

# Erik Malcolm Champion

B.Arch, M.Arch, M.Phil (Hons), *Auckland*, PhD (Engineering) *Melbourne*, Grad Cert (Digital Learning Futures) (*CDU*)

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## Personal Profile

Currently Honorary Research Professor at [ANU Centre for Digital Humanities Research \(CDHR\)](#), Australian National University (ANU), Canberra, Honorary Research Fellow, [School of Social Sciences](#), University of Western Australia, Perth and [Emeritus Professor, Curtin University](#) (lifetime honorary appointment). Currently Enterprise Fellow, University of South Australia. Curtin's first UNESCO Chair, Chair of Cultural Heritage and Visualisation, and formerly Professor at [Media Creative Arts and Social Inquiry \(MCASI\)](#), in the Humanities Faculty of Curtin University, Perth, Western Australia.

## Research Areas

Virtual heritage, digital architecture /archaeology, serious games, digital humanities visualization, research infrastructures, biofeedback, design history, virtual/mixed/ augmented reality, philosophy of computing.

## Leadership Roles

UNESCO Chair in charge of research fellow and two UNESCO Curtin Scholarship PhD students.

Steering Committee member of the Curtin Institute for Computation (CIC) and CIC Visualisation Theme Leader.

Former Dean of Research and Graduate Studies, (Curtin University). Former Digital Heritage leader, CCAT.

Past Project Leader, DIGHUMLAB Digital Humanities Lab Denmark (4 universities). Former Research & engagement co-leader of DARIAH ERIC (Digital Humanities European Research Infrastructure Consortium).

Former Director of Research and Postgraduate Studies (Massey University).

## Qualifications

- 2021 *Graduate Certificate of Digital Learning Futures*, (25/9/21), Distinction, Charles Darwin University, Australia. Letter of commendation for "Outstanding Academic Achievement."
- 2006 *Doctorate of Philosophy*, title: *Evaluating Cultural Learning in Virtual Environments*, in the area of virtual heritage, VR, cultural theory, virtual place theory, and user evaluation. PhD undertook at the University of Melbourne (Geomatics-Engineering, and Architecture), holder of Australian Research Council SPIRT grant, industry sponsor: Lonely Planet. External examiners were from IT, Museum Studies, and Education Technology. Graduated 22/4/2006.
- 2002 Masters unit, *Statistics for Research Workers*, Department of Statistics.
- 2001 Masters unit, *Interaction Design & Usability*, Dept. of Information Systems, University of Melbourne. First class honours equivalent.
- 1996 *Masters in Philosophy* (honours), University of Auckland. Dissertations were on spatial aesthetic theory and theories of art. Graduated 23/5/1997.
- 1993 *Masters in Architecture*, University of Auckland. Thesis on Nordic Architectural history, sub-thesis was on the links and divergences between post-modern architecture and philosophy. Graduated 5/5/1994. Studied literature (Shakespeare, Film, Poetry, Drama), languages (Swedish, Spanish), and philosophy.
- 1990 *Bachelor in Architecture*, University of Auckland. Graduated 8/5/1991.

## Work Experience

### **2021/11-current: Enterprise Fellow, Creative, University of South Australia.**

University lead on Mega CRC (Cooperative Research Centre) application.

Invited speaker, ARDC event, 31 March, 2023.

Invited Australian co-chair, *ICOMOS 2023 General Assembly, Scientific Symposium: Digital Heritage*, 2-6/09/2023, Sydney Australia.

Invited talk, Swedish Museums of World Culture.

Invited keynote, [PHIVE](#), University of Iceland; June workshop at University of Milan.

Invited panel presentation, World Heritage 3D Models and Gamification in an Emerging Metaverse. New Visions/New Technologies in Heritage, "World Heritage and Urban-Rural Sustainable Development: Resilience and Innovation" 16/11/2022, (World Heritage Institute of Training and Research for the Asia & Pacific Region, UNESCO (WHITRAP) at CAUP, Tongji University, Shanghai China). <https://whc.unesco.org/en/events/1734/>.

Invited advisory board: [MOD](#) museum; [Centre for Ancient Cultural Heritage and Environment](#) (Macquarie Uni).

Invited project reviewer: [Echoing](#) "recovery of cultural heritage through higher education-driven open innovation" (EU/ERASMUS). Invited reviewer, CHI, HCI International, Architectural Histories.

**2021 Consulting, Emeritus Professor (Curtin University). Honorary Research Professor (Australian National University). Honorary Research Fellow (University of Western Australia).**

Invited two-month Visiting Fellow, University of Jyväskylä, Finland, Centre of Excellence in Game Culture Studies.

An investigator on successful small UniSA grant led by Susannah Emery with game developer partners.

Invited to speak on “conservation & digitalisation of intangible heritage: digital games” with Tencent Social Research Centre and Beijing Normal University. Facilitated meetings between Tencent and UNESCO.

Interviewed for ABC Radio (SA), Canvas8 magazine (published), and by UNSW students.

Guest lecturer and tutor, Data Science Visualisation, Science & Engineering, Curtin University.

Invited Professor of Design interview panel member, SUSTech, China, by Dean Thomas Kvan.

Invited advisor for Swedish-Finnish grant application: PLATYPUS Engaging diverse publics through participatory play in heritage institutions, led by Uppsala University.

Opening speaker invited webinar on smart tourism by ASEAN/Asian Development Bank.

Invited to speak at New South Wales Local Studies Librarians group-Zoom, 23 March 2021.

Graduate Certificate, Digital Learning Futures, Charles Darwin University. “Outstanding achievement” letter.

**2020/9-11 Data Visualisation & Interpretation coordinator, (postgrad, undergrad), Curtin University.**

**2016-2020/9 UNESCO Chair of Cultural Heritage & Visualisation, MCASI, Curtin University 2016-2020.**

PEER ESTEEM: Invited Humanities expert, National Research Infrastructure Impacts Workshop, 15 March 2019 (Department of Education & Training, Canberra). Invited speaker, 4th International Tourism Communication Forum, (Hainan), Humanities, Arts and Culture Data Summit and DARIAH Beyond Europe workshop (Canberra) and WA Heritage & History Conference, (Perth), keynote: DH Downunder 2019. Invited advisor to H2020 application on Cultural Heritage (Oslo); invited onto “Digital Reconstruction as a tool for the history of architecture” network as an external advisor, led by Dr Sander Münster (TU Dresden, funded by the German research society). 2019: invited to be a Pelagios Network partner (<https://pelagios.org/>). Invited advisor for 5-year ARC Indigenous Discovery grant Healing Land, Healing People, led by Noongar elder Mr Darryl Kickett. Invited to review EU Research Grant Consolidator Grant; to review New Frontiers in Research Fund (NFRF)-The Social Sciences and Humanities Research Council of Canada. Invited expert for new SG11 Lab, Politecnico di Torino, Italy. Invited to the advisory board, ArtScience Lab, AUT NZ.

Invited Honorary Professor, [Centre for Digital Humanities Research](#), Australian National University, 21/6/20-20/6/25.

Invited Honorary Research Fellow, [School of Social Sciences](#), University of Western Australia 7/2020-1/2023.

Invited to the University of Padua as visiting scientist, invited to Uppsala University, invited to talk at Cambridge Heritage Research Centre, and invited to keynote at UniSA. An organized symposium featuring Dr Stuart Dunn (King’s College London), Dr Juan Hiriart (Salford), Mr Chris McDowall (NZ) and CSIRO. CAA2020 Session 26 is based around the book “Critical Gaming: Interactive History and Virtual Heritage” (Routledge, 2015). Invited expert advisor on application to CASSIOPEA, EU TRANSFORMATIONS-19-2020: Culture beyond borders – Facilitating innovation and research cooperation between European museums and heritage sites, led by Politecnico di Torino.

**2018-2023 GRANTS:**

1. [ARC LIEF Grant LE210100021](#). \$440,000. “Australian Cultural Data Engine for Research, Industry and Government.” Joining as a Chief Investigator, 26 April 2021. Led by Prof Rachel Fensham, Melbourne.
2. Australian Research Data Commons (ARDC) platforms grant: Time-Layered Cultural Map of Australia 2.0 \$100,000. 25/11/2020. <https://ardc.edu.au/news/new-data-projects-will-help-transform-australian-research/>
3. [ARC LIEF LE200100123: The Digitisation Centre of Western Australia \(Phase 1\)](#). \$1,100,000 was awarded to Professor Benjamin Smith, Professor Helena Grehan, Professor Josephine McDonald, **Professor Erik Champion**, Dr Toby Burrows, Associate Professor Michael Broderick, Professor Paul Arthur, and Associate Professor Jonathan McIntosh. Concludes: 31 December 2020.
4. [ARC LIEF LE190100019: Time-layered cultural map of Australia](#). \$420,000 awarded to Professor Hugh Craig; Professor Deb Verhoeven; Professor Paul Arthur; Professor Andrew May; Professor Rosalind Smith; Professor Ning Gu; **Professor Erik Champion**; Associate Professor Mark Harvey; Professor Victoria Haskins; Professor Lyndall Ryan. Concludes: 21 October 2020.

5. [ARC Linkage LP180100284: Photogrammetric Reconstruction for Underwater Virtual Heritage Experiences](#). \$461,783.00 awarded to Dr Andrew Woods; **Professor Erik Champion**; Dr Petra Helmholtz; Dr David Belton; Professor Derek Lichti; Ms Catherine Belcher; Dr Ross Anderson; Mr Ian Thilthorpe; Mr Danny Murphy; Adjunct Professor Alec Coles; Dr James Hunter; Mr Michael Harvey. Concludes 27 January 2023.
6. [ARC Indigenous Discovery Grant GA68708](#). "Healing Land Healing People: Novel Nyungar Perspectives." Expert key advisor: 5 years.
7. 2018 and 2019 Curtin CIC and MCASI School funding; 2018 Pelagios (Mellon Foundation) grant.

### Invitations

Invited to *Virtual Memoryscapes (Participatory Workshops: Co-Designing Guidelines for Digital Interventions in Holocaust Memory and Education)* led by Dr Victoria Grace Walden, University, of Sussex, February 2023.

Invited to Trondheim Norway, April 2023, EU echoing project.

Invited to *Real Space-Virtual Space. Aesthetics, Architecture, And Immersive Environments*, ERC Project "AN-ICON" International Workshop, 19-21 June 2023, Triennale di Milano, Italy.

Invited to the European Science Foundation College of Expert Reviewers.

Invited to speak to New South Wales Local Studies Librarians group, "Virtual heritage: tools, projects, hopes and challenges," Zoom, 23 March 2021.

Invited by MCASI Curtin University, to Professor Emeritus, December 2020. Lifetime honorary appointment.

Invited Honorary Research Professor, Australian National University (6-2020 to 6-2025).

Invited Honorary Research Fellow, School of Social Sciences, UWA (1-7-2020 to 1-3-2023).

Invited Visiting Professor, University of Padua (Padova), Italy.

Invited to review Czech research infrastructures.

Invited expert advisor for Turin-led EU Horizon2020 application.

Invited to review for Switzerland National Science Foundation.

Invited to review ARC Discovery and ARC SRI Linkage grant applications.

Invited expert on 2019 Uppsala University grant application: Data, Environment, Culture and Society Network proposal for 15-month Thematic Research Network (Humanities and Social Sciences).

Invited contributor to Australian Research Data Commons Platform grant application (The Australian Cultural Data Library: Geospatial and Socio-Economic Analytics for Arts and Culture, (Victoria), and Humanities Digital Research Platform (Queensland)).

Invitation to speak, 2020: NTNU Trondheim/Brussels, Uppsala, Bangladesh (virtual), UniSA.

Keynote invitation to 2019 DH DownUnder, Newcastle; 2019 Learning by Game Creation Summer School, Turin; 2018 UCLA Critical Archaeological Gaming workshop; invited speaker, Digital Directions 2018 NFSA Canberra; invited speaker, Digital Humanities Summer School 2018, Turin; Communicating the past keynote, Cologne; invited speaker Linked Pasts 2018, Mainz, Germany.

Co-organizer of 11 June 2018 event: *Screen Tourism and VR* (with Christina Lee, Ian Brodie, Mike Dunn, Mat Lewis) event; 27 July *Linked Open Data* (with 6 national speakers and Rainer Simon) event, at Curtin.

2017: Invited speaker, Humboldt/Herder Institute, Salford, UCF Orlando, and UCL Qatar.

## Academic Research and Teaching Roles

### 2021-current Enterprise Fellow, Creative (Architecture), University of South Australia

Developed CAP funding, National Foundation for Australia-China Relations and Constellation research applications. Facilitated Adelaide City CreaTech applications. Member of LIEF and NCRIS UniSA review committees. Seminars on research and international collaboration. Leading UniSA involvement in <https://megacrc.com.au/>. Invited to speak in Italy Iceland, Sweden, China, and Norway. EU Project reviewer. Invited Co-chair: Digital Heritage, Scientific Symposium, ICOMOS GA 2023, Sydney.

#### -Teaching

- 2022: Managing Game Design.

**2016-20 UNESCO Chair of Cultural Heritage and Visualisation, Curtin University's first UNESCO Chair.**

**2013-16 Professor of Cultural Visualisation, Media Culture and Creative Arts, Curtin University.**

Briefly acting Pro Vice-Chancellor (2015), acting Dean of Research and Graduate Studies (six months in 2015 and intermittently 2015-2016-2017). Curtin Institute of Computation (CIC) Steering Committee member, member of Australia Asia Pacific Institute (AAPI), member of MCCA Research, Creative Production and Graduate Studies Committee, International Committee and Committee for Master of Media and Communication.

Organised digital heritage events, part of the successful lobby group for the WWW2017 conference to be hosted in Western Australia; successful major UNESCO chair grant application; member of the Curtin Institute of Computation Steering Group; Program Leader of Digital Heritage researchers at CCAT research centre Curtin (until July 2014). Curtin Tourism Research Cluster member. Programme leader of Visualisation theme, Curtin Institute for Computation (CIC).

-Teaching

- 2020: Course coordinator, MEDA2002 / MEDA5003 Data Visualisation and Interpretation. Cross-Faculty.
- 2019: Course coordinator, MEDA3001 Interaction Design and Visualisation Studio. Guest lecturer, ICTE2000 Interactive, Virtual and Immersive Environments. Delivered workshops in Newcastle and Turin.
- 2018: Invited SAA Forum participant, Society for American Archaeology Forum, Washington DC.
- 2018 Guest lecturer, Library postgraduate course.

2017: Invited talk (partially funded), University of Salford; invited workshop and talk (funded) UCL Qatar. Invited talk UCF Orlando USA; invited keynote, Virtual Reconstructions, Berlin Germany. Invited to Calgary CHACMOOL conference but could not attend. Invited respondent to the article (2017): *Current Anthropology* Journal, The University of Chicago Press.

Local Programme Co-chair, 26<sup>th</sup> International World Wide Web Conference, Perth, 3-7 April 2017; Tutorials co-chair Web3D 2017, Brisbane; Co-Chair Asia for iLRN 2018 (and preceding years).

Invited staff reviewer: Tsinghua University.

2015-2016: Invited talk at *Digital Humanities Pedagogy* UNSW, invited keynote at LEAP project Universitat Pompeu Fabra in Barcelona, invited speaker/project partner at *NEH Advanced Topics in the Digital Humanities Summer Institute: Advanced Challenges in Theory and Practice in 3D Modeling of Cultural Heritage Sites* (<http://advancedchallenges.com/>) hosted by the University of Massachusetts Amherst and University of California, Los Angeles (UCLA). Invited keynote *VIRTUAL ARCHAEOLOGY: Museums & Cultural Tourism (VAMCT)* (Delphi, Greece) and INAH (Instituto Nacional de Antropología e Historia), December 4, Mexico. Invited Keynote, Value: Games and archaeology, 4-5 April 2016 Leiden University, invited speaker at NUS: Digital Collections workshop 12-14 August 2016.

Invited (did not attend) Workshop on Tools, Services and Content Priorities in Archaeology and the Classics, (the Europeana Cloud CIP-ICT PSP project), organized by the Digital Curation Unit, "Athena" Research Centre, hosted at UCL Centre for Digital Humanities in London, 23<sup>rd</sup> July 2015.

Invited onto steering group of funded Austrian Academy of Sciences research project; invited to lecture NEH summer schools on archaeology 2015-2016 in the United States; 2014 Distinguished Lecturer funded invitation from University of California Berkeley; invited keynote Delphi Greece (VAMCT); invited keynote Mexico (INAH).

Invited external reviewer: Netherlands Organisation for Scientific Research.

Invited external reviewer: Chair of Digital Humanities, Newcastle University UK.

Invited advisory board member, Belgrade Centre of Digital Humanities.

Reviewer of EU COST and European Science Foundation (ESF) applications.

*Grants:* 2017 two CIC grants; 2017 MCCA Grant; 2016 WAND (UWA, Curtin PI); 2015 Curtin Faculty of Humanities Research Award, "Book Chapter of the Year" (\$1,500). 2014 Aspire grant (\$5,000). iVEC summer intern grant (\$3,000) in 2014 and HIVE intern grant (2015) with Curtin University Library. 2017: CIC Visiting Fellow grant for A. Prof Michael Nitsche.

**2015 Acting Dean of Research & Graduate Studies (Feb-July), Faculty of Humanities, Curtin University.**

Attended or chaired various committees; line managed 14 staff, including 6 managers and officers, 6 directors of Humanities research institutes/centres report to this position including Hub of Immersive Visualisation and eResearch (HIVE). Directed publication reviews and strategies and advised Pro-Vice-Chancellor (Humanities



Management Board) on research and graduate studies.  
Stepped in as acting Pro-Vice-Chancellor, Faculty of Humanities.

### **2012-3 Projektleder, (project leader), Digital Humanities Lab Denmark (level: chief consultant).**

DIGHUMLAB is a research infrastructure consortium steered by Aarhus University, Copenhagen University, Aalborg University, and Southern Denmark University, as project leader helped prepare the way for the State Library of Denmark and the Royal Library of Denmark to join.

-*DIGHUMLAB Tasks*: Wrote overall research vision; liaised with relevant Danish ministries; planned conferences and seminars; called research meetings for the DIGHUMLAB consortium at Dean level and Professorial level; gave presentations at various universities and cultural institutions; wrote job descriptions for new staff members, and hired staff, coordinated, and wrote EU/USA grant applications.

-*EU Responsibilities*: Co-head of DARIAH EU VCC TASK2 Education and Public Engagement.

-Represented the Ministry of Science Higher Education and Research at Den Hague, Netherlands for CLARIN. Co-chaired DARIAH EU VCC meetings, helped European team members create research plans, represented the task group at VCC heads meetings, and helped create documentation for application to European Research Infrastructure Consortium status.

-*Grants*: wrote the Danish part of the successful 100,000-pound grant for a network of *Centres of Digital Heritage*, at York, Leiden, Uppsala and Aarhus (<https://www.york.ac.uk/digital-heritage/>); wrote the Danish component of a 44,975.80 euro ERASMUS Summer School Digital Humanities grant, and organised the Aarhus contribution for a successful 1.1 million dollar Andrew Mellon Foundation grant "Transatlantic program for collaborative work in the field of digital humanities".

-*Research*: three book chapters published in 2012, two conference papers presented, two more accepted and invited keynote speaker for the third U21 Digital Humanities workshop: *Digital studies of culture and cultural studies of the digital*, Lund University. Invited to an approved COST project: *Analyzing the dynamics of information and knowledge landscapes – KNOWeSCAPE* (led by The Royal Netherlands Academy of Arts and Sciences), over 20 European countries participate. Invited to lecture in Finland, at King's College London, (both funded) at Aalborg, and NelC2013 (Oslo).

### **2008-11 Associate Professor, Research and Postgraduate Director, Auckland School of Design, College of Creative Arts, Massey University, New Zealand.**

Nominated Lecturer of the Year, 2010 & 2011.

Responsible for overseeing research and postgraduate supervision at the School of Design (Albany campus), interview panels, research, and postgraduate studies budget. Member of the College of Creative Arts Postgraduate Studies, Research, Performance-Based Research Fund strategy and sustainability committees and internal grants panel, School Executive committee, and University eResearch committees.

-Teaching

- 2011: Digital Animated Media (Blender 2.56, After Effects CS5), Massey University Research Fellowship Award for teaching relief.
- 2010: Critical Studies, Digital Interactive Media II coordinator.
- 2009: Critical Studies, Digital Interactive Media II (Flash CS3/ ActionScript 3).
- 2008: Post-Industrial Revolution Art and Design History, Design Research Methods.

-*Research*: Virtual heritage (especially evaluation), co-editing several journal special issues, on the executive committee of the CAADRIA 2009 conference (meta-reviews, publishing the proceedings etc.). The reviewer of game design books for IJGCMs, and several journal articles (on game design and reality). Invited to speak at Carnegie Museum of Natural History, Indiana University, the University of Jyväskylä, and visiting scholar at Lund University.

-*Supervision*: (hybrid craft design), two Master of Design students in 2010 (community branding and tourism, flash-based Taoist cultural games).

### **2007-8 Senior Lecturer, Digital Media, Media Arts, College of Fine Arts, UNSW Sydney.**

-Teaching

- Multimedia Authoring (Flash CS3/AS3), Multimedia Computing, Game Design (Unity 3D), and in 2007, Digital Video 2 (After Effects and Digital Video Theory).
- Course writer, lecturer, and coordinator for new Media (Digital Media) degree. Courses include Introduction to Game Design (Unity 3D), Introduction to multimedia authoring, and multimedia computing.

-*Research*: Predominantly in game design, also papers and articles on virtual heritage, biofeedback, and tabletop computing. Initially employed as an Assistant Professor in Digital Media, Bachelor of Media Program, UNSWAsia (Singapore) but transferred to Sydney.

-*Research*: Virtual heritage, evaluation, online worlds, game-based learning, and design.

Occupational Health and Safety representative.

### **2005-6 Lecturer, Information Environments, University of Queensland.**

-Teaching

- Course writer, lecturer and coordinator for Games Design, Professional Practice, and Advanced Interactive Media Environments (at honours level). 2005: writer, lecturer, and coordinator for final year courses in Games Design, Multimedia Project I (cultural tourism and virtual heritage), Multimedia Project II (Machinima and virtual heritage), and Professional Practice for multimedia design and information environment students.
- Strong results in student evaluations of course (design) and teaching. Was nominated by students for the 'Most Effective Teacher' award, 2005. An external academic client showed students' virtual heritage work in Malta at an international conference. Placed students with external game companies. Interviewed for PC Gaming magazine, 2006.

-*Service Roles*: Includes domestic marketing, final year multimedia advisor, and in charge of internships, placements, and scholarships.

### **2001-3 Lecturer & Coordinator, User Experience Design, Multimedia, Swinburne University of Technology.**

Supervisor of Masters of Multimedia students' major and minor research projects, in virtual heritage and online 3D environments. One project group came second for the project award in the Australian Interactive Media Industry Association (AIMIA) awards. **Resident tutor in architecture and media**, Janet Clarke Hall, University of Melbourne.

### **1998 Research Coordinator for Spatial Design, Art and Design, Auckland Institute of Technology, NZ.**

Also Lecturer in Information Technology, Faculty of Commerce, AIT (now AUT).

### **1997 Lecturer in IT and Graphic design, Mayfair School of English, England.**

### **1996 Degree Programme Writer, Performing and Screen Arts, (half-time), UNITEC, NZ.**

The first degree of this kind in the country.

## **Grants Awards and Prizes**

- 2021 [ARC LIEF Grant LE210100021](#): "Australian Cultural Data Engine for Research, Industry and Government." 2021. Awarded to Prof Rachel Fensham; A/Prof George Buchanan; Prof John Macarthur; Dr Scott East; A/Prof Amir Aryani; Prof David Carlin; Prof Hugh Craig; A/Prof Joanna Mendelssohn; Em/Prof Julie Holledge; Dr David McMeekin; Prof Lisa Given; Dr James Smithies (PI). Joining 26 April 2021 as Curtin Chief Investigator. \$440,000.  
Awarded two-month 2021 University of Jyväskylä Fellowship, Finland, Center of Excellence in Game Culture Studies. JYU Visiting Fellow Programme: "The JYU Visiting Fellow Programme ... demonstrated high-level research experience in their areas of expertise."  
An investigator on a successful small UniSA grant led by Susannah Emery with game developer partners.  
Virtual Archaeology Review Journal's 2020 Paper of the Year. "Survey of 3D digital heritage repositories and platforms", by Erik Champion and Hafizur Rahaman. DOI: <https://doi.org/10.4995/var.2020.13226>  
Dean's Commendation, Graduate Certificate of Digital Learning Futures, Charles Darwin University.
- 2020 Invited Visiting Professor, University of Padua (Padova), Italy, 1-month scholarship.  
[ARC Linkage Infrastructure, Equipment and Facilities 2020 grant LE200100123](#): *Digitisation Centre of Western Australia (Phase 1)* Awarded to Professor Benjamin Smith, Professor Helena Grehan, Professor

- Josephine McDonald, Professor Erik Champion, Dr Toby Burrows, Associate Professor Michael Broderick, Professor Paul Arthur, and Associate Professor Jonathan McIntosh. \$1,100,000.  
Australian Research Data Commons (ARDC) platforms grant: Time-Layered Cultural Map of Australia 2.0 \$100,000. 25/11/2020. <https://ardc.edu.au/news/new-data-projects-will-help-transform-australian-research/> Led by Professor Hugh Craig, University of Newcastle.
- 2019 ARC Linkage LP180100284: Photogrammetric Reconstruction for Underwater Virtual Heritage Experiences. Awarded to Dr Andrew Woods; Professor Erik Champion; Dr Petra Helmholz; Dr David Belton; Professor Derek Lichti; Ms Catherine Belcher; Dr Ross Anderson; Mr Ian Thilthorpe; Mr Danny Murphy; Adjunct Professor Alec Coles; Dr James Hunter; Mr Michael Harvey. \$461,783.00.  
 Professor Erik Champion, Dr Hafizur Rahaman & Dr David McMeekin: Curtin Institute for Computation Operational Research Support Grant \$30,263.88, *Linked Open Data for 3D Heritage ARC grant* (MovieMap-Geolocated Datasets, XR-Makerspace Workflow & Web Portfolio Platform Development). Internal 2019 MCASI Small Grants – Round 2, \$2,129, *Australian banknotes: Historical awareness and learning through Augmented Reality (AR)* awarded to Dr Hafizur Rahaman; Professor Erik Champion. Curtin Award for Research Excellence: Research Team Award, Finalist.
- 2018 ARC Linkage LE190100019 Infrastructure, Equipment and Facilities 2019 round 1. Time-layered cultural map of Australia. Awarded to Professor Hugh Craig; Professor Deb Verhoeven; Professor Paul Arthur; Professor Andrew May; Professor Rosalind Smith; Professor Ning Gu; Professor Erik Champion; Associate Professor Mark Harvey; Professor Victoria Haskins; Professor Lyndall Ryan. \$420,000. Pelagios (Mellon Foundation) grant, \$7250.  
 Curtin MCASI School small grant, \$2000. Hafizur Rahaman, Erik Champion.  
 Curtin Institute for Computation Travel Grant Application for Professor David Lichti, University of Calgary, \$4000. Andrew Woods, Erik Champion, David Belton, Petra Helmholz.  
 Curtin Institute for Computation grant: Distributed Embodiment (French intern student), \$6000.  
 Curtin HASS Success Grant Panel \$5000 to Erik Champion and Christina Lee.
- 2017 Curtin HIVE Summer Intern Award (2017), \$6000 to intern student: Unreal/Mayan archaeology. School of Media, Creative Arts and Culture Small Grant: *Virtual Reality Research Group* (equipment), \$12,700. Stuart Bender (CI) Erik Champion, Hafizur Rahaman, Pauline Joseph (\$7,988.07).  
 Curtin Institute of Computation grants: HoloLens and Meta HMD Augmented Reality Heritage Trail comparison study (\$5,000) and Leveraging low-cost and free linked open data and hybrid GIS/3D for cultural heritage visualization (\$7,100).  
 Curtin Institute of Computation *Visiting Fellow* grant: Assoc. Prof Michael Nitsche, Georgia Tech (\$5,000). (Withdrawn).
- 2016 The West Australian Network for Dissemination (WAND): WAND Small Grants Scheme 2016, Mr Michael Ovens, Professor Andrew Lynch, Professor Erik Champion\*, Dr Susan Morris\* and Mr Mark Paynter, The University of Western Australia (\*Curtin University) (\$6000). URL: <https://www.wand.edu.au/News>  
 School of Media, Creative Arts and Culture Strategic Grant: *Digital Heritage (GLAM-VR), Scholarly Making & Experiential Media (Workshop)*, Cultural Hackathon, VR Equipment), \$12,700. Lead investigator.  
 Awarded UNESCO chair in Cultural Heritage and Visualisation.
- 2015 Curtin Faculty of Humanities Research Award, “Book Chapter of the Year” (\$1,500).  
 Curtin HIVE Summer Intern Award: \$6000 to the student, Minecraft Kinect Motion Tracking.
- 2014 Part of a team led by Alyson Gill and Lisa Snyder that was awarded a 2014 *NEH Humanities Heritage 3D Visualization: Theory and Practice* grant. Funding for the workshop at Arkansas State University, 8-14 June 2015, and 3-day symposium 20-23 June 2016, UCLA. Grant (USD): \$218,139.  
 Aspire Professional Development Award, awarded by Perth Convention Bureau, \$5000.  
 iVEC Summer Scholarship supervision. Workshop travel funding: Macquarie University, SIMTEC funding.  
 Curtin RPI Visiting Fellow Grant for Mr Demetrius Lacet (Brazil): \$3700. Two Faculty research grants.
- 2013 Two Early Career Curtin University Visiting Fellowships, for Dr Hafizur Rahman, and Mr Andrew Dekker (AUD 3000 each). Visiting Fellowships for Dr Jeffrey Jacobson and Dr Rob H. Warren (AUD 10,000 each). Leipzig eHumanities Seminar, funded (1,000 euros).



- 2012 The European Association for the Digital Humanities (<http://www.allc.org/>) small grant award (2000 euros) for a "Cultural Heritage, Creative Tools and Archives" workshop, co-organized with the Digital Curation Unit, Athena Research Centre, Greece.
- 2010 Massey University Research Fellowship 2010. Awarded full amount submitted (NZD 17,658).-Awarded the Bilateral Research Activities Programme (BRAP) Royal Society of New Zealand Travel Grant (NZD 3,770).
- 2009 Massey University Summer Scholarship awarded to fund student assistants (NZD 2,500). Massey University Research Fund (full amount) awarded for "Gameplay Therapy Using Biofeedback", (NZD 16,174.13). Mid-Career Research award (NZD 3,000), College of Creative Arts, Massey University. Fund for Innovation and Excellence in Teaching (FIET) grant (NZD 12,000) for "Interactive 3D Design Learning Using Stream." Funding from Serious Games Interactive and the Danish Department of Education for a two-week residency, Aarhus University, Copenhagen, Denmark. Fulbright Travel Award (New Zealand-United States of America) to speak at the School of Informatics Indiana University (in the lecture series "From Traditions to Innovation," funded by the Indiana University Arts and Humanities New Frontiers grant) and Carnegie Museum of Natural History and to present papers at Stanford, Harvard, and MIT.
- 2008 Massey University International Visitor Research Fund, awarded to Azhar Mohammed, Oliver Neuland, **Erik Champion** for Mr Alexander Robert. Winner of Australian Competitive Staff Scholarship (all expenses paid) to WWDC San Francisco, USA.
- 2007 \$80, 000 (Sing) UNSW Asia Group Seed Funding Scheme Award (G07201) won by Oliver Diessel; Bertil Schmidt; Thong Tiong Yang; David Ding; Erik Champion; Wen Shan Yew; Sylvie Castagne; Yixia Zhang; Evgeny Morozov for "Algorithms and Architectures for Emerging High-Performance Computing Applications."
- 2005 Won New Staff Research Grant (\$12, 000 AUD). Winner of Dean's Prize for best published postgraduate work, Faculty of Architecture Building and Planning, University of Melbourne. Nomination for Most Effective Teacher, Semester 1, 2005. Selected, and fully paid for a presenter for AUC 2005 Conference, Hobart.
- 2004 Virtual environments selected to represent the University of Melbourne, part of the exhibit at *Supercomputing 2004 (SC2004)* conference in Pittsburgh, 6-12 November, USA.
- 2003 Best paper winner, in Virtual Heritage, VSMM 2003, Montreal Canada.
- 2002 Won University of Melbourne ABP Conference travel grant and fieldwork grant. Commended Essay in *POSTGRADUATE Review*, UMPA, Winter 2002, vol. 8 no 3: 27-28.
- 2001 Winner of travel and living expenses grant for presentation at Young Virtual Reality Researcher (YVR) conference, KAIST, Korea, (in a worldwide competition). Winner of ARC SPIRT Scholarship to research Interactive Virtual Environments for the University of Melbourne and Lonely Planet Publications.
- 1998 Book prize for architectural criticism, from TVNZ cultural affairs program, Backch@t.
- 1992 Winner of a Swedish Institute Scholarship applied for a worldwide competition.

## Pending, To Be Presented or Published

### *Books and edited books in press, or under review (1)*

1. Champion, E., & Hiriart, J. (Eds.). (2023: **submitted for review**). *Assassin's Creed in the Classroom: History's Playground or a Stab in the Dark?* De Gruyter: Video games and the Humanities series.

### *Book Chapters in press (9)*

1. Champion, E. (2023: **invited**). Not Quite Virtual: Techné between Text and World. In B. Mauer & A. Salter (Eds.), *Reimagining the Humanities*. Anderson, South Carolina, USA: Parlor Press. Due January 2023.
2. Champion, E., & Hiriart, J. (2023: **invited**). Workshopping Board Games for Space Place and Culture. In C. Randl & D. M. Lasansky (Eds.), *Playing Place: Board Games, Popular Culture, Space*. Cambridge, Massachusetts, USA: MIT Press. 8 August 2023. <https://mitpress.mit.edu/9780262047838/playing-place/> ISBN 9780262047838.
3. Champion, E. M. (2023: **invited**). Virtual Heritage: How Could It Be Ethical?? In A. Pantazatos, T. Ireland, J. Schofield, & R. Zhang (Eds.), *The Routledge Handbook of Heritage Ethics*. Routledge. Chapter sent.

4. Champion, E. (2023: **invited**). Caught between a Rock and a Ludic Place: Geography for Non-Geographers via Games. Invited. *Games and Geography*. Germany, Springer-Nature. Chapter sent.
5. Champion, E. (2023: **submitted for review**). Assassin's Creed As Immersive and Interactive Architectural History. In E. Champion, & J. Hiriart, (Eds.). *Assassin's Creed in the Classroom: History's Playground or a Stab in the Dark?* De Gruyter: Video games and the Humanities series. Chapter sent.
6. Champion, E., & Emery, S. (2023: **invited**). Gamification of Cultural Heritage as a resource for the GLAM sector. In J. Nichols & B. Mehra (Eds.), *Data Curation and Information Systems Design from Australasia: Implications for Cataloguing of Indigenous Knowledge in Galleries, Libraries, Archives and Museums*. Emerald Publishing. Sent.
7. Champion, E. (2023: **invited**). DH-XR: Extended Reality's Relevance to the Digital Humanities. *Routledge Encyclopedia of Technology and the Humanities*. Routledge (Contracted). Edited by Chan Sin-wai & Wing Lok Yeung. Routledge. Chapter sent.
8. Champion, E., & Rahaman, H. (2024: **invited**). Mobile Realities Beyond Vision and Photorealism. *Mobile Heritage: Practices, Interventions, Politics*. Edited by Ana-Maria Herman, Key Issues in Cultural Heritage (KICH), Routledge. Abstract sent. Chapter proposal accepted, chapter due 1 May 2023.
9. Champion, E., & Emery, S. (2023: **invited**). GLAM GAMES: Cultural Play At A Distance. *Gaming and Gamers in Times of Pandemic*. Edited by Piotr Siuda, Jakub Majewski & Krzysztof Chmielewski, MIT Press. Chapter due May 2023.

### Pending Journal Articles (1)

1. Yu, F.; Champion, E. M.; McMeekin, D. Exploring Historical Australian Explorations with Time-Layered Cultural Map. *ISPRS International Journal of Geo-Information* **2023: pending**.

### Upcoming Invited Talks/Keynotes/Panels (3)

1. Invited to Virtual Memoriscapes Workshops, part of *Participatory Workshops: Co-Designing Guidelines for Digital Interventions in Holocaust Memory and Education*, led by Dr Victoria Grace Walden (University of Sussex) and SPECS-Lab (The Netherlands). 13 and 27 February 2023. Virtual. <https://reframe.sussex.ac.uk/digitalholocaustmemory/>
2. Invited adjunct professor, virtual lectures (digital animation), Faculty of Technology and Design, Universitas Bunda Mulia, Jakarta, Indonesia, 2 and 23 February, 4 and 11 May, 2023.
3. Invited to speak at NTNU Trondheim, Norway and Kea, Greece (led by Aleka Angeletaki, NTNU), 17-19 April 2023. Funding: <https://echoing.eu> *Recovery of cultural heritage through higher education-driven open innovation*.
4. Champion, E. M. Keynote title to be determined. In *Real Space-Virtual Space. Aesthetics, Architecture, And Immersive Environments*, AN-ICON INTERNATIONAL WORKSHOP, Milan, Italy; 19-21 June 2023. <https://an-icon.unimi.it/>

### Published Edited Books (5) & Books (5)

1. Champion, E. (2023). *Playing with The Past: Into the Future*. 2<sup>nd</sup> edition. Human-Computer Interaction series. Springer-Nature. ISBN: 978-3-031-10931-7. DOI: 10.1007/978-1-84996-501-9.
2. Champion, E., Stadler, J., Lee, C., and Peaslee, R. M. (Eds.). (2022). *Screen Tourism and Affective Landscapes: The Real, The Virtual, and the Cinematic*. *Routledge Cultural Heritage and Tourism Series*. ISBN 9781032355962.
3. Champion, E. (2021). *Rethinking Virtual Places*. *Indiana University Press*, Spatial Humanities series. 9780253058355 Paperback.
4. Champion, E. (Ed.) (2021). *Virtual Heritage: A Guide*. London, UK: Ubiquity Press. <https://doi.org/10.5334/bck>
5. Champion, E. (2019). *Organic Design in Twentieth-Century Nordic Architecture*. Routledge, New York. 18 February 2019. <https://www.taylorfrancis.com/books/9780415787284>. <https://www.routledge.com/Organic-Design-in-Twentieth-Century-Nordic-Architecture/Champion/p/book/9780415787284>
6. Champion, E. (Ed.). (2018). *The Phenomenology of Real and Virtual Places*. *Routledge Studies in Contemporary Philosophy series*. Routledge, New York. 08 Nov 2018. ISBN 9781138094079. <https://doi.org/10.4324/9781315106267>
7. Benardou, A., Champion, E, Dallas, C., & Hughes, L., (Eds.). (2017). *Cultural Heritage Infrastructures in Digital Humanities*. Routledge, UK. Series: *Digital Research in the Arts and Humanities*. URL: <https://www.routledge.com/Cultural-Heritage-Infrastructures-in-Digital-Humanities/Benardou-Champion-Dallas-Hughes/p/book/9781472447128>. ISBN-13: 978-1472447128.

8. Champion, E. (2015). *Critical Gaming: Interactive History and Virtual Heritage*, Digital Research in the Arts and Humanities Series. London: Routledge (ex-Ashgate Publishing, UK). Published: 2015-09-11. [Digital Research in the Arts and Humanities](#). DOI: <https://doi.org/10.4324/9781315574981> URL: <https://www.routledge.com/products/9781472422903>
9. Champion, E. (2012). (Ed.). *Game Mods: Design, Theory and Criticism*, Pittsburgh: Entertainment Technology Centre Press. 978-1-300-54061-8. URL: <http://www.etc.cmu.edu/etcpress/content/game-mods>
10. Champion, E. (2011). *Playing with the Past*. London: Springer. ISBN 978-1-84996-500-2. URL: <http://www.springer.com/us/book/9781849965002>

## Published Book Chapters (34)

1. Champion, E. (2023). Swords Sandals and Selfies: Videogame-induced Tourism. In E. Champion, C. Lee, J. Stadler, & R. M. Peaslee. (Ed.). (2023). *Screen Tourism and Affective Landscapes*. Routledge. [Screen Tourism and Affective Landscapes: The Real, The Virtual, and the Cinematic](#). [Routledge Cultural Heritage and Tourism Series](#). Contracted. ISBN 9781032355962. Due 30.12.2022.
2. Champion, E. (2022). Reflective Experiences with Immersive Heritage: A Theoretical Design-Based Framework. In A. Benardou & A. M. Droumpouki (Eds.), *Difficult Pasts and Immersive Experiences*. London, UK: Routledge. ISBN 9781032060866. 21 December 2022. DOI: <https://doi.org/10.4324/9781003200659>. Invited.
3. Champion, E., Nurmikko-Fuller, T., & Grant, K. (2022). Chapter 12 Alchemy and Archives, Swords, Spells, and Castles: Medieval-modding Skyrim (pp. 175-200). In R. Houghton (Ed.), *Teaching the Middle Ages through Modern Games*, UK: De Gruyter Oldenbourg. <https://doi.org/10.1515/9783110712032-009>. Invited.
4. Champion, E. (2021). Preserving Authenticity in Virtual Heritage. In E. Champion (Ed.), *Virtual Heritage: A Guide* (pp. 129-137). London, UK: Ubiquity Press. <https://doi.org/10.5334/bck.i>
5. Champion, E. (2021). Virtual Heritage: From Archives to Joysticks. In E. Champion (Ed.), *Virtual Heritage: A Guide* (pp. 5-11). London, UK: Ubiquity Press. <https://doi.org/10.5334/bck.b>
6. Champion, E., & Foka, A. (2020). Art History, Heritage Games, and Virtual Reality. In K. J. Brown (Ed.), *The Routledge Companion to Digital Humanities and Art History* (pp. 238-253). Oxford, UK: Routledge. <https://doi.org/10.4324/9780429505188>
7. Champion, E. (2020). Games People Dig: Are They Archaeological Experiences, Systems, or Arguments? In S. Hageneuer (Ed.), *Communicating the Past in the Digital Age: Proceedings of the International Conference on Digital Methods in Teaching and Learning in Archaeology (12-13 October 2018)* (pp. 13-25). London: Ubiquity. <https://www.ubiquitypress.com/site/chapters/10.5334/bch.b/>
8. Champion, E. (2019). From Historical Models to Virtual Heritage Simulations. In P. Kuroczyński, M. Pfarr-Harfst, & S. Münster (Eds.), *Der Modelle Tugend 2.0 Digitale 3D-Rekonstruktion als virtueller Raum der architekturhistorischen Forschung Computing in Art and Architecture* (pp. 337-351). Heidelberg, Germany: arthistoricum.net. <https://doi.org/10.11588/arthistoricum.515>
9. Champion, E. (2018). Norberg-Schulz: Culture, Presence and a Sense of Virtual Place. In Champion, E. (Ed.). *The Phenomenology of Real and Virtual Places* (pp. 142-163). [Routledge Studies in Contemporary Philosophy series](#). New York and London: Routledge. ISBN-13: 9781138094079. Pub: 2018-11-09.
10. Champion, E. (2018). Introduction. In Champion, E. (Ed.). *The Phenomenology of Real and Virtual Places*. [Routledge Studies in Contemporary Philosophy series](#). New York and London: Routledge ISBN-13: 9781138094079. Pub: 2018-11-09.
11. Miller, K., Champion, E., Summers, L., Lugmayr, A., & Clarke, M. (2018). The Role of Responsive Library Makerspaces in Supporting Informal Learning in the Digital Humanities. In R. Kear & K. Joranson (Eds.), *Digital Humanities, Libraries, and Partnerships: A Critical Examination of Labor, Networks, and Community* (pp. 224). Cambridge Massachusetts, USA: Chandos Press, Elsevier. <https://www.elsevier.com/books/digital-humanities-libraries-and-partnerships/kear/978-0-08-102023-4> ISBN: 9780081020234.
12. Champion, E. (2017). Una división esquemática de estrategias de aprendizaje relevantes para el patrimonio cultural basadas en juegos digitales (A Schematic Division of Game-Learning Strategies Relevant to Digital Archaeology and Digital Cultural Heritage). In D. Jiménez-Badillo (Ed.), *Arqueología Computacional. Nuevos enfoques para el análisis y la difusión del patrimonio cultural* (pp. 213-224). México: Instituto Nacional de Antropología e Historia, RedTDPC, CONACYT. ISBN 9 786075 390277

13. Benardou, Agiatis, Erik Champion, Costis Dallas, & Lorna M. Hughes (2017). Introduction: a critique of digital practices and research infrastructures. In *Cultural Heritage Infrastructures in Digital Humanities*, pp. 1-14, in Benardou, A., Champion, E, Dallas, C., and Hughes, L. (Eds.). Routledge: Abingdon, Oxford, and New York. ISBN: 978-1472447128.
14. Champion, E. (2017). The Role of 3D Models in Virtual Heritage Infrastructures. In Benardou, A., Champion, E, Dallas, C., and Hughes, L. (Eds.). *Cultural Heritage Infrastructures in Digital Humanities*, pp. 15-35. Routledge, UK. Series: [Digital Research in the Arts and Humanities](https://www.routledge.com/Cultural-Heritage-Infrastructures-in-Digital-Humanities/Benardou-Champion-Dallas-Hughes/p/book/9781472447128). URL: <https://www.routledge.com/Cultural-Heritage-Infrastructures-in-Digital-Humanities/Benardou-Champion-Dallas-Hughes/p/book/9781472447128> ISBN-13: 978-1472447128.
15. Champion, E. (2017). Single White Looter: Have Whip, Will Travel. In Angus A.A. Mol; Csilla E. Ariese-Vandemeulebroucke; Krijn H.J. Boom; Aris Politopoulos, (Eds.), *The Interactive Past: Archaeology, Heritage, and Video Games*, Sidestone Press, pp.107-122. URL: <http://www.oxbowbooks.com/oxbow/the-interactive-past-50944.html> ISBN: 9789088904370.
16. Champion, E. (2015). Cross-Cultural Learning, Heritage, and Digital Games in John Hartley and Weiguo Qu (eds.), *Reorientation: Trans-cultural, Trans-lingual and Trans-media Studies in Narrative, Language, Identity and Knowledge*, Fudan University Press. Chapter. ISBN: 9787309119756.
17. Champion, E. (2015). The cultural and pedagogical issues of new media and the humanities. In Yu Ping, Li Fengliang et al. (eds.), *ANNUAL REPORT OF CULTURE AND TECHNOLOGY INNOVATIVE DEVELOPMENT (2015)*, Social Sciences Academic Press, Shenzhen China. ISBN: 978-7-5097-8222-4. [http://www.ssapchina.com/ssapzx/c\\_00000009000200010007/d\\_1329.htm](http://www.ssapchina.com/ssapzx/c_00000009000200010007/d_1329.htm)
18. Champion, E. (2015). Virtual Heritage, an introduction. In Robyn Gillam and Jeffrey Jacobson, (eds.), *The Egyptian Oracle Project: Ancient Ceremony in Augmented Reality*, Bloomsbury Publishing, pp.185-196. ISBN 9781474249263. Chapter. URL: <http://www.amazon.com/The-Egyptian-Oracle-Project-Bloomsbury/dp/1474234151>
19. Champion, E. (2015). Theoretical Issues for Game-based Virtual Heritage. In M. Ebner, K. Erenli, R. Malaka, J. Pirker, & A. E. Walsh (Eds.), *Immersive Education* (Vol. 486, pp. 125-136): Springer International Publishing. 11 articles were selected from 30 conference papers.
20. Champion, E. (2014). History and Cultural Heritage in Virtual Environments. In Mark Grimshaw, (Ed.). *The Oxford Handbook of Virtuality*, Oxford University Press, pp. 269-283. **Curtin University Faculty of Humanities Prize for best book chapter 2015**. URL: <http://ukcatalogue.oup.com/product/9780199826162.do#Uk42ZxbEW5c>
21. Warren, R., & Champion, E. (2014). Linked Open Data Driven Game Generation. In P. Mika, T. Tudorache, A. Bernstein, C. Welty, C. Knoblock, D. Vrandečić, P. Groth, N. Noy, K. Janowicz, & C. Goble (Eds.), *The Semantic Web – ISWC 2014* (Vol. 8797, pp. 358-373): Springer International Publishing.
22. Champion, E. (2012). Introduction: Mod Glorious Mods. In Erik Champion, (Ed.). *Game Mods: Design, Theory and Criticism*, Entertainment Technology Centre Press, Pittsburgh, pp. 9-26. URL: <http://www.etc.cmu.edu/etcpress/content/game-mods>
23. Champion, E. (2012). Teaching Mods with Class. In Erik Champion, (Ed.). *Game Mods: Design, Theory and Criticism*, Entertainment Technology Centre Press, Pittsburgh, pp. 113-148. URL: <http://www.etc.cmu.edu/etcpress/content/game-mods>
24. Champion, E. (2012). The Nonessentialist Essentialist Guide to Games. In Bernd Herzogenrath, (Ed.). *Travels in Intermedia[lity] ReBlurring the Boundaries*, Interfaces: Studies in Visual Culture Series, University Press of New England, pp.192-210. Book chapter. URL: <http://www.upne.com/1611682595.html>
25. Champion, E. (2011). Undefined Machinima. In H. Lowood & M. Nitsche (Eds.), *The Machinima Reader* (pp. 219-238). Cambridge, Massachusetts, USA: MIT Press. Book chapter. ISBN 10:0-262-01533-1. URL: <https://mitpress.mit.edu/books/machinima-reader>
26. Champion, E. (2010). Wayfinding across space, time, and society. In M. Forte (Ed.). *Cyber-archaeology*, Archaeopress, Bar International Series, 2177, UK, pp. 85-96. ISBN 9781407307213.
27. Champion, E. (2008). Chapter XXIII: Enhancing Learning through 3-D Virtual Environments. In D. Politis (Ed.), *E-Learning Methodologies and Computer Applications in Archaeology*, Greece: Information Science Reference.
28. Champion, E. (2008). Game-based historical learning. In Rick Ferdig, (Ed.). *Handbook of Research on Effective Electronic Gaming in Education*, Information Science Reference, Florida USA, pp.219-234. ISBN 978-1-59904-808-6 (hardcover) -- ISBN 978-1-59904-811-6 (e-book).



29. Champion, E. (2007). Chapter 15: Explorative Shadow Realms of Uncertain Histories (book chapter from the revised New Heritage conference paper). *New Heritage: New Media and Cultural Heritage*, edited by Yehuda E. Kalay, Thomas Kvan and Janice Affleck, Routledge.
30. Champion, E. (2007). Chapter 24: Games and Geography. In *Multimedia Cartography*, 2nd edition, edited by W. Cartwright, M. P. Peterson, G. Gartner. Springer-Verlag, New York, pp. 347-357. ISBN-10: 3-540-36650-4 ISBN-13: 978-3-540-36650-8. Website: <http://www.springer.com/east/home/generic/search/results?SGWID=5-40109-22-173670412-0>
31. Champion, E., & Dave, B. (2007). Chapter 16: Dialing up the Past. In S. Kenderdine and F. Cameron, (Eds.). *Theorizing Digital Cultural Heritage: A Critical Discourse*, MIT Press: Media in Transition series, pp. 333-348. ISBN-10:0-262-03353-4. Website: <http://mitpress.mit.edu/catalog/item/default.asp?ttype=2&tid=10921>
32. Champion, E. (2006). Chapter V-Enhancing Learning through 3D Virtual Environments. In *Enhancing Learning Through Technology*, edited by E. Sorensen and D. Murchu, Ideas Group Publishing, Information Science Publishing, Aalborg University, Denmark, pp. 103-124. Hard Cover (ISBN: 1-59140-971-3) Soft Cover (ISBN: 1-59140-972-1) E-Book (ISBN: 1-59140-973-X). Website: <http://www.idea-group.com/books/details.asp?id=5581>
33. Champion, E. (2005). Virtual Places. In *Encyclopedia of Virtual Communities and Technologies*, pp. 556-561, edited by S. Dasgupta, George Washington University, Idea Group, Hershey, P.A. ISBN: 1-59140-563-7.
34. Champion, E. (2005). Cultural Presence. In *Encyclopedia of Virtual Communities and Technologies*, pp. 95-101, edited by S. Dasgupta, George Washington University, Idea Group, Hershey, P.A. ISBN: 1-59140-563-7.

## Published Conference Proceedings (3)

1. Ioannides, M., Fink, E., Cantoni, L., & Champion, E. (Eds.) (2021). Digital Heritage. Progress in Cultural Heritage: Documentation, Preservation, and Protection. 8th International Conference, EuroMed 2020, Virtual Event, November 2–5, 2020, Revised Selected Papers. Cyprus: Springer. DOI:10.1007/978-3-030-73043-7. ISBN 978-3-030-73043-7.
2. Thomassen, A., & Champion, E. (Eds.). (2011). *Proceedings of the 7th Australasian Conference on Interactive Entertainment*. Wellington, New Zealand: Interactive Entertainment.
3. Ryu, H; & Champion, E. (2010). Proceedings of the 11th ACM SIGCHI New Zealand Chapter's International Conference on Computer-Human Interaction, CHINZ 2010, Auckland, New Zealand, July 8-9, 2010. ACM. ISBN 978-1-4503-0104-6.

## Published Journal Editorials (6)

1. Marsh, T., Champion, E., & Hlavacs, H. (Eds.). (2016). Special Issue in the *Journal of Entertainment Computing* on the theme of [Entertainment in Serious Games](#). Elsevier.
2. Champion, E., & Jacobson, J. (Eds.). (2011). History and Heritage in Games and Virtual Worlds. *Special issue of Games and Culture*, November; (6) (Sage). Website: <http://gac.sagepub.com/content/6/6.toc>
3. Champion, E., & Chien, S-F. (Eds.). (2010). [IJAC Editorial: Between man and machine: integration/intuition/intelligence](#). *International Journal of Architectural Computing*, 8(1), iii-v.
4. Hight, J., Ox, J. & Champion, E., (Eds.). (2009). "Creative Data: Visualisation, Augmentation, Telepresence and Immersion," *Special Issue of Leonardo Electronic Almanac*, MIT Press.
5. Giaccardi, E., Champion, E., & Kalay, Y., (Eds.) (2008). Editorial. *International Journal of Heritage Studies*, 14(3), 195 - 196. Special issue.
6. Champion, E. (2007). "When Windmills Turn into Giants: The Conundrum of Virtual Places," in E. Champion (guest editor), *Real and Virtual Places (Special Issue)*, *Techné, technology and philosophy journal*, v10 no.2: Spring, 22-44. ISSN 1091-8264. Website: <http://scholar.lib.vt.edu/ejournals/SPT/v10n3/pdf/>

## Published Journal Articles (35)

1. Bekele, M.K.; Champion, E.; McMeekin, D.A.; Rahaman, H. (2021). The Influence of Collaborative and Multi-Modal Mixed Reality: Cultural Learning in Virtual Heritage. [Multimodal Technologies and Interaction](#). Special Issue "Feature Papers of MTI in 2021". 2021, 5, 79. <https://doi.org/10.3390/mti5120079>.
2. Nishanbaev, I., Champion, E., & McMeekin, D. A. (2021). A Web GIS-Based Integration of 3D Digital Models with Linked Open Data for Cultural Heritage Exploration. *ISPRS International Journal of Geo-Information*, 10(10), 684. <https://www.mdpi.com/2220-9964/10/10/684>



3. Rahaman, H., Johnston, M., & Champion, E. (2021). Audio-augmented arboreality: wildflowers and language. *Digital Creativity*, 1-16. <https://doi.org/10.1080/14626268.2020.1868536>
4. Champion, E. (2020). Culturally Significant Presence in Single-player Computer Games. *Journal on Computing and Cultural Heritage*, 13(4). DOI: 10.1145/3414831. <https://dl.acm.org/doi/10.1145/3414831>
5. Nishanbaev, I., Champion, E., & McMeekin, D. A. (2020). A Comparative Evaluation of Geospatial Semantic Web Frameworks for Cultural Heritage. *Heritage*, 3(3), 875-890, MDPI. <https://doi.org/10.3390/heritage3030048>. Open Access.
6. Dawson, B., Joseph P., & Champion, E. (2020). Evaluating User Experience of a Multimedia Storyteller Panorama Tour: The Story of the Markham Car Collection. *Collections: A Journal for Museum and Archives Professionals*, 16(3), 251-278. <https://doi.org/10.1177/1550190620940966>
7. Rahaman, H., & Champion, E. (2020). *Survey of 3D Digital Heritage Repositories and Platforms*. [The Virtual Archaeology Review \(VAR\)](https://doi.org/10.4995/var.2020.13226), 11(23). <https://doi.org/10.4995/var.2020.13226> **Virtual Archaeology Review's 2020 Paper of the Year.**
8. Rahaman, H., & Champion, E. (2019). To 3D or Not 3D: Choosing a Photogrammetry Workflow for Cultural Heritage Groups. *Heritage*, 2(3), 1835-1851. Retrieved from <https://www.mdpi.com/2571-9408/2/3/112>
9. Champion, E., & Rahaman, H. (2019). 3D Digital Heritage Models as Sustainable Scholarly Resources, *Sustainability: Natural Sciences in Archaeology & Cultural Heritage*, 11(8). MDPI. Editor, Ioannis Liritzis. Open Access. Invited article. <https://www.mdpi.com/2071-1050/11/8/2425>
10. Nishanbaev, I., Champion, E., & McMeekin, D. A. (2019). A Survey of Geospatial Semantic Web for Cultural Heritage. *Heritage*, 2(2), 1471-1498. <https://doi.org/10.3390/heritage2020093>
11. Rahaman, H., Champion, E. & Bekele, M. (2019). From photo to 3D to mixed reality: A complete workflow for cultural heritage visualisation and experience. *Digital Applications in Archaeology and Cultural Heritage*, 13, e00102. <https://doi.org/10.1016/j.daach.2019.e00102>
12. Bekele, M., & Champion, E. (2019). [A Comparison of Immersive Realities and Interaction Methods: Cultural Learning in Virtual Heritage](#). *Frontiers in Robotics and AI | Virtual Environments: Emergent Technologies for Cultural Heritage and Tourism Innovation*. DOI:10.3389/frobt.2019.00091
13. Dawson, B., Joseph, P., & Champion, E. (2019). The Story of the Markham Car Collection: A Cross-Platform Panoramic Tour of Contested Heritage. *Collections*, 15(1), 62-86. DOI:[10.1177/1550190619832381](https://doi.org/10.1177/1550190619832381)
14. Champion, E. (2018). Computer Games, Heritage and Preservation. *Preservation Education & Research*, published by the National Council for Preservation Education, 10, pp.119-121. USA. URL: <http://www.ncpe.us/about-ncpe/>
15. Champion, E. (2017). Bringing Your A-Game to Digital Archaeology: Issues with Serious Games and Virtual Heritage and What We Can Do About It. *SAA Archaeological Record: Forum on Digital Games & Archaeology*, Vol. 17 No.2 (special section: Video Games and Archaeology: part two issue), pp. 24-27. March issue. URL: [http://www.saa.org/Portals/0/Record\\_March\\_2017.pdf](http://www.saa.org/Portals/0/Record_March_2017.pdf)
16. Champion, E. (2016). A 3D Pedagogical Heritage Tool Using Game Technology. *International Journal of Mediterranean Archaeology & Archaeometry*, (special issue, selection of VAMCT2015 conference papers). International Journal MAA (ISI Arts & Humanities Citation Index, Thomson Reuters, USA; Scopus) Vol.16, No.5, pp. 63-72.URL: <http://maajournal.com/Issues2016e.php> DOI: 10.5281/zenodo.204967
17. Champion, E. (2016). Worldfulness, Role-enrichment & Moving Rituals: Design Ideas for CRPGs. *Transactions of the Digital Games Research Association (ToDIGRA)*, Volume 2 Issue 3 (special issue, "Diversity of play: Games – Cultures – Identities" selected DiGRA2015 conference papers). URL: <http://todigra.org/index.php/todigra/index>
18. Champion, E. M. (2016). Digital humanities is text-heavy, visualization-light, and simulation poor. *Digital Scholarship in the Humanities (DH2015 Special issue)*. DOI: [http://dx.doi.org/10.1093/llc/fqw053](https://dx.doi.org/10.1093/llc/fqw053) URL: <http://dsh.oxfordjournals.org/content/early/2016/11/07/llc.fqw053>
19. Champion, E. (2016). Entertaining the Similarities and Distinctions between Serious Games and Virtual Heritage Projects. Special Issue in the *Journal of Entertainment Computing* on the theme of [Entertainment in Serious Games](#). Vol. 14, May: 67–74. Elsevier. [Online](https://doi.org/10.1016/j.entcom.2015.11.003). DOI: [10.1016/j.entcom.2015.11.003](https://doi.org/10.1016/j.entcom.2015.11.003).
20. Champion, E. (2015). Experiential Realism and Digital Place-Making. *Metaverse Creativity: Building, Performing, Learning and Authorship in Online 3D Worlds (new title: Virtual Creativity)*. Intellect. DOI: [https://doi.org/10.1386/mvcr.5.1.51\\_1](https://doi.org/10.1386/mvcr.5.1.51_1)

21. Champion, E. (2015). Defining Cultural Agents for Virtual Heritage Environments. Presence: Teleoperators and Virtual Environments-Special Issue on "Immersive and Living Virtual Heritage: Agents and Enhanced Environments," Summer 2015, Vol. 24, No. 3: 179–186, MIT Press. URL: <http://www.mitpressjournals.org/toc/pres/24/3>
22. Schöch, Christof; Dallas, Costis; Munson, Matt; Tasovac, Toma; Champion, Erik Malcolm; Schreibman, Susan; Benardou, Agiatis; Huang, Marianne Ping; Links, Petra. (2014). DARIAH-EU's Virtual Competency Center on Research and Education, *Journal of Digital Humanities*, Vol. 3, No. 1 Spring 2014. URL: <http://journalofdigitalhumanities.org/3-1/dariah-eus-virtual-competency-center-on-research-and-education/> ISSN 2165-6673. Poster and short article.
23. Champion, E., Bishop, I., & Dave, B. (2012). The Palenque project: evaluating interaction in an online virtual archaeology site [Article]. *Virtual reality*, 16(2), 121-139. <https://doi.org/10.1007/s10055-011-0191-0>
24. Tost, L., & Champion, E. (2011). Evaluating Presence in Virtual Heritage Projects. *International Journal of Heritage Studies* DOI:10.1080/13527258.2011.577796 OR <http://www.tandfonline.com/doi/abs/10.1080/13527258.2011.577796> (Available online: 14 Dec 2011).
25. Champion, E., & Dekker, A. (2011). Biofeedback and Virtual Environments. *International Journal of Architectural Computing* (IJAC), Multi-Science Publishing, ISSN 1478-0771 (Print), Volume 9, Number 4 / December 2011, DOI [10.1260/1478-0771.9.4.377](https://doi.org/10.1260/1478-0771.9.4.377), Pages 377-396. Online date: Friday, February 03, 2012.
26. Champion, E. (2009). "Roles and Worlds in the Hybrid RPG Game of Oblivion," *International Journal of Role-Playing*, 1(1), 37-52.
27. Champion, E. (2008). "Otherness of Place: Game-based Interaction and Learning in Virtual Heritage Projects," *International Journal of Heritage Studies*, 14(3), 210 - 228.
28. Champion, E. (2007). "Blinking History: Lessons Learnt from Virtual Heritage Creation with Adobe Atmosphere as they may help future Blink 3D projects," for David Vinciguerra (Ed.). *VR in the Schools*, issue 6.2, online journal.
29. Champion, E. (2007). "Fragging History: Why Gamers Don't Learn It the Old-Fashioned Way," the Journal of the International Digital Media and Arts Association (IDMAA). History and Changing Paradigms: the Role of Digital Media and Arts in How We View our World (Special issue), edited by Sharon Ross, v4 number 1, 2006, 19-25.
30. Champion, E. (2006). "Evaluating Cultural Learning in an Online Virtual Environment," *International Journal of Continuing Engineering Education and Life-Long Learning (IJCEELL)*: Vol. 16, No.3/4 pp. 173 - 182. Edited by Elspeth McKay. Website: <http://inderscience.metapress.com/link.asp?id=62pfh5j7crmkxrhw> OR DOI 10.1504/IJCEELL.2006.009197
31. Champion, E. (2005). "Astral Travel in Virtual Realms: Evaluating Conceptual Understanding in Digital Reconstructions of Past Cultures," *Leonardo Electronic Almanac*, MIT Press, Volume 13, No 6-7, pp. 1-7, June - July 2005, ISSN #1071-4391.
32. Champion, E. (2004). "Indiana Jones and the Joystick of Doom: Understanding the Past via Computer Games," *Traffic Number Five "A Vision Splendid"*: 47-65. Selected by the University of Melbourne to re-appear in their 2012 Special Anthology of Traffic ("to showcase some of the standout pieces published across its first twelve editions"-Michelle Smith, Traffic editor).
33. Champion, E. (2004). "The Digital Society and its Enemies: A Critique of 'On The Internet'," *Computing and Philosophy Conference*, October 2003 Canberra. Published in the June 2004 *Special Edition of Computers and Society*, June 2004, 32(8). Online at <http://www.computersandsociety.org>
34. Champion, E. (1993). "Scandinavian Architecture Redefined," in *Architecture New Zealand: Journal of the NZIA*, January/February: 81-84.
35. Champion, E. (1992). "Ralph Erskine," in *Architecture New Zealand: Journal of the NZIA*.

## Keynotes (28)

1. Invited to talk at the National Museums of World Culture, run by the Swedish government, on games and museums. Virtual. 19 April 2022. <https://www.varldskulturmuseerna.se/en/about-us/>
2. Invited keynote, Northern Periphery and Arctic Programme: PHIVE; University of Iceland, Reykjavik; opened by the President of Iceland, 16/06/2022. Virtual. <https://northernheritage.org/final-conference-program/>
3. Invited to speak at *Living Heritage Conference*, Macquarie University, Sydney, 5-7 November 2021. <https://www.mq.edu.au/research/research-centres-groups-and-facilities/resilient-societies/centres/cache/news-and-events4/living-digital-heritage-conference-october-2020>

4. Invited to keynote at ISMAR 2021 (<https://ismar21.org/>) first IEEE International Workshop on “Mixed Reality Implications on Cultural Heritage Experience (MriCHE)”. 04/10/2021. <https://fcrlab.unime.it/calls/mriche2021>
5. Invited to speak on “conservation & digitalisation of intangible heritage: digital games” with Tencent Social Research Centre and Beijing Normal University.
6. Champion, E. (2020). On Virtual Heritage, *IAB Heritage Platform: Sharing Experience*, Bangladesh Institute of Architects, Bangladesh (IAB), 30 May 2020. Invited, virtual.
7. Champion, E. (2020). *Digital Heritage and Humanities*, “Workshop on Digital Heritage and Humanities in the Built Environment” UniSA Adelaide, 17-18 February 2020. Invited, funded.
8. Champion, E. (2019). Digital Heritage: Presenting Futures Past. Keynote. *DHDownunder 2019*, 9-12 December, Newcastle Australia. Invited, funded.  
[https://www.westernsydney.edu.au/dhrg/dh\\_downunder/dh\\_downunder\\_2019](https://www.westernsydney.edu.au/dhrg/dh_downunder/dh_downunder_2019)
9. Champion, E. (2019). “Experiential Tourism and Virtual Heritage: the interaction design challenges”. Invited keynote, *OZCHI’19 (31<sup>st</sup> Australian Computer-Human Interaction Conference)*, Perth, Australia, 3-5 December 2008.  
<http://ozchi2019.visemex.org/wp/>
10. Champion, E. (2019). Virtual Heritage, Gaming, & Cultural Tourism, *4th Boao International Tourism Communication Forum (ITCF)*, Hainan, China, 23-24 November. Interviewed on Chinese television.  
<http://www.baitcf.com/index.php/Ch/Cms/Index/indexe>
11. Champion, E. (2019). Virtual Heritage Publishing, *Learning by Game Creation Summer School*, Turin, Italy, 2-6 September 2019.
12. Champion, E. (2018). Games People Dig: Are They Archaeological Experiences or Archaeological Systems? **Funded and invited**. *Communicating the Past in the Digital Age, Digital methods for teaching and learning in Archaeology*. Host: Professor Eleftheria Paliou, Computational Archaeology, CoDArchLab, Institute of Archaeology, University of Cologne, Germany, 12-13 October 2018. <https://communicatingthepast.hcommons.org/2018/04/19/release-of-the-call-for-paper/>
13. Champion, E. (2018). Invited Professor to Summer School: Cultural Heritage in Context. Digital Technologies for the Humanities. **Partially funded, invited**. Host: Rosa Tamborrino, Politecnico di Torino – Castello del Valentino, Turin Italy, 16-23 September 2018. Joint Project of the Politecnico di Torino POLITO, University of California, Los Angeles (UCLA), *École des Hautes Études en Sciences Sociales, Paris (EHESS)*, and the *Italian Association of Urban History (AISU)*. URL: <http://digitalhumanitiesforculturalheritage.polito.it/index.html> Topics: Virtual Heritage (lecture); Gamification and Cultural Heritage (workshop).
14. Champion, Erik. (2018). Interactive, Reconfigurable Screen Tourism. *Digital Directions 2018: Intersections*, 21-22 August 2018, **Invited and funded**. National Film and Sound Archive of Australia (NFSA), Canberra, Australia. URL: <https://www.nfsa.gov.au/about/our-mission/digital-directions/digital-directions-2018>
15. Champion, Erik. (2018). Keynote invitation to *UCLA Critical Archaeological Gaming workshop*, 25-26 January 2018, UCLA, USA. URL: <http://www.ioa.ucla.edu/content/critical-archaeological-gaming-workshop>
16. Champion, E. (2017). A Scholarly Ecosystem for 3D Digital Heritage Simulations (Invited keynote, funded). *Virtual Research Environment and Digital 3D Reconstructions Final conference*, Herder-Institut für historische Ostmitteleuropaforschung, Humboldt University Berlin, Germany, 19-20 June 2017. Will become an open-access book chapter.
17. Champion, E. (2016). Archaeological Discovery, Game Genres, Game Mechanics. **Invited and partially funded** to speak at the ‘Interactive Pasts’ conference, 4-5 April 2016, Value: Archaeology and Videogames research group, 4-5 April 2016, Leiden University, Netherlands. URL: <http://www.valueproject.nl/media/introducing-the-interactive-pasts-conference/>
18. Champion, E. (2015). Virtual Heritage Projects versus Digital Heritage Infrastructure. **Invited/funded** to speak, “*Interacting with Cultural Heritage in the Digital Age*”, host: INAH (Instituto Nacional de Antropología e Historia). 4 December 2015, Mexico City. Will become a book chapter.
19. Champion, E. (2015). “Ludic Challenges for New Heritage and Cultural Tourism”, **Invited keynote**, *VIRTUAL ARCHAEOLOGY: Museums & Cultural Tourism (VAMCT)* 23-26 September, Delphi, Greece. URL: <http://vamct.syros.aegean.gr/2015/aims-scope.shtml> became a journal article.

20. Champion, E. (2015). Teleconference talk on Virtual Heritage, NEH Advanced Topics in the Digital Humanities Summer Institute: Advanced Challenges in Theory and Practice in 3D Modeling of Cultural Heritage Sites. The University of Massachusetts Amherst, 22-28 June 2015. URL: <http://advancedchallenges.com/>
21. Champion, E. (2015). An Overview of Cultural Presence and "Being Not-There": Theory Practice and Evaluation. **Invited and partially funded** keynote at [LEAP] Workshop: Cultural Presence in Archaeology: theory, modelling and evaluation-EU Project event, 18 May 2015, Pompeu Fabra University, Barcelona. Funded.
22. Champion, E. (2014). The cultural and pedagogical issues of new media and the humanities. *Cultural and Technological Innovation Symposium (CTIS 2014)*, Shenzhen University, People's Republic of China, 30 November 2014. **Invited and funded** keynote. Published (see book chapters section).
23. Champion, E. (2012). "Promises, threats and dreams in the Digital Humanities". The 3rd U21 Digital Humanities Workshop, *Interfaces - Digital studies of culture and cultural studies of the digital*. Lund University, Lund, Sweden, September 19 - 21. **Invited and funded** keynote. Website: <http://conference.sol.lu.se/en/u21-digital-humanities/>
24. Champion, E. (2010). Invited and European Science Foundation (ESF) funded speaker: Game-Based Learning in Collaborative Virtual Worlds (Invited talk). Paper presented at the *Networked Humanities: Art History in the Web Conference*, European Science Foundation and COST funded, Italy, 9-16 October 2010. Website: <http://www.cost.esf.org/events/networkedhumanities>
25. Champion, E. (2007). "The Lara Croft Conundrum: Conceptual Limitations in Virtual Heritage Research," **invited and funded speaker**. *Virtual Systems and Multimedia (VSMM 2007): Exchange and Experience in Space and Place*, Brisbane Australia, 23-26 September 2007.
26. Champion, E. (2007). "All That Glitters Is Not Real: The Legal Horrors of Interesting Place Design." Co-chair with Yehuda Kalay and panellist on public space and architecture in virtual worlds, **invited and funded speaker**. *State of Play IV: Law, Games and Virtual Worlds-Building the Global Metaverse conference*, Singapore, 19-21 August 2007.
27. Champion, E. (2007). "Space Feeling and Alterity: Designing Interactive Media for Engaging Cultural Heritage Applications," **invited (and funded) speaker**, *The International Conference on Digital Applications in Cultural Heritage 2007 (DACH 2007)*, Tainan, Taiwan, 12-14 January 2007. Published (see book chapters section).
28. Champion, E. (2006). "Playing With A Career in Ruins: Game Design and Virtual Heritage" **invited (and funded) speaker**, presentation in English for *VIè Seminari Arqueologia i Ensenyament Conference* held at the Museum of Catalan History (Museu d'Història de Catalunya) Barcelona Spain, 26-28 October 2006. Published as part of the proceedings *Learning in Cyberspace: new media for Heritage didactics and interpretation, (Aprende el ciberespai: nous mitjans per a la interpretació i la didàctica del patrimoni)* in *Treballs D'Arqueologia*, volume 12, edited by Paloma Gonzàles Marcén and Laia Pujol Tost, published by Centre d'Estudis del Patrimoni Arquelògic de la Prehistòria, and the Universitat Autònoma de Barcelona, Barcelona Spain, pp. 45-61. ISSN 1132-9261. Available online at <http://ddd.uab.es/pub/tda/11349263n12p45.pdf>

## Fully Refereed Conference Papers (26)

1. Champion, E. & McCallum, S. (2022, 20 November). Game Design Prototyping Workshop: Brainstorming and Designing Collaborative and Creative Game Prototypes with Immersive Surfaces. ACM International Conference on Interactive Surfaces and Spaces ([ACM ISS 2022](#)), Wellington, New Zealand. <https://doi.org/10.1145/3532104.3571472> Selected for ACM Showcase. Open Access.
2. Champion, E., Kerr, R., McMeekin, D., & Rahaman, H. (2020, 2-5 November). *Time-Layered Gamic Interaction with a Virtual Museum Template*. Paper presented at the EuroMed 2020 Conference, Online/Cyprus. Revised Selected Papers. Springer.
3. Champion, E. (2020). *Swords Sandals and Selfies in Assassin's Creed: Odyssey, A Tour You'd Kill For*. TIPC 3, Netherlands, 5-6 November 2020. Online. <https://interactivepasts.com/the-interactive-pasts-conference-3/>.
4. de Kruiff, A., Marcello, F., Paay, J., Burry, J., & Champion, E. (2018). *Learning from Lost Architecture: Immersive Experience and Cultural Experience as a New Historiography*. Paper presented at SAHANZ 2018: HISTORIOGRAPHIES OF TECHNOLOGY AND ARCHITECTURE, The 35th Annual Conference of the Society of Architectural Historians, Australia and New Zealand), 4-7 July 2018, Wellington NZ. <http://www.sahanz.net/>
5. Dawson, B., Joseph, P., and Champion, E. (2017). Storytelling from archival records using interactive digital multimedia technologies – the story of the Markham car collection, [2017 ASA ITIC Diverse Worlds Conference](#), Melbourne, 25-28 September 2017.



6. Champion, E. (2016). The Missing Scholarship behind Virtual Heritage Infrastructure. *14<sup>th</sup> EUROGRAPHICS Workshop on Graphics and Cultural Heritage*, 5-7 October 2016, Genoa, Italy, pp. 57-65. URL: <http://gch2016.ge.imati.cnr.it/> OR <https://diglib.eg.org/handle/10.2312/gch20161383>
7. Champion, E., Qiang, L., Lacet, D. and Dekker, A. (2016). 3D in-world Telepresence with Camera-Tracked Gestural Interaction. *14<sup>th</sup> EUROGRAPHICS Workshop on Graphics and Cultural Heritage*, 5-7 October 2016, Genoa, Italy, pp. 119-122. Short paper. URL: <http://gch2016.ge.imati.cnr.it/> OR <https://diglib.eg.org/handle/10.2312/gch20161394>
8. Champion, E. 2015. "Roleplaying and Rituals for Heritage-Oriented Games". *DiGRA Digital Games Research Conference*, Lüneburg Germany, 14-17 May 2015. URL: <http://www.digra.org/digital-library/publications/roleplaying-and-rituals-for-cultural-heritage-orientated-games/>
9. Warren, R., & Champion, E. (2014). "Linked Open Data Driven Realistic Simulations and Games". *The 13th International Semantic Web conference*. Paper presented at ISWC workshop, Trento Italy, 19-23 October 2014. Published as Springer book chapter (see book chapters above).
10. Wang, L., & Champion, E. (2012). "Chinese culture approached through touch: Chinese cultural heritage learnt via touch-based games". Paper presented at the *18th International Conference on Virtual Systems and Multimedia (VSMM)*, Milan, Italy.
11. Wang, Li., & Champion, E. (2011). "A Pilot Study of Four Cultural Touch-Screen Games". Paper presented at the *12th Annual Conference of the New Zealand Chapter of the ACM Special Interest Group on Computer-Human Interaction (CHINZ 2011)*, 4-5 July 2011. From <http://www.cs.waikato.ac.nz/chinz2011/>
12. Champion, E., & Dekker, A. (2011). "Indirect biofed architecture: Strategies to best utilise biofeedback tools and interaction metaphors within digital architectural environments". Paper presented at *CAADRIA 2011: The 16th International Conference of the Association for Computer-Aided Architectural Design Research in Asia*, Newcastle Australia, 27-29 April 2011. Website: <http://www.caadria2011.org/>
13. Champion, E. (2009). "Keeping It Reel: Is Machinima a Form of Art?" DiGRA 2009 conference, Brunel University, England, 1-4 September. Digital proceedings. URL: <http://www.digra.org/dl/db/09291.09190.pdf>
14. Champion, E., and Jacobson, J. (2008). "Sharing the Magic Circle with Spatially Inclusive Games," Technical paper, Educator's Forum, *SIGGRAPH ASIA*, Singapore, 10-13 December. Scored 5/5 from both reviewers.
15. Henden, C., Champion, E., Jacobson, J., & Muhlberger, R. (2008). "A Surround Display Warp-Mesh Utility to Enhance Player Engagement". *The 7th International Conference on Entertainment Computing (ICEC 2008)*, 25-27 September 2008, Pittsburgh USA.
16. Champion, E. (2005). "Meaningful Interaction in Virtual Learning Environments." *IE2005 Australian Workshop on Interactive Entertainment*, Sydney, 23-25 November 2005, pp. 41-45. Also in ACM Digital Library. Short paper.
17. Champion, E. (2005). "Interactive Emergent History as a Cultural Turing Test." *VAST 2005 Symposium on Graphics and Cultural Heritage*, Pisa, Italy, 8-11 November 2005. Short paper. Published in proceedings, *VAST 2005 6th International Symposium on Virtual Reality, Archaeology and Intelligent Cultural Heritage-Short & Project Papers Proceedings*, edited by Mark Mudge, Nick Ryan and Robert Scopigno. ISBN: 1-59140-563-7. Vol. 2, pp. 120 - 125, Eurographics Association.
18. Champion, E. (2005). "Place Space and Monkey Brains: Cognitive Mapping in Games and Other Media." Short paper presented at *DiGRA (Digital Games Research Association), Changing Worlds: Worlds in Play, 2005 International Conference*, edited by Suzanne de Castell & Jennifer Jenson, Simon Fraser University, Vancouver Canada, 16-20 June 2005. A short paper published on DVD, volume 1, not paginated.
19. Champion, E., & Sekiguchi, S. (2005). "Suggestions for new features to support collaborative learning in virtual worlds," *C5: The Third International Conference on Creating, Connecting and Collaborating through Computing*, January 28 - 29, 2005, Shiran Kaikan, Kyoto University, Japan. Published in *Third International Conference on Creating, Connecting and Collaborating through Computing, 2005. C5 2005*, pp. 127-134, by IEEE Computer Society Press, ISBN: 0-7695-2325-0, DOI: 10.1109/C5.2005.25. Website: [http://ieeexplore.ieee.org/xpl/freeabs\\_all.jsp?arnumber=1419797](http://ieeexplore.ieee.org/xpl/freeabs_all.jsp?arnumber=1419797)
20. Champion, E., & Sekiguchi, S. (2004). "Cultural Learning in Virtual Environments," *VSMM2004 Hybrid Realities: Digital Partners*, Ogaki City, Gifu, Japan, 17-19 November 2004, pp. 364-373. ISBN 4-274-90634-5.
21. Champion, E. (2004). "The Limits of Realism in Architectural Visualisation." In H. Edquist and H. Frichot (eds.), *LIMITS, Proceedings From the 21st annual conference of the Society of Architectural Historians Australia and New Zealand*,



- (SAHANZ), Melbourne, Australia, 26-29 September 2004, 01, pp. 88-98. ISBN 0-646-44062-4. **Dean's Prize for Published Postgraduate Work for 2004.** Faculty of Architecture Building and Planning, University of Melbourne 2005.
22. Champion, E. (2004). "Heritage Role Playing-History as an Interactive Digital Game." Y. Pisan (ed.), *IE2004 Australian Workshop on Interactive Entertainment*, Sydney, February 2004: 29-35. ISBN 0-9751533-0-8, pp. 47-65. Also in ACM Digital Library. Short paper.
  23. Champion, E., Dave, B., & Bishop, I. (2003). "Interaction, Agency and Artefacts" presented at *CAADFUTURES 2003*, Taiwan. Published in M-L. Chiu, J-Y. Tsou, T. Kvan, M. Morozumi & T-S. Jeng (Eds.). *Digital Design: Research and Practice. Proceedings of the 10th International Conference on Computer-Aided Architectural Design Futures*. Dordrecht, the Netherlands: Kluwer Academic Publishers, pp. 249-258.
  24. Champion, E. (2003). "Online Exploration of Mayan Culture." VSMM2003 Ninth International Conference on Virtual Systems and Multimedia, Hybrid Reality: Art, Technology and the Human Factor, Montreal Canada, 15-17 October 2003, proceedings edited by Hal Thwaites, pp. 364-373. ISBN 1-895130-12-3. **Best virtual heritage paper award.**
  25. Champion, E. (2003). "Applying Game Design Theory to Virtual Heritage Environments." *Annual Conference, Graphite*, Melbourne Australia, 11-14 February 2003, pp. 273 - 274. Short paper. ACM digital library: <http://doi.acm.org/10.1145/604471.604532>
  26. Champion, E. & Dave, B. (2002). "Where is this place?" In G. Proctor (ed.), *ACADIA2002, Association for Computer-Aided Design in Architecture 2002 Annual Conference*, Pomona USA, 24-27 October 2002, pp. 87-97.

## Conference Papers by Abstract (50)

1. Champion, E. (2020). *Swords Sandals and Selfies in Assassin's Creed: Odyssey, A Tour You'd Kill For*. TIPC 3, the Netherlands, 5-6 November 2020. Online. <https://interactivepasts.com/tipc3call/>
2. Arthur, P. L., Champion, E., Craig, H., Gu, N., Harvey, M., Haskins, V., May, A., Pascoe, B., Piper, A., Ryan, L., Smith, R., Verhoeven, D. (2020). Time-Layered Cultural Map of Australia. Paper presented at the *Digital Humanities in the Nordic Countries (DHN2020)*, Riga, Latvia. <http://ceur-ws.org/Vol-2612/short2.pdf>
3. Champion, E., Rahaman, H. (2019: invited). Virtual Tourists or Virtual Travellers: Intangible Heritage, Screen Tourism and Thematic Care. *WA Heritage & History Conference*, Perth, 29-30 April 2019. Rahaman presented. <https://meetingmasters.eventsair.com/QuickEventWebsitePortal/washhc2019/washhc>
4. Champion, E., Rahaman, H. (2019). 3D Models: Unwanted, Unknown, Unloved, *Computer Applications and Quantitative Methods in Archaeology (CAA2019)*, Krakow, Poland, 23-27 April 2019. <https://2019.caaconference.org/>
5. Champion, E., Bekele, M. (2019). Mixable reality, Collaboration, and Evaluation. *S36: Computer Applications and Quantitative Methods in Archaeology (CAA2019)*, Krakow, Poland, 23-27 April 2019. <https://2019.caaconference.org/>
6. Bekele, M., Champion, E., (2019). Redefining Mixed Reality: User-Reality-Virtuality and Virtual Heritage Perspectives, *24th Annual Conference of the Association for Computer-Aided Architectural Design Research in Asia (CAADRIA 2019)*, Wellington, New Zealand, 15-18 April 2019. <https://caadria2019.nz/>
7. Rahaman, H., Champion, E., (2019). The Scholarly Rewards and Tragic Irony of 3D Models in Virtual Heritage Discourse, *24th Annual Conference of the Association for Computer-Aided Architectural Design Research in Asia (CAADRIA 2019)*, Wellington, New Zealand, 15-18 April 2019. <https://caadria2019.nz/>
8. Nishanbaev, I., Champion, E., Rahaman, H., & Bekele, M. (2018). *Integrating 3d Models and GIS for Digital Cultural Heritage*. Paper presented at the Centre for Digital Heritage meeting 2018 (CDH 2018): 3D archives, (re)use and Knowledge production, 18-19 June 2018, Lund, Sweden.
9. Champion, E. (2017). Inside Out: Avatars, Agents, Cultural Agents, *Researching Digital Cultural Heritage, conference*, Manchester UK, 30 November-1 December 2017. URL: <http://www.alc.manchester.ac.uk/icp/connect/events/digital-heritage-conference/> abstract accepted.
10. Champion, E. (2017). "PublicVR and its Relevance to 3DVR and Virtual Heritage". CAA session: 3DVR Caveats and Accomplishments, *Computer Applications and Quantitative Methods in Archaeology (CAA)*, Atlanta, Georgia, USA, 14-16 March 2017. URL: <http://caaconference.org/>
11. Champion, E. (2016). Bridging Creative Communities and Digital Heritage. *New Knowledge Environments in the Digital Humanities Conference*, 12-13 December 2016, HIVE, Curtin University, Australia. URL: <https://r-lange.github.io/DH-symposium/>

12. Champion, E. (2016). Increasing the Life and Usage of Virtual Heritage Models. **Invited/partially funded** speaker for *The 4th International Symposium on Cultural Heritage Conservation and Digitization (CHCD 2016)*, 7-9 August 2016, Beijing, China. URL: <http://www.chcd2016.org/eng/>.
13. Champion, E. (2016). Philosophical Issues of Place and the Past in Virtual Reality. *The East-West Philosophy Place conference*, 24 May-1 June 2016, Hawaii. URL: <http://hawaii.edu/phil/journals/east-west-philosophers-conference/>
14. Champion, E. (2016). Ludic Literature: Evaluating Skyrim for Humanities Modding. *Digital Humanities Congress (DHC)*, Sheffield, 4-6 September 2014. Published online in Mills C., Pidd M., and Williams, J. *Proceedings of the Digital Humanities Congress 2014*. Champion, E. (2016). Ludic Literature: Evaluating Skyrim for Humanities Modding. URL: <http://www.hrionline.ac.uk/openbook/book/dhc2014>
15. Li, Q., and Champion, E. (2015). The Application and Development of VR Interactive Technology in Serious Games. *2nd Chinese DiGRA Conference: Digital Games in China and Chinese Speaking Area: Past, Present and Future*, 11-12 July 2015, Tsinghua University, Beijing.
16. Champion, E. (2015). Algorithms Pushed Me to the Dark Side: Questions for Procedural Rhetoric, *Inclusivity in Australian Games and Game Studies-DiGRA Australia* conference, Sydney Australia, 29-30 June 2015. URL: <http://digraa.org/2015-digra-australia-conference/>
17. Champion, E. (2015). Infrastructure Requirements for A UNESCO World Heritage Archival Infrastructure (Short Paper), *Digital Humanities 2015*, 30 June-3 July 2015, Sydney. URL: <http://dh2015.org/>
18. Champion, E. (2015). Seeing is Revealing: A Critical Discussion on Visualisation and the Digital Humanities, (paper), *Digital Humanities 2015*, 30 June-3 July 2015, Sydney. URL: <http://dh2015.org/>
19. Champion, E. (2015). Motion Control for Remote Archaeological Presentations, *Digital Heritage: 3D representations*, Aarhus University/Moesgaard Museum, Denmark, 20-22 May 2015. URL: <http://conferences.au.dk/digitalheritage/>
20. Champion, E. 2015. An Overview of Cultural Presence and "Being Not-There": Theory Practice and Evaluation. Invited keynote at *[LEAP] Workshop: Cultural Presence in Archaeology: theory, modelling and evaluation*-EU Project event, 18 May 2015, Pompeu Fabra University, Barcelona. Funded.
21. Champion, E. 2015. Intangible Heritage, Material Culture and Digital Futures. *Digital Densities: A symposium examining relations between material cultures and digital data*. 25-26 March 2015, University of Melbourne, Australia. Invited onto Panel with Deb Verhoeven, Paul Arthur, and Rachel Fensham. URL: <http://dhunimelb.blogspot.com.au/p/the-digital-humanities-incubator-dhi-is.html>
22. Champion, E. (2014). Critical Theory, Game-Based Learning and Virtual Heritage. *Critical Heritage Studies*, Canberra, 2-4 December 2014.
23. Benardou, A., Champion, E., Hughes, L. M., Chambers, S., Dallas, C. J., & Dunning, A. (2014, 8-12 July). *Are we there yet? Functionalities, synergies and pitfalls of major digital humanities infrastructures*. Paper presented at the Digital Humanities 2014 conference, Lausanne, Switzerland.
24. Champion, E. (2014). Invited and funded. "Cultural Agents in Virtual Environments", Workshop on Multimodal Human-Agent Interfaces for Virtual Environments. Funded by Macquarie University. 20 November 2014, Sydney
25. Champion, E. (2014). *A 3D Cultural Heritage and Visualisation Depository for Australia*. eResearch 2014 conference, Melbourne, 27-31 October 2014.
26. Champion, E. (2014). Entertainment, Serious Games and Virtual Heritage. International Conference of Entertainment Computing (ICEC2014), workshop: Entertainment in Serious Games and Entertaining Serious Purposes, Sydney, 30 September 2014.
27. Champion, E, Schöch, C., Munson, M. and Tasovac, T. (2014). *Digital Humanities and the Tyranny of Distance?* Digital Humanities Australasia conference, 19-21 March 2014, Perth. URL: <http://dha2014.org/>
28. Champion, E, (2013). *Can the past be shared in Virtual Reality?* ICOMOS Imagined Pasts Imagined Futures, 31 October-3 November 2013, Canberra. URL: <http://www.aicomos.com/2013-canberra-centenary/>
29. Schöch, C., Dallas, C., Munson, M., Tasovac, T., Champion, E., Schreibman, S., Benardou, A., Huang, M., and Links, P. (2013). DARIAH-EU's Virtual Competency Center on Research and Education. *Digital Humanities 2013*, Nebraska, USA, 16-19 July. URL: <http://dh2013.unl.edu>
30. Champion, E. (2013). Game Issues for Scholarly Discourse or for Public Understanding. Computer Applications and Quantitative Methods in Archaeology - UK Conference (CAA UK 2013), 22-23 February 2013, Brick Lane, London UK. URL: <http://www.lparchaeology.com/caauk/>

31. Champion, E. (2012). "Research as Infrastructure." *Digital Humanities Congress*, September 6-8, Sheffield UK. Website: <http://www.shef.ac.uk/hri/dhc2012> published as Champion, E. (2014). *Researchers as Infrastructure*. Clare Mills, Michael Pidd and Esther Ward (eds.). *Proceedings of the Digital Humanities Congress 2012, Studies in the Digital Humanities*. <http://www.hrionline.ac.uk/openbook/book/dhc2012>
32. Champion, E., & Dekker, A. (2010). "Designing for Biofeedback: Blood Sweat and Fears." *UX Australia 2010 Conference*, Melbourne Australia, 25-27 August 2010. URL: <http://www.uxaustralia.com.au/>
33. Champion, E. (2009). "Wayfinding across space, time, and society." *Cyber-archaeology, Theoretical Archaeology Group (TAG)*, Stanford University, California USA, 1-3 May 2009.
34. Champion, E. (2009). "Pretty Polygons or Experiential Realism: Meaningful Game-World Design by Architects," *Critical Digital*, Harvard Graduate School of Design, Cambridge Massachusetts USA, 17-19 April 2009.
35. Champion, E. (2009). "Experientially Pollinating Virtuality and the Living Transcripts of Escape Space," *MIT 6-Transitions: Stone and Papyrus*, MIT, Massachusetts, USA, 24-26 April 2009.
36. Champion, E. (2008). "Scandinavian Architecture and the Group." Book chapter/seminar paper reviewed at Symposium on the Group Architects, Auckland University, 30 August 2008.
37. Champion, E., Dekker, A., & Thomas, P. (2008). "A Lazy Panorama Table for Urban Visualization and Orientation." *CAADRIA2008: Beyond Computer-Aided Design*, 9-12 April 2008, Chiang Mai, Thailand. Acceptance ratio: 75 from 170. Invited by CAADRIA to Best Paper Presentation committee.
38. Tost, L., & Champion, E. (2007). "A Critical Examination of Presence Applied to Cultural Heritage." *PRESENCE 2007: The 10th Annual International Workshop on Presence*, 25 - 27 October 2007, Barcelona, Spain.
39. Dekker, A., & Champion, E. (2007). "Please Biofeed the Zombies: Enhancing the Gameplay and Display of a Horror Game Using Biofeedback," *DiGRA*, Japan, 24-28 September 2007. Acceptance ratio: 103 from 170.
40. Champion, E. (2007). "Social Presence and Cultural Presence in Oblivion," *PerthDAC 2007: The future of digital media culture*, Perth, 15-18 September 2007. One of 46 presenters selected by international reviewers from 230 applications.
41. Champion, E. (2006). "Essentialist Polemics in Architectural History." Paper presented at *SAHANZ 2006 Contested Terrains, XXIII Annual Conference of the Society of Architectural Historians, Australia and New Zealand*, Fremantle, Western Australia, 30 September – 2 October 2006. Published in *Contested Terrains, Proceedings, XXIII Annual Conference of the Society of Architectural Historians, Australia, and New Zealand SAHANZ*, edited by T. McMinn, J. Stephens, S. Basson, volume 1, pp. 61-66. ISBN 0-646-46594-5. Curtin University of Technology, Fremantle, Western Australia. Conference website: <http://sahanz.curtin.edu.au>
42. Champion, E. (2006). "Explorative Shadow Realms of Uncertain Histories: Intangible Content and Translucent Interaction in New Heritage Projects." Presented at *New Heritage Conference: Cultural Heritage and New Media. Theme: Beyond verisimilitude; interpretation of cultural heritage through new media*, University of Hong Kong, Hong Kong, 15-16 March 2006. Published in proceedings of the same title, volume 1, pp. 242-263. Edited by Yehuda Kalay, Thomas Kvan, Janice Affleck, publisher: University of Hong Kong, Hong Kong. Also **invited speaker** for Place panel. Conference website: <http://newheritageforum.org>
43. Champion, E. (2005). "What Is Culture in A Virtual Heritage Environment?" Paper presented at *Archaeology and Computer Conference (Archäologie und Computer 2005)*, Vienna Town Hall, Vienna, 7-10 November 2005. Fully refereed for 2006 CD publication of *Proceedings "Cultural Heritage and New Technologies" – Workshop "Archaeology and Computer (Archäologie und Computer 2005: Workshop 10)*, edited by Wolfgang Börner, Phoibos Verlag, Anzengrubergergasse 16/4, A-1050 Vienna, pp. 1-11. ISBN 3-901232-78-8. Publication website: <http://www.stadtarchaeologie.at/tagung/epublikation.htm>
44. Champion, E. (2005). "Twilight of the Zombies: The Rise Fall and Fragging of Virtual Worlds," *Vital Signs New Media Conference*, RMIT Melbourne, 7-8 September 2005. Published in 2006 online in *Vital Signs: Creative Practice & New Media Now*, RMIT Publishing, RMIT, Melbourne, edited by Pauline Anastasiou, Rhonda Smithies, Karen Trist and Lyndal Jones. One online single HTML page. EISBN: 1921166118. Website: <http://search.informit.com.au/documentSummary;dn=174180422534819;res=E-LIBRARY>
45. Champion, E. (2005). "Real-Time Rendering Engines for Interactive Learning," *Apple University Consortium Academic & Developers Conference*, 7-9 September 2005, Wrest Point Casino, Hobart Tasmania. **Funded speaker**. Full paper reviewed and accepted for *Evolution: Proceedings of the Apple University Consortium Academic & Developers*

Conference, edited by Ian McColl, Chapter 5, pp. 46 - 58. Website:

[http://auc.uow.edu.au/conf/conf05/pdf/auc\\_conf\\_2005\\_proceedings.pdf](http://auc.uow.edu.au/conf/conf05/pdf/auc_conf_2005_proceedings.pdf)

46. Champion, E. (2004). "Virtual Travel Environments and Cultural Learning." *Proceedings of Multimedia Art Asia Pacific International Conference MAAP 2004*, Nanyang Technological University, Singapore, September 27-28, 2004. Available on CD. Short-listed and published in Leonardo Electronic Almanac, Vol 13, No 6-7, June - July 2005, ISSN #1071-4391.
47. Champion, E. (2003). "The Digital Society and its Enemies: A Critique of 'On the Internet'," *Computers and Philosophy Conference*, Oct 2003, Canberra.
48. Champion, E. (2003). "Floating on the Primal Sea: Utzon and Dissolution in Nordic Architecture," *First Utzon Symposium*, 28-30 August 2003, Aalborg, Denmark.
49. Champion, E. (2002). "Cultural Engagement in Virtual Heritage Environments with Inbuilt Interactive Evaluation Mechanisms," in Feliz R. Gouveia, (Ed). *Proceedings of the Fifth Annual International Workshop PRESENCE 2002*, 9-11 October 2002, pp. 117-128, Porto, Portugal.
50. Champion, E. (2001). "Travels Through the imagination: Future Visions of VR and Related Technologies," *YVR2001*, December 2001, KAIST. One of ten Virtual Reality researchers selected worldwide for a **fully funded** conference workshop at KAIST in South Korea.

## Thesis (3)

Champion, E. M. (2006). *Evaluating Cultural Learning in Virtual Environments*. (PhD). The University of Melbourne, Retrieved from <http://erikchampion.wordpress.com>

Champion, E. M. (1995). *Heidegger on Art and Aesthetics*. (MPhil(Hons) Major Dissertation). The University of Auckland, Unpublished.

Champion, E. M. (1993). *Influence, Idea and Ideology: A Philosophy of Organic Architecture in 20th Century Nordic Design*. (M.Arch Master's Thesis). The University of Auckland.

## Book Reviews (2)

1. Champion, E. (2012). Pictures of time beneath: Science, heritage, and the uses of the deep past [Book Review]. *Historic Environment*, 24(3), 60. <http://search.informit.com.au/documentSummary;dn=838523528110731;res=IELHSS>
2. Champion, E. (2009). The Design and Use of Simulation Computer Games in Education [Book Review]. *International Journal of Gaming and Computer-Mediated Simulations*, 1(2), 77-81, April-June. [http://64.225.152.8/files/bookReviews/IJGCMS\\_bookreview\\_1\(2\).pdf](http://64.225.152.8/files/bookReviews/IJGCMS_bookreview_1(2).pdf)

## Invited Lectures/Panels/Teaching (45)

1. Champion, E. & McCallum, S. (2022, 20 November). Game Design Prototyping Workshop: Brainstorming and Designing Collaborative and Creative Game Prototypes with Immersive Surfaces. ACM International Conference on Interactive Surfaces and Spaces ([ACM ISS 2022](#)), Wellington, New Zealand. [Refer](#) short paper.
2. Invited talk, Digital Games and Heritage, Glasgow School of Arts, Glasgow, 3 November 2021. Virtual.
3. Invited talk, Digital Humanities, University of Graz, Austria, 6 October 2021. Virtual.
4. Invited talk, and run workshop, Digi Games, and the University of Jyväskylä, 14 September 2021.
5. Champion, E. (2021). S12: Digital Infrastructures and New (and Evolving) Technologies in Archaeology (Roundtable). CAA2021: Digital Crossroads. Cyprus/Online. <https://2021.caaconference.org/sessions/> 14-18 June. Convenor: Holly Wright.
6. Champion, E. (2021). [ASEAN Australia Smart Cities Webinar Series Part 7: Promoting Smart Tourism Recovery via Virtual Reality](#). ZOOM webinar, opening speaker. 2 March 2021. Organizer: Asian Development Bank.
7. Champion, E. (2019). Invited and funded to present and provide a game design workshop at *Learning by Game Creation Summer School*, Turin, Italy, 2-6 September 2019.
8. Champion, E. (2019). Invited lecture, workshop, Adam Mickiewicz University, Poznań, Poland, 23 & 24 April 2019.
9. Champion, E. (2019). (Invited, funded). *HACDS: DARIAH EU-Australian Academy of Humanities*, Canberra, National Library of Australia, 27-29 March 2019.



10. Champion, E., Bekele, M., Fayad, S. (2018). Pelagios Working Group ("Pelagios LAMLOD Workgroup Landscape Data, Art/Artefacts & Models as LOD, DownUnder (LAMLODz)") Paper presented at the *Linked Pasts IV 2018* conference, 11-13 December 2018, Mainz, Germany. **Invited and funded** thanks to successful Pelagios grant. URL: <https://www.eventbrite.com/e/linked-pasts-iv-views-from-inside-the-lod-cloud-tickets-47761266233>
11. Champion, E. (2017). *Rethinking Virtual Places*. Invited talk, Salford University. Partially funded. 29 November 2017. URL: <http://Qv1bBAsvxYYvIW?domain=salford.ac.uk> (Culture, Communication and Media Research Group)
12. Champion, E. (2017). Games and Digital Archaeology, University of Glasgow. 27 November 2017.
13. Champion, E. (2017). *Engaging Communities with Digital Heritage Narratives*, Invited talk/workshop, UCL Qatar. Partially funded. 20-21 November 2017.
14. Champion, E. (2017). Invited speech, (funded). *Virtual Heritage, Serious Games, and Cultural Learning*. University of Central Florida, Orlando, USA, 20 March 2017.
15. Champion, E. (2016). Game Design, Virtual Heritage and Digital History, St. James Cavalier, National Centre of Creativity, Valetta, Malta. Public talk (invited). 12 October.
16. Champion, E. (2016). Serious Games for History & Heritage: Learning from Triumphs & Disasters, Ca Foscari University, Aula, Grand Canal, Venice Italy. Public talk (invited, partially funded). 3 October.
17. Champion, E. (2016). Increasing the Life and Usage of Virtual Heritage Models. **Invited/partially funded** speaker, *The 4th International Symposium on Cultural Heritage Conservation and Digitization (CHCD 2016)*, 7-9 August 2016, Beijing, China. URL: <http://www.chcd2016.org/eng/>.
18. Champion, E. (2016). **Invited** and funded to attend as panellist and critic, *NEH Humanities Heritage 3D Visualization: Theory and Practice Summer Institute*. 3-day symposium, 6-9 June 2016, University of California Los Angeles USA. National Endowment of the Humanities Grant (USD): \$218,139. URL: <http://advancedchallenges.com/>
19. Champion, E. (2016). Playful heritage. Invited talk over Skype. University of Auckland, New Zealand, Anthropology department. 16 May.
20. Champion, E. (2016). Invited talk and panel: 3DH, University of Hamburg, Germany. 6 April 2016. **Funded**. With Professors Joanna Drucker (UCLA) and Geoffrey Rockwell (University of Alberta) and Jan Christoph Meister (University of Hamburg).
21. Champion, E. (2015). Invited talk, Flinders University, Adelaide, 18 December. **Funded**.
22. Champion, E. (2015). Digital and Non-Digital Cultural Methods for Mapping the World Around Us. **Invited** to European Cooperation in Science and Technology (COST) workshop: *The role of knowledge maps for access to digital archives*. 3-4 September 2015, Valetta Malta. Skype. Part of the *19th International Conference on Electronic Publishing*. URL: <http://knowscape.org/event/the-role-of-knowledge-maps-for-access-to-digital-archives/>  
<http://www.easyconferences.eu/elpub2015/>
23. Champion, E. (2015). Invited talk at *Digital Humanities Pedagogy* session, University of New South Wales, Sydney, 26 June. **Funded**.
24. Champion, E. (2015). Teleconference talk on Virtual Heritage, NEH Advanced Topics in the Digital Humanities Summer Institute: Advanced Challenges in Theory and Practice in 3D Modeling of Cultural Heritage Sites. The University of Massachusetts Amherst, 22-28 June 2015. URL: <http://advancedchallenges.com/>
25. Champion, E. (2014). Invited and funded. Either/Or: Culture Heritage, Digital Heritage. *Culture+8: New times, new zones*. 4-6 June 2014, Margaret River, Western Australia. Published as a book chapter, Fudan University Press, 2015. URL: <http://www.curtin.edu.au/research/ccat/events/index.cfm>
26. Champion, E. (2014). Invited and funded. Game Panel. SIMTECT 2014: New Dimensions, The Future is Simulation. 25-28 August 2014, Adelaide. Talk: Digital Humanities - Immersion and Simulation in the Cultural Sector panel and Simulation and Gamification: The Cultural Issues and Aspects of Games talk. URL: <http://www.simtect.com.au/>
27. Champion, E. (2014). Invited and funded. *What is Virtual Heritage?* University of California Berkeley: Anthropology Dept. (Anthro 290 series), Distinguished Lecture Series, 10 February.
28. Champion, E. (2014). Invited and funded. *Teaching Game Design in the Humanities-Badly*, University of California Berkeley: Archaeological Research Facility lunchtime series, Wednesday 12 February.
29. Champion, E. (2014). Invited and funded. *Cultural Heritage and Surround Displays, VR and Games for the Humanities*, Naval Postgraduate School Monterey California, MOVES Brown Bag, lecture, Thursday 13 February.



30. Champion, E. (2013). Selected via competition and partially funded. *Interacting with History Using Virtual Environments*, Leipzig eHumanities Seminar series, Leipzig. URL: <http://www.e-humanities.net/events/2013-ehum-seminar-call.html>
31. Champion, E. (2013). Invited lecture: *Critical Gaming and the Digital Humanities*, (funded), 30 April 2013, Centre for eResearch Seminar Series, (ceRch), Anatomy Theatre & Museum, King's College, London.
32. Champion, E. (2013). Invited to present at *The First Nordic E-Infrastructure Conference*, Trondheim, Norway, 15-16 May 2013. Personally invited by the Director of Nordic e-Infrastructure Collaboration.
33. Champion, E. (2013). *Invited lecture*, Digital Humanities: Now and Beyond, 17 April 2013, Aalborg University, Denmark. URL: <http://www.digital-humanities.aau.dk/>
34. Champion, E. (2013). *Invited lectures on Digital Culture and Virtual Worlds* (funded), invited and funded by the Faculty of Humanities, University of Jyväskylä, Finland, 15 April 2013.
35. Champion, E. (2013). *Invited lectures on Game Design* (funded), invited and funded by Aalto University, Finland, 16 April 2013.
36. Champion, E. (2013). *Invited lecture on DIGHUMLAB and Interactive Fiction*, 14-15 April 2013, invited by the Interactive Fiction Group, Southern University of Denmark, Aarhus University, and University of Hamburg, Sandbjerg, Denmark, 13 April 2013.
37. Champion, E. (2013). *Invited talk: DIGHUMLAB.dk*, The Ministry for Science and Education, Copenhagen, 22 February 2013.
38. Champion, E. (2012). Visualization Interaction and Collaboration in The Digital Humanities, *Media Culture and Communication Research Symposium*, Invited Speaker, Curtin University, Perth Western Australia, 10 December 2012.
39. Champion, Erik. (2012). Invited talk. "Visualizing the Digital Humanities", DeIC (Danish e-Infrastructure Cooperation) *Conference: Data, regnekraft og netforbindelse – i forskningens tjeneste (Data, computing and net – in the service of research)*, Denmark, 12-13 November. URL: <http://www.deic.dk/drupal/konference2012>
40. Champion, E. (2012). Invited (funded) keynote, *Networked Humanities: Art in the Web*, European Science Foundation (ESF) and COST, Italy, 9-14 October 2010.
41. Awarded conference funding to talk at *UX Australia*, 23-25 August 2010.
42. Invited to talk at CITA, Royal Danish Academy of Fine Arts, Architecture, Copenhagen, Denmark.  
Invited to talk at DPU, Aarhus University, Copenhagen, Denmark.  
Invited (funded) talk at Indiana University USA, and Carnegie Museum of Natural History, USA.  
Invited to talk at *BLOW Festival* for SuRe (College of Creative Arts Sustainability Research Network), "Virtual tourism for Sustaining Cultural Heritage", Massey University, Wellington.
43. Invited (funded) panellist, *Panorama* workshop, RMIT, Melbourne Australia. Invited (and funded) by James Cook University researchers to co-host the OZCHI workshop "Designing Engaged Experiences".
44. *Real and Unreal Worlds*, School of Creative Media, RMIT.
45. Invited panellist on Virtual Places, *New Heritage Forum*, 2006, Hong Kong.
46. Invited panellist on Virtual Heritage and Serious Games, *VSM2005*, Belgium (could not attend).

## Other Lectures/Meetings

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| 2015 | Champion, E. (2015). Invited: Mobile Makers Forum, University of Canberra, 30-31 July. Fully funded.   |
| 2011 | Cultural Heritage and Gaming, Chalmers, Gothenburg, Sweden, 16 August. Cultural Heritage and Gaming, Department of Design Sciences, Lund University, Sweden, 19 August.<br>Indiana Jones and the Joystick of Doom: virtual heritage, game design, and cultural constraints, University of Jyväskylä, Finland, 29 August. |
| 2004 | Serious gaming & cultural learning, School of ITEE, University of Queensland.  |
| 2003 | VR research, School of ITEE, University of Queensland.<br>VR-Maps and Representations, Department of Geomatics, University of Melbourne.   |
| 2002 | Virtual Places and Visualisation, Department of Geomatics, University of Melbourne.  |
| 2001 | Culture in Virtual Places, Multimedia, Swinburne University of Technology.   |
| 1998 | Nordic Architectural History and Theory, Art and Design, Auckland Institute of Technology.   |

- 1996 Alvar Aalto - Alvar Aalto Exhibition, Auckland City Art Gallery, NZ.
- 1994 20th Century Scandinavian & Finnish Design, School of Design, UNITEC Institute of Technology, NZ.

## Other Invitations (24)

- 1 Invited to speak to Tencent on intangible heritage and digital games, webinar, 14 July 2021.
- 2 Invited to the expert survey, WA State Library regards digital collections. 28 April 2021.
- 3 [Virtual Humanities](#). Invited to speak, Uppsala University, Sweden. Virtual, public talk, 25 November 2020.
- 4 Invited to review European Science Foundation and Switzerland National Science Foundation applications.
- 5 Invited to be an external reviewer for *New Frontiers in Research Fund (NFRF)*, Canada's three research granting agencies, the [Canadian Institutes of Health Research](#) (CIHR), the [Natural Sciences and Engineering Research Council of Canada](#) (NSERC) and the [Social Sciences and Humanities Research Council](#) (SSHRC), 2019.
- 6 Invitation: "On behalf of Matthias Rauterberg, Program Chair of the 8th International Conference on Culture and Computing ([C&C 2020](#)), you are cordially invited to organize a parallel session for C&C 2020 in your field of expertise in the context of [HCI International 2020](#) in Copenhagen, Denmark, 19-24 July 2020."
- 7 Invited by Hon David Templeman MLA, Minister for Local Government; Heritage; Culture & the Arts, to 28 May consortium meeting on Creative Industries, WA.
- 8 Invited Humanities expert, National Research Infrastructure Impacts Workshop, 15 March 2019 (Department of Education & Training, Canberra).
- 9 Invited speaker, Humanities, Arts and Culture Data Summit and DARIAH beyond Europe 27-29 March 2019 (Canberra).
- 10 2019: Invited by European Research Council to review ERC Consolidator Grant scientific proposal.
- 11 2018: Invited onto the "Digital Reconstruction as a tool for the history of architecture" network as an external advisor, led by Dr Sander Münster (TU Dresden, funded by the German research society).
- 12 2018: Invited advisor onto ARC Discovery application (successful) led by Professor Anna Haebich (Curtin).
- 13 2017: Invitation to review EU CHIST-ERA (European Coordinated Research on Long-term Challenges in Information and Communication Sciences & Technologies ERA-NET) project applications for *Lifelong Learning for Intelligent Systems* and *Visual Analytics for Decision Making under Uncertainty*, URL: <http://www.chistera.eu/call-2016-announcement>.
- 14 Invitation to Europeana, Digital Infrastructures Meeting, 21 July 2015, London. Did not go.
- 15 Invitation to review European Research Council (ERC) research infrastructure proposals, Cultures and Cultural Production, October 2014. Chaired by Professor Georgina Born, The University of Oxford.
- 16 Invitation to review Czech research infrastructure proposals, October 2014. Ministry of Education, Youth and Sports and performed by an international Evaluation Committee, directed by Dr Peter Fletcher, Head of International Relations, Science and Technology Facilities Council.
- 17 Invitation to judge Hack4It, Digital Humanities-Europeana Hackathon, Vilnius Lithuania, 4-5 April 2013. URL: <http://www.kf.vu.lt/lt/hack4it>
- 18 Invitation to Peter Wallenberg symposium to take part in "Media Places: Infrastructure | Space | Media," Umeå, Sweden, December 5-7, 2012. Funded by the Peter Wallenberg Foundation. Confirmed keynote speakers include Johanna Drucker (UC Los Angeles), Katherine Hayles (Duke University), Sheila Kennedy (Massachusetts Institute of Technology), Timothy Lenoir (Duke University), Tara McPherson (University of Southern California), Patrik Svensson (Umeå University) and Fred Turner (Stanford University). Organised by the Universities of Umeå, Lund and Stanford.
- 19 Invited by Hindustan University to write a 2000-word essay on "Exploring Codes and Pixels" for the Computer-Aided Architectural Design Research in Asia (CAADRIA) 2012 Conference Proceedings.
- 20 Champion, E. (2009). Book review of "The Design and Use of Simulation Computer Games in Education" for International Journal of Gaming and Computer-Mediated Simulations, issue 3.
- 21 Flynn, B. (2007). Interviewed regards Palenque Unreality project (UT 2004) by Bernadette Flynn, The Griffith Film School, Griffith University, 8 January 2007. To appear in New Technologies in the archaeological sciences.
- 22 Champion, E. (2005). "What is Virtual Heritage?" Invited online article for [www.elsewhereonline.org](http://www.elsewhereonline.org)
- 23 Champion, E. (2002). "Travels along a Virtual Highway." Written Report, Virtual Heritage Net-Nov 2002.

- 24 NB: One of 71 Correspondents in the Difficult Questions about Video Games Book. A snippet is at Gamasutra ("Difficult Questions about Videogames: How Can You Tell if a Videogame is Rubbish?").

## Exhibitions (3)

1. Dekker, Andrew and Champion, E. (2008). Biofeedback game demo, *Interactive Entertainment 2008* Conference (Game Demo section), Brisbane, Australia, 3-5 December 2008.
2. Champion, E. (2008). Work hosted as part of [Synthetic Environments](#), ([Panorama.au](#)), Level 11 Gallery, Building 8, RMIT University City Campus, Melbourne, Australia, 2-10 October 2008.
3. Champion, E. (2004). Virtual 3D environments from PhD presented as part of the University of Melbourne exhibit at *Supercomputing 2004 (SC2004) conference*, Pittsburgh, USA, 6-12 November 2004.

## Other Academic Events: Panels, Workshops (28)

1. ARDC Seminar, "The Australian Research Data Commons (ARDC) & Humanities-an experience"-31 March 2023, UniSA.
2. Wandl-Vogt, Eveline. (2020). Ars Electronica Garden of ... Knowledge for Humanity: Creating a New Normal: Arts, Design, Humanities and Social Sciences 4 Emergency? Online panel. Hosted by Ars Electronica Research Institute, Vienna, Austria. Description: <https://ars.electronica.art/keplersgardens/en/covid19-insights-zoom/> Thu Sep 10.
3. Champion, E. (2020). (Co-organizer with Dr David McMeekin). *Space, Place, People and Culture*. Curtin, 21 February. Speakers: Dr Stuart Dunn (King's College London); Dr Chris MacDowell; Dr Juan Hiriart (Salford University); Nat Raisbeck-Brown (CSIRO); Erik Champion (game workshop by Dr Juan Hiriart in the afternoon). URL: <https://www.eventbrite.com.au/e/space-place-people-and-culture-tickets-93213537199>
4. Champion, E. (2019). "Prototyping and Pitching Playfully Serious Games" workshop. *DH Downunder 2019*, Newcastle, 9-12 December (workshop: 10 December morning).
5. Champion, Erik. (2018). (Co-organizer with Dr Christina Lee) of the 11 November conference event: *Immersive Tourism for Heritage and Screen: 2D, 3D and 4D*. Afternoon seminar event. Speakers: Christina Lee; Ian Brodie (HIDDEN); Barbara Bollard (AUT); Alexandra Angeletaki (NTNU Norway); Mike Dunn (Phimedia); Mat Lewis was the host (SWDC, Creative Corner). Venue: Margaret River Cultural Arts Centre. <https://www.eventbrite.com.au/e/immersive-tourism-for-heritage-and-screen-2d-3d-and-4d-tickets-79313630203>
6. Champion, Erik. (2019). (Co-organizer with Dr Christina Lee). *eTourism, Immersive GLAM and Virtual Heritage*. 11 November afternoon seminar event. Speakers: Alec Coles (WA Museum); Ian Brodie (HIDDEN); Barbara Bollard (AUT); Alexandra Angeletaki (NTNU Norway); David McMeekin (Curtin); Christina Lee was MC. Venue: Curtin. URL: <https://www.eventbrite.com.au/e/etourism-immersive-glam-and-virtual-heritage-tickets-78565442353>
7. Champion, Erik. (2018). (Chair/host). Landscape Data Art & Models as Linked Open Data. One-day seminar and workshop event, Curtin Staff, 6 Australian speakers, 6 from Curtin and UWA, Rainer Simon (Pelagios/Recogito), from Austria via Skype. 27 July 2018, HIVE, Curtin, Perth. URL: <https://www.eventbrite.com.au/e/landscape-data-art-models-as-linked-open-data-tickets-46752433788>
8. Champion, Erik. (2018). Co-organizer of 11 June conference event: *Screen Tourism and VR* (with Christina Lee, Ian Brodie, Mike Dunn, Mat Lewis) event; 27 July Linked Open Data (with 6 national speakers) event, both at Curtin University.
9. Champion, E. (2017). Computing, 3D Models and Intangible Heritage. *Tech Talk in October: Data Computing in Humanities*. URL: <https://www.meetup.com/en-AU/monthlytechtalk/events/243187376/> Other speakers: - Dr Julia Miller (Australia National University): PARADISEC; Prof. Hugh Craig (University of Newcastle): Three Shakespeare questions you can only answer through Computation. 6 October 2017, Pawsey Computing centre. Live meeting hubs in Melbourne, Sydney, Perth, Adelaide, Hobart, and Brisbane.
10. Champion, E. & Nitsche, M. (2017). "Mechanics, Mods and Mashups: Games of the Past for the Future Designed by Archaeologists". Other sessions, *Computer Applications and Quantitative Methods in Archaeology (CAA)*, Atlanta, Georgia, USA, 14-16 March 2017. URL: <http://caaconference.org/>
11. 2016: Erik Champion "zu Gast am Institut: Virtual Heritage – Playing with the Past", University of Hamburg, 3DDH, <https://www.kultur.uni-hamburg.de/vk/ueber-das-institut/institutsleben.html>
12. Champion, Erik. (2014). (Chair/host). Cultural Heritage and New Media. One-day seminar and workshop event, Curtin Staff, National Library, Brazilian academics, SciTech, WA State Library. 25 September, HIVE, Curtin, Perth.

13. Invited expert, Sim AU [Architecture and Urban Planning Think-Tank](https://virtualanz.net/sim-au-hosts-swiss-experts-on-sim-cities/) panel in Adelaide, invited by ETH Zurich's Future Cities Lab. <https://virtualanz.net/sim-au-hosts-swiss-experts-on-sim-cities/>
14. Schöch, Christof; Dallas, Costis; Munson, Matt; Tasovac, Toma; Champion, Erik Malcolm; Schreibman, Susan; Benardou, Agiatis; Huang, Marianne Ping; Links, Petra. (2013). *DARIAH-EU's Virtual Competency Center on Research and Education*, Digital Humanities 2013 conference, Nebraska USA, 16-19 July. Poster. Selected for *Journal of Digital Humanities*, May 2014.
15. Hearn, M., Diener, S., Honey, M., Cockram, J., Parsons, D., Champion, E., Schott, G., Falloon, G., Thompson, D., Bell, T., Grimley, M., Green, R., Cochrane, T., Davis, N., Morrow, D., Corder, D., U-Makey, A., Clear, T., Pilpott, A., Davies, R., Loke, S.K., Atkins, C., Gregory, S. (2011). [He ara hou ka tu mai: NZ institutions of higher learning unpacking demands and facilitating change](#). In G. Williams, P. Statham, N. Brown, & B. Cleland (Eds.), *Changing Demands, Changing Directions. Proceedings ascilite Hobart 2011* (pp. 571-579). Presented at the ascilite2011 conference, Hobart: University of Tasmania.
16. Phillips, P., Hartup, M., and Champion, E. (2009). "A survey of 10 free massively multiplayer online games that may help augment social interaction and positive mental health." *The Australian and New Zealand Association of Psychiatry, Psychology and Law (Inc.) Conference*, Esplanade Hotel, Fremantle, Western Australia, 26-29 September. Poster.
17. Mitchell, G., Champion, E., & Nitsche, M. (2009). "Film and Games", panel discussion, *DiGRA 2009 conference*, Brunel University, England, 1-4 September. Digital proceedings.
18. Champion, E. (2009). "Virtual Heritage Projects around the World," Invited talk at Carnegie Museum of Natural History, Pittsburgh, USA, 22 April 2009.
19. Champion, E. (2009). "Interaction Design Made Fun," Invited talk at IUPUI Informatics, University of Indiana, Indianapolis, USA, 27 April 2009.
20. Browning, D., Turner, J., and Champion, E. (2008). "Designing for Engaged Experience," Workshop panel, *OZCHI (Australasian Computer-Human Interaction Conference)*, Cairns, Australia, 8-12 December 2008.
21. Champion, E. (2008). "Against Bland Learning." *VC Symposium*, Massey University, 12 December 2008.
22. Champion, E. (2008). "Procedural learning," *Distance and Virtual Education*, DEANZ conference, Te Papa Museum, Wellington New Zealand, 17-20 August 2008.
23. Champion, E. (2003). "Evaluating Interactive Engagement in Virtual Places," *DIS Doctoral Colloquium*, Department of Information Systems, University of Melbourne, February 2003.
24. Champion, E. (2002). "Evoking Cultural Presence in Virtual Heritage Environments," *CAAUK 2002*, May 2002, Belfast. (Poster).
25. Champion, E. (2002). "Cognitive Mapping in Virtual Environments," *ASPIRE 2002*, Castlemaine, Victoria, July 2002.
26. Champion, E. (1995). "Honest Modernity: Group Architects and the Nordic Touch," in *Modern Design Conference Proceedings*, Schools of Design, UNITEC Institute of Technology, NZ.
27. Champion, E. (1995). "The Body and Architecture," *The Body Conference*, Department of Art History, University of Auckland, NZ.
28. Champion, E. (1994). "Kant and the Sublime," *Freedom and Modernity*, University of Victoria.
29. Champion, E. (1992). "The Psychological Implications of Sustainable Architecture," in *Papatuanuku Conference Proceedings*, NZ Institute of Architects (NZIA).

## Media (19)

1. Bliss, Sarah (2022, 6 June). Virtual Tourism. [RMITV: The Cutting Room](#). Community 31 TV. YouTube.
2. Greene, Selina. (2021, 30 July). [Virtual Tourism](#). ABC Local Radio, ABC South East SA.
3. Quine, O. (2021). Are Britons ready for virtual holidays? *canvas8*. Retrieved from <https://www.canvas8.com/content/2021/03/23/britons-virtual-holidays.html>
4. Champion, E. (2020, 18 August 2020) *Are grounded planes and VR headsets the solution to international travel?* Interviewer: M. Floriano. 2ser Sydney Drive show, 2ser, Radio. <https://2ser.com/are-grounded-planes-and-vr-headsets-the-solution-to-international-travel-bans/>



5. Champion, E. (2020, 17 June 2020) *Interview with Gillian O'Shaughnessy on Virtual Reality Travel/Interviewer: G. O'Shaughnessy*. [WA Afternoons](#), ABC Radio – Perth, Perth, Australia.
6. Champion, E. M. (2020). Antarctica without windchill, the Louvre without queues. *The Conversation (au)*. Science and Technology. 17 June 2020. <https://theconversation.com/antarctica-without-windchill-the-louvre-without-queues-how-to-travel-the-world-from-home-140174>
7. Champion, E. (2020, 24 May 2020) *Interview with Andrea Gibbs on Virtual Reality Holidays/Interviewer: A. Gibbs*. Weekends with Andrea Gibbs, ABC National Radio, Online. <https://www.abc.net.au/radio/programs/weekends/weekends/12257712>
8. Champion, E. (2020, 15 March) *VOYAGER... SANS SORTIR DE CHEZ SOI/Interviewer: V. Ballivy*. La Presse. Interview with Erik Champion and others, Online. [http://mi.lapresse.ca/screens/d3fef3d7-b597-4221-abf7-cea3ee1ff9f5\\_7C\\_0.html](http://mi.lapresse.ca/screens/d3fef3d7-b597-4221-abf7-cea3ee1ff9f5_7C_0.html)
9. O'Shea, Patrick. (2019). "The Versatelist. Versatelist with Erik Champion, Hafizur Rahaman, and Mafkereseb Bekele." Apple podcast, July 1 2019. <https://podcasts.apple.com/us/podcast/versatelist-erik-champion-hafizur-rahaman-mafkereseb/id1016303356?i=1000443285024>.
10. Champion, Erik Malcolm. (2019). "Virtual Reality and Tourism", ABC Radio Melbourne interview with Jon Faine, 6 March 2019.
11. Champion, Erik Malcolm. (2019). "Virtual reality adds to tourism through touch, smell and real people's experience." *The Conversation*. Last Modified 5 March 2019. Accessed 5 March 2019. <https://theconversation.com/virtual-reality-adds-to-tourism-through-touch-smell-and-real-peoples-experiences-101528>
12. Collard, Sarah. (2018). "Video game nostalgia booms as young and old seek refuge from an online gaming warzone" *ABC*. <http://www.abc.net.au/news/2018-06-22/video-game-nostalgia-booms-on-a-retro-wave/9890362>
13. Jauk, Daniel. (2017). Are you ready to live in a virtual world? *Curtin University news story*. Thursday 28 September 2017. <https://news.curtin.edu.au/stories/ready-live-virtual-world/>
14. Anon-Times of Malta (2016). Role of computer games in national heritage. *Times Malta*. 11 October 2016. <http://www.timesofmalta.com/articles/view/20161011/social/Role-of-computer-games-in-national-heritage.627610>
15. Voldgaard, V. A., Champion, E., & Thunø, M. (2012). Ny værktøjskasse til humanistiske forskere. *Magisterbladet*. [http://magisterbladet.dk/magisterbladet/2012/202012/202012\\_p16](http://magisterbladet.dk/magisterbladet/2012/202012/202012_p16)
16. "Reality-based games a step closer", *The WOW! Factor*, Virginia Winder, *Taranaki News*, Monday 10 August 2009. <http://www.stuff.co.nz/taranaki-daily-news/lifestyle/2684281/Reality-based-games-a-step-closer>
17. "Ancient Wonders Brought to Life", Claire McEntee, reporter, NZ INFOTECH, section C page 6, *The Dominion Post*, Monday 10 August 2009.
18. "Virtual Miracles", *Radio New Zealand National* interview, *Afternoons* with Jim Moura, Tuesday 11 August 2009. <http://www.radionz.co.nz/national/programmes/afternoons/20090811>
19. *Te Karere*, Maori TVNZ, August 11, 2009. URL: [www.tvnzondemand.co.nz](http://www.tvnzondemand.co.nz) OR <http://tvnz.co.nz/te-karere/2009-tuesday-video-1028654>

## Supervision (2 current, 1 in review, 6 completed)

- |      |  |
|------|--|
| 2022 | Primary PhD scholarship supervisor from December. Secondary supervisor for Andrew Lymn-Penning. Secondary supervisor, PhD students: Ryan Meakins (passed), Mafkereseb Bekele (passed), Ikrom Nishanbaev (passed), Susannah Emery (passed, Chancellor commendation) and Taylor Gray (first year).                                   |
| 2020 | Primary supervisor, PhD students: Mafkereseb Bekele (2019 Young CAADRIA-The Computer-Aided Architectural Design Research in Asia-award), Ikrom Nishanbaev (2020 best student paper award-6th International Conference on Geographical Information Systems Theory, Applications and Management 2020), Ryan Meakins, Susannah Emery. |
| 2018 | 2 PhD students completed/graduated: Rusaila Bazlamit, Beata Dawson.  |
| 2016 | 1 PhD student completed: Karen Ann Donnachie.  |
| 2015 | Secondary supervisor, honours (Susannah Emery), Curtin University.   |
| 2014 | Secondary supervisor, PhD candidate; primary supervisor, Masters candidate, Curtin University.   |
| 2010 | Supervisor of two Masters students, (cultural heritage using Flash, community branding and tourism).   |



- 2008 Secondary supervisor of PhD student (virtual worlds and architecture), UNSW. Completed.
- 2006 Supervisor of Master of IT students (warped image projection of virtual environments, MMORPG evaluation design), and Multimedia honours student (biofeedback in game design).
- 2002 Supervisor of Master of Multimedia Design students' team projects (3D heritage and tourism, database-driven websites, websites for ecological design).

## Examination (8 PhD)

- 2021 External Examiner, Honours, Australian National University.
- 2020 External PhD Examiner, Charles Sturt University PhD Student.
- 2018 External PhD Examiner, Bond University PhD Student.
- 2015 External PhD Examiner, University of New South Wales, Australia.  
External PhD Examiner, Flinders University/CNAM Paris.
- 2013 External PhD Examiner, University of Jyväskylä, Finland.
- 2011 External PhD Examiner: Virtual Reality and Space Sickness, Macquarie University.  
External PhD Examiner: Design, Swinburne University of Technology.  
Internal Examiner, Masters of Fine Arts, College of Creative Arts, Massey University NZ.
- 2010 External PhD Confirmation Reviewer, Auckland University of Technology.
- 2006 External Examiner of Master of Multimedia student, RMIT (web-based "infinite" comic design).

## Member of

[Outside Opinion](#), Senior Associate.

- IVE [Australian Research Centre for Interactive and Virtual Environments](#)
- MOD MOD Museum Expert Advisory Group (<https://mod.org.au/>).
- ESF Invited European Science Foundation College of Experts (Reviewer)
- CIC The Curtin Institute for Computation, Programme Leader of Visualisation, <http://computation.curtin.edu.au/> and on the Steering Committee.
- ICOMOS International Council on Monuments and Sites (New Zealand branch) and ICIP (ICOMOS International Committee on Interpretation and Presentation of Cultural Heritage Sites). Invited expert working group member on emerging technologies (originally chaired by Alonso Addison, UNESCO).
- VSMM On the Board of Directors, Virtual Systems and Multimedia Society (<http://vsmm.org/about/leadership/>).
- Explore-AT International Steering Committee. ExploreAT! Exploring Austria's culture through the language glass is a 751,000€ European research project. (1.4.2015-31.3.2019).
- ALSO: ARC Indigenous Discovery Advisory Group member: <https://news.curtin.edu.au/media-releases/new-biodiversity-research-project-aims-to-heal-land-and-people/> Healing Land, Healing People: Novel Nyungar Perspectives, a 5-year project led by Mr Darryl Kickett (2020-2025).  
European Architectural History Network member.
- NB Past (invited) member of Virtual Heritage Network's Scientific committee, Ireland (<http://www.vhniireland.org/>).  
Ex-AAPI Australia Asia Pacific Institute, Curtin University (2014-2018, the year of its closure).  
Past Asia Pacific Co-Chair, iLRN (immersive Learning Research Network).

## Program Committees, Conference Reviews and Journal Boards

Summary:

Editorial Board member of *Digital Creativity*, *Games & Culture*, *Journal of Gaming and Virtual Worlds*, *The Journal of Interactive Humanities*, *Studies in the Digital Humanities*, and *Journal of Media Critiques*.

Invited Scientific Committee member of the *Journal of Virtual Reality and Broadcasting (JVRB)*.

Editorial board member of [Explorations in Heritage Studies](#) book series, Berghahn Books.

- 2023 Invited expert to review grant applications for *The Slovak Research and Development Agency* (SRDA).
- 2022 Invited to review research grant applications for Israel Science Foundation (ISF).
- 2021 Invited to the European Science Foundation (ESF) College of Expert Reviewers (23/4/21).
- 2020 Invited member, Tourism Research Cluster, Curtin University.
- 2020 Invited reviewer, Czech research infrastructures.
- 2017-20 Invited to the editorial board of *The Journal of Computing Applications in Archaeology*.
- 2013-15 EU COST trans-domain application reviewer.
- 2011-18 Invited editorial board member, *International Journal of People-Oriented Programming*.
- 2009-14 Invited *International Journal of Architectural Computing (IJAC)* editorial board.  
Ongoing College Review Board, Computer Applications & Quantitative Methods in Archaeology (CAA).  
Past editorial board member of Canadian game studies journal *Loading*.  
Invited Scientific Committee of Virtual Heritage Network: Ireland.  
Invited Foundation member, China-Australia Writing Centre, Curtin University.
- 2011 Co-editor, special issue ("Games and Virtual Worlds for History and Heritage") for *Games and Culture*.
- 2010 Invited editor-in-chief, 2010 CAADRIA special issue, *International Journal of Architectural Computing*.  
Special Issue editor/ co-editor of *Techné: Real and Virtual Places*, *International Journal of Heritage Studies: Sense(s) of Place*, *Leonardo: Creative Data*.  
Invited Guest Reviewer: *Nature-Springer*, *Virtual Reality*, *Computers & Graphics*, *Simulation & Gaming*.  
Reviewer: EU COST application, European Science Foundation Workshop proposals, Prince Claus Award.  
Book/Book Chapter Reviewer: Oxford, Routledge, De Gruyter, Bloomsbury, MIT Press, and Springer.  
Past Book Review Co-editor-*International Journal of Gaming & Computer-Mediated Simulations* (IJGCMS).

### Conference Chair

- 2022 Guest reviewer, *British Journal of Chinese Studies*, *PLOS One*, *Architectural Histories*, *Virtual Reality*.  
Invited conference reviewer: ISEA, CHI2023, Web3D, HCI, Digital Humanities 2023.
- 2020 Invited to co-chair the EuroMed2020 conference [www.euromed2020.eu](http://www.euromed2020.eu), [Springer-Nature LNCS](#) Co-chairs include Mrs Eleanor Fink, USA, former Getty Digital Techs Director and inventor of Object-ID standard, Lorenzo Cantoni from Switzerland, UNESCO Chair in ICT.
- 2017 Local Programme Committee co-chair *www2017* (Perth).
- 2010 Co-programme chair: The 11th Annual *ACM SIGCHI NZ Conference on Computer-Human Interaction (CHINZ 2010)*, Auckland New Zealand, 7<sup>th</sup> July 2010.  
Co-editors: Champion, Erik; Sheng-Fen, Chien. (2010). IJAC Editorial: Between man and machine: Integration/intuition/intelligence. *CAADRIA special issue, International Journal of Architectural Computing (IJAC)*. DOI: [10.1260/1478-0771.8.1.iii](https://doi.org/10.1260/1478-0771.8.1.iii)  
Program committee chair: *The 7th Australasian Conference on Interactive Entertainment (IE2010)*, Wellington New Zealand, 21-23 November 2010.

### Conference and Journal Reviewer

- 2023 Invited reviewer, Digital Humanities Conference 2023 (Amsterdam).  
Invited reviewer, ACM SIGCHI 2023 Conference (Hamburg).  
Invited reviewer, ICOMOS 2023 Conference (Sydney).
- 2022 Invited committee member, Australian Museums & Galleries Association Conference 2022 (Perth).  
Invited to Program Board of Culture & Computing 2022, Springer (HCI International).  
Invited reviewer, Digital Humanities 2022 (DH2022, Tokyo) conference.  
Invited to ISEA 2022 Joint International Program Committee/Art Jury (Barcelona).  
Invited reviewer, ACM Web3D conference reviewer.

- 2021 Invited to Program Board of Culture & Computing 2021 Conference, Springer ( HCI International).  
Invited to review for Springer-Nature Scientific Reports, Open Archaeology (De Gruyter).  
Invited Technical Program Committee member, IEEE International Workshop on "Mixed Reality Implications on Cultural Heritage Experience (MriCHE)", in conjunction with the International Symposium on Mixed and Augmented Reality (ISMAR 2021), <https://ismar21.org/>, Oct 4-8 2021.  
Invited reviewer, Open Archaeology. Invited reviewer, CAA2021.  
Invited Programme Committee, Web3D 2021 Conference: 26th International Conference on 3D Web Technology (Virtual), 8-12 November 2021.
- 2020 Reviewed for Digital Humanities 2020, CAA 2020. Reviewer for the Journal of Aesthetics and Culture and Computers & Graphics Journal.
- 2019 Invited reviewer: ISEA-International Symposium on Electronic Art (South Korea); CAA (Computer Applications and Quantitative Methods in Archaeology) (Krakow); CAADRIA 2019 (New Zealand); ILRN - Immersive Learning Research Network (London); ACM SIGGRAPH International Conference on Virtual Reality Continuum and Its Applications in Industry (VRCAI 2019); International Conference on Entertainment Computing and Joint Conference on Serious Games; The Fourth International Conference on Economic and Business Management (FEBM2019) (China), <http://www.febm.org/>.  
Invited journal article reviewer for International Journal of Heritage Studies; invited external reviewer for New Frontiers in Research Fund (NFRF), Canada; reviewed Australian Research Council (ARC) applications.
- 2018 Invited reviewer: Digital Heritage 2018 (San Francisco), ICADL-International Conference on Asia-Pacific Digital Libraries (NZ), ISEA-International Symposium on Electronic Art (Durban), Web3D '18 (Poznań), eHeritage (Brasov). Invited reviewer: Journal of Cultural Heritage, Journal on Computing and Cultural Heritage.
- 2017 Invited reviewer for Journal of Archaeological Science. Invited respondent for Current Anthropology ("3D Virtual Replicas and Simulations of the Past: 'Real' or 'Fake' Representations?" by Fabrizio Galeazzi). Reviewer for DiGRA2017 (Melbourne).  
Invited reviewer ISEA 2017 (Columbia), CAA2017 (Atlanta) track director, CAADRIA (China), eCAADE2017 (Rome), web3D 2017 tutorials co-chair conference (Brisbane), iLRN2017 (Coimbra), local organizing committee co-Chair, www2017 (Perth), ILRN 2017, Portugal.
- 2016 ILRN reviewer. Board of Reviewers for CAA (Computer Applications and Quantitative Methods in Archaeology). CAADRIA 2016 reviewer. Programme Committee and Local Organizing Committee for JCSG 2016: Joint Conference on Serious Games 2016, Brisbane 26-27 September 2016. Reviewer: DiGRA 2016. Invited Committee member, CAADRIA 2016 Melbourne, Web3D 2016 Los Angeles, USA and TEEM 2016, Salamanca Spain (also as Scientific Committee member).  
Invited book submission reviewer, University Press of New England (UPNE). JCSG 2016 (7th Serious Games Development & Applications (SGDA 2016) and 6th GameDays 2016) conference, Brisbane.
- 2015 Board of Reviewers for CAA. Reviewed for Slactions 2015, ILRN 2015 International Co-Chair Asia Pacific. ECGBL2015. Invited committee member, VIRTUAL ARCHAEOLOGY: Museums & Cultural Tourism (VAMCT: Delphi, Greece) and Digital Heritage 2015 (Granada, Spain), Electronic Visualisation and the Arts Australasia 2015 (EVAA 2016: Canberra, Australia), and CHINZ2015: New Zealand Conference on Human-Computer Interaction (Waikato, NZ), Virtual Heritage Network (VHN) Ireland conference.
- 2014 On the editorial board of DiRT (Digital Research Tools) wiki: <http://dirt.projectbamboo.org/about>.  
Invited reviewer for Journal of Cultural Heritage and Computing, ECGBL 2014, CHI2014, ICEC Entertainment Computing 2014, and CAADRIA 2014 Postgraduate Committee. On the committee of Digital Humanities Australia 2014. Invited reviewer for Architectural Design Research Symposium, 20-21 November 2014, Venice. <http://www.victoria.ac.nz/fad/research/architectural-research-through-design>.
- 2013 Invited conference reviewer for ACM CHI2013: Changing Perspectives, CAADRIA 2013 (and proceedings), ACM Creativity and Cognition 2013 and Slactions 2013. Book proposal reviewer for Routledge. Invited book reviewer for Understanding Machinima (MIT Press), and Heritage and Society (journal).

- 2012 Invited conference reviewer for the International Symposium on Mixed and Augmented Reality (ISMAR 2012). Invited by the ICOMOS ICIP chair onto the Program Committee of High-Tech Heritage: How Are Digital Technologies Changing Our Views of the Past? Conference, May 2-4, 2012 Amherst, MA USA. (<http://www.umass.edu/chs/news/conference2012.html>). Invited conference reviewer for Digital Humanities 2012 and IHCI 2012(declined), CAADRIA 2012. Invited conference reviewer for CHINZ 2012, VSMM2012, OZCHI2012, Creativity & Cognition 2012.
- 2011 Program committee member, 39th Annual Conference of Computer Applications and Quantitative Methods in Archaeology (CAA2011), Beijing, and CAAD Futures 2011, Belgium, Annual ACM SIGCHI NZ Conference on Computer-Human Interaction (CHINZ 2011), Waikato NZ, Creativity and Cognition 2011 (CC2011), United States, IADIS Interfaces and Human-Computer Interaction 2011 (IHCI 2011), Rome. Reviewer: ACM CHI Conference on Human Factors in Computing Systems CHI2011, Vancouver, Canada. Invited book chapter reviewer for Alkhalifa, Eshaa and Gaid, Khulood, (Eds.). Cognitively Informed Interfaces, IGI Global Publishers, 2012.  
Program committee member, IADIS Interfaces and Human-Computer Interaction 2011.
- 2010 Invited onto the editorial board of the International Journal of People-Oriented Programming. Co-Programme chair of Computer Human-Interaction New Zealand (CHINZ 2010) in Auckland. Programme Chair Interactive Entertainment 2010 (ie2010), Wellington. Invited Scientific Committee member, 11th VAST International Symposium on Virtual Reality, Archaeology and Cultural Heritage, Paris, and European Computer Game-Based Learning (ECGBL 2010), Copenhagen and Digital Media and its Applications in Cultural Heritage 2010 (DMACH), Jordan. Committee member, Interactive Entertainment 2010 (ie2010), New Zealand. Invited paper reviewer, special issue "Graphics for Cultural Heritage", Computers & Graphics (Elsevier).
- 2009 Invited to be an editor of a special issue of the International Journal of Architectural Computing (IJAC). Invited as Committee reviewer for Virtual Systems and Multimedia (VSMM 2009), Vienna and European Computer Game-Based Learning (ECGBL 2009), Austria. Invited Programme Committee and Conference Reviewer, (CAADRIA 2009), Taiwan. Invited to Scientific Committee, International Journal of Virtual Reality and Broadcasting. Committee member, 10th VAST International Symposium on Virtual Reality, Archeology and Cultural Heritage, Malta.
- 2008 Invited to the Best Presentation Award Committee at CAADRIA 2008 in Chiang Mai. Invited to the editorial board of Games & Culture: A Journal of Interactive Media (Sage Journal) and International Journal of Gaming and Computer-Mediated Simulations. Invited technical committee member for Digital Media and its Applications in Cultural Heritage 2008 (DMACH), Jordan; for Interactive Entertainment 2008 (IE2008), Brisbane; and committee member, Australasian Computer-Human Interaction Conference 2008 (OZCHI), Townsville. Conference paper reviewer, ECGBL 2008.
- 2007 Invited co-editor for Leonardo Special Issue, MIT Press, and The International Journal of Heritage Studies. Special issue editor of Techné (2007). On the editorial board of Loading...: The Journal of the Canadian Games Studies Association. Reviewer for The Journal of Virtual Reality and Broadcasting (JVRB) and Digital Humanities Quarterly. Invited book proposal reviewer for Routledge. Invited program committee member for OZCHI 2007 Adelaide, Creativity and Cognition 2007 Washington DC, DIMEA 2007 Perth, VSMM 2007 Sydney, Interactive Entertainment (IE2007) Melbourne. Program Committee member, ECGBL 2007: The European Conference on Games Based Learning, Scotland. Invited paper reviewer for DiGRA Situated Play conference, (Digital Games Research Association) Japan, and INTERACT 2007 Conference-Socially Responsible Interaction, Brazil.
- 2006 Invited panellist for Gaming and Education panel, Greater Brisbane Chapter, IGDA, International Game Developers Association, Sunday, 5 November 2006, [http://www.igda.org/brisbane/education\\_report.html](http://www.igda.org/brisbane/education_report.html) Invited program committee member /reviewer for Digital Interactive Media Entertainment & Arts (DIME 2006) Thailand, OzCHI2006 Sydney; VSMM 2006 China; Interactive Entertainment 2006, New Media and Heritage conference 2006 Hong Kong, SAHANZ 2006, Perth. Paper reviewer for Virtual Reality Journal (Springer). Invited external reviewer for Master's Thesis examination, Creative Arts, RMIT.
- 2005 Invited Panellist for VSMM 2005. Journal and chapter reviewer for Enhancing Learning Through Technology (2006), Encyclopedia of Virtual Communities and Technologies (2005), and Theorizing Digital Cultural Heritage (2007). Invited program committee member for International Conference on



Virtual Storytelling 2005 conference, France; OzChi2005 conference, Canberra, Interaction Entertainment 2005 Conference, UTS, Sydney. Programme Committee member VSMM2005, Belgium.

## Related Employment

- 1998–9 Business Analyst / Technical Writer, for Digital (DEC) in NZ, and DEC/Compaq in Sydney.
- 1997 *European Year against Racism* researcher, Equalities Unit, London Borough of Camden, UK.
- 1995 Programme Administrator, School of Design, UNITEC Institute of Technology, NZ.
- 1994 General Studies Course Organiser, Centre for Continuing Education, University of Auckland, NZ.
- 1993-4 Architectural assistant, Andrew Grant Architects, NZ.
- 1992 Desktop publishing operator, Takapuna New Zealand.
- 1992 Researcher in art history for Hamish Keith OBE, NZ.