Dr Cameron Edmond

## Skills and expertise

* Experience in conducting research independently and as part of a team, working on grant applications, experimentation and publications.
* Extensive creative writing experience, including online news, print books and web content.
* Proficiency in lesson planning, assessment writing and leading a team of other teachers.
* Skilled at preparing lectures and authoring learning materials.
* Feedback reports demonstrate consistent success as a teacher/tutor, working across multiple disciplines and departments.

## Education

|  |  |
| --- | --- |
| **2016-2019** | * **PhD thesis: Poetics of the machine: Machine writing and the AI literature frontier** * Macquarie University, Department of English * Supervisor: Dr Ryan Twomey * Thesis overview:   + Investigated the potential poetics of AI-penned literature.   + Traced a trajectory of machine writing from OuLiPo and Kathy Acker to Twitterbots and other recent experiments.   + Explored the relationship between author and algorithm.   + Discussed the morality of bot/AI design. |
| **2014-2015** | * **Master of Research thesis: The Impact of Video Game Interactivity on the Narrative** * Macquarie University, Department of English * Supervisors: Dr Ryan Twomey and Dr Geoff Payne * Thesis discussed the impact of player agency on video game narrative design, specifically focused on metanarrative structures. |
| **2010-2012** | * **Bachelor of Arts in Writing** * Macquarie University, Departments of English and MMCCS * Degree included units in journalism, novel writing, script writing, as well as media and literary theory. |

## Academia

|  |  |
| --- | --- |
| **2019-Present** | **Research Fellow, EPICentre, UNSW Art & Design**   * Conducting research on narrative visualisation and intersections between coding and storytelling. * Researching, authoring and presenting papers in collaboration with fellow Academics and professional staff. * Grant writing and collaboration. |
| **2017-2019** | **Teacher/Coordinating Teacher, Macquarie University International College**   * Units taught: Intro to Video Games (WMEC111), Intro to Digital Media (WMEC110), Media Cultures (WMEC105) and Australian Media (WMEC104). * Teaching theory and practical classes for both media and computing focused units. * Consistent positive feedback from students and superiors on new materials introduced to the unit WMEC111. * I am the only WMEC111 teacher to work across both theory and practical classes. * I acted as a consultant on WMEC111’s redevelopment, which is launching in Q2 of 2019. * As coordinator of WMEC111, duties expanded from teaching to include:   + Writing assessment tasks, lesson plans and learning materials.   + Overseeing cross-marking, mark validation, meetings and other administrative duties. |
| **2017-2019** | **Adjunct (2019) and Guest Lecturer, Macquarie University Departments of English, Computer Science and MMCCS**   * Units lectured: Game Design (COMP260), Intro to Video Games (MAS111/COMP111) and Writing: From Manuscript to the Digital Age (ENGL231). * Lectures given on the topics of narrative design, procedural rhetoric and metaphors in videogames. * Responsibilities have included writing and delivering lectures and coordinating with course convenors to ensure content is properly geared towards the relevant cohorts. |
| **2016-2019** | **Tutor, Macquarie University MMCCS**   * Units tutored: Intro to Video Games (MAS111/COMP111) and Cybercultures (MAS240). * Preparing and delivering lessons. * Liaising with convenors and other tutors. * Marking assignments. |
| **2012,  2014-2019** | **Practical Demonstrator, Macquarie University Department of Computer Science**   * Units taught: Game Design (COMP260), Intro to Video Games (COMP111/MAS111). * Demonstrating game development techniques with Unity and Twine engines. * Running classes and workshops on analogue game design techniques, including level, narrative and character design. * I am the only staff member to work across both the computing and media sides of the COMP111/MAS111 unit. |

## Publications

* **Edmond, C. & Bednarz, T. (2021).** Code against Code: Creative coding as research methodology. In U. Jana (Ed.), Digital Humanities: Digital approaches to Literary, Linguistic and Cultural Studies. London: ARC Humanities Press (in press).
* **Edmond, C. & Bednarz, T. (2021).** Three Trajectories for Narrative Visualisation. Visual Informatics (in review).
* **Hughes, R., Edmond, C., Wells, L., Glencross, M., Zhu, L. & Bednarz, T. (2020).** Explainable Artificial Intelligence (XAI): An Introduction To The XAI Landscape With Practical Examples. In SIGGRAPH Asia 2020 Courses (SA '20). Association for Computing Machinery, New York, NY, USA, Article 11, 1–62. <https://doi.org/10.1145/3415263.3419166>.
* **Edmond, C., Branchaud, D. & Bednarz, T. (2020).** Creating 3D worlds through storytelling and narration. At OzCHI ’20: 32nd Australian Conference on Human-Computer Interaction. Sydney, Australia. <https://doi.org/10.1145/3441000.3441028>.
* **Edmond, C. & Bednarz, T. (2020).** “In that Tyrant’s pow’r”: Artbots and collisions with social crisis. Dark Eden: Sixth International Conference on Transdisciplinary Imaging at the Intersections between Art, Science and Culture. Sydney, Australia (conference given, proceedings in press).
* **Edmond, C. & Bednarz, T. (2020).** Realtime Utopias: Demoscene, creativity driven by limitations. Dark Eden: Sixth International Conference on Transdisciplinary Imaging at the Intersections between Art, Science and Culture. Sydney, Australia (conference given, proceedings in press).
* **Edmond, C. (2019).** Tangled Streams: Bandersnatch and the conflicts of streaming interactive fiction. At Literature and the Moving Image. Sydney, Australia: Macquarie University.
* **Edmond, C. (2019).** Let’s play OuLiPo: Machine writing practice as play. At DIGRAA 2019 – What’s Next? Sydney, Australia: The University of Sydney. Abstract available [from http://digraa.org/wp-content/uploads/2019/01/DIGRAA\_2019\_paper\_16.pdf](http://digraa.org/wp-content/uploads/2019/01/DIGRAA_2019_paper_16.pdf).
* **Edmond, C. (2017).** Uncovering Modernist Expressions in Internet Culture via Machine Writing. At Modernism and Modernities East, West and South: Comparing Literacy and Cultural Experiences. Shanghai, China: Fudan University.
* **Edmond, C. (2017).** The Poet’s Other Self: Studying Machine Writing Through the Humanities. In H. Cuffe, K. Plunkett, D. Rayson & M. Seah (Eds.), Humanity. <https://novaojs.newcastle.edu.au/hass/index.php/humanity/article/view/46>.

## selected Creative Practice

* **Edmond, C. (2020).** The Caretaker [Videogame].
* **Edmond, C. (2020).** Platforms Don’t Float [Videogame].
* **Edmond, C. (2019).** Spill Bot (@botspill). Available from <https://twitter.com/BotSpill>. [Twitterbot].
* **Edmond, C. (2019).** Barista Bot (@installingjava). Available from <https://twitter.com/installingjava>. [Twitterbot].
* **Edmond, C. (2018).** Citizens[]. Available from <https://github.com/CameronEdmond/NaNoGenMo2017>.
* **Cooper, C, (2014).** Masters of Music Vol 25 Legends: Legends of Music. Sydney: Fashion Industry Broadcast.
* **Cooper, C, (2014).** Masters of Music Vol 24 Legends: Legends of Music. Sydney: Fashion Industry Broadcast.
* **Edmond, C. (2012).** Sins of the Father. In The Quarry Journal #1. Available from <http://thequarryjournal.com/sins-of-the-father-cameron-edmond/>.
* **Edmond, C. (2012).** Barfight!. Available from <https://camedmond.itch.io/barfight>. [Videogame].

## Awards

|  |  |
| --- | --- |
| **2018** | Faculty of Arts Teaching Champion Nominee, Macquarie University |
| **2016** | Three Minute Thesis Finalist, Macquarie University |

## Committees

|  |  |
| --- | --- |
| **2021** | SIGGRAPH Frontiers 2021 Comittee |

## Other experience

|  |  |
| --- | --- |
| **2016-2017** | **Web Content Editor, Macquarie University Web Transformation Team**   * Wrote and edited sections of the Macquarie University website, predominantly student-focused sections. * Worked with academic and administrative staff across the University to ensure student and stakeholder needs were met. * Contributed to discussions and planning of overall website structure. |
| **2014-2016** | **Contributor, Heavy Music Magazine & TheMusic.com.au (as Cameron Cooper)**   * Researched and authored content for both web and print media. * Wrote a regular section in HEAVY Music Magazine. * Interviewed musicians and attended listening sessions. |
| **2013-2014** | **Journalist, Key Media**   * Researched, wrote and edited content for web (HCA Online) and print (HR Director Magazine). * Coordinated with a team of international journalists and editors. * Cross-posted and edited content for Australian, New Zealander and Canadian audiences. |
| **2017** | **Narrative designer, Ares Games**   * Worked as a narrative designer and lore master on the game Touchdown: Armour League. The game is yet to be released. |