

W. Lewis Johnson, Ph.D.

I am an internationally recognized expert in artificial intelligence for training and education. My current work focuses on trustworthy AI for healthcare to promote patient education, enhance the patient experience, upskill medical staff, and reduce burdens on care teams.

a. Professional Preparation

Princeton University	Linguistics	A.B. <i>summa cum laude</i> , 1978
Yale University	Computer Science	Ph.D., 1985

b. Appointments

President and CEO, Alelo Inc., 2010-present
President and Chief Scientist, Alelo Inc., and Alelo TLT, LLC, 2006-2010
Associate Editor, *International Journal on Artificial Intelligence in Education*, 2014-present
President, International AI in Education Society, 2008-2009
Senior Project Leader and Director of the Center for Advanced Research in Technology for Education, USC Information Sciences Institute (USC/ISI), 2000-2007
Research Professor, USC Department of Computer Science, 2004-2007
Research Associate Professor, USC Department of Computer Science, 1996-2004
Research Assistant Professor, USC Department of Computer Science, 1987-1996

c. Awards

Finalist, XPRIZE Rapid Reskilling Competition, 2023.
Runner-up, 2021 International E-Learning Awards, 2022.
Finalist, British Council Award for Digital Innovation in English Language Teaching, 2019.
IFAAMAS Influential Paper Award, 2017.
I/ITSEC Serious Games Challenge, 2006.
DARPA Tech Significant Technical Achievement Award, 2005.

d. Relevant Publications and Patents

Johnson, W.L. (2023). How to Harness Generative AI to Accelerate Human Learning. *Int. Journal of AI in Education*, August 8, 2023. <https://doi.org/10.1007/s40593-023-00367-w>.
Johnson, W.L. (2021). Case Study: Rapid Training of Community Health Workers Using Enskill. *International Journal: Advanced Corporate Learning* 21(2), 44-49
Johnson, W.L. (2019). Data-Driven Development and Evaluation of Enskill English. *Intl. Journal of AI in Education*, 29, pp. 425-457.
Johnson, W.L. and Lester, J.C. (2018). Pedagogical Agents: Back to the Future. *AI Magazine* 39(2), 33-43.
Johnson, W.L. and Lester, J.C. (2016). Face-to-Face Interaction with Pedagogical Agents, Twenty Years Later. *Int. J. AI in Education* 26(1), 25-36.
Johnson, W.L. (2015). Constructing Virtual Role-Play Simulations. in R Sottolare, A. Graesser, X. Hu, K. Brawner (Eds.), *Design Recommendations for Adaptive Intelligent Tutoring Systems: Authoring Tools* (Volume 3), 211-226. US Army Research Laboratory, Orlando.
Johnson, W.L. (2010). Serious use of a serious game for language learning. *Int. J. of Artificial Intelligence in Ed.* 20.
Johnson, W.L. (2012). The art and science of developing intercultural competence. In P.J. Durlach & A.M. Lesgold (Eds.), *Adaptive Technologies for Training and Education*. New York: Cambridge University Press.
Johnson, W.L. (2005). Tactical Language Training System. www.alelo.com/case-study/tactical-iraqi-language-culture-training-system/
W. Lewis Johnson and Hannes Högni Vilhjálmsson (2010). US Patent No. US 7,778,948. Mapping each of several communicative functions during contexts to multiple coordinated behaviors of a virtual character.

- Johnson, W.L. (2012). Error detection for teaching communicative competence. Proceedings of the International Symposium on Automatic Detection of Errors in Pronunciation Training.
- Wang, N., Johnson, W.L., Mayer, R.E., Rizzo, P., Shaw, E., & Collins, H. (2008). The Politeness Effect: Pedagogical agents and learning outcomes. *Int. J. Human Computer Studies*.
- Johnson, W.L. & Sagae, A. (2012). Personalized refresher training based on a model of skill acquisition and decay. In Proceedings of the 2nd International Conference on Applied Digital Human Modeling, San Francisco, 2012.
- Johnson, W.L. & Valente, A. (2008). Collaborative authoring of serious games for language and culture. Proceedings of SimTecT 2008.
- Johnson, W.L., Rickel, J.W., & Lester, J.C. (2000). Animated pedagogical agents: Face-to-face interaction in interactive learning environments. *Intl. Journal of Artificial Intelligence in Education*, 11, 47-78.