

Dr. Rilla Khaled

Assistant Professor
Center for Computer Games research
IT University of Copenhagen
Copenhagen, Denmark

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CITIZENSHIP	Canada, New Zealand	
LANGUAGES	English (native speaker) French (functional) Bangla (functional)	
EDUCATION	<p><i>Ph.D. Computer Science</i> 2004 – 2008 Victoria University of Wellington, Wellington, New Zealand Thesis: <i>Culturally-Relevant Persuasive Technology</i> Established persuasive technology strategies grounded in cross-cultural psychology research, designed and developed two persuasive video games to educate players about quitting smoking based on those strategies. Evaluation using quantitative and qualitative analyses showed that both games had a significant effect.</p> <p><i>B.Sc. Hons. Computer Science</i> 2002 Victoria University of Wellington, Wellington, New Zealand Thesis: <i>Aspect-Oriented Visualisation</i> Investigated the capacities of AspectJ for software visualisation, developed a small-scale visualisation framework for Java programs using AspectJ.</p> <p><i>B.Sc. Computer Science</i> 1999 – 2001 Victoria University of Wellington, Wellington, New Zealand Computer science courses included software design, algorithms, database theory, computer networking, artificial intelligence, and programming languages. Courses outside of computer science included French and Logic, both pursued to 300-level.</p>	
POSITIONS HELD	<p><i>Assistant Professor</i> 2009 – present Computer Games Research Group IT University, Copenhagen.</p> <p><i>Postdoctoral Fellow</i> 2008 – 2009 Human-Oriented Technology Lab Carleton University, Ottawa.</p> <p><i>Visiting Scholar</i> 2005, 2006 Human-Oriented Technology Lab Carleton University, Ottawa.</p> <p><i>Student Role Model</i> 2005 – 2007 Student Recruitment and Course Advice</p>	

Victoria University of Wellington.

Research Assistant for Professor James Noble 2002 – 2003
School of Mathematics, Statistics, and Computer Science
Victoria University of Wellington.

Teaching Assistant for computer science papers 2000 – 2002
School of Mathematics, Statistics, and Computer Science
Victoria University of Wellington.

Web Designer 2001
Faculty of Science, Victoria University of Wellington.

Software Developer Intern 2000
Accenture, Wellington.

**PUBLICATIONS
(refereed)**

1. Khaled, R. Muse-Based Game Design. Under review for DIS '12, 2012.
2. Vasalou, M., Ingram, G., and Khaled, R. User-Centered Research in the Early Stages of a Learning Game. Under review for DIS '12, 2012.
3. Holmgard, C., Khaled, R., and Yannakakis, G. Designing an Adaptive Treatment Tool for PTSD. Under review for Persuasive '12, 2012.
4. Khaled, R. and Ingram, G. Tales from the Front Lines of a Large-Scale Serious Game Project. Forthcoming in the Proceedings of CHI '12, 2012.
5. Khaled, R., Barr, P., Greenspan, B., and Biddle, R. StoryTrek: Experiencing Stories in the Real World. In the Proceedings of MindTrek '11, 2011.
6. Deterding, S., Dixon, D., Khaled, R., and Nacke, L. Gamification: Towards a Definition. In the Proceedings of MindTrek '11, 2011.
7. Khaled, R. Equality = Inequality: Probing Equality-Centric Design and Development Methodologies. In the Proceedings of INTERACT 2011, the 13th IFIP TC13 Conference on Human-Computer Interaction, 2011 (awarded People's Choice Award for Long Papers).
8. Cheong, Y-G., Khaled, R., Yannakakis, G., Campos, J., Paiva, A., Martinho, C., Ingram, G. A Computational Approach Towards Conflict Resolution for Serious Games, in Proceedings of the 6th International Conference on Foundations of Digital Games, 2011.
9. Grappiolo, C., Cheong, Y.G., Togelius, J., Khaled, R., Yannakakis, G. Towards Player Adaptivity in a Serious Game for Conflict Resolution, in Proceedings of VS Games 2011 Natural Interaction and Player Satisfaction in Games Workshop, 2011.
10. G. N. Yannakakis, J. Togelius, R. Khaled, A. Jhala, K. Karpouzis, A. Paiva, A. Vasalou, Siren: Towards Adaptive Serious Games for Teaching Conflict Resolution, in Proceedings of the 4th European Conference on Games Based Learning (ECGBL 10), 2010.
11. Khaled, R., Barr, P., Biddle, R., Noble, J., and Fischer, R. Game Design Strategies for Collectivist Persuasion, In the Proceedings of the 36th International Conference and Exhibition on Computer Graphics and Interactive Techniques, SIGGRAPH 2009, 2009.

12. Khaled, R., Barr, P., Johnston, H., Biddle, R., Let's Clean Up This Mess: Exploring Multi-Touch Collaborative Play, In the Proceedings of the 27th International Conference Extended Abstracts on Human Factors in Computing Systems, CHI'09, 2009.
13. Khaled, R., Fischer, R., Noble, J., and Biddle, R. A Qualitative Study of Culture and Persuasion in a Smoking Cessation Game, In the Proceedings of the Third International Conference on Persuasive Technology for Human Well-Being, PERSUASIVE 2008, 2008.
14. Khaled, R., Barr, P., Biddle, R., Noble, J., and Fischer, R. Fine-tuning the Persuasion in Persuasive Games, in Proceedings of the Second International Conference on Persuasive Technology for Human Well-Being, PERSUASIVE 2007, 2007.
15. Khaled, R., Barr, P., Fischer, R., Biddle, R., Noble, J. Factoring Culture into the Design of a Persuasive Game, in Proceedings of OzCHI? 2006, the Annual Conference of the Australian Computer-Human Interaction Special Interest Group, 2006.
16. Barr, P., Khaled, R., Biddle, R., and Noble, J. Playing the Interface: A Case Study of Grand Theft Auto. In Proceedings of OzCHI? 2006: the Annual Conference for the Computer-Human Interaction Special Interest Group of the Human Factors and Ergonomics Society of Australia, 2006.
17. Barr, P., Khaled, R., Biddle, R., and Noble, J. Get Out Of My Way!: Exploring Obstruction in Popular Games in Proceedings of Future Play, 2006.
18. Khaled, R., Barr, P., Noble, J., Fischer, R., and Biddle, R. Our Place or Mine?: Exploration into Collectivism-Focused Persuasive Technology Design, in Proceedings of the First International Conference on Persuasive Technology for Human Well-Being (Persuasive06), 2006.
19. Khaled, R., Barr, P., Noble, J., and Biddle, R. Investigating Social Software as Persuasive Technology, in Proceedings of the First International Conference on Persuasive Technology for Human Well-Being (Persuasive06), 2006.
20. Barr, P., Khaled, R., Noble, J., and Biddle, R. "Well-Being to Well Done!": The Development Cycle in Role-Playing Games, in Proceedings of the First International Conference on Persuasive Technology for Human Well-Being, 2006.
21. Barr, P., Khaled, R., Noble, J., and Biddle, R. Feeling Strangely Fine: The Well-Being Economy in Popular Games, in Proceedings of First International Conference on Persuasive Technology for Human Well-Being, 2006.
22. Khaled, R., Biddle, R., Noble, J., Barr, P., Fischer, R. Culturally Aware Persuasive Technology: Collectivism Focused Strategies, in Proceedings of the Seventh Australasian User Interface Conference, 2006.
23. Barr, P., Noble, J., Biddle, R., Khaled, R. From Pushing Buttons to Play and Progress: Value and Interaction in Fable, In Proceedings of the Seventh Australasian User Interface Conference, 2006.
24. Barr, P., Brown, J., Biddle, R., Khaled, R., and Noble, J. Changing the Virtual Self: The Avatar Transformation Activity in Popular Games. In Proceedings of the Joint International Conference on CyberGames? and Interactive Entertainment, 2006. (Won a best paper award)
25. Barr, P., Khaled, R., Noble, J., and Biddle, R. A taxonomic analysis of user-interface metaphors in the Microsoft Office Project Gallery, In Proceedings of Sixth Australasian User Interface Conference, 2005.

26. Khaled, R., Barr, P., Noble, J., Biddle, R., and Marsen, S. System Metaphor in “Extreme Programming”, presented at The 7th International Workshop on Organisational Semiotics, 2004. A version of this paper was presented as a workshop paper at ADC2004.
27. Khaled, R., Barr, P., Noble, J., and Biddle, R. Metaphorscape: Patterns for XP System Metaphors, Proceedings of the Ninth European Conference on Pattern Languages of Programs, 2004.
28. Khaled, R., Noble, J., and Biddle, R. Software Visualisation of Java programs in InspectJ?. Proceedings of the 8th European Pattern Languages of Programming conference, 2003.
29. Khaled, R., Noble, J., and Biddle, R. InspectJ?: program monitoring for visualisation using AspectJ?. Proceedings of the twenty-sixth Australasian computer science conference on Conference in research and practice in information technology, Volume 16, 2003.
30. Khaled, R., Noble, J., and Biddle, R. A Case Study of Cartoon Visualisation using AspectJ? Proceedings of the Australian Symposium on Information Visualisation, 2003.
31. Khaled, R., MacKay, D., Noble, J., Biddle, R., and Tempero, E. A Lightweight Web-based CASE Tool for Sequence Diagrams Proceedings of SIGCHI-NZ Symposium on Computer-Human Interaction, 2002.

POSTERS AND COLLOQUIA

1. Khaled, R., Barr, P., Greenspan, B., and Biddle, R. StoryTrek: Persuasion in the Real World, in Extended Proceedings of the 5th International Conference on Persuasive Technology (Persuasive 2010), 2010.
2. Khaled, R., Barr, P., Johnston, H., Biddle, R., Let’s Clean Up This Mess: Exploring Multi-Touch Collaborative Play, In the Proceedings of the 27th International Conference Extended Abstracts on Human Factors in Computing Systems, CHI’09, 2009.
3. Khaled, R., Barr, P., Fischer, R., Noble, J., and Biddle, R. Poster: Culturally Relevant Persuasive Games, presented at Sandbox Symposium (ACM Videogame Symposium), 2006.
4. Khaled, R. Developing Culturally-Aware Persuasive Technology, Doctoral Consortium paper in Adjunct Proceedings of INTERACT’05, 2005.
5. Khaled, R., Biddle, R., Noble, J. Poster: Designing Persuasive Collectivist Games, presented at Children’s Learning in a Digital World Conference, 2005.
6. Khaled, R., Luxton, A.M., Noble, J., Ferres, L., Brown, J., and Biddle, R. Poster: Visualisation for learning OOP, using AOP and eclipse. Companion to the 19th annual ACM SIGPLAN conference on Object-oriented programming systems, languages, and applications, 2004.

INVITED AND OTHER NOTABLE PRESENTATIONS

- Khaled, R. *Participatory Approaches to Persuasive Technology*. Games, Life, and Utopia, Berlin, Germany, 2011 (keynote speaker).
- Khaled, R. *Just Add People: Games for Health Meets Participatory Design*. Games for Health Europe 2011, Amsterdam, the Netherlands, 2011.
- Khaled, R. and Barr, P. *Survive Together, Buy Alone: A Case Study of Divergent Values in Two Games*. DiGRA 2011, Utrecht, the Netherlands, 2011.
- Khaled, R., Deterding, S., and Dixon, D. Gamification. *A Roundtable on Game Studies and HCI Perspectives*. DiGRA 2011, Utrecht, the Netherlands, 2011.

- Deterding, S., Khaled, R., Dixon, D., and Nacke, L. *Gamification: Toward a Definition*. Gamification Workshop, CHI, Vancouver, Canada, 2011.
- Khaled, R.. *It's Not Just Whether You Win or Lose: Thoughts on Gamification and Culture*. Gamification Workshop, CHI, Vancouver, Canada, 2011.
- Khaled, R. *Gamification Workshop*. Organiser. CHI, Vancouver, Canada, 2011.
- Khaled, R. *Participatory Game Design*. WIGSIG, Copenhagen, Denmark, 2011.
- Khaled, R. *Persuasive Design in a Cultural Context*. University of Southern Denmark, Odense, Denmark, 2011.
- Khaled, R. *Serious Games*. Game Academy, Vallekilde Communications College, Horve, Denmark, 2011.
- Khaled, R. *Serious Games*. NEXT conference, Aarhus, Denmark, 2010 (keynote speaker).
- Khaled, R. *Serious Games*. Danish Game Council, Copenhagen, Denmark, 2010.
- Khaled, R. *Persuasive Design in a Cultural Context*. Persuasive 2010, Royal School of Library and Information Science, Copenhagen, Denmark, 2010.
- Khaled, R. *Persuasive Design in a Cultural Context*. Persuasive Design Open Home, Royal School of Library and Information Science, Copenhagen, Denmark, 2010.
- Khaled, R. *Serious Games*. Lecture for Danskernes Akademi TV series aired on DR2, Copenhagen, Denmark, 2009.
- Khaled, R. and Barr, P. *StoryTrek: Stories and Play in Motion*. Narrative Strategies in Digital Arts, Oslo School of Architecture & Design (AHO), Oslo, Norway, 2009.
- Khaled, R. and Barr, P. *Cultures in Games and Games in Cultures*, presented at CapCHI, Ottawa chapter of ACM Special Interest Group on Computer-Human Interaction, Canada, 2009.
- Barr, P., Khaled, R., and Biddle, R. *Labour of Loaf: A Multi-Touch Game To Support Collaborative Play and Learning*. Interactive With Immersive Worlds, Brock University, St. Catharines, Canada, 2009.
- Greenspan, B., Khaled, R., Barr, P., Eaket, C., and Biddle, R. *Linking Narrative and Locative Media*. Media in Transition 6, Massachusetts Institute of Technology, Cambridge, MA, USA, 2009.
- Khaled, R. *Smoke? A Culturally-Relevant Game About Smoking Cessation*, presented at Games For Health 2006, Baltimore, MD., 2006.

**FUNDED
RESEARCH
PROJECTS**

Games for Health

2011 – 2012

EU FP7: Social games for conflict Resolution based on natural interaction (SIREN)

2010 – 2013

**AWARDS AND
SCHOLARSHIPS**

Accepted

<i>Victoria University PhD Completion Scholarship</i>	2007
<i>New Zealand Tertiary Education Commission Top Achiever</i>	
<i>Doctoral Scholarship for Ph.D. study</i>	2004 – 2007
<i>Royal Society of New Zealand Award</i>	2005
<i>European Conference of the Pattern Languages of Programming</i>	
<i>Scholarship for attendance at EuroPLoP2003</i>	2003
<i>Victoria University of Wellington Medal of Excellence</i>	2002
<i>Victoria University Graduate Award</i>	2002
<i>Freemasons Undergraduate Award</i>	2001
<i>Addison-Wesley Prize for Computer Science</i>	2000

Declined

<i>Microsoft Research Academic All-Star Award</i>	2006
<i>Helen Royle Stewart Scholarship</i>	2004
<i>Commonwealth Scholarship for Ph.D. study in Canada</i>	2004
<i>Victoria University of Wellington Postgraduate Scholarship for Ph.D. study</i>	2004
<i>School of Mathematics and Computing Science Scholarship</i>	2002

GRANTS

<i>School of Mathematics, Statistics, and Computer Science</i>	
<i>Faculty Research Grant</i>	2007
<i>School of Mathematics, Statistics, and Computer Science</i>	
<i>Faculty Research Grant</i>	2006
<i>Health Sponsorship Council Research Grant</i>	2006
<i>School of Mathematics, Statistics, and Computer Science</i>	
<i>Faculty Research Grant</i>	2005
<i>School of Mathematics, Statistics, and Computer Science</i>	
<i>Faculty Research Grant</i>	2004

TEACHING

<i>Coordinator and lecturer for MOSP –</i>	
<i>Persuasive and Serious Game Design</i>	2010 – 2012
<i>Media, Technology, and Games Programme, IT University of Copenhagen.</i>	
<i>Co-organiser of Playfully Experimental and Experimentally Playful</i>	
<i>reading course</i>	2011
<i>Media, Technology, and Games Programme, IT University of Copenhagen.</i>	
<i>Coordinator and lecturer for MUEP – User Experience and</i>	
<i>Prototyping</i>	2010 - 2011
<i>Media, Technology, and Games Programme, IT University of Copenhagen.</i>	
<i>Co-lecturer for COMP 5900H – Human-Computer Interaction for</i>	
<i>User Interface Design</i>	2008
<i>School of Computer Science, Carleton University.</i>	
<i>Tutor for Wellington Ethnic Youth Homework Club</i>	2007

Guest lecturer for PSYC 432: Applied Cross-Cultural Psychology 2006 – 2007
School of Psychology, Victoria University of Wellington.

Teaching Assistant, Lab Assistant, and Private Tutor for various COMP 100 - 300 courses 2000 – 2002
School of Mathematics, Statistics, and Computer Science
Victoria University of Wellington.

PROFESSIONAL SERVICE

Invited participant for Digital Games for Empowerment and Inclusion (DGEI) Experts' Workshop, European Commission, JRC-IPTS 2012
Invited participant for stakeholder workshop on the Common Strategic Framework (CSF) for Research and Innovation: Towards more inclusive, innovative and secure societies 2011
Reviewer for DiGRA 2011
Reviewer for Foundations of Digital Games 2011
CHI Gamification Workshop organiser 2011
Reviewer for ACM Transactions on Interactive Intelligent Systems (TiiS) 2011
Organising Committee Member for Nordic Game Jam 2010
Reviewer for European Conference on Information Systems 2010
Reviewer for Foundation for Polish Science Postdoc Grants 2010
Reviewer for Game Studies 2010 – present
Reviewer for CHI 2009 – present
MIT Press Manuscript Reviewer 2010
Judge for Nordic Game Jam 2010
Reviewer for EvoGAMES 2010 2010
Reviewer for WikiSym 2009 2009
Reviewer for Games stream of SIGGRAPH 2009 – present
Reviewer for Game and Entertainment Technologies 2009
Reviewer for First International Workshop on Global Software Development for the Practitioner 2006
Reviewer for Persuasive 2006 – present

UNIVERSITY SERVICE

Organiser of Spring 2011 ITU Game Lecture Series 2011
ITU Language Policy Committee Member 2010 - 2011