

University of Portsmouth, School of Creative Technologies

Academic Staff Member Curriculum Vitae

Name	Dr. Peter Howell	
Contact Details	<p>Telephone: 02392 84 5925 Email: peter.howell@port.ac.uk Web: www.whothehowell.co.uk</p>	

Current Post	Senior Lecturer in Games Design / Research Lead, Advanced Games Research Group
Department	School of Creative Technologies
Department Roles	Senior Lecturer, Tutor, Project Supervisor, Research Group Lead
Faculty/ University Roles	<p>Member of the Creative and Cultural Industries Faculty Ethics Committee</p> <p>Member of the Creative and Cultural Industries Faculty Organising Committee for the Annual Graduate Showcase</p>
Academic Qualifications	<p>2011-2015, University of Portsmouth, UK PhD, Game Design and Development (Part-funded by <i>The Chinese Room</i> games studio) Thesis titled: <i>Disruptive Game Design: A Commercial Design and Development Methodology for Supporting Player Cognitive Engagement in Digital Games</i></p> <p>2010-2011, University of Portsmouth, UK Postgraduate Certificate in Computer Games Technology</p> <p>2007-2010, University of Portsmouth, UK BSc (Hons) Computer Games Technology (1st Class) Dissertation titled: <i>Light at the End of the Tunnel: A Study of the Influence of Game World Lighting in a First Person Shooter on a Player's Decision Making Processes</i></p>
Professional Qualifications	<p>2016, Higher Education Academy, UK Fellow of the Higher Education Academy</p> <p>2015, Fareham College, UK Diploma in Teaching in the Lifelong Learning Sector (DTLLS)</p>
Education Experience	<p>2016-2021, Confetti Institute, Nottingham Trent University, UK <u>External Examiner</u> for FdA, FdSc, and BSc Games Art, Games Technology, and Games Production courses.</p> <p>2018-2022, University of Suffolk, UK <u>External Examiner</u> for BA Game Design and MSc Games Development courses.</p> <p>2015-Present, University of Portsmouth, School of Creative Technologies, UK <u>Senior Lecturer in Game Design</u>, responsible for unit coordination of Level 5 and 6 units, Game Prototyping, Games Research, and Psychological Theory for Game Designers. <i>Continued...</i></p>

	<p>I supervise projects at Undergraduate, Masters, and PhD level, across our BSc and MSc Computer Games Technology courses. These include research projects, design and development projects, and projects in partnership with external clients, such as the MoD. I also deliver workshops at Masters level on research methods and practice-based games research.</p> <p>This role also includes pastoral work as personal tutor to 50 students across Levels 4, 5, and 6.</p> <p>2014-2015, University of Portsmouth, School of Creative Technologies, UK <u>Lecturer in Game Design</u>, responsible for designing, writing, delivering, and assessing new Level 5 and Level 6 units (Game Prototyping, Games Research, and Psychological Theory for Game Designers).</p> <p>2012-2014, Fareham College, Department of Media and Performing Arts, UK <u>Lecturer in Gaming and Computing</u>, responsible for designing, writing, delivering, and assessing Level 3 units including Web Development, Game Platforms and Technologies, and Game Design and Development, as well as Level 4 units including Game Design and Game Production.</p> <p>2011-2014, University of Portsmouth, School of Creative Technologies, UK <u>Part-time Hourly-paid Lecturer</u>, responsible for teaching Level 6 Game Studies and supervising and assessing undergraduate project students.</p> <p>2010-2011, University of Portsmouth, School of Creative Technologies, UK <u>Academic Support Tutor</u>, responsible for providing 1-to-1 additional academic support to students across a wide range of creative technologies technical and academic skills, including C++, 3D Modelling and Animation, Game Development, Adobe Suite, and academic research and writing.</p>
Teaching Subjects	<p>Currently: Foundation in 3D Modelling (Unit Lecturer), Games Research (Unit Coordinator), Prototyping and Iterating Game Designs (Unit Coordinator), Psychological Theory for Game Designers (Unit Coordinator)</p> <p>Formerly: 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), C++.</p>
Applicable Industry Experience	<p>2012-2014, The Chinese Room, Brighton, UK <u>Game Designer / Lead Gameplay Scripter</u>, responsible for design and all gameplay scripting on the PC/Mac/Linux title <i>Amnesia: A Machine for Pigs</i></p>
Research Interests	<p>My research focus is Game Design and specifically, Disruptive Game Design and the subversion of player expectations during gameplay. This research is currently being developed in different areas, including digital and non-digital games for entertainment, as well as in games for educational use.</p> <p>In addition to my main research focus. I am also engaged with ongoing work with local historical and archaeological researchers and institutes, including Portsmouth's Mary Rose Museum. In my role as Research Lead in the Advanced Games Research Group, I am co-managing the development of a large-scale commercial game project as well as involved in the ongoing development and bid-writing process for a number of other upcoming projects merging game design, creative writing, and design research.</p>
Research Experience	<p>2016-Present, University of Portsmouth, School of Creative Technologies, UK <u>Research Lead, Advanced Games Research Group</u>, responsible for group management and administration, budget, project approval, bid writing, and PhD student supervision.</p> <p>2015-Present, University of Portsmouth, School of Creative Technologies, UK <u>Member of the School of Creative Technologies Research Committee</u></p>

<p>Publications</p>	<p>Book Chapters Howell, P. & Stevens, B. (2018, in press). The inaccessible player experience: game criticism as interpretation of reconstructed memories of play, in Hubbell, G. (ed.) <i>Essays on Games Criticism</i>. Jefferson, NC: McFarland.</p> <p>Conference Proceedings Howell, P. (2016). A theoretical framework of ludic knowledge: a case study in disruption and cognitive engagement. In proceedings of <i>10th International Philosophy of Computer Games Conference</i>, Valletta, Malta.</p> <p>Howell, P., Stevens, B., & Eyles, M. (2014). Disrupting the player's schematised knowledge of game components. In proceedings of <i>The DiGRA 2014 International Conference</i>, Utah, USA.</p> <p>Howell, P. (2011). Schematically Disruptive Game Design. In proceedings of <i>The DiGRA 2011 International Conference</i>, Utrecht, Netherlands.</p> <p>Industry Publications Howell, P. (2014). <i>Postmortem: The Chinese Room's Amnesia: A Machine for Pigs</i>. Feature Article published on games industry website Gamasutra.</p> <p>Full details of publications can be viewed on my staff profile here: http://bit.ly/2vHXMJZ</p>
<p>Funding Bids</p>	<p>2013, Co-Investigator on <i>Amnesia: A Machine for Pigs</i> game development project. Bid for £75,000 development funding from Frictional Games, Helsingborg, Sweden (Awarded).</p> <p>2018, Co-Investigator on <i>STRESSWELL</i>, a multidisciplinary bid to the European Research Council Consolidator Grant. Bid for €2m of which £263,000 for a large game development project (Not Awarded).</p>
<p>Other Scholarly Activities</p>	<p>Journal Contributions:</p> <p>Reviewer for Games and Culture Journal.</p> <p>Editorial Board Member for The Computer Games Journal.</p> <p>Conferences Attended:</p> <p>Develop Conference, Brighton, UK, (2017, 2014, 2013).</p> <p>Preservation of Complex Objects Symposium – Gaming Environments and Virtual Worlds, Cardiff, UK, (2012).</p> <p>Advanced Digital Media Technologies for the Creative Industries, Guildford, UK (2011).</p> <p>Unfortunate Game Events, Copenhagen, Denmark, (2011).</p> <p>Conferences Presented at:</p> <p>DiGRA UK Conference, Manchester, UK (2017). (Co-presenting a working paper)</p> <p>TIGA Smartphone and Tablet Developer's Conference, London, UK, (2013). (Expert Panel Member)</p>
<p>Other Notable Activities and Skills</p>	<p>Games Published:</p> <p>The Amnesia Collection (2016). Published on PlayStation 4 by Frictional Games.</p> <p>Amnesia: A Machine for Pigs (2014). Published on PC/Mac/Linux by Frictional Games.</p>
<p>References</p>	<p>Can be available on request.</p>