

Stuart Hallifax

Computer Science PhD student

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Education

2014 **Bachelor**, *Université de Caen Normandie*, Caen, *Graduated with honours*.

2016 **Computer Science Master specialising in Artificial Intelligence**, *Université Claude Bernard Lyon 1*, Lyon, .

Master internship

Title *Conception of collaborative pedagogical scenarios using interactive tabletop surfaces.*

Supervisors Jean-Charles Marty , Benoît Encelle, and Karim Sehaba

PhD Thesis

Adaptive gamification of digital teaching resources.

From march 2017 LIRIS, SICAL, Lyon

Supervisors Audrey Serna, Jean-Charles Marty & Elise Lavoué.

Past experience

Research

January - **Research project**, Université de Caen.

April 2014 Conception and evaluation of various AI methods for a board game. Under the supervision of G. Bonnet.

January - **Research project**, Université Claude Bernard Lyon 1.

February 2015 Simulation and analysis of real time gamepad data. Under the supervision of E. Guillou.

February - **Research internship**, *LIRIS SICAL team*.

June 2016 Conception of collaborative pedagogical scenarios using interactive tabletop surfaces. Paper published at ECGBL.

Technical work

May - June 2014 **Internship**, *Malkyrs Studio*, Caen.

2014 Design, development, and implementation of an AI system for a connected and evolving trading card game.

August - **Full-time engineer**, *Malkyrs Studio*, Caen.
October 2016 Development of a scripting system, a matchmaking system, and a simple AI system for a connected and evolving trading card game.

Languages

English **Native speaker**
French **Bilingual**

Programming skills

Languages Java, C/C++/C#, Python, ReLogo, Bash
IDE Eclipse, Unity 3D, Visual Studio

Teaching

September **Project management and software engineering**, *Master 1 Computer Science*
2017 *Université Lyon 1*, Both practical and project work.
January - Mai **Web languages and protocols**, *Licence 3 IAE Université Jean Moulin Lyon 3*,
2018 Lectures and practical work.
2018 - 2019 **Introduction to programming**, *2nd year engineering students*, INSA Lyon, Practical work only.

Research projects

2017-2020 **LUDIMOODLE project**, *Financed via the e-FRAN project from the "Programme d'investissement d'avenir", operated by the "Caisse des Dépôts"*.

Publications

International conferences with peer review

S. Hallifax, K. Sehaba, B. Encelle, and J.-C. Marty. Creation of gbl scenarios for multi-device environments. In *10th European Conference on Games Based Learning*, 2016
S. Hallifax, A. Serna, J.-C. Marty, and E. Lavoué. A design space for meaningful structural gamification. In *CHI'18 Extended Abstracts*, 2018

Others

S. Hallifax. Dmsag une classification d'éléments ludiques pour la ludification adaptative. In *Rencontre des jeunes chercheurs (RJC) en EIAH*, 2018