

## Michael A. Miljanovic – CURRICULUM VITAE

Doctoral Student, Computer Science, Faculty of Science

University of Ontario Institute of Technology (UOIT)

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<b>Research Interests</b>	Serious games, computer education, game-based learning, user studies, human-computer interaction, software engineering education, artificial intelligence, empirical software engineering, gamification.
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<b>Education</b>	<p><b>PhD Computer Science (In Progress), 2015-2019</b> UOIT, Oshawa, ON, Canada <i>Supervisor:</i> Dr. Jeremy Bradbury</p> <p><b>MSc Computer Science, 2015</b> UOIT, Oshawa, ON, Canada <i>Supervisor:</i> Dr. Jeremy Bradbury <i>Dissertation Title:</i> RoboBUG: A Game-Based Approach to Learning Debugging Techniques</p> <p><b>BSc Honours Computer Science &amp; Mathematics, 2012</b> University of Toronto, Toronto, ON, Canada</p>
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<b>Scholarships &amp; Academic Achievements</b>	<ul style="list-style-type: none"><li>• Queen Elizabeth II Graduate Scholarship in Science and Technology (QUII-GSST), 2017-2018, 2018-2019</li><li>• Finalist, Three Minute Thesis Competition, UOIT, 2017</li><li>• Dean's Graduate Scholarship, UOIT, 2015-2016</li><li>• Governor General's Bronze Medal, Eastdale Collegiate and Vocational Institute, 2008</li></ul>
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<b>Refereed Conference &amp; Workshop Publications</b>	<p><b><u>Michael A. Miljanovic</u></b>, Jeremy S. Bradbury. "A Review of Serious Games for Programming," <i>Proc. of the 4th Joint Conference on Serious Games (JCSG 2018)</i>, Darmstadt, Germany, Nov. 7-8, 2018, 12 pp.</p> <p><b><u>Michael A. Miljanovic</u></b>, Jeremy S. Bradbury. "Making Serious Programming Games Adaptive," <i>Proc. of the 4th Joint Conference on Serious Games (JCSG 2018)</i>, Darmstadt, Germany, Nov. 7-8, 2018, 6 pp.</p> <p><b><u>Michael A. Miljanovic</u></b>, Jeremy S. Bradbury. "RoboBUG: A Serious Game for Learning Debugging Techniques," <i>Proc. of the ACM International Computing Education Research Conference (ICER 2017)</i>, Tacoma, WA, USA, August 2017.</p> <p><b><u>Michael A. Miljanovic</u></b>, Jeremy S. Bradbury. "Robot ON!: A Serious Game for Improving Programming Comprehension," <i>Proc. of the 5th</i></p>
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*International Workshop on Games and Software Engineering (GAS 2016), Austin, TX, USA, May 2016.*

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**Posters & Exhibits**

Luisa Rojas Garcia, **Michael A. Miljanovic**, Jeremy S. Bradbury. "Threaded Paws: A Serious Game for Learning the Pitfalls of Concurrent Programming", In Technology Showcase at the *27th Annual International Conference on Computer Science and Software Engineering (CASCON 2017)*, Markham, ON, Canada, Nov. 2017.

**Michael A. Miljanovic**, Scott McLean, Jeremy S. Bradbury. "Robot ON!: A Serious Game for Program Comprehension", In Technology Showcase at the *26th Annual International Conference on Computer Science and Software Engineering (CASCON 2016)*, Markham, ON, Canada, Oct. 2016.

**Michael Miljanovic**, Jeremy S. Bradbury. "RoboBUG: Learning Debugging with Games", In Technology Showcase at the *24th Annual International Conference on Computer Science and Software Engineering (CASCON 2014)*, Markham, ON, Canada, Nov. 2014.

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**Contributed Presentations**

- "RoboBUG: A Game-Based Approach to Learning Debugging Techniques," *ICER 2017*, Tacoma, WA, USA, Aug. 2017.
  - "Adaptive Serious Games for Computer Science Education," *UOIT Graduate Student Conference*, Oshawa, ON, Canada, Apr. 2017.
  - "Adaptive Serious Games for Computer Science Education," *Three Minute Thesis Competition*, UOIT, Oshawa, ON, Canada, Mar. 2017.
  - "Robot ON!: A Serious Game for Program Comprehension," In Technology Showcase at the *CASCON 2016*, Markham, ON, Canada, Oct. 2016.
  - "Robot ON!: A Serious Game for Improving Programming Comprehension," *GAS 2016*, Austin, TX, USA, May 2016.
  - "RoboBUG: A Game-Based Approach to Learning Debugging Techniques," *Three Minute Thesis Competition*, UOIT, Oshawa, ON, Canada, Apr. 2015.
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<b>Teaching Experience</b>	<p><u><i>Sessional Instructor – UOIT:</i></u></p> <ul style="list-style-type: none"> <li>• CSCI 1060U: Programming Workshops, 2017</li> <li>• CSCI 3060U: Software Quality Assurance, 2018</li> </ul> <p><u><i>Teaching Assistant – UOIT:</i></u></p> <ul style="list-style-type: none"> <li>• CSCI 1030U: Introduction to Computer Science, 2015</li> <li>• CSCI 1040U: Introduction to Programming for Scientists, 2013-2015 – <i>TA coordinator (2014)</i></li> <li>• CSCI 1060U: Programming Workshop I, 2013, 2015-2016 – <i>TA coordinator (2015), included guest lecturing (2015)</i></li> <li>• CSCI 3060U/SOFE 3980U: Software Quality (Assurance), 2016-2017 – <i>included guest lecturing (2016)</i></li> <li>• CSCI 3070U: Analysis &amp; Design of Algorithms, 2014</li> <li>• CSCI 3220U: Digital Media Production, 2014</li> <li>• CSCI 4160U: Interactive Media, 2014</li> </ul> <p><u><i>Teaching Assistant – University of Toronto:</i></u></p> <ul style="list-style-type: none"> <li>• MATA30: Introductory Calculus, 2012</li> <li>• CSCA08: Introductory Programming, 2012</li> <li>• CSCA65: Discrete Math, 2012</li> <li>• CSCB63: Data Structures and Algorithm Analysis, 2012</li> </ul>
<b>Student Co-Supervision</b>	<ul style="list-style-type: none"> <li>• <b>Damon Barton</b>, Computing Science Honours Thesis Student, Learning Refactoring Using Serious Games (<i>Project</i>), 2017-2018</li> <li>• <b>Luisa Rojas Garcia</b>, Computing Science Honours Thesis Student, Learning Concurrency Using Serious Games (<i>Project</i>), 2016-2017</li> <li>• <b>Scott McLean</b>, Software Engineering Summer Research Student, Enhancing First Year Programming Labs Using Game-Based Learning (<i>Project</i>), 2016</li> </ul>
<b>Extra-Curricular Involvement</b>	<ul style="list-style-type: none"> <li>• President, UOIT Board Games Club, UOIT, 2015-2018</li> <li>• President, Brainwave Board Game and Trivia Society, University of Toronto (Scarborough Campus), 2011-2012</li> </ul>