
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**
- **PhD thesis: Poetics of the machine: Machine writing and the AI literature frontier**
 - Macquarie University, Department of English
 - Supervisor: Dr Ryan Twomey
 - Thesis overview:
 - Investigated the potential poetics of AI-penned literature.
 - Traced a trajectory of machine writing from OuLiPo and Kathy Acker to Twitterbots and other recent experiments.
 - Explored the relationship between author and algorithm.
 - Discussed the morality of bot/AI design.
- 2014-2015**
- **Master of Research thesis: The Impact of Video Game Interactivity on the Narrative**
 - Macquarie University, Department of English
 - Supervisors: Dr Ryan Twomey and Dr Geoff Payne
 - Thesis discussed the impact of player agency on video game narrative design, specifically focused on metanarrative structures.
- 2010-2012**
- **Bachelor of Arts in Writing**
 - Macquarie University, Departments of English and MMCCS
 - Degree included units in journalism, novel writing, script writing, as well as media and literary theory.

ACADEMIA

- 2019-Present** **Research Fellow, EPICentre, UNSW Art & Design**
- Conducting research on narrative visualisation and intersections between coding and storytelling.
 - 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.