Yetunde Folajimi

23 Mill Street, Randolph, MA, 02368, USA

+1 (978) 624-6750, yetunde@acm.org, yetundeofolajimi@gmail.com

https://www.yfolajimi.com, https://wit.edu/yetunde-folajimi

I. OVERVIEW

a) **Primary Email:**   yetundeofolajimi@gmail.com
b) **Academic Email:**   folajimiy@wit.edu
c) **Phone:**   +19786246750
d)   **Research Areas:**   Artificial Intelligence, Game AI, Data Science, Recommender Systems, Educational Games, eLearning
e)   **Former Name:** Yetunde Longe
f)   **Spoken/written languages:**   (1) English (fluent), (2) Yoruba (fluent)
g)   **Personal emails:**   yetundeofolajimi@gmail.com, yetunde@acm.org
h)   **Academic Website:**   https://wit.edu/yetunde-folajimi
i)   **Personal Website:**   www.yfolajimi.com
j)   **Relevant weblinks:**
   ● **LinkedIn:**   https://www.linkedin.com/in/yetundeofolajimi
   ● **Google Scholar:**   https://tinyurl.com/ya6u7kuc
   ● **Twitter:**   https://twitter.com/yetty123
   ● **LinkedIn:**   https://www.linkedin.com/in/yetundeofolajimi

II. EDUCATION

(A) University of Benin, Benin-City, Nigeria

- **PhD Computer Science**   **2005-2011**
  - Thesis Title: "NigerScrab: A Machine-Human Based System for Control Implementation in Computer Board Game of Imperfect Information"
  - Thesis advisor: Professor Stella Chiemeke (UNIBEN)/ External Support by Professor Peter Brusilovsky (University of Pittburgh) and Professor Cristina Conati (University of British Columbia)

(B) Nnamdi Azikiwe University, Awka, Nigeria

- **MS Computer Science**   **1998-2002**
  - Dissertation Title: "Dissertation Title: "A Design and Local Implementation of Tele-Class System for Tertiary Institutions"

(C) University of Ado-Ekiti (Formerly Ondo State University), Ado-Ekiti, Nigeria

- **BS Computer Science**   **1992-1997**

■ Project Title: "A Linear Programming Approach for Optimizing Production Processes"

(D)   Certifications and Professional Development

▪ Life Coach Certification, Transformation Academy: Completed: November 2023
▪ CoSpaces Edu Certified Trainer: Completed: August 2023
▪ Unity for Educators Training: Completed: October 2022
▪ Facing Racism and Emotional Tax in the Workplace, CatalystX: Credential ID: d1dd6a68a2d74658afa57bde1ac3523a | Completed: February 14, 2022
▪ Understanding Gender Equity, CatalystX: Credential ID: a920517cbf074a03b69fc83e50319bd2 | Completed: February 20, 2022
▪ Christianity Through Its Scriptures, HarvardX: Credential ID: ba2e9029369246908103611c8be9083d | Completed: October 4, 2023
▪ Communication Skills for Dialoguing Across Difference, CatalystX: Credential ID: 08f165e20ff14260a80c1167ab194268 | Completed: September 23, 2021
▪ Unconscious Bias: From Awareness to Action, CatalystX: Credential ID: ed910d2ddd7541f682952f54cba2d69a | Completed: September 24, 2021
▪ Certified Mentor, Mentoring Standards: Completed: December 2015

III.   CURRENT APPOINTMENT

Associate Professor,   **2019 till date**
School of Computing and Data Science, Wentworth Institute of Technology
Boston, MA, 02115

Teaching Activities since 2022

- Classes taught:
  - ▪ Computer Science II (COMP1050) – Revise the syllabus, teach and coordinate sections
  - ▪ AI For Gaming (COMP – Designed and teach the course)
  - ▪ Natural Language Processing - Developed and teach the course
  - ▪ Prompt Engineering (COMP - Developed and teach the course
  - ▪ Systems Administration (COMP 3100) -
  - ▪ Intelligent Systems (COMP 7800) – Developed and teach the course
  - ▪ Senior Project
- Contributed to curriculum development and review processes:
  - ▪ Designed the AI for Gaming Minor Program – Effective from Fall 2024
  - ▪ Proposed certificate program in prompt engineering (currently being developed)
  - ▪ Courses developed:
    - ▪ Prompt Engineering - Effective from Spring 2025
    - ▪ Intelligent Systems (COMP 7800) Effective from Spring 2023
    - ▪ Natural Language Processing – Effective from summer 2022

- ▪ Computational Thinking for AI – Currently in Development
- ▪
  - Integrated cutting-edge research into course design to foster inquiry-based and experiential learning.
  - Contributed to curriculum development and review processes at departmental and institutional levels.

Research Activities since 2022
- Lead Researcher, **AI and Multimedia Systems (AIMS) Lab**
  - ▪ Conduct collaborative, interdisciplinary research with colleagues and students at Wentworth Institute of Technology as well as partners in the U.S., Canada, U.K., and Africa.
  - ▪ Research collaborators: Leon Deligiannidis, Salem Othman, Hadi Kazemiroodsari, Singh Shawren, Chika Yinka-Banjo et al.
- Research Publications since 2022
  - ▪ Produced high-impact scholarly publications in peer-reviewed journals and conference proceedings (approximately 15 publications since 2022).
- Principal Investigator or Co-PI on multiple funded research projects and fellowships, including Fulbright, Carnegie African Diaspora, and AIJ.
- Research Grants and Awards since 2022:
  - ▪ Fulbright Scholar in Residence Host Award, 2024
  - ▪ AIJ Grant for Exploring the Social Implications of AI in Africa (SIAIA-24) – 3,000 euros - 2023
  - ▪ Carnegie African Diaspora Fellowship Award, Institute of International Education, 2022

Service Activities since 2022
- Mentored undergraduate and graduate students on academic progress, thesis research, and professional development.
- Served on institutional committees, including:
  - Graduate Admissions Committee
  - Faculty Senate AI Committee
  - Academic Instructions Committee
  - Program Review Committee
- Coordinate the **MS Computer Science (MSACS)** program – 2024 till date
- Organized community and outreach initiatives such as Virtual Reality Jam (2023 till date) and international student engagement events (2022 till date).
- Supported institutional goals through cross-campus collaboration, proposal development, and external representation.
- Founded and continue to lead the Geek Girls Collaborative, promoting inclusive participation in computing research.
- Service Awards since 2022:
  - ▪ President's Award for Distinguished Service to Communities, Wentworth Institute of Technology, September 2023. $2,500.

IV.   PREVIOUS APPOINTMENTS

(A) Quincy College, Quincy, MA

- **Adjunct Faculty, Department of Computer Science**   **2019**
    1. Teaching Introduction to Game Development class

(B) Northeastern University, Boston, MA

- **Visiting Fellow, College of Arts, Media and Design**   **2017-2018**
    1. Conducting research on Artificial Intelligence, Machine Learning and Games for Education and Training
    2. Conducting research on optimized AI models for improving web items recommendation accuracy.
    3. Establishing new collaborations in the area of Artificial Intelligence and Educational Games

- **Postdoctoral Research Fellow, Games Design Program**   **2015-2017**
    1. Conducting research on Artificial Intelligence, Machine Learning and Games for Education and Training
    2. Conducting research on optimized AI models for improving web items recommendation accuracy.
    3. Establishing new collaborations in the area of Artificial Intelligence and Educational Games
    4. Professional Outreach: Organized CCIS-Sponsored Viewing Party for the Grace Hopper Conference (October 2016, October 2017)

- **Adjunct Faculty, College of Computer and Information Science**   **2016**
    1. Teaching: Artificial Intelligence (Spring 2016), Games Artificial Intelligence (Summer 2016)
    2. Advisor: Game AI Graduate Student Projects (Fall 2017, Spring 2018)

(C) University of Ibadan, Nigeria

- **Senior Lecturer, Department of Computer Science**   **2014-2015**
    1. Advanced from the position of Lecturer II in February 2008 to Senior Lecturer in September 2014
    2. Research on Artificial Intelligence and Games for Education and Training
    3. Taught and examined Computer Science undergraduate and graduate Computer Science courses, including introductory Computer Science courses (VB and Python), introduction to programming (Java and C++), Computer Systems (Unix), Artificial Intelligence and Software Engineering amongst others
    4. Facilitated and lead the Intelligent Systems Group meetings and projects
    5. Offered professional advice and mentoring to students
    6. Supervised undergraduate projects and graduate research projects
    7. Facilitated grants and international collaboration opportunities for the University
    8. Carried out various administrative responsibilities as assigned by the HOD

9. Participated in professional development training within and outside the University

10. Competed for and obtained research funding or fellowship both independently and in collaboration with other scientists in and outside my research group

11. Evaluated research outcomes and disseminated research results by publishing in peer-reviewed journals, seminars and conferences

12. Organized annual Computer Science Summer Camps for secondary school girls and female undergraduates in Collaboration with the University

13. Served as Technical Committee Member for University of Ibadan Faculty of Science Conferences

14. Supervised the Curriculum Committee and designed new curriculum for the Department of Computer Science Undergraduate and Professional Masters studies

15. Served as the Welfare Committee Chair and coordinated welfare activities for the Departmental staff

- **Lecturer I, Department of Computer Science**   **2011-2014**

  1. Research on Artificial Intelligence and Games for Education and Training

  2. Taught and examined Computer undergraduate and graduate Computer Science courses, including introductory Computer Science courses (VB and Python), introduction to programming (Java and C++), Computer Systems (Unix), Artificial Intelligence and Software Engineering amongst others

  3. Facilitated and lead the Intelligent Systems Group meetings and projects

  4. Offered professional advice and mentoring to students

  5. supervised undergraduate projects and graduate research projects

  6. Facilitated grants and international collaboration opportunities for the University

  7. Carried out various administrative responsibilities as assigned by the HOD

  8. Participated in professional development training within and outside the University

  9. Competed for and obtained research funding or fellowship both independently and in collaboration with other scientists in and outside my present research group

  10. Evaluated research outcomes and disseminated research results by publishing in peer-reviewed journals, seminars and conferences

  11. Served as Technical Committee Member for University of Ibadan Faculty of Science Conferences

  12. Organized annual Computer Science Summer Camps for secondary school girls and female undergraduates in Collaboration with the University

  13. Served as the Welfare Committee Chair and coordinated welfare activities for Computer Science

- **Lecturer II, Department of Computer Science**   **2008 - 2011**

  1. Research on Artificial Intelligence and Games for Education and Training

2. Taught and examined undergraduate and graduate level courses
3. Facilitated and lead the Intelligent Systems Group meetings and projects
4. Offered professional advice and mentoring to students
5. supervised undergraduate projects and graduate research projects
6. Facilitated grants and international collaboration opportunities for the University
7. Carried out various administrative responsibilities as assigned by the HOD
8. Participated in professional development training within and outside the University
9. Competed for and obtained research funding or fellowship both independently and in collaboration with other scientists in and outside my present research group
10. Evaluated research outcomes and disseminated research results by publishing in peer-reviewed journals, seminars and conferences
11. Worked on my PhD Research
12. Organized annual Computer Science Summer Camps for secondary school girls and female undergraduates in Collaboration with the University
13. Served as the Welfare Committee Chair and coordinated welfare activities for Computer Science
14. Served as a member of the University Farm Committee

(D) Al-Hikmah University, Ilorin, Nigeria

- **Adjunct Faculty, Department of Computer Science**   **2012-2015**
  1. Taught and examined Computer Science courses as a part-time lecturer

(E) Lagos State University, Ojo, Nigeria

- **Adjunct Faculty, Department of Computer Science**   **2011-2013**
  1. Taught and examined Computer Science courses as a part-time lecturer

(F) De Montfort University, Leicester, United Kingdom

- **Postdoctoral Research Fellow, Center for Computational Intelligence**   **May-Aug '12**
  1. Research on Artificial Intelligence and Games for sickle-cell anemia education
  2. Implemented SCrisis Terminator, an educational game for creating awareness about sickle cell disease and educating children about its prevention and maintenance
  3. Developed AI models for adapting game content to player's needs and optimizing learning and enjoyment among SCrisis Terminator players
  4. Evaluated the game among children in the United Kingdom and Nigeria
  5. Carried out various administrative responsibilities as assigned by my host and the Dean
  6. Evaluated research outcomes and presented/published research results at UK and Nigeria
  7. Facilitated new collaborations for students and staff exchange between De

Montfort University and University of Ibadan

8. Facilitated collaboration for dual M. Sc degree in Computer Science between University of Ibadan and De Montfort University

9. Attended conferences and published research results in collaboration with research team members

(G) University of Pittsburgh, Pittsburgh, USA

- **Research Scholar, Personalized Adaptive Web Systems (PAWS) Lab, School of Information Science. Host: Professor Peter Brusilovsky**   **Feb-Mar 2010**

1. Research on Intelligent Web-based Collaborative Learning Systems

2. Worked with the PAWS research group to develop adaptive navigation Support for TreeMap, a web based platform for teaching programming to undergraduate students

3. Worked with the PAWS research group to design and evaluate the impact of QuizMap, a social adaptive navigation support system for self-assessment in TreeMap

4. Evaluated the impact of TreeMap among students of the University of Pittsburgh, USA and University of Ibadan, Nigeria

5. Presented research results of TreeMap at the European conference on Technology-Enhanced Learning (EC-TEL 2011)

6. Developed new collaborations in the area of Artificial Intelligence, intelligent tutoring, recommender systems and adaptive learning

7. Facilitated the use of QuizMap for learning Java programming among undergraduate students of the University of Ibadan

8. Attended conferences and published research results in collaboration with research team members

(H) University of British Columbia (UBC), Vancouver, Canada

- **Research Scholar, Laboratory for Computational Intelligence (LCI),**   **Sep 2009 - Feb 2010**

1. Research on Intelligent Pedagogical Agents for Web-based educational environments

2. Contributed to the development and improvement of Prime Climb, an adaptive educational game for teaching factorization to children

3. Participated in the evaluation and data analysis of Prime Climb among junior school children in Vancouver, British Columbia, Canada

4. Investigated the inclusion of game components to the design of AISpace, a suite of tools for learning Artificial Intelligence (www.aispace.org)

5. Facilitated the use of AISpace for teaching Artificial Intelligence among graduate students of the University of Ibadan

6. Contributed to Computer Science technical talk series as a participant and presenter

7. Developed new collaborations in the area of Artificial Intelligence, intelligent tutoring, and game based learning

(I)   Nnamdi Azikiwe University, Awka, Nigeria

- **Lecturer II, Department of Computer Science   2003 - 2008**
  1. Taught and examined undergraduate students
  2. Offered professional advice and mentoring to students
  3. Supervised undergraduate projects
  4. Carried out various administrative responsibilities as assigned by the HOD
  5. Served as Departmental Exam Officer and computed students composite and final results
  6. Conducted scientific research and Disseminated information from research by publishing results in peer-reviewed journals, seminars and conferences

- **Assistant Lecturer, Department of Math and Computer Science   2002 - 2003**

  Department of Computer Science, Nnamdi Azikiwe University, Awka, Nigeria
  1. Taught and examined undergraduate students
  2. Offered professional advice and mentoring to students
  3. Supervised undergraduate projects
  4. Carried out various administrative responsibilities as assigned by the HOD
  5. Implemented a standard tool for computation of students results
  6. Served as Departmental Exam Officer and computed students composite and final results
  7. Conducted scientific research and Disseminated information from research by publishing results in peer-reviewed journals, seminars and conferences

- **Graduate Assistant, Department of Math and Computer Science   1999 - 2002**
  1. Taught and examined undergraduate students
  2. Offered professional advice and mentoring to students
  3. Supervised undergraduate projects
  4. Carried out various administrative responsibilities as assigned by the HOD
  5. Worked on my M. Sc. studies and research
  6. Assisted students with their lab projects
  7. Conducted scientific research and Disseminated information from research by publishing results in peer-reviewed journals, seminars and conferences

- **Youth Corps Worker, Department of Math and Computer Science   Jan 1998 - Dec 1998**
  1. Engaged in community development tasks in line with the National Youth Service Corps guidelines
  2. Assisted senior colleagues in teaching and examining undergraduate students
  3. Offered professional advice and mentoring to students
  4. supervised and assisted students in their lab projects

5. Carried out various administrative responsibilities as assigned by the HOD
6. Worked on my M. Sc. studies and research
7. Assisted students with their lab projects'

V. CONFERENCE PROCEEDINGS

1. Folajimi, Y., Egezer, M., Othman, S., & Suresh-Menon, D. (2024, February 17). *Globalization in computer science education: A case study of Wentworth's open house for Nigeria*. AIJR Proceedings, 49–52. https://doi.org/10.21467/proceedings.157.7

2. Yetunde Folajimi, Leon Deligiannidis, Salem Othman, Ibukun Folajimi (2025), "Dynamic and Scalable Programming Assessments with AI-Driven Adaptation". In Proceedings of SIAI; the Social Impact of AI track International Workshop on Social Impact of AI in Africa, March 2025, pp 46-50

3. Folajimi, Y., Noyes, E., Othman, S., & Deligiannidis, L. (2024). AI-based framework for assessing innovativeness in product design categories. *Proceedings of the 2024 International Conference on Computational Science and Computational Intelligence (CSCI'24)*. Springer Nature.

4. Yetunde Folajimi. (2024). From GPT to BERT: Benchmarking large language models for automated quiz generation. In *Proceedings of the 2024 ACM Conference on Fairness, Accountability, and Transparency (FAccT '24)* (pp. 312–313). Association for Computing Machinery. DOI:10.1145/3649409.3691090

5. Yetunde Folajimi, "From Data to Development: Lessons Learned from a Big Data Workshop in Africa". In Proceedings of the International Workshop on Social Impact of AI in Africa, March 2023, pp 46-50

6. Folajimi, Y. O., Ergezer, M., Othman, S., & Suresh Menon D. (2022). Globalization in computer science education: A case study of Wentworth's open house for Nigeria. *Proceedings of the International Workshop on Social Impact of AI for Africa (SIAIA-22)*, 157, 1–10. https://doi.org/10.21467/proceedings.157.7

7. Zainab Olorunbukademi Abdulkareem, Yetunde Folajimi, Sulyman Age Abdulkareem (2022) "A Post Covid-19 Analytics of African Users Perception of Online Learning", Proceedings of the International Workshop on Social Impact of AI in Africa, February 2022, pp 39-43

8. Kazemiroodsari, Hadi, and Yetunde Folajimi. "Video Game to Teach Fluid Mechanics In 2022 ASEE Annual Conference & Exposition. 2022.

9. Olasunkanmi, I., Folajimi, Y. & Aladeboyeje, O. (2022). Raising Digitally Skillful Students: A study of Resource Availability, Teachers' TPACK and Secondary School Students' Attitude to Computer Studies. In T. Bastiaens (Ed.), Proceedings of EdMedia + Innovate Learning (pp. 53-62). Online: Association for the Advancement of Computing in Education (AACE)

10. B. Horn, A. Hoover, Y. Folajimi, G. Smith, and C. Harteveld, "AI-assisted analysis of player strategy across level progressions in a puzzle game", *in 12th International Conference on the Foundations of Digital Games,* Hyannis, USA, 2017 (pp. 1-9).

11. C. Harteveld, Y. Folajimi and S. C. Sutherland,, "Sustainable Life Cycle Game Design: Mixing Games and Reality to Transform Education,", *in International Joint Conference of DiGRA and FDG,* Dundee, Scotland, vol. 13, 2016 (pp. 1–16).

12. Folajimi, Y. O., & Diala, S. O. (2016). A recommender system approach for e-research assessment system. *Review of Art and Social Sciences*, 5(5), 248–257.

13. B. Horn, A. K. Hoover, J. Barnes, Y. Folajimi, G. Smith, and C. Harteveld,, "Opening the Black

Box of Play: Strategy Analysis of an Educational Game,", *in Proceedings of the 2016 Annual Symposium on Computer-Human Interaction in Play,* Austin, Texas,, 2016 (pp. 142-153).

14. Y. Folajimi and T. Obereke,, "Towards Efficient Model for Automatic Text Summarization,", *in CEUR,* Ibadan, Nigeria,, 2016 (vol. 1775, pp. 53–57).

15. Y. Folajimi, C. Harteveld, B. Horn, A. Hoover, G. Smith, "A Cross-Cultural Evaluation of a Computer Science Teaching Game,", *in Games and Learning Society Conference,,* Madison, Wisconsin, 2016 (pp. 1–7).

16. Olaniyi, B. O. T., & Folajimi, Y. (2016). An adaptive Yoruba-English word-search puzzle. *Proceedings of the 1st International Conference of the IEEE Nigeria Computer Chapter*, 150–162.

17. Y. Folajimi and S. Diala, "Collaborative Research Assessment Using Context Aware Recommender Systems: A Review and Conceptual Model,", *International Conference on Computer Science Research and Innovations,* Ibadan, Nigeria, 2015 (pp. 142–149).

18. Y. Folajimi , "A Digital Game Based Approach for Reducing the Scourge of Sickle Cell Disease in Nigeria,", *International conference on Science and Sustainable Development in Nigeria,* Ibadan, Nigeria, 2013 (pp. 103).

19. Y. Folajimi and T. Adeyemi, "Framework for Adaptive Pedagogical System for undergraduate Artificial Intelligence Course,", *International conference on Science and Sustainable Development in Nigeria,* Ibadan, Nigeria, 2013 (pp. 104).

20. Y. Folajimi and I. Omonayin, "Using Statistical Statistical Machine Translation (SMT) as a Language Translation Tool for Understanding Yoruba Language,", *IEIE's 2nd Intl' Conference on Computer, Energy, Network, Robotics and Telecommunication,* Otta, Nigeria, 2012 (pp. 81–85).

21. Y. Folajimi , H. Istance, and V. Rolfe, "SCrisis Terminator: A Computer Game Based Learning Approach for Reducing the Scourge of Sickle Cell Anemia,", *IEIE's 2nd Intl' Conference on Computer, Energy, Network, Robotics and Telecommunication,* Otta, Nigeria, 2012 (pp. 86–95).

22. M. Umeh, Y. Folajimi, and N. Mbeledogu, "Computer Based Voting System: A Means for Credible Election,", *in Realising a stable democratic political system in Nigeria, IT tools and strategies,* Asaba, Nigeria, 2010, vol.21, (pp. 115–120).

23. Y. Folajimi , and S. Chiemeke, "Beyond Brute Force: Evaluating Intelligent Behaviours in Computer Versus Human Board Game,", *in 1st Reseach Consortium on Information Technology Innovations,* Asaba, Nigeria, 2010, vol.21, (pp. 425–432).

24. Y. Folajimi , S. Chiemeke, O. Longe and C. Amaefule, "Intelligent Simulation of Electronic Game to Promote Vocabulary Learning,", *in Society for Information Technology and Teacher Education International Conference,* San Diego, USA,, 2010, vol.21, (pp. 1896–1902).

25. Y. Folajimi , "Transforming distant pedagogical learning to Web based collaborative system: An Intelligent Tutoring Systems Architecture,", *in Proceedings of World Conference on E-Learning in Corporate, Government, Healthcare, andHigher Education,* Vancouver, Canada,, 2009, (pp. 1618–1622).

26. Y. Folajimi , O. Longe, C. Amaefule, and V. Ejiofor, "Profiling Deterministic Web-Based Scholars: An Intelligent Tutoring Infrastructure,", *in Joint Conferences on e-CASE and e-Technology,* Singapore,, 2009, (pp. 2393–2399).

27. C. Amaefule, C. Egbeahadike, Y. Folajimi, and A. Akingbesote, "A Socio-Technical View of ICT Security Issues, Trends and Challenges,", *in Managing Current global Challenges: Information Technology Tools and Strategies,* Abuja, Nigeria, 2009, (Vol. 20, pp. 125–132).

28. Y. Folajimi , and V. Ejiofor, "Using ICT as a tool for Moving Nigerian Women from Home-makers to Homebuilders in the Millennium,", *in Research consortium on IT Innovations,,* Abuja, Nigeria,, 2008, (Vol. 19, pp. 73–77).

29. Y. Folajimi , S. Chiemeke, and A. Akingbesote, "Towards Digital Solution to Community Banking Problems in Nigeria,", *in International Conference on ICT for Africa* Yaounde, Cameroon,, 2008, (pp. 11).

30. Y. Folajimi , O. Longe, and V. Ejiofor, "in Enabling Capacities of Information Technology (IT) for Sustainable National Development,", *in International Conference on ICT for Africa* Abeokuta, Nigeria,, 2008, (vol. 18, pp. 103–108).

31. Y. Folajimi , V. Ejiofor and A. Folajimi, "Hampering satellite communication security threats in Nigeria: the need for a critical infrastructure", *in Enabling the Capacity of Information Technology for Development* Abeokuta, Nigeria,, 2008, (vol. 18, pp. 286–292).

32. Y. Folajimi , V. Ejiofor and A. Folajimi, "An assessment of computer literacy level in Nigeria and the realization of vision 2020", *22nd National conference of Nigeria Computer Society* Owerri, Nigeria,, 2007, (vol. 17, pp. 243–248).

33. Y. Folajimi , O. Longe and V. Ejiofor, "Investigating Artificial Intelligence Techniques for Developing Internationally acceptable Educational software", *in Enabling the Capacity of Information Technology for Development* Abeokuta, Nigeria,, 2008, (vol. 18, pp. 135–140).

34. Y. Folajimi and J. Eze, "Women and Their Retirement Plans in Developing Countries: A Case study of Nigeria Civil Service", *in National Conference on Retirement Planning* Awka, Nigeria,, 2003, ().

35. J. Eze and Y. Folajimi, "The need for an Autoregressive Model and Trend analysis of Fluctuations in Staff Strength of Anambra State Civil Service" *in National Conference on Retirement Planning* Awka, Nigeria, 2003, ().

VI.   PEER-REVIEWED JOURNAL PUBLICATIONS

1. Folajimi Y. Navigating the complexities of fibromyalgia research: an artificial intelligence-driven exploration. J Med Artif Intell 2025;8:29. doi: 10.21037/jmai-24-106. December 2025

2. Shackley, D., & Folajimi, Y. (2023). Sentiment analysis of fake health news using Naive Bayes classification models. *International Journal of Cognitive and Language Sciences, 17*(3), 217–224. 2023

3. OM Omisore, BA Ojokoh, AE Babalola, T Igbe, Y Folajimi, Z Nie, W Lei. "An affective learning-based system for diagnosis and personalized management of diabetes mellitus" *Future Generation Computer Systems*" Vol. 117, pp 273-290 (April 2021).

4. F. Isinkaye, Y. Folajimi and B. Adeyemo. "On Collaborative Filtering Model Optimized with Multi-Item Attribute Information Space for Enhanced Recommendation Accuracy" *Intelligent Systems Technologies and Applications*. Vol 19, Issue 3, 2020

5. F Isinkaye and Y. Folajimi, "Experimental Validation of Contextual Variables for Research Resources Recommender System", *Intelligent Systems and Applications,* vol. 10, no. 4, pp 50-57 (Apr. 2018).

6. F. Isinkaye, Y. Folajimi, and B. Ojokoh, "Recommendation systems: Principles, methods and evaluation", *Egyptian Informatics,* vol. 16, no. 3, pp 261–273 (2015).

7. Y. Folajimi and K. Olowofoyeku, "Web Items Recommendation using Hybridized Content-

based and Collaborative Filtering Techniques", *Computer Science and Its Applications,* vol. 21, no. 2, pp. 63–72 (Dec. 2014).

8. Y. Folajimi and A. Disu, "Sensitization and Education about Terrorism Attack: A 2D first-Person Shooter Game-Based Learning Approach,", *Computer Science and Its Applications,* vol. 21, no. 1, pp. 44–58 (Jun. 2014).

9. O. B. Adeleke and Y. Folajimi,, "Computer Game as a Tool for Cognitive Ability Sensitization in Adolescents.," *Multidisciplinary Engineering Science and Technology,* vol. 1, no. 3, pp. 116–120 (2014).

10. Y. Folajimi and O. Omojola,, "Natural Language Processing Techniques For Automatic Test Questions Generation Using Discourse Connectives,", *Computer Science and Its Applications,* vol. 20, no. 2, pp. 60–76 (Dec. 2013).

11. Y. Folajimi ,, ""Designing and Evaluating Performance in Computer Based Word Game: The Nigerscrab Experience,"", *IEEE Journal of Computing and ICT,* vol. 5, no. 4, pp. 73-80 (June 2014).

12. Y. Folajimi ,, ""Child Play,"", *This Week in Medicine,* vol. 380, (Oct. 2013).

13. Y. Folajimi and B. Ojo,, ""Towards Increasing Students' Performance In Multiple Choice Examinations: An Adaptive Web Based Quiz Approach,"", *IEEE Journal of Computing and ICT,* vol. 5, no. 5, pp. 166-175 (2012).

14. Y. Folajimi F. Egbokhare, and I. Ogunbona,, ""Learning Theory and Usability Principles Integration in Web Based Learning for O-Level Mathematics,"", *Computer Science and its Applications,* vol. 18, no. 1, pp. 43-45 (Jun. 2011).

15. Y. Folajimi , S. Chiemeke, A. Robert, and A. Akingbesote,, ""Towards Efficient Heuristics and Evaluation function in a Game of Imperfect Information,"", *Computer Science and its Applications,* vol. 17, no. 1, pp. 103-108 (Jun. 2010).

16. S. Chiemeke, Y. Folajimi,, ""Evaluating the Effectiveness of eLearning on Undergraduate Operations Research Course,"", *The Biometric Association of Nigeria,* vol. 17, no. 1, pp. 103-108 (Jun. 2010).

17. S. Chiemeke, Y. Folajimi and V. Akukwuma,, ""Emphasizing Competition with Pedagogy in Serious Game of Imperfect Information,"", *Computer Science and its Applications,* vol. 16, no. 1, pp. 43-52 (Jan. 2009).

18. S. Chiemeke, Y. Folajimi,, ""NigerScrab: An Intelligent Agent-Based domain for AI Research,"", *Computer Science and its Applications,* vol. 15, no. 2, pp. 75-80 (Dec. 2008).

19. A. Robert and Y. Folajimi,, ""Evolving Reasons in Case-Based Reasoning,"", *Computer Science and its Applications,* vol. 15, no. 1, pp. 103-108 (Jun. 2008).

20. Y. Folajimi , S. Chiemeke,, ""Evaluating Search Tree in a Game of Imperfect Information,"", *The Biometric Association of Nigeria,* vol. 2, no. 2, pp. 76-82 (Mar. 2007).

21. Y. Folajimi , V. Ejiofor,, ""Bridging ICT Gap: A Strategic Approach,"", *African Journal of Science,* vol. 10, no. 2, pp. 7117–7125 (Dec. 2006).

22. V. Ejiofor and Y. Folajimi,, "Rural Internet Access: A Way Forward,"", *African Journal of Science,* vol. 8, no. 1, pp. 1637–1646 (Apr. 2006).

23. J. Eze and Y. Folajimi,, ""Autoregressive Model and Trend analysis of Fluctuations in Staff Strength of Anambra State Civil Service,"", *The Biometric Association of Nigeria,* vol. 1, no. 1, pp. 43–52 (Jan. 2006).

VII.   BOOK and BOOK CHAPTER

1. Longe-Folajimi, Y. (2024). "Golden Grace: Overcoming life's adversities with supernatural grace and resilience". Crestower Publishing.

2. S. Chiemeke and Y. Folajimi,"Framework for Constructive Computer Game toward Empowering the Future Generation", International and Interdisciplinary Studies in Green Computing, pp. 311–317 (IGI Global). 2013

3. P. Brusilovsky, P. Hsiao and Y. Folajimi,"QuizMap: Open Social Student Modeling and Adaptive Navigation Support with TreeMaps" Towards Ubiquitous Learning, Vol. 6964pp 71- 83 (Berlin, Heidelberg: Springer,) 2011.

VIII.   EDITORIAL RESPONSIBILITIES

1. Folajimi, Y. Memo Ergezer, and Salem Othman (eds.) (2024), Proceedings of the International Workshop on Social Impact of AI for Africa @ AAAI-24 diversity and inclusion activities

2. Folajimi, Y. Memo Ergezer, and Salem Othman (eds.) (2023), International Proceedings of the International Workshop on Social Impact of AI for Africa @ AAAI-23 diversity and inclusion activities

3. Folajimi, Y. Memo Ergezer, and Salem Othman (eds.) (2022) International Workshop on Social Impact of AI for Africa @ AAAI-22 diversity and inclusion activities

4. Folajimi, Y. and Oladosu, J. (eds.) (2016) 2nd International Conference on Computing Research and Innovations, CoRI 2016, CEUR Workshop Proceedings. Vol 1755.

5. Uwadia, C. and Folajimi, Y., Aderounmu S. and Ejiofor V. (eds.) (2011)Proceedings of the 11th International Conference of Nigeria Computer Society: Information Technology for People Centered Development, ITePED 2011, Vol 22, July 25-29. Abuja, Nigeria

6. Uwadia, C. and Folajimi, Y., Aderounmu S. and Ejiofor V. (eds.) (2010)Proceedings of the 23rd National Conference of Nigeria Computer Society: Realising a Stable Democratic Political System in Nigeria: IT Tools and Strategies (RESDEMIT 2010) and 1st Research Consortium on Information Technology Innovations, (RECITI 2010), July 26-30. Asaba, Nigeria

IX.   RESEARCH GRANT, AWARDS, AND FELLOWSHIPS

At Wentworth Institute of technology:

1. Fulbright Scholar in Residence Host Award, 2024

2. President's Award for Distinguished Service to Communities, Wentworth Institute of Technology, September 2023. $2,500.

3. Carnegie African Diaspora Fellowship Award, Institute of International Education, 2022

4. AIJ Grant for Exploring the Social Implications of AI in Africa (SIAIA-24) – 3,000 euros - 2023

5. Wentworth Institute of Technology, "Presidential Epic Award, to conduct research on educational games, $5,000 (February 2020)

6. VLDB Endowment, "A short course on Big Data, Design Thinking and collaborative Problem Solving, and Women in Tech Round-table in Africa facilitated by Professor Jennifer Widom, Dean, Stanford Engineering", $16,000 (Organizer, July 2017).

7. American Association for the Advancement of Artificial Intelligence (AAAI), "Sponsorship to attend the Thirty-First AAAI Conference on Artificial Intelligence (AAAI-17), San Francisco, CA", $1,000 (Participant, February 2017).

8. Schlumberger Foundation, "Faculty for the Future Renewal Grant for research on Game Artificial Intelligence", $40,000 (PI, Oct 2016).

9. Schlumberger Foundation, "Faculty for the Future Renewal Grant for research on Game Artificial Intelligence", $40,000 (PI, Oct 2015).

10. AnitaB.Org Institute (ABI), "Grace Hopper Conference (GHC) Scholarship Award to attend Grace Hopper Conference", $1,383.70 (Presenter, October 2015).

11. Institute of International Education (IIE), "Women Enhancing Technology (WETech) Funding support to coordinate the WeTech Africa Projects as Leadership Council Member", $6,250 (PI, April 2015).

12. Institute of International Education (IIE), "WeTech Seed Fund Grant (Round II) to support the "Nigeria Girls and Women Hackathon for Social Change" project", $5,000 (PI, April 2015).

13. Institute of International Education (IIE), "WeTech Seed Fund Grant to support the "Nigeria Geek Girls Collaborative Camp" project", $10,000 (PI, July 2014).

14. University of Illinois, "Travel Grant to attend in Technology and Africa Conference as Invited Speaker", $2,100 (Invited Speaker, September 2013).

15. Commonwealth Foundation, "Research on Implementation and Impact Evaluation of Sickle Cell Anemia Educational Game", $8,446 (PI, May 2012).

16. International Center for Theoretical Physics (ICTP), "Travel grant from International Center for Theoretical Physics to attend the Joint ICTP / IAEA / UNESCO Workshop on new trends in Science Dissemination", $525 (Participant, September 2011).

17. John D. and Catherine T. MacArthur Foundation, "University of Ibadan Staff Development Training Fellowship for Research on Intelligent Educational

Applications", $10,500 (PI, September 2009).

X.   INVITED TALK

1. Google, Women TechMakers International Women's Day 2017, 3/3/17 Presented

2. AnitaB.Org Institute, Grace Hopper Conference 2016, "Women, Technology and Entrepreneurship" Houston, TX, 10/16 (Presented)

3. "Where are we now?", Symposium on Diversifying Barbie and Mortal Kombat: 20 Years later, MIT, Cambridge, 10/16 (Presented with Fox Harrell, Quinn Murphy, and Treaandrea Russworm)

4. RCC, Harvard, "Nigeria Geek Girls Club: creating a new face of Africa through computer games and app development", Workshop on Computational Thinking in Education: 50 Years of Logo,, 06/16

5. Indiecade 2016, "Creating a new Face of Africa through Computer Games and Apps Development", International Festival of Independent Games, Indiecade 2016, New York 3/16

6. HighTech Center for Women in Tech, Nigeria Celebration of Women in Tech 2014, 3/2014 Presented

7. University of Illinois Center for African Studies, "Africa and Technology; Practices and Potentials", International Conference on Africa and Information Technology: Practices, Potentials and Challenges, 09/13 (Presented)

XI.   RESEARCH IN THE NEWS

1. Dedicated Nigerian Host Assembles 300+ Students from Around the Country, Blog post about Professor Jennifer Widom's Instructional Odyssey on Big Data, Design Thinking and Collaborative Problem-Solving, and Women in Technology Workshop in Africa -http://tinyurl.com/yacsy4y7

2. Computer game teaches children about the danger of sickle-cell disease, Reported in De Montfort University News, October 2012- https://tinyurl.com/y7dx4p5t

3. Great News for Scooter Project, Sickle Cell Anemia Society News about Sickle Cell Educational Game- https://tinyurl.com/y9txrhje

4. CAS Hosts Africa and Information Technology Conference Africa and Information Technology news at the University of Illinois

5. SitiTalk Showcase: Nigeria Geek Girls Collaborative CampSitiTalk Showcase about Geek Girls Collaborative

6. SitiTalk Showcase: Nigeria Geek Girls Collaborative CampSitiTalk Showcase about Geek Girls Collaborative

7. Free ICT Training for Female Students, Teachers – THE NATION. The Nation News reports Geek Girls Collaborative activities at the GeGCOC sumer camp

XII. PROJECTS / THESIS / DISSERTATION ADVISING

(a) PhD Thesis Committee:

1. Mary Ejiwale: "Prediction of Concurrent Hypertensive Disorders in Pregnancy and Gestational Diabetes Mellitus Using Machine Learning Techniques", completed, 2021

2. Folasade Isinkaye: "Optimized AI models for improving web items recommendation accuracy.", completed, 2019

3. Stanley Diala: "Artificial Intelligence for Multi-Stage Testing (MST) in computerised Adaptive Learning (CAL)."

4. Niyi Odejayi: "Automated and Interoperable Believe Propagated Adaptive E-learning."

(b) MSc Advising:

1. Lev Sukherman, "Reconstructing Constituency Parse Trees via Structural Learning in Cascading Hidden Markov Models", May 2025

2. Jacob Ledbetter: "Active Motion Sickness Reduction Using Predictive Models," MS thesis, Wentworth Institute of Technology, May 2024

3. Brendan Dao: "Adaptrack: An Adaptive Educational Game with Procedural Level Generation", MS thesis, Wentworth Institute of Technology, Spring 2022

4. Danielle Shackley, "Machine Learning Approach with Effective Feature Extraction to Determine how Fake Health Information", MS Thesis, Wentworth Institute of Technology, Spring 2022

5. Vaishnaviben Shah: "Examining the Effect of Different Types of Tutorials on New Players of a Computer Science Teaching Game", MS Thesis, Northeastern University, Spring 2018

6. Vamsee Jayhanti Krishna: "Dynamically Building Players Scores in Educational Puzzle Game", MS Thesis, Northeastern University, Fall 2017

7. Taiwo Akinde: "Improved Collaborative Recommendation of Elearning Resources Using Genetic Algorithms And K- Nearest Neighbourhood Techniques", University of Ibadan, 2015

8. Akinseyinmi Akintan: "Procedural Content Generation System for Creating Game Levels Using Micro-Genetic Algorithms", University of Ibadan, 2015

9. Mike Obiorah: "Implementing and Evaluating a Game Based Learning System for Computer Science Courses", University of Ibadan, 2015

10. Tosin Fawole: "Yoruba Text To Speech Using Natural Language Processing Techniques", 2015 5.Bolade Olafare: "Semantics-Based Web Recommender System", University of Ibadan, 2015

11. Demola Awolola: "Automatic Multiple Choice Test Questions Generation Using Natural Language Processing Techniques", University of Ibadan, 2015

12. Oladunni Akinsola: "Adaptive Recommendation System for E-learning Using Social Network and Semantic User Modeling", University of Ibadan, 2015

13. Eniola Arthur: "Adaptive Serious Game for Students Improvements in the Classroom", University of Ibadan, 2015

14. Olaife Daramola: "Hybridized Language Translation System Using MOSES and Apertium", University of Ibadan, 2014

15. Kolade Olasugba: "Implementing and Evaluating Adaptive Model For Intelligent Multi-player, Multi-agent Engine Game Based Quiz System", University of Ibadan, 2014

16. Hafsat Adedayo: "Improving E-learning Recommendation Using Collaborative Filtering and Good Learners' Rating", University of Ibadan, 2014

17. Emmanuel Edet: "Intelligent Allocation of E-learning Resources in Cloud Computing", University of Ibadan, 2014

18. Ilyas Abdullahi: "Intelligent Question Recommendation System in CBT Using CAT Techniques", University of Ibadan, 2014

19. Tijesuni Obereke: "Automatic Text Summarization in Large Corpus Using Sentence Scoring And Sentence Reduction Algorithms", University of Ibadan, 2014

20. Anthony Oladipo: "Implementing And Evaluating Improved Model For Adaptive Game Based Quiz", University of Ibadan, 2014

21. Kayode Olowofoyeku: "Hybridized Content-based And Collaborative Filtering for Web Documents Recommendation", University of Ibadan, 2014.

22. Joyce Omoregbee: "Distributed Database Management System for Students' Record In Uni- versity Of Ibadan", University of Ibadan, 2014.

23. Tinu Adegoke: "Intelligent Adaptation of Pedagogical Systems With Online Support in Web- based Learning", University of Ibadan, 2013

24. Abiodun Disu: "Combating Terrorism using Serious Games", University of Ibadan, 2013

25. Fade Paul: "Adaptive Multiple Choice Questions Recommendation in Computer Quiz", University of Ibadan, 2013

26. Nonso Emeli: "Adaptive Learning for Student Support Using Heuristic and Probability Method For Content Selection", University of Ibadan, 2013

(c) BS Projects Advising:
- 200+ Senior Projects supervised since 2001

XIII. UNIVERSITY ADMINISTRATION

1. Coordinator, MSACS (Masters in Applied Computer Science) Program at Wentworth Institute of Technology.

2. Co-chair, Faculty Senate AI Committee at Wentworth Institute Of Technology

3. Member, Graduate Admissions committee Wentworth Institute of Technology

4. Member, Academic Instructions Committee, Wentworth Institute of Technology

5. Member, Program Review Committee, Wentworth Institute of Technology

6. Coordinator, Curriculum Committee for University of Ibadan Distance Learning program in Computing and Information Systems / Information Technology (2012-2016)

7. Departmental Rep, Faculty Curriculum Committee, University of Ibadan (2012 - 2015)

8. Coordinator, curriculum committee for dual M. Sc. Program between University of Ibadan and De Montfort University (2012 – 2014)

9. MCS Project Coordinator University of Ibadan Department of Computer Science (2010 - 2014)

10. MCS Course Adviser, University of Ibadan Department of Computer Science (2011 - 2014)

11. Chair, Department of Computer Science Welfare Committee (2009 – 2014)

12. Member, University of Ibadan Farm Committee (2011/2012 Session

7. Member, Faculty of Science Conference Planning Committee, University of Ibadan (2010 – 2015)

8. Member, University of Ibadan Partnership for Higher Education for LMS curriculum in Africa (2010 – 2013)

XIV. PROFESSIONAL AND OUTREACH ACTIVITIES

1. Organizer, Virtual Reality Jam at Wentworth Institute of Technology

2. Co-chair, Grace Hopper Conference (GHC) 2023, Orlando, Florida, USA.

3. Member, Program Committee, Artificial Intelligence track for Grace Hopper Conference (GHC) 2018, Houston, TX, Sep. 26–28.

4. Course Organizer, Free short-courses workshops, and roundtables in the areas of big data, design thinking and collaborative problem-solving, and women in technology, University of Ibadan, Nigeria, July 10-14 2017. Facilitated by Professor Jennifer Widom

5. Co-Founder, Discovery Game Lab, a pilot program to teach 1000 girls how to express their creativity through game development USA (http://www.discoverygamelab.org/) - 2017

6. PC member, Artificial Intelligence Track, Foundations of Digital Games (FDG) 2017, August 14-17, 2017, Cape Cod, MA, USA

7. Boston Community Leader, AnitaB.Org Institute

8. PC Member of the Artificial Intelligence track for Grace Hopper Conference (GHC) 2016, Houston, TX, Oct. 19–21.

9. Technical Chair,2nd International Conference on Computing Research and Innovations, University of Ibadan, Nigeria, September 7 – 9, 2016

10. Leadership Council Member for WeTEch Africa, Institute of International Education (IIE) / Women Enhancing Technology (WeTech), USA, April 2015 till date

11. Member, Editorial Board, International Journal of Computer Science and its Applications

12. Judging Panel,The Google / ALT "Apps in Learning and Teaching competition, "Manchester, September 2012

13. Member, Committee for Membership Development, Association for Learning Technology (ALT) (2012 – 2014)

14. Program Committee Member, Computing, Information Systems and Development Informatics Journal (CISDI) (2011-2014)

15. Founder and Coordinator, Geek Girls Collaborative (2011 till date)

16. Member, Nigerian National Committee on IT Curriculum (2011)

17. PC Co-Chair, International Research Consortium on Information Technology Innovations; (2010-2014)

18. Co-Founder, Global Center for Information Technology Empowerment and Education (i-TEE), Nigeria. 2009 till date (http://www.i-tee.org)

19. Ag Chair Education Committee, Nigeria Computer Society(2010 – 2011)

20. Executive Council Member, Computer Professional Registration Council of Nigeria (CPN) (2010-2011)

21. Ex-Officio, Nigeria Computer Society (2007 – 2011)

22. Member, Nigeria Computer Society Conference Committee (NCS) (2007-2011)

XV.   MAJOR COMMITTEES CHAIRED

1. Exam committee, Department of Computer Science, Nnnamdi Azikiwe University, Awka, Nigeria, 2003-2006 (Coordinated, computed and managed students composite and final results for 300+ students)

2. MS curriculum review committee, 2012-2014 (Authored the proposal for dual MSc program in Computer Security/Forensic Computing/Intelligent System/IS and Robotics/Business Intelligence and Data Mining between University of Ibadan and De Montfort University, UK. An MOU has been signed between the two Universities to this effect.)

3. Undergraduate Curriculum Review Committee, (Served as the Departmental Representative at the Faculty Faculty Curriculum Review Committee and

coordinated the updated curriculum for CS undergraduate)

4. DLC Curriculum Review Committee, (Authored University of Ibadan Distance Learning curriculum on Computing and Information Systems / Information Technology and coordinated production of courseware and lecture resources)

5. Welfare Committee, University of Ibadan Department of Computer Science, 2008-2011 (Took care the welfare/needs for 30+ academic and non-academic staff)

XVI. TEACHING

(a) Recent Teaching Assignments

Spring 2022:	Natural Language Processing (grad), Seminar in AI (grad), Computer Science II (Java, undergrad), Systems Administration (Linux, undergrad), School of Computing and Data Sc., Wentworth Institute of Technology
Summer 2022:	Game Artificial Intelligence (grad), Senior Project (undergrad), Natural Language Processing (grad)
Fall 2022:	Systems Administration (Linux, undergrad) – 2 sections Modern Computing (Grad)
Spring 2020:	Computer Science II (Java, undergrad), Systems Administration (Linux, undergrad).
Summer 2020:	Computer Science II (Java, undergrad), Game Artificial Intelligence, Senior Project.
Fall 2020:	Computer Science II (Java, undergrad), Systems Administration (Linux, undergrad).
Spring 2021:	Computer Science II (Java, undergrad) – 3 sections.
Summer 2021:	Game Artificial Intelligence (grad), Senior Project (undergrad), Seminar in AI (grad)
Fall 2021:	Systems Administration (Linux, undergrad) – 3 sections
Spring 2017:	Data Mining (grad) Department of Computer Science, University of Ibadan
Spring 2017:	Artificial Intelligence (grad) Department of Computer Science, University of Ibadan
Spring 2016:	CS4150/5150, Game Artificial Intelligence (undergrad + grad) College of Computer and Information Science (CCIS), Northeastern University (https://course.ccs.neu.edu/cs5150sp16/)
Summer 2016:	CS4100/5100, Artificial Intelligence (grad) College of Computer and Information Science (CCIS), Northeastern University (https://course.ccs.neu.edu/cs5100sp16/)

(b) Previous Teaching Assignments

Introduction to Computer Science (CSC 101)   2014/15 1st sem.
Department of Computer Science, University of Ibadan
    Undergraduate-level course

Computer Center Management   2014/15 1st Sem.
Department of Computer Science, University of Ibadan
    Undergraduate-level course

Information Technology Policy and Strategies (MCS 726)   2014/15 2nd Sem.
Department of Computer Science, University of Ibadan
    Graduate-level course

Knowledge Based Systems (CSC758)   2014/15 2nd Sem.
Department of Computer Science, University of Ibadan

Introduction to Computer Science (CSC 101)   2013/14 1st Sem.
Department of Computer Science, University of Ibadan
    Undergraduate-level course

Artificial Intelligence (CSC 748)   2013/14 1st Sem.
Department of Computer Science, University of Ibadan
    Graduate-level course

Internet Technology (CSC 776)   2013/14 1st Sem.
Department of Computer Science, University of Ibadan
    Graduate-level course

Modeling and Simulation   2013/14 2nd Sem.
Department of Computer Science, Al-Hikmah University
    Undergraduate-level course

Organization of Programming Languages   2013/14 2nd Sem.
Department of Computer Science, Al-Hikmah University
    Undergraduate-level course

Introduction to Computer Science (CSC 101)   2012/13 1st Sem.
Department of Computer Science, University of Ibadan
    Undergraduate-level course

Artificial Intelligence (CSC 748)   2012/13 1st Sem.
Department of Computer Science, University of Ibadan
    Graduate-level course

Internet Technology (CSC 776)   2012/13 2nd Sem.
Department of Computer Science, University of Ibadan
    Graduate-level course

Technology Management (MCS 735)   2012/13 2nd Sem.
Department of Computer Science, University of Ibadan
    Graduate-level course

Queuing Systems   2012/13 1st Sem.
Department of Computer Science, Al-Hikmah University
    Undergraduate-level course

Introduction to Artificial Intelligence   2012/13 1st Sem.

Department of Computer Science, Al-Hikmah University
  Undergraduate-level course

Computer Systems Programming (CSC 334)   2011/12 2nd Sem.
Department of Computer Science, University of Ibadan
  Undergraduate-level course

Structured Programming (CSC 232)   2011/12 2nd Sem.
Department of Computer Science, University of Ibadan
  Undergraduate-level course

Distributed systems (CSC 423)   2011/12 1st Sem.
Department of Computer Science, University of Ibadan
  Undergraduate-level course

Artificial Intelligence (CSC 748)   2011/12 1st Sem.
Department of Computer Science, University of Ibadan
  Graduate-level course

Knowledge Based systems (CSC 758)   2011/12 2nd Sem.
Department of Computer Science, University of Ibadan
  Graduate-level course

Advanced Programming Techniques (CSC 742)   2011/12 1st Sem.
Department of Computer Science, University of Ibadan
  Graduate-level course

IT Policy and Strategies (MCS 726)   2011/12 1st Sem.
Department of Computer Science, University of Ibadan
  Graduate-level course

Expert Systems   2011/12 2nd Sem.
Department of Computer Science, Lagos State University
  Undergraduate-level course

Social and Professional issues in Information Technology   2011/12 1st Sem.
Department of Computer Science, Lagos State University
  Undergraduate-level course

Algorithms (CSC 231)   2010/11 1st Sem.
Department of Computer Science, University of Ibadan
  Undergraduate-level course

Computer Center Management (CSC 301)   2010/11 1st Sem.
Department of Computer Science, University of Ibadan
  Undergraduate-level course

Object Oriented Programming (MCS 714)   2010/11 2nd Sem.
Department of Computer Science, University of Ibadan
  Graduate-level course

Artificial Intelligence (CSC 748)   2010/11 1st Sem.
Department of Computer Science, University of Ibadan
  Graduate-level course

Knowledge Based systems (CSC 758)   2010/11 2nd Sem.

XVII. MEMBERSHIP OF PROFESSIONAL SOCIETIES

1. Member, Association for the Advancement of Artificial Intelligence (AAAI)
2. Senior Member, Association of Computing Machinery (ACM)

    1. Member, ACM Special Interest Group in Artificial Intelligence

    2. Member, ACM Special Interest Group in Computer Science Education

    3. Member, ACM Women in Computing (ACM-W)

    4. Chapter Chair, Ibadan ACM Chapter, 2014-2017

3. Fellow, British Computer Society
4. Member, Association for Learning Technologies (ALT)
5. Life Member, Nigeria Computer Society (NCS)
6. Member, Computer Professionals Registration Council of Nigeria (CPN)

XVIII. EXTRACURRICULAR ACTIVITIES AND COMMUNITY INVOLVEMENT

1. Founder, Geek Girls Collaborative (www.computergeeky.org/)
2. Facilitator, Nigeria Geek Girls Collaborative Camp. (www.computergeeky.org). University of Ibadan, Nigeria. Hosted every summer at the University of Ibadan since 2012 till date
3. Facilitator, Nigeria Girls and Women Hackathon for Social Change and Development. Hosted at the University of Ibadan from December 2014 to January 2015.
4. Member, Judging panel at Technovation Challenge, 2016
5. Member, Judging Panel, The Google / Association for Learning Technology "Apps in Learning and Teaching" competition, Manchester, UK. September 2012 (With Martin Hawksey, Martin Hamilton, Sarah Horrigan, Kevin McLaughlin, Seb Schmoller, Independent Consultant and William Florance)
6. Member, School Site Council, Urban Science Academy, West Roxbury, MA, 02132 (2016-2017)
7. Member, Computer Science Pathway Advisory Board, Urban Science Academy, West Roxbury, MA, 02132 (2016-2017)
8. Community Leader, Anita Borg Institute ABI.Boston Community
9. Mentor, Google Summer of Code 2016, April 22 - August 23, 2016 (https://developers.google.com/open- source/gsoc/)
10. Facilitator, Internet Productivity and Profitability Workshop, hosted by RCCG Cornerstone Worship Center, Melrose, MA. March 4, 2017 (http://tinyurl.com/y7g9xc3g)

XIX. REFERENCES

a. On request