and session Chair)**-** Second International Conference on Multidisciplinary Research 2017, *"Designing future cities - Challenges & Opportunities",* 07-08 January-2017, Colombo, Sri Lanka (Organized by the International Center for Research & Development)

18. **Guest Lecture** – *"Empathic Design",* Colombo School of Architecture, Sri Lanka, Jan 6, 2017.

19. **Invited Speaker**, Science Café *"Digital Modeling and Fabrication"*, Edmond Low Library, Oklahoma State University, Jan 9-2016.

20. **Invited Presentation**, *"Designing with Digital Media"* .Council for Interior Design Accreditation, Interior Design Educators Council, Fort Worth, Texas, March 11-14, 2015.

21. **Guest Speaker-***"Augmented Reality in Design Education",* Augmented Reality Expo 2014, Santa Clara, CA. May 27-29, 2014.

22. **Guest Lecture** – *"Digital Design Representation",* Department of Architecture, University of Moratuwa, Sri Lanka, Jun 8, 2014.

23. **Guest Presenter**-*"Designing with Digital Media".* 4-H Roundup, Stillwater, OK, July 24, 2014.

24. **Invited Speaker**- *"Augmenting the Designer: Design Education within the Reality - Virtuality Continuum"*, Augmented Reality Think Tank, Plano, Texas, Oct. 20-21, 2014.

25. **Invitee** – (Out of the 17 invitees, US wide) CIDA Future Visions, Grand Rapids, MI, Nov 6-8, 2014

26. **Invitee** – Next Generation Informal Assessment workshop, July 20-22, 2015 at the New York Hall of Science(NYSCI): Funded by NSF

Press/Media

1. Ostate TV segment. Inside OSU: Design and Merchandising. https://insideosu.com/?video=1_t0thdmu4 (2024)

2. What's behind the positive academic research verdict on virtual reality? https://www.worktechacademy.com/whats-behind-the-positive-academic-research-verdict-on-virtual-reality/ (2023)

3. Campus Technology. 14 Predictions for Higher Education in 2022, https://campustechnology.com/Articles/2022/01/04/14-Predictions-for-Higher-Education-in-2022.aspx?Page=1 (2022)

4. Animation Career View. Top 10 Augmented/Virtual Reality (AR/VR) Schools in the Southwest - 2021 College Rankings, https://www.animationcareerreview.com/articles/top-10-augmentedvirtual-reality-arvr-schools-southwest-2021-college-rankings (2021)

5. The Journal Record. National Science Foundation chief takes tech tour at OSU, https://journalrecord.com/2021/09/16/national-science-foundation-chief-takes-tech-tour-at-osu/ (2021)

6. Oklahoma State University News and Media. NSF director praises OSU innovation following research facilities tour, https://news.okstate.edu/articles/communications/2021/nsf_director_praises_osu_innovation_following_research_facilities_tour.html?fbclid=IwAR1qo1w_5rjVBpTQiSQylXyHKSjBpwAw3dyskICZdtxJByk1MSO9J_6mXig (2021)

7. Oklahoma State University News and Media. Innovative after-school program captures Native American students' interest in STEM, https://news.okstate.edu/magazines/research/research-matters/articles/2021/innovative_after-school_program_captures_native_american_students_interest_in_stem.html (2021)

8. Oklahoma State University News and Media. OSU to participate in after-school STEM program, https://news.okstate.edu/articles/agriculture/2021/osu-public-school-stem-program.html (2021)

9. Campus Technology. Native American Students Build STEM Skills While Exploring Their Cultural Stories with VR/AR Design Projects, https://campustechnology.com/articles/2021/11/08/native-american-students-build-stem-skills-while-exploring-their-cultural-stories.aspx (2021)

10. Campus Technology. Hacking the Hackathon at OSU, https://campustechnology.com/articles/2019/03/11/hacking-the-hackathon-at-osu.aspx (2019)

11. Stillwater Newspress. CANstruction puts creative spin on food fundraising,

http://www.stwnewspress.com/news/canstruction-puts-creative-spin-on-food-fundraising/article_2462417d-3694-52bb-aa47-576cf0af5f91.html (2018)

12. O'Colly. IFMA partners with Our Daily Bread for CANstruction charity event, http://www.ocolly.com/news/osu/ifma-partners-with-our-daily-bread-for-canstruction-charity-event/article_84c29b4c-cc01-11e8-aab4-17d055b34daf.html (2018)

13. O'Colly. Virtuhoma hosted to bring VR/AR into the classroom, http://www.ocolly.com/news/virtuhoma-hosted-to-bring-vr-ar-into-the-classroom/article_7007721a-c40c-11e8-8678-0f79943bdb35.html (2018)

14. O'Colly. Researchers to discuss virtual and augmented reality at symposium Friday, http://www.ocolly.com/news/researchers-to-discuss-virtual-and-augmented-reality-at-symposium-friday/article_23918d00-c103-11e8-93e4-cb5418a19b32.html (2018)

15. Campus Technology. Hacking Real-World Problems with Virtual and Augmented Reality, https://campustechnology.com/articles/2018/02/12/hacking-real-world-problems-with-virtual-and-augmented-reality.aspx (2018)

16. Stillwater Newspress. Experimenting with the future, http://www.stwnewspress.com/news/experimenting-with-the-future/article_b9e5ea45-ddb7-5ba9-a4a1-8a3dac7a0333.html (2018)

17. Ostate TV segment. Inside OSU with Burns Hargis: Mixed Reality Lab, https://www.youtube.com/watch?v=N8lhFHzeRGc (2017)

18. Ostate TV segment. Mixed Reality Lab: Using Technology to Become Better Designers, https://www.youtube.com/watch?v=yZL7DIkci8k (2017)

19. Stillwater Newspress. Mixed Reality Lab puts focus on the future, http://www.stwnewspress.com/news/mixed-reality-lab-puts-focus-on-the-future/article_6aebc626-e2e9-5dd9-a17d-7661e14ab1ef.html (2017)

20. Campus Technology. Mixed Reality: From the Design Lab to the Professions, https://campustechnology.com/articles/2016/11/15/mixed-reality-from-the-design-lab-to-the-professions.aspx (2016)

21. Campus Technology. Mixing It Up in the Design Lab: The Virtuality-Reality Continuum [Press Release]. Retrieved from https://campustechnology.com/articles/2016/04/19/the-virtuality-reality-continuum-in-design.aspx (2016).

Grants Funded

External (Total amount: $1,590,013.)

(* Graduate Student,

**** Undergraduate Student**

***** Junior Faculty)**

1. (PI) Study away funding for Interior Design Sophomore students (Architecture at Home – Crystal Bridges), Pepin Committee, $3,040. **Chandrasekera, T.**(2022)

2. (PI) Unity Create with VR grant, 36 Meta Quest 2 headsets (in kind grant), $14,364.**Chandrasekera, T.**Unity 3D. (2022)

3. (Co-PI) Design Thinking Summer Academy: Sustainable Spatial Design Workshops for High School Students, Summer Academies Proposal: Oklahoma State Regents for Higher Education, $12, 000. Nazmy, H. ***, **Chandrasekera, T.,** Asino, T.,(2022)

4. (PI) Developing and Testing Innovations (DTI): "Engaging Native American Students in STEM Career Development Through a Culturally-Responsive After-School Program Using Virtual Environments and 3-D Printing", National Science Foundation (NSF), $ 1,497,659. **Chandrasekera, T.(PI),** Colston, N., Asino, T. (2021)

5. (PI) STEM through Design: Digital Media Workshops for Native American Middle School Girls, National Center for Women and Information Technology (NCWIT) Academic Alliance Seed Fund, $10, 000. **Chandrasekera, T.,** and Peek, G (2018)

6. (Co-PI) Classroom Interior Variables Influence on Teacher Absenteeism and Productivity. Interior Design Educators Council Special Projects Grant. $3,000. Pulay, A. ***, Asino, T., Tripp, P., & **Chandrasekera, T.**(2018)

7. (PI) SITAND: Ergonomic Chair for Older Adults, NSF (National Science Foundation) iCorps $3000: **Chandrasekera, T.,** Fereira, A., Jayadas, A. (2017)

8. (PI) IFDA Elizabeth Brown Grant, Ergonomic Design for Older Adults through Virtual Reality, $1000: **Chandrasekera, T.**(2017)

9. (Co-PI) Pepin Online (Phase II): Virtual Museum Collection. The Leevera Pepin Museum Fund, $3,500 Award: Hebert, P., **Chandrasekera, T.,** Smith, C. (2016)

10. (Co-PI) Pepin Online (Phase I): Virtual Museum Collection. The Leevera Pepin Museum Fund, $3,450 Award: Hebert, P., **Chandrasekera, T.,** Smith, C. (2016)

11. (PI) VR First Technology Equipment: Supporting equipment for the Mixed Reality lab, Phase I, $3000 Award (through equipment), **Chandrasekera, T.**(2016)

12. (PI) Augmented Reality based object locating and information system mobile application for individuals suffering from disabilities. Bartlett Family Grant for Promoting Independent Living, $10,000 Award: **Chandrasekera, T**.(PI), Kang, M., Hebert, P., Choo, P. (2014)

13. (Co-PI) Reality Capture and Simulation for Design Evaluation, MU Information Technology Committee, $25,000 Award, University of Missouri-Columbia: Balakrishnan, B.(PI), D'souza, N., Oprean, D., **Chandrasekara, T**., Bucher, M., Schrimpf, B. (2012)

14. (Co-PI) Augmented Reality Technology for Architectural Education, MU Teaching with Technology Innovation Fund, $1000 Award, D'Souza, N., **Chandrasekera, T.**(2013)

Grants Funded

Internal (Total amount: $658,396)

1. (PI) Assessment of User Perceptions in Artificial Intelligence of Things (AIoT) Enabled Hospitality Environments, Research project grants in Humanities-, Arts-, and Design-based disciplines (HAD research grants). $9,749. **Chandrasekera, T** (2023)

2. (PI) Relics to Realities: Preserving Native American Heritage using 3D Scanning.(InSPIRE) College of Education and Human Sciences, Oklahoma State University, $87,119. **Chandrasekera, T**., Gardner-Vandy, K., Wijetunge, N***(2023)

3. (PI) Virtual Reality Head Mounted Display Updates. College of Education and Human Sciences Technology Fee Proposal, Oklahoma State University, $500. **Chandrasekera, T.** (2023)

4. (PI) Needs assessment and development of VR based skills training for meat processing – Phase II. College of Education and Human Sciences, Oklahoma State University, $362,589. **Chandrasekera, T**., Jayadas, A. and Pfeiffer, M. (2023).

5. (PI) Needs assessment and development of VR based skills training for meat processing – Phase I. College of Education and Human Sciences, Oklahoma State University, $37,188. **Chandrasekera, T**., Jayadas, A. and Pfeiffer, M. (2023).

6. (PI) Fake it till you make it: Can Artificial Intelligence Support Creativity in Early Design Processes?, Research project grants in Humanities-, Arts-, and Design-based disciplines (HAD research grants). $9,302. **Chandrasekera, T** (2022)

7. (PI) VR for Design, 1 Meta Quest Pro headset, College of Human Sciences Technology Fee Proposal, $ 1,500. **Chandrasekera, T.**(2022)

8. (PI) VR for Design, 26 Meta Quest 2 headsets, College of Human Sciences Technology Fee Proposal, $ 7,774. **Chandrasekera, T.**(2022)

9. (PI) Where do design concepts go to die? A study on Computer Aided Design and its effect on Design Ideation, Research project grants in Humanities-, Arts-, and Design-based disciplines (HAD research grants). $9,312. **Chandrasekera**, T (2021)

10. (PI) Spherical Cameras for Education, College of Human Sciences Technology Fee Proposal, $ 1000. **Chandrasekera, T.**(2021)

11. (PI) Virtual Reality and Eye tracking, College of Human Sciences Technology Fee Proposal, $ 10,350.00. **Chandrasekera, T.**(2020)

12. (PI) The Effect of Visualization Modality on Hospitality Environment Design and Perception, Research project grants in Humanities-, Arts-, and Design-based disciplines (HAD research grants). $8,242. **Chandrasekera, T** (2019)

13. (PI) Virtual Reality Head mounted Displays for Virtual Reality Classroom, College of Human Sciences Technology Fee Proposal, $ 13,000. **Chandrasekera, T.**(2019)

14. (Co-PI) Textile CAD software, College of Human Sciences Technology Fee Proposal, $ 10,000., Park, J., Clare, G., Petrova, A., Limbaugh, D., **Chandrasekera, T.,** (2019)

15. (PI) Applications of Psychophysiological factors in Design education, College of Human Sciences Technology Fee Proposal, $ 23,000., **Chandrasekera, T.,** (2018)

16. (PI) Virtual+Augmented Reality Symposium: Problem solving in multidisciplinary teams through digital media, Humanities, Arts, and Design-Based Disciplines Research Grant, $10, 000: **Chandrasekera, T.**(2017)

17. (PI) Virtual and Augmented Reality use in Interior Design, College of Human Sciences Technology Fee Proposal, $ 6,000., **Chandrasekera, T.,** (2017)

18. (PI) Virtual and Augmented Reality use in Interior Design, College of Human Sciences Technology Fee Proposal, $ 4,746.00, **Chandrasekera, T.,** (2016)

19. (PI) Mixed Reality Lab Supplemental Funds, Design, Housing and Merchandising, $7,500.00 Award: **Chandrasekera, T.**

20. (PI) Oklahoma State University Presidents Fellow Funding: Supporting equipment for the Mixed Reality lab, $5400 Award, **Chandrasekera, T** (2016)

21. (PI) Mixed Reality Lab: Infrastructure Development, College of Human Sciences Laboratory and Research Program, $31,000 Award: **Chandrasekera, T**.(PI), Robinette, K, Slevitch, L. (2014)

22. (PI) Sketchup Licenses, Proposal for Technology Seed Money - College of Human Sciences, $3125.00 Award (Annually Reoccurring): **Chandrasekera, T** (2014)

Teaching   **DEPARTMENT OF DESIGN AND MERCHANDISING, OKLAHOMA STATE UNIVERSITY (2013-PRESENT)**

Undergraduate Level

1. DM 2103   Interior Design Studio I: Residential

2. DM 3173   Digital Design Communication

3. DM 3301   Supervised Field Experience (Co-Instructor)

4. DM 3823   Professional Practices for Interior Design

5. DM 3991   Interior Design Pre-Internship Seminar

6. DM 4264   Interior Design Studio V: Large Scale Commercial

7. DM 4373   Advanced CAD/ Revit Architecture

8. DM 4433   Facility Management and Design.

9. DM 4824   Professional Internship in Interior Design.

10. HON 1000   VR and AR for Social Change (Honors Class)

11. DM 4850   Independent Study in DM

New Classes Developed-Undergraduate

1. DM 3173   Digital Design Communication
2. HON 1000   VR and AR for Social Change (Honors Class)
3. DM 2033   Virtual and Augmented Reality for Social Change
4. Developed and implemented a Digital Design Undergraduate Certificate

Graduate Level

- Developed and implemented a Digital Design Onsite Master's Program
- Developed and implemented a Digital Design Online Master's Program
- Developed and implemented a Digital Design 4+1 (Accelerated) Master's Program
- Developed and implemented a Digital Design Graduate Certificate

1. DM 5113   Theories of Creative Process in Design and Merchandising

2. DM 5810   Problems in Digital Design Communication

3. DM 6410   Independent Study Course in Design Cognition

4. DM 5000   Master's Thesis

5. DM 6000   Doctoral Dissertation

6. DM 5173   Advanced Digital Design Communication

7. DM 5073   Virtual and Augmented Reality Applications in DM

8. DM 6810   Advanced Problems in DM

9. DM 6410   Independent Study in DM

New Classes Developed-Graduate

1. DM 5173   Advanced Digital Design Communication
2. DM 5073   Virtual and Augmented Reality Applications in DM
3. DM 5373   Topics in Building Information Modeling
4. DM 5083   Advanced Virtual and Augmented Reality for Social Change
5. Developed and implemented a Digital Design Graduate Certificate

DEPARTMENT OF ARCHITECTURAL STUDIES, UNIVERSITY OF MISSOURI (2010-13)

6. ARCHST 1200   Architectural Drafting and Working Drawings

7. ARCHST 2230   Design Communication (Teaching Assistant)

8. ARCHST 3182   Design Studio II

DEPARTMENT OF ARCHITECTURE, UNIVERSITY OF MORATUWA, SRI LANKA (2009)

9. AutoCAD   B.Arch Level II

10. Design Studio II   B.Arch Level II

....

Advising

Graduate Students: Current

Department of Design and Merchandising
Chair/Advisor

1. Kasun Gayantha (PhD Advisor and Chair) – In Process (Interior Design)
2. Zahrasadat Hosseini (PhD Advisor and Chair) – In Process (Interior Design)
3. Lia Jenson (MS Advisor and Chair) -In Process (Interior Design)
   - The effect of Biophilia on behavioral changes of female inmates in Halfway houses
4. Anna Bazhaw-Hyscher (MS Advisor and Chair) – In Process (Interior Design)
   - Language learning through the built environments: A case study in developing a virtual museum for Native American Tribes

Committee Member

5. Payton Losh (MS Committee Member) – In Process (Interior Design)
   - Designing Healthcare environments for Veterans
6. Jahnia Wright (MS Committee Member) – In Process (Interior Design)
   - The effect of color and light on the mental health of veterans

Other Departments

7. Crystal Cruz (PhD Committee Member)- In process
   - (Aviation And Space Education)
8. Payton Walters (PhD Committee Member)- In process

- (Educational Technology Graduate Student)
9. Ayodeji Ibukun (PhD Committee Member)- In process
   - (Educational Technology Graduate Student)
10. Clement Abai (PhD Committee Member)- In process
    - (Educational Technology Graduate Student)
11. Ericka Eppler (PhD Committee Member)- In process
    - (Educational Technology Graduate Student)
12. Felipe Carreno Urquijo (MS Committee Member) – In Process
    - (Fire Safety and Explosion Protection)

Graduate Students: Completed

Department of Design and Merchandising
Chair/Advisor
13. Zahrasadat Hosseini(MS Advisor and Chair)- Completed, Summer 2023
    - The use of Pervasive VR in Working from Home environments (Interior Design Graduate Student)
14. Allison Howard (MS Advisor and Chair)- Completed, Spring 2022
    - Understanding the Effects of Biophilic Design in Healthcare Environments through the use of Virtual Reality (Interior Design Graduate Student)
15. Luis Puig (PhD Advisor) -Completed, Spring 2021
    - The Virtual Body in Immersive Virtual Reality and Its Influence on Creativity.

Committee Member
16. Audrey Firth (MS Committee Member)- Completed, Spring 2022
    - Biophilic Interventions in Crew Quarters for Deep Space Transit Habitats to Improve Cognitive and Physiological Health Measures (Interior Design Graduate Student)
17. Maral Esmaeili (MS Committee Member) – Completed, Summer 2021
    - The Effect of Lighting on Emotional States and Behavioral Intentions in Urban Transitional Spaces
18. Azizul Islam (MS Committee Member)- Completed, Spring 2020
    - The Influence of Color and Flow Effects on Shopper's Approach Behavior in Virtual Stores (Merchandising Graduate Student)
19. Gabriella Pereira (PhD Committee Member) – Completed, Fall 2018
    - Using technology with Older adults aging in place (Interior Design Graduate Student)

Other Departments
20. Tara Dalinger (PhD Committee Member) –Completed, Spring 2018
    - Exploration of a Relationship between P-12 Teachers cognitive Load and Intent to adopt Technology (Education Technology Graduate Student)
21. Katja Siamionava (MS Committee Member) - Completed, Spring 2016
    - Thesis Title: *Using Virtual Visualization Techniques in Understanding User Perceptions of Hotel Environments* (School of Hospitality and Tourism Management Graduate Student
22. Oluwafikayo Adewumi (PhD Committee Member) - Completed, Spring 2024

- Immersive technologies: Exploring the effectiveness of immersive mobile learning in enhancing STEM subjects (Educational Technology Graduate Student)

Undergraduate

1. (Wentz Research Scholar) Katie Allen (Advisor)– Completed, Spring 2023
    - Designing for Diversity & Inclusion of Older Wheelchair Users in Mobile Grocery Store Environments Through the Use of Universal Design and Virtual Reality Technologies
2. (Honors Thesis) Kaitlyn Jackson (Second Reader) – Completed, Spring 2016
    - Using Evidence Based Design to Develop an Inclusive Classroom
3. (Honors Thesis) Madison Brook (Second Reader) – Completed, Spring 2021
    - Effect of biophilic soundscapes in healthcare environments

....

Student Achievements

1. Lia Jenson, 3rd place, 3MT competition, College of Education and Human Sciences
2. Zahrasadat Hosseini, Robberson Research and Creative Activity Grant, College of Education and Human Sciences, 2022
3. Zahrasadat Hosseini, Emerging Scholars at the Inclusive Museum Conference,
4. Luis Puig, Design and Merchandising Outstanding Graduate Teaching Award, Oklahoma State University, 2021
5. Luis Puig, College of Education and Human Sciences Outstanding Graduate Teaching Award, Oklahoma State University, 2021
6. Luis Puig, Outstanding PhD Student, College of Education and Human Science, 2020
7. Luis Puig, Nomination for College's Excellence in Mentoring undergraduates in research Award. College of Human Sciences, Oklahoma State University, 2019/2020
8. Luis Puig, IDEC Foundation graduate scholar award, 2020
9. Luis Puig, Best Graduate Paper Presentation. IDEC Regional Conference. University of Baylor. Waco, Texas, 2019
10. Molly Jackson, Oklahoma State University Undergraduate Library Research Award, Protocol Analysis of the Design Process Based on Extrinsic and Inherent Values, 2019
11. Kim Pham, Fan Favorite, Sherwin-Williams Student Design Challenge.2019
12. Kate Korneva People's Choice Award, Understanding Perceived Retail Crowding (PRC) through Virtual Reality (VR) and Neuroimaging (Poster) CADRE Conference, 2018, Oklahoma State University (Undergraduate)
13. Luis Puig, IFDA Irma Dobkin Universal Design Grant, $2000 (2018) (Graduate)
14. Andre Fereira ,SITAND: Ergonomic Chair for Older Adults, NSF (National Science Foundation) iCorps Grant $3000 (2017) (Undergraduate)
15. Emily Murtha, Erin Lon, Shelby Adams, Savanah Bush, Alyssa Martin, (Undergraduate) IFMA Student organization students won first place for their submission to IFMA WWP on Empathic Design and FM, 2017

Software and Research Skills	**Software**
	- 3D Visualization – 3Ds Max, Sketchup, Revit Architecture
	- 2D Visualization – Adobe Photoshop, Adobe Illustrator, Adobe InDesign
	- BIM- Revit Architecture
	- 3D simulations – Unity 3D, Lumion
	- 2D Drafting- AutoCAD, ArchiCAD
	- Parametric Design –Rhinoceros, Grasshopper, Dynamo
	- Video Editing- Adobe Aftereffects, Adobe Premiere
	- Statistics – SPSS, JMP
	- General- MS Office packages, Windows OS
	- Mobile augmented reality and other applications – Qualcomm Vuforia, Unity3D

Research

- Familiar with both quantitative and qualitative research methods, ethnography, think aloud protocols, protocol analysis, content analysis, survey research, interviews, statistical analyses, Observational research etc.

Professional Certifications and Affiliations	- Licensed Architect (ARB Registration No-CA09798) – Sri Lanka
	- Associate Member of Sri Lanka Institute of Architects/AIA (SL) -(http://www.slia.lk)
	- Environmental Design Research Association -(www.edra.org)
	- IEEE Technical Committee: Digital Reality Community
	- IEEE ICICLE SIG: XR for Learning and Performance Augmentation
	- Design Communication Association -(http://www.designcommunicationassociation.org/)
	- International Facility Management Association –(www.IFMA.org)
	- Housing Education and Research Association (http://www.housingeducators.org/)
	- American Society of Architectural Illustrators (www.asai.org)
	- Sri Lankan Association for the Advancement of Science -(http://www.slaas.org)
	- Spatial Intelligence and Learning Center Spatial Network -(http://www.spatiallearning.org)
	- SIG, Design Creativity (under Design Society) - (http://www.jaist.ac.jp/ks/labs/nagai/DesignCreativityW)
	- Immersive Education Initiative -(http://immersiveeducation.org)

....

Outreach Activities/Events	- **Grandparent University**: Grandparent University is an annual event where members of the alumni association (grandparents) bring legacies (grandchildren) to campus and participate in a variety of intergenerational workshops and campus activities.

   - Design with digital media: Outcome: 6 hours instruction (25 Students).- Summer, 2024 (June 13-14, 2024).
   - Design with digital media: Outcome: 6 hours instruction (20 Students).- Summer, 2023 (June 15-16, 2023).
   - Design with digital media: Outcome: 6 hours instruction (21 Students).- Summer, 2022 (June 23-24, 2022).
   - Design with digital media (in collaboration with Dr. Gina Peek) Outcome: 6 hours instruction (20 Students).- Summer, 2019 (June 20-21, 2019).
   - Design with digital media (in collaboration with Dr. Gina Peek, and Gabriella Pereira) Outcome: 6 hours instruction (22 Students).- Summer, 2018 (June 21-22, 2018).
   - Design with digital media (in collaboration with Dr. Gina Peek, and Gabriella

Pereira) Outcome: 6 hours instruction (22 Students).- Summer, 2017 (June 22-23, 2017).

- o Design with digital media (in collaboration with Dr. Gina Peek, and Gabriella Pereira) Outcome: 6 hours instruction (19 Students).- Summer, 2016 (June 15-17, 2016).
- o Design with digital media (in collaboration with Dr. Gina Peek) Outcome: 6 hours instruction (22 Students).- Summer, 2015 (June 25-26, 2015).

- **CPN (Citizen Potawatomi Nation) Summer Camp (**3 days) June, 2024 middle school students (10), Oklahoma State University
- **CPN (Citizen Potawatomi Nation) Spring Break Camp** (3 hrs) March, 2024, middle school students (10), Oklahoma State University
- **UKB (United Keetoowah Band of Cherokee Indians)** STEM Camp (6 hrs) July 2024, Youth educators (8) Tahlequah
- **4H Design Institute: Threads to Spaces**, 4H Youth (18), June 10-11, Oklahoma State University
- **United We Can**: Digital Design Workshop for middle school students (17), Duration:30 minutes. February 15th, 2024
- **Digital Design FACS ED** (Family and Consumer Science Educator) Workshop 2023 (Organized through Career tech), May 24th, 2023

- **Maker Space** at the OKSTE conference, Tulsa (2022, 2023)
- **FEM STEM 2022**: STEM workshop for Native American students (Chickasaw Nation) July 9th 2022 (12 Students)
- **Designing with Digital Media workshop for Latino youth**, (in collaboration with Dr. Gina Peek, and Luis Puig) Outcome: 2 hours instruction (20 Students).- Summer, 2019 (July 10, 2019)
- **CANstruction, 2018**: International Facility Management Associations Student Organization organized an event to create structures out of canned food. 11 student teams from different educational areas such as Architecture, Interior Design, Hospitality, Nutrition, and Engineering participated in this event. The food cans were donated to a local food bank. Over $12,000 worth of food cans were collected. (Oct. 12, 2018) - https://goo.gl/RVTkJv
- **STEM for Native American Middle School Girls**: 2 week STEM program with an emphasis on Design, (in collaboration with Dr. Gina Peek, and Kate Korneva) Outcome: 2 weeks/60 Hrs instruction (6 Students).- Summer, 2018 (July 16-27, 2018)
- **Unidos 2018**: Designing with Digital Media workshop for Latino youth, (in collaboration with Dr. Gina Peek, and Luis Puig) Outcome: 2 hours instruction (15 Students).- Summer, 2018 (June 12, 2018)
- **Hackathon Workshops**: Three workshops focusing on developing Virtual Reality and Augmented Reality Content. (September, October and November, 2017)
- **4-H Roundup**: 4-H Roundup is an annual event where 4-H youth come to campus and participate in a variety of workshops and competitions. Presentation to two sessions of 40 Students Design with digital media –Summer, 2014

Hackathons and Designathons

- **Hackathon 2018 Spring** – Augmented and Virtual Reality Hackathon, 2018: The Hackathon featured multidisciplinary teams of five or more team members. These multidisciplinary teams worked together in solving the problem posed to them. The event was designed to run for two days, and at the end of the Hackathon, a panel of judges determined the winning solution. (Jan 26-27, 2018) - https://goo.gl/2kpWUV

- **Designathon 2019 Fall** – Wearable dwellings (http://www.osuhack.com/previous.html)

- **Designathon 2020 Spring** -OKC Zoo (http://www.osuhack.com/previous.html)

- **Designathon 2020 Fall** -Covid Issues (http://www.osuhack.com/previous.html)

- **Designathon 2021 Fall** -Diversity, Equity and Inclusion (http://www.osuhack.com/previous.html)
- **Designathon 2022 Fall** -Space: The final frontier (http://www.osuhack.com)

Other

- Category Judge, Oklahoma State Science and Engineering Fair (OSSEF), 2019

- Juror for Campus Technology Impact Awards, Campus Technology Online Journal, 2017,2018

- Juror for the Interior Design competition, Family, Career and Community Leaders of America (2016, 2017)

- Awards selection committee: Award of Excellence, International Facility Managers Association (2016)

- Awards selection committee: Presidents Cup, Oklahoma State University (2016)

- Awards Selection committee: Award of Excellence, Council for Interior Design Accreditation (2016)

- Member CIDA Future visions: Helped in establishing new CIDA standards for 2017 and beyond. 22 members (8 academics, 10 professionals, 4 allied professionals) were invited from the field of Interior Design in Canada and the US

- Awards Selection committee: Teaching with Technology Award, University of Missouri, Columbia (2013)

....

Scholarly Service   **Academic Journals**

- Guest editor, Virtual Curation of special collection of Healthcare design, Journal of Interior Design, 2023

- Editorial Board- Frontiers in Virtual Reality, 2023-Present

- Reviewer Journal of Digital Creativity, 2020-Present

- Reviewer International Journal of Architectural Computing, 2020-Present

- Reviewer Journal of Computers in Education (Springer), 2019-Present

- Reviewer International Journal of Disaster Resilience in the Built Environment (Emarald), 2020-Present.

- Guest Editor: (Special Issue) Creative Interdisciplinarity in XR, International Journal of Virtual and Augmented Reality (IJVAR), 2019

- Associate Editor, Proceedings of the 49th Annual Conference of the Environmental Design Research Association, Oklahoma City, Oklahoma June 6-9, 2018

- Editorial Committee, Journal of Facility Management Education and Research, 2017-Present

- Reviewer, Journal of Interior Design (Wiley), 2017-Present

- Editorial Board Member: Journal of Education and Training Studies, 2016-Present

- Editorial Board Member: International Journal of Education and Information Technology 2015-Present

- Associate Editor for the International Journal of Visual Design (CG Publishing)-2014

- Associate Editor for the International Journal of Design Education (CG Publishing)-2014

- Associate Editor for The International Journal of Designed Objects (CG Publishing) -2013

Academic Conferences

- Scientific Committee/Reviewer: Faculty of Architecture Research Unit (FARU) Conference-University of Moratuwa, Sri Lanka, 2015, 2016, 2017, 2020, 2021

- Reviewer for Environmental Design Research (EDRA) Association conference, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021

- Reviewer for The Association for Computer-Aided Architectural Design Research in Asia (CAADRIA) conference, 2016, 2017, 2018, 2019

- Co-Chair 49th Environmental Design Research (EDRA) Association conference, 2018, Oklahoma City, OK. June 6-9, 2018

- Associate Editor, Environmental Design Research (EDRA) Association conference Proceedings 2018, Oklahoma City, OK. June 6-9, 2018

- Reviewer for Design Communication Association (DCA) conference 2018

- Reviewer for International Facility Managers Association Conference (IFMA) conference, 2017

- Technical Program Committee Member/Reviewer The International Conference on Mechatronics and Manufacturing Technologies, Wuhan, China, August 20th - 21st, 2016

- Reviewer for Housing Education and Research Association (HERA) conference 2014, 2015, 2016, 2017

Symposium Conference Organization

- Advisor, National Science Foundation (NSF) ITEST PI Meeting, 2024. (May 6th-7th, 2024)

- Co-Chair, Environmental Design Research Association (EDRA) 49 Conference, 2018 (June 6-9, 2018)

- Organizer, Augmented and Virtual Reality Symposium, 2018: This event brought together experts from different domains (such as Mathematics, Chemistry, English, Interior Design, Anthropology etc.) to speak about the use of virtual and augmented reality technologies. (Sept. 28th, 2018) - https://goo.gl/H1v4yh

External Reviewer for RPT (Reappointment, Promotion and Tenure)

- Reviewer for RPT dossier for an Assistant Professor, VCU Qatar (2023)
- Reviewer for RPT dossier for an Assistant Professor, Colorado State University (2023)

Grant Reviews

- Grant Reviewer, NSF | National Science Foundation, 2021-23 (multiple panels)
- Grant Reviewer, USDA | National Institute of Food and Agriculture, 2019

Book Reviews

- Photoshop® for Interior Designers: A Nonverbal Communication, Fairchild Publishing
- Human Factors in the Built Environment, Fairchild Publishing
- Environmental Psychology for Design, Fairchild Publishing
- Color Plus Design, Fairchild Publishing

University, College, and Departmental Service	**University**

- Coalition for Advanced Digital Research & Education (CADRE) Council, OSU.(2018)
- University Technology Services Fee Committee, OSU. (2018)
- Phi Beta Delta Honor Society for International Scholars (Epsilon Upsilon Chapter), OSU (2014-Present)
- Edmond Low Library Research and Innovation Commons Advisory Group (2017-2018)

College

- Ad Hoc CoEHS Stipend Working Group (2023)
- Search Committee member, System Administrator, CoEHS (2023)
- Search Committee member, International Programs Coordinator, CoEHS (2022-2023)
- Faculty Council Member, CoEHS, Oklahoma State University (2023-Present)
- CoEHS College Strategic Plan, Sub-goal 1A, Committee Member (2023-Present)
- CoEHS, college-wide professional practice doctorate planning committee (2023-Present)
- Ad Hoc CoEHS Grad Awards Selection Committee (2022)
- Trailblazer (A committee focused on student recruitment) (2020-2022)
- Faculty, Students and Staff Recognition Committee member, CoEHS, Oklahoma State University (2015- 2018)

Department

- DM Global Education Committee (2023-Present)
- DM ad hoc Committee member on Rank and Tenure (2022) -Five year review
- DM Faculty (Instructor of professional practice) Search Committee member (2022-2023)
- DM Faculty (Assistant Professor) Search Committee member (2022-2023)
- DM Growth Initiative- **Full House Committee Lead** (2020-2022)
- Initiated, developed and provided advice and assistance in hosting and maintaining the CIDA accreditation website for DM during the CIDA virtual visitation. http://okstatedesign.com/CIDA (2021-Present)
- DM Faculty **Search Committee Chair** (2020-2021)
- DM RPT Committee Member (2019-Present)
- DM Faculty Search Committee Member (2019-2020)
- Faculty Co-Advisor: United States Green Building Council, Oklahoma State University Student Chapter (2019-Present)
- DM Program Assessment Faculty Reviewer (2018, 2019, 2020)
- Faculty Advisor: International Facility Management Association, Oklahoma State University Student Chapter: 2013-Fall 2019
- VR First Coordinator (2016-Present)
- **Faculty, Students and Staff Recognition Chair**, Oklahoma State University (2014-2017)
- DM Strategic plan: Niche committee (2015)
- Faculty Advisor: American Society of Interior Designers, Oklahoma State University Student Chapter: 2014-2015
- DM Ad hoc Program Exchange Committee (2015)
- Faculty, Students and Staff Recognition Committee member, DM, Oklahoma State University (2014- Present)
- Interior Design Internship Coordinator, Oklahoma State University (2014-Present)
- Department of Design and Merchandising New Building Committee - 2013-2014

Websites

I have conceptualized, developed, and currently maintain a suite of websites that significantly contribute to the advancement of our department, college, and university objectives.

- **http://okstatedesign.com :** This platform serves as a showcase for the profiles and portfolios of students studying ID. By displaying their work and accomplishments, it helps to increase their visibility and make them more attractive candidates for internships and job opportunities in the field. It is an important tool for ID students as they begin to enter the workforce, as it allows them to showcase their skills and abilities to potential employers. Additionally, it can help them to connect with other professionals in the industry and gain valuable exposure for their work. Overall, this platform plays a crucial role in helping ID students to succeed in their field by providing them with the tools and resources they need to showcase their talents and build their professional network.

- **http://okstatedesign.com/CIDA:** During the CIDA (Council for Interior Design Accreditation) virtual visitation, I took the initiative to establish and develop the CIDA accreditation website for the Department. This website played a crucial role in facilitating the accreditation process, providing essential information and resources to evaluators and visitors. Additionally, I provided valuable advice and assistance throughout the hosting and maintenance of the website, ensuring it remained functional, up-to-date, and user-friendly. By actively participating in this endeavor, I contributed significantly to the success of the CIDA virtual visitation and demonstrated my commitment to supporting the DM's pursuit of accreditation excellence.

- **http://www.osuhack.com :** This platform provides a centralized location for information and resources related to the designathons and hackathons that the department hosts. It includes information such as the date, location, and theme of past events, as well as photos and videos that showcase the experience of participating in these events. Additionally, it provides information about how to register, submit projects, and get involved in future events. Over time, this platform has grown to support the department's global education efforts. It provides a way for students and educators from around the world to learn about the department's design and innovation initiatives, and to connect with other like-minded individuals who are passionate about design and technology. It also allows the department to share information about its curriculum, research, and outreach efforts with a global audience. Furthermore, it can also be a helpful tool for recruiting students and partners from other countries. Overall, this platform serves as a valuable resource for the department and its global community, providing a platform for sharing information, building connections, and fostering innovation.

- **https://namsas.net:** This platform serves as a hub of information and resources for the NSF-funded Native American Middle-school Students Afterschool STEM Program. It provides detailed information about the program's objectives, curriculum, and schedule, as well as resources for educators and students who are participating in the program. The program focuses on providing STEM education to Native American middle-school students, with a special emphasis on spatial design and technology, including virtual reality (VR) and augmented reality (AR) technologies. The platform includes a variety of resources such as lesson plans, assessments, and activities that are specifically tailored to the program's curriculum. It also includes information about the program's goals, such as increasing the participation and success of Native American students in STEM fields and providing students with hands-on learning experiences that allow them to explore and experiment with new technologies. The platform is especially important for educators and other professionals who are interested in conducting and hosting STEM curricula focusing on spatial design and technology, such as VR and AR. It provides them with a wealth of information and resources that they can use to develop their own programs and initiatives, and it also serves as a valuable networking tool that allows them to connect with other educators and professionals who are working in this field. Overall, the platform plays a crucial role in supporting the NSF-funded program and helping to increase the participation and success of Native American students in STEM fields.

- **http://gpu.mxrlab.org:** This platform serves as a comprehensive source of information and resources related to the annual Grandparent University workshops that are conducted. It includes detailed information about the workshops, including their schedule, location, and

registration information. The platform also features a showcase of student work from past workshops, which allows visitors to see the types of projects and activities that students have completed in the past and get a sense of the level of engagement and creativity involved in these workshops. In addition to the showcase, the platform also includes photographs of the workshops, which provide a visual representation of the event and give visitors a sense of the atmosphere and energy of the workshops. It also includes a variety of resources such as lesson plans, assessments, and activities that are specifically tailored to the workshop's curriculum. The workshops are designed to provide grandparents with the opportunity to gain knowledge, build skills and connect with their grandchildren. It also provides a great way for grandparents and grandchildren to bond through learning and engaging in fun activities together. This platform is an important resource for grandparents and educators who are interested in participating in the workshops. It provides them with the information and resources they need to prepare for the workshops and make the most of the experience.