

Brian Michael Slator
Associate Professor
Computer Science Dept, North Dakota State University,
IACC Bldg, Rm. 258-A6, Fargo, ND 58105
slator@badlands.nodak.edu <http://www.cs.ndsu.nodak.edu/~slator/>
(office) 701-231-6124 (home) 701-271-8875

Education

- Ph.D. 1988** Computer Science (Related Area: Linguistics), New Mexico State University, Las Cruces, NM; Dissertation: Lexical Semantics and Preference Semantics Analysis; Advisor: Dr. Yorick A. Wilks.
- M.S. 1985** Computer Science (Minor: Linguistics), New Mexico State University, Las Cruces, NM; Thesis: Natural Language Interface: An Algorithm for Design.
- B.S. 1983** Computer Science (with Honors; second major in English), University of Wisconsin - La Crosse.

Employment

- 1996-present** Associate Professor, Computer Science Dept., North Dakota State University.
- 1992-1996** Assistant Professor (Research), The Institute for the Learning Sciences, Northwestern University.
- 1990-1992** Research Associate, The Institute for the Learning Sciences, Northwestern University.
- 1989-1992** Research Specialist, Natural Language Group, (Summer position), Computing Research Laboratory, New Mexico State University.
- 1988-1990** Assistant Professor, Department of Computer Science, North Dakota State University.
- 1985-1988** Graduate Research Fellow, Natural Language Group, Computing Research Laboratory, New Mexico State University.

Up to 5 Publications Most Closely Related

1. Slator, Brian M. (1999). Intelligent Tutors in Virtual Worlds. *8th International Conference on Intelligent Systems*. Denver, CO. June 24-26, pp. 124-127.
2. Slator, B.M., P. Juell, P.E. McClean, B. Saini-Eidukat, D.P. Schwert, A. White, C. Hill (1999). Virtual Environments for Education at NDSU. *World Conference on Educational Media, Hypermedia and Telecommunications (ED-MEDIA 99)*, June 19-24, Seattle, WA, pp. 875-880. (*Outstanding Paper Award*)
3. Schwert, D.P., B.M. Slator, B. Saini-Eidukat, (1999). A Virtual World For Earth Science Education In Secondary And Post-Secondary Environments: The Geology Explorer. *International Conference on Mathematics/Science Education & Technology (MSET-99)*, March 1-4, San Antonio, TX, pp. 519-525.
4. Slator, Brian M., Donald Schwert, Bernhardt Saini-Eidukat (1999). Phased Development of a Multi-Modal Virtual Educational World. *Proceedings of the International Conference on Computers and Advanced Technology in Education (CATE'99)*, Cherry Hill, NJ, May 6-8, pp. 92-96
5. Slator, Brian M. and Golam Farooque (1998). The Agents in an Agent-based Economic Simulation Model. *11th International Conference on Computer Applications in Industry And Engineering (CAINE-98)* November 11-13, 1998, Las Vegas, Nevada USA, pp. 175-179.

Up to 5 Other Significant Publications

1. Slator, Brian M. and Harold "Cliff" Chaput (1996). Learning by Learning Roles: a virtual role-playing environment for tutoring. *Third International Conference on*

- Intelligent Tutoring Systems (ITS'96)*. Montreal: Springer-Verlag, June 12-14, pp. 668-676.
2. Manaris, Bill and Brian M. Slator (1996). Interactive Natural Language Processing: Building on Success. *IEEE Computer*. (Special Edition on Interactive Natural Language Processing, Edited by Manaris and Slator). July. pp. 28-32.
 3. Guthrie, Louise, James Pustejovsky, Yorick A. Wilks and Brian M. Slator (1996). The Role of Lexicons in Natural Language Processing. *Communications of the ACM*. (Special Edition on Natural Language Processing, edited by Yorick A. Wilks), Vol. 39, No. 1, pp. 63-72.
 4. Wilks, Yorick A., Brian M. Slator, and Louise Guthrie (1996). *Electric Words: Dictionaries, Computers and Meanings*. Cambridge, MA: MIT Press..
 5. Slator, Brian M. and Christopher K. Riesbeck (1992). TaxOps: a case-based advisor. *International Journal of Expert Systems*, Vol. 4, No. 2, pp. 117-140 (Special issue on Case-based Reasoning, edited by Evangelous Simoudis), JAI Press: Greenwich, CT.

List of collaborators during the last 48 months

Roger Schank, Chris Riesbeck, Ray Bareiss, Alex Kass, Gregg Collins, Tom Hinrichs, Cliff Chaput, Bob Hooker, Scott MacQuarrie, Kerim Fidel: Institute for the Learning Sciences at Northwestern University
Kendall Nygard, Mark Pavicic, Ken Magel, Paul Juell, Bill Perrizo: Computer Science Dept. at NDSU
Phil McClean, Alan White, Don Schwert, Bernhardt Saini-Eidukat Joseph Latimer, Jeffrey Clark, Plant Science, Botany/Biology, Geosciences, Business, and Sociology/Anthropology Departments at NDSU
Richard Beckwith, Intel Corporation
Yorick Wilks: Sheffield University
Louise Guthrie: University of Texas, El Paso
Bill Manaris: University of Southwest Louisiana

Graduate and Postdoctoral Advisors

Dr. Yorick A. Wilks, Department of Computer Science, University of Sheffield, Regent Court, 211 Portobello Street, Sheffield, UK, S14DP (ph: 011-44/742-825-571; email: yorick@dcs.sheffield.ac.uk)

Other Relevant Information

Dr. Brian M. Slator is Associate Professor of Computer Science at North Dakota State University. He has broad experience with the design, development and implementation of a number of MUD and MOO environments for learning. For six years as a research scientist at the Northwestern University Institute for the Learning Sciences (ILS), he designed and managed the development of a number of multimedia applications in educational technology, case-based reasoning for intelligent tutoring, and job-aid style performance support (e.g. Slator and Riesbeck, 1992; Slator and Chaput, 1996). Most relevant to this proposal, he was the architect of an interactive, multi-user retailing game, its economic simulation, software agent-based tutoring, and manager of the GAMES project. Since joining North Dakota State University, he is directly involved with no less than five graphically oriented educational media projects. He has taught courses in user interface design and human computer interaction, and he is experienced in dealing with the issues involved with both developing virtual worlds and designing graphical user interface.