

1. Research Contributions

A. Books, monographs, book chapters, articles in last six years

R Burden, Michael and Sean Gouglas. "The Algorithmic Experience: *Portal* as Art." *Game Studies*. 12, 2, (Dec 2012). [7000 words].

R Gouglas, S and Geoffrey R. "The Indie Academy: Promoting Gaming Communities through University Collaboration." *Loading ...* 7, 11 (2013) (2200 words).

R Rockwell, G., Burden, M., Aubin, D., King, S. Boechler, P., Gouglas, S., and P. von Hauff. "CatHETR: Serious Gaming for Health." Interactive exhibit for InSight: Visualizing Health Humanities. Fine Arts Building Gallery, University of Alberta. May 15 to June 9, 2012.

R Aubin, D., Burden, M., King, S., Boechler, P., Henry, M., Rockwell, G., Gouglas, S. (2012, August 22). Serious games for patient safety education [e-library] [4000 words]

R Stunden Bower, Shannon and Sean Gouglas. "Uncharismatic Landscapes: Escarpments and Agriculture in Manitoba and Ontario." Forthcoming (25 pages).

Aubin, D., Burden, M., King, S., Boechler, P., Henry, M., Rockwell, G., Gouglas, S. (2012). Serious games for patient safety education. *Medical Teacher*, 34 (8), 675.

R Sean Gouglas, Geoffrey Rockwell, Smith, Victoria, Sophia Hoosien, Harvey Quamen, "Before the Moments of Beginning." *Digital Studies*. Forthcoming. [20 pages]

R Gouglas, Sean *et al.* "Abort, Retry, Pass, Fail: Games as Teaching Tools." for *PastPlay: Playing with Technology in History*. Ed. Kevin Kee. University of Michigan Press. Forthcoming. [26 pages]

R Rockwell, G., Burden, M., Aubin, D., King, S. Boechler, P., Gouglas, S., and P. von Hauff. "CatHETR: Serious Gaming for Health." Interactive exhibit for InSight: Visualizing Health Humanities. Fine Arts Building Gallery, University of Alberta. May 15 to June 9, 2012. (Juried)

R Aubin, D., Burden, M., King, S., Boechler, P., Henry, M., Rockwell, G., Gouglas, S. (2012, August 22). Serious games for patient safety education [e-library]. Retrieved from <http://www.mededworld.org/MedEdWorld-Papers/Papers-Items/Serious-Games-for-Patient-Safety-Education.aspx>. [4000 words]

R Aubin, D., Burden, M., King, S., Boechler, P., Henry, M., Rockwell, G., Gouglas, S. (2012). Serious games for patient safety education. *Medical Teacher*, 34 (8), 675. doi:10.3109/0142159X.2012.689448

R Gutiérrez, L *et al.* "fAR-PLAY: a framework to develop Augmented/Alternate Reality Games." Proceedings of the Second IEEE Workshop on Pervasive Collaboration and Social Networking (PerCol 2011), Seattle, March 2011

Gouglas, Sean *et al.*, "Computer Games and Canada's Digital Economy." Report to SSHRC for the Knowledge Synthesis Grant on Canada's Digital Economy, Dec 2010. (67 pages).

R Gutierrez, Lucio, Ioanis. Nikolaidis, Eleni Stroulia, Sean Gouglas, Geoffrey Rockwell, Patricia Boechler, Mike Carbonaro, Sharla King, "fAR-PLAY: a framework to develop Augmented/Alternate Reality Games," Second IEEE Workshop on Pervasive Collaboration and Social Networking (4800 words).

R Haagsma, M., S. Karapanou, S. Gouglas, 'Kallithea 2005 and 2006' in: A. Touchais (ed) *Chronique des Fouilles, Bulletin de Correspondance Hellénique* vol. 131. In press.

R Haagsma, M., S. Karapanou and S. Gouglas. 'Kastro Kallithea 2006' *Archaialogikon Deltion* (2007).

R Sturtevant, Nathan, Sean Gouglas, H. James Hoover, Jonathan Schaeffer, and Michael Bowling. "Multidisciplinary Students and Instructors: A Second-Year Games Course." *SIGCSE 2008: Technical Symposium on Computer Science Education*. Portland, Oregon.

R Tziafalias, A., M. Haagsma, S. Karapanou, and S. Gouglas. "Scratching the Surface. An Archaeological Survey at Kastro Kallithea, Greece: The 2004 and 2005 field seasons, Part 1." *Mouseion*. 6 (2). pp. 91-135.

R Lee, R., C. Martin, M.J. Haagsma, S. Gouglas, and S. Karapanou. "Rebuilding the Past. Modelling Architecture of Kastro Kallithea to understand Macedonian Influences in Hellenistic Thessaly." In: Bikoulis, P., D. Lacroix, M. Peuramaki-Brown, Proceedings of the 39th Chacmool Conference, *Postcolonial Perspectives in Archaeology*. November 2006. University of Calgary. In press.

R Sean Gouglas, Stefan Sinclair, Olaf Ellefson, and Scott Sharplin. "Neverwinter Nights in Alberta: Conceptions of Narrative through Fantasy Role Playing Games in a Graduate Classroom." *Innovate*. 2 (3). <http://www.innovateonline.info/index.php?view=article&id=172> (accessed April 12, 2006).

R Gouglas, Sean, Stéfan Sinclair, and Aimée Morrison. "Coding Theory: Balancing Technical and Theoretical Requirements in a Graduate Level Humanities Computing Programme." *Mind Technologies*. Edited by Ray Siemans. University of Calgary Press. pp. 245-256.

B. Major Grants and Awards

- 2013 • "Developing MOOC Teaching and Learning Objects for Arts Courses," *Teaching and Learning Fund*, University of Alberta.
- 2011 • *Alan Blizzard Teaching Award – Honourable Mention* (2011). National teaching award for best team-taught course from the Society for Teaching and Learning in Higher Education (STLHE) for CMPUT 250: Computers and Games. Michael Bowling, Sean Gouglas, H. James Hoover, Jonathan Schaeffer, and Nathan Sturtevant
 - "The Quest: Creating a gaming community platform driven by students in real world classrooms." Research Cluster Grant program with the Kule Institute for Advanced Study (KIAS) at the University of Alberta
- 2010 • The Last Best West: The Alberta Land Settlement Infrastructure Project, With Peter Baskerville (PI) and Sarah Carter. Co-investigator. CFI-LOF.
 - Graphics, Animation and New Media Canada (GRAND) as part of the Networks of Centres of Excellence of Canada (NCE). Network Researcher.
 - Computer Games and Canada's Digital Economy. SSHRC Knowledge Synthesis Grant. Principle Investigator. With Jason Della Rocca, Jennifer Jenson (York), Kevin Kee (Brock), Geoffrey Rockwell (Alberta), Jonathan Schaeffer (Alberta), Bart Simon (Concordia), Ron Wakkery (Simon Fraser).
 - Alberta Settlement Project, SSHRC Research Development Initiative, with Peter Baskerville (PI). Co-applicant.
- 2010 • The Last Best West: The Alberta Land Settlement Infrastructure Project, With Peter Baskerville (PI) and Sarah Carter. Co-investigator. CFI-LOF.
 - Graphics, Animation and New Media Canada (GRAND) as part of the Networks of Centres of Excellence of Canada (NCE). Network Researcher.
 - Computer Games and Canada's Digital Economy. SSHRC Knowledge Synthesis Grant. Principle Investigator. With Jason Della Rocca, Jennifer Jenson (York), Kevin Kee (Brock), Geoffrey Rockwell (Alberta), Jonathan Schaeffer (Alberta), Bart Simon (Concordia), Ron Wakkery (Simon Fraser).
 - Alberta Settlement Project, SSHRC Research Development Initiative, with Peter Baskerville (PI).

Co-applicant.

- 2009 • University of Alberta's *Unit Teaching Award* for best team-taught course UofA . CMPUT 250: Computers and Games. Michael Bowling, Sean Gouglas, H. James Hoover, Jonathan Schaeffer, and Nathan Sturtevant.
- 2008 • CFI Infrastructure Operating Grant - VITA Research Studio
- University of Alberta SAS Travel Grant 2007

C. Other Contributions

R. Gouglas, Sean; Jenson, Jennifer; Rockwell, Geoffrey; Lucky, Shannon; Wilson, Maren; Budac, Andrea; Yu, Joyce; Gee, Domini; Mohseni, Atefeh. FemShep: Crowdsourcing a Female Hero in BioWare's Mass Effect. A proposed joint panel between CSDH and CGSA. 4 June 2013.

R Gouglas, Sean. "Establishing a University Computer Game Curriculum." Indie Game Incubation, Cultural Economy, and the role of Universities. 1 May 2012. Concordia University, Montreal.

R Gouglas, Sean and Jen Jenson (York). "The FemShep Project." Feminist in Games Conference. Toronto, On. 5 May 2012

R Gouglas, Sean. "Establishing a University Computer Game Curriculum." Indie Game Incubation, Cultural Economy, and the role of Universities. 1 May 2012. Concordia University, Montreal.

R "Games and Canada's Digital Economy." Moderator: Jason Della Rocca. Panelists: Sean Gouglas, Bart Simon, Su Skerl. Plenary Panel. GRAND Networks of Centres of Excellence. Vancouver, 14 May 2011.

R "Computer Games and Canada's Digital Economy: The Role of Post Secondary Institutions in Promoting Innovation" Moderator: Kellogg Booth. Panelists Sean Gouglas, Paul Salvini, Kevin Kee. Canada 3.0. Stratford, 4 May 2011.

R Lucky, S., *et al*. Collaborative Opportunities in the Digital Economy: A Canadian Perspective. Poster presented at GRAND 2011: Graphics, Animation, and New Media, Vancouver, BC.[(2011, May 12-14).

R Lucky, S. *et al*. Collaborative Opportunities for Academia and the Gaming Industry: A Canadian Perspective. Paper presented at SDH-SEMI 2011: Society for the Digital Humanities - La Société pour l'Étude des Médias Interactifs, Fredericton, NB

R Burden, M. *et al* "Serious video games for patient safety education". Poster. Faculty of Education Technology Fair, Edmonton, Canada, University of Alberta, March 25 2011

R Burden, M., Aubin, D., Boechler, P., Gouglas, S., Henry, M., King, S., Rockwell, G. 2011. "Serious video games for patient safety education". Poster. GRAND 2011, Vancouver, Canada, GRAND- NCE, May 12-14 2010.

R Gouglas, Sean, Geoffrey Rockwell, Eleni Stroulia *et al*. "Augmenting Place and Time: Storytelling history through augmented reality games" The Playing with Technology in History Conference. April 29-30, 2010, Niagara-on-the-Lake, Canada.

R M.J. Haagsma, S. Karapanou, and S. Gouglas. "Scratching the Surface: Digitally Mapping the Archaeological Remains of Kastro Kallithea, a Classical Archaeology Site in Thessaly, Greece." Society for Digital Humanities. Société pour l'étude des médias interactifs. University of Saskatchewan. 30 May 2007.

R Athanasios Tziafalias, Sophia Karapanou, Margriet J. Haagsma, and Sean Gouglas. "Preliminary results of the Survey at the Kastro of Kallithea, Achaia Phthiotis, Thessaly." 2nd Archaeological Meeting of Thessaly and

Central Greece, 2003-2005, from Prehistory to the Contemporary Period. University of Thessaly. Volos, Greece. 18 March 2006.

R Sean Gouglas and Stefan Sinclair. Webcast. "Neverwinter Nights in Alberta: Conceptions of Narrativity through Fantasy Role-Playing Games in a Graduate Classroom." 9 March 2006 3:00 PM EST.
<http://www.innovateonline.info/index.php?view=article&id=172>.

Athanasios Tziafalias, Sophia Karapanou, Margriet J. Haagsma, and Sean Gouglas. "The Intensive Urban Survey Project at Kastro Kallithea, Greece: First Results." 2006 Annual Meeting of the Archaeological Institute of America. Montréal, Québec. 6 January 2006.

2 Other Research Contributions

Red Hill Creek Valley Project Written for a popular audience, *From Mountain to Lake: The Red Hill Creek Valley* provided the residents of the City of Hamilton with an important history of the last large greenspace in the city's east end. The four-year project, which brought together historians, naturalist, botanists, geologists, and geographers, told the natural and human history of the Red Hill Creek Valley.

Hamilton and Scourge War of 1812 Ghost Ships Project I researched and prepared two reports for conducting an archaeological investigation of the *Hamilton* and the *Scourge*, two 1812 American warships sunk off the shore of Port Dalhousie, Ontario now owned by the City of Hamilton. The archaeological investigation and perhaps eventual recovery of the ships will form the centrepiece of a public museum on the War of 1812.

3 Most Significant Research

R Gouglas, Sean *et al.*, "Computer Games and Canada's Digital Economy." Report to SSHRC for the Knowledge Synthesis Grant on Canada's Digital Economy, Dec 2010. (67 pages).

R Burden, Michael and Sean Gouglas. "The Algorithmic Experience: *Portal* as Art." *Game Studies*. 12, 2, (Dec 2012). [7000 words].

Sean W. Gouglas. "A Currant Affair: E. D. Smith and Agricultural Change in Saltfleet Township." *R Agricultural History*, Vol. 75, No. 4 (Fall 2001). pp. 438-466. This article won the Everett E. Edwards Award for best article submitted by a student in 2001.

5. Contributions to Training

Alan Blizzard Teaching Award – Honourable Mention (2011). National teaching award for best team- taught course from the Society for Teaching and Learning in Higher Education (STLHE) for *CMPUT 250: Computers and Games*. Michael Bowling, Sean Gouglas, H. James Hoover, Jonathan Schaeffer, and Nathan Sturtevant

Teaching Award. University of Alberta's Unit Teaching Award for best team-taught course UofA . *CMPUT 250: Computers and Games*. Michael Bowling, Sean Gouglas, H. James Hoover, Jonathan Schaeffer, and Nathan Sturtevant.

Graduate Programme Creation and Development. The opportunity to build, direct, and teach in the new graduate programme in Humanities Computing at the University of Alberta has provided me with an extraordinary opportunity to contribute to the training of graduate students. In addition to sitting on the committee of dozens of graduate students, I have or am supervising the following students in the application of computing technologies to teaching and research in a variety of disciplines.

Graduate Supervision. Approximately fifteen graduate students have completed their degrees under my supervision.