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University of Toronto Mississauga
Institute of Communication, Culture, Information and Technology
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EDUCATION

Simon Fraser University, School of Interactive Arts & Technology
Ph.D. Surrey, BC
Dec 2017

- Dissertation: “Investigating the Role of Social Eye Gaze in Designing Believable Virtual Characters.”
Senior supervisor: Steve DiPaola.

Simon Fraser University, School of Interactive Arts & Technology
M.Sc. Surrey, BC
Dec 2009

- Thesis: “Enhancing Believability: Evaluating the Application of Delsarte's Aesthetic System to the Design of Virtual Humans.” Senior supervisor: Magy Seif El-Nasr.

Vancouver Island University
Diploma, Digital Media Technology, Nanaimo, BC
2006

Vancouver Island University
B.Sc. Computer Science Nanaimo, BC
2004

EMPLOYMENT

**Institute of Communication, Culture, Information and Technology,
University of Toronto Mississauga** Miss., ON
July 2018 – present
Assistant Professor, Teaching Stream – Digital Technologies

School of Interactive Arts & Technology, Simon Fraser University Surrey, BC
Term Lecturer 2014–2015; 2017 – 2018

School of Interactive Arts & Technology, Simon Fraser University Surrey, BC
Sessional Instructor 2013 – 2017

School of Interactive Arts & Technology, Simon Fraser University Surrey, BC
Research Assistant 2008, 2010 – 2014
Projects: Movement & Meaning Middleware Project/Moving Stories, GRAND NCE, Virtual Environment
Real User Study (VERUS), Creativity Assistive Tools for Games (CAT Games), Internet Shakespeare
Editions

Institute for Creative Technologies, USC CA, USA
Visiting Researcher Summer 2011

School of Interactive Arts & Technology, Simon Fraser University Surrey, BC
Teaching Assistant 2009 – 2015, 2017

Digital Media department, Vancouver Island University Nanaimo, BC

Bravenet Web Services
Software Developer

Parksville, BC
2006 – 2007

FELLOWSHIPS, GRANTS & AWARDS

| | |
|--|-------------|
| UTM, Instructional Technology & Innovation Fund (\$5000). | Winter 2019 |
| <ul style="list-style-type: none"> Exploring Problem-based Learning Methods of Understanding VR in Communication, Culture, and Digital Media Studies. | |
| SFU, Franklin D. & Helen K. Van Pykstra Graduate Scholarship (\$3000) | Spring 2017 |
| SFU, Robar Industries Limited Graduate Scholarship (\$700) | Spring 2015 |
| SFU, President's PhD Scholarship (\$6250) | Spring 2014 |

SCHOLARLY & PROFESSIONAL WORK

Books

1. Turner, J., Nixon, M., Bernardet, U., & DiPaola, S. (Eds.). (2016). Integrating Cognitive Architectures into Virtual Character Design. Hershey, PA: IGI Global. Retrieved from <http://www.igi-global.com/book/integrating-cognitive-architectures-into-virtual/146983>.
2. Tanenbaum, T., Seif El-Nasr, M., & Nixon, M. (Eds.). (2014). Nonverbal Communication in Virtual Worlds: Understanding and Designing Expressive Characters. Pittsburg, PA: ETC Press. Retrieved from <http://repository.cmu.edu/etcpress/14/>.

Peer-reviewed Journal Articles

1. Shakeri, H., Nixon, M., & DiPaola, S. (2017). Saliency-Based Artistic Abstraction With Deep Learning and Regression Trees. *Journal of Imaging Science and Technology*, 61(5). <https://doi.org/10.2352/J.ImagingSci.Technol.2017.61.6.060402>.
2. Turner, J. O., Pasquier, P., & Nixon, M. (2014). Qiezli – A “Self-Absorbed” Creative Virtual Agent in Second Life. *Metaverse Creativity*, 4(1), 55–74.
3. Nixon, M., & Bizzocchi, J. (2014). Interaction Images promote Character Identification in Heavy Rain. *Well Played Journal*, 3(1), 43–64. <http://press.etc.cmu.edu/index.php/product/well-played-vol-3-no-1/>

Conference Proceedings

1. Nixon, M., DiPaola, S., & Bernardet, U. (2018). An Eye Gaze Model for Controlling the Display of Social Status in Believable Virtual Humans. Proceedings of the 2018 IEEE Conference on Computational Intelligence and Games, 125–132. Retrieved from <https://project.dke.maastrichtuniversity.nl/games/files/proceedings-CIG2018.pdf>
2. Bernardet, U., Adhia, D., Jaffe, N., Wang, J., Nixon, M., Alemi, O., ... Schiphorst, T. (2016). M+M: A Novel Middleware for Distributed, Movement Based Interactive Multimedia Systems. In *Proceedings of the 3rd International Symposium on Movement and Computing* (pp. 21:1–21:9). New York, NY, USA: ACM. <http://doi.org/10.1145/2948910.2948942>
3. Nixon, M., Bizzocchi, J. (2013). Press X for Meaning: Interaction Leads to Identification in Heavy Rain. Proceedings of Digital Games Research Association Conference (DiGRA), Atlanta, Georgia, online: <http://www.digra.org/digital-library/publications/press-x-for-meaning-interaction-leads-to-identification-in-heavy-rain/>. 14pp.
4. Bizzocchi, J., Nixon, M., DiPaola, S., & Funk, N. (2013). The Role of Micronarrative in the Design and Experience of Digital Games. Proceedings of Digital Games Research Association Conference (DiGRA), Atlanta, Georgia, online: <http://www.digra.org/digital-library/publications/the-role-of-micronarrative-in-the-design-and-experience-of-digital-games/>. 16pp.

5. Nixon, M., Pasquier, P., & Seif El-Nasr, M. (2010). DelsArtMap: Applying Delsarte's Aesthetic System to Virtual Agents. In *Lecture Notes in Computer Science* (Vol. 6356, pp. 139-145). Presented at 10th International Conference on Intelligent Virtual Agents, Philadelphia: Springer.

Book Chapters

1. Davies, R., & Nixon, M. (2016). Digitisation Fundamentals. In R. Siemens, R. Lane, & C. Crompton (Eds.), *Doing Digital Humanities: Practice, Training and Research* (163-176). London, UK: Routledge. (Invited)
2. Turner, J., Nixon, M., Bernardet, U., & DiPaola, S. (Eds.). (2016). Conclusion. In *Integrating Cognitive Architectures into Virtual Character Design* (pp. 294–304). Hershey, PA: IGI Global.
3. Turner, J. O., Nixon, M., & Bizzocchi, J. (2015). SL-Bots: Automated and Autonomous Performance in Second Life. In D. Doyle (Ed.), *New Opportunities for Artistic Practice in Virtual Worlds*. (pp. 263-289). Hershey, PA: IGI Global. (Editor reviewed)
4. Tanenbaum, T., Nixon, M., & Seif El-Nasr, M. (2014a). Basics of Nonverbal Communication in the Physical World. In T. Tanenbaum, M. Seif El-Nasr, & M. Nixon (Eds.), *Nonverbal Communication in Virtual Worlds* (pp. 10–26). Pittsburg, PA: ETC Press.
5. Tanenbaum, T., Nixon, M., & Seif El-Nasr, M. (2014b). Basics of Nonverbal Communication in the Virtual World. In T. Tanenbaum, M. Seif El-Nasr, & M. Nixon (Eds.), *Nonverbal Communication in Virtual Worlds* (pp. 27–37). Pittsburg, PA: ETC Press.
6. Tanenbaum, T., Seif El-Nasr, M., & Nixon, M. (2014). Challenges and Opportunities for the Ongoing Study of Nonverbal Communication in Virtual Worlds. In T. Tanenbaum, M. Seif El-Nasr, & M. Nixon (Eds.), *Nonverbal Communication in Virtual Worlds* (pp. 319–326). Pittsburg, PA: ETC Press.
7. Seif El-Nasr, M., Bishko, L., Zammitto, V., Nixon, M., Vasiliakos, A. V., & Wei, H. (2009). Believable Characters. In B. Furht (Ed.), *Handbook of Multimedia for Digital Entertainment and Arts* (pp. 497–528). New York, NY: Springer US. (Editor reviewed)

Conference Presentations and Posters

1. Nixon, M., & DiPaola, S. (2017). The Hybrid Nature of User Interface in the Facilitation of Social Relationships & Nonverbal Behaviour as Game Mechanics. Presented at the Canadian Game Studies Association 2017, Toronto, Canada. (Refereed Abstract Submission)
2. Lari, A., Desai, N., Zhao, R., Church, M., Miller, R., Schmitt, J., Graves, E., Szafron, D., Carbanaro, M., Schaeffer, J., Seif El-Nasr, M., Nixon, M., Mould, D., Erdeg, A. (2012). BELIEVE: Believable Characters and Stories in Video Games. Poster: GRAND Annual Conference 2012.
3. DiPaola, S., Nixon, M., Bizzocchi, J., & Funk, N. (June 2013). Driving Emotional Involvement in Sports Games: a Case Study in Knowledge-Based Procedural Cinematography. Presented at the Canadian Game Studies Association 2013, Victoria, BC. (Refereed Abstract Submission)
4. Soules, M., & Nixon, M. (2008). The Image Dialogue: Agile Computing and Social Commentary. Presented at SDH/SEMI 2008, University of British Columbia.
5. Soules, M., & Nixon, M. (2004). The Juxtaposition Engine: Recombinant Images and Emerging Narratives. Presented at COCH/COSH 2004, University of Manitoba.

Artistic Exhibitions and Demonstrations

1. <<datastream>> photography and digital art installation. Curator: Robin Field. Nanaimo Art Gallery. May 18 – 31, 2004.

TEACHING EXPERIENCE

UTM, ICCIT – Assistant Professor, Teaching Stream (2018 – present)

CCT 111 – Critical Coding

CCT 211 – Fundamentals of User Interface Programming

CCT 261 – Information Architecture and Usability (DEM)

CCT 361 – Scripting for Management (DEM)

CCT 461 – Inside Emerging Technologies (DEM)
 CCT 481 – Play, Performance and Community in Digital Games
 CCT 490 – Special Topics (Believable Characters and Virtual Worlds)

SFU, SIAT – Sessional Instructor & Lecturer (2013 – 2018)

IAT 103W – Design Communication and Collaboration
 IAT 206W – Media Across Cultures
 IAT 210 – Introduction to Game Studies
 IAT 309W – Writing Methods for Research
 IAT 312 – Foundations of Game Design
 IAT 313 – Narrative & New Media
 IAT 334 – Interface Design
 IAT 343 – Animation
 IAT 351 – Advanced Human-Computer Interaction
 IAT 432 – Design Evaluation

SFU, SIAT – Teaching Assistant (2009 – 2017)

IAT 103W – Design Communication & Collaboration
 IAT 167 – Digital Games: Mechanics, Design and Programming
 IAT 309W – Writing for Design, Media & Informatics
 IAT 312 – Foundations of Game Design
 IAT 313 – Narrative & New Media
 IAT 404-405 – “Capstone” Project Development
 IAT 432 – Design Evaluation

VIU, Digital Media – Instructor (2007 – 2009)

IPro 240 – Internet Scripting I
 IPro 245 – Core Internet Technologies
 IPro 246 – Internet Applications Development
 IPro 290 – Internet Project Development

ADMINISTRATION & SERVICE

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| ICCIT Curriculum Committee, member <i>Working with committee to develop new major degree program offerings; making adjustments to existing course offerings as required.</i> | 2019 – present |
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PROFESSIONAL DEVELOPMENT

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| Certificate in Effective Teaching (ACUE) | 2019-2020 |
| Instructional Skills Workshop | 2013 |

AFFILIATIONS & MEMBERSHIPS

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|--|-------------------|
| IEEE | 2018 |
| Canadian Game Studies Association (CGSA) | 2013 – 2014, 2017 |

Digital Games Research Association (DiGRA)
President, SIAT Graduate Student Association
Steward, SFU Teaching & Support Staff Union
Digital Humanities Summer Institute (UVic), Instructor

2013 – 2014
May 2011 – Spring 2015
May 2011 – May 2017
2004, 2009 – 2015