JOSHUA HALL

DIGITAL RESEARCH & DESIGN

Hi, I'm an experienced user research, digital training designer and product developer.

CONTACT

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EDUCATION

2010 - 2016

DOCTOR OF PHILOSOPHY

QUT

- Game-based learning design
- Qualitative & quantitative research methods

2007 - 2009

BACHELOR OF GAMES

QUT

- Game Design
- First Class Honors

WORK EXPERIENCES

2023 - Present

SESSIONAL LECTURER & RESEARCH

Griffith University, QUT

- Lecturer & sessional academic for the Griffith Film School & QUT School of Design
- Research Assistant on several projects as a part of the Griffith Experimental Games Lab

2017 - 2023

RESEARCH OPERATIONS MANAGER

Bondi Labs

- User needs and product evaluation research
- Simulation Training, VR, AR Design & Development
- Machine Learning and Computer Vision

MY SKILLS

UX	Interviews, workshops, UI Design
Research	Qualitative and quantitative
Writing	Documentation, grant writing
Training	3D Simulation module design
Game Engines	Unity3D, Unreal, Custom
Programming	c, c#, c++, python, R

WORK EXPERIENCES

2023 - Present

SESSIONAL LECTURER, ACADEMIC & RESEARCH

Griffith University, QUT

As a Sessional Academic at Griffith University (Film School) & QUT (School of Design), I teach technology, video game design and programming.

- Deliver lectures across 3 interactive design subjects
- Facilitate design and programming tutorials across 11 subjects

As a Researcher

- Contribute to research projects operating under the Griffith Experimental Games Lab
- Conduct Qualitative, Quantitative research.
- Assist with securing grant and commercial funding
- Software development for interactive technologies
- A researcher on four active research / commercial projects

2021 - Present

DISABILITY SUPPORT WORKER & TECHNOLOGY CONSULTANT

(Self-Employed)

As a disability support worker

- Assist clients access the community and meet their personal goals
- Recreational sports coaching
- Job coaching and on-the-job support
- Assistive technology development and training

As a Technology Consultant

- Deliver workshops on the use of novel technologies (VR, AR, AI)
- Develop teaching and learning materials
- Assist in grant funding applications for clients

2017 - 2023

RESEARCH OPERATIONS MANAGER

Bondi Labs

My role as a Research Operations Manager is to work with our team to conduct a range of activities that support the development of high-quality digital products. My work also includes securing external funding from research grants and maximising research outputs and impact. Day to day, I could write grant applications, manage existing projects with the development team, conduct user experience research, and design innovative AI and AR product features. Responsibilities include:

- User needs and product evaluation research
- Web, mobile and AR Design & Development
- Machine Learning and Computer Vision

Key Bondi Labs products I contributed to during this time were:

- Elixar (Remote Inspection Platform for AR Smart Glasses)
- Box Label Verification (BLV)(unannounced AI product)

2014 - 2017

SIMULATION TRAINING UX, DESIGN & DEVELOPMENT

Bondi Labs

My role as a simulation UX, Design & Developer was to contribute to creating simulation training products that Bondi Labs created such as Kuube. This work involved:

- Conducting user needs research.
- Designing new instructional simulation training modules in plant health, biosecurity, workplace health and safety, and healthcare.
- Working in a team of simulation training developers to construct training modules in Unity3D.
- Conducting user testing of simulation training modules.
- Presenting training products to the senior leadership of existing clients and new prospective clients.
- Project conceptualisation, tender preparation and pitch presentation for new customers.

2013 - 2014

GAMES RESEARCHER

QUT

As a Games Researcher at QUT, I developed new and innovative game-based learning experiences.

- Conducted user needs research on a number of commercial research projects
- Conceptualised and designed educational games for a floor-based tangible interaction system.
- Evaluated learning and engagement of interactive experiences

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Aug, 2013 - Dec, 2013

ASSOCIATE LECTURER

QUT

As an Associate Lecturer at QUT, I helped lead the games design course offered to 2nd-year games degree students.

- Designed and gave lectures on fundamental and advanced game design techniques to students.
- Helped administer course materials and assessments.
- Facilitated game design workshops.
- Marked assessments and game prototypes.

2011 - 2013

SESSIONAL ACADEMIC

QUT

As a Sessional Academic at QUT, I taught game design to both first and second-year game design students.

- Facilitated game design workshops with students.
- Co-developed QUT's first Unity3D instructional materials with a focus on game design and mechanics.
- Performed game design document and game prototype assessment and feedback.

EDUCATION

2011 - 2015

DOCTOR OF PHILOSOPHY

QUT

My thesis titled "Designing Serious Gameplay From the Ground Up" focused on designing and evaluating game-based learning experiences. The thesis works detailed an in-depth literature review of game-based learning techniques, the challenges for design, evaluation and user adoption. The work proposed an innovative design framework inspired by prior works in the human-computer interaction field and motivational psychology (Self-Determination Theory). The output of the thesis work was a game-based learning prototype for Workplace Health and Safety. I evaluated the experience with over 60 participants using qualitative and quantitative research methods, measuring educational outcomes and motivational effects. During this time, I published two papers on this work and contributed to numerous other game-based research papers with colleagues.

2006 - 2010

BACHELOR OF GAMES AND INTERACTIVE ENTERTAINMENT (FIRST CLASS HONORS)

QUT

My honours thesis titled "Designing a digital experience for young children with developmental disabilities" involved designing and evaluating a game-based learning experience for children with a range of disabilities. The thesis works detailed the process of conducting co-design workshops with a local state-run specialist school for children with disabilities and the resulting design and development of an interactive learning experience using an innovative tangible interaction mat.
This work led to a collaborative publication of the thesis works presented at the International Conference on Entertainment Computing in 2014.