

## Publications (since 2005)

### Books

2006 Baillie-de Byl, P., *Star Trek A-Life, Programming Artificial Intelligences for the 24<sup>th</sup> Century*, Charles River Media, Hingham.

### Book Chapters

2008 de Byl P, *Designing Games-Based Embedded Authentic Learning Experiences*, in *Handbook of Research on Effective Electronic Gaming in Education*, in press.

### Journal Papers

2007 de Byl, P., & Taylor, J., *A Web 2.0/Web3D Hybrid Platform for Engaging Students in e-Learning Environments*, *Turkish Journal of Distance Education*, vol. 8. no. 3. article 7.

2006 Clark, D. & Baillie-de Byl, P., *Enhancing the IMS QTI to Better Support Computer Assisted Marking*, *International Journal on Distance Learning Technologies*, Journal of Distance Education Technologies. vol. 5. no. 3. pp. 8-23

2005 Baillie-de Byl, P., *Bots with Attitude*, *International Journal of Intelligent Games and Simulation*, Vol 4, No 1, pp. 1-6.

### Conference Papers

2006 Yue, B. & de Byl, P, *The State of the Art in Game AI Standardisation*, Joint International Conference on Cyber Games and Interactive Entertainment, Perth.