

# Yusuf Pisan

Senior Lecturer

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## PROFESSIONAL QUALIFICATIONS

GradCert	2001	Educational Studies (Higher Education), Macquarie University
PhD	1998	Northwestern University, Evanston, IL Title: <i>An integrated architecture for engineering problem solving</i>
BS	1992	Computer Science, Northwestern University, Evanston, IL

## EMPLOYMENT HISTORY

Sep 2017 – present	<b>Senior Lecturer</b> Computing and Software Systems University of Washington Bothell
Jan 2008 – Aug 2017	<b>Associate Professor</b> Director, Games Studio School of Software, University of Technology Sydney
Jun 2011 - Dec 2011	<b>Visiting Professor</b> Harvey Mudd College (HMC)
Jan 2007 - Dec 2007	<b>Visiting Professor</b> Worcester Polytechnic Institute (WPI)
Jun 2003 – Jan 2008	<b>Senior Lecturer</b> Co-director of Creativity & Cognition Studios Department of Software Engineering, University of Technology Sydney
Jan 2003 – Jun 2003	<b>Senior Lecturer</b> , Computing Department, Macquarie University
Feb 2000 – Jan 2003	<b>Lecturer</b> , Computing Department, Macquarie University
Jul 1998 – Feb 2000	<b>ARC Research Fellow</b> , School of Computer Science and Engineering University of New South Wales
Sep 1992 – Jun 1998	<b>Research Assistant</b> , Institute for the Learning Sciences Northwestern University

## PUBLICATIONS

### **Books and Edited Proceedings**

1. Pisan, Y., Sgouros, N. M. and Marsh, T (Editors). (2014) Entertainment Computing - ICEC 2014, Springer-Verlag Berlin Heidelberg.
2. Pisan, Y. (Editor). (2005). *Proceedings of the Second Australasian Conference on Interactive Entertainment (IE2005)*. Sydney, Australia: Creativity and Cognition Studios Press.
3. Pisan, Y. (Editor). (2004). *Proceedings of the First Australian Workshop on Interactive Entertainment (IE2004)*. Sydney, Australia: Creative Cognition Studios Press.

### **Book Chapters**

4. Garcia, J. A., Felix Navarro, K., Schoene, D., Smith, S. T., & Pisan, Y. (2012). Exergames for the elderly: Towards an embedded Kinect-based clinical test of falls risk. In A. J. Maeder & F. J. Martin-Sanchez

(Eds.), *Studies in Health Technology and Informatics* (pp. 51–57). IOS Press. doi:10.3233/978-1-61499-078-9-51

### **Book Reviews**

5. Pisan, Y. Review of “Twisty Little Passages: An Approach to Interactive Fiction Artificial Intelligence”. To appear in *Artificial Intelligence Journal*. Elsevier Science Publishers Ltd.

### **Refereed Journal Articles**

6. Bakkes, S., Tan, C. T., & Pisan, Y. (2012). Personalised Gaming. *Journal of Creative Technologies*, 1(3). Retrieved from <http://journal.colab.org.nz/article/24>
7. Garcia, J. A., Felix Navarro, K., Schoene, D., Smith, S. T., & Pisan, Y. (2012). Exergames for the elderly: Towards an embedded Kinect-based clinical test of falls risk. *Studies in health technology and informatics*, 178, 51–7. Retrieved from <http://www.ncbi.nlm.nih.gov/pubmed/22797019>
8. Pisan, Y. (2007). Book Review: Nick Montfort, *Twisty Little Passages: An Approach to Interactive Fiction*, 171 (18). Elsevier Publishers. (Science Direct)
9. Pisan, Y. (2006). Artificial Intelligence versus Clever Design for Creating Intelligent Game Characters. *Journal of Computational Information Systems*, 2 (1), pp 429-433. Binary Information Press
10. Berry, R.A., Makino, M., Hikawa, N., Naemura, M., Pisan, Y., Edmonds, E.A. (2006) Programming in the World. *Digital Creativity 2006*, 17 (1), pp. 36-48. Routledge Publishers.
11. Pisan, Y. (2006). Artificial Intelligence versus Clever Design for Creating Intelligent Game Characters. *Journal of Computational Information Systems*, 2(1), 429-433.

### **Refereed Conference Papers**

12. Si, C., Pisan, Y., & Tan, C. T. (2016). Understanding players’ map exploration styles. In *Proceedings of the Australasian Computer Science Week Multiconference*.
13. Brondi, R., Avveduto, G., Alem, L., Faita, C., Carrozzino, M., Tecchia, F., Bergamasco, M. (2015). Evaluating the effects of competition vs collaboration on user engagement in an immersive game using natural interaction. In *Proceedings of the 21st ACM Symposium on Virtual Reality Software and Technology* (p. 191).
14. Garcia, J. A., Pisan, Y., Tan, C. T., & Felix Navarro, K. (2014). Step kinnection: a hybrid clinical test for fall risk assessment in older adults. In *CHI’14 Extended Abstracts on Human Factors in Computing Systems* (pp. 471–474).
15. Garcia, J. A., Pisan, Y., Tan, C. T., & Navarro, K. F. (2014). Assessing the kinect’s capabilities to perform a time-based clinical test for fall risk assessment in older people. In *Entertainment Computing--ICEC 2014* (pp. 100–107). Springer Berlin Heidelberg.
16. Marsh, T., Pisan, Y., & Sgouros, N. M. (2015). *Entertainment Computing 2014-13th International Conference on Entertainment Computing*. Pisan, Y., Sgouros, N. M., & Marsh, T. (2014). *Entertainment Computing-ICEC 2014: 13th International Conference, ICEC 2014, Sydney, Australia, October 1-3, 2014, Proceedings* (Vol. 8770). Springer.
17. Si, C., Pisan, Y., & Tan, C. T. (2014). A Scouting Strategy for Real-Time Strategy Games. In *Proceedings of the 2014 Conference on Interactive Entertainment* (pp. 1–8).
18. Tan, C., Sapkota, H., Rosser, D. J., & Pisan, Y. (2014). Initial perceptions of a casual game to crowdsource facial expressions in the wild. *Foundations of Digital Games*.
19. Tan, C. T., Bakkes, S., & Pisan, Y. (2014). Correlation between Facial Expressions and the Game Experience Questionnaire. *Entertainment Computing-ICEC 2014: 13th International Conference, ICEC 2014, Sydney, Australia, October 1-3, 2014, Proceedings*, 8770, 229.
20. Tan, C. T., Bakkes, S., & Pisan, Y. (2014). Inferring player experiences using facial expressions analysis. In *Proceedings of the 2014 Conference on Interactive Entertainment* (pp. 1–8).
21. Tan, C. T., Sapkota, H., Rosser, D., & Pisan, Y. (2014). A game to crowdsource data for affective computing. *Proceedings of Foundations of Digital Games*, 11.
22. Taylor, D. M., & Pisan, Y. (2014). Aussie women game developers. *Proceedings of the 9th International Conference on the Foundations of Digital Games*.
23. Tan, C. T., Sapkota H., Rosser, D., and Pisan, Y (2014) “A Game to Crowdsource Data for Affective Computing,” in *Proceedings of the Foundations of Digital Games (FDG)*.
24. Si, C., Pisan, Y, and Tan, C. T., (2014) Automated Terrain Analysis in Real-Time Strategy Games,” in *Proceedings of the Foundations of Digital Games (FDG) Doctoral Consortium*.

25. Tan, C. T., Huang, J., and Pisan, Y. (2013) "Initial Perceptions of a Touch-based Tablet Handwriting Serious Game from a Player's Perspective," in International Conference on Entertainment Computing (ICEC).
26. Garcia, J., Pisan, Y., Tan, C. T., and Navarro, K. F. (2012) "Step Kinnection: A Hybrid Clinical Test for Fall Risk Assessment in Older Adults," in Proceedings of the Conference on Human Factors in Computing Systems (CHI) Extended Abstracts.
27. Tan, C. T., Rosser, D., Bakkes, S., & Pisan, Y. (2012). A feasibility study in using facial expressions analysis to evaluate player experiences. Proceedings of The 8th Australasian Conference on Interactive Entertainment Playing the System – IE '12 (pp. 1–10). New York, New York, USA: ACM Press. doi:10.1145/2336727.2336732
28. Bakkes, S., Tan, C. T., & Pisan, Y. (2012). Personalised gaming: a motivation and overview of literature. *Proceedings of The 8th Australasian Conference on Interactive Entertainment Playing the System – IE '12* (pp. 1–10). New York, New York, USA: ACM Press. doi:10.1145/2336727.2336731
29. Tan, C. T., & Pisan, Y. (2012). Towards Automated Player Experience Detection With Computer Vision Techniques. *Proceedings of the CHI Workshop on Game User Research*. Retrieved from [http://hcigames.businessandit.uoit.ca/chigur/wp-content/uploads/2012/04/gurchi2012\\_submission\\_11.pdf](http://hcigames.businessandit.uoit.ca/chigur/wp-content/uploads/2012/04/gurchi2012_submission_11.pdf)
30. Pisan, Y., & Tan, C. T. (2012). Persuasive Environments : Argumentation Models in Serious Games. *ICCSE 2012: The 7th International Conference on Computer Science and Education* (pp. 1319–1322). Melbourne, Australia: IEEE. doi:10.1109/ICCSE.2012.6295308
31. Pisan, Y., & Tan, C. T. (2012). SimEnv : Understanding and Supporting the Creation of Outcome-driven Simulations. *ICCSE 2012: The 7th International Conference on Computer Science and Education* (pp. 1315–1318). Melbourne, Australia: IEEE. doi:10.1109/ICCSE.2012.6295307
32. Pisan, Y., & Tan, C. T. (2012). Use of Student-designed Authorware for E-mediated Science and Technology Learning. *ICCSE 2012: The 7th International Conference on Computer Science and Education* (pp. 1633–1637). Melbourne, Australia: IEEE. doi:10.1109/ICCSE.2012.6295377.
33. Viveka Weiley (2009) Remixing realities: distributed studios for collaborative creativity, 345-346. In C&C '09: *Proceeding of the seventh ACM conference on Creativity and Cognition*.
34. Hills, D., Edmonds, E. and Pisan, Y. (2008). Towards a Generic Framework for Situated Collaborative Storytelling. In *Proceedings of the Fifth Australasian Conference on Interactive Entertainment (IE2008)*, Brisbane, Australia.
35. Weiley, V. and Pisan, Y. (2008). The Distributed Studio: Towards a Theory of Virtual Place for Creative Collaboration. In *Proceedings of the 20<sup>th</sup> Australasian Conference on Human-Computer Interaction (OZCHI-2008)*, Cairns, Australia.
36. Pisan, Y. Dissecting Group Identity in MMOs. To appear in the *Proceedings of The European Simulation and AI in Games (GAMEON-NA 2007)*.Gainsville, Florida, USA.
37. Pisan, Y. My Guild, My People: Role of Guilds in Massively Multiplayer Online Games. To appear in the *Proceedings of the Fourth Australasian Conference on Interactive Entertainment (IE2007)*. Melbourne, Australia.
38. Kang, Y. and Pisan, Y. A Survey of Major Challenges and Future Directions for Next Generation Pervasive Computing. In *Proceedings of the 21st International Symposium on Computer and Information Sciences*. Istanbul, Turkey.
39. Berry, R. A., Naemura, M., Kobayashi, Y., Tada, M., Inoue, N., Pisan, Y., et al. (2006). An Interface Test-Bed for Kansei Filters Using the Touch Designer Visual Programming Environment. In *Proceedings of the Australasian User Interface Conference (AUIC2006)* (pp 173-176). Hobart, Australia.
40. Pisan, Y. (2005). Everything I Learned from The Sims: Putting Games in Context. In *Proceedings of the IADIS WWW/Internet Conference on Advanced Learning* (pp. 96-100). Lisbon, Portugal.
41. Welsh, S., & Pisan, Y. (2005). Enhancing Information Acquisition in Game Agents. In *Proceedings of the International Conference on Artificial Intelligence* (pp. 527-533). Las Vegas, Nevada, USA: CSREA Press.
42. Welsh, S., & Pisan, Y. (2005). Information-Oriented Design and Game AI. In *Proceedings of Second Australasian Conference on Interactive Entertainment* (pp. 227-234). Sydney, Australia.
43. Pisan, Y. (2004). Challenges for network computer games. In *Proceedings of the IADIS International Conference WWW/Internet* (pp. 589-595). Madrid, Spain: IADIS Press.
44. Pisan, Y., & Wong, C. W. (2004). Tools for creating interactive teaching environments. In *Proceedings of The 4th International Conference on Advanced Learning Technologies (ICALT)* (pp. 819-821). Joensuu, Finland: IEEE Computer Society.

45. Jayashree, J., Richards, D., & Pisan, Y. (2002). Helping teachers implement experience based learning. In *Proceedings of the International Conference on Computers in Education (ICCE)* (pp. 1396-1397). Auckland, New Zealand: IEEE Press.
  46. Orgun, B., Pisan, Y., Nayak, A., & Vu, J. (2002). Interoperability in heterogeneous medical information systems using smart mobile agents and HL7. In *Proceedings of the 5th International Conference on Information Technology (CIT2002)* (pp. 1396-1397). Bhubaneswar, India: Tata McGraw-Hill.
  47. Pisan, Y., Richards, D., Sloane, A., Konchek, H., & Mitchell, S. (2003). Submit! A Web based system for automatic program critiquing. In *Proceedings of The 5th Australasian Computing Education Conference (ACE2003)* (pp. 59-68). Adelaide, Australia: Australian Computer Society.
  48. Pisan, Y., Sloane, A., Richards, D., & Dale, R. (2002). Providing timely feedback to large classes. In *Proceedings of the International Conference on Computers in Education (ICCE)* (pp. 413-414). Auckland, New Zealand: IEEE Press.
  49. Roberts, M. (2002). Artificial Actors for Real World Environments. In *Proceedings of AAAI Spring Symposium on Artificial Intelligence and Interactive Entertainment* (pp. 87-94). Menlo Park, CA, USA: AAAI Press. (honours supervision which led to Matt Roberts receiving the University Medal)
  50. Orgun, B., Pisan, Y., & Vu, J. (2002). eMAGS - Interoperability in heterogeneous medical information systems using smart mobile agents and HL7. In *Preliminary Report Proceedings of the 3rd HL7 International Affiliates Meeting (HL72002)* (pp 1396-1397). Melbourne, Australia.
  51. Pisan, Y., & Nayak, A. (2001). Increasing believability: Agents that justify their actions. In *Proceedings of The 10th IEEE International Conference on Fuzzy Systems* (pp. 1347-1350). Melbourne, Australia: IEEE Press.
  52. Pisan, Y. (2001). Should intelligence be more than pixel deep. In *Proceedings of The International Conference on the Application and Development of Computer Games in the 21st Century* (pp. 124-129). Hong Kong: City University of Hong Kong.
  53. Pisan, Y. (2000). Character building: A form of knowledge acquisition. In *Proceedings of AAAI Spring Symposium on AI and Interactive Games* (pp. 66-69). Stanford, CA, USA: AAAI Press.
  54. Pisan, Y. (2000). Extending requirement specification using analogy. In *Proceedings of International Conference on Software Engineering (ICSE)* (pp. 69-76). Limerick, Ireland: ACM Press.
  55. Pisan, Y. (1998). Using analogy to elaborate requirement specifications. In *Proceedings of the First Asia-Pacific Workshop on Intelligent Software Engineering* (pp. 37-47). Singapore.
  56. Pisan, Y., & Bachmann, A. (1998). Using qualitative reasoning to solve dynamic problems. In *Proceedings of the Twelfth International Workshop on Qualitative Reasoning* (pp. 167-173). Cape Cod, MA, USA: AAAI Press.
  57. Pisan, Y. (1997). AI for everyone: Reaching all undergraduate students. In *Proceedings of the First Australian Workshop on Artificial Intelligence Teaching and Practice*. Perth, Australia.
  58. Pisan, Y. (1997). Controlling engineering problem solving. In *Proceedings of the Tenth Australian Joint Conference on Artificial Intelligence* (pp. 496-504). Perth, Australia: Springer-Verlag, LNAI.
  59. Pisan, Y. (1997). Functional roles of equations. In *Proceedings of the Tenth Australian Joint Conference on Artificial Intelligence* (pp. 92-97). Perth, Australia: ACS National Committee on Artificial Intelligence and Expert Systems.
  60. Pisan, Y. (1996). Controlling engineering problem solving. In *Proceedings of the Tenth International Workshop on Qualitative Reasoning about Physical Systems* (pp. 190-197). Stanford Sierra Camp, CA, USA: AAAI Press.
  61. Pisan, Y. (1995). A visual routines based model of graph understanding. In *Proceedings of the Seventeenth Annual Conference of the Cognitive Science Society* (pp. 692-697). Pittsburgh, PA, USA: Lawrence Erlbaum Associates.
  62. Pisan, Y. (1994). Visual reasoning about physical properties via graphs. In *Proceedings of the Eight International Workshop on Qualitative Reasoning about Physical Systems* (pp. 205-211). Nara, Japan.
- Theses**
63. Pisan, Y. (1998). *An integrated architecture for engineering problem solving*. Unpublished Doctoral dissertation, Northwestern University, Evanston, IL, USA.

## COMPETITIVE RESEARCH & TEACHING DEVELOPMENT GRANTS

1. Adaptable Game Mechanics , *FEIT Industry Research Seed Fund*, \$3,000, 2016
2. Peer Teaching Feedback Based on Classroom Observation, *FEIT Learning and Teaching Grant*, \$6,256, 2016-2017
3. Connecting Physical and Virtual Interaction Spaces: Community Building through Location-Based Games, *UTS Challenge Grant*, \$46,785 2009-2010
4. SimEnv: Understanding and Supporting the Creation of Outcome Driven Simulations, *FEIT Research Scheme*, \$4,035, 2009
5. GameLab: Supporting Location Based Games, *Research Infrastructure Block Grants Scheme*, \$59,350, 2007-2008
6. Virtual Communities, *Australian CRC for Interaction Design*, \$394,000, 2006
7. Creative Communities, *Australian CRC for Interaction Design*, \$269,141, 2006
8. SimEnv: Understanding and Supporting the Creation of Outcome Driven Simulations, *UTS Research Excellence Grant*, \$29,312, 2006-2007
9. Creative Collaboration, *Australian CRC for Interaction Design*, \$98,771, 2005-2006
10. GONDOLA: An intelligent and interactive software-based learning environment, *Faculty of IT Teaching Development Grant*, \$2000, 2005
11. 3D Browsing and Collaborative Design, *Faculty of IT Research Seed Grant*, \$20,000, 2004-2005
12. Hardware for Graphics and Virtual Reality Applications, *Macquarie University Major Equipment Grant*, \$90,000, 2003
13. Computer Graphics in Learning Japanese Prepositions, *Macquarie University Teaching Development Grant*, \$5,000, 2002
14. Reasoning with Action Diagrams and Diagram Sequences, *Macquarie University New Staff Grant*, \$19,500, 2002
15. Automated Program Critiquer: Submit!, *Macquarie University Flagship Grant*, \$46,000, 2001-2002
16. Using Multi-Agent Environments Based on Real World Models, *Macquarie University Research Grant (ARC Small Grant)*, \$6,500, 2001
17. Multimodal Reasoning with Diagram Sequences, *Macquarie University Research Development Scheme*, \$5,600, 2000-2001
18. Evaluation and Adaptation of Software Tools, *Macquarie University Teaching Development Grant*, \$5,000, 2000-2001

## SUBJECTS COORDINATED AND TAUGHT

- Fundamentals of Computer Science
- Fundamentals of Programming
- Applications Programming
- Computing and Information Systems
- Data Structures and Algorithms
- Computer Graphics
- Graphics Project
- Artificial Intelligence
- Knowledge Systems
- Virtual Worlds
- Digital Media Technologies
- Digital Multimedia
- 3D Animation
- iOS Games Development
- Game Design and Implementation
- Introduction to Computer Game Design
- Introduction to Computer Game Programming
- Game Design Studio I (2D Focus)
- Game Design Studio II (3D Focus)

## **CONTRIBUTIONS TO UNIVERSITY**

2016-2017	Course Directory for Animal Logic Academy Masters degree
2016-present	Elected to Academic Board
2016-present	Elector to the Faculty of Engineering and IT Board
2016	Search Committee Member for new Lecturer/Senior Lecturer
2015-present	Elected to PEP (sabbatical) Committee
2009	Head of Search Committee for new Lecturer/Senior Lecturer
2005-2007	Elected to Academic Board
2004-2006	Elected to Faculty of IT Board
2004-2006	Elected to represent Faculty of IT on Faculty of Engineering Board
2004-2006	Appointed to Faculty of IT Undergraduate Curriculum Redesign Committee
2004-present	Elected to Faculty of IT Graduate Studies Committee
2004-present	Appointed as Faculty of IT representative for <i>Master of Animation</i> course

## **CONTRIBUTIONS TO COMMUNITY**

### **A. Appointments & Elected Positions**

1. Academic Board for Raffles College (2016)
2. International Reader for Australia Research Council (2006-2007)
3. Leader of International Game Developers Association task force to revise computer game studies curriculum (2006-2008)
4. Sydney ACM SIGGRAPH board member (2003-2008)

### **B. Program Committee Memberships and Reviewer for**

1. CHIPlay (2016)
2. Entertainment Computing (2012-)
3. PlosOne (2016-)
4. Web3D (2016)
5. Transactions on Affective Computing (2012)
6. Foundation of Digital Games (program chair 2009, track chair 2017, reviewer 2007-)
7. International Conference on Entertainment Computing (ICEC, conference chair 2014, reviewer 2012-)
8. Journal of Game Development (2008)
9. Australian Research Council (2007-)
10. Creativity and Cognition conference (2007, 2005)
11. Agent Based Systems for Human Learning Workshop (2006)
12. Computer Graphics, Imaging and Visualization conference (2006)
13. Engage conference (2006)
14. GRAPHITE conference (2006, 2005, 2004, 2003)
15. International Conference on Computer and Information Sciences (2006)
16. Generative Arts and Practice conference (2005)
17. Technologies for Interactive Storytelling and Entertainment (2004)
18. International Network for Engineering Education and Research conference (2004)
19. Interaction conference (2004)
20. Pacific Rim International Conference on Artificial Intelligence (2004)
21. GRAPHITE (tutorials chair 2003)
22. Expertise in Design conference (2003)
23. IASTED Technical Committee on Artificial Intelligence and Expert Systems (2003-2008)
24. Australasian Conference on Interactive Entertainment (founded the conference in 2003, chair 2004, 2005, 2015; program chair 2006, 2007, 2008, reviewer 2003-)

### **C. Visitors Hosted**

1. Leila Alem, CSIRO (Adjunct Professor at Games Studio, 2014-2018)
2. Yang Li, Suzhou University of Science & Technology (2016)
3. Antonio Capodici, University of Salento (2015)
4. Yachao Zhu, Guangxi University of Science and Technology (2015)
5. Raffaello Bronti, Scuola Superiore Sant'Anna (2014)
6. Carrol O'Sullivan, Trinity College, Ireland (2013)
7. Robin Hunicke, Funomena (2012)
8. Mitch Olson, Gamedojo NZ (2012)

9. Brian Schwab, Blizzard Entertainment (2012)
10. Magy Seif El-Nasr, Simon Frasier University (2009)
11. Alessandro Canossa, ITU Copenhagen (2008, 2009)
12. Ken Forbus, Northwestern University (2008)
13. Andrew Gordon, University of Southern California (2006, 2004, 2001)
14. Roger Melina, chairman of the board of Leonardo, The International Society for the Arts, Sciences and Technology (2006)
15. Karen Schrier, PhD student MIT Media Lab (2006)
16. Mark Pesce, Inventor VRML (2005)
17. Tracy Fullerton, University of Southern California (2005)
18. Stacey Spiegel, New Media Designer (2005)
19. Henry Lieberman, MIT Media Lab (2005)
20. Elisabeth Sylvan, PhD student MIT Media Lab (2005)
21. Ted Selker, MIT Media Lab (2004)
22. Maggie Boden, University of Sussex (2004)
23. Susumu Kunifuji, Japan Advanced Institute of Science and Technology (2004)
24. Chris Crawford, Independent Game Developer (2004)
25. Tim Menzies, NASA Independent Verification and Validation Facility (2003)
26. Tom Hewett, Drexel University (2003)
27. ACM SIGGRAPH delegation: Judy Brown, ACM past president; Alan Chalmers, University of Bristol; David Arnold, University of Brighton (2002)

#### **D. Theses Examined**

1. Lauren Ferro, PhD, RMIT (2017)
2. Sven Krome, PhD, RMIT (2017)
3. Glen Robertson, PhD, University of Auckland (2016)
4. David Conroy, PhD, Queensland University of Technology (2015)
5. Jennifer Sandercock, Masters, RMIT University (2009)
6. Ken Newman, PhD, Griffith University (2007)
7. Wen Poh Su, Queensland University of Technology (2007)
8. Owen Bourne, Griffith University (2006)
9. Boon Kuang Tan, PhD, RMIT (2006)
10. Owen Bourne, PhD, Griffith University (2006)
11. Penny Sweetster, PhD, University of Queensland (2005)
12. Paul Kearney, Masters, Unitec New Zealand (2005)

#### **E. Miscellaneous**

1. Radio Interview on Pokemon Go, (2016)
2. Expert Opinion on SMH Digital Life (2014)
3. Invited Panelist for Persuasive 2013
4. Evaluation consultant, *Mobile Gaming*, Jadavpur University, India (2006)
5. Evaluation consultant, *Software Engineering and Game Design* McMaster University, Canada (2005)
6. Invited panellist, FreePlay conference (2005)
7. Reviewer, International Association for Science and Technology Development Journal