

Michael A. Miljanovic – CURRICULUM VITAE

Doctoral Candidate, Computer Science, Faculty of Science

Ontario Tech University (UOIT)

2000 Simcoe St. N., Oshawa, ON, Canada

michael.miljanovic@uoit.net • <http://www.sqrlab.ca/miljanovic/>

Research Interests	Computer education, game-based learning, serious games, user studies, human-computer interaction, software engineering education, artificial intelligence, empirical software engineering, gamification.
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Education	<p>PhD Computer Science (In Progress), 2015-Present UOIT, Oshawa, ON, Canada <i>Supervisor:</i> Dr. Jeremy Bradbury <i>Dissertation Title:</i> Enhancing Computer Science Education with Adaptive Serious Games</p> <p>MSc Computer Science, 2015 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>BSc Honours Computer Science & Mathematics, 2012 University of Toronto, Toronto, ON, Canada</p>
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Awards, Scholarships, & Academic Achievements	<ul style="list-style-type: none"> • Nominee, 2018 UOIT Student Choice Teaching Award • Queen Elizabeth II Graduate Scholarship in Science and Technology (QUII-GSST), 2017-2018, 2018-2019 • Finalist, Three Minute Thesis Competition, UOIT, 2017 • Dean's Graduate Scholarship, UOIT, 2015-2016 • Governor General's Bronze Medal, Eastdale Collegiate and Vocational Institute, 2008
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Refereed Conference & Workshop Publications	<p>Michael A. Miljanovic, 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>Michael A. Miljanovic, 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>Michael A. Miljanovic, 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>
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Michael A. Miljanovic, Jeremy S. Bradbury. "Robot ON!: A Serious Game for Improving Programming Comprehension," *Proc. of the 5th International Workshop on Games and Software Engineering (GAS 2016)*, Austin, TX, USA, May 2016.

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.

Contributed Presentations

- "A Review of Serious Games for Programming," *JCSG 2018*, Darmstadt, Germany, Nov. 8, 2018
- "Making Serious Programming Games Adaptive," *JCSG 2018*, Darmstadt, Germany, Nov. 8, 2018
- "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.

Teaching Experience
Sessional Instructor – UOIT:

- CSCI 3060U: Software Quality Assurance, 2018
- CSCI 1060U: Programming Workshops, 2017

Teaching Assistant – UOIT:

- CSCI 3060U/SOFE 3980U: Software Quality (Assurance), 2016-2017, 2019
– *included guest lecturing (2016, 2019)*
- CSCI 4040U: Ethics, Law, and the Societal Impacts of Computing, 2018
- CSCI 1060U: Programming Workshop I, 2013, 2015-2016
– *TA coordinator (2015), included guest lecturing (2015)*
- CSCI 1040U: Introduction to Programming for Scientists, 2013-2015
– *TA coordinator (2014)*
- CSCI 3070U: Analysis & Design of Algorithms, 2014
- CSCI 3220U: Digital Media Production, 2014
- CSCI 4160U: Interactive Media, 2014

Teaching Assistant – University of Toronto:

- MATA30: Introductory Calculus, 2012
- CSCA08: Introductory Programming, 2012
- CSCA65: Discrete Math, 2012
- CSCB63: Data Structures and Algorithm Analysis, 2012

Student Co-Supervision

- **Damon Barton**, Computing Science Honours Thesis Student, Learning Refactoring Using Serious Games, 2017-2018
- **Luisa Rojas Garcia**, Computing Science Honours Thesis Student, Learning Concurrency Using Serious Games, 2016-2017
- **Scott McLean**, Software Engineering Summer Research Student, Enhancing First Year Programming Labs Using Game-Based Learning (*Teaching Innovation Fund Grant, Investigators: Jeremy Bradbury, Michael Miljanovic*), 2016

Extra-Curricular Involvement

- President, UOIT Board Games Club, UOIT, 2015-present
- President, Brainwave Board Game and Trivia Society, University of Toronto (Scarborough Campus), 2011-2012