



SMU | LYLE

SCHOOL OF ENGINEERING

Contact Molly Phillips, maphillips@smu.edu, 214-768-1556

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SMU LYLE ANNOUNCES SPRING 2020 DATES AND SPEAKER LINEUP FOR DOWNLOAD@LYLE LECTURE SERIES

DALLAS (SMU) – The [Lyle School of Engineering](#) at SMU has announced the spring semester speaker lineup for the Download@Lyle Lecture Series. The Download events are an opportunity for industry professionals, educators and members of the university community to learn more about the research with impact happening within Lyle. Featured speakers this spring include Bruce Gnade, Corey Clark and Eric Larson.

On Feb. 5, Bruce Gnade, Executive Director, Hart Center for Engineering Leadership, will present “*The National Academy of Engineering (NAE) Grand Challenges Scholars Program (GCSP) at Lyle.*” In 2018, SMU became the first private university in Texas to adopt the NAE’s GCSP, where students pursue solutions to one of 14 identified engineering grand challenges throughout their undergraduate career. During the presentation, Lyle’s GCS students will share how they engage in their chosen challenge through their coursework, research and extra-curricular activities.

On March 4, Corey Clark, Deputy Director of Research, SMU Guildhall and Assistant Professor, Computer Science, will discuss “*Harnessing Video Games: Transforming Our Lives, From Education to Machine Learning.*” Video games are the largest entertainment industry in the world, generating more revenue than the music and movie industries combined. The interactivity and engagement created by video games provides a new way to harness the creativity and ingenuity of humans through entertainment. Clark’s presentation will discuss how the [Human and Machine Intelligence \(HuMin\) Game Lab at SMU](#) is using video games to change everything from education and the analysis of retinal images to new innovative human-in-loop collaborative machine learning methodologies.

The final lecture of the semester on April 1, “*Machine Learning with Biometrics for Personalized, Scalable Instruction,*” will be delivered by Eric Larson, Associate Professor, Computer Science. He will discuss how student instruction is moving to media through mobile, online and digitally interactive platforms and the unprecedented changes this will cause in the field of education. Larson will also cover key education-based machine learning projects at SMU that take advantage of biometric and mobile sensors to improve context awareness of devices. From these examples, a roadmap will be laid for how the future of biometrics, education, and machine learning will unfold.

Established in 2014, The Download is an ongoing lecture series that is held the first Wednesday of every month during the fall and spring semesters from 7:30 a.m. to 9 a.m. in the Palmer Conference Center, located on the fourth floor of Caruth Hall. Breakfast will be served and admission is free. Registration is required at smu.edu/Lyle/Download

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About the Lyle School of Engineering

SMU's Lyle School of Engineering, founded in 1925, is one of the oldest engineering schools in the Southwest. The school offers eight undergraduate and 29 graduate programs, including master's and doctoral degrees, through the departments of Civil and Environmental Engineering; Computer Science; Electrical and Computer Engineering; Engineering Management, Information and Systems; and Mechanical Engineering. Lyle students participate in programs in the unique Deason Innovation Gym, providing the tools and space to work on immersion design projects and competitions to accelerate leadership development and the framework for innovation; the Hart Center for Engineering Leadership, helping students develop nontechnical skills to prepare them for leadership in diverse technical fields; the Caruth Institute for Engineering Education, developing new methodologies for incorporating engineering education into K-12 schools; the Linda and Mitch Hart Institute for Technology, Innovation and Entrepreneurship, combining the innovative forces of Lyle and the Cox School of Business to integrate their expertise, resources and guidance to develop technology prototypes and create viable business plans; and the Hunter and Stephanie Hunt Institute for Engineering and Humanity, combining technological innovation with business expertise to address global poverty.