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Mapping Success - Clemson part of a high-tech effort to break the cycle of poverty

The Zucker Family Graduate Education Center in North Charleston is bringing together Clemson University students and professors, along with industrial partners, faith and community-based groups and social agencies to help elementary-age children build confidence and skills in science, technology, engineering, and math – STEM – which are crucial to the future workforce.

[READ FULL STORY](#)



Clemson virtual reality, environmental research boosted by NSF grants

Brygg Ullmer, chair of the Human-Centered Computing Division, is working to develop a customizable, hands-on virtual reality and advanced display system that could change how scientists across the country share information and collaborate, as well as how students learn.

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Study finds smartphone app may be the best job aid for people with intellectual disabilities

A study of the effectiveness of the Clemson-developed smartphone app Task Analysis Lite for people with intellectual disabilities has yielded impressive results. The app assists users in the completion of everyday tasks for home and work. Clemson's study found large gains in the performance of task completion once the app was incorporated.

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Two Clemson computer science graduate students are changing the game



Daricia Wilkinson, a third-year Ph.D. student working in Clemson's Humans and Technology Laboratory (HATLab), received a Facebook Fellowship, while second-year Ph.D. student Divine Maloney, a member of the virtual reality research team at Clemson, was named an inaugural recipient of Microsoft's Ada Lovelace Fellowship.

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School of Computing congratulates student on prestigious scholarship

Human-Centered Computing PhD student, Brodrick Stigall, received the Institute of International Education Graduate International Research Experiences Scholarship!

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