

# CURRICULUM VITAE

## Michael Brandon Haworth

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### PERSONAL

Nationality: American, British, and Permanent Resident of Canada  
Language(s): English

### MAIN ACADEMIC INTERESTS

- Computer Graphics
- Crowd Simulation
- Virtual Reality
- Computer Vision
- Architectural Design and Optimization
- Game Design and Development
- Human Computer Interaction
- Assistive and Healthcare Technologies
- Behavioural Sciences
- Rehabilitation Sciences

### PROFESSIONAL ASSOCIATIONS

ACM, IEEE

### PROFESSIONAL CERTIFICATIONS

TCPS2: Core – Certification for ethical conduct for research involving humans.

### EDUCATION

- Ph. D. Candidate (September 2014 – Present), York University, Department of Electrical Engineering and Computer Science.
  - ▶ Thesis: Biomechanical Locomotion Heterogeneity in Synthetic Crowds
  - ▶ Supervisor: Petros Faloutsos
  - ▶ Including NSERC Create Program in Data Analytics & Visualization (2yrs)
- M. Sc. (01/13 – 01/16), York University, Department of Electrical Engineering and Computer Science.
  - ▶ Thesis: Computer Games for Motor Speech Rehabilitation
  - ▶ Supervisors: Faloutsos, Petros ; Baljko, Melanie
- B. Sc. (09/08 – 12/12), York University, Department of Electrical Engineering and Computer Science.
  - ▶ Including 2011 International Summer School in Computer Science
    - Computer Vision with Xenophon Zabulis at ICS/FORTH, Heraklion, Greece

## RESEARCH POSITIONS

- January 2013 – Present: Graduate Researcher/Research Assistant at the Graphics and Multimedia at York (GaMaY) Lab in the Department of Electrical Engineering and Computer Science at York University, Toronto, Canada.
- 02/16 – 02/17: Developer and Consultant at the Speech Production Lab in the Department of Speech-Language Pathology at the University of Toronto.
- 01/13 – 02/17: Graduate Researcher/Trainee at the Vocal Tract Visualization Lab in the Communication Team at the UHN: Toronto Rehabilitation Institute.
- 01/13 – 02/16: Research Assistant at the Speech Production Lab in the Department of Speech-Language Pathology at the University of Toronto.
- 06/12 – 12/12: Undergraduate Researcher at the Graphics and Multimedia at York (GaMaY) Lab in the Department of Electrical Engineering and Computer Science at York University, Toronto, Canada.
- 06/12 – 12/12: Research Assistant at the Sunnybrook Health Sciences Centre.

## RESEARCH AFFILIATIONS

- Graphics and Multimedia at York Lab (GaMaY)
- Rutgers Intelligent Visual Interfaces Lab (IVI)
- UBC Motion Control and Character Animation group (UBCMOCCA)
- University of Toronto Speech Production Lab (SPL) (Alumnus)
- UHN: Toronto Rehabilitation Institute Vocal Tract Visualization Lab (VTV) (Alumnus)
- York University Practices in Enabling Technologies Lab (PiET) (Alumnus)
- Sunnybrook Health Sciences Centre (Alumnus)

## TEACHING POSITIONS

- January 2013 – April 2017: Teaching Assistant in the Department of Electrical Engineering and Computer Science at York University, Toronto, Canada.
  - ▶ Object Oriented Programming from Sensors to Actuators
  - ▶ Professional Practice in Computing
  - ▶ Introduction to 3D Computer Graphics (x4)
  - ▶ Advanced Topics in 3D Computer Graphics
  - ▶ Introduction to Virtual Reality
  - ▶ Programming Language Fundamentals
  - ▶ Advanced Object Oriented Programming
  - ▶ Software Engineering
  - ▶ Computers, Information, and Society
  - ▶ Research Directions in Computing
  - ▶ Professional Practice in Computing
  - ▶ Introduction to COSC I
  - ▶ Introduction to COSC II
  - ▶ Computer Use: Web and Database Systems
- 11/13: Guest Lecturer in the Department of Electrical Engineering and Computer Science at York University, Toronto, Canada.
  - ▶ Introduction to 3D Computer Graphics, Ray Tracing
  - ▶ Introduction to 3D Computer Graphics, Illumination Models

## STUDENT ADVISING

### Undergraduate

- Martin Leung, Engineering Science at the University of Toronto. Now at AMD, previously Ubisoft Toronto.
  - ▶ Thesis: Gamifying Speech Therapy for Stroke Victims

## INDUSTRY POSITIONS

- February 2018 – August 2018: Research and Development Intern (Virtual Reality and Spatial Analysis Expert) at Teeple Architects, Toronto, Canada.
- 07/17 – 08/17: Research and Development Intern (Virtual and Augmented Reality Expert) at Programize Hellas S.A., Athens, Greece.
- 04/11 – 12/12: Web Developer, Software Tester, and Interim IT Manager at Duraline, Toronto, Canada.
- 09/07 – 02/08: Web Developer and Technical Advisor at SuperSaverCa Video Surveillance, Orangeville, ON, Canada.

## VOLUNTEER POSITIONS

- April 2018 – Present: Board Member & Officer (Director of Technical Development & Acting Secretary) at The Canada Comics Open Library in Toronto, Canada.
- 03/18 – Present: Technical Consultant & Developer at the Toronto Zine Library in Toronto, Canada.
- 02/19: Mentor at ElleHacks 2019 in Lassonde School of Engineering at York University.
- 05/18: Volunteer at AI-GI-CRV 2018.
- 02/18: Mentor at ElleHacks 2018 in Lassonde School of Engineering at York University.
- 02/14 – 09/16: Executive Member of the Devices 4 Disabilities student club at York University.
  - ▶ 09/14 – 09/16: President
  - ▶ 02/14 – 08/14: Vice President
- 06/16 – 08/16: Data science Collaborator on geolocation analysis with the Toronto Tool Library at The Sharing Depot.
- 08/10 – 08/12: Astronomy and Cosmology Tutor for NATS-AID, a student-run organization in the Faculty of Science, Natural Science Division at York University.

## PROFESSIONAL SERVICE

### Academic Committees

- October 2018 – Present: NSERC Create Program in Data Analytics and Visualization
- 2019: York University Faculty of Graduate Studies Committee on Broadening the Dissertation

### Program Committees

- 2019: 12<sup>th</sup> annual ACM SIGGRAPH conference on Motion, Interaction, and Games 2019
- 2019: 14<sup>th</sup> International Symposium on Visual Computing
- 2018 (x3): 11<sup>th</sup> annual ACM SIGGRAPH conference on Motion, Interaction, and Games 2018

### Peer Reviews

- 2013 – present (x14): The Visual Computer Journal
- 2019 (x2): ACM SIGGRAPH/Eurographics Symposium on Computer Animation (SCA 2019)
- 2019: 32<sup>nd</sup> Conference on Computer Animation and Social Agents (CASA 2019)

- 2019: Eurographics 2019
- 2019: IEEE VR 2019
- 2018 (x2): Computer Animation & Virtual Worlds
- 2018 (x2): SIGGRAPH Asia 2018
- 2018: Computers & Graphics
- 2018: ACM SIGGRAPH/Eurographics Symposium on Computer Animation (SCA 2018)
- 2018: Simulation & Gaming
- 2018: SIGGRAPH 2018
- 2018: 31<sup>st</sup> Conference on Computer Animation and Social Agents (CASA 2018)
- 2018: Eurographics (EG 2018)
- 2017 (x2): Computer Animation & Virtual Worlds
- 2017 (x2): SIGGRAPH Asia 2017
- 2017: ACM SIGGRAPH/Eurographics Symposium on Computer Animation (SCA 2017)
- 2017 (x2): 30<sup>th</sup> Conference on Computer Animation and Social Agents (CASA 2017)
- 2017 (x2): SIGGRAPH 2017
- 2017 (x2): IEEE International Conference on Robotics and Automation (ICRA 2017)
- 2017: SIGCHI 2017
- 2016: Computer Animation & Virtual Worlds
- 2016: Computer Graphics Forum
- 2016: 24<sup>th</sup> Pacific Conference on Computer Graphics and Applications (Pacific Graphics 2016)
- 2016: SIGGRAPH Asia 2016
- 2016 (x2): SIGGRAPH 2016
- 2016 (x2): SIGCHI 2016 – Late Breaking Works
- 2015: 8<sup>th</sup> International ACM SIGGRAPH Conference on Motion in Games (MIG 2015)
- 2015: Computer Animation & Virtual Worlds
- 2015: ACM SIGGRAPH/Eurographics Symposium on Computer Animation (SCA 2015)
- 2014: 14<sup>th</sup> International Conference on Intelligent Virtual Agents (IVA 2014)
- 2014: 7<sup>th</sup> International ACM SIGGRAPH Conference on Motion in Games (MIG 2014)

## AWARDS & FUNDING

- 2017 – Present: NSERC CreateDAV (Doctoral)
- 2016 – Present: York Graduate Fellowship (Doctoral)
- 2017: Graduate Development Fund (Seoul, South Korea)
- 2016: Graduate Development Fund (Geneva, Switzerland)
- 2014 – 2015: York Graduate Scholarship (Ph. D.)
- 2014: Bridgeable–Bridging the Gap Award
- 2013 – 2014: York Graduate Scholarship (M. Sc.)
- 2011: York International Mobility Award (ICS/FORTH, Heraklion, Greece)
- 2011: IDCS IAM Award (ICS/FORTH, Heraklion, Greece)
- 2010: TD Meloche Monnex Bursary (B. Sc.)
- 2009: GM Bursary for Undergraduate Students in COSC (B. Sc.)
- 2008: Queen Elizabeth II Aiming for the Top Scholarship (B. Sc.)

## PUBLICATIONS

\* shared first authorship

### Journals

- Berseth, G.\*, Haworth, B.\*, Usman, M.\*, Schaumann, D., Khayatkhoei, M., Kapadia, M., & Faloutsos, P. Interactive Diversity Optimization of Environments. Unpublished.
- Haworth, B., Usman, M., Schaumann, D., Chakraborty, N., Berseth, G., Faloutsos, P., & Kapadia, M. Gamification of Crowd-Driven Environment Design. Unpublished.
- Zhang, X., Schaumann, D., Haworth, B., Faloutsos, P., Kapadia, M. Coupling Agent Motivations and Spatial Behaviors for Authoring Multi-Agent Narratives. *Computer Animation and Virtual Worlds*, Accepted.
- Kearney, E., Haworth, B., Scholl, J., Faloutsos, P., Baljko, M., & Yunusova, Y. (2018). Treating Speech-Movement Hypokinesia in Parkinson's Disease: Does Movement Size Matter? *Journal of Speech, Language, and Hearing Research*, 61(11), 2703-2721.
- Haworth, B., Kearney, E., Faloutsos, P., Baljko, M., & Yunusova, Y. (2018). Electromagnetic articulography (EMA) for real-time feedback application: computational techniques. *Computer Methods in Biomechanics and Biomedical Engineering: Imaging & Visualization*, Advance Online Publication.
- Kearney, E., Giles, R., Haworth, B., Faloutsos, P., Baljko, M., & Yunusova, Y. (2017). Sentence-Level Movements in Parkinson's Disease: Loud, Clear, and Slow Speech. *Journal of Speech, Language, and Hearing Research*, 60(12), 3426-3440.
- Haworth, B., Usman, M., Berseth, G., Khayatkhoei, M., Kapadia, M., & Faloutsos, P. (2017). CODE: Crowd-optimized design of environments. *Computer Animation and Virtual Worlds*, 28(6), e1749.
- Haworth, B., Usman, M., Berseth, G., Kapadia, M., & Faloutsos, P. (2017). On density–flow relationships during crowd evacuation. *Computer Animation and Virtual Worlds*, 28(3-4), e1783.
- Yunusova, Y., Kearney, E., Kulkarni, M., Haworth, B., Baljko, M., & Faloutsos, P. (2017). Game-based augmented visual feedback for enlarging speech movements in Parkinson's disease. *Journal of Speech, Language, and Hearing Research*, 60(6S), 1818-1825.
- Berseth, G., Usman, M., Haworth, B., Kapadia, M., & Faloutsos, P. (2015). Environment optimization for crowd evacuation. *Computer Animation and Virtual Worlds*, 26(3-4), 377-386.

### Refereed Conferences

- Diamant, R.\*, Haworth, B.\*, Radevski, R.\* Reading the Shelves: The Politics of Creating a Diverse Comics Library. The 2<sup>nd</sup> Annual Conference of the Comics Studies Society – COMICS/POLITICS, Accepted.
- Zhang, X., Schaumann, D., Haworth, B., Faloutsos, P., Kapadia, M. Multi-Constrained Authoring of Occupant Behavior Narratives in Architectural Design. Symposium on Simulation for Architecture and Urban Design, Accepted.
- Usman, M., Schaumann, D., Haworth, B., Kapadia, M., & Faloutsos, P. Human-Centered Analytics in a Parametric Design Workflow. *Computer-Aided Architectural Design Futures*, Accepted.
- Schaumann, D., Sohn, S., Usman, M., Haworth, B., Faloutsos, P., & Kapadia, M. Spatio-Temporal Affordance Maps for Occupancy Simulation in Architectural Design. *Computer-Aided Architectural Design Futures*, Accepted.
- Usman, M., Schaumann, D., Haworth, B., Berseth, G., Kapadia, M., & Faloutsos, P. (2018, November). Interactive Spatial Analytics for Human-Aware Building Design. In *Proceedings of the 11<sup>th</sup> Annual International Conference on Motion, Interaction, and Games* (p. 13). ACM.
- Usman, M., Haworth, B., Berseth, G., Kapadia, M., & Faloutsos, P. (2017, November). Perceptual evaluation of space in virtual environments. In *Proceedings of the 10<sup>th</sup> ACM SIGGRAPH International Conference on Motion in Games* (p. 16). ACM.
- Chakraborty, N.\*, Haworth, B.\*, Usman, M., Berseth, G., Faloutsos, P., & Kapadia, M. (2017, November). Crowd sourced co-design of floor plans using simulation guided games. In

Proceedings of the 10<sup>th</sup> ACM SIGGRAPH International Conference on Motion in Games (p. 1). ACM.

- Haworth, B., Usman, M., Baljko, M., & Hamidi, F. (2016, July). The Use of Working Prototypes for Participatory Design with People with Disabilities. In Proceedings of the 16<sup>th</sup> International Conference on Computers Helping People with Special Needs (pp. 134-141). Springer, Cham.
- Haworth, B., Usman, M., Berseth, G., Khayatkhoei, M., Kapadia, M., & Faloutsos, P. (2016, May). Towards computer assisted crowd aware architectural design. In Proceedings of the 2016 CHI Conference Extended Abstracts on Human Factors in Computing Systems (pp. 2119-2125). ACM.
- Haworth, B., Usman, M., Berseth, G., Kapadia, M., & Faloutsos, P. (2015, November). Evaluating and optimizing level of service for crowd evacuations. In Proceedings of the 8<sup>th</sup> ACM SIGGRAPH International Conference on Motion in Games (pp. 91-96). ACM.
- Berseth, G., Haworth, B., Kapadia, M., & Faloutsos, P. (2014, November). Characterizing and optimizing game level difficulty. In Proceedings of the 7<sup>th</sup> ACM SIGGRAPH International Conference on Motion in Games (pp. 153-160). ACM.
- Berseth, G., Kapadia, M., Haworth, B., & Faloutsos, P. (2014, July). SteerFit: Automated parameter fitting for steering algorithms. In Proceedings of the ACM SIGGRAPH/Eurographics Symposium on Computer Animation (pp. 113-122). Eurographics Association.
- Haworth, B., Baljko, M., & Faloutsos, P. (2012, December). PhoVR: a virtual reality system to treat phobias. In Proceedings of the 11<sup>th</sup> ACM SIGGRAPH International Conference on Virtual-Reality Continuum and its Applications in Industry (pp. 171-174). ACM.
- Shtern, M., Haworth, B., Yunusova, Y., Baljko, M., & Faloutsos, P. (2012, November). A game system for speech rehabilitation. In Proceedings of the 5<sup>th</sup> International Conference on Motion in Games (pp. 43-54). Springer, Berlin, Heidelberg.
- Haworth, B., Baljko, M., & Faloutsos, P. (2012, November). Treating Phobias with Computer Games. In Proceedings of the 5<sup>th</sup> International Conference on Motion in Games (pp. 374-377). Springer, Berlin, Heidelberg.

### Book Chapters

- Berseth, G., Kapadia, M., Haworth, B., & Faloutsos, P. (2016). SteerFit: Automated Parameter Fitting for Steering Algorithms In N. Pelechano, J. M. Allbeck, M. Kapadia, & N. I. Badler Editor (Ed.), *Simulating Heterogeneous Crowds with Interactive Behaviours* (pp. 197–213). Boca Raton, FL: CRC Press, Taylor & Francis Group.

### Refereed Workshops

- Haworth, B., Usman, M., Berseth, G., Kapadia, M., Faloutsos, P. (2017, August). Static and Dynamic Analysis in Computer-Aided Human-Centric Environment Design. At the Cognition and Artificial Intelligence for Human-Centred Design Workshop. International Joint Conferences on Artificial Intelligence.
- Haworth, B., Usman, M., Chakraborty, N., Berseth, G., Faloutsos, P., Kapadia, M. (2017, August). Crowd Sourced Co-design of Floor Plans using Simulation Guided Games. At the Cognition and Artificial Intelligence for Human-Centred Design Workshop. International Joint Conferences on Artificial Intelligence.
- Haworth, B., Usman, M., Berseth, G., Khayatkhoei, M., Kapadia, M., & Faloutsos, P. (2016, March). Using synthetic crowds to inform building pillar placements. In *Virtual Humans and Crowds for Immersive Environments, (VHCIE)* (pp. 7-11). IEEE.
- Moghaddam, A., Haworth, B., Kearney, E., Baljko, M., Faloutsos, P., Yunusova, Y. (2015, August). Artifact Removal Techniques for 3d Electromagnetic Articulography. At the 3<sup>rd</sup> International Workshop on Biomechanical and Parametric Modeling of Human Anatomy. Parametric Human Project.

- Haworth, B., Kearney, E., Baljko, M., Faloutsos, P., & Yunusova, Y. Electromagnetic articulography in the development of 'serious games' for speech rehabilitation. At the 2<sup>nd</sup> International Workshop on Biomechanical and Parametric Modeling of Human Anatomy. Parametric Human Project.

### Refereed Posters

- Haworth, B., Kapadia, M., Faloutsos, P. (2017, November). Footstep Action Identification and Clustering from Motion Capture. Poster presented at the 10<sup>th</sup> ACM SIGGRAPH International Conference on Motion in Games.
- Yunusova, Y., Kearney, E., Scholl, J., Janik-Jones, C., Haworth, B., Roberts, E., Faloutsos, P., Baljko, M. (2017, September). Game-Based Augmented Visual Feedback Treatment for Apraxia of Speech After Stroke. Poster presented at the 11<sup>th</sup> World Stroke Congress. CPSR.
- Usman, M., Haworth, B., Berseth, G., Kapadia, M., Faloutsos, P. (2017, July). Understanding spatial perception and visual modes in the review of architectural designs. Poster presented at the 16<sup>th</sup> annual ACM SIGGRAPH/Eurographics Symposium on Computer Animation. Eurographics Association.
- Kearney, E., Haworth, B., Scholl, J., Faloutsos, P., Baljko, M., Yunusova, Y. (2017, November). Game-based Speech Therapy using Visual Feedback in Parkinson's Disease. Poster presented at the Toronto Rehabilitation Institute Research Day. UHN: TRI.
- Giles, R., Kearney, E., Haworth, B., Faloutsos, P., Baljko, M., Yunusova, Y. (2017, November). Acoustic - Kinematic Relationships in Speech: Improving Assessment and Treatment of Speech Disorder in Parkinson's Disease. Poster presented at the Toronto Rehabilitation Institute Research Day. UHN: TRI.
- Kearney, E., Yunusova, Y., Haworth, B., Faloutsos, P., & Baljko, M. (2014, February). Articulatory Working Space as a Kinematic Target in Augmented Feedback Applications. Poster presented at the 17<sup>th</sup> Biennial Motor Speech Conference.
- Haworth, B., Kearney, E., Yunusova, Y., Faloutsos, P., & Baljko, M. Rehabilitative Speech Computer Game Calibration Using Empirical Characterizations of Articulatory Working Space (AWS). Poster presented at the 17<sup>th</sup> Biennial Motor Speech Conference.
- Haworth, B., Yunusova, Y., Kearney, E., Faloutsos, P., & Baljko, M. (2013, November). Enabling Serious Games for Speech Rehab: Movement Space Transformation. Poster presented at the Toronto Rehabilitation Institute Research Day. UHN: TRI.
- Kearney, E., Haworth, B., Faloutsos, P., Baljko, M., & Yunusova, Y. (2013, November). Towards Development of Augmented Visual Feedback Targets for Speech Rehabilitation: Articulatory Working Space. Poster presented at the Toronto Rehabilitation Institute Research Day. UHN: TRI.
- Haworth, B., Baljko, M., & Faloutsos, P. (2012, November). Treating phobias with computer games using consumer level hardware and software components. Poster presented at the 5<sup>th</sup> International Conference on Motion in Games.

### Refereed Presentations

- Chakraborty, N., \*Haworth, B., Usman, M., Berseth, G., Faloutsos, P., Kapadia, M. (2017, November). Crowd Sourced Co-design of Floor Plans using Simulation Guided Games. Paper presented at the 10<sup>th</sup> ACM SIGGRAPH International Conference on Motion in Games. ACM.
- Haworth, B., Usman, M., Berseth, G., Kapadia, M. & Faloutsos, P. (2017, May). On Density - Flow Relationships During Crowd Evacuation. Paper presented at the 30<sup>th</sup> Conference on Computer Animation and Social Agents.
- Inampundi, B. C., Zhang, X., Geraci, F., Badler, N. I., & Kapadia, M. (2017, May). Memory Reconstruction From Autobiographic Memories of Autonomous Virtual Agents. Paper presented at the 30<sup>th</sup> Conference on Computer Animation and Social Agents. (Presenter).

- Haworth, B., Usman, M., Berseth, G., Khayatkhoei, M., Kapadia, M., & Faloutsos, P. (2016, May). CODE: Crowd Optimized Design of Environments. Paper presented at the 29<sup>th</sup> Conference on Computer Animation and Social Agents.
- Berseth, G., Kapadia, M., & Faloutsos, P. (2016, May). ACCLMesh: Curvature-Based Navigation Mesh Generation. Paper presented at the 29<sup>th</sup> Conference on Computer Animation and Social Agents. (Presenter).
- Krontiris, A., Bekris, K. & Kapadia, M. (2016, May). ACUMEN: Activity-Centric Crowd Authoring Using Influence Maps. Paper presented at the 29<sup>th</sup> Conference on Computer Animation and Social Agents. (Presenter).
- Haworth, B., Baljko, M., & Faloutsos, P. (2012, December). PhoVR: A Virtual Reality System to Treat Phobias. Paper presented at the 11<sup>th</sup> ACM SIGGRAPH Conference on Virtual Reality Continuum and Its Applications in Industry.
- Shtern, M., Haworth, B., Yunusova, Y., Baljko, M., & Faloutsos, P. (2012, November). A Game System for Speech Rehabilitation. Paper presented at the 5<sup>th</sup> International Conference on Motion in Games.

## WORKSHOPS, PANELS, AND PUBLIC ENGAGEMENT

- “Mission, Strategy, & Politics of Starting a Library” Panel, Information & Museum Studies Conference 2019 – Community Knowledge: Shared Practices of Sense-Making, Communication, & Collaboration, University of Toronto, 2019.
- “Graphics and Media at York (GaMaY) Lab – Animation and Virtual Reality”, Women in Science and Engineering (WISE) Initiative – Science Funday, York University, 2018.
- “Visualize Fast, Visualize Often: Important Insights from Small Changes in Perspective”, NSERC CreateDAV – Summer School, York University, 2018.
- “Toronto Zine Library”, Maker Festival Toronto 2018.
- “Footstep Action Identification and Clustering from Motion Capture”, NSERC CreateDAV – Data Analytics & Visualization Bootcamp, York University, 2017.
- “Graphics and Media at York (GaMaY) Lab”, NSERC CreateDAV – Lab Tours, York University, 2016.
- “Building the TalkBox Do-It-Yourself speech generating device”, Reclaiming Our Bodies and Minds (ROBAM), Ryerson University, 2016.
- “Vocal Tract Visualization (VTV) Project: Centre for Innovation in Information Visualization and Data Driven Design (CIVDDD)”, Ontario Centres of Excellence (OCE): Discovery 2015.
- “TalkBox Project: Tetra Society of North America”, Ontario Centres of Excellence (OCE): Accessibility Innovation Showcase 2015.
- “Devices 4 Disabilities (D4D) @ YorkU”, Maker Festival Toronto 2015.
- “MakeTalk Workshop”, Toronto Mini Maker Faire 2014.