

Farjana Z. Eishita, PhD

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2066 Satterfield Dr, Pocatello, ID 83201, USA

Current Affiliation

Aug 2026 – till date Associate Professor, Department of Computer Science,
Idaho State University (ISU), USA

Research Interest:

- Human Computer Interaction
- Augmented/Virtual Reality
- Video Games and Player Experience
- Serious Games
- Usable Security

Academic Qualification

2017	Ph.D. in Computer Science, University of Saskatchewan, Canada
2009	M.Sc. in Computer Science, American International University, Bangladesh
2007	B.Sc. in Computer Science & Engineering, American International University, Bangladesh

Academic Employment

Aug '21 – Jul '26	Assistant Professor, Department of Computer Science, Idaho State University, Pocatello, ID, USA
Aug '19 – May '21	Assistant Professor, Department of Computer Science, University of New Orleans, New Orleans, LA, USA
Aug '15 – July '19	Instructor, Department of Computer Science, University of New Orleans, New Orleans, LA, USA
Jan'15 – Apr '15	Sessional Lecturer, Department of Computer Science University of Saskatchewan, SK, Canada
Jan '10 – Dec '14	Teaching Assistant, Department of Computer Science University of Saskatchewan, SK, Canada
Jul '07 – Dec '08	Lecturer, American International University Bangladesh (AIUB), Dhaka, Bangladesh

Industry Experience

- Aug'13 - Jan'14 Quality Assurance Intern, Push Interaction., Saskatoon, SK, Canada
- Apr'07- Jun'07 Web Developer (internship employee), L2N Software Ltd., Dhaka, Bangladesh.

Grants and Contracts

- Analyzing the Threats and Defense Tactics in Collaborative Mixed Reality (CMR) Virtual Environments, \$5,000, Sponsor: *Idaho Higher Education Research Council (HERC)*, Undergraduate Research, PI: **Farjana Eishita**, Co-PI: Minhaz Zibran, 2025.
- Toward Effective Security Defect Fixing through Peer Code Reviews, Sponsor: *ISU Internal Small Grant Program (ISGP)*, PI: Minhaz Zibran, Co-PI: **Farjana Eishita**, Rajshakhar Paul, Asif K. Turzo, \$5,000, 2025.
- Accelerating Industrial Control System Cybersecurity Assessments through, \$900,000, Sponsor: *INL Laboratory Directed Research and Development (LDRD)*, PI: Lance Barnes, Co-PIs: Megan Egan, Logan Browning, Joseph Oncken, External Co-investigator: **Farjana Eishita**, 2024.
- IDE-Integrated Interactive Software Visualization Superimposed on Inheritance Hierarchy, \$15,000, Sponsor: *Idaho State University (ISU) CAES Internal Seed Grant*, PI: Minhaz Zibran, Co-PI: **Farjana Eishita**, Collaborator: Kolton Heaps (Idaho National Lab), 2024.
- Camp – S2: Science & Engineering Exploration (SEE) Camp – Season 2, \$18,154, Sponsor: *NASA Idaho Space Grant Consortium (ISGC) K-12*, PI: **Farjana Eishita**, Co-PI: Joshua Pak, Anish Sabastian, Shannon Kobs, Devaleena Pradhan, Logan McDougal, 2024.
- Combining Deep Learning with Static Analysis for Enhanced Software Bug Detection, *Idaho Higher Education Research Council*, **\$5,994**, Undergraduate Research Funding, Idaho State Board of Education (SBOE), PI: Minhaz Zibran, Co-PI: **Farjana Eishita**, 2024.
- Gamified VR for Postsecondary Education in Literature, \$4,995, Sponsor: Internal Small Grant Program, ISU, PI: **Farjana Eishita**, Co-PI: Curtis Whitaker, 2023.
- Gamified Digital Intervention to Ameliorate the Aptitude of Exposure Therapy for OCD: A Neoteric Approach in Post-Pandemic Scenario, \$4,961, **Farjana Eishita**, Co-PI: David Beard, Rick Pongratz, 2023.
- SEE Camp: Science & Engineering Exploration (SEE) Camp, \$12,500, Sponsor: *NASA Idaho Space Grant Consortium (ISGC)*, PI: **Farjana Eishita**, Co-PI: Joshua Pak, Anish Sabastian, Shannon Kobs, Mary Lou Dunzik-Gougar, 2023.

- VizSoft: Interactive Visualization of Software Aspects in IDE, \$29,969.39, Sponsor: *Idaho State University (ISU) CAES Internal Seed Grant*, PI: Minhaz Zibran, Co-PI: **Farjana Eishita**, Collaborator: Rajiv Khadka (Idaho National Laboratory), 2022.
- Analyzing the differential impact of feedback in different genres of digital games with various input techniques, \$8,500, Sponsor: *Idaho State Board of Education (SBOE) 2022 Undergraduate Research Funds, Idaho State University (ISU)*, PI: **Farjana Eishita**, 2022.

Media Coverage

- Title: [*ISU researchers developing virtual reality game to help students study classical literature*](#), **Idaho State Journal**.
- Title: [*Bringing Shakespeare to Life: ISU blends tech and humanities in new VR project*](#), **Local News 8**.
- Title: [*VR game transports students to 17th-century London for immersive learning experience*](#), **Idaho News**.
- Title: [*Playing with purpose: ISU student's research explores therapeutic uses of video games*](#), **East Idaho News**.
- Title: [*Farjana Z. Eishita: A Scientist Shaping the Future of Gaming, AI, and Human-Centered Technology*](#), Interview at **Biggani.org**.
- Title: [*Serious Gaming: Researchers Developing Virtual Reality Game to Study Classical Literature*](#), **ISU News**.
- Title: [*Playing with Purpose: ISU Doctoral Grad's Research Explores Therapeutic Uses of Video Games*](#), **ISU News**.

Publications

- Efat, Anwar Hossain, Hasan, S.M. Mahedy, Zibran, Minhaz F., and **Eishita, Farjana Z.**, Incremental Inverse Kullback–Leibler Divergence Weighting Ensemble for Skin Lesion Classification with Stacked RegNet Fusion and Attention-Triad, Machine Learning with Applications, Vol. 24, Article 100928, Elsevier, 2026.
- Paul, Aney R., Zibran, Minhaz F., and **Eishita, Farjana Z.**, The Usability–Security Tradeoff in Online Payment Platforms: A Systematic Review, 6th International Conference on Electrical, Computer, Communications and Mechatronics Engineering (ICECCME 2026). (*to appear*)

- **Eishita, Farjana Z.**, Witaker, Curtis, Zibran, Minhaz, Rahman, Sojibur, Foulkrod, Reece, Sovich, Andre., “Lit-VR: Building a Gamified VR Platform for Enhancing Post-secondary Literature Pedagogy”, 5th International Conference on Intelligent Reality (ICIR 2026)., pp. 1-6 IEEE, 2026. *(to appear)*
- Tasnim, Rifat Ara, Minhaz Zibran, and **Eishita, Farjana Z.**, “Adapting a Smartphone-Based Serious Game to Virtual Reality: Preliminary Outcomes and Effects on Player Experience.” 5th International Conference on Intelligent Reality (ICIR 2026)., pp. 1-6, IEEE, 2026. *(to appear)*
- Efata, Anwar Hossain, Zibran, Minhaz F., and **Eishita, Farjana Z.**, “Merge or Malice? Investigating Toxicity Around AI Pull Requests,” Workshop on Evaluation of Qualitative Aspects of Intelligent Software Assistants (EQUISA), pp. 1-5, ACM, 2026. *(to appear)*
- Efata, Anwar Hossain and **Eishita, Farjana Z.**, Gamified Virtual Exposure Therapy for Germophobia: A Cross-Platform Based Graphical User Interface Usability Study, Intermountain Engineering, Technology and Computing Conference (i-ETC), pp. 1–6, IEEE, 2026. *(to appear)*
- Efata, Anwar Hossain, Hasan and **Eishita, Farjana Z.**, “Cross-Platform GUI Design for Gamified Virtual Exposure Therapy: A Usability Study,” Poster in Intermountain Engineering, Technology and Computing Conference (i-ETC 2026), IEEE, 2026. *(to appear)*
- Paul, Aney R., Zibran, Minhaz F., and **Eishita, Farjana Z.**, A Quantitative Analysis of Agentic Pull Requests Across Languages and Task Types, International Conference on Software Engineering Research, Management and Applications (SERA), pp. 1-6, IEEE, 2026. *(to appear)*
- Jha, Himanshu, Tasnim, Rifat Ara, Paul, Aney R., Zibran, Minhaz F., and **Eishita, Farjana Z.**, Understanding User Barriers to Web Security: A Systematic Review of User Studies, 24th International Conference on Software Engineering Research, Management and Applications (SERA), pp.1-4, IEEE, 2026 *(to appear)*
- Paul, Aney R., and **Eishita, Farjana Z.**, Eyes or Hands?: Evaluating Gaze-Pinch and Touch for Game Interaction on Apple Vision Pro, 5th International Conference on Intelligent Reality (ICIR), pp. 1-5, IEEE, 2026. *(to appear)*
- Paul, Aney R., and **Eishita, Farjana Z.**, An Evaluation of Gaze-Pinch and Touch-Based Interaction Techniques for Spatial Gaming on Apple Vision Pro, Poster in Intermountain Engineering, Technology and Computing (i-ETC), IEEE, 2026. *(to appear)*

- Tasnim, Rifat Ara, and **Eishita, Farjana Z.**, Serious Game Mechanisms for Cognitive Distortion Assessment: Analyzing the Effects of Game Environment and Control, 10th International ICSE Workshop on Games and Software Engineering (GAS 2026), pp. 81-88, ACM, 2026.
- Efat, Anwar Hossain, Hasan, S.M. Mahedy, Zibran, Minhaz F., and **Eishita, Farjana Z.**, Why Do Admission Attempts Fail? An Analysis of Bangladeshi University Admission Applicants Using ML and XAI, 5th International Conference on Computing and Machine Intelligence (ICMI), pp. 1-10, IEEE, 2026.
- Paul, Aney R., **Eishita, Farjana Z.**, Fouda, Mostafa M., Machine Learning for Usable Security: A Survey of User-Centered Approaches, 2nd International Conference on Secure and Trustworthy CyberInfrastructure for IoT and Microelectronics, pp. 1-6, IEEE, 2026.
- McLaren, Kallie, and **Eishita, Farjana Z.**, Analyzing the UX Impact of Pin Functionality and Calendar Enhancement on Online LMS, 8th International Conference on Software and System Engineering (ICoSSE), pp. 26-30, IEEE, 2025. (**Best Presentation Award**)
- Hossan, Md Mosharaf, Tasnim, Rifat Ara, and **Eishita, Farjana Z.**, Can You Keep Calm?: Adaptive Gameplay using Heart Rate as a Controller, 8th International Workshop on Smart Computing and Applications (SCA), pp. 1-6, IEEE, 2025. (**Best Paper Award**)
- Khanal, Pratham, and **Eishita, Farjana Z.**, CMR Vulnerabilities and Enhancing Game Payment System Protocols, The 24th International Conference on Security & Management (SAM), pp. 1-11, Springer, 2025. (*To appear*)
- Tasnim, Rifat Ara, **Eishita, Farjana Z.**, Zibran, Minhaz F., *Data Guard: Android Application to Monitor Security Threat in Background Data Transmission. Software Engineering and Management: Theory and Application (vol. 17), Studies in Computational Intelligence (SCI) series*, https://doi.org/10.1007/978-3-031-82610-8_5, pp. 67-78, Springer, 2025.
- Champa, Arifa I., Rabbi, F. Md, **Eishita, Farjana Z.**, and Zibran, Minhaz F., “Training the Human Firewall: Strengthening Phishing Defense with Visual Cues and Feedback,” Poster at the 34th USENIX Security Symposium, Seattle, WA, USA, Aug 13-15, 2025.
- Kramer, Andreas, Hill, Eric, and **Eishita, Farjana Z.**, Designing an AI Chatbot GUI to Enhance the Efficacy of Scholarly Article Search, 8th International Conference on Software and System Engineering (ICoSSE), pp. 86-91, IEEE, 2025.

- Paul, Aney R., Hossan, Md Mosharaf, and **Eishita, Farjana Z.**, Analyzing the User Experience of Google Drive Storage Management with Alert Notification, Intermountain Engineering, Technology and Computing (i-ETC), pp. 1-6, IEEE, 2025.
- Paul, Aney R., **Eishita, Farjana Z.**, and Fouda, Mostafa M., Fake Image Detection Utilizing Transfer Learning-Based Vision Transformer, Intermountain Engineering, Technology and Computing (i-ETC), pp. 144-150, IEEE, 2025.
- Hossan, Md Mosharaf, Tasnim, Rifat Ara, and **Eishita, Farjana Z.**, Gamified Virtual Reality Exposure Therapy for Mysophobia: Evaluating the Efficacy of a Simulated Sneeze Intervention, Intermountain Engineering, Technology and Computing (i-ETC) pp. 1-6, IEEE, 2025.
- Champa, I. Arifa, Rabbi, F. Md, **Eishita, Farjana Z.**, and Zibran, Minhaz F., Trick or treat: A study of human detection of manipulative tactics in phishing emails, in International Workshop on Safety-Security Interaction (SENSEI), co-located with the International Conference on Computer Safety, Reliability, and Security (SafeComp), Lecture Notes in Computer Science, vol 15955, pp. 299 - 311, https://doi.org/10.1007/978-3-032-02018-5_22, Springer, 2025.
- Tasnim, Rifat Ara, and **Eishita, Farjana Z.**, Transitioning a CBT-Based Serious Game from Smartphone to Virtual Reality: A Pilot Study, Poster in 2025 Intermountain Engineering, Technology and Computing Conference (iETC), 2025.
- Paul, Aney R., Hossan, Md Mosharaf, and **Eishita, Farjana Z.**, Analyzing the User Experience of Google Drive Storage Management with Alert Notification, Poster in 11th Annual Graduate Research Symposium. Idaho State University, 2025.
- Tasnim, Rifat Ara, and **Eishita, Farjana Z.**, ARCoD: Exploring Different Text-Based Instruction Overlays in Video Games: Impact on Player Performance and Experience, Poster in 11th Annual Graduate Research Symposium. Idaho State University, 2025.
- Champa, Arifa Islam, Rabbi, Md F., **Eishita, Farjana Z.**, and Zibran, Minhaz F., See, Learn, Act: Visual Cues in Learning to Detect Phishing Attempts, Poster in Research and Creative Works Symposium, Idaho State University, USA, 2025.
- Hossan, Md Mosharaf (2025). (Thesis Advisor: **Eishita, Farjana Z.**) Gamified digital intervention to enhance the efficacy of exposure therapy for mysophobia (Order No. 32169008). Available from Dissertations & Theses @ Idaho State University; ProQuest Dissertations & Theses Global. (3239676569). <https://www.proquest.com/dissertations-theses/gamified-digital-intervention-enhance-efficacy/docview/3239676569/se-2> (non-refereed article), 2025.

- Champa, Arifa I., Rabbi Md F., **Eishita, Farjana Z.**, and Zibran, Minhaz F., “Are We Aware? An Empirical Study on the Privacy and Security Awareness of Smartphone Sensors.” *Software Engineering and Management: Theory and Application* (vol. 16), Springer Studies in Computational Intelligence (SCI) series (vol. 1137), <https://doi.org/10.1007/978-3-031-55174-9>, pp. 139–158, Springer, 2024.
- Tasnim, Rifat Ara, and **Eishita, Farjana Z.**, ARCoD: Designing a Serious Game for CBT and The Influence of Personality Traits on Gameplay Experience, Poster in 10th Annual Graduate Research Symposium. Idaho State University, 2024.
- Hossan, Md Mosharaf, Fouda, Mostafa, and **Eishita, Farjana Z.**, Adaptive Game Design Using Machine Learning Techniques: A Survey, The International Conference on Internet of Things and Intelligence System (IoTais), IEEE, 2024.
- Tasnim, Rifat Ara, and **Eishita, Farjana Z.**, Analyzing Differential Impact Text-Based Instructions in Video Games, I-ETC Conference - Innovations & Solutions for Today’s Challenges, pp. 227-232, IEEE, 2024. (**Best Paper Award**)
- Tasnim, Rifat Ara, and **Eishita, Farjana Z.**, The Disparate Impact of Distinct Background Music on Gameplay Experience: An Empirical Analysis, 21st International Conference on Information Technology: New Generations (ITNG 2024), pp. 477- 484, Springer, 2024.
- **Eishita, Farjana Z.**, Tasnim, Rifat Ara, Pongratz, Rick, and Beard, David, Gamified Digital Intervention to Ameliorate the Aptitude of Exposure Therapy for OCD, Gaming, Entertainment, and Media Conference (GEM), pp. 1- 4, IEEE, 2023.
- Champa, Arifa I., Rabbi, Md Fazle, **Eishita, Farjana Z.**, and Zibran, Minhaz F., Are We Aware? An Empirical Study on the Privacy and Security Awareness of Smartphone Sensors, IEEE/ACIS 21st International Conference on Software Engineering Research, Management and Applications (SERA 2023), pp. 287-294, IEEE, 2023.
- Beck, Z., Crooks, A., Rabbi, Md Fazle, Zibran, Minhaz, and **Eishita, Farjana Z.**, “Password Security in Practice: An Appraisal Using Users' Perception and Machine Learning,” in 22nd Springer International Conference on Information Technology - New Generations (ITNG), *Advances in Intelligent Systems and Computing*, vol. 1463, pp. 13–24, Springer, 2023.
- Tasnim, Rifat Ara, and **Eishita, Farjana Z.**, An Empirical Analysis to Examine the Disparate Impact of Distinct Background Music on Gameplay Experience, Poster in 9th Annual Graduate Research Symposium. Idaho State University, 2023. (**Top Poster Presentation Award**)

- Tasnim, Rifat Ara, and **Eishita, Farjana Z.**, An Empirical Analysis to Examine the Disparate Impact of Distinct Background Music on Gameplay Experience, Poster in 8th Annual Graduate Research Symposium. Idaho State University, 2022. (**Top Poster Presentation Award**)
- Tasnim, Rifat Ara, and **Eishita, Farjana Z.**, ARCoD: A Serious Gaming Approach to Measure Cognitive Distortions, 10th International Conference on Serious Games and Applications for Health (SeGAH), pp. 1- 8, IEEE, 2022.
- Rodriguez, Joshua J., Zibran, Minhaz, and **Eishita, Farjana Z.**, Finding the Middle Ground: Measuring Passwords for Security and Memorability, The 20th International Conference on Software Engineering, Management and Applications (SERA 2022), pp. 77 - 82, IEEE, 2022.
- Rajbhandari, Amrit, Zibran, Minhaz, and **Eishita, Farjana Z.**, Security Versus Performance Bugs: How Bugs are Handled in the Chromium Project, The 20th International Conference on Software Engineering, Management and Applications (SERA 2022), pp. 70 - 76, IEEE, 2022.
- Tasnim, Rifat Ara, and **Eishita, Farjana Z.**, Analyzing the Distinctive Impact of Personality Traits on Serious Gameplay Experience, IEEE 9th International Conference on Serious Games and Applications for Health (SeGAH), pp. 1-8, IEEE, 2021. (**Best Paper Award**)
- Tasnim, Rifat Ara, and **Farjana Eishita Z.**, ARCoD: An Augmented Reality Serious Game to Identify Cognitive Distortion, 26th Annual Meeting of Intelligent User Interface, pp. 1-4, ACM, 2021.
- Joseph, Ryan B., Zibran, Minhaz, and **Eishita, Farjana Z.**, Choosing the Weapon: A Comparative Study of Security Analyzers for Android Applications, 18th International Conference on Software Engineering, Management and Applications (SERA 2021), pp. 51 - 57, IEEE, 2021.
- Murphy, Daniel T., Zibran, Minhaz, and **Eishita, Farjana Z.**, Plugins to Detect Vulnerable Plugins: An Empirical Assessment of the Security Scanner Plugins for WordPress, 18th International Conference on Software Engineering, Management and Applications (SERA 2021), pp. 39 - 44, IEEE, 2021.
- Tasnim, Rifat Ara, and **Farjana Z. Eishita.**, MoM: An Effort to Comprising CBT in Digital Gaming. In 2020 IEEE 8th International Conference on Serious Games and Applications for Health (SeGAH), pp. 1-8, IEEE, 2020.
- **Eishita, Farjana Z.**, and Stanley, Kevin G., The impact on player experience in augmented reality outdoor games of different noise models. Entertainment Computing 27. pp. 137-149, Elsevier, 2018.

- **Eishita, Farjana Z.**, and Stanley, Kevin G., The impact of sensor noise on player experience in magic window augmented reality aiming games. In International Conference on Entertainment Computing, pp. 502-507. Springer, 2015.
- **Eishita, Farjana Z.**, and Stanley, Kevin G., Analyzing play experience sensitivity to input sensor noise in outdoor augmented reality smartphone games. In Proceedings of the 2015 British HCI Conference, pp. 56-64, ACM, 2015.
- **Eishita, Farjana Z.**, Stanley, Kevin G., and Esquivel, Alain, Quantifying the differential impact of sensor noise in augmented reality gaming input. In 2015 IEEE Games Entertainment Media Conference (GEM), pp. 1-9, IEEE, 2015.
- Stanley, Kevin G., **Eishita, Farjana Z.**, Anderson, Eva, and Mandryk, Regan. Gemini redux: Understanding player perception of accumulated context. In 2014 IEEE Games Media Entertainment, pp. 1-8, IEEE, 2014.
- **Eishita, Farjana Z.**, Stanley, Kevin G., and Mandryk, Regan, Iterative design of an augmented reality game and level-editing tool for use in the classroom. In 2014 IEEE Games Media Entertainment, pp. 1-4, IEEE, 2014.
- **Eishita, Farjana Z.**, and Stanley, Kevin G., Iterative Design of an Augmented Reality Game Editor for School Children, Grace Hopper Conference, Minneapolis, MN, poster, Anita B. Inc., 2013.
- **Eishita, Farjana Z.**, and Stanley, Kevin G, PasswARG: An Editor for Augmented Reality Educational Exergames, Google Scholars retreat, Google Inc., 2012
- **Eishita, Farjana Z.**, Rahman, Ashfaqur, Azad, Salahuddin, and Rahman, Akhlaqur. Occlusion handling in object detection. In Multidisciplinary Computational Intelligence Techniques: Applications in Business, Engineering, and Medicine, pp. 61-74. IGI Global, 2012.
- Karuei, B. Stern, MacLean, K. E., **Eishita, Farjana Z.**, Watson D., Mandryk, Regan. Ambient Haptic Input for a Ubiquitous Exergame, Poster in GRAND, Canada, 2011.
- Zibran, Minhaz F., **Eishita, Farjana Z.**, and Roy, Chanchal K., Useful, but usable? factors affecting the usability of APIs. In 2011 18th Working Conference on Reverse Engineering, pp. 151-155, IEEE, 2011.
- **Eishita, Farjana Z.**, and Stanley, Kevin G., THEEMPA: Simple AR games using layar. In Proceedings of the International Academic Conference on the Future of Game Design and Technology, pp. 219-222, ACM, 2010.

- Mursalin, Tamnun E., **Eishita, Farjana Z.**, and Islam, Ahmed R., Fabric Defect Inspection System Using Neural Network and Microcontroller. Journal of Theoretical & Applied Information Technology 4, no. 7, pp. 560-570, JIT, 2008.

Major Speeches

Keynote Speech:

- Serious Games in Mental Health: A Neoteric Approach to Ameliorate the Aptitude of Psychotherapeutic Strategies, INFORMATION TECHNOLOGY: NEW GENERATIONS ITNG 2023, April 24-25, 2023

Invited Talk:

- Master Teaching Series: How Gamified VR can Impact Learning in Higher Education, Center for Learning (CLIE) Workshop, Idaho State University, Feb 2026.
- Gamified Digital Intervention as a Novel Approach to Enhance the Efficacy of Psychotherapeutic Strategies, 6th Asia Pacific Advanced Nursing Education and Leadership Conclave, Jun 2025.
- Leveraging Serious Game Mechanics as a Novel Digital Intervention to Enhance Psychotherapeutic Effectiveness, University of Windsor, ON, Canada, Jan 2025.
- Invited lecture at Honors program: Invited lecture at the Honors Seminar (A&S 2999), University of New Orleans, Feb 2017

Teaching Experience

Aug'21 – Till date Assistant Professor, Department of Computer Science, Idaho State University, USA

Courses taught:

(Responsibilities included: Establishing and Course designing, preparing and delivering lecture, grading assignments and tests, preparing result)

- CS 1181: Introduction to Programming in C++
- CS 1199: Computational Thinking and Programming
- CS 2235: Data Structures and Algorithms
- CS 3305: Introduction to Computational Theory
- CS 4499/5599: Introduction to Human Computer Interaction
- CS 4441: Human Computer Interaction
- CS 5542: GUI Development

- CS 6699: Research Methods in Human Computer Interaction
- CS 6672: Research Methodologies in Human Computer Interaction

Aug'19 – May'21 Assistant Professor, Department of Computer Science, University of New Orleans, USA

Courses taught:

(Responsibilities included: Course designing, preparing and delivering lecture, grading assignments and tests, preparing result)

- CSCI 1583: Software Design I (Introduction to Java)
- CSCI 2125: Data Structures
- CSCI 3102: Introduction to the Theory of Computation
- CSCI 3090: Undergraduate Seminar

Aug'15 - Jul'19 Instructor, Department of Computer Science, University of New Orleans, USA

Courses taught:

(Responsibilities included: Course designing, preparing and delivering lecture, grading assignments and tests, preparing result)

- CSCI 1000: Introduction to Computers
- CSCI 1205: Introduction to Programming in C++
- CSCI 1583: Software Design I (Introduction to Java)
- CSCI 2025: Data Structures and Applications
- CSCI 2125: Data Structures
- CSCI 3102: Introduction to the Theory of Computation
- CSCI 3080: Ethics in the Computing Profession
- CSCI 3090: Undergraduate Seminar

Jan'15 - Apr'15 Sessional Lecturer, Department of Computer Science, University of Saskatchewan, Canada

Course taught:

- CMPT 120.3: Digital Document Processing

Jan'10 - Dec'14 Teaching Assistant, Department of Computer Science, University of Saskatchewan, Canada

- Tutorial Leader (delivering lecture in courses: Computing II (for Engineers), Intro to Computing and Interactive Systems Design, Introduction to Computer Science for Business Students)
- Marker (Marking and evaluating assignments, providing comments, suggestions in courses, Intelligent Systems, Advanced Topics in Programming Languages, Ethics and Computer Science,

Mathematical Logic and Computing, Organizational Information Systems.

Sep'07-Dec'08 Lecturer, Department of Computer Science, American International University, Bangladesh

Courses taught:

(Responsibilities included: Course designing, preparing lecture, delivering lecture, grading assignments and tests, preparing result)

- Artificial Intelligence
- Compiler Design
- Theory of Computation (Automata)
- Programming Language (C)
- Introduction to Computing

Jul '07- Aug'07 Trainer, Bangladesh Police Force, American International University Bangladesh

Professional Development and Training

Apr '24 National Science Foundation (NSF) Directorate for Computer and Information Science and Engineering (CISE) CAREER Proposal Writing Workshop, Washington D.C.

Jul '22 Discrete Math Workshop, Boise State University (BSU), ID
Goals included:

- Develop a library of WeBWorK (<https://en.wikipedia.org/wiki/WeBWorK>) or Edfinity (<https://edfinity.com>) low-cost online homework problems for discrete math
- Develop videos, workshops, or other class materials that can be used in discrete math classes
- Communicate and share ideas about discrete math classes

Jun '22 PIC Math Interdisciplinary Data Science Workshop, Brigham Young University (BYU), Provo, UT
Goals Included:

- Implement a joint interdisciplinary project at the current institution

May '13 Socio Technical Workshop, University of Maryland, College Park, MD

Student And Post-Doctoral Fellow Advising

Completed:

- Dec 2025 Rifat Ara Tasnim, **PhD in Computer Science**, Idaho State University (ISU), Winner of **Outstanding Student Achievement Award** recipient for the Graduate School: Doctoral Candidate, 2026.
- Current Affiliation: Assistant Professor (tenure-track)* of Simulation Science, Games and Animation, Embry-Riddle Aeronautical University, AZ.
- Jul 2025 Asif Kamal Turjo, **Post-Doctoral Fellow**, Idaho State University (ISU).
- Current Affiliation: Assistant Professor (tenure-track)*, Computer & Information Science, University of Massachusetts Dartmouth, MA.
- Jul 2025 Md. Mosharaf Hossan, **MSc in Computer Science**, Idaho State University (ISU)
- Current Affiliation: Assistant Professor* of Simulation Science, Games and Animation, Embry-Riddle Aeronautical University, AZ.

Ongoing:

- Aug '25 – till date Shojibur Rahman, *MS Student*, Idaho State University
- Aug '25 – till date Anwar Hossain Efat, *MS Student*, Idaho State University
- Aug '24 – Aug '25 Asif Kamal Turjo, *Post Doctoral Fellow*, Idaho State University
- Aug '24 – till date Any Paul, *PhD Student*, Idaho State University
- Aug '19 – Dec '25 Rifat Ara Tasnim, *PhD Student*, Idaho State University
- Aug '23 – Jul '25 Md. Mosharaf Hossan, *MS student*, Idaho State University
- May '23 – May '25 Andre Sovich, *Undergraduate Student*, Idaho State University
- Aug '24 – till date Jonathon Ryley Van Der Horn, *Undergraduate Student*, Idaho State University
- Jan '25 – May '25 Pratham Khanal, *Undergraduate Student*, Idaho State University

Nov '23 – Dec '24	Tyler Dodd, <i>Undergraduate Student</i> , Idaho State University
Mar '24 – July '24	Brett Harvey, <i>Undergraduate Student</i> , Idaho State University
Aug '22 – May '23	Jeremy Russel, <i>Undergraduate Student</i> , Idaho State University

Doctoral & Masters' Dissertation Committees

2026	Committee Member , Courtney Bodily, MSc in Computer Science, Idaho State University (ISU)
2026	Graduate Faculty Representative (GFR) , Sadman Sakib, MA in Department of Communication, Media, and Persuasion - Current professional career: PhD Student, Department of Communication, University of Albany- State University of New York, NY.
Aug '25 – till date	Major Advisor , Anwar Hossain Efat, MS Student, Idaho State University (ISU)
Aug '25 – till date	Major Advisor , Shojibur Rahman, MS Student, Idaho State University (ISU)
Aug '25 – till date	PhD Advisory Committee Member , S M Mahedy Hasan, PhD Student, Idaho State University (ISU)
Aug '24 – till date	Major Advisor , Any Paul, PhD Student, Idaho State University (ISU)
Aug '21 – till date	Major Advisor , Rifat Ara Tasnim, PhD Student, Idaho State University (ISU)
Aug '23 – till date	Major Advisor , Md. Mosharaf Hossan, MS student, Idaho State University (ISU)
Aug '24 – till date	PhD Dissertation Committee Member , Arifa Islam Champa, PhD Student, Idaho State University (ISU)
Aug '24 – till date	PhD Dissertation Committee Member , Md Fazle Rabbi, PhD Student, Idaho State University (ISU)
2025	Graduate Faculty Representative (GFR) , Rimi Das, MSc in Electrical and Computer Engineering, Idaho State University (ISU)

- Current professional career: Critical Infrastructure Electrical Field Engineer, *Amazon.com, Inc.*, Columbus, OH
- 2025 **Graduate Faculty Representative (GFR)**, Mashrur Shejan, MSc in Mechanical Engineering, Idaho State University (ISU)
- Current professional career: PhD Student, School of Mechanical and Aerospace Engineering, *Oklahoma State University*, OK
- 2025 **Graduate Faculty Representative (GFR)**, Chowdhury Tasnuva Hazera, MSc in Electrical and Computer Engineering, Idaho State University (ISU)
- 2025 **Graduate Faculty Representative (GFR)**, Daliedmarie Delgado Maisonet, MS in Geology, Idaho State University (ISU)
- 2024 **Graduate Faculty Representative (GFR)**, Osazee Erhunmwunse, MSc in Mechanical Engineering, Idaho State University (ISU)
- 2024 **Graduate Faculty Representative (GFR)**, Manish Acharya, MSc in Civil Engineering, Idaho State University (ISU)
- 2024 **Graduate Faculty Representative (GFR)**, Kyler Sayer, MSc in Chemistry, Idaho State University (ISU)
- 2022 **Graduate Faculty Representative (GFR)**, Shah Mohammad Nehal Hasnaen, MSc in Electrical and Computer Engineering, Idaho State University (ISU)
- 2022 **Thesis Committee Member**, Delaney Moore, MSc in Computer Science, Idaho State University (ISU)
- 2022 **Thesis Committee Member**, Kaden Marchetti, MSc in Computer Science, Idaho State University (ISU)
- 2021 **Second Advisor**, Stephen J. Marcel, M.S. in Computer Science, University of New Orleans (UNO)

Institutional Services at ISU

- Aug '25 – till date **Faculty Mentor**, Idaho State University
- List of Mentees-
- *Camille Long*, Clinical Instructor, Human Performance and Sport Studies.

- *Melanie Murphy*, Clinical Associate Professor, Physician Assistant Studies.
- *Iris Gray*, Assistant Lecturer, College of Art.

Aug'25 - till date	Advisor , Bangladesh Student Association (BSA), ISU
Oct '24 – till date	Founding Advisor , ACM-W: Women in Computing and Technology – ISU Chapter
Oct '24	Faculty Chaperone , Boise Entrepreneurship Week
Sep '22 – till date	Member , Computer Science Graduate Committee
Aug '21 – Aug '22	Member , Computer Science Undergraduate Committee
Aug '21 – Jul '23	Founding Advisor , Bangladesh Student Association (BSA), ISU
Jan '22- Jun '23	Advisor , Association of Computer Machinery (ACM) chapter at the ISU

Institutional Services at UNO

Aug '20 – May '21	Member , CS Website Committee
Aug '20 – May '21	Member , Grievance Committee, Department of Computer Science,
Jun '20 – May '21	Member , UNO Research and Technology Foundation Strategic Planning Committee
Nov '19	Judge , Innovation UNO 2019
'15 – May '21	Library Liaison , Department of Computer Science
'15 - May '21	Advisor of ACM-W , Department of Computer Science
'15 - May '21	Open house volunteer at the Computer Science booth
Feb '17	Invited lecture at Honors program: Invited lecture at the Honors Seminar (A&S 2999)

Synergistic Activities

Apr '25	Track Committee Chair , Video Games and Experience, 21 st International Conference on Information Technology: New Generation, ITNG '25
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Jul '25	Program Committee Member , IEEE COMPSAC Symposium on Mobile, Wearable & Ubiquitous Computing (MOWU), 2025
Apr '24	Track Committee Chair , Video Games and Experience, 21 st International Conference on Information Technology: New Generation, ITNG '24
Jun '24	Reviewer , Technical Program Committee (TPC) for the IEEE Gaming, Entertainment, and Media Conference (GEM), 2024
Jul '24	Reviewer , IEEE Computer Society Signature Conference on Computers, Software, and Applications (COMPSAC), 2024
Aug '24	Meta Reviewer , IEEE Conference on Games (CoG), 2024
Jun '23	Reviewer , IEEE Computer Society Signature Conference on Computers, Software, and Applications (COMPSAC), 2023
Sep '22	Web Co-chair , The ACM International Conference on Mobile Human-Computer Interaction, 2022
Nov '21	Social Media Chair , ACM Spatial User Interface, ACM SUI, 2021
Oct '21	Registration Co-chair , The 27th Annual International Conference on Mobile Computing and Networking, ACM MobiCom, 2021
Sep '19	Social Chair , ACM Spatial User Interface, ACM SUI, 2019
Apr '18	Program Committee Member (reviewer) , SIGCSE Technical Symposium, 2019
Oct '11	Student Volunteer , 10 th International Conference on Entertainment Computing, Vancouver, Canada, 2011

Selected Research Projects

- Lit VR: A gamified VR environment for Post-Secondary English Literature
- MoMG: Gamified Digital Intervention to Ameliorate the Aptitude of Exposure Therapy for OCD

- ARCoD: An Augmented Reality (AR) gaming platform to identify cognitive distortion
- ARMoM: A complete AR version of the game Militant of the Maze (MoM)
- MoM: Militant of the Maze (MoM) is a serious game to enhance the efficacy of treating patients with Obsessive Compulsive Disorder (OCD)
- PasswARG: Location based Augmented Reality (AR) smart phone game played both in iPhone and Android. Also, a web-based tool is developed to modify the game on the fly
- PiNiZoRo: Location based game played on iPhone
- Gemini: Mixed reality game developed using Never Winter Nights toolset with partial use of Android platform.

Professional Organization Engagement

- **Professional Member**, ACM – Association of Computer Machinery
- **Professional Member**, ACM-W – Association of Computer Machinery: Women in Computing
- **Professional Member**, ACM SIGCHI – Association of Computer Machinery: Special Interest Group
- **Professional Member**, IEEE – Institute of Electrical and Electronic Engineers

Community Services

'25- till date	Advisor , Bangladesh Students' Association at the Idaho State University (BSAISU)
'21- '23	Founding Advisor , Bangladesh Students' Association at the Idaho State University (BSAISU)
'17- '18	Founding Advisor , Bangladesh Students' Association at the University of New Orleans (BSAUNO)
'12 – '13	President , Computer Science Graduate Course Council (CSGCC), University of Saskatchewan
'11 – '12	Vice President – Cultural , Bangladesh Student Association, University of Saskatchewan

'11 – '12	Graduate Student Representative , Computer Science Graduate Course Council (CSGCC), University of Saskatchewan
'10 – '11	Ph.D. Student Representative , Computer Science Graduate Course Council (CSGCC)
'01 – '02	College Prefect , Cantonment Public School & College – Mymensingh, Bangladesh

Major Awards and Recognitions

Mar '26	Benny Award Winner, Student Organization Advisor of the Year, Idaho State University
Apr '25	Best Presentation Award, 8th IEEE International Conference on Software and System Engineering (ICoSSE)
Feb '25	Be A Bengal, Nomination, Idaho State University (ISU)
Jan '25	Distinguished Faculty Award in Teaching Nominee, Idaho State University (ISU)
May '25	Best Paper Award, Intermountain Engineering, Technology and Computing (IETC)
Jun '21	Grace Hopper Faculty Scholarship 2021, Anita B. Inc
Jun '20	Grace Hopper Faculty Scholarship 2020, Anita B. Inc
Apr '18	Best Advisor, Nominee, Leadership Recognition Award, University of New Orleans
Feb'17	Honors Faculty Award, University of New Orleans
Sep'13	Travel Grant Award, University of Saskatchewan, Canada
May'12 – Apr'14	Post Graduate Doctoral Scholarship, Natural Sciences and Engineering Research Council of Canada (NSERC PGS D2)
Apr'12	Google Anita Borg Memorial Scholarship – Finalist
Jan'10 - May'12	Dean's Scholarship Award, Ph.D. Program, University of Saskatchewan

- Sep'07 – Dec'08 60% tuition waiver fees for in the running program of Master of Science in Computer Science (MSCS) in American International University Bangladesh.
- May'03 – Aug'07 50% waiver in tuition fees for in the B.Sc. program in American International University Bangladesh.
- Jan'98 – Dec'99 Government Junior Scholarship, Jessore Secondary and Higher Secondary Education Board, Bangladesh

Extracurricular and Cocurricular Activities

- Jun'22 – Dec'24 Winner of 1st/2nd/3rd positions in TaeKwonDo Weapon Form, Grand Teton Regional Tournament, Ammon, ID
- Jun'12 Winner of Saskatoon Folkfest Scholarship
- Feb'12 Runners up, Women's Doubles, Badminton Tournament organized by Bangladeshi Students' Association at the University of Saskatchewan (BSAUS)
- '99 – '02 "Best Speaker" several times in the district level debate competitions, Bangladesh.
- '01 Champion, Women's Doubles Badminton Tournament in Cantonment Public School & College – Mymensingh, Bangladesh.
- '01 1st position in music competition in the category of 'Rabindra Sangit' (Tagore Song) in Cantonment Public School & College – Mymensingh, Bangladesh.