

University of Portsmouth, School of Creative Technologies, Staff CV

<b>Name</b>	<b>Dr. Peter Howell</b>
<b>Current Post</b>	Senior Lecturer in Games Design
<b>Department</b>	School of Creative Technologies
<b>Department Roles</b>	Senior Lecturer, Tutor, Enrichment Events Coordinator, Leader of the Advanced Games Research Group
<b>Faculty/University Roles</b>	Member of the Creative and Cultural Industries Faculty Ethics Committee
<b>Qualifications</b>	<p>PhD –Thesis entitled <i>Disruptive Game Design: A Commercial Design and Development Methodology for Supporting Player Cognitive Engagement in Digital Games</i></p> <p>Postgraduate Certificate in Computer Games Technology</p> <p>BSc(Hons) Computer Games Technology</p>
<b>Education and Relevant Industrial Experience</b>	<p><b><u>Academic Experience:</u></b></p> <p><b>Senior Lecturer in Computer Games Design:</b> University of Portsmouth, Department of Creative Technologies, United Kingdom. (2016 – Present).</p> <p><b>External Examiner:</b> Nottingham Trent University, Confetti Institute, United Kingdom. (2016-Present).</p> <p><b>External Examiner:</b> University of Suffolk, United Kingdom. (2018 – Present).</p> <p><b>Lecturer in Computer Games Design:</b> University of Portsmouth, Department of Creative Technologies, United Kingdom. (2014 – 2016).</p> <p><b>Lecturer in Gaming and Computing:</b> Fareham College, Department of Media and Performing Arts, United Kingdom. (2012-2014).</p> <p><b>Part-Time Lecturer/Tutor:</b> University of Portsmouth, Department of Creative Technologies, United Kingdom. (2011-2014).</p> <p><b>Academic Support Tutor:</b> University of Portsmouth, Department of Creative Technologies, United Kingdom. (2010-2011).</p> <p><b><u>Industry Experience:</u></b></p> <p><b>Game Designer, Lead Gameplay Scripter:</b> The Chinese Room, Brighton, United Kingdom. (2012-2014).</p>
<b>Research Experience</b>	<p>Leader of the Advanced Games Research Group at the University of Portsmouth. Currently engaged in a commercialisation project, aiming to turn research work into saleable, professional games. Also currently supervising 2 PhD students within the group.</p> <p>Principle Investigator on the BioStEAD (Biographical Story-games for Enhancing Awareness of Disability) project, developing a collection of short story-driven games focusing on the day-to-day experiences of people living with different forms of disability.</p> <p>Digital artist and digital reconstruction working with other University of Portsmouth staff and the Mary Rose Trust on ongoing projects for the museum.</p> <p>PhD research into the Disruptive Game Design Philosophy, encompassing game design/development theory and practice.</p>

<b>Funding</b>	<p><b>University of Portsmouth, 2018 (Awarded):</b> Principle Investigator on a cross-disciplinary internal bid worth £7000 for prototyping the BioStEAD (Biographical Story-games for Enhancing Awareness of Disability) project.</p> <p><b>European Research Council, 2018 (Under Review):</b> Co-Investigator on a cross-institutional bid worth £264,000 to the University of Portsmouth.</p> <p><b>Frictional Games, 2013 (Awarded):</b> Successfully secured £75,000 for the University of Portsmouth in royalties from the sales of <i>Amnesia: A Machine for Pigs</i>.</p>
<b>Teaching Subjects</b>	<p><b>Currently:</b> Foundation in 3D Modelling, Games Research (Unit Coordinator), Prototyping and Iterating Game Designs (Unit Coordinator), Psychological Theory for Game Designers (Unit Coordinator), Project Supervisor for Undergraduate, Postgraduate, and PhD.</p> <p>(units encompassing: 3D Studio Max, Photoshop, Premiere, Game Maker Studio, Unreal Engine 4, articyDraft, academic writing and research skills).</p> <p><b>Formerly:</b> Scripting for Animation (Flash), 3D Modelling (Maya), Principles of Animation (3D Studio Max), Game Platforms and Game Technologies, Web Design and Development (HTML/CSS/Dreamweaver).</p>
<b>Research/ Consultancy Interests</b>	<p>Game Design, Game Development, Psychology of Games, Game Studies/Game Culture</p>
<b>Scholarly Activities</b>	<p>Reviewer for Games and Culture Journal.  Reviewer for McFarland Publishing.  Editorial Board Member for The Computer Games Journal (TCGJ).</p>
<b>Recent Publications</b>	<p><b>Publications – Journal Articles:</b>  Whitby, M. &amp; Howell, P. (2017). Designing and Creating a Game Installation. <i>The Computer Games Journal</i>, 6 (3), pp.85-109.</p> <p><b>Publications – Conference Papers (Refereed):</b>  Howell, P. (2016). A Theoretical Framework of Ludic Knowledge: A Case Study in Disruption and Cognitive Engagement. <i>In Proceedings of POCG 2016</i>. Valletta, Malta.</p> <p>Howell, P., Stevens, B. and Eyles, M. (2014). Disrupting the Player’s Schematised Knowledge of Game Components. In proceedings of the <i>DiGRA 2014 Conference: &lt;Verb that ends in ‘ing’&gt; the &lt;noun&gt; of Game &lt;plural noun&gt;</i>. Utah, United States.</p> <p>Howell, P. (2011). Schematically Disruptive Game Design. In Proceedings of the <i>DiGRA 2011 Conference: Think, Design, Play</i>. Utrecht, Netherlands.</p> <p><b>Publications – Trade Publications:</b>  Howell, P. (2014). <i>Postmortem: The Chinese Room’s Amnesia: A Machine for Pigs</i>. Gamasutra. Retrievable from <a href="http://tinyurl.com/ntlhm5d">http://tinyurl.com/ntlhm5d</a>.</p> <p><b>Games:</b>  Frictional Games &amp; The Chinese Room. (2016). <i>Amnesia Collection: Amnesia: A Machine for Pigs</i>. [PlayStation 4 Game] Helsinborg: Frictional Games.</p> <p>The Chinese Room. (2013). <i>Amnesia: A Machine for Pigs</i>. [PC Game] Helsinborg: Frictional Games.</p>

<b>Staff Development and other relevant skills</b>	<p><b>Conferences Attended:</b> Develop Conference, Brighton, United Kingdom, (2018) Develop Conference, Brighton, United Kingdom, (2017) Develop Conference, Brighton, United Kingdom, (2014). Develop Conference, Brighton, United Kingdom, (2013). Preservation of Complex Objects Symposium – Gaming Environments and Virtual Worlds, Cardiff, United Kingdom, (2012). Advanced Digital Media Technologies for the Creative Industries, Guildford, United Kingdom, (2011). Unfortunate Game Events, Copenhagen, Denmark, (2011).</p> <p><b>Conferences Presented at:</b> GamesLit 2017, Montreal, Canada, (upcoming, 2017). DiGRA UK Conference, Manchester, United Kingdom, (2017). Philosophy of Computer Games (POCG) 2016, Valletta, Malta, (2016). DiGRA 2014 Conference, Utah, United States, (2014). TIGA Smartphone and Tablet Developer’s Conference, London, United Kingdom, (2013). DiGRA 2011 Conference, Utrecht, Netherlands, (2011).</p>
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