Robert J Homewood

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EDUCATION

PhD Intelligent Games and Games Intelligence (IGGI) 2015 - Present
Goldsmiths, University of London, UK
- Digital Economy Network Center for Doctoral Training
- Joint program with the University of York, the University of Essex, and Queen Mary, University of London
- Developing technology to personalise video game content using social data

Msc (Informatics), Serious Games (pending) 2014 - 2015
Högskolan i Skövde, Sweden
- Adaptability for Independent Learning Games
- Designed a curatorial 'liking' system for YouPic.com

BA (Distinction), Game Design & Production Management 2010 - 2013
University of Abertay, Dundee, UK
- Focus on Production Management
- Exchange program (Final academic year): George Mason University, USA, (GPA 4.0)

PUBLICATIONS

Poster: Homewood, R.J., Gow, J. & Kruschwitz, U., 2018. Personalised Game Content. IGGI Symposium.

Interview: Tucker, D., 2017. Personalized technology is helping researchers make unanticipated connections. Elsevier. Available Online.

Poster: Homewood, R.J., Gow, J. & Kruschwitz, U., 2017. Personalised Aesthetics for Games. IGGI Symposium.

Book Chapter: Homewood, R.J., 2016. Dont Let Them Die. In L. Kristensen, ed. Art and Game Obstruction. Gothenburg: rojal press, pp. 125129.

Book Chapter: Homewood, R.J., 2016. Julian Olivers Covert Computing. In L. Kristensen, ed. Art and Game Obstruction. Gothenburg: rojal press, pp. 8590.

Poster: Homewood, R.J., Gow, J. & Kruschwitz, U., 2016. Personalised Aesthetics for Procedural Content Generation in Games. IGGI Symposium.

Guest Editorial: Homewood, R. & Tapper, M., 2016. Between (en/fr) — The Cornelius Arts Foundation. The Cornelius Foundation. Available Online.

INVITED TALK

Introduction to A-frame and WebVR, Workshop September 2018
Intelligent Games & Game Intelligence Conference, Queen Mary University, UK

Creating VR/AR game content with Unity3D July 2018
Digital Economy Network Summer School, Bournemouth, UK

Personalising Game Aesthetics with Social Network Data January 2018
Digital Economy Network Annual Meeting, Digital Catapult, UK

Personalising Game Aesthetics with Social Network Data January 2018
CS Topics, Goldsmiths, University of London, UK

Digital Games as a Career Path September 2017
ADMI(African Digital Media Institute), Nairobi, Kenya

Leveraging Social Data to Personalise Games September 2017
Intelligent Games & Game Intelligence Conference, University of York, UK

Approaches to Personalised Aesthetics July 2017
Falmouth University, UK

Between: Project description December 2015
Intel Buzz, Impact Hub London, UK

Artists Panel November 2015
ICIDS Copenhagen, Denmark

EXHIBITIONS *Intentions: Conversations, Experiences and Knowledge* December 2017
Royal College of Art WIP Exhibition, UK
  - Works Shown:
      What Does It Take? (Collaboration with Marisa Tapper)

Machine Made: Art, Robotics & A.I. (Arts Council funded) July 2017
QUAD Gallery, Derby, UK
  - Works Shown:
      What Does It Take? (Collaboration with Marisa Tapper)

STRP Biënnale: Sense & Sensors March 2017
Philips Klokgebouw, Eindhoven, Netherlands
  - Works Shown:
      FIGHT (Assistant to Memo Akten)

International Conference for Interactive Digital Storytelling December 2015
Dieselhouse, Aalborg University, Copenhagen, Denmark
  - Works Shown:
      Between (Collaboration with Marisa Tapper, et al.)
      Don't Let Them Die

Art & Game Obstruction, Residency (Stena funded) June - August 2015
Konstmuseet Skövde Kulturehus, Skövde, Sweden
  - Works Shown:
      Between (Collaboration with Marisa Tapper, et al.)
      Don't Let Them Die
      Not A Gun
      Play With Me
      Level Up!

EXPERIENCE

Guest Lecturer   May 2018
Goldsmiths, University of London, UK
- "Virtual Reality", Game Development module, EPSRC IGGI Centre for Doctoral Training

Visiting Lecturer   January 2018 - April 2018
Goldsmiths, University of London, UK
- IS51013E: Introduction to Games Development (2017-18)

Game Development Workshop Leader (British Council Funded)   September 2017
AfriDesignX(V&A Museum), ADMI(African Digital Media Institute), Nairobi, Kenya
- Introduction to Game Development
- 3D Scanning cultural heritage objects (Nairobi National Museum)
- Unity3D Game Engine

MOOC Instructor: Virtual Reality Specialization   September 2017
Coursera Inc; Goldsmiths, University of London, UK
- Virtual Reality Specialization
- Introduction to A-Frame (WebVR) & Unity3D engine

Teaching Assistant   January 2016 - Present
Goldsmiths, University of London, UK
- IS53007C: Project In Games Development (2017-18)
- IS52018E: Games Development Group Project (2017-18)
- IS53049A: Game AI Programming (2017-18)
- IS53049A: Game AI Programming (2017-17)
- IS52020B: Perception And Multimedia Computing (2017-17)
- IS51016B: Audio-Visual Computing (2017-17)
- IS51016B: Audio-Visual Computing (2017-18)
- IS51016B: Audio-Visual Computing (2016-17)
- IS52020B: Perception And Multimedia Computing (2016-17)
- IS53049A: Game AI Programming (2016-17)
- IS50004A: Study skills and introduction to the use of computers

Research Assistant   January 2015 - Present
Högskolan i Skövde, Sweden
- DREAM Project - http://www.dream2020.eu
- European Commission funded project studying Robot Enhanced Therapy, using robots to help children with Autism
- Responsibilities:
    System Integration
    Support tool development

Head Teacher   2013
Minecraft Modding, Summer Game Institute, George Mason University

Freelance Web Development   2012 - Present
Remote Work