Accomplishments

2005

Juxtopia Group board member, Mark Harrison secures a position at Bell, Inc. Juxtopia Group board member Dr. Mark Harrison secures position at Bell. BELL is a community-based, non-profit organization founded by Black Harvard Law School students in 1992, and is designed to increase the educational opportunities and achievements of children living in low-income communities. BELL serves underperforming elementary school children, grades K-6, in New York City, Boston, Washington, D.C., Baltimore, and Prince George's and Montgomery counties in Maryland.

Juxtopia Group advisory board member, Dr. Brian Blake achieves tenure at age 33. July, 2005, Dr. Brian Blake , African America computer science professor achieves tenure at Georgetown University at age 33.

Juxtopia Group industry partner, Juxtopia, LLC wins NSF grant in Augmented Reality instruction June, 2005 – minority owned biomedical and information technology firm, Juxtopia, LLC wins National Science Foundation grant to build an unprecedented Augmented Reality Instructional System.

Juxtopia Group board chairperson, Dr. Jayfus Doswell takes Information Technology PhD May, 2005 Juxtopia Group board chairperson graduated from George Mason University with a PhD in Information Technology. His PhD Dissertation focused on Mixed Reality learning environments.

2002

The Juxtopia Group won a contract to develop a virtual reality “edutainment” game for the Smithsonian’s National Postal Museum for teaching children about US airmail history. The video game was designed so that children could conduct math calculations and understand science in order to answer questions correctly and progress through game levels.

2001

The Juxtopia Group assist training Washington, DC inner city children with science, technology, engineering, and math exposure. In the summer of 2001, The Juxtopia Group, Inc. provided technology training to underserved and disadvantaged youth for the “Tech Teens” Program. Juxtopia Group exposed youth to various technologies from biotechnology to computer programming, artificial intelligence, nanotechnology, and 3D graphics. Juxtopia Group used game development principles to enhance the understanding of math

1998

Jayfus T. Doswell begins PhD program focusing on Virtual Reality Learning Technology. In September, 1998 Jayfus Tucker Doswell transitions his Masters research into a PhD program at George Mason University with a focus on Virtual Reality and learning.

Jayfus T. Doswell completes his Masters thesis focusing on Virtual Reality Learning Technology. In May 1998 Jayfus Doswell completes his masters degree at Howard University with a thesis concentrating on building an online Virtual Reality learning tool to enhance math learning for children.

1997

Jayfus T. Doswell is discusses Virtual Reality Learning Technology in Black Issues In Higher Education Summer 1997, Jayfus Tucker Doswell features his research on online Virtual Reality for providing basic math instruction to children.

1995

Jayfus T. Doswell creates Oberlin’s first Embryonic Development Multimedia learning technology. In 1993, Jayfus Tucker Doswell, then an undergraduate student at Oberlin College worked with Oberlin College Biology professor, Dr. Yolanda Cruz, and pioneered the first multimedia Educational Technology Program at Oberlin College for training Embryonic Biology students. After hearing Doswell’s Ford Mellon presentation in the summer of 1993, Oberlin College professor, Dr. Yolanda Cruz of Oberlin college ask if Doswell would pioneer a similar program for her Embryonic Biology class. For his love of learning, research, and human performance enhancements, Doswell could not refuse. While working full time, Doswell traveled two hours back and forth from Columbus, OH to Oberlin to consult with Dr Cruz and develop this innovative tool. Doswell completed the foundation in 1995. Afterwards other students built upon his foundation. This tool is still being used to instruct biology students in embryonic biology at Oberlin College.

1993

Jayfus T. Doswell begins his journey investigating Virtual Reality and learning. In 1993, Jayfus Tucker Doswell, then an undergraduate student at Oberlin College worked with Oberlin College psychology professor, Dr. James Tanaka, and conducted educational technology research on how a multi-modal interactive, multimedia program can enhance the understanding of geometry. As early as the summer of 1993 and at age 21, Doswell received a Ford Mellon scholarship to conduct research on the implication of education technology on learning performance. Doswell applied his Oberlin studies in Cognitive Neuropsychoogy and Computer Science to build the first multimedia, educational technology tool to train African American inner Oberlin city youth on Geometry. After conducting pilot tests on high school aged children, students stating that if education were presented in this fashion, they would be more motivated to learn math. Doswell presented his research findings at Williams College, Williams, Mass.