

# CURRICULUM VITAE

## Dr. Yetunde Oluwatoyin Folajimi

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*Research Fellow, Game Design Programme  
Adjunct Lecturer, Computer and Information Science  
Northeastern University, 360 Huntington Ave, Boston, MA, USA*

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*Lecturer I (On Study Leave, Department of Computer Science, University of Ibadan,  
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### PERSONAL

**Name:** Dr. Yetunde Oluwatoyin **FOLAJIMI** (Nee Longe)  
**Date of birth:** 20<sup>th</sup> March 1974  
**Languages:** English (fluent), Yoruba (fluent)  
**Marital Status:** Married  
**Number of children:** 2  
**Gender:** Female  
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<http://teaching.yfolajimi.com>  
<https://www.linkedin.com/in/yetundeofolajimi>  
[www.i-tee.org](http://www.i-tee.org)  
[www.computergeeky.org](http://www.computergeeky.org)  
<https://twitter.com/yetty123>  
<https://www.facebook.com/yetunde.folajimi>

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### QUALIFICATION

2011 Ph.D. Computer Science (Specialization: Artificial Intelligence and Games), University of Benin,  
Benin City, Nigeria  
2002 M. Sc. Computer Science, Nnamdi Azikiwe University Awka, Nigeria  
2002 Professional Diploma in Hardware Technology, Pa-Cent Technologies Awka, Nigeria  
1997 B. Sc. (Hons.) Computer Science (Second Class Upper Division), Ondo State University Ado  
Ekiti

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## EDUCATION

2005 - 2011	University of Benin, Benin City, Nigeria <b>Scholarship:</b> Ekiti State PhD Scholarship for Outstanding indigenes
1998 – 2002	Nnamdi Azikiwe University Awka, Nigeria
1992 – 1997	University of Ado-Ekiti, Nigeria (Formerly Ondo State University)
1984 - 1990	St Louis Grammar School Ikere Ekiti, Nigeria
1978 - 1984	Holy Trinity Primary School Ado Ekiti, Nigeria

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## EXPERIENCE

### Teaching and Research

Oct 2015 till date	- Postdoctoral Research Associate, Northeastern University, Boston, USA - Adjunct Lecturer, Northeastern University, Boston, USA
Oct. 2011 till date	Lecturer I, University of Ibadan, Ibadan, Nigeria (On study leave from Oct 2015 to Oct 2016)
Feb. 2013 till date	Visiting Senior Lecturer, Al-Hikmah University, Ilorin, Nigeria
Sep 2012 –February 2013	Visiting Senior Lecturer, Lagos State University, Lagos, Nigeria
May 2012 – Aug. 2012	Research Fellow, De Montfort University, Leicester, United Kingdom
Feb. 2010 –Mar. 2010	Research Scholar, University of Pittsburgh, Pittsburgh, Pennsylvania, USA
Sept. 2009 – Feb. 2010	Research Scholar, University of British Columbia, Vancouver, BC, Canada
Sept. 2008 – Aug. 2010	Part Time Lecturer, National Open University of Nigeria
Feb. 2008 –Sept. 2011	Lecturer II, University of Ibadan, Ibadan, Nigeria
Oct. 2003 – Feb. 2008	Lecturer II, Nnamdi Azikiwe University Awka, Nigeria
Oct. 2002 –Sept. 2003	Assistant Lecturer, Nnamdi Azikiwe University Awka, Nigeria
January 1999 –September 2002	Graduate Assistant, Nnamdi Azikiwe University Awka, Nigeria
January 1998 – December 1998	Youth Corper, Nnamdi Azikiwe University Awka, Nigeria

### Training

26 – 28 September 2011	Joint ICTP/IEAE/UNESCO Workshop on new trends in Science Dissemination
April 1997 – Oct. 1997	Industrial Trainee, Federal Institute of Industrial Research Oshodi

### Industrial /consultancy

December 2003 – January 2007	Part Time Consultant, Mega Concept, Awka Nigeria
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### Administrative and Managerial

March 2007 till date	Director, Global Centre for Technology, Empowerment and Education
Feb. 2014 till date	President, Association for Computer Machinery (ACM) Ibadan Chapter
Sept. 2013 till date	Coordinator, University of Ibadan Intelligent Systems Group

## RESEARCH

### Research Summary

**Specialization:** Artificial Intelligence and Games

**Major Research Interests:** Serious Games, e-Learning, Adaptive Systems, Human-Computer Interaction, User Studies

**Research activities:** Gamification and e-Learning. I am interested in developing models, designing and evaluating games and eLearning systems for health and safety education, adult education, child education, youth empowerment and women empowerment. I conduct in-depth experimental studies as well as probabilistic analysis of players' emotions of the developed games in order to examine what players learn from playing these games and how best we can improve user interaction interface and adaptation based on feedback and players decision.

#### **Current Research Groups:**

- Playable Innovative Technologies Laboratory (Member)
- Computational, Ubiquitous, Knowledge, Intelligent and E-Systems (CUKIES) Laboratory, Department of Computer Science, University of Ibadan, Ibadan, Nigeria. (Member)
- Intelligent Systems Group, Department of Computer Science, University of Ibadan, Ibadan, Nigeria. (Group Leader)

#### **Past Research Groups:**

- Games Programming Group, Centre for Computational Intelligence, School of Information Science, De Montfort University, Leicester, UK (Member)
- Computational Intelligence Research Group, Department of Computer Science, University of British Columbia, Vancouver, Canada. (Member)
- Personalised Adaptive Web Systems Group, University of Pittsburgh, Pittsburgh, USA (Member)

#### **Project Supervised:**

##### **(a) Completed Supervision:**

- Over 100 Undergraduate Projects and over 60 Masters Projects

##### **(b) Current Supervision:**

- 3 undergraduate Projects, 6 Masters Projects and 4 PhD research.

#### **Summary of PhD Thesis**

“NigerScrab: A Machine-Human Based System for Control Implementation in Computer Board Game of Imperfect Information” The objective of my PhD research was to take an extensive look at how Artificial Intelligence is applied in imperfect information games; Some problems with existing methods of decision-making in a computer versus human Scrabble game were thus identified in order to discover models by which the game strength could be improved. Accordingly, an improved model for rack contents evaluation and move generation was formulated using probability and heuristics. Our implementation was able to do suffix search of 41,234 words using our model with cross check set as against 62,443 without cross check, thereby cutting off unnecessary word search. The system used a CPU time of 0.0022s as against 0.0034s without cross check. Emperical studies and Post development experiments of the revealed that the game strength has actually improved, having an overall average point per turn of 26.8 using a dictionary of approximately 80,000 words.

#### **Summary of some Past and Current Projects:**

- **GrACE Project:** The research aims to provide a framework and engine that specifies how to tailor educational game content to players and to create a positive attitude change about Computer Science among middle school audience especially girls. The results of the research will be implemented by developing procedural content generation models for a game that teaches computational thinking and the relevance of computer science. The engine's performance and effectiveness will be evaluated with computational and empirical experiments. The project is currently being implemented at Northeastern University in Collaboration with Casper Harteveld and Gillian Smith

- **Nigeria Geek Girls Collaborative Camp:** The Nigeria Geek Girls Collaborative Camp ([www.computergeeky.org](http://www.computergeeky.org)) was a week-long ICT training and mentoring camp for secondary schools girls and female teachers in Oyo State. In order to improve the participation of females in the ICT profession It was held from August 10 to 16 2014, at the Department of Computer Science, University of Ibadan (UI) based on seed fund grant received from Institute of International Education Women Enhancing Technology. Evaluation of the programme indicates that the programme has helped to increase girls motivation and self-confidence about ICT.
- **QuizMap: Open Social Student Modeling and Adaptive Navigation Support with TreeMaps:** The research took a novel approach to integrate social adaptive navigation support for self-assessment questions with an open student model using QuizMap, a TreeMap-based interface. By exposing student model in contrast to student peers and the whole class, QuizMap attempts to provide social guidance and increase student performance. The hierarchical representation of TreeMap was implemented to help students visualize both, the state of their knowledge and the progress of the whole class. Color contrasts between personal progress and the progress of others students was used to provide social guidance. A semester-long classroom study to evaluate QuizMap demonstrated that QuizMap visualization provided effective social guidance allowing students to achieve high quality of learning.
- **PrimeClimb: An adaptive game based technique for learning Mathematics:** The research involved the empirical evaluation of probabilistic model of user affect that allows an intelligent agent to recognise multiple user emotions during the interaction with an educational computer game, PrimeClimb. PrimeClimb is a computer game based learning approach for teaching Factorization to K-12 learners; it was developed at the Laboratory for Computational Intelligence, University of British Columbia, Canada.
- **Intelligent Infrastructure for Profiling Deterministic Web-Based Scholars:** This was a sponsored Research based on award received from Macarthur Grant Foundation for Capacity Building Overseas Training to provide solution to E-Learning framework in the context of a developing world. This research was carried out at Personalised Adaptive Web Systems (PAWS) Laboratory, University of Pittsburgh USA and Laboratory for Computational Intelligence (LCI), University of British Columbia, Canada. The research was completed in March 2010
- **Beyond Game Play: Optimizing Pedagogy Potentials of Computer Word Game for Vocabulary Acquisition:** This research takes the computer word game, NigerScrab a step further by capitalizing on the conception that competition enhances pedagogy in word-building game. The initial implementation of NigerScrab is based on players' engagement with the game Artificial Intelligence. Experimental studies to evaluate how the Scrabble game variations affect students' learning process and facilitate effective learning as compared with the other traditional vocabulary learning have yielded some substantial and appreciable results which can be basis for future explorations and more specific studies.
- **Computer game based awareness for campaign against Sickle cell anaemia disease.** This is a Commonwealth Foundation funded research that uses a computer game based learning approach to create awareness about sickle cell anaemia and the need for its eradication in Nigeria. The research took strategic advantage of the game programming expertise the Centre for Computational Intelligence, De Montfort University, Leicester, UK and the experience with sickle cell education available at the Faculty of Health and Life Sciences of the University. The outcome produced resources under open license, by providing access to high quality digital game based learning systems and other relevant materials for everybody to share and use. The research fellowship was completed on 31st August 2012
- **Towards Adaptive game based health education in Nigeria:** This research extends the project I completed through Commonwealth funding in 2012. The idea was to evaluate an implemented health education game among Nigerian kids aged 6 to 12 years, A Preliminary testing of the game has lead to the design of an adaptive and robust game engine suitable for Nigerian children with varying degrees of culture, religion and socio-economy background. The evaluation study took several different dimensions: younger and older groups within the age range 6 to 12, whether the game player has sickle cell condition or not (in the latter case then no previous knowledge of the disease can be assumed).
- **CDOSKEY:** A digital game based learning system developed at the CUKIES Lab of University of Ibadan. Players gain points against his/her opponents by spelling words correctly. The storyline involves CDOSKEY, the key player who embarks on a journey to free his captured bride but is

faced with opponents in the process. He has to spell words correctly in order to overcome. When a word is correctly spelt, he is empowered to attack his opponent and the amount of damage caused on the opponent depends on the length of the word spelt. Evaluation of the game in Nigerian Secondary Schools has shown that this game can be a useful English teaching aid for Nigerian teachers. The game is currently being reworked for the purpose of using it as a tool for creating awareness about terrorism and the need to eradicate it in Nigeria.

### **Research in the Media**

Computer game teaches children about danger of sickle-cell disease – Reported in De Montfort University News. October 2012 <http://www.dmu.ac.uk/about-dmu/news/2012/october/computer-game-teaches-children-about-danger-of-sickle-cell-disease.aspx>

Great News for Scooter Project!

<http://sicklecellanaemiaorg.blogspot.com/2012/02/great-news-for-scooter-project.html>

Interview by Centre of African Studies, Urbana-Champaign September 10 2010  
<http://www.youtube.com/watch?v=8x2Na9UvnDs>

African and Technology Conference News. Inside Illinois, September 5, 2013

<http://news.illinois.edu/ii/13/0905/briefs.html#africanstudies>

Child Play. This Week in Medicine. The Lancet, Vol. 380 October 13-19, 2012

<http://download.thelancet.com/pdfs/journals/lancet/PIIS0140673612617395.pdf>

### **Research Grants, Awards and Fellowships**

- \$6,250: Women Enhancing Technology (WeTech) Leadership Council Grant from Institute of International Education (IIE) to sustain WeTech Activities in Africa (2015)
  - \$40,00: Schlumberger Foundation Faculty for the Future Fellowship for postdoctoral fellowship at Northeastern University Boston USA (in view from October 2015 to September 2016)
  - \$5,000: WeTech Second Round Seed Fund Grant from Institute of International Education (IIE) to support my project on Nigerian Girls and Women Hackathon for Social Change and Development (2014)
  - \$10,000: WeTech Seed Fund Grant from Institute of International Education (IIE) to support my project on Nigerian Geek Girls Collaborative Camp (2014)
  - Travel Grant and Honorarium as Featured Speaker in Technology and Africa Conference, University of Illinois at Urbana-Champaign (2013)
  - £11,324: Commonwealth Professional Fellowship award (2012)
  - €450: Grant from International Centre for Theoretical Physics (ICTP) for attending the Joint ICTP/IAEA/UNESCO Workshop on new trends in Science Dissemination (2011)
  - ₦750,000: Ekiti State Scholarships Board award for PhD Studies (2010)
  - \$10,500: MacArthur Foundation Fellowship Grant for Manpower Development (2009)
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## PUBLICATIONS

### (a) Articles in Refereed Journals:

- [1] Adeleke O. and Folajimi Y. Computer Game As a Tool For Cognitive Ability Sensitization In Adolescents. *Journal of Multidisciplinary Engineering Science and Technology*. Vol 1(3) pp 116-120. 2014
- [2] Folajimi Y. O. and Disu A. 2014. Sensitization and Education about Terrorism Attack: A 2D first-Person Shooter Game Based Learning Approach *International Journal of Computer Science and Its Application* , Vol 21 (1) pp 44-58 June 2014
- [3] Folajimi Y. O. and Omojola O. E. 2013. Natural Language Processing Techniques For Automatic Test Questions Generation Using Discourse Connectives. . *International Journal of Computer Science and Its Application* , Vol 20 (2) pp 60-76 December 2013
- [4] Folajimi Y and Ojo A. Towards Increasing Students' Performance In Multiple Choice Examinations: An Adaptive Web Based Quiz Approach *IEEE Journal of Computing & ICTs* Vol 5. No. 5, pp 166-175. Sept 2012
- [5] Y. Folajimi. Designing and Evaluating Performance in Computer Based Word Game: The NigerScrab Experience *IEEE Journal of Computing & ICTs* vol 5 no 4 pp 73-80 June 2012
- [6] Folajimi Y. O., Egbokhare F. A. and Ogunbona I, 2011. Learning Theory and Usability Principles Integration in Web Based Learning for O-Level Mathematics. *International Journal of Computer Science and its Applications*. Vol 18 no 1 pp 43-57
- [7] Chiemek S. C. and Folajimi Y. O., 2010. Framework for Constructive Computer Game towards Empowering the Future Generation. *International Journal of Green Computing* vol 1 no 2. pp 40-46
- [8] Folajimi Y.O., Chiemek S. C., Robert A. B. C and Akingbesote A., 2010 Towards Efficient Heuristics and Evaluation function in a Game of Imperfect Information. *International Journal of Computer Science and Its Application*, Vol 17 no 1 pp 103-108, June 2010.
- [9] Folajimi Y. (2009). Evaluating the Effectiveness of eLearning on Undergraduate Operations Research Course. *Journal of the Biometric Association of Nigeria* vol 4 no 1 pp 43-52.
- [10] Robert A. B. C. and Folajimi Y. O., 2008. Evolving Reasons in Case-Based Reasoning. *International Journal of Computer Science and Its Application*, Vol 15 no 1 pp 103-108
- [11] Chiemek S. C. and Folajimi Y. O., 2008, NigerScrab: An Intelligent Agent-Based domain for AI Research. *International Journal of Computer Science and Its Applications*, Vol 15 no 2 pp 75 – 80
- [12] Folajimi Y. O. and Chiemek S. C. 2007. Evaluating Search Tree in a Game of Imperfect Information. *Journal of the Biometric Association of Nigeria*, vol 2 no 2 pp 76 – 82, March 2007
- [13] Folajimi Y. and Ejiofor V. E., 2006. Bridging ICT Gap: A Strategic Approach. *African Journal of Science*, vol 10 no 2 pp 7117-7125.
- [14] Ejiofor V. and Folajimi Y. (2006, April). Rural Internet Access: A Way Forward. *African Journal of Science*, 8(1), 1637-1646
- [15] Folajimi Y., Chiemek S. and Akukwuma V. Emphasizing Competition with Pedagogy in Serious Game of Imperfect Information

### (b) Book Chapters

- [16] Brusilovsky, P., Hsiao, I-H. and Folajimi, Y., (2011) QuizMap: Open Social Student Modeling and Adaptive Navigation Support with TreeMaps, Eds Carlos Delgado Kloos, et al. Springer-Verlag, Volume 6964/2011, pp.71-82. Print

### (c) Refereed Conference Papers:

- [17] Yetunde Folajimi, 2013. A Digital Game Based Approach for Reducing the Scourge of Sickle Cell Disease in Nigeria, International conference on Science and Sustainable Development in Nigeria. Book of Abstracts, Pp 103
- [18] Yetunde Folajimi and Tinuola Adeyemi, 2013. Framework for Adaptive Pedagogical System for undergraduate Artificial Intelligence Course. International conference on Science and Sustainable Development in Nigeria. Book of Abstracts, Pp 104
- [19] Yetunde Folajimi, Howell Istance and Vivien Rolfe, 2012. SCrisis Terminator: A Computer Game Based Learning Approach for Reducing the Scourge of Sickle Cell Anemia. EIE's 2<sup>nd</sup> Intl' Confernece on Computer, Energy, Network, Robotics and Telecommunication 2012. Pp 81-85. Otta, Nigeria
- [20] Yetunde Folajimi, 2012. Using Statistical Machine Translation (SMT) as a Language Translation Tool for Understanding Yoruba Language. . EIE's 2<sup>nd</sup> Intl' Confernece on Computer, Energy, Network, Robotics and Telecommunication 2012. Pp 86-91. Otta, Nigeria
- [21] Brusilovsky P., Hsiao I, Folajimi Y. 2011. QuizMap: Open Social Student Modeling and Adaptive Navigation Support with TreeMaps. *European Conference of Technology Empowered Learning 2011*: 71-82
- [22] Folajimi, Y., Chiemeké, S., Longe, O. and Amaefule, C., 2010. Intelligent Simulation of Electronic Game to Promote Vocabulary Learning. In C. Crawford et al. (Eds.), *Proceedings of Society for Information Technology & Teacher Education International Conference 2010* (pp. 1896-1902). Chesapeake, VA: AACE
- [23] Folajimi Y. O., Longe O. B., Amaefule S. and Ejiofor V. E., 2009. Profiling Deterministic Web-Based Scholars: An Intelligent Tutoring *Infrastructure International Joint Conferences on e-CASE and e-Technology* (pp. 2393-2399). Grand Copthorne Waterfront Hotel, Singapore.
- [24] Folajimi Y. O., 2009. Transforming Distant Pedagogical system to web Based collaborative system: An Intelligent tutoring System Infrastructure. *World conference on E-Learning in corporate, government, Healthcare and higher Education*. Sheraton wall center, Vancouver. pp 1618-1622
- [25] Folajimi Y. O., Chiemeké S. C. and Akingbesote A., 2008. Towards Digital Solution to Community Banking Problems in Nigeria. In Richard Boateng Alemayehu Molla Victor Mbarika (Ed.), *International Conference on ICT for Africa 2008* (p. 11). Yaounde, cameroon: Messie Printing Press, Yaounde.
- [26] Folajimi Y. O., Longe O. B., and Ejiofor V. E. 2008. Investigating Artificial Intelligence Techniques for Developing Internationally acceptable Educational software. *22nd National conference of Nigeria Computer Society* volume 19 pp 243 – 248
- [27] Folajimi Y., Ejiofor V. and Folajimi A. 2008 An assessment of computer literacy level in Nigeria and the realization of vision 2020. 2008. In proc. 22<sup>nd</sup> Conference of Nigeria Computer Society (ENCITDEV 2008). Vol 19 pp135-140.
- [28] Folajimi Y. O and chiemeké S. C.: Beyond Brute Force: Evaluating Intelligent Behaviours in Computer Versus Human Board Game. In proceedings of 23rd National Conference of Nigeria Computer Society. Asaba, Nigeria. Vol 21 pp 425-432 (2010)
- [29] Folajimi Y., Ejiofor V. and Folajimi A. 2008 Hampering satellite communication security threats in Nigeria: the need for a critical infrastructure. 2008. In proc. 22<sup>nd</sup> Conference of Nigeria Computer Society (ENCITDEV 2008). Vol 19 pp 283-286
- [30] Amaefule C. S., Egbeahadike C. O., Folajimi Y. O. and Akingbesote A. A Socio-Technical View of ICT Security Issues, Trends and Challenges, 2009. In proc 9<sup>th</sup> International conference of Nigeria Computer Society. Vol 20. PP 125 – 132

### Recent Conferences Attended

1. Grace Hopper Celebration of Women in Computing. Houston, TX. 14-16 October 2015 (Participant)
2. International Conference on Computer Science Research and Innovations, (CoSRI 2015), Ibadan, Nigeria. 29 – 31 August 2015 (PC Chair, Presenter)
3. International conference on Scientific research and innovation in Nigeria, Ibadan, Nigeria. 16th to 20th March, 2015 (PC Member, Presenter)
4. International Conference on Africa and Information Technology: Practices, Potentials and Challenges. University of Illinois Urbana-Champaign, Illinois, USA. 11-13 September 2013 (Featured Speaker)
5. 29th National conference of Nigeria Computer Society, Enugu, Nigeria. July 2014 (PC Member)
6. International conference on Science and Sustainable Development in Nigeria, university of Ibadan, Nigeria. 13-17 May 2013 (PC Member, Presenter)
7. Yetunde Folajimi and Howell Istance. Edutainment Games and Pedagogy: An Evaluation and Demonstration. Presented at Nineteenth International Conference on Learning. Institute of Education, University of London, London, United Kingdom. 14–16 August 2012 (Presenter)
8. 2nd International Conference of Electrical and Information Engineering on Computing, Energy, Networking, Robotics and Telecommunication, Covenant University, Otta, Nigeria, 21st – 23rd November, 2012 (Presenter)
9. 19th International Conference on Learning, Institute of Education, University of London, London, United Kingdom, 14 – 16 August 2012 (Presenter)
10. European conference on Technology- Enhanced Learning (EC-TEL 2011), Palermo, Italy, 21-24 September 2011 (Presenter)
11. 24th National conference of Nigeria Computer Society, Asaba, Nigeria. July 2010 (PC Member, Presenter)
12. Society for Information Technology & Teacher Education International Conference 2010. San Diego, California USA (Presenter)
13. A Study of Electronic Sport Games and Teenagers' Performance at Soccer. International Conference on Sports and Society 8-10 March 2010 (Presenter)
14. World conference on E-Learning in corporate, government, Healthcare and higher Education. Sheraton Wall Center, Vancouver, BC, Canada. October 26th – 29th 2009 (Presenter)
15. 23rd National conference of Nigeria Computer Society, Abuja, Nigeria. July 2009 (PC Member, Presenter)
16. International Joint Conferences on e-CASE and e-Technology. Grand Copthorne Waterfront Hotel, Singapore. January 8 -10 2009 (Presenter)
17. Fourth International Conference On The Application Of Information Communication Technologies to Teaching, Research and Administration (AICTTRA) – Obafemi Awolowo University, Ile-Ife , Nigeria. September 21 – 25, 2008 (Presenter)
18. 9th International Conference of the Nigerian Computer Society, Abeokuta, Nigeria. June 26-29, 2008 (PC Member, Presenter)
19. 22nd National conference of Nigeria Computer Society, Owerri, Nigeria. June 23 – 27 2007 (PC Member, Presenter)

#### **Special Sessions, Streams and Workshops:**

1. Nigeria Geek Girls Collaborative Camp. 10-16 August 2015. ([www.computergeeky.org](http://www.computergeeky.org)). Hosted at University of. Coordinated by Yetunde Folajimi



2. Nigeria Girls and Women Hackathon for Social Change and Development. (www.computergeeky.org/nigathon). Hosted University of Ibadan from December 16 to 20 2014. Coordinated by Yetunde Folajimi
3. Nigeria Geek Girls Collaborative Camp. 24-29 August 2014. (www.computergeeky.org). Coordinated by Yetunde Folajimi
4. Computer Whiz-Kids Day Out. May 31 2014. Hosted by Intelligent Systems Group University of Ibadan . Facilitated by Yetunde Folajimi
5. Fourth International Research Consortium on Information Technology Innovations RECITI 2013 Hosted by Nigeria computer Society 24-25 July 2013. Facilitated by Yetunde Folajimi and Adesola Aderounmu
6. 1<sup>st</sup> International Workshop on Technology Empowered Learning, TEL 2013. Ibadan, Nigeria. 15-16 February 2013. Hosted by Center for Information Technology Empowerment and Education and University of Ibadan Distance Learning Center. Facilitated by Yetunde Folajimi
7. Day of i-empowerment September 29 2012 Facilitated by Yetunde Folajimi
8. Third International Research Consortium on Information Technology Innovations RECITI 2012 Hosted by Nigeria computer Society 26 July 2012 Facilitated by Yetunde Folajimi and Adesola Aderounmu
9. Day of i-Empowerment December 23 2011 Facilitated by Yetunde Folajimi
10. Second International Research Consortium on Information Technology Innovations
11. RECITI 2011 Hosted by Nigeria computer Society 25<sup>th</sup> July 2011 Facilitated by Yetunde Folajimi
12. First International Research Consortium on Information Technology Innovations RECITI 2010 hosted by Nigeria Computer Society, 27<sup>th</sup> July 2010. Facilitated by Yetunde Folajimi
13. CUKIES Researh Workshop, Department of Computer Science, University of Ibadan, May 2010 . Facilitated by Charles Robert and Yetunde Folajimi
14. Computer for Girls Camp (Holiday computer education camp for Secondary School Girls) Facilitated by Yetunde Folajimi

## TEACHING

### Current Teaching at University of Ibadan:

- CSC 301: Computer Center Management
- CSC 758: Knowledge Based Systems
- MCS 726: Information Technology Policy and Management

### Previous courses taught at University of Ibadan

#### 2013/2014 undergraduate

- CSC 101: Introduction to Computer Science

#### 2013/2014 Postgraduate

- CSC 748: Artificial Intelligence
- CSC 776: Internet Technology

#### 2012/2013 Undergraduate

- CSC 101: Introduction to Computer Science

#### 2012/2013 Postgraduate

- CSC 748: Artificial Intelligence
- MCS 735: Technology Management
- CSC 776: Internet Technology

#### 2011/2012 Undergraduate

- CSC 334: Computer Systems Programming

CSC 232: Structured Programming  
CSC 423: Distributed systems

#### **2011/2012 Postgraduate**

CSC 748: Introduction to Artificial Intelligence  
CSC 742: Advanced Programming Techniques  
MCS 726: IT Policy & Strategies  
CSC 758: Knowledge Based systems

#### **2010/2011 Postgraduate**

MCS 714: Object Oriented Programming  
CSC 748: Introduction to Artificial Intelligence  
CSC 758: Knowledge Based systems

#### **2009/2010**

CSC231: Algorithms  
CSC301: Computer Centre Management  
CSC748: Artificial Intelligence  
CSC 758: Knowledge Based systems

### **Current Teaching at Northeastern University**

- Games Artificial Intelligence (Spring 2016)

### **Courses taught outside University of Ibadan**

Expert Systems  
Queuing Systems  
Social and Professional issues in IT  
Artificial Intelligence  
Modeling and Simulation  
Organization of Programming Languages

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## **ACADEMIC AND PROFESSIONAL STANDING**

### **Review and Editorial Responsibilities:**

- Regular Reviewer for Nigeria Computer Society conferences
- Regular Reviewer for International Conference on Science, Technology, Education, Arts, Management & the Social Sciences (iSTEAMS)
- Regular Reviewer for Journal of Computer Science and its Applications
- Editorial Board Member, Journal of Computer Science and its Applications
- Enabling Capacities of Information Technology for Sustainable National Development (ENCITDEV 2008) Conference Proceedings (eds Y. O. Folajimi and I. K. Oyeyinka)
- Realising a Stable Democratic Political System in Nigeria: IT Strategies and Tools (RESDEMIT 2010) Conference Proceedings (eds C. Uwadia, S. Aderounmu, Y. O. Folajimi and V. E. Ejiofor)
- Managing Current Global Challenges, IT Strategies and Tools (MACGLOBE 2009) Conference Proceedings (eds A. O. Bada, G. A. Aderounmu, Y. O. Folajimi)

### **Membership of Professional Bodies:**

- Fellow, British Computer Society
- Member, Association of Computing Machinery (ACM)
  - ACM Women in Computing (ACM-W)
  - Ibadan Association of Computing Machinery (ACM) Chapter Chair
- Member, Association for Learning Technologies (ALT)
- Member, Nigerian Computer Society (NCS)

- Member, Nigeria Women in Information Technology (NiWiiT)
- Member, Nigeria Association of University Women (NAUW)
- Member, Computer Professionals Reg. Council of Nigeria (CPN )
- Member, International Institute of Electrical Engineers (IEEE)
  - IEEE computer Society, IEEE women in Engineering
- Member, Association for the Advancement of Computing in Education (AACE)

### **Other academic and professional activities**

- Leadership Council Member, Women Enhancing Technology in Africa (WeTech Africa), April 2015 till date
- President, Global Center for Information Technology Empowerment and Education (i-TEE), 2009 till date
- Programme Committee member, 2012 Association of Learning Technology Conference (ALTC 2012)
- Member, Partnership for Higher Education in Africa (PHEA) Educational Technology Initiative (ETI)- University of Ibadan (2010 till date)
- Member, Nigeria National Committee on IT Curriculum (2011)
- Member, Membership Services Committee, Association of Learning Technology
- Programme Committee Member, International Conference on ICT for Africa 2011, Abeokuta, Nigeria
- Member, Nigeria Computer Society Conference Committee (2007-2011)
- Ex-Officio, Nigeria Computer Society (2007 – 2011)
- Ag Chairman Education Committee, Nigeria Computer Society; 2010 – 2011
- Executive Council Member, Computer Professional Registration Council of Nigeria (CPN) (2010-2011)
- Chair, International Research Consortium on Information Technology Innovations; (2010, 2011, 2012, 2013)
- Editorial Board Member, International Journal of Computer Science and its Applications (2013 till date)
- Judging Panel, The Google / ALT “Apps in Learning and Teaching” competition, Manchester, September 2012

### **Software Skills**

- Java, HTML, MySQL, PHP, Python, VB
- GameMaker, Stencyl, Sratch
- Corel Draw, Adobe Photoshop,
- Adobe Flash ActionScript

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### **EXTRA-CURRICULUM ACTIVITIES**

- Travelling
  - Fashion design
  - Systems troubleshooting
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## **REFERENCES**

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