

# KATHLEEN INGRAHAM

Program Director  
Center for Research in Education Simulation Technologies (CREST)  
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## EDUCATION

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<b>Ph.D.</b> University of Central Florida, Education – Instructional Technologies	2014
<b>M.A.</b> University of Central Florida, Film & Digital Media	2009
<b>B.A.</b> University of Central Florida, English Literature & French	2007

## PROFESSIONAL EXPERIENCE

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<b>Program Director</b> Director of the TeachLive Interactor team which implements training and research in virtual environments. Center for Research in Education Simulation Technologies (CREST) University of Central Florida, Orlando, Florida.	2016-Present
<b>Postdoctoral Associate</b> Conducted research and simulation development for the Synthetic Reality Lab, Orlando, Florida.	2014-2016
<b>Graduate Research Assistant</b> Conducted research and simulation development for the Synthetic Reality Lab, Orlando, Florida.	2013-2014
<b>Instructional Design Intern</b> Wrote and produced instructional content including online courses for world history, online assessments for nursing courses, and a series of laboratory safety training videos. 21 <sup>st</sup> Century Learning Solutions, Orlando, FL	2012-2014
<b>Interactor</b> Developed and performed a variety of virtual characters for use in training Simulations. Developed a training program for future performers. TeachLive, University of Central Florida, Orlando, Florida.	2007-2013

## PUBLICATIONS

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- **Ingraham, K.M.**, Romualdo, A., Fulchini Scruggs, A., Imperiale, E., Dieker, L., & Hughes, C. (2020). Developing an Immersive Virtual Classroom: TeachLivE - A Case Study. In *Current and Prospective Applications of Virtual Reality in Higher Education*, 118-144.
- **Ingraham, K.M.**, Hughes, C. E., Taliaferro, L., Westers, N., Dieker, L., & Hynes, M. (2019). Using Digital Puppetry to Prepare Physicians to Address Non-Suicidal Self-Injury Among Teens. In Antona M., Stephanidis C. (Eds) *Universal Access in Human-Computer Interaction. Theory, Method and Tools. HCII 2019. Lecture Notes in Computer Science*, Volume 11572, Springer Nature, Switzerland. 555-568.
- Hughes, C. E., Epstein, J. A., Hall, T., **Ingraham, K. M.**, & Hughes, D. E. (2016). Enhancing Protective Role-Playing Behaviors through Avatar-Based Scenarios. *Proceedings of 4th International Conference on Serious Games and Applications for Health (IEEE SeGAH)*, 1-7. **Best paper Award.**
- Hughes, C. E., & **Ingraham, K. M.** (2016). De-escalation training in an augmented virtuality Space. *IEEE Virtual Reality (IEEE VR 2016)*, March 19-23, Greenville, SC. (Poster, Short Paper and Presentation).
- **Ingraham, K.M.** (2014) *Examining emotional responses to effective versus ineffective virtual buddies*. Ph.D. Dissertation., Orlando, Fla: University of Central Florida.

## GRANTS AND FUNDED PROJECTS

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Chini, J. Hughes, C.E., & Saitta, E. (2017-2020). Simulated Practice: Using Socially-Responsive Avatars to Prepare STEM GTAs for Student-Centered Instruction. National Science Foundation.

- Created standardized performance profiles and digital behavior palettes for university level avatars.
- Directed and trained a team of interactors to perform the university level avatars.
- Directed and trained a team of interactors to provide standardized simulated sessions.

Andreasen, J., Safi, F., Dieker, L., & Hughes, C. (2016). QEP Assessing UCF Student's Interviewing Skills using Simulation. University of Central Florida.

- Directed and trained a team of interactors to provide standardized simulated sessions.

Bousfield, T., Hynes, M., Dieker, L., & Hughes, C. (2016). TeachLivE™ Proposal for 3 elementary student avatars designed for both flat display and a 360° environment. Bert W. Martin Foundation.

- Created standardized performance profiles and digital behavior palettes for the new avatars.
- Directed and trained a team of interactors to perform the new avatars.

Dieker, L. A., Hynes, M., & Hughes, C. (2015). TLE TeachLivE Elementary Avatars with Autism and Intellectual Disabilities. Bert Martin Foundation.

- Created standardized performance profiles and digital behavior palettes for the new avatars.
- Directed and trained a team of interactors to perform the new avatars.

Dieker, L. A., Hynes, M., & Hughes, C. (2015). TLE TeachLivE Avatars with Autism and Intellectual Disabilities. Bert Martin Foundation.

- Created standardized performance profiles and digital behavior palettes for the new avatars.
- Co-directed and trained a team of interactors to perform the new avatars.

Dieker, L. A., Hynes, M., & Hughes, C. (2012-2016). TeachLivE™ Partnership Expansion. Bill & Melinda Gates Foundation –UCF Foundation.

- Created standardized performance profiles and digital behavior palettes for the expanded avatars.
- Co-directed and trained a team of interactors to perform the avatars.
- Facilitated implementation and testing of new technologies and procedures.

Hughes, C.E. & Hall, T., joint with Weill Cornell College of Medicine. (2011-2015). Reducing Alcohol Use among College Students Using Digital Puppetry. National Science Foundation.

- Co-wrote scenarios for narrative simulation scripting.
- Administered participant research surveys and analyzed participant responses.
- Conducted focus groups and target population research for simulation development.

Norris, A., Hughes, C.E., & Nickerson, D. (2010-2013). Using Mixed Reality to Build Peer Resistance Skills in Latina Middle Schoolers. National Institutes of Health.

- Co-wrote scenarios for narrative simulation scripting.
- Co-developed standardized performance profiles and digital behavior palettes for avatars.
- Conducted focus groups and target population research for simulation development.

## PRESENTATIONS

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**Ingraham, K.M.**, & Russel, M. (2019). Authentic, Effective, Real Time Interactions in Simulation. *Simulations in Teacher Education (SITE)*, Louisville, KY, February 19-21.

**Ingraham, K.M.** (2019). Interpersonal Simulation Applications Across Education, Healthcare, and Law Enforcement. *Learning Institute for Elders (LIFE) at the University of Central Florida*. Orlando, FL, January 29.

Kayacik, C. & **Ingraham, K.M.** (2018). Beyond Words: Achieving Deeper Qualitative Insights by Reading and Mastering Body Language and Vocal Tone. *User Experience Professionals Association (UXPA)*, Puerto Rico, June 25.

**Ingraham, K.M.** (2016). Using Game Design Principles to Improve TeachLivE Scenario Design. *4<sup>th</sup> Annual Teachlive Conference: Virtual Human Interactive Performance (VHIP)*, Orlando, FL, June 1-3.

**Ingraham, K. M.**, & Hughes, C. E. (2015). CollegeLiVE: Using avatar training to promote protective behaviors on college campuses. *Association for Educational Communications and Technology (AECT)*, Indianapolis, IN, November 2-7.

**Ingraham, K. M.** & Gunter, G. (2011). Utilizing Interactive Simulation in Teacher Education. *Association for Educational Communications and Technology (AECT 2011)*, Jacksonville, FL, November 10.

## **PROFESSIONAL SERVICE**

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### **Peer-Reviewed Articles for:**

- International Symposium on Mixed and Augmented Reality (ISMAR)
- Entertainment Computing

## **COMMUNITY SERVICE**

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### **Shakespeare with Heart**

Volunteer 2010 – Present

Orlando Shakespeare Theater, Orlando, Florida

- Assist an inclusive cast of middle and high school students with and without disabilities in paraphrasing Shakespearian text, learning lines, blocking, and acting.
- Assist in a full production of a Shakespearian play complete with full sets and costumes.