WAYNE CHRISTIAN

SENIOR LECTURER, DESIGNER & DEVELOPER

EXTERNAL EXAMINER ROLE:
Foundation Degree
Digital Design and Development Programme,
Hull College Group.

With 18 years experience in working in both academia and industry, my agenda is to develop interdisciplinary courses that give students the skill required to respond to the growing needs of the digital economy; Combining the creative and experimental with the analytical through multidisciplinary teaching methods. (STEM to STEAM).

0.1 **PERSONAL PROFILE**

I am a full time Senior Academic in Computer Science (College of Science) and joint programme leader for Interactive Design (College of Art) at the University of Lincoln. I have 15 years experience in working in both academia and industry focusing on Teaching, Scholarship & Professional Practice. I am responsible for developing "live" projects with proffesional business, recenlty completing projects for the Woodland Trust, Van Gogh Museum and RAF.

Teaching across two Colleges gives a unique perspective on delivering and assessing both creative and technical students commensurate with their specific subject bench marks. Prior to this I was a

Director and practitioner in a multidisciplinary digital design agency, employing 8 people.

Working within both areas has enabled me to introduce professional/industry working practices within modules whilst contributing to the creative thinking and research based learning into my own working practices.

My agenda is to develop interdisciplinary courses that give students the skill required to respond to the growing needs of the digital economy; combining the creative and experimental with the analytical through multidisciplinary teaching methods. (STEM to STEAM).

0.2 **EDUCATION**

2000 2018	INSTITUTION: UNIVERSITY OF LINCOLN		
	TYPE:	**SUBJECT:**	**GRADE/RESULT:**
	HEA (FELLOWSHIP)	TEACHING	TBC
	BA HONS	GRAPHIC DESIGN	2:1

1999 2000	INSTITUTION: LOUGHBOROUGH		
	TYPE:	**SUBJECT:**	**GRADE/RESULT:**
	BTEC	ART AND DESIGN FOUNDATION STUDIES	MERIT

EMAIL
wchristian@lincoln.ac.uk

MOBILE
+44 [0] 7595650966

WORK CONTACT
01522 83 7159

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EMPLOYMENT

2014 **UNIVERSITY OF LINCOLN**
2018 Senior Lecturer Computer Science
Lincoln

Web Authoring, Database and Structures, MSc Interaction Design, Cross Platfrom Development, Ubiquitous computing, Dissertations

2014 **A DIGITAL ENGAGEMENT LTD**
2018 Director / Senior Developer
Lincoln

A digital agency focusing on development for mobile, tablet and desktop apps, responsive websites and interactive installations.

2003 **UNIVERSITY OF LINCOLN**
2018 Senior Lecturer Design
Lincoln

Graphic Design, Interactive Design, Digital Practice, Advanced Digtial Practice, ID3, Audio Visual and Disserations

2003 **STUDIO VIEW LTD**
2014 Director / Senior Developer
Lincoln

A multidisciplinary design agency specialising in branding, print and screen design

0.4 **PROFESSIONAL SKILLS**

I am an academic, designer and programmer with 15 years experience running a professional design studio. I oversee the design of user interfaces, user experiences, database infrastructure and manage/support the development of various Apps, websites and interactive experiences.

Design and Development skills include:

• Professional Practice
• Ideas and contextualisation
• Design for print and screen (Composition/ typography)
• Branding and corporate identities
• Design and business analysis
• Design and development for multiple devices
   (responsive design)
• Design and building IOS, Android and Windows apps
• Adobe cloud applications (Indesign and Digital
  Publishing suite/Mag Plus, PhoneGap, React)
• Visualising Data through design and code
• Design processes, methodologies and praxis
• Interactive installations, haptic's and human
  interaction using arduino and sensors
• Video editing in Adobe Premier and After Effects
• Programming PHP (including WordPress Framework
  / Laravel), HTML5, CSS3, Javascript, JQuery (JS
   frameworks like Node and Angular), MYSQL
• Java (Processing)
• AR/VR experiences via Unity
• 3d software (Blender)

Business **skills include:**

1.Managerial
• Business Planning / Strategic development
• Overseeing, directing and delivering pitches
• Writing creative and technical proposals and bids for
  funding.
• Art directing, contributing to design and
  development related projects
• Critiquing studio work
• Organise and facilitate the allocation of work to
  teams, monitor time and budgets
• Personal and staff time management
• Review progress and development of internships
  and post graduate work experience students.

2. Administration
• Payroll
• VAT
• Tax
• Maintaining finances
• Budgets

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I am the module leader for a number of modules across undergraduate and postgraduate study. I am ultimately responsible for academic leadership, management, assessment and reporting. This includes the creation and delivery of both lectures and workshops, responding to external examiner and student feedback in order to develop a learning experience that is engaging, academically rigourous and equips students to work in the professional world.

Module Leads

MODULE:	LEVEL:	COHORT:
Digital Practice (BA)	1	≈ 20 students
Web authoring (BSc)	1	≈ 300 students
Advanced Digital Practice (BA)	2	≈ 25 students
Ubiquitous Computing (BSc)	2	≈ 10 students
Interactive Design 3 (BA)	3	≈ 25 students
Cross Platform Development (BSc)	3	≈ 100 students
Interaction Design (MSc)	4	≈ 25 students

Additional teaching responsibilities and assessment:

MODULE:	LEVEL:	COHORT:
Database Systems	2	≈ 200 students
Critical Analysis Dissertations (BA)	3	≈ 10 students
Final Project Report (BSc)	3	≈ 8 students
Mobile and Connected Devices (MSc)	4	≈ 25 students

Postgraduate supervision: Current Projects:
1: Eyes Free Target Acquisition in Augmented Reality
2: Confrontational Behaviour in Virtual Reality
3: Interactive Data Visualisation

Teaching Overview:

Teaching across schools, Lincoln School of Design has larger modules at 30 and 45 credit whereas the School of Computer Science have smaller, 15 – 30 credit modules. The Interactive Design student cohort is typically 18 – 25 where as CS ranges from 96 (Cross Platform Development) to 284 (Web Authoring), both have different intrinsic and extrinsic challenges. Each module relies on different teaching strategies and pedagogic methods for example, In my experience students from the LSD engage with a "Constructivist" philosophy utilising "active learning" or "flipped classroom" methods, whereas students from CS prefer a traditional "Didactic" philosophy with lectures and exams. Ideation and lateral thinking to problem solving is innate (mostly) within ID but not to CS students; conversely CS students logical, technical and analytical thinking supersedes ID students – as such reflecting on the success and engagement of the different school modules via student / external examiner feedback has allowed me to consider alternative pedagogic approaches that combine teaching philosophies to maximise student engagement and their teaching experience.

Although there are psychological overlaps, students from CS and ID tend to sit at the opposites end of each spectrum with CS students being more Introvert, Sensors, Thinkers and Judgers where as ID students

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tend to be Extraverts, Intuitors, Feelers and Perceivers. Although this is a generalisation, it does effect the implementation of teaching and how that work is assessed.

In 2009 I revalidated Interactive Screen Based Graphics (ISBG) to Interactive Design, developing three new modules, Digital Practice for level one, Audio Visual for level two and Advanced Digital Practice for level two, included the learning outcomes, learning activities and assessment criteria. Each new module needed to embrace flexibility whilst maintaining a key structure that enabled students to experiment, investigate and understand.

I am currently in the process of writing a BSC/BA hybrid Interaction Design course for 2019 alongside a suite of courses that utilise both new and existing modules from Interaction Design and Computer Science for example BA/BSc Creative Technology, BA/BSc Creative Coding and Masters in Interaction Design.

The goal is to create innovative and flexible "project" structures that facilitate interdisciplinary learning. The aim is to broaden the School of Computer Science's portfolio of courses and recruit technically diverse students into the School of Design.

0.6 **POSITIONS OF REPONSIBILITY**

• College of Arts Academic Board
• Teaching and Learning Committee – Lincoln School of Design
• Joint Programme Leader Interactive Design
• Module leader for Undergraduate and Postgraduate study
• Supervisor for three MSc by Research
• Personal Tutor (Pastoral care)

0.7 **CURRENT RESEARCH**

My current research focuses on developing Augmented Reality experiences (mobile and headset) as an immersive learning tool, primarily focusing on Pedagogy. Other areas include:

• Development roles in mobile technology, web Apps, HTML5 and Responsive design.
• 3D virtual learning platforms, gamification and human interaction.
• User-centred design approach
• Understanding technologies and the contexts of their use

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FUTURE RESEARCH INTERESTS

2018: Interactive HuMan-to-Human Technology Enriched Play (IMHOTEP)

International collaboration between TU Eindhoven, University of Applied Sciences Amsterdam, Royal Melbourne Institute Of Technology Spain Sl, University of Uppsala, University of Tampere, Barcelona Institute of Technology HABITAT, Technical Universitat Darmstadt, and Siemens. Based on this analysis and the consortium's collective experience the IMHOTEP project proposes to develop higher quality interactive solutions for beyond AR/VR to enable multi-user interactions, augmenting human interaction with their location, their physical assets, their data and their neighbours. IMHOTEP aims to demo a combination of mixed interactive technologies in specific locations to create playful experiences to animate and sustain positive person-to-person, person-to-group and group-to-person relationships.

By leveraging existing public assets (built environment, Big Data, sensor networks and personal devices) and combining core urban challenges, IMHOTEP aims to create playful gaming activities with direct and indirect benefit, providing a wealth of data on how people relate to each other via new and disruptive interactive tech.

FUNDING AND ACADEMIC AWARDS

2018: RAF100 AR APP ≈ 70k

Working with the RAF100 and Harmony development agency. I was the lead for design, development, management and user testing of an augmented reality app for the RAF to celebrate its 100th year anniversary. Users can create their own flypasts, capture and collect aircraft, view them in scaled augmented reality and learn more about their technical specifications and history. This project won 2 team awards within the University of Lincoln for "Best achievement in community collaboration" and "Best achievement in Technology", was 6th for top education apps on apple and currently has over 60k downloads on both IOS and Android. Guest speaker at the Air Power Conference 2018,Savoy Place, London.

2018: Flavours of Reality ≈ 30k

Flavours of Reality was to design and develop a flexible, un-tethered training programme using Microft Hololens, which was used to provide high demand food safety and food handling training for the seafood manufacturing industry. Working with one of the UK's major seafood manufacturers, this project demonstrated the benefits of providing teaching and learning in mixed reality, commensurate to operative roles, internal auditing, technical and management job roles.

2013: PIKT ≈ 60K

Supporting a development agency "Steam Desk" for 2 years through a PIKT (Partner in Knowledge Transfer). My role was to mentor a graduate and offer professional and technical advice. The net worth of the project was 60k and allowed the business to grow by expanding their range of services and embed new knowledge for PHP frameworks like Wordpress and Drupal.

REFEREES

Mr Julian Free
MBE, Deputy Vice Chancellor, University of Lincoln
Email:jfree@lincoln.ac.uk

Mr Chris Dunne
Programme Leader, University of Lincoln
Email:cdunne@lincoln.ac.uk

EMAIL
wchristian@lincoln.ac.uk

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WEB
http://interactivedesignlincoln.co.uk
https://staff.lincoln.ac.uk/wchristian
twitter: @interactivelincs
https://www.lincoln.ac.uk/home/socs/
https://www.lincoln.ac.uk/home/lsd

MOBILE
+44 [0] 7595650966

EMAIL
wchristian@lincoln.ac.uk

WORK ADDRESS
PDW1018
University of Lincoln,
Brayford Pool, Lincoln,
LN6 7TS