



The Global Lab.

Annual Report 2025-26



WPI

THE GLOBAL
SCHOOL

Message from the Director

As elsewhere at WPI and across academia generally, at the Global Lab this has been a year of re-centering, focusing and adapting to a changing landscape. Our core work helping students, faculty and other campus stakeholders integrate creative, impactful media and storytelling in their projects remains as important than ever as opportunities and norms around communication continue to shift rapidly. This year the Lab supported over 60 project teams as they brought digital media strategies into their work with community partners around the world, bringing creativity and innovation to help these partners realize important organizational and community goals. We also enjoyed expanding engagement with partners on campus who are re-defining communication and outreach through graphic design, podcasts, documentaries, and extended reality experiences.

This year we paid particular attention to developing the Global AI + XR Initiative, which supports engagement with artificial intelligence and extended reality in global contexts. We co-hosted two Global School forums that brought together perspectives on these emerging technologies from across WPI's schools. We launched several AI and XR research projects, which allow our student team to build capacities, support project teams as they experiment with technologies, and provide an incubator for wider research and grant-seeking. Our approach to these complex and transformative technologies is grounded in what WPI does so well: understanding technologies in context, grappling with social and ethical implications of emerging technologies, and improving technologies through place-based and problem-driven innovation.

Another initiative we tackled this year was a redesign of the Global Lab website, which allowed us to focus our core activities and offer new resources, including initiatives on High Impact Project Reports and Mapping Sustainable Futures. We aim for the site to be a resource for WPI stakeholders – so please check it out and let us know if you have any feedback! Like all of our initiatives at the Global Lab, this effort was powered entirely by our student team. It remains an incredible privilege to work with the Global Lab Manager, Varun Bhat (PhD, Community Climate Adaptation, '27) and the rest of the Global Lab student team, who bring amazing talents from departments across the university.

As most reading this annual report will know, there are ongoing discussions about the future of the Global School, which is the institutional and intellectual home of the Global Lab. As these conversations continue, know that the Global Lab will continue to be a resource for the entire campus. We look forward to working with others as we continue evolving and supporting the changing needs of our community – so please reach out if there are ways we can support you or work together.

Stephen M. Carley



Elevating Project-Based Learning with Media and Storytelling

President's IQP Award Finalists 2026

Three Global Lab-trained IQP teams from last year were finalists for this year's President's IQP Award, and two of them tied for first place. Congratulations to these teams for their excellent work!



The Comeback Kitchen: A Virtual Reality Simulation for Acquired Brain Injury Rehabilitation, Cádiz, Spain

Ryan Hunter, Rowan Faulkner, Saahithi Kura, and Sarah Oliveira
Advisor: Svetlana Nikitina

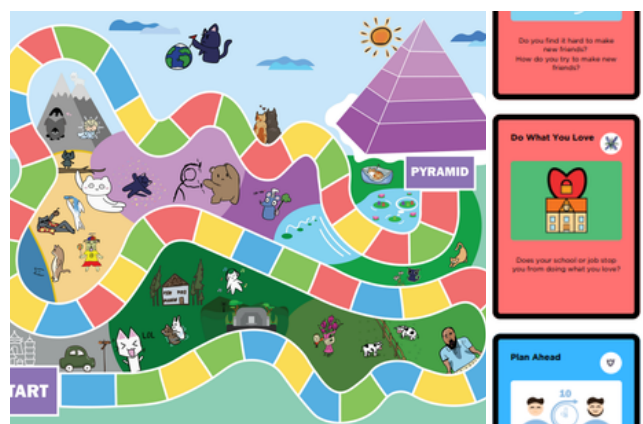
The Comeback Kitchen is a virtual reality simulation designed to help acquired brain injury patients at ADACCA rehabilitation facility in Cádiz, Spain improve upper-body mobility and cognitive skills through cooking paella. The purpose is to promote independence and confidence in the kitchen, using a safe and controlled practice environment. The design was informed by extensive feedback from healthcare specialists and patients, following co-design principles. A fully-functional prototype was developed, accompanied by a document detailing the existing features and future content.



Plants Restoring Wairarapa Moana

Evan Seki, Ronan Flynn, Christopher Hunt, Maxwell Inman, and Sofia Quattrini
Advisors: Robert Kinicki, Ingrid Shockey

Wairarapa Moana, an ecologically and culturally significant wetland east of Wellington, Aotearoa New Zealand, is facing declining water quality and threats to environmental health. This project explores the past and future of plant-based restoration for both the land and its people. In 15 open-ended interviews, we uncovered shared hopes, concerns, and a collective vision for the future of the Moana. In our documentary film we amplified these voices, showcasing ongoing restoration efforts and aspirations for future initiatives. The film highlights the importance of indigenous wisdom, sustainable governance, and ecological balance between communities. Through respectful storytelling we documented a shared commitment to strengthening the future of plant-based restoration in Wairarapa Moana.



Path to Purpose: A Self-Actualization Game, Taipei, Taiwan

Jason Luc, Kady Le, Adam Hanna, Olivia Hollenbeck, and Jeremy Kurtz
Advisors: Grant Burrier, Philip Hultquist

Due to societal pressures, academic stress, and cultural expectations, young Taiwanese adults struggle to find purpose in their lives. In collaboration with the International City Wanderer Education Association, our team created a pathway to self-actualization—a boardgame called "Path to Purpose." Through integrating principles of self-discovery, mindfulness, and goal setting, our game allows players to embark upon a reflective journey through their past, present, and future aspirations. Our project included archival research, interviews, surveys, focus groups, and ethnographies to refine and produce an enjoyable and immersive final product. Throughout our interviews and playtesting, we found self-actualization often occurs when one ventures into life with truthfulness, learning from challenges, and embracing mentorship.

AY 25-26 Project Showcase

This year **we provided training and consultation to 63 project teams**. Most are Interactive Quality Project (IQP) teams preparing for projects at off-campus project centers, with others completing projects for Great Problems Seminars, Major Qualifying Projects and other experiential learning activities. Varun Bhat, the Lab Manager, offers an Introduction to Digital Media in Global Projects presentation to ID2050 classes and coaches teams through developing media techniques and plans. Through our partnership with the Academic Technology Center (ATC), we lend out equipment that helps teams with media goals, including videos, audio productions, augmented and virtual reality.



Interactive Virtual Tour of the Cape Town Museum of Childhood, Cape Town

Spencer Merrick, Courtney Smith, Samantha Romero, Jackson Uttecht
Advisors: Gbetonmasse Somasse, Alejandro Manga

This project, sponsored by the Cape Town Museum of Childhood, updated the museum's virtual tour to take advantage of new technologies and better highlight this interactive, community-based, story-rich environment. The team identified key experiential themes to create high-quality 360 tours that shaped the redesign of the museum.



Creating Videos for the National Technical Museum, Prague

Joshua Dunlap, Ryan Harrington, Miguel de Lima, Artur Jatoba
Advisors: Linda Looft, Fred Looft

The goal of this project was to create promotional videos for each of the sixteen permanent exhibitions at the National Technical Museum (NTM) in Prague. The team used surveys and interviews to explore visitor and staff perspectives on the learning and engagement impacts of the exhibits.



WPI Global 360 Project, Puerto Rico

Vanessa Peloquin, Madline Jaszek, Sidharth Atluri, Patrick Andrews
Advisors: John-Michael Davis, Jessica Santos

The Global Lab is collaborating with the Office of Undergraduate Admissions to create captivating, memorable experiences to engage families during campus tours. While working on their IQP that involved transforming abandoned public schools into community centers, the team supported this initiative by collecting 360 video imagery as they cleared the landscape at a recovered school.



The Gyaros Interactive: A 3D-Printed Multimedia Experience, Greece

Cameron Pietraski, Grant Watson, Dominic Monico, Alexis Estime
Advisor: Robert Hersh

The team supported The Center for Environmental and Sustainability Education (KEPEA), a local non-profit environmental education center, in developing a multimedia experience centered on a 3D-printed model of the prison island Gyaros, which is designated as a Marine Protected Area, with significant ecological value and a complex history as a former political prison. Using drone photography and 360 cameras, the team created an interactive web-app that connected to QR markers embedded on a physical 3D model, allowing school-age students and other users to engage with and learn about this difficult-to-access island with deep historical and social significance.

Legacies of Albanian Emigration, Albania. *Audio-video for mini-documentaries.*

Developing Learning Resources for Mālama Learning Center, Hawaii. *ArcGIS and Storymaps to highlight restoration sites.*

Creating Videos for the National Technical Museum, Prague. *Promotional videos for museum exhibits.*

Leverage AI to Improve Standard Language Test Preparation, China. *AI tool for learning management system in English proficiency.*

Interactive Virtual Tour Cape Town Museum of Childhood, Cape Town. *Immersive 360 tour of the Museum of Childhood.*

UNOPS: Assessing Visitor Satisfaction in Albania, Albania. *Visitor surveys evaluating heritage site revitalization.*

Promoting Sanitation Equity in ECD Centres in South Africa, Cape Town. *Audio video training for documentaries and social media campaigns.*

Impact of Deployment on Emergency Service Workers' Families, Melbourne. *Audio interviews to identify challenges faced by emergency worker families*

The Gyaros Interactive: A 3D-Printed Multimedia Experience, Greece. *360 educational tour of an erstwhile prison island in Greece.*

Promoting a Culture of Gardening in Maitland Garden Village, Cape Town. *Social media materials and outreach for promoting gardening spaces.*

Creating Educational Video of Honolulu's Urban Forest, Hawaii. *Educational videos for Department of Urban Forestry's outreach .*

Tour and Virtual Showcase of the Port Phillip EcoCentre, Melbourne. *Immersive 360 and video tours for the Eco Centre visitor experience..*

EDEN-Albania Toolkit: Games to Help Youth with Eco-Anxiety, Armenia. *Games for helping youth cope with eco-anxiety.*

Trust The Tap: A Plan for Water Refill Stations on Syros, Syros. *Analysis of student willingness to shift from bottled to filtered tap water on the University of Aegean campus.*

Analyzing the Life of Public Spaces in Shkodër, Albania. *Audio training for storytelling around public spaces and integration of public art.*

Developing Learning Resources for Mālama Learning Center, Hawaii. *StoryMaps to highlight the history, ecological conditions, and community involvement for restoration sites in Leeward O'ahu.*

Film profiles of the Wairarapa Moana Standing Committee, New Zealand. *Audio-video documentaries of Wairarapa standing committee members.*

CASEM: Sharing History and Planning for the Future, Monteverde. *Historical preservation using audio and video for the CASEM cooperative.*

Advancing Ownership of Puerto Rico's Rescued Schools, Puerto Rico. *Documenting impact of community-center turned schools by creating an interactive map, ownership pathway, and economic value of rescued schools.*

The Different Ways of Finding Purpose, Montreal. *Documenting backpacker's journeys of self-discovery and purpose.*

Revitalizing Hong Kong Streets: A Staunton Street Case Study, Hong Kong. *Revitalizing Staunton Street using interviews and streetviews.*

Developing Accessible Educational Resources for Kaha Garden, Hawaii. *ArcGIS storymaps and walkthrough videos to create a garden xeriscape.*

Strategic Backyard Conservation on O'ahu, Hawaii. *Using ArcGIS storymaps to create a map of habitable backyards for promoting biodiversity.*

Co-Creating Urban Agricultural Spaces, Puerto Rico. *Designing a process video for a chicken coop built for accessibility.*

WPI Admissions 360 Project, Puerto Rico. *An initiative led by the WPI Provost Andrew Sears to collect compelling 360 footage of IQP centers.*

A Hybrid Shared-Use Kitchen Model for Monteverde, Monteverde. *Developing a proposal plan for a hybrid shared use kitchen for Fondo Comunitario Monteverde.*

WPI Admissions 360 Project, Hawaii. *An initiative led by the WPI Provost Andrew Sears to collect compelling 360 footage of IQP centers.*

WPI Admissions 360 Project, Cañar. *An initiative led by the WPI Provost Andrew Sears to collect compelling 360 footage of IQP centers.*

WPI Admissions 360 Project, Montreal. *An initiative led by the WPI Provost Andrew Sears to collect compelling 360 footage of IQP centers.*

Preserving Her Story: Digitizing the History of Abby's House, Worcester. *Digital record preservation for a local shelter.*

Overcoming cute vs “not-cute” bias in conservation efforts, New Zealand. *Improving penguin species awareness through videos and infographics.*

Virtual Reality to the Rescue, Cádiz. *Developing virtual reality simulations to assist with recovery of people with traumatic brain injuries.*

Documentary Making for PAY, Namibia. *Highlighting the importance of local education initiatives and sports using documentaries*

ANSC Podcast, Berlin. *Helping improve podcasting capabilities of a salon*

SOS Lang, Cádiz. *Using artificial intelligence to create a prototype language learning support application.*

Fusilier Museum Audio Tours, London. *Using audio podcasting to create audio tours for the museum.*

Bioengineering Manual for Soil and Water Conservation, Puerto Rico. *Recording audio for creating soil, water, and land management manuals to prevent landslides*

BSLA - Boston Urban Parks Benefits, Boston. *ArcGIS and Storymaps for Boston Parks.*

Reimaging Interactive Digital Narratives for the NPM, Taiwan. *Using 360 and video to showcase a Year of the Horse exhibit.*

Băneasa Open Trails, Romania. *Using 360 and Storymaps to highlight trail quality and coverage in Romania*

Berlin Sister Cities, Berlin. Guided audio tours relating to the partnership between Berlin and its sister cities.

WPI Admissions 360 Project, Berlin. An initiative led by the WPI Provost Andrew Sears to collect compelling 360 footage of IQP centers.

WPI Admissions 360 Project, Singapore. An initiative led by the WPI Provost Andrew Sears to collect compelling 360 footage of IQP centers.

Somos Monteverde: Improving Community Connections Trough Vol, Monteverde. Audio and video interviews to collect audio and video feedback to improve recruitment and retention.

Cloud Forest School / Centro de Educación Creativa Planning, Monteverde. Report gauging community interest in reopening a high school.

Determining a Growth Plan for Biblioteca Pública Interactiva, Monteverde. Growth plan for a community and volunteer-led public library

Mount Washington Observatory 360, New Hampshire. Using 360 to create interactive video tours of the Mount Washington Observatory.

Pathways to Inclusion: Mapping Neighborhood Accessibility, Greece. Video storytelling to gauge accessibility of neighborhoods in Thessaloniki

RioChante Casa de Cultura for the Cerro Plano Neighborhood, Monteverde. Financial report for a community organization.

Predators on the Farm: Learning to Coexist with Bobcats, Hawks, and More, Paxton. Creating informational materials on local predators to increase acceptance and feelings of co-existence.

The Public Spaces of Venice and the Lagoon, Venice. Documenting the public spaces of Venice.

The Green Spaces of Venice and the Lagoon, Venice. Documenting the green spaces and parks in Venice through audio and video interviews

Web Application to Display Survival Analysis of Cancer, Lyon. Using data science to showcase an analysis of cancer survival data.

E-Bike Usage in Acadia, Maine. Interviewing e-bikers on Acadia trails to gauge an uptick in e-bike usage

Other Workshops and Trainings

In AY25-26, the Lab offered a variety of on-demand workshops for campus stakeholders, covering topics such as Audio Production and Post-Production, Video Recording and Editing, Compelling Report Design, Mapping with ArcGIS and StoryMaps, and Getting Started with VR in Unity and Unreal. These included podcast production workshops for the Student Mental Health Committee, the Audiophiles, and the WPI Admissions team, and audio music production for the Phi Kappa Theta fraternity's Christmas album recording. To schedule a consultation, please reach out to us through our website or email us at global-lab@wpi.edu.

Workshop Snapshot: High Impact Project Reports for teams in Monteverde, Costa Rica

We worked with six IQP teams at the Monteverde, Costa Rica Project Center, and faculty advisors Elisabeth Stoddard and Anne Ogilvie, on a multi-part workshop on High Impact Project Reports. During the ID2050 preparation course, the cohort was trained on audience attunement, the assertion-evidence framework, data visualization principles, and the mechanics of graphic design tools like Canva, Flourish and other tools that are readily available to WPI students. We followed up with remote consultations with each team in Costa Rica as they designed high impact reports that showcased their project outcomes and helped their community partners.



The Global AI + XR Initiative

The Global AI + XR initiative highlights the unique ways WPI students and faculty are integrating emerging digital technologies in global project settings. As machine learning, big data, computer vision and large language model paradigms transform the ways we engage with the world, WPI students are putting these technologies into practice in real world settings, developing AI and XR skills along with critical media literacies. Through applying these tools in complex organizational and community contexts, students are developing technical skills and critical literacies, elevating outcomes for community partners, and improving technologies through place-based innovation.

Project-Based Learning for the Age of AI

The Global Lab co-hosted this Global School Forum in Fall 2025, which featured lightning talks by faculty from all schools – Reza Ebida (Mechanical Engineering), Stephen McCauley (Global School), Rodica Neamtu (Computer Science), Daniel Treku (Business School), and Yunus Telli (Humanities and Arts), presentations by student project teams (GPS, IQP, MQP), and an engaging discussion, facilitated by Kimberly LaChasseur (Center for Project-Based Learning), among an audience from around the university.



White Paper on Project-Based Learning for the Age of AI

This white paper was produced by The Future of Project Based Learning Task Force, which was convened by Global School Dean Mimi Sheller at the request of President Wang and Provost Sears and included: Arne Gericke (Dean of Undergraduate Studies), Anna Gold (University Librarian), Art Heinricher (President's Special Projects), Stephen McCauley (Director of the Global Lab), Mimi Sheller (Dean of the Global School), Sarah Stanlick (Associate Dean of the Global School) and Kris Wobbe (Director of the Center for Project Based Learning), with contributions from Jessi Hill (Director of the Morgan Teaching and Learning Center) and Kimberly LeChasseur (Morgan Center and Center for PBL), and support from Dawn Farmer in the Global School. The paper makes the case that WPI's human-centered, technology-integrated, global PBL, and particularly its collaborative applications of STEM in community-centered projects, represents the kind of the transformative, high impact pedagogy that is needed in this era of rapid technological change.

Extended Reality: New Frontiers in Design, Visualization, and Engagement

We co-hosted a second Global School Forum in Spring 2026 that featured lightning talks and demos by students teams, graduate students and faculty who are using augmented and virtual reality and other 3D and immersive technologies in their projects and research. The presentations highlighted XR technologies across fields, including architecture (Shichao Liu, Soroush Farzin), computer science (Tian Guo, Lane Harrison), global health (Tsitsi Masvawure), and digital twins at campus (Max Chen) and urban (Stephen McCauley, Mohit Patel) scales, and the work of IQP teams from Greece, Hawaii, and Spain.



Project-Based Learning for the Age of AI

WPI's Transformative Pedagogy

By the Future of PBL Working Group
October 2025

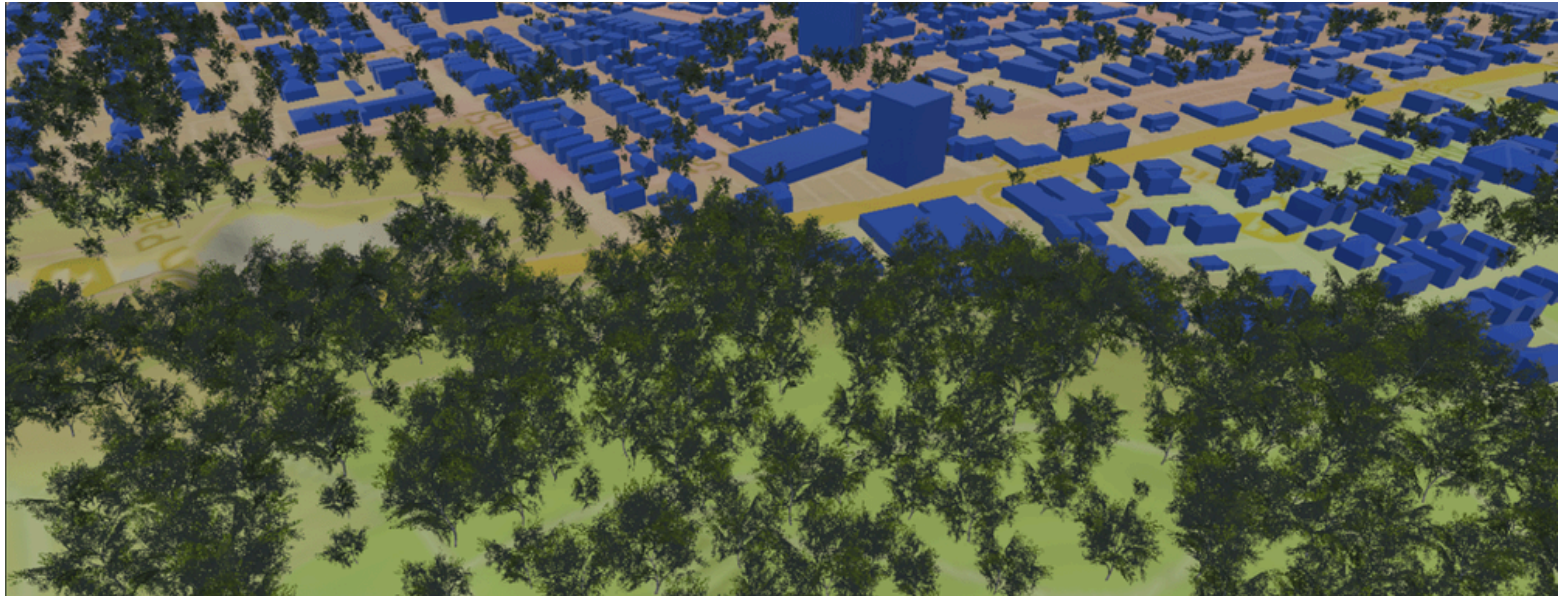


Worcester in VR: A City Scale Digital Twin

The Lab is developing an immersive digital twin of Worcester to support urban climate resilience planning in Worcester. The system reconstructs the City of Worcester across an 18 km × 18 km area, merging geospatial data on buildings, terrain, tree canopy and other social and environmental variables with the lighting, physics, animation and real-time rendering of a gaming engine to create an interactive 3D environment where users can experience city data in an immediate and intuitive way. Users can walk or fly across Worcester neighborhoods, experiencing spatially-explicit urban heat island effects across the city and inspecting building-level attribute data related to heat risks through point-and-click interactions. The system can be expanded to support other urban planning priorities, so please contact us if you would like to explore applications or collaborations. Aidan Henbest (BS DS, '26) led the map analysis and Mohit Patel (MS IMGD, '26) led development of the VR experience.



Mohit Patel (MS IMGD, '26) leading a demo of the digital twin at the City of Worcester's Department of Sustainability and Resilience



A view from Newton Hill in the digital twin, showing urban heat islands effects in Worcester

Stakeholder Engagement Simulator

AI Specialists at the Lab, Shikshya Shiwakoti (MS AI Dec '26) and Mohammed Thameem (MS CS Dec '26), are working with an interdisciplinary faculty team – John-Michael Davis (DIGS), Stephen McCauley (DIGS), Farley Chery (IMGD) and Xiaozhong Liu (CS + DS) – to develop an AI-powered stakeholder engagement simulation designed to help STEM students practice one-on-one stakeholder engagement in realistic socio-technical settings. Instead of treating stakeholder engagement as a soft add-on, the project frames it as a core research and professional skill: asking better questions, listening carefully, identifying trade-offs, and responding ethically. Learners can interview multiple stakeholder personas, receive targeted feedback after each conversation, and improve across repeated practice cycles. The project has resulted in a Provost's Fellowship for Teaching Transformation and outstanding grant applications with the National Science Foundation, the Spencer Foundation and the Engineering Information Foundation.



Behind AI: An Interactive Gallery of the Environmental Impacts of AI

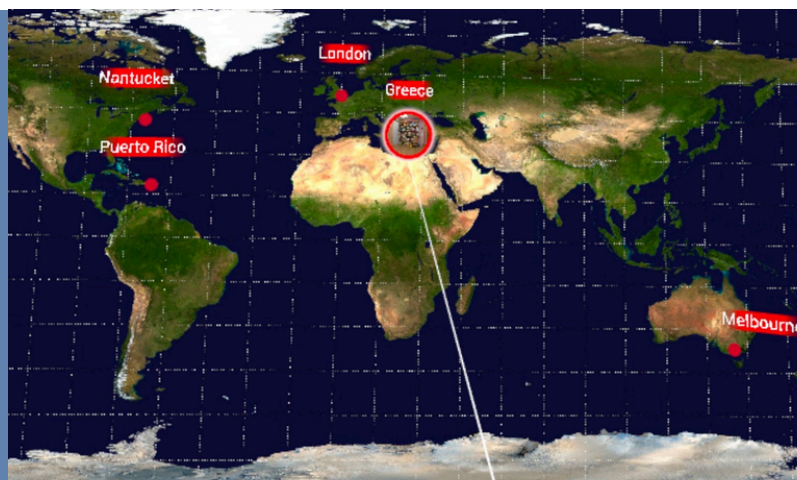
Behind AI is an interactive virtual reality experience built to teach the environmental impacts of AI usage. Through a sequence of rooms in a gallery setting, the experience allows users to interact with elements that explain how AI systems work (inference, training, and infrastructure) and connect these technical processes to their underlying environmental costs. Building on the experience that was created last year by Matthew Neuffer (IMGD '25), we piloted the experience with Professor Lisa Stoddard's ENV 2720 AI and the Environment course in the Fall, and advanced the learning environment with additional interactive features and audio narration, led by XR Specialist Thomas Branchaud (IMGD '26).



The Welcome room for the Behind AI Simulation

WPI Global 360 Installation

In collaboration with the Office of Undergraduate Admissions, we are building a virtual reality installation that makes the Interactive Qualifying Project more legible, tangible, and memorable for prospective students and their families. The installation offers a guided immersive experience in which visitors can step into 360° environments connected to project centers, encounter the settings in which students work, and develop a on-the-ground sense of the global, place-based character of the program. XR Specialist Bryce Martis (RBE '28) is building the experience, with immersive footage collected from student volunteers at project centers in Puerto Rico, Nantucket, London, Greece, Melbourne, and Venice.



The navigation map for the WPI Global 360 installation

Website Redesign

This year we redesigned the Global Lab website to provide clarity about our core initiatives, improve access to our offerings and resources, and showcase exemplary student projects. The site features new initiatives on Global AI + XR, High Impact Project Reports and Mapping Sustainable Futures, and our ongoing initiatives on audio and video storytelling. Lab Manager Varun Bhat (Community Climate Adaptation '27) managed this project, with contributions from Web Specialists Colin Truong (CS + RBE '28), Ethan Shanbaum (CS + DS, '26), Pranjali Rangnekar (RBE '26) and Jessica Keene (CS '27). Please check it out at <https://global-lab.wpi.edu/>.



Supporting Digital Media Productions on Campus

The Global Lab team manages studio facilities and equipment at its space in the Innovation Studio, and provides access, training and recording support for a variety of partners on campus who are using digital media in their projects and activities. Some of these AY 25-26 partnerships are highlighted below.



The WPI Podcast, the university's flagship podcast, is produced by the Marketing and Communications division. Each episode, podcast hosts from Marketing and Communications dive into stories of WPI faculty and students across campus and around the world, spotlighting breakthrough research, hands-on projects, bold innovations, and the immersive experiences. We provided recording support in the Scherer Video Production Suite for **23 episodes** in AY 25-26.



Professor Stacy Shaw (SSPS) on the WPI Podcast



Time to Startup video podcast featuring Mike Abrams ('77) and host Ardian Presci

WPI i3 Lab Time To Startup, the official podcast of the i3 Lab at WPI, is designed to inspire, inform, and ignite the entrepreneurial spirit within the student community. In this video podcast series, hosts from the i3 Lab explore the journey of building a startup, from the spark of an idea to the challenges of execution. The Global Lab provides staging and recording support in the Mixed Reality Studio. We supported **6 recordings** this year.



One of the winning teams in the IMGD Showfest

For **the fourth consecutive year**, the Lab assisted the Interactive Media and Game Development program with their annual **IMGD Showfest** where seniors showcase their final game projects to the WPI community. We film interview conversations with students, faculty, and industry leaders.



The Global Lab at the Global Fair



WPI Admissions Office podcast



Kwamie Dunbar (Business School) on the WPI Podcast



Jay Turner (RET '25) creating course modules



VR open house with WPI students

Through a partnership with Middlebury College's Projects for Peace program, with funding from the Kathryn W. Davis Foundation, we host this fellowship program which allows undergraduate students to complete a grassroots project, anywhere in the world, to promote peace and build understanding. Supported by \$10,000 project awards, recipients engage with community partners and use their creativity to design projects that help reduce conflicts, build understanding, break down barriers and find solutions that promote lasting, structural peace, including through the environment, education, social services and cultural programs.



Water, Communities & Chemicals: A PFAS Awareness Film for Change

by Roland Slezas (AE '28)

This project brings to light the silent crisis of “forever chemicals” — per- and poly-fluoroalkyl substances (PFAS) — through a documentary film that threads together scientific investigation, community testimony, and grassroots advocacy. Set in Massachusetts, the film follows local residents grappling with PFAS contamination in water, soil and homes, and overlays their stories with expert insights. Roland extended the reach of the film with public screenings and educational outreach to ignite action.

Discovery in Action: Enhancing STEM Education for Underprivileged High School Students in Preveza, Greece

by Tahsinur Rahim (ME '27), Aris Xanthoudakis, Abdulrahman hamdan, Lathan Wandworth, Xandro Samaranayake, Yohan Samaranayake

The team worked with teachers, administrators and the parent association at the Preveza Music School in Preveza, Greece to address the lack of resources for STEM education and opportunities at the school. Working with these stakeholders, the team co-designed the lab, acquired materials and equipment for the lab, created draft curricula to guide how the materials can be used in a class setting, and organized workshops to ensure successful uptake and engagement with the lab.



Student Team



Varun Bhat, PhD Candidate,
Community Climate
Adaptation, Lab Manager



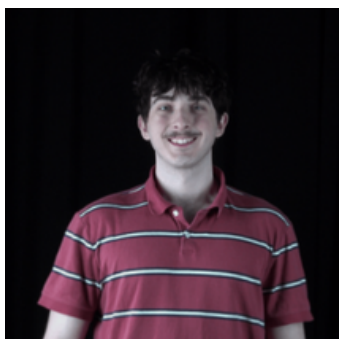
FNU Mohammed Thameem
MS AI, '26
AI Specialist



Aidan Henbest
BS DS, '26
GIS Specialist



Aster Dettweiler
BS CS, '28
Audio Specialist



Bryce Martis
BS Robotics, '28
XR Specialist



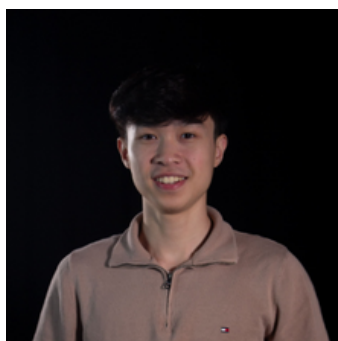
Colin Truong
BS CS+Robotics, '28
Web Specialist



Ethan Shanbaum
BS CS+DS, '26
Web Specialist



Jessica Keene
BS CS, '27
Web Specialist



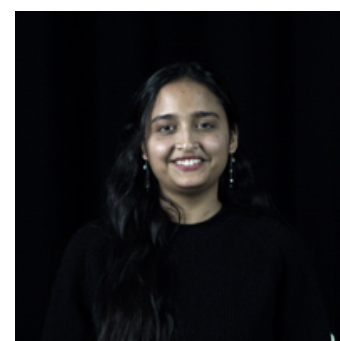
Minh Ha
BS CS, '27
Audio & Video Specialist



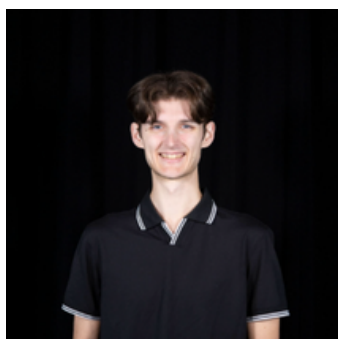
Mohit Patel
MS IMGD, '26
XR Specialist



Pranjali Rangnekar
MS Robotics, '26
Graphic Specialist



Shikshya Shiwakoti
MS AI, '26
AI Specialist



Thomas Branchaud
MS IMGD, '26
XR Specialist

The student team powers everything we do at the Global Lab. This year, the Federal Work Study program and the Subsidized Campus-Based Graduate Positions program by the Office of Graduate Studies allowed us to expand our team, particularly for the Global AI + XR Initiative, and we're grateful for that support.

We are also thrilled that our students are finding success in their professional pursuits, with graduating students taking positions in an MS program in Statistics and Data Science at Yale University, an XR Developer at Sailboat, and an AI and Automation internship at TÜV SÜD America.