

---

## DR CAMERON EDMOND

---

### SKILLS AND EXPERTISE

---

- Experience in conducting research independently and as part of a team, working on grant applications, experimentation and publications.
- Extensive creative writing experience, including online news, print books and web content.
- Proficiency in lesson planning, assessment writing and leading a team of other teachers.
- Skilled at preparing lectures and authoring learning materials.
- Feedback reports demonstrate consistent success as a teacher/tutor, working across multiple disciplines and departments.

### EDUCATION

---

- |           |   |
|-----------|---|
| 2016-2019 | <ul style="list-style-type: none"><li>• <b>PhD thesis: Poetics of the machine: Machine writing and the AI literature frontier</b></li><li>• Macquarie University, Department of English</li><li>• Supervisor: Dr Ryan Twomey</li><li>• Thesis overview:<ul style="list-style-type: none"><li>○ Investigated the potential poetics of AI-penned literature.</li><li>○ Traced a trajectory of machine writing from OuliPo and Kathy Acker to Twitterbots and other recent experiments.</li><li>○ Explored the relationship between author and algorithm.</li><li>○ Discussed the morality of bot/AI design.</li></ul></li></ul> |
| 2014-2015 | <ul style="list-style-type: none"><li>• <b>Master of Research thesis: The Impact of Video Game Interactivity on the Narrative</b></li><li>• Macquarie University, Department of English</li><li>• Supervisors: Dr Ryan Twomey and Dr Geoff Payne</li><li>• Thesis discussed the impact of player agency on video game narrative design, specifically focused on metanarrative structures.</li></ul>   |
| 2010-2012 | <ul style="list-style-type: none"><li>• <b>Bachelor of Arts in Writing</b></li><li>• Macquarie University, Departments of English and MMCCS</li><li>• Degree included units in journalism, novel writing, script writing, as well as media and literary theory.</li></ul>   |

### ACADEMIA

---

- |              |  |
|--------------|--|
| 2022-present | <b>Lecturer in Game Development (Teaching Leadership), School of Computing, Macquarie University</b> <ul style="list-style-type: none"><li>• Teaching and developing units on videogame design, development and production including graphics programming, storytelling and ethical game dev.</li><li>• Establishing and furthering industry relationships through student game jams, interviews and panels.</li></ul> |
| 2019-2021    | <b>Research Fellow, EPICentre, UNSW Art &amp; Design</b> <ul style="list-style-type: none"><li>• Conducting research on narrative visualisation and intersections between coding and storytelling.</li></ul>   |

- Researching, authoring and presenting papers in collaboration with fellow Academics and professional staff.
- Grant writing and collaboration.

**2017-2019****Teacher/Coordinating Teacher, Macquarie University International College**

- Units taught: Intro to Video Games (WMEC111), Intro to Digital Media (WMEC110), Media Cultures (WMEC105) and Australian Media (WMEC104).
- Teaching theory and practical classes for both media and computing focused units.
- Consistent positive feedback from students and superiors on new materials introduced to the unit WMEC111.
- I am the only WMEC111 teacher to work across both theory and practical classes.
- I acted as a consultant on WMEC111's redevelopment, which is launching in Q2 of 2019.
- As coordinator of WMEC111, duties expanded from teaching to include:
  - Writing assessment tasks, lesson plans and learning materials.
  - Overseeing cross-marking, mark validation, meetings and other administrative duties.

**2017-2019****Adjunct (2019) and Guest Lecturer, Macquarie University Departments of English, Computer Science and MMCCS**

- Units lectured: Game Design (COMP260), Intro to Video Games (MAS111/COMP111) and Writing: From Manuscript to the Digital Age (ENGL231).
- Lectures given on the topics of narrative design, procedural rhetoric and metaphors in videogames.
- Responsibilities have included writing and delivering lectures and coordinating with course convenors to ensure content is properly geared towards the relevant cohorts.

**2016-2019****Tutor, Macquarie University MMCCS**

- Units tutored: Intro to Video Games (MAS111/COMP111) and Cybercultures (MAS240).
- Preparing and delivering lessons.
- Liaising with convenors and other tutors.
- Marking assignments.

**2012,  
2014-2019****Practical Demonstrator, Macquarie University Department of Computer Science**

- Units taught: Game Design (COMP260), Intro to Video Games (COMP111/MAS111).
- Demonstrating game development techniques with Unity and Twine engines.
- Running classes and workshops on analogue game design techniques, including level, narrative and character design.
- I am the only staff member to work across both the computing and media sides of the COMP111/MAS111 unit.

---

**PUBLICATIONS**

- **Edmond, C. & Bednarz, T. (2021).** Code against Code: Creative coding as research methodology. In U. Jana (Ed.), *Digital Humanities: Digital approaches to Literary, Linguistic and Cultural Studies*. London: ARC Humanities Press (in press).
- **Edmond, C. & Bednarz, T. (2021).** Three Trajectories for Narrative Visualisation. *Visual Informatics* (in review).
- **Hughes, R., Edmond, C., Wells, L., Glencross, M., Zhu, L. & Bednarz, T. (2020).** Explainable Artificial Intelligence (XAI): An Introduction To The XAI Landscape With Practical Examples. In *SIGGRAPH Asia 2020 Courses (SA '20)*. Association for Computing Machinery, New York, NY, USA, Article 11, 1–62. <https://doi.org/10.1145/3415263.3419166>.
- **Edmond, C., Branchaud, D. & Bednarz, T. (2020).** Creating 3D worlds through storytelling and narration. At *OzCHI '20: 32nd Australian Conference on Human-Computer Interaction*. Sydney, Australia. <https://doi.org/10.1145/3441000.3441028>.
- **Edmond, C. & Bednarz, T. (2020).** “In that Tyrant’s pow’r”: Artbots and collisions with social crisis. *Dark Eden: Sixth International Conference on Transdisciplinary Imaging at the Intersections between Art, Science and Culture*. Sydney, Australia (conference given, proceedings in press).
- **Edmond, C. & Bednarz, T. (2020).** Realtime Utopias: Demoscene, creativity driven by limitations. *Dark Eden: Sixth International Conference on Transdisciplinary Imaging at the Intersections between Art, Science and Culture*. Sydney, Australia (conference given, proceedings in press).
- **Edmond, C. (2019).** *Tangled Streams: Bandersnatch and the conflicts of streaming interactive fiction*. At *Literature and the Moving Image*. Sydney, Australia: Macquarie University.
- **Edmond, C. (2019).** Let’s play OuLiPo: Machine writing practice as play. At *DIGRAA 2019 – What’s Next?* Sydney, Australia: The University of Sydney. Abstract available [from http://digraa.org/wp-content/uploads/2019/01/DIGRAA\\_2019\\_paper\\_16.pdf](http://digraa.org/wp-content/uploads/2019/01/DIGRAA_2019_paper_16.pdf).
- **Edmond, C. (2017).** *Uncovering Modernist Expressions in Internet Culture via Machine Writing*. At *Modernism and Modernities East, West and South: Comparing Literacy and Cultural Experiences*. Shanghai, China: Fudan University.
- **Edmond, C. (2017).** The Poet’s Other Self: Studying Machine Writing Through the Humanities. In H. Cuffe, K. Plunkett, D. Rayson & M. Seah (Eds.), *Humanity*. <https://novaajs.newcastle.edu.au/hass/index.php/humanity/article/view/46>.

## SELECTED CREATIVE PRACTICE

---

- **Edmond, C. (2020).** *The Caretaker* [Videogame].
- **Edmond, C. (2020).** *Platforms Don’t Float* [Videogame].
- **Edmond, C. (2019).** *Spill Bot (@botspill)*. Available from <https://twitter.com/BotSpill>. [Twitterbot].
- **Edmond, C. (2019).** *Barista Bot (@installingjava)*. Available from <https://twitter.com/installingjava>. [Twitterbot].
- **Edmond, C. (2018).** *Citizens[]*. Available from <https://github.com/CameronEdmond/NaNoGenMo2017>.
- **Cooper, C. (2014).** *Masters of Music Vol 25 Legends: Legends of Music*. Sydney: Fashion Industry Broadcast.
- **Cooper, C. (2014).** *Masters of Music Vol 24 Legends: Legends of Music*. Sydney: Fashion Industry Broadcast.
- **Edmond, C. (2012).** *Sins of the Father*. In *The Quarry Journal #1*. Available from <http://thequarryjournal.com/sins-of-the-father-cameron-edmond/>.
- **Edmond, C. (2012).** *Barfight!*. Available from <https://camedmond.itch.io/barfight>. [Videogame].

## AWARDS

---

**2018** Faculty of Arts Teaching Champion Nominee, Macquarie University

**2016** Three Minute Thesis Finalist, Macquarie University

## COMMITTEES

---

**2021** SIGGRAPH Frontiers 2021 Committee

## OTHER EXPERIENCE

---

**2016-2017** **Web Content Editor, Macquarie University Web Transformation Team**

- Wrote and edited sections of the Macquarie University website, predominantly student-focused sections.
- Worked with academic and administrative staff across the University to ensure student and stakeholder needs were met.
- Contributed to discussions and planning of overall website structure.

**2014-2016** **Contributor, Heavy Music Magazine & TheMusic.com.au (as Cameron Cooper)**

- Researched and authored content for both web and print media.
- Wrote a regular section in HEAVY Music Magazine.
- Interviewed musicians and attended listening sessions.

**2013-2014** **Journalist, Key Media**

- Researched, wrote and edited content for web (HCA Online) and print (HR Director Magazine).
- Coordinated with a team of international journalists and editors.
- Cross-posted and edited content for Australian, New Zealander and Canadian audiences.

**2017** **Narrative designer, Ares Games**

- Worked as a narrative designer and lore master on the game Touchdown: Armour League. The game is yet to be released.