
Dr NIGEL NEWBUTT

BSc, PGCert, MA, PhD, FHEA, FRSA, MBCS, MIEEE

CURRICULUM VITAE

PERSONAL DETAILS

Brief Biography/Experience: I have gained industry experience of working in animation, TV and digital media industries, coupled with experience of designing, validating and running programmes of study at UK and Irish Universities. I also have an active and growing research profile including presenting at conferences, article publication, book chapters and awards for my work. I have a BSc in Multimedia Technology, a Master's in Education, and a PG Certificate in Research Methods and a PhD. My research covers areas of computer-mediated communication and internet-based communication and draws upon theories related to non-verbal communication (Hall, 1966). My work has also draw upon the work of Yee, Schroeder and Axelsson. My PhD work also drew upon work of Bailenson and Walther and Social Information Processing Theory including contexts of Transformed Social Interaction. My current role, at Bath Spa involves teaching and curriculum design across areas related to media and digital cultures. I am also a visiting researcher at the University College Dublin. I have experience of developing, managing and preparing European proposals and contributing to awarded EU projects. At Bath Spa University I am part of both the Media Futures and Creative Computing Research Centres and am engaged in research for both. I am a fellow of the HEA and an HEA Academic Associate working as a consultant on assessment and feedback.

WORK EXPERIENCE

- 03/13–Date **Bath Spa University, Newton Park Campus, Bath. BA2 9BN**
SENIOR LECTURER: MEDIA AND DIGITAL CULTURES & PROGRAMME LEADER IN CREATIVE DIGITAL MEDIA. Responsible for delivering lectures and managing modules related to digital futures and theoretical digital media debates. Preparing lectures, course and programme reviews and ensuring students are achieving their best in practical/theory-led activity. Teaching across all levels, from BSc to PhD. Co-delivery of MSc in Creative Technology Enterprise with Prof. Hugill in partnership with various industries. Working as Degree coordinator for Weston College FdA in Film Production and New Media. Appointed Programme Leader in Creative Digital Media, covering BA (Hons) Creative Media Production, BSc (Hons) Creative Computing (Animation, Software Development, Gaming) and MSc in Creative Technology Enterprise.
- 03/13–Date **University College Dublin, School of Education & Computer Science, SMARTlab Research Institute, Ireland. D4**
RESEARCH ASSOCIATE. Involved in on-going research projects and contributing towards a COFUND (2013-2018) ASSITID. Also involved in PhD teaching and supervision; including Research Methods and Research Processes.
- 04/11–12/13 **University of Greenwich, School of Computing & Mathematical Sciences, London. SE10 9LS**
VISITING SENIOR LECTURER: DIGITAL MEDIA & ANIMATION. Responsible for teaching and supervising practice-based undergraduate students. Courses include: Games, Animation, Design, Creative Technology, and Interactive Media.
- 11/12–03/13 **University College Dublin, SMARTlab Research Institute, School of Education, Ireland. D4**
POST-DOCTORAL RESEARCHER & MA MODULE LEADER. Post- Doctoral Researcher as co-lead PI for an EU project: *Leonardo da Vinci – Transfer of Innovation*. Managing budget, leading two WPs, attending EU meetings and contributing to another four WPs. In addition, I am also a Post-Doctoral Researcher on an Enterprise Ireland funded project: *Learnovate*. Responsible for leading desk-research on virtual world technology. Fixed-term contracted position.
- 04/11–11/12 **University College Dublin, SMARTlab Research Institute, School of Education, Ireland. D4**
MANAGER: SMARTlab RESEARCH INSTITUTE, MA CO-CONVENOR & LECTURER: MEDIA TECHNOLOGY. Responsible for managing staff to ensure research projects, Masters and PhD programmes operate smoothly. Work closely with other UCD faculties and staff, with a view to identify potential research opportunities. Teaching on MA courses (Creative Technology innovation), providing supervision to Masters students in the School of Education and Computer Sci.
- 11/05–05/11 **University of Greenwich, School of Computing & Mathematical Sciences, London. SE10 9LS**
SENIOR LECTURER: DIGITAL MEDIA & ANIMATION & PROGRAMME LEADER: BSc DIGITAL ANIMATION. Responsible for delivering courses on Animation and Digital Media BSc. and MSc. Preparing lecturers and materials for over 100 students and supervising final year students (both BSc and MSc/MA) in their Individual Projects. Course coordinator for both BSc and MSc/MA level courses. Elected to Academic Council by my School for term 2007-11.
- 04/04–11/05 **Surrey College of Technology (NESCOT), Reigate Road, Ewell, Epsom, KT17 3DS**
LECTURER / COURSE LEADER DESIGN. Developing, course leading and teaching ND Design. Responsible for delivering lecturers and tutorials for a range of modules on Media, Design and Animation courses. Teaching BSc and ND.
- 12/03–02/04 **The Guinness Trust, 17 Mendy Street, High Wycombe, Bucks. HP11 2NZ**
NEW MEDIA OFFICER. Developing and managing the Trust's intranet, website and video conferencing. To be aware of potential New Media developments and advise on such.
- 02/02–12/03 **St. George's Hospital Medical School, Cranmer Terrace, Tooting, SW17 0RE**
3D MEDIA DESIGNER/MEDIA DESIGNER. Creating 3D Media Design using 3D Studio Max, filming and editing DV to a required standard for the school and NHS across the country. I worked with various industry graphic and editing programs.
- 07/01–02/02 **Leeds Metropolitan University, City Campus, Calverley Street, Leeds, LS1 3HE**
LECTURER. A member of the lecturing team, teaching Multimedia Technology and supervising the Video Production module. This included presenting lectures, setting assignments and assessing student's work.

PUBLISHED WORK, CONSULTANCY, BOOK CHAPTERS, EXTERNAL ROLES

Published & Presented Work
Newbutt, N. (2014) 'Exploring an Autism Condition in Max and Mary' [online]. *Animation Studies 2.0*. Available online: <http://blog.animationstudies.org/?p=704>

Newbutt, N. & Parsons, S. (2014). 'What was that you said?: The preferences and appropriateness of communication in a virtual world by young people with autism'. Paper presented as part of Interactive Technology and games (ITAG) 2013, Nottingham, UK, 17th-18th October 2013. [Peer reviewed]

Newbutt, N. & Parsons, S. (2012). 'The Use of Virtual Worlds in Schools; A Methodology and Framework'. Poster presented as part of the 1st International Conference: Information Technology for Autism Spectrum Disorders (ITASD), Valencia, Spain, 4th-6th July 2012. [Peer reviewed]

Newbutt, N. (2012) 'Representations of Self in Classroom Virtual Worlds: a case-study of pupils on the autism spectrum'. In the *Proceedings of the iGBL conference*, Waterford, Ireland. [Peer reviewed]

Newbutt, N. & Donegan, M. (2010). 'A brief review: assistive technology and autism, a proposal for virtual tools for improved communication and emotional recognition'. In C. Crawford et al. (Eds.), *Proceedings of Society for Information Technology & Teacher Education International Conference 2010*. 1998-2003. Chesapeake, VA: AACE. [Peer reviewed]

Newbutt, N., Flynn, R. & Kinchington, F. (2009). 'Can the use of supplementary video and audio materials support student understanding of 3D Animation? – Some results, analysis and conclusions'. Eds. Uhomobhi, J, Ross, M & Staples, G. *Journal of Technology Supported Education and Process Improvement*. INSPIRE 2009. The British Computer Society. UK, pp. 21-32. [Peer reviewed]

Newbutt, N. Flynn, R. Penwill, G. (2008). 'Creating a suitable and successful solution for the integration of Podcasting and Vidcasting in a Higher Education E-Learning Environment'. In the *Proceedings of the E Learn 2008 conference*. 3028-33 Las Vegas, USA. [Peer reviewed]

Newbutt, N. (2007). 'The Use of New Technologies in Promoting Learning Autonomy: An Integrated Approach'. In the *Proceedings: E-ALT IASK conference*. 358-65, Portugal. [Peer reviewed]

Flynn, R. **Newbutt, N.** Dastbaz, M. Jun Zhang, J. (2007). 'The Use of Commercial Game Technology to Teach Video Production - Some Initial Results'. In the *Proceedings of the ED-MEDIA 2007 conference*, Canada. [Peer reviewed]

Newbutt, N. & Flynn, R. (2006). 'Innovations in Learning and Teaching – Approaches using Games Technologies, can "The Movies" be used to teach how to make a Movie?' *The Higher Education Academy: Italics* (5) 3: 3-13. [Peer reviewed]

Flynn, R. **Newbutt, N.** Ackroyd, T. (2006). 'Podcasting and Vidcasting – Delivering Learning to the iTunes Generation'. *IV International Conference*. London. UK [Peer reviewed]

Articles in Preparation
Newbutt, N. and Parsons, S. (under review). 'Communication preferences in a virtual world by young people with autism'. *Journal of Assistive Technologies*. [Peer reviewed]

Newbutt, N. (in preparation). 'How do I look in this?: a case study exploring the manner in which users on the autism spectrum represent themselves in a virtual world: a classroom-based study'. *Research in Autism Spectrum Disorders*.

Peer-reviewed Chapters
Newbutt, N. and Nevin, C. (in press). Investigating the Effectiveness of Paper-Based and Computer-Presented Social Stories for Children with Autism Spectrum Conditions in an Autism-Specific Special School. *Virtual Reality Technologies For Health And Clinical Applications. Vol. 3: Games For Rehabilitation*. Eds. Petersson Brooks, E & Brown, D.

Parsons, S. **Newbutt, N.** & Wallace, S. (2014). Technology Tools for Students with Autism: Innovations that Enhance Independence and Learning. Chapter 4: *Virtual Spaces and Classroom Learning Using Virtual Reality Technology to Support the Learning of Children on the Autism Spectrum*. Ch4. Pp. 63-84. Brookes Publishing. USA. [Peer reviewed]

Newbutt, N. (2014) 'Representations of Self in Classroom Virtual Worlds: An autism perspective'. In *Game-Based Learning: opportunities and challenges*. Eds Felicia, P. (Cambridge publishers). [Peer reviewed]

Newbutt, N. (2014) 'The Development of Virtual Reality Technologies for People on the Autism Spectrum'. In *Innovative Technologies to Benefit Children on the Autism Spectrum*, Ed. Silton, N. R, pp. 230-52. (IGI Publishers). [Peer reviewed]

Reports & Consulting
Newbutt, N. (2013). *Immersive Learning Environments: The State of the Art*. Learnovate Project Report. Trinity College Dublin. Ireland. [Peer reviewed]

Newbutt, N. (2012). *Learning in Virtual Worlds: Report on outcomes of 8-sessions teaching people with autism to use Blender via Second Life*. Hao2.eu. 1-23.

Newbutt, N. (2011) Westgate School 'Virtual Worlds for Learning'. *Consultant report addressing a virtual world project in Westgate School Leicester*. Remploy & Hao2.eu. 1-15.

Summary of Citations

| Citation indices | All | Since 2009 |
|------------------|-----|------------|
| Citations | 16 | 15 |
| h-index | 2 | 2 |
| i10-index | 1 | 1 |

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|---|---|
| External Examiner Posts | <p>External Examiner: King's College London (2013-14); MA Inclusive Education and Technology</p> <p>External Examiner: Staffordshire University (2013-17); BSc (Hons) Film Production Technology, BSc (Hons) Television Production Technology, BSc (Hons) Digital Film and Post Production Technology and MSc Film Production Technology.</p> <p>External Examiner: University of Brighton (2013-16); BSc (Hons) Games Assets Development.</p> <p>External Examiner: University of Salford (2013-17); FdSc 3D Character Animation for Games.</p> |
| Validation Events | <p>Subject Expert: Manchester Metropolitan University, School of Art (2014). External Academic panel member for validation of BA Animation.</p> <p>Academic Advisor: University of Gloucestershire (2014). MA Visual FX and Animation. Expert reviewer for validation.</p> <p>Subject Expert: University of Ulster (2014); External Academic panel member for validation of FdA at Northwest Regional College FdA Interactive Media Production.</p> <p>Subject Expert: Plymouth University (2014); External Academic panel member for validation of FdA at Bridgewater College FdA Media Production.</p> <p>Subject Expert: Staffordshire University (2007, 2008, 2010, 2013); External panel member for validation of; BSc (Hons) Multiplayer On-line Game Design, BSc (Hons) Games Concept Design, BSc/BEng (Hons) Games Artificial Intelligence, BSc (Hons) Computer Games Design and Programming; MA/MSc Film, TV and Post-production.</p> <p>Subject Expert: Farnborough College of Technology (2011). External panel member / subject specialist for validation of; BSc (Hons) Computing, BSc (Hons) Computing with Gaming, BSc (Hons) Networking.</p> <p>Subject Expert: University of Greenwich (2009 & 2010). Internal panel member (external to the programme); MSc Computer Science, MSc Information Systems and BSc Networking.</p> <p>Subject Expert: Anglia Ruskin University (2009). External panel member for validation of; BSc (Hons) Computer Gaming and Animation Technology, HNC Computing.</p> <p>Subject Expert: Thames Valley University (2007). Subject specialist for validation of; BA (Hons) & MA Digital Animation.</p> |
| Journal Reviewing & Conference Committee Membership | <p>Member of International Programme Committee for ITAG (2013-date): Interactive Technologies and Games. The ITAG conference is about breaking down barriers and using modern technology to help people overcome physical, psychological and/or social issues. The conference lasts for two days and runs as part of GameCity. Website: www.itag.gamecity.org</p> <p>Program Committee Member and Referee (2009-date): ICS HEA (Info. and Computer Science).</p> <p>Scientific Committee Member and Journal Article Reviewer: SLACTIONS 2012 (Irish Chapter Chair 2012).</p> <p>Article Peer Reviewer: Journal of Autism and Developmental Disorders (JADD); Journal of Virtual Worlds Research (JVWR); Journal of Assistive Technologies (JAT); The Journal of Open and Distance Learning (JODL), among others.</p> <p>European Project (FP7) Evaluator: Bangor University Virtual Reality project 2012.</p> |

EDUCATION & TRAINING

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| 04/09–04/13 | <p>PhD Assistive Technology, University College Dublin, Education (Awarded 2013)</p> <p>Ph.D: <i>'Exploring Communication and Representation of the Self in a Virtual World by Young People with Autism'</i>.</p> <p>Supervisors: Dr. Sarah Parsons (Southampton & UCD Visiting Professor), Dr. Mike Clarke (UCL). Examining virtual worlds and exploring the ways users with autism represent themselves and communicate in-world. Gained extensive experience of case study methodology; measuring users experience and data handling. Examining team Chair: Professor Ciaran Sugrue, Internal: Dr. Suzanne Guerin (UCD), Externs: Dr. Sue Cobb (Nottingham) and Mr. Brendan Tangney (TCD).</p> |
| 08/09–02/10 | <p>Masters: Postgraduate Diploma, University of East London (Distinction)</p> <p>Completed a series of 5 assignments across 2 modules. Work included, research skills, contextual factors, ethics, research process, management and research critical analysis & evaluation.</p> |
| 11/07–04/09 | <p>Masters (MA) Higher Education, University of Greenwich (Pass; pass or fail only)</p> <p>Covered courses such as; Flexible Learning, Understanding Assessment, Cognitive Development and Practice, Course Design and Practice and Evaluation of Teaching. A final year dissertation completed the qualification, titled "Can the use of supplementary audio and video teaching materials support students understanding of 3D Animation?".</p> |
| 06/04–11/05 | <p>Teacher Training: City and Guilds, NESCOT College (Pass; pass or fail only)</p> <p>Completed stage 1 of the C & G Teacher Training course at NESCOT that helped develop my lesson planning and covered units from learning styles to widening participation in FE.</p> |
| 09/98–06/01 | <p>BSc (Hons) Multimedia Technology: Animation and Graphics, Leeds Metropolitan University (1st Class Hons)</p> <p>Included - 3D Animation, Graphic design, Music technology, Media programming, Project Planning. Degree comprised of various, relevant modules for a wide knowledge of multi-media applications and production. Completed a dissertation based on "<i>Facial Animation Techniques</i>", published on the University website.</p> |
| 09/97–06/98 | <p>Access to HE: Information Technology, Amersham College (Distinction)</p> <p>Included - Programming (Pascal), PC Networking, Quantitative Analysis, Project planning and a major project in designing an interactive computer database using a high-level language program.</p> |
| 09/89–07/95 | <p>A-LEVEL: A-Level: Art and Design (B), Mathematics (C)</p> <p>GCSE: Art and Design (A), CDT Design and Communication (B), CDT Design (B), Photography (C), Maths (C), English (C)</p> |
| 01/99–Date | <p>Professional Development / Professional Courses:</p> <p>Academic related development:</p> <p>March 2014: Vitae, Leadership in Action for Researchers: four-day intensive event in Cumbria</p> <p>March 2014 – June 2014: Bath Spa University; Early Career Researcher, six-workshops exploring research trajectories.</p> <p>April 2013: Bath Spa University – PhD Supervisors Workshop: Supervising research students</p> |

Technical related development:

2007: 3D Studio MAX (advance) – 2 days

2002: Final Cut Pro (Corps Busi.); PhotoShop 7 – For Photographers (Corps Business); Media Project Management (MM)

2000: Media 100 – 3 Days; Avid Xpress (PC DV version/MAC version) - 4 Days

PROFESSIONAL MEMBERSHIPS & INVITED TALKS

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| Professional Fellowship | Higher Education Academy (2007 – Date) [FHEA] |
| Membership & Peer Esteem | Fellow: The Royal Society for the encouragement of Arts, Manufactures and Commerce (2013 – Date) [FRSA] Member: IEEE (2012 – Date) Member: British Computer Society (2009 – Date) [MBCS] Co-founding Member: BCS SIG: Games and Animation (2010 – Date) Academic and Grant Reviewer: Higher Education Academy (2009 – Date), inc. NTFS, SFHEA, Collaborative Proposals and bids (including: reviewing over 35 grant applications and 16 National Teaching Fellowship applications) Academic Associate HEA: Working as a consultant on assessment and feedback related activities on an ad hoc basis |
| Invited Talks | CoderDojo (A global collaboration providing free and open learning to young people, especially in programming technology): Panel Member for Education Stream, National Conference, Slane Castle (April 2013) COSPATIAL (EU FP7 project): A Brief Review: The use of virtual environments for improved communication (Dec 2011) National Autistic Society (UK): Developing Virtual Worlds for use by Children on the Autism Spectrum (Nov 2011) University College Dublin: Exposing gaps in knowledge: autism and virtual environments (Feb 2011) University of Greenwich: The role audio feedback can play in HE and teaching contexts (Nov 2009, Nov 2010, Nov 2011) British Computer Society: A Brief Review: assistive technology and autism (Dec 2010) University of East London: Research paradigms and Research methods (Oct 2010) University of East London: Autism and the Impact on Individuals (July 2010) |
| Interviews In Press | Imagine Magazine (Aug 2011): National profile of final year animation students' work. Computer Arts (Oct 2006): 'How to choose a design course', Interview with Nick Spence about Degree course choices. Computer Arts (April 2006): 'University Challenge', my review / feedback to 3 of my students work, coupled with feedback from an industry expert. |

TEACHING RESPONSIBILITY & COURSE MANAGEMENT

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| Programme Leadership/Managem. | 2004-05: Programme Leader: ND Design (<i>NESCOT</i>) 2007-11: Programme Leader: BSc (Hons) Digital Animation and Production (<i>University of Greenwich</i>) 2011-13: Programme Leader: MA Education: Creative Technology Innovation (<i>University College Dublin</i>) 2014-date: Programme Leader: Creative Digital Media Suite of Programmes: BA (Hons) Creative Media Practice, BSc (Hons) Creative computing and MSc Creativity Technology and Enterprise (<i>Bath Spa University</i>) 2007-08: Management of Validation document leading to validation of: BSc (Hons) Animation (<i>University of Greenwich</i>) 2009-10: Management and Review of all Digital Media programmes: BSc (Hons) Pathways (<i>University of Greenwich</i>) 2011-12: Management and Validation of SMARTlab Practice-based PhD (<i>University College Dublin</i>) 2013-14: Management and Validation of BA (Hons) Film, TV and Digital Production (<i>Bath Spa University</i>) 2013-14: Management and Validation of BSc (Hons) Creative Computing (<i>Bath Spa University</i>) 2014-15: Management and Re-Validation/Review of BA (Hons) Creative Media Practice (<i>Bath Spa University</i>) |
| Under-Graduate Teaching | <i>Bath Spa University (2013 – date):</i> Media Cultures (year 2), 60 students: lecture, seminar : course contributor – 3hrs/week Digital Natives (year 1), 35 students: lecture, lab and tutorial : course leader – 3hrs/week Digital Cultures (year 2), 20 students: lecture, lab and seminar : course leader – 4hrs/week Ideation and Problem-solving (year 1), 12 students: lecture, lab and seminar : course leader – 2hrs/week Project supervision (<i>BA, MA and PhD</i>), 7-12 students per academic year course contributor – 3hrs/week <i>University of Greenwich (2007 – 2011):</i> Digital Media Production (year 2), 100 students: lecture, lab and tutorial : course leader – 4hrs/week 3D Animation (year 2), 80 students: lecture, lab and seminar : course leader – 3hrs/week Advanced Animation (final year), 20 students: lecture, lab and seminar : course leader – 3hrs/week Digital Creativity and Digital Futures (final year), 30-60 students: lecture and seminar : course contributor – 2hrs/week Media Programming (year 2), 20-30 students: lecture and seminar : course contributor – 2hrs/week Double Project (Film and TV / Animation and Games Final year dissertation), 60 students: lecture, seminar, supervision |
| Post-Graduate Teaching | <i>University of Greenwich (2007 – 2011):</i> Project supervision (<i>MSc and MA</i>), 3-5 students per academic year course contributor – 2-3hrs/week Digital Design , 10 students: lecture, lab and seminar : course leader – 3hrs/week Digital Technology , 15 students: lecture, lab and seminar : course leader – 3hrs/week Research Methods , 20 students: lecture and seminar : course leader – 3hrs/week Assessment and Feedback , 15-20 students: seminar and tutorial : course contributor – 2hrs/week <i>University College Dublin (2011 – 2013):</i> Creative Technology Innovation , 15-25 students: lecture and seminar : course leader – 3hrs/week Research Methods , 16 students: lecture and seminar : course contributor – 3hrs/week |

Project **Undergraduate:** Successfully supervised over 80 students
Supervision **Postgraduate:** Successfully supervised over 15 students

University College Dublin (postgraduate; a selection):

Zoe Mannix, MA: The use of ICT in schools: an Irish teachers perspective – June 2012
Catherin Wayne, MA: Interactive White boards used to encourage collaboration – June 2012
Clara Nevin, M.Ed.Psych: The role of interactive media in schools to enable children with autism to communicate – 2012
Kate Hughes, MA Education: Dyslexia in Schools: A teachers perspective – 2012

University of Greenwich (undergraduate; a selection):

Martyn Broadhead, BSc (Hons): How character emotions are transmitted using simplicity and iconic features – Sep 11
Shwan Khalid Mohammed, BSc (Hons): 3D Character Motion and Body Mechanics – Sep 2011

University of Greenwich (postgraduate; a selection):

Raniah Adham, MSc: The Impact of Applied e-learning in Saudi Arabia – Sep 2011
Ali Khalid, MSc: Designing an Online Course: The Forts of Oman – Sep 2009
Zoe Azhdari, MSc: Designing Digital Media Tools for children; methods and approaches – Sep 2007
Michael Yu, MSc: The role of programming in designing interactive media platforms – Sep 2007

GRANTS, FUNDED PROJECTS AND AWARDS

1. **2014-2015: PI on Project:** "An interdisciplinary approach to social skill development: The role of technology to support the development and acquisition of social skills for people with an autism spectrum condition". Funded by EPSRC to cover secondment, working with Michigan State University and collaborators in the US on virtual reality tools for people with autism. Awarded: **£28,210 for 3 months** (1st Jan 2015-1st April 2015).
2. **2013-14: Co-PI on project "GetSetGo":** To create, test and evaluate a digital by default model for peer to peer job collectives enabling 40 young people, 16 of whom will have disabilities, to help each develop confidence, independence, aspirations and leaderships skills for life and work in an inclusive, cost effective, scalable and sustainable way. Awarded: **£36,000 over 18 months**.
3. **2013: Awarded £1000** to attend Vitae's **Leadership in Action** for Researchers 4-day course (4th – 7th March 2014). Identified by my school as a "Potential Research Leader" and nominated by the Dean of School. Successful in being awarded the grant from a range of candidates across the university.
4. **2012-2013: Co-PI (UCD) on Leonardo da Vinci** – Transfer of Innovation FP7 funded proposal (Nov 2012 – Sep 2014) and lead researcher (from UCD, core partner) managing total of €75,000.
5. **2011-2012: Awarded total of €20,085** by Enterprise Ireland to aid with the development of a EU grant applications. Bid one was successfully delivered on 17th Jan 2012 (FP7-ICT-2011-8.1b; Network of Excellence). Bid two is in development (Marie Curie ITN-IDP): Technology for communication outcomes for users with autism. Partners include University of Valencia, University of Southampton, NAS and Hao2.eu Ltd.
6. **2012: Awarded £1000** by the HEA (UK) to host a workshop event at the University of Greenwich (April). Event involved industry and academic speakers with the aim of discussing the various contextual factors effecting the games and animation sectors.
7. **2011: Recognised for outstanding achievement as a social entrepreneur**, through VIRTAUT research project by HEFCE/UnLtd. Awarded "Outstanding Teaching Staff Social Entrepreneur", £1000 and invited to present at award ceremony and national conference
8. **2010-2011: UnLtd / HEFCE grant fund: £3225**. Grant funding for development of virtual worlds for children with autism – tied in with PhD work and formal assessment of a VW for social skills development [www.virtaut.co.uk].
9. **2009-2012: Involvement in £2.93 million (IP) EU project** (Pandora, Advanced Training Environment for Crisis Scenarios) – joint project between UoG, UEL & European partners. Includes: environment and emotion simulation engine, environment design and building and integration component development. Work package coordinator.
10. **2001: Awarded "Best Final Year Group Project"** at Leeds Met. University End of Year Show; the award was judged by industry.

PROJECT INVOLVEMENT

1. **Nominated to Humanities and Cultural Industries School Board**, representing the department of FMC 2014-15.
2. **Management and coordination** of a number of degree programmes (all successfully validated), including: BA (Hons) Film, TV and Digital Production, BSc (Hons) Creative Computing degree (Gaming/Animation/Software Development), BSc (Hons) Digital Media. Managed a small team and worked closely with my Head of Department(s) to ensure a timely completion of a new degree. All roles included internal and external stakeholder relations, developing four new courses and ensuring cross-disciplinary contexts existed within the programmes.
3. **Management and coordination** of End of Year Degree Show 2010 and 2011, University of Greenwich. Involving over 70 students from 6 programmes of study (Inc. Games, Animation, Film, TV). Acted as organiser and **Committee Chair**; managed small budget and organised speakers and guests.
4. **Elected to Academic Council** 2007-2011, representing the School of Computing and Mathematical Sciences, Uni. Of Greenwich.
5. **Completed the validation** of a practice-based PhD programme at UCD. Including developing student handbook, all internal documentation, financial projections, internal and external liaison and developed processes to help manage the programme.
6. **Management** of project proposals developed for FP7 calls (ICT, Marie Curie, and others).
7. **Management and development** of MA in Education: Creative Technology Innovation at UCD. Successfully coordinated the development of a new MA, involving stakeholders, staff members, and all financial projections. Successfully validated in Sep 2011.
8. **Work Package** lead on FP7 funded project (PANDORA); involved producing reports, work package details and working with closely with project partners (across the EU).
9. **Sam's Euphoria**; editing professionally shot footage for Endomorph Music Company. Projects included developing creative content.
10. **Planning, designing and project managing** the filming, editing and allocation of budget for Multimedia and video products across the medical and local authority sectors. Director, editor and Project Leader.

SKILLS & KNOWLEDGE

1. **Hardware:** excellent knowledge – videotape formats (PAL, NTSC, BETA, DigiBETA, MiniDV, DVCAM.), DV / DVCAM digital cameras, Mac and PC edit suite set up and maintenance, motion capture setup.
2. **Operating Systems:** excellent knowledge – Windows and Mac OS.
3. **Scripting/Coding:** Pascal, Lingo, Java, CSS, HTML.
4. **Software:** excellent knowledge – 3D Studio Max, Director & DVD authoring, Digital Video Editing (Avid, FCP & Premiere), image engineering (PhotoShop, inDesign, After Effects), DVD menu design and Internet technologies, Cleaner and compression formats, motion capture systems (i.e. Qualisys, Animazoo). Database and SPSS working knowledge. All office type applications.

GENERAL INTERESTS & OTHER DUTIES

1. **Cinema, Film and Video** - Producing short films and animations, regular trips cinema and theaters.
2. **Golf** - Playing regular and club membership allows me to relax and unwind.
3. **Imaging** - I have been involved in photography (traditional B&W processing and developing) for many years and have enjoyed getting involved with Photoshop to advance my imaging skills. Have had some photography published online and in print.
4. **Spending time with family** - walking, visiting National Trust properties/gardens and local places of interest.
5. **Working with communities** close to where I live. I have sat as an **elected Councilor** for East Horsley Parish Council from 2010-11. I have spent time **working with schools for children with autism**, working with technology to explore communication and creative expression (2008-date).
6. I am the **Chair of Trustees of the Hao2.eu Foundation** (2013 – date); a registered **charitable foundation** set up to support people with **autism through technology**. Responsible for convening meetings and aiding in fund distribution.

REFEREES

Available on request (nnewbutt@netscape.net)