

Karo Durojaiye

projects.vrac.iastate.edu/REU2016/people/interns/karo-durojaiye/

1 week left

Posted on [July 28, 2016](#) by [od1](#) July 28, 2016

It's crazy, we only have 1 week left, where has the summer gone? I remember sitting in the JB conference room for the first time as Stephen gave us an overview of the upcoming 10 weeks at Iowa State; it seemed so distant then. I couldn't imagine the progress I would have made or the mental state I would be in by the end of July. It almost doesn't register. While I miss Atlanta, I find it hard to picture my self back in the city. Iowa has been such a breath of fresh air.

we all judge

Posted on [July 27, 2016](#) by [od1](#) July 28, 2016

Today in ethics we discussed biases and how they influence our decisions and perceptions, regardless of how much we may endeavor to remain impartial. Biases are an unintended part of daily life. Sometimes people say "Trust me, I don't judge" but in truth everyone judges, personal judgement is inevitable because our experiences and schema will continuously affect our interactions. Unless we consistently make a conscious decision to become "un-bias" beings, we fall prey to our own ideas of how things are versus how they should be. When we first arrived at the REU, I'm sure we all had preconceived notions about the program, the people we'd meet, and the environment. To be honest, initially I thoughtn the team would consist of mainly the stereotypical Caucasian male nerd, a few Asians and maybe one or two African/African Americans. I was pleasantly surprised to find that we had a heterogeneous mix of not only nationality, but gender, and major. In order to conquer our unconscious biases, the key is to accept the fact that to judge is innately human, and catch ourselves when we allow our biases to cloud our perception.



Lovely Layouts

Posted on [July 26, 2016](#) by [od1](#) July 26, 2016

Using Fireworks and Illustrator, I designed 3 poster layouts for my team to choose from. I had a blast creating them; I'm no Karen but I dabble in a bit of graphic design.

Intelligent **TEAM TUTOR.**

Dywanne Dwyer, Matt Hines, David McKnight

abstract

overview

our task

plot

air intelligence office

gunner

picture

State of the Art

skill transfer

teamwork

team tutoring

limitations

Intelligent Tutor

Dywanne Dwyer, Matt Hines, David McKnight

Skill Transfer

Teamwork

Team Tutoring



wknd

Posted on [July 25, 2016](#) by [od1](#) July 28, 2016

This weekend past by really fast

and in my bed , I had a blast

First we met to review our slides

followed by a couple bike rides

then I went out in the sun

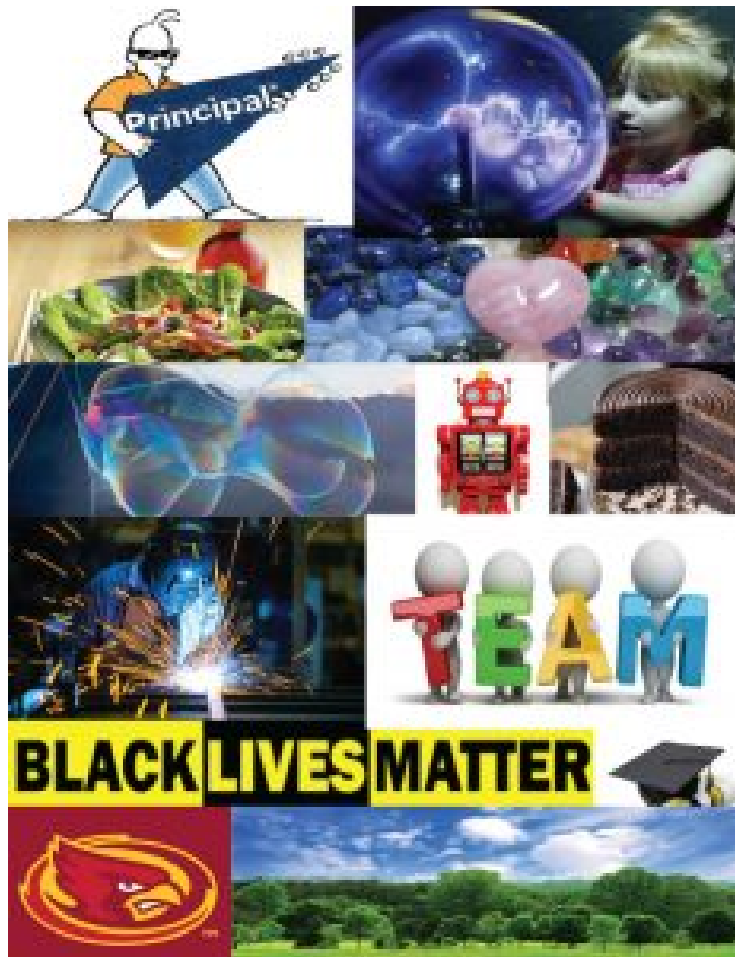
and sun bathed on the lawn

Today we have presentation

to be continued...

in a nutshell

Posted on [July 24, 2016](#) by [od1](#) July 24, 2016



7/18/2016 – 7/24/2016

breathe

Posted on [July 21, 2016](#) by [od1](#) July 21, 2016

This past weekend was pretty rejuvenating. The team went to Ada Hayden and on Sunday I organized a trip to the Aquatic center. Initially we were supposed to go to Adventure land, a theme and water park about 40 minutes away in Des Moines, but due to expenses, Angelica and Karen decided to organize a trip that would be easier on our wallets.

Initially I was disappointed. I had my hopes up for a action packed, adrenaline filled day in the sun; however, Angelica chose the perfect time for us to leave for Ada Hayden and even allowed us an extra 15 minutes to get ready compared to leaving at 8am for the theme park. Once we arrived, the fresh air penetrated my soul and I soon felt at ease. I slapped heaps of sun screen on, laid my blankets on the ground, and basked in the glory of the sun. After a few minutes of basking, I was baked so I transferred my set-up to a shadier area underneath a tree. The tree was so beautiful. Whenever the wind blew, the leaves would dance in a manner that looked as though they were multiplying...it was pretty trippy. After a few minutes of tree-gazing, I started to meditate but fell right to sleep –I was in pure bliss. The disappointment I felt earlier in the morning dissipated and I began to prefer being at the park than in some crowded theme park filled with screaming children and over-priced water. While I enjoy the feeling of adrenaline rushing through me, I prefer being in nature more. There's something cleansing and serene about the sounds of leaves rustling and the sensation of grass brushing your skin. This is why I love being in Iowa so much; the beautiful trees and beautiful souls.

Here are some cool nature pictures.







blog

Posted on [July 20, 2016](#) by [od1](#) July 20, 2016

I haven't really had felt a drive to blog these past few days and I'm not really sure why. Maybe it's the pressure we're under to have something substantial for our project by the end of the 10 weeks. A lot has happened these past few days, we went to Ada Hayden on Saturday, I went to the water park on Sunday, Stephen arranged a tour of Principle Financial and The Science Center for us on Monday, and we had an intensely thought provoking luncheon lecture on Tuesday. Don't get me wrong... I have a lot to say, I just don't know where to start or if I even feel like starting. Anyways, more information on these events coming soon.

Would you rather?

Posted on [July 15, 2016](#) by [od1](#) July 17, 2016

If forced to make the decision, would you kill 10 million people if it meant that cancer could be cured forever?

Yes. I would. I have a high value for human life in general, and I know my answer to the question may seem to contradict this statement, but wait a minute, let me finish. Would you agree that all human life is valuable or would you say some are worth less than others? (Take into account I'm not including rapist, murders, etc. so don't let this cloud your answer) The overwhelming answer for most people is yes. If that is the case, you should have no issue eradicating the 10 million because in a sense, it is a "human investment" for the future. Think of it....you're saving lives right? Are future lives saved more or less valuable than current lives saved? Then why do some people oppose killing 10 million but are okay when the number is decreased? Emotion. We attach emotion to situation that we have direct contact or interaction. For example, you hear a about a random old man down the road that killed his wife. It bothers you and creeps you out. It may resonate with you for days, months even. Compared to situations

where you heard of a shooting at a college 10 hours away, the negative feeling may only linger for a few hours or days. While lives were lost in both cases, you may mourn the lives lost of the ones you had some relation to longer even if you didn't know them. Similarly, in this situation, saving the current 10 million seems more "right" than potentially saving countless lives from cancer— not to mention the thousands of suicide cases that follow the death of a family member or close friend. Maybe it is because of the guilt that will follow? If the number of people killed is significantly decreased then there is less emotional baggage and less tendency to feel guilty or "wrong."

Some people say they wouldn't because they value human life but then wouldn't than imply that they value a type of human life over another? One that is in close proximity versus the ones they have no interaction with? Isn't life life, regardless, and therefore equally valuable? Others say they wouldn't because they would "let nature take it's course" and "not interrupt" If that's the case, then why take medicine in the first place. Why go to the doctors when you're sick. Why not just let "nature take it's course" and let whatever happens to your body, happen?

W.O.W

Posted on [July 13, 2016](#) by [od1](#) July 13, 2016

Wow the haiku

We received feedback

Our best was undesired

Well regardless life goes on

THEY FOUND MY PHONE

Posted on [July 13, 2016](#) by [od1](#) July 13, 2016

Yesterday, just as my mom was about to buy my new phone, she received a call from from a random guy in Des Moines saying that he had found my phone 40 minutes away on the interstate....long story. Anyways, the man then calls David phone as we were preparing for our afternoon meeting and asks to to speak with me. I was ecstatic. At first he told me he lived in Des Moines and if there was anyway I would be able to make it down there to pick up the phone. As he heard the hesitation and uncertainty in my voice, he then added that he had a friend who worked in Ames. At first I thought "What on earth does that have to do with me, if he's in Ames, how will he pick it up from Des Moines" BUT WAIT GET THIS...then he adds that his friend lives with him and commutes to Ames....woah. Turns out his friend works 10 minutes away from here. He gave me his friend's contact info and we made arrangements to meet. I picked up my phone yesterday and I am so grateful. I have definitely learned my lesson. I know it wasn't luck nor a coincidence... I'll leave it at that.

zippo

Posted on [July 13, 2016](#) by [od1](#) July 13, 2016

Yesterday we had our full ARL meeting with Stephen, Elliot, Mr. Dorneich and the rest of the graduate students where we tested a paper prototype of our search and destroy simulation. Initially when Stephen instructed us to create a paper prototype, I was all for it; I thought it would be an effective way to test out the functionality of our simulation. However, after hours of contemplating how this could possibly be done, I couldn't come up with anything. Luckily Brian had an idea of how we could execute the prototype, so building off of his idea, we were able to develop a testable paper prototype. At the meeting we were bombarded with questions about metrics, complexity, etc. which made me worry about the feasibility of our task. After Elliot noticed the despondence scattered across my face, he

brought us to his office and spoke to us about how well we've even doing...and everybody knows Elliot doesn't just dish out compliments for no reason so that definitely upped our morale. He mentioned how research is endless and while we may feel like we haven't made significant progress, everyone else on the team feels otherwise. I guess it's because we came in with the idea that we would be able to finish our paper, get published, and develop our simulation. He reminded us that what we are endeavoring to do is incredibly hard and in most cases, has not necessarily been done before. These next few weeks are going to fly by and we'll look back in awe of the tremendous progress we'll make.

Mood is an 8 😊 ..I'm hungry and I'm craving spicy food too.

-Karo

How To Insult Your Dinner Host

Posted on [July 11, 2016](#) by [od1](#) July 11, 2016

1. If this a business dinner where women will be attending, make sure you pull the chair out for the lady without asking. If all goes well, she'll most likely feel offended or fall over because she didn't realize what you were doing. Perfect.
2. If you are attending a social gathering, ask politely and if she declines, communicate how offended you are. State your dominance. Perfect.
3. If you are attending a buffet, make sure you are first in line. You have to ensure you have first pick on everything. Imagine being last in line and not being able to pile layers on your plate. Tragic.
4. Once seated, look through the menu and ask the host what the budget is. This is to make sure you order accordingly. Then proceed to review the items on the menu, take as long as you need, regardless of whether everyone else is done or not; you will be eating this dinner, not them so you must make sure you order what you like. Perfect.
5. As you order, feel free to change your mind as much as you want. That's what the service staff are getting paid for...to wait for you.
6. Once the food arrives, start eating immediately. Why would you want your food to get cold?
7. If you're having steak or any sort of meat. Please use your fork and knife and saw the meat, especially if it seems chewy like shoe leather. You want your host to know that the food isn't properly prepared so they are cautioned.
8. eat at your own pace regardless of how fast or slow everyone is eating. It is imperative that you chew your food appropriately so take your time.
9. If you're done eating first, ask the service for seconds or eye everyone else as they chew their food
10. Use the same spoon and fork for everything. While there about 7 different utensils on the table, those are just options. Additionally, you are saving the service staff the trouble of having to wash more forks than necessary. Sensational.
11. In the event that you spill something, apologize immediately and continuously. It's best if you bring it up in every conversation you have for the rest of the event. Everyone must be reminded of your foolish mistake.
12. If there is alcohol, feel free to serve yourself. Sometimes service staff can be very stingy with the wine.
13. At the end of the night, when your host is thanking you for coming (If you've successfully completed steps 1-12, this shouldn't be the case) and says something along the lines of 'I hope you enjoyed yourself" don't lie. Tell the truth (Nicely of course) "The soup was watery, the meat was chewy, and the salad was dry." Feedback

is essential, good or bad; this will prevent them from making the same mistakes again, such as inviting you.

-Karo

How to lose your phone and not freak out

Posted on [July 11, 2016](#) by [od1](#) July 11, 2016

1. lose your phone
2. realize that you still have your wallet
3. thank God you didn't lose your wallet
4. call uber
5. call your mom
6. prepare to be flamed and questioned by your mom
7. stay calm
8. admit to your clumsiness
9. get over it
10. realize that there's more to life than a phone
11. remember that you backed up all your files and contacts
12. smile
13. thank God again
14. Understand that it could be worst, for instance you could have lost your wallet with your keys.
15. call your carrier
16. receive no response
17. stay calm
18. look up new phones to get
19. remember life goes on and somethings are blessings in disguise
20. realize how much you aren't being distracted anymore
21. feel at peace
22. message your friends and family to let them know what's going on
23. prepare to be flamed and made fun of
24. laugh about it
25. meditate, sleep, eat because at the end of the day,, everything will work out.

Mood is 8.5 :



-Karo

I'm ready I'm ready I'm ready

Posted on [July 11, 2016](#) by [od1](#) July 11, 2016

On Friday Chase and Katelyn taught an intro to HCI course which was very informative yet engaging and entertaining. I think this may be one of my favorite classes so far and I'm pretty excited to see what this Friday's class offers. Finally I'm learning about what I've been waiting to jump into back in school — it feels rewarding. When I get back to school I'm thinking of finding a professor in HCI that I can assist with research. For me it's not about how much I'm being paid but how much the intrinsic reward is. These past few weeks have been stressful but refreshing. The fact that I actually enjoy spending 8 hours in one spot speaks volumes. I left my industry internship uncertain of what this program may hold, how it would benefit me, or if I would even grow from it and man, did I get my prayers answered. I am so ready to dive into my degree.



What A Time To Be A Karo pt. 2

Posted on [July 6, 2016](#) by [od1](#) July 6, 2016

During lunch I worked in the JV Conference room while Karen, David, and Sam chatted about using terms like “Yall” and “Yous” to address people. I joined in on the conversation, sharing my inclination to use y’all but hesitation to do so. Everybody in Atlanta says “y’all ” and sometimes I almost find myself using it in a professional setting which I was advised (By my parents and mentors) not to. The conversation soon drifted to Ireland and as I spoke about the use of “Yous” in certain regions, I realized how long I have lived in America. ‘7 years..no ...6 years...wait 7 years” I stuttered. I couldn’t believe it, time has really flown. I came to America in the 8th grade and I remember vividly my first day of public school — it was crazy. The bell rung and the hallways were flushed with students of all shapes, sizes, colors, and hairstyles. In Ireland I had attended an all girls school where we had to wear uniforms and too about 9 different classes during the week. There was no time for “dilly-dallying” in the hallway; no time to lurk and linger, and no excuse to be late for class. Now I am about to be a junior in college and I can’t help but wonder how life would be like or what I would be like if I had stayed. I was so happy to leave. Ireland was safe but it was small.

Today we presented our project proposal to Anne and received overall positive feedback from her and the rest of her team. It was nerve racking at first. Before I presented, my thoughts took a negative toll on me as I began to think

“What if she completely dismisses it?”

“What if she doesn’t like it and all this work, these past few weeks, these sleepless nights would be in vain”

“oh gooooooosh”

After we presented, she shared her input, asked questions, and gave feedback. One thing that stuck with me was when she said

“I had questions about the task initially, but now that you guys have presented, you answered my questions as you went along”

YESSSSSSSSSSSSSSSS SUCCESSSSSSSSSSSSSSSSSS. I was so happy to hear that because that meant that we did our jobs correctly. She seemed pretty excited about our projects but still shared her concerns about it’s complexity. Overall the presentation went great and we are now on our way to fully developing this project...I hope.

Mood is on 10 million.

What a time to be alive. What a time to be a Karo.

Sidenot: What A Time To Be Alive is 2015 music project by Drake and Future and honestly one of the best hiphop dual projects of the past 5 years.





Until tomorrow...

Oghenekaro Durojaiye

What A Time To Be Alive part 1

Posted on [July 5, 2016](#) by [od1](#) July 5, 2016

“We only have 4 weeks left” Karen said this morning as Brian and I discussed how quickly the summer passed by. “4 weeks left” It resonated within me; its hard to believe that I have spent a valuable chunk of my summer in Iowa and I’ve already reached the half way mark –It almost doesn’t register. This past weekend, I’ve gotten time to gather my thoughts and get ready for the next few weeks. I know it’s going to be hectic but my main focus is making sure our project is not only substantial, but exemplary.

This was an interesting weekend — well needed, relaxing, yet adventurous and unpredictable. On Saturday I did some reading, meditating and heaps of video chatting, then later Brian and I went to Sports Authority to rack up some cheap supplies while the sale is still on. As usual, we biked there but on our way back we took a different route and met up with a few of our REU teammates at Reiman gardens just in time for the fireworks. Initially, the fireworks were weaker than I expected and 30 minutes into waiting for the spectacular to happen, we decided we were going to leave if nothing sensational happened in the next 10. All of a sudden we heard a deafening bang and it was as if the firework gods or the Reiman staff had heard our cries of boredom. Flashes of light filled the dark sky and lit the clouds around it. Streams of various arrays of colors danced around the sky as each firework exploded in spontaneous intervals. “There fire in the sky I thought” as I gazed intensely at the bursting patterns of light. I then began to imagine how terrible this was for the environment and how the animals who witnessed these events experienced the events. Think about it. Just imagine being a dog and a few times every year your owner brings you to watch what you due to your limited schema as a dog, view as fire in the sky. Would you be frightened or excited? Maybe animals have no perception of fireworks being a created occurrence and view it as naturally as lighting or fire, or maybe they’ve come to adapt to it and view it as an event caused by human forces. Who knows?

Anyways after the fireworks Brian and I headed back on our bikes, accompanied by June and Wisdom. On our way home, Brian and I collided and he ended up crashing into a tree. It all happened so fast. One minute I was swerving to the left, the next minute Brian bike was intertwined with mine, and before AI knew it Brian was laying by the bushes. Acquiring very minimal injury, I jumped off my bike in an attempt to assist Brian and to make sure he was alright. Once I helped him up, he realized his thumb was bent and it was imperative that we call the ambulance and whisk him away to the hospital. Thank goodness Stanley was available to pick him up so he didn’t have to risk being charge an exorbitant fee just for riding in the ambulance. All I kept thinking was “Thank God he’s okay” I knew it could have been worse, especially from the point of view I had of him falling off his bike. Not pretty. I accompanied him to the hospital and we were there for no more than 2 hours. The doctors were able to pop his thumb back into place and also gave him a splint to wear to protect his thumb. Even though he was physically hurt, one of my main concerns was for his emotional health because a bike crash is a traumatic experience to go through. Thankfully Brian’s bright personality always shines even in the face of adversity and with the help of his mom, I was soon able to get him laughing.

SIDENOTE: No really though...imagine being an animal and witnessing fireworks...like whaaaaaaattttttttt.

Sometimes I wonder how the animal kingdom has grown to perceive and interact with man-made developments like fireworks and glass.

lit

Posted on [July 1, 2016](#) by [od1](#) July 1, 2016

The VRAC closed early today so right now everyone's just working on our respective projects, chatting, and of course, debating. At lunch I received a pleasant call from my best friend who will be starting an internship at my previous place of work. When I return I plan on reapplying to my internship since I resigned to attend the REU. If all goes well, I'll be working with my best friend on the same floor with similar schedules....this is awesome. He's pretty excited but I had to remind him that we must keep it professional at all times and keep each other accountable because naturally we may have the tendency to get carried away. "We're about to be so litttttttt" is all I kept yelling on the phone when he told me he got the job, I was so proud of him because my place of work is one of the hardest companies to get hired by. Even though I recommended him to my boss, it was up to him to grab the baton and go for the win. They're very picky about who they allow into their infrastructure because there's a culture they endeavor to uphold and values they strive to maintain. I'm so happy. I'm about to be a junior. I feel like I've achieved so much but I do not feel like I've done enough, to my standards. My aim for next summer is a study abroad in HCI and thanks to Stephen's advice, it's very likely.

Just imagine writing blog posts seated at a fancy cafe in France, eating a croissant, basking in the scenery, and enjoying the culture. IT IS A MUST.

late thoughts

Posted on [July 1, 2016](#) by [od1](#) July 1, 2016

It's 12:12am, of course by the time I'm done with this post it'll be about 1:00am — fingers crossed. This week has been challenging but we're all still chugging along, full steam ahead with only 5 weeks left. We've reached the halfway mark. I can't believe I've been here for a a month, it almost doesn't register. It feels like just yesterday we were at Summer fest and now we're creating our introductions and methods section of our paper...THE PAPER. As I imagine the paragraphs upon paragraphs and references upon references that we will be composing and compiling it seems like a daunting task. Thankfully we've been getting some practice writing these blog posts.

This weekend has been long anticipated. A few us of are going to the movie theaters and maybe the water park, if there aren't heaps of people lining up to slide down the giant slide (the main reason I'm going) I'll probably get a leg workout in by doing some bike riding. Stephen brought two bikes for the team and of course, Brian snagged one of them first and luckily I was able to get the other. I've been having a great time practicing my bike riding skills which I have not resurrected since high school. Although I'm not as fast as Ana or Brian, I'm definitely getting there...soon... maybe...I hope.

:/

Posted on [June 29, 2016](#) by [od1](#) June 29, 2016

In my previous entry, I mentioned how my next blog post would consist of my reflections from the art festival as well as updates on Tuesday and Wednesday events. I initially started typing out a longer blog about my experience at the art festival and the lunch lecture. I had written a total of 5 hefty paragraphs which would have been broken up into a part 1 and part 2, and possibly a part 3 like some of my previous blog entry. It was very descriptive and reflective — I was going to have pictures, and it honestly would have been the best blog entry I ever had because I had a lot to say...and then what happened??? IT DELETED. I came back to save it right as Ana had called us in for our meeting. Instead of saving, it logged me out. I logged back in quickly praying that my work had saved properly

and what was left was the introductory paragraph I had worked on yesterday. I am currently devastated. Currently lost for words..amongst other things. Luckily I got to test out my 3D dream house model I created in Maya in the C6. It was pretty awesome seeing my design in detail, which slightly cheered me up.

SIDENOTE: I'm contemplating re-building off the introductory paragraph that remained, or just moving on and writing about whatever else happens this week since I've currently lost my drive to write.

Today also is my little sister's birthday so hopefully I will be video chatting with her.

Mood is currently a 5.7.

Monday Madness

Posted on [June 27, 2016](#) by [od1](#) June 27, 2016

On Sunday we went to the Des Moines Art festival and I had a blast...even though I was by myself the whole time. I'll write more on my reflections and upload some cool pictures in my next article so stay tuned! I didn't go to bed early enough last night so this morning I woke up feeling very sluggish, despite my attempts to wake my self up by chugging down a bottle of veggie fruit juice. We went straight to our deeper dive area and once Vijay started instructing, my sluggishness soon ebbed away. Today we learned about Unity app development for the iPhone, interestingly enough, iPhone users are the minority in my deeper dive group and even in the team as a whole. Usually whenever I need a charger when I'm out and about in Atlanta, I'm surrounded by a pool of iPhone users with a few hard to find android users scattered in the mix.

G.O.O.D Friday

Posted on [June 24, 2016](#) by [od1](#) June 24, 2016

It's finally Friday. Thank goodness. While this week did fly by for me, it was also tiring and now I just want to head back to my room and fall into bed. Last night I tried to take a nap around 8pm, and ended up napping until 4am....then I couldn't fall asleep until about 6am so I did some reading to pass the time.

Yesterday Angelica announced our designated deeper dive groups and....I GOT IMMERSIVE UNITY. omg. I was sooo happy, I can't even explain how excited I was when she told us. I had been praying for Unity, and if not unity then I would have been fine with the 3D printing class which was my second choice. The Immersive Unity deeper dive deals with game development for head-mounted-displays, such as the HTC VIVE, the Google Cardboard and the Oculus Rift, and the C6. Stanley, Rocio, and Zoe are in my group also which made me pretty happy since I haven't really gotten to work closely with them since we've been here.

Today we split up into our respective groups and my group headed to the C6. Joe was our instructor for the day and he gave a presentation on the various types of immersive systems which spawned a lot interesting discussion topics that, for times sake, we couldn't delve into. After his presentation, we were allowed to test some out some of the gear, experience the differences between the HMDs, and contrast and compare the level of immersion. After lunch we were assigned the task of creating a first person shooter game on Unity. At first it seemed like a daunting task and I began to think "Oh gosh...I remember some of the scripts we went over in previous Unity classes but I am no pro" But as Joe began to guide us through it, I began to gain a better understanding of how the code for our game was working. It also helped that we were using primitive shapes to develop the attributes of the game. What also helped was the fact that Joe loves answering questions so he was always willing to help or at least guide our thought process when we got stuck. Overall it was a successful first session and I AM VERY EXCITED FOR MONDAY.

Team Work Make The Dream Work (Pictures included)

Posted on [June 23, 2016](#) by [od1](#) June 23, 2016

These past few days I've been researching effective teamwork, assessing the validity in measurements of team behavior, and studying the psychology behind effective teammate interactions. As I dive deeper into terms, ideas, and intriguing concepts, I've begun to draw some parallels between effective team work ideals and the team trio I'm in with David and Brian.

Before I came to the REU, I didn't expect to encounter such an awesome group of diverse people, both ethnically and personality wise. Our whole team consists of students from all walks of life, colleges, and majors. Each of us bring our own flavor to the team which adds to our family like dynamic. We've become so comfortable with each other; I've never been a part of such an easy going, fully functioning team. We keep it professional when necessary but other times we can goof around and just be ourselves with one another, this is what I've been yearning to experience. Everyone here is so open and genuine. Even the few times we have arguments, it soon subsides after a few jokes get cracked, often times from Erik, Stanley (Uncle Stan), and recently David. Even though we spend 8 hours a day with each other, I actually don't get sick of being around everyone constantly. While I do need my "me-time" interacting with everyone makes it easier to not miss home too much.

Even though my team has stumbled on some road blocks recently, we still manage to keep our morale up. We've been pro-active in finding and thorough analyzing literature to assist us in developing a team task. As I mentioned in the previous article, through my research, I was able to develop some new ideas for a team task with measurable dimensions. David and Brian continuously take imitative in making sure we maintain a goal setting routine, and have everything in order (if possible) before the deadline. We help keep each other on track and while we may have some disagreements, we never dwell on our differences of opinion but rather, we work towards building a common understanding. Considering the set backs we've faced, we've maintained coordination, improved our communication, and maintained accountability. There's never a dull moment with the both of them; actually, there's never a dull moment with our REU team. We're the perfect mix of intelligence, chill, awesomeness, and of course, a little bit of crazy.

"It's the dream team, meets the supreme team"

– Jay Z, Clique







hmmmm...progress?? pt 4.

Posted on [June 22, 2016](#) by [od1](#) June 23, 2016

So we started learning Unity, a game design engine, this week and so far it has been smooth sailing. I enjoy both the coding and design aspects because I get to visually observe the output which adds to the excitement of generating code that actually works! Joe taught the first session on Monday, followed by Karen on Tuesday. The meeting we initially cancelled was resurrected because according to Stephen, we can't cancel meetings so we met to give the whole team updates. On Tuesday we had another full team meeting which was lead by Elliot.

Joe was a pretty good teacher, he was easy to follow, engaging, and sought out questions to answer. He made sure everybody was on the same track and continuously shifted from desk to desk to offer help, regardless of if it was need or not. I was able to grasp both the modelling and programming aspect of Unity. Once I got the hang of it I was making my snowman dance, cubes jump, and snow fall — I was so proud of myself.

During our full team meeting on Monday, we gave updates and limitations on our progress. After speaking to Elliot he was able to shift our minds into a different train of thought and we began to rethink the initial task we had created due to the problems we had encountered. We began developing 2 new ideas for team task which I thought of during my research as back up in case the building task fell through. I ran them both by Adam and with his feedback I was better able to develop my idea before presenting it to David and Brian and later Elliot. Elliot loved both ideas but attempted to poke holes in them to ensure that we had thoroughly thought this one through. After answering his questions, he even suggested that we try pursuing both ideas as our main research project.

[hmmmmm...*sigh* pt 3](#)

Posted on [June 22, 2016](#) by [od1](#) June 22, 2016

On Sunday morning, rejuvenation was a must; I could not go into a new week carrying all the baggage, the letdowns, and exhaustion the previous week had offered so I meditated for most of the day before joining David and Brian for our after-hours research meeting. From 12pm to 4:30pm, I meditated, reflected on the past few weeks, and cleansed myself of all the negative energy that had been building up. For the rest of the day I was left feeling refreshed and ready...until we started our research meeting.

Initially our meeting started off well, we allocated specific research tasks for each other and began filling in our lit table. We set a goal of 4 articles each by 12 am....big mistake. I was under the impression that each article would take about an hour to read and summarize... I was sooo wrong.

5pm: Still reading article #1

7pm : still on article #1

8pm: attempts to summarize article #1

9pm: moves on to article #2

11pm: begins taking notes on article #2

12am: knocks out.

3am: Receives a call from Brian

4am: MEETING IN DAVIDS ROOM :////////

At 4am we decided to hold a last minute meeting in David to convene about the delivery of our proposal the next day. We realized that we would be unable to present due to some insufficiencies in our research. While we had spent hours researching articles and summarizing, that was only 25% of what was needed for the proposal. Feeling

discouraged, embarrassed, and slightly worried, we emailed the full team and informed them of the cancellation. Tired, shattered, and anxious, we closed the meeting at 5am and collapsed into bed.

At 9am we met to discuss our game plan. While we did feel discouraged, we found a way to turn our frowns...upside down. One way Brian and I deal with stress is through laughter so whenever we get "flamed" or our ideas shut down, we look at it as both a learning opportunity and a laughing opportunity. In order for us not to dwell in the disappointment, we use comedy as an outlet for our frustration which helps keep the morale going.

hmmmmmm..triumph pt 2

Posted on [June 21, 2016](#) by [od1](#) June 22, 2016

At 8am sharp, Karen and Angelica were waiting in their suburbans to take us to our next adventure, the high ropes course in marshalltown. Once we arrived, we had a few discussions and got to know some of the staff like Randy and John. Randy's main career is as TAG teacher (Talented and gifted) at a local middle school which he referred to as his dream job. It was interesting hearing him discuss his passion for teaching the younger generation because while other people may steer away from this field due to the high stress environment and low average salary (compared to other fields) Randy finds fulfillment in his career.

After introductions, we played the first team game called spiderweb. The aim of the game was to get all the participants through the spider web holes. The limitations were that a hole could only be used once, the sides of the hole/rope could not be touched, and a participant cannot have any part of their body touching the ground on both sides of the hole. It took us a few minutes to convene and devise a plan. Once that was done, we proceeded to lift one another through the holes to avoid touching of any sides. We were all pretty comfortable with each other so this was no problem. Once it got to my turn, I was lifted through a second row hole horizontally. I decided to get into character and crossed my hands across my chest like a pharaoh. I kept making my teammates laugh and I kept on cracking up every time I looked up at everyone looking down at me. The whole situation was hilarious.

After a few more ground level team games, we moved on to the "big guns", the high swing and 30 feet climbing tower. Finally, the moment I had been waiting under the blazing sun for! We were instructed to put on our harnesses and if we wanted to go upside down on the swing, our shoulder harnesses as well. Initially, the thought of going upside down while being dropped from height of about 30 feet terrified me. I kept on worrying about the blood rushing to my head and getting nauseous while swinging uncontrollably in the air. No. NOT ME. NO WAY. When my turn came, I strapped on a shoulder harness just to feel safer but I had no intention of attempting to swing upside down. As my team lifted me up in the air in preparation for the drop, I began to get nervous and also began feeling the strain of the harness on my upper legs....not fun. The harness was tight, uncomfortable and RUDE. I knew it would only get worse once I was dropped and I was so not looking forward to it. As I started swinging, the intensity of the harness increased and what would have been a pleasurable experience turned into me orienting my body in a weird position to keep the harness from bruising me. "When will this be over" I began to repeat in my head until my thoughts began to spill out into yells. Oh gosh. Once my turn was over, I fell on the grass and laid there for comfort. I ended up going a second time around but this time Erik convinced me to go upside because he said that I would feel less pain around my upper thigh. He was right. I tilted my body upside and began to swing side to side in a more comfortable manner. I wasn't as graceful as June or Erik but hey....at least I faced my fears and tried it.

Late Monday afternoon, Maggie pulled Stanley, June, and I aside and told us we had won the Maya competition and we could choose whatever treat we wanted. I convinced June and Stan to go with Dunkin Donuts, my ultimate favorite!

hmmmmmmmm ...overload pt 1

Posted on [June 21, 2016](#) by [od1](#) June 21, 2016

These past few days has excitement, exhaustion, anxiety, and heaps and heaps of awesomeness. On Friday Adam finished continued our Solidworks instruction session, we had journal club, I completed my t-shirt design for our team shirts, and turned in my Maya entry. The next morning we woke up at 7am to head to the high ropes course in Marshall town, I went to a barbecue, and knocked out for the rest of the day. On Sunday, I practiced some much needed deep meditation and later on my team and I prepared the proposal for our redo presentation that would be held today.

In my previous blog entries I rant about not being a big fan of Solid works due to my confusion with the interface, the rigidness of the program compared to Maya's free form approach, and unfamiliarity with the tools available. After an hour of recreating various shapes and 3D models, I began to get the hang of it and began toying around with different parts, color, and materials. After becoming acclimated to the interface, I was able to begin assembling parts and creating a conglomerate of tools. Due to constant practice, I can now say that I have nothing against Solidworks, my only issue was because I didn't know how to use it properly and because of this I wrongly dismissed it as "something that wasn't my forte" The truth is, anything can be anyone's forte, all it takes is dedication and practice. Who knows, the more I practice and learn, maybe I can be as good as Adam— He was so well versed in the program functions.

After journal club, I finished drawing the final draft the t-shirt design the team had selected for our team shirt and submitted it to Karen. The designed featured a half human and half robot head with a WiFi symbol hovering over it and the VRAC symbol on the forehead. The concept of my design was Human Computer Interaction which is why the human head had VR/AR goggles on and was conjoined with the robot. The hair design was inspired by one of David's favorite anime characters, Goku, and Brian helped me perfect the WiFi symbol. Karen transformed my drawing into a vector and placed in on the front of the t-shirt, with Brianna's Harry Potter quote on the back. I'm so excited to see my design come to life and I'm really thankful to Karen and Brian for encouraging me to do it.

barbie dream house

Posted on [June 16, 2016](#) by [od1](#) June 16, 2016

This morning I was eager to continue creating my 3D lair in Maya so I arrived a little bit earlier than usual to get started on it. So far I have created a mansion, a Gothic styled gate, a palm tree, a swimming pool with a diving board, a cabana tent, and a shelter with greek columns. My 3D me will be living lavish. The gate and the palm tree took the longest to model but they were worth it. I have not added any color so far but when I do, I'm thinking of going with a Barbie dream villa aesthetic. I'm so excited! I've seen some of the models my teammates have created and they look amazing. It's impressive how well the designs came out considering the fact that for some of us, this was our first time creating 3D models and using software like Maya. Maggie said our designs for the completion are due tomorrow; I hope there will be several winners because most of us have worked really hard on the models.

We started SolidWorks yesterday and so far...I'm not really a big fan. Maybe it's because I am not use to the interface or this type of software in general but I did not expect it to be like this at all — I expected a more complex version Maya with constraints on what can be created. On SW, you work with "sketches" and dimensions. For instance to draw a cube, you'd need to draw on the different faces on the different dimensions or plains. I didn't really feel like I could get wild and really creative on SW. Maybe it's just because I don't know what I'm really doing yet so tomorrow I will be going through the tutorials to get myself acclimated to the interface.

New day, New scene

Posted on [June 15, 2016](#) by [od1](#) June 15, 2016

This morning we had Maya course instruction time in which we were to learn how to add texture, color, and animations. I was so looking forward to adding some vivid colors to my spaceship and sand castles scene but when I looked through the folder I thought the file was saved in, there was nothing there. Anguish. Pain. Frustration. I was so proud of my design and I thought I had figured out the whole saving and rendering process...I guess not. I tried various methods to resurrect my lost file to no avail so after consulting our instructor, I finally decided to begin on a new project.

So far my newer project has been turning out great, I picked up some new skills from a few online sources and I hope to create the perfect place. I don't have a clear drawing lined out but my vision is to create a place where, if I was a 3D animation, I would love to live in. I was having trouble understanding why certain tools work the way they do like the bend tool but since I've had more than enough practice since I had to restart, my skills and knowledge of tools are being polished. I'm much more used to the interface now and I'm not as confused as I was earlier. I've used a lot of graphic design software so initially I thought I would be an instant pro at Maya, I was wrong. Maya is nothing like programs like Illustrator, Photoshop, or Corel Paint because you're working on a plain with 3 axis (x, y, z,) Moving items to their correct positions can be difficult to achieve so I had to continuously change perspectives to see ensure correct placement. Since I fell behind, I found a few great online sources on lynda.com that will assist me in completing my 3D scene. Fingers crossed I have it ready in time for the competition.

I've seen the light 3D

Posted on [June 14, 2016](#) by [od1](#) June 14, 2016

Today was pretty enlightening, and I mean that figuratively and literally; we had another productive ALC meeting, the team presented our task idea, building a structure in a 2D or 3D environment, to the full ITS team, and we went light painting. I've been enjoying the beautiful scenery here in Ames, and am now trying to find new ways to spend time outside my room. We have some more exciting events coming up this week like the Ropes course, Frisbee Golf, and our Problem Area paragraph.

At the ALC meet, Carter presented his Fidelity project for virtual combine training programs during the Ten Minutes Of Fame segment. He was incredibly well versed in the processes involved in heightening fidelity in various aspects of immersion such as visuals, audio, and touch. He opened the floor up for questions and I asked what mode of display the simulation would be presented on, after he answered my question I added an idea I had about doing a 3D desktop display due to its inexpensiveness and ease of development. Carter seemed to really like the idea so I hope he seriously considers it. Because I had no substantial depth of knowledge in 3D visuals, as I shared my idea, I added "this may be a stupid question" for fear of being perceived as incompetent. Afterwards Anna pulled me aside and initially, I thought I was in trouble but then she said that I shouldn't verbally put myself down when proposing an idea. She added that I should always be confident in what I have to say and that as women, we sometimes felt as though we are not as qualified as our male counterparts due to the way we have been thought to think. Her words fueled me with a higher level of confidence in me and prepared me for the presentation we'd be giving to the ITS team. Additionally, Stephen asked if anyone would be interested in having their own ten minute segment, and at first I hesitated but then I thought to myself "Why not" and after Stephen clarified that we could present a project on anything that excites us in HCI, I was sold — HCI is rapidly advancing field with countless applications and ventures.

The night before our presentation was spent drafting out what and how we would present our task idea to the full team. We met up around dusk and didn't end up leaving David's room until 12am. We did have an occasional dance break of course because a team that plays together, stays together. Once we had done enough preparation we went straight to bed. The next morning was spent planning and revising some of the information we prepared. When presentation time came, we eased our nerves with a few jokes, but once Dr. Winer walked in, we settled down and proceeded with the presentation. As we shared the task idea, we were thrown various questions, comments, and critiques, that even though we thought we came prepared, we clearly were not ready for. While we were simply just

pitching our building task idea, Dr. Winer had some honest words of wisdom for us that completely changed our approach to the project. I really appreciate his directness and ability to dissect and analyze issues that others may not have observed..

Light Painting was awesome. I had always seen pictures of light paintings on my social media and I always wanted to give it a try. It was fun creating various light art and I even enjoyed our failed attempts at creating light masterpieces. Some ideas we had took 3 -4 takes because we kept messing up. Luckily, Paul was generous enough to let us continuously take turns making more masterpieces. Thanks Paul and thank you for the new photograph!

sickness and sandcastles

Posted on [June 13, 2016](#) by [od1](#) June 13, 2016

We're about to enter the 3rd week of the REU and while time has really flown, I can't help but feel slightly home sick. I love our group dynamic and how far we've progressed as a team so quickly, but I miss home. I've never gone this long without seeing my mom and I got used to seeing her on a daily basis. I miss my siblings so much and it's hard just communicating with them through social media and on the phone (Thank God for Snapchat) I spent most of the weekend working on research and video chatting with my friends and while this is a great opportunity that I would never want to miss out on, I can't help but feel like I'm missing out on so much back at home. So far I've missed my bestfriends' 20th birthdays, and my little sister's 12th birthday is coming up...(Time has really flown) I'm usually not as emotional but I guess after video chatting all weekend, it really hit me. For now I will pour myself into my research to keep my mind of things and continue to tell myself to snap out of it.

On a brighter note we started Maya today and it was awesome. It took my mind off things because I became so immersed in what I was creating; 3D sandcastles.

Eureka!

Posted on [June 12, 2016](#) by [od1](#) June 12, 2016

Stephen gave us the daunting task of coming up with a team task our Intelligent Tutor can facilitate and tutor. While this may not seem complicated at first glance, it is a complex process that involves thorough research on whether specific elements of our team task can be measured. In other words, if we came up with a great team task that seems highly beneficial to Stephen's research team's overall goal, we would have to jettison it because providing the metrics for aspects of it could prove to be far too complex and tedious.

After several hours of brainstorming tasks, developing plans, and then throwing away those plans due to inconsistencies and complexities, I finally came up with the "perfect" (I use this word very very loosely) team task that our Intelligent Tutor could tutor effectively give feedback on and we could gather metrics on. As I sat at my desk, I began to recall the team task Stephen had assigned to us when we first arrived at the REU; it was for each research team to build the highest tower out of spaghetti and marshmallows in 10 minutes. Using our previously acquired knowledge of structural dependability, my team and I were able to create a tower with a tetrahedral base. While we did explore several types of bases, we were quickly able to combine our ideas and create a 27 inch tower which trumped the towers of our competitors. We ended up winning because of 1. prior knowledge in structure building (which some of the other teams had as well, based on the shapes of their towers) 2. collaboration 3. trust 4. effective communication and 5. allocation of specific tasks. These 5 aspects could potentially be implemented into our Intelligent Tutoring system if we approach the problems we will encounter correctly through the backing of thorough research. So far we are trying to answer the questions Stephen requires of ITS before we crown it our official project.

The next Ms. Frizzle ?

Posted on [June 9, 2016](#) by [od1](#) June 9, 2016

I am so glad Dr. James Oliver spoke to our class today; similarly to Dr. Winer's approach, Dr. Oliver discussed his the timeline that led to his tenure, or according to him "forks in the road" while sharing much needed advice on the graduate school process, the industry, and building connections both inside and outside of the academic world. I had been considering graduate school but I knew nothing about the different forms of graduate grants and positions graduate students could take advantage of when attending graduate school to save them from debt. I was also unsure about what exactly graduate school consisted of apart from research but through several rounds of questioning, Dr. Oliver put my uncertainties and worries to rest.

In my previous blog I mentioned not having an specific "dream job" in mind but knowing that I did not want to be stuck behind a computer all day programming and performing routine tasks. I am beginning to realize that maybe the professor tract is right for, and after my discussion with Dr. Oliver, I am starting to really consider professorship as a main option. While I am not entirely knowledgeable on what being a professor consists of, judging from the discussions I've had with professors like Dr. Elliot Winer, it seems like it may be the right path for me. I would essentially be my own boss while following academic guidelines, of course. I could choose what I want my research to focus on, what I want to teach, and how I want to teach it. It's funny because I would have never thought about being professor, actually in all honesty, prior to certain expediences I had this past few months and the REU, being a professor was last on my list of potential career paths. I would have never even considered it due to some misconceptions I had developed over the years when interacting with teachers and professors at my high school and college. I think it's be pretty cool being a professor, I could be the miss Frizzle of Engineering Psychology or Human Computer Interaction and I'd have interesting field trips that provoke thought and inspiration amongst my students. I believe academia may be where I make the greatest impact in my field, not behind the desk of some fortune 500 company.



[you're fibbing me](#)

Posted on [June 8, 2016](#) by [od1](#) June 8, 2016

Today we dived a little deeper into C++, even though we are just barely scratching the surface of the language as a whole. We worked with control statements such as for loops, if else syntax, while loops, and switch statements. I grasped the concepts pretty quickly because I had worked with similar syntax in java. After a bit of exploring the Visual Studio IDE, I began to get bored and was assigned the additional task of writing a Fibonacci function that passes the user inputted integer as parameters for the function — I immediately thought RECURSION. Recursion and I have a love and hate relationship, I enjoy creating elegant code with recursion because to me it shows my mastery of a concept. Once I had created the Fibonacci function, I began to get a lot of errors and my program

began crashing. I was confused because when tracing a specific number through my method, it resulted in the expected answer; however, I then realized that I did not include a base case for 0. After inputting another base case, my program was able to run. Stacy then told me to put in the 10000000 into my function, which crashed my program due to stack overflow.

mind over money

Posted on [June 7, 2016](#) by [od1](#) June 7, 2016

Before I came to Iowa state, I already began considering attending to graduate school to pursue a PhD in Engineering Psychology, HCI, or a similar field but I hadn't really developed any concrete plans like where I want to study, what I definitely want to study, and how I actually on achieving a doctorate. Speaking to Dr. Elliot Winer today completely opening my eyes of the joys of research in a field you truly feel passionately about. I have always said that I may not know what my dream job is, but I know what I don't want, which is to sit behind a computer system all day programming my life away. And while that option may sound appealing to some, regardless of the fact that I'm a computer science major, that path is not for me. Whatever I end up doing, I want to be happy and satisfied. I'm not a big fan of early mornings so waking up every day at 8am for a job that may pay very but leaves me feeling stagnant, bred or even depressed is definitely not the move.

Dr. Winer took a different approach today during our Luncheon Lecture; instead of a research based lecture, he chose to tell us about him self in an interactive way. He started off with short interesting sentences about him self that would inevitably lead to more questions about his past. He spoke on his 3 business, his love for space shuttles, his research work, being a USA swim team coordinator and other quirks about himself that were slightly surprising. Through his explanations, Dr. Winer equipped us with knowledge and advice that a lot of us don't hear that often. In other words, he dropped some HEAVY knowledge on our heads. One thing that resonated with me was when he said he could be getting paid 3 times more than he is now if he was in the industry (I honestly think he would be paid a whole lot more because the work this man does, and the feats he has accomplished is worth millions) Dr. Winer is clearly someone who wholeheartedly loves what he does and is passionate about the field he is in. He does not let anybody or money bound or define him. I want to be like him. I want to be so satisfied and immersed in what I do that no amount of money can convince me out of it.

First day of classes

Posted on [June 6, 2016](#) by [od1](#) June 6, 2016

I was pretty excited about today because I finally get to learn the basics of C++. In some of my 3000 level classes we were only working with java and if not for this program, I would not have been taught C++ until my junior year.

So far what we learned was pretty simple and due to my previously attained Object-oriented programming knowledge, I was able to adapt to the new syntax and understand what was going on our first program. After a little bit of experimenting, I began to take it a step further and began testing if statements and while loops. Our instructor then gave me the additional assignment of creating a function to test if a string is a palindrome or not, which took me way longer than it would have if I was coding in java.

We were also introduced to 3 of our potential deeper dive topics which were Unity, Graphics processing units, and 3D printing. Initially, when we toured the facility last week I was drawn to 3D printing but once Unity was mentioned, my mind completely changed so now I am torn between the two. Hopefully as we explore the different deeper dive topics, I can make up my mind and make the right decision.

What a wow

Posted on [June 3, 2016](#) by [od1](#) June 5, 2016

This week has gotten me really excited for what's to come in the upcoming weeks; each day flew by so fast, leaving me tired yet extremely pumped for the projects and events that the REU program has to offer. Stephen, Angelica, and Karen did a great job of calming our nerves and preparing us for to expect, while Amy made sure we had everything in check and in order.

Initially, I did not expect the team to be filled with a diverse array of people from different backgrounds and fields – Instead I expected all CS and engineering majors. Meeting people like Brianna with a background in psychology and Eric who's a biology major added to my excitement because it cleared all the misconceptions I had about the program. Our team is filled with interesting individuals from all walks of life and I can tell that so far, we have a great team dynamic.

Through out the week Stephen continued to shed light on the interdisciplinary approach that the REU program uses, showcasing many aspects of the integration of technology and various social and cognitive sciences. I am thrilled to be a part of this program, not for the doors I know it will open for me in the future but because I finally get to do what I actually want to do, which is combining my love of psychology with my passion for technology. I wasn't bored at school but I just wasn't as engaged as I knew I could be. While I do enjoy coding (I use the word enjoy loosely) it wasn't a "thrilling" experience like it is for some of my teammates and classmates back at home. I love getting creative and utilizing my imagination and sadly, I wasn't satisfied with some of the classes I was taking because I didn't feel like I was making progress, instead my love for computer science began to diminish as I became incredibly bored with my courses. While many people shy away from research because they see it as this giant unconquerable monster, I welcome it with open arms because researching allows me to dive into what I want to dive into and gather as much knowledge as I can and be the best at a particular subject that I can later implement in future projects. Being apart of the Team Tutor Research Team will give me hands on experience in exploring the bridge between technology and psychology. The human mind has been an obsession of mine and to be able to dive deeper into the cognitive processes of how we learn and what helps us learn will be both thrilling and so so so so satisfying...**UGHHHH FINALLLLLY OMG**

This week we were introduced to an overflow of information about the program, research, and the technology we will be working with. While it was a lot to take in, it has left me feeling ecstatic because I am certain that by the end of these 10 weeks, I will feel as though that I have actually made progress in my field that I can apply in both my academic life and at my internship. While there will be many long nights, and some sleepless, I know that I will actually enjoy them because I finally get to experience technology on a more advanced level than I had previously been exposed to. Today we tested the C6, the HTC VIVE, and the MakerBot and all I can say is....what a wooooooooooooooooooooowwwwwww. WHAT IS TO COME?? I KNOW MY MIND IS ABOUT TO BE BLOWN BUT I AM SO READDDDDYYYYYYYYYYYY