

The background of the logo is a vibrant orange and red abstract design. It features a grid of small white squares, some of which are filled with orange, creating a pattern reminiscent of a computer keyboard or a data matrix. The overall aesthetic is modern and technological.

CACSI/AIC

Canadian Association of Computer Science / Association d'Informatique Canadienne



**Outstanding Young
Canadian Computer
Science Researcher**

Associate Professor
KATE LARSON
University of Waterloo



Kate Larson is an associate professor in the Cheriton School of Computer Science, University of Waterloo. Her research focus is in artificial intelligence and multiagent systems that brings together computer science, mathematics, and economics. Larson was recently awarded with the prestigious Province of Ontario Early Researcher Award. In outreach, Larson has been active in organizing and speaking at events for female high school and university students to help ensure that young women see computer science as a career option.

Associate Professor
ZONGPENG LI
University of Calgary



Zongpeng Li is an Associate Professor of Computer Science at the University of Calgary. He obtained his PhD at the University of Toronto in 2005. Li's research focuses on two directions in the area of computer networks: network coding, and network mechanism design. In the former, his research brings together tools and concepts from information theory and computer science, for making computer networks faster and more efficient. In the latter, he designs network algorithms that are efficient and robust in the presence of selfish agents in the network.



Associate Professor
REGAN MANDRYK
University of Saskatchewan

Regan Mandryk pioneered the area of physiological evaluation for digital games. With over 100 papers that have been cited over 4500 times, she is considered a world leader in the science and innovation of digital game interaction. Mandryk has been the invited keynote speaker at several international game conferences, a program chair at several others, led Games research in the GRAND network, and is the PI on an NSERC CREATE grant on games user research.
