

Dr. Rilla Khaled

Associate Professor
Strategic hire in Digital Media, Learning, and Games
Department of Design and Computation Arts
Concordia University
Montreal, Canada

rilla.khaled@concordia.ca

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>
EMPLOYMENT HISTORY	<p><i>Associate Professor (tenured)</i> August 2015 – ongoing Strategic hire in Digital Media, Learning, and Games Department of Design and Computation Arts Faculty of Fine Arts Concordia University, Montreal.</p> <p><i>Adjunct Professor</i> March 2015 – September 2016 Institute of Digital Games University of Malta, Sliema.</p> <p><i>Associate Professor</i> 2012 – March 2015 Institute of Digital Games University of Malta, Sliema.</p> <p><i>Visiting Associate Professor</i> 2014 – August 2015 Department of Design and Computation Arts</p>

Faculty of Fine Arts
Concordia University, Montreal.

Assistant Professor 2009 – 2012
Computer Games Research Group
IT University, Copenhagen.

Postdoctoral Fellow 2008 – 2009
Human-Oriented Technology Lab
Carleton University, Ottawa.

Visiting Scholar 2005, 2006
Human-Oriented Technology Lab
Carleton University, Ottawa.

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

**RESEARCH
PUBLICATIONS
(refereed)**

- Khaled, R. and Barr, P. Generative Logics and Conceptual Clicks: A Case Study of the Method for Design Materialisation. Forthcoming in Design Issues.
- Llagostera, E. and Khaled, R. On Cooking a Sour Game. Forthcoming in the Journal for Computer Games Criticism, 2022.
- Khalili-Mahani, Holowka, Woods, Roy, Lashley, Glatard, Khaled, Timm-Bottos, Dahan, Niesters, Hovey, Simon and Kirmayer. Play the Pain: A Digital Strategy for Play-Oriented Research and Action. Forthcoming in Frontiers in Psychiatry, December 2021.
- Khaled, R., Sych, Steven, Bourgault, Samuelle, and Barr, Pippin. NEO//QAB: Creating a World Through Speculative Play. Proceedings of ISEA 2020.
- Khaled, R., Lessard, J., and Barr, P. Documenting Trajectories in Design Space: a Methodology for Applied Game Design Research. In the Proceedings of FDG 2018. (Received Honorable Mention, voted 2nd Best Paper)
- Marcotte, J. and Khaled, R. Critical Practices in Game Design. Game Design Research, ETC Press, 2017.
- Vasalou, A., Khaled, R., Holmes, W., and Gooch, D. Digital games-based learning for children with dyslexia: A social constructivist perspective on engagement and learning during group game-play. Computers & Education, 114, November 2017.
- Portelli, J-L. and Khaled, R. Spectrum: Exploring the Effects of Player Experience on Game Design. In the Proceedings of DiGRA / FDG 2016.
- Gooch, D., Vasalou, A., Benton, L., and Khaled. Using Gamification to Motivate Students with Dyslexia. Proceedings of CHI 2016.
- Khaled, R., Vasalou, A., and Joiner, R. Understanding and Designing for Conflict Learning Through Games. In Emotion in Games: Theory and Practice, Springer 2015.
- Gooch, D., Benton, L., Khaled, R., Lukes, D., and Vasalou, A. Creating Bridges: The Role of Exploratory Design Research in an Intelligent Tutoring System Project. Interacting with Computers, 2015.
- Cheong, Y-G., Khaled, R., Holmgaard, C., and Yannakakis, G. Serious Games for Teaching Conflict Resolution: Modeling Conflict Dynamics. Conflict and Multimodal Communication, Springer, 2015.

- Vasalou, A., Khaled, R., Gooch, D., and Benton, L. Problematizing Cultural Appropriation (long paper). In Proceedings of CHI PLAY, 2014.
- Khaled, R. and Vasalou, A. Bridging Serious Games and Participatory Design. In the International Journal of Child-Computer Interaction, 2014.
- Benton, L., Vasalou, A., Gooch, D., and Khaled, R. Understanding and Fostering Children's Storytelling During Game Narrative Design (short paper). Proceedings of IDC '14, the Conference on Interaction Design and Children, 2014.
- Benton, L., Vasalou, A., Khaled, R., Johnson, H., and Gooch, D. Diversity for Design: A Framework for Involving Neurodiverse Children in the Technology Design Process (full paper). In the Proceedings of CHI '14, 2014.
- Khaled, R. Questions over Answers: Reflective Game Design. Forthcoming chapter in *Playful Subversion of Technoculture*, Springer, 2014.
- Khaled, R. Culture and Gamification. In *The Gameful World*, MIT Press, 2014.
- Khaled, R. and Yannakakis, G. Village Voices: A Personalised and Adaptive Game for Conflict Resolution. In the Proceedings of FDG 2013, 2013.
- Khaled, R., Nelson, M., and Barr, P. Design Metaphors for Procedural Content Generation in Games (full paper). In the Proceedings of CHI '13, 2013.
- Vasalou, A. and Khaled, R. Designing from the Sidelines: Design in a Technology-Centered Serious Game Project. In the Proceedings of the CHI Workshop *Let's talk about Failures: Why was the Game for Children not a Success?* CHI '13, 2013.
- Holmgard, C., Yannakakis, G., and Khaled, R. The Games for Health Prototype. In the Research and Experimental Game Festival at FDG 2013, 2013.
- Khaled, R. Bringing Culture into Focus. In the Proceedings of Mensch & Computer, 2012.
- Lange-Nielsen, F., Lafont, X., Cassar, B., and Khaled, R. Involving Players Earlier in the Game Design Process using Cultural Probes (full paper). In the Proceedings of Fun and Games 2012.
- Khaled, R. Muse-Based Game Design (full paper). In the Proceedings of DIS '12, 2012.
- Vasalou, M., Ingram, G., and Khaled, R. User-Centered Research in the Early Stages of a Learning Game (full paper). In the Proceedings of DIS '12, 2012.
- Holmgard, C., Khaled, R., and Yannakakis, G. Designing an Adaptive Treatment Tool for PTSD. In the Extended Proceedings of Persuasive '12, 2012.
- Khaled, R. and Ingram, G. Tales from the Front Lines of a Large-Scale Serious Game Project (full paper). In the Proceedings of CHI '12, 2012.
- Khaled, R., Barr, P., Greenspan, B., and Biddle, R. StoryTrek: Experiencing Stories in the Real World (full paper). In the Proceedings of MindTrek '11, 2011.
- Deterding, S., Dixon, D., Khaled, R., and Nacke, L. Gamification: Towards a Definition (full paper). In the Proceedings of MindTrek '11, 2011.
- Khaled, R. and Barr, P. *Survive Together, Buy Alone: A Case Study of Divergent Values in Two Games*. DiGRA 2011, 2011.
- Khaled, R. Equality = Inequality: Probing Equality-Centric Design and Development Methodologies (full paper). In the Proceedings of INTERACT 2011, the 13th IFIP TC13 Conference on Human-Computer Interaction, 2011 (awarded People's Choice Award for Long Papers).

- Cheong, Y-G., Khaled, R., Yannakakis, G., Campos, J., Paiva, A., Martinho, C., Ingram, G. A Computational Approach Towards Conflict Resolution for Serious Games (full paper). In Proceedings of the 6th International Conference on Foundations of Digital Games, 2011.
- 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.
- Khaled, R. It's Not Just Whether You Win or Lose: Thoughts on Gamification and Culture. In the Proceedings of the CHI Workshop on Gamification, CHI'11, 2011.
- G. N. Yannakakis, J. Togelius, R. Khaled, A. Jhala, K. Karpouzis, A. Paiva, A. Vasalou, Siren: Towards Adaptive Serious Games for Teaching Conflict Resolution (full paper). In Proceedings of the 4th European Conference on Games Based Learning (ECGBL 10), 2010.
- 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.
- 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.
- 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.
- 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.
- 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.
- 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.
- 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.
- 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.
- Khaled, R., Barr, P., Fischer, R., Noble, J., and Biddle, R. Poster: Culturally Relevant Persuasive Games, in Extended Proceedings of Sandbox Symposium (ACM Videogame Symposium), 2006.

- 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.
- 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.
- 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.
- 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.
- 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.
- 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.
- 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)
- 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.
- 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.
- 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.
- Khaled, R., Luxton, A.M., Noble, J., Ferres, L., Brown, J., and Biddle, R. 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.
- 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.
- 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.
- Khaled, R., Noble, J., and Biddle, R. A Case Study of Cartoon Visualisation using AspectJ. Proceedings of the Australian Symposium on Information Visualisation, 2003.

**KEYNOTES,
INVITED TALKS,
PANELS, AND
MEDIA**

- 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.
- Khaled, R. *Speculation and Resonation*. Clash of Realities (Cologne / Virtual), 2021 (keynote).
- Khaled, R. *Dreaming, Transmediating, Realising*. Clash of Realities // Media Education Summit (Cologne / Virtual), 2021 (keynote).
- Khaled, R. *Visible Alterity, Playful Media, and Luxurious Discomfort*. Foundations of Digital Games Conference (Montreal / Virtual), 2021 (keynote).
- Koenitz, H., Lankoski, P., Eladhari, M., Bjork, S., Geysler, H., and Khaled, R. *Research Methods in Game Education*. Panel, Foundations of Digital Games Conference (Montreal / Virtual), 2021.
- Khaled, R. *How to Make Culturally-Appropriate Persuasive Games*. Interview on Spark, CBC Radio, May 2021.
- Khaled, R., Laning, T., Lopes J., and Maravala, J., Gaming for Good: Sustainable Consumption and Production in a Data Driven World Panel, DATUM R&D Public Talks series, (University of Greenwich / virtual), 2021.
- Brady, F. P. and Khaled, R. *The Congress of Future Love & Connection*. Blend & Bleed Symposium, (Belgium / Virtual), 2021.
- Isbister, K., Khaled, R., Mandryk, R., and Sullivan, A. Games and HCI Panel. Women in Technology Symposium, (California / Virtual), 2021.
- Khan, N., Long, I., and Khaled, R. *Connecting Realities: AI and VR* Panel. Molior Symposium 2021 - Rethinking Our Futures: Art & Collaboration, (Montreal / Virtual), 2021.
- Khaled, R. *How Games can be Used for Social Purposes* Panel. Beijing Normal University Foreign Experts Program, (Beijing / Virtual), 2020.
- Khaled, R. *Reflecting on Play // Speculating on Play*. Beijing Normal University Foreign Experts Program, (Beijing / Virtual), 2020.
- Khaled, R. *How to Run a Games Lab* Panel. CHI PLAY 2020, (Ottawa / Virtual), 2020.
- Khaled, R. *Speculative Play: Dystopian Near Futures*. GAMES++, Wellington, 2019 (keynote).
- Khaled, R. *Researching Game Design*. Chinese DiGRA, Shenzhen, 2018 (keynote).
- Khaled, R. *Representation Runs Code Deep*. Games and Graphics as Resurgence Panel, Annual Symposium on the Future Imaginary, Winnipeg, 2017.
- Khaled, R. *On Capturing Making*. Critical Making and the Qualified Self, Concordia University, Montreal, 2017.
- Khaled, R. *Neoqab: Speculative Play*. Walrus Talks, Toronto, 2017.
- Khaled, R. *Speculative Play: Collisions between speculative design & play*. UQAM, Montreal, 2017.
- Depoorter, D. and Khaled, R. *Art Subverting Reality: alt.barbican, alt.MUTEK and Milieux*. Monument National, Montreal, 2017.
- Khaled, R. *Representation Runs Code-Deep*. Let's Talk Gaming, Montreal, 2017.

- Khaled, R. *Speculative Play: Creating collisions between critical and speculative design & game design and play*. Institute of Education, UCL, London, 2016.
- Khaled, R., and Lewis, J. *The Centrality of Marginality: Speculative Play About Memory, Race, Gender, and Sexuality in the Digital Arts*. Common Aliens: Diaspora in Time, Montreal, 2016.
- Khaled, R. *Reality Bites, or 10 Things Serious Game Researchers Will Never Admit to Doing but Do Anyway*. GDC Education Summit, San Francisco, 2015.
- Khaled, R. *Reflektors*. Screenshake Game Festival, Antwerp, Belgium, 2015.
- Khaled, R. *Dyslexia and Games: Learn Better?* Cafe Scientifique, Malta, 2015.
- Khaled, R. *What We Talk About When We Talk About Procedural Content Generation*. IEEE Conference on Computational Intelligence and Games, Dortmund, Germany, 2014 (keynote).
- Khaled, R., Vasalou, A., Vanden Abeele, V., Van Mechelen, M. *Participatory Game Design: Truth and Lies Workshop*. Organiser. CHI PLAY, Toronto, Canada, 2014.
- Khaled, R. *Questions over Answers: Reflective Game Design*. Critical Hit, Montreal, 2014.
- Khaled, R. *Questions over Answers: Reflective Game Design*. A MAZE Berlin, Germany, 2014.
- Khaled, R. *Reflective Game Design*. Pecha Kucha Night, Valletta, Malta, 2014.
- Khaled, R. *Games and Learning*. Annual Conference of the Association of MultiMediaDesign Teachers in Denmark, Middelfart, Denmark, 2013 (keynote).
- Khaled, R. *Digital Games in Malta Panel*. 5th Workshop in Information and Communication Technology. SmartCity, Malta, 2013.
- Khaled, R. *Gamification Panel*. Creativity Meeting Point 2013, Bilbao, Spain, 2013.
- Khaled, R. *Serious Games*. Animated Learning Conference, Viborg, Denmark, 2012.
- Khaled, R. *Bringing Culture Into Focus*. Mensch & Computer 2012, Konstanz, Germany, 2012 (keynote).
- Khaled, R. *Tales from the Front Lines of a Large-Scale Serious Games Project*. Alignment Summer School of the Games and Learning Alliance Network of Excellence for Serious Games, Lisbon, Portugal, 2012.
- Khaled, R. *Participatory Approaches to Persuasive Technology*. Games, Life, and Utopia, Berlin, Germany, 2011 (keynote).
- Khaled, R. *Just Add People: Games for Health Meets Participatory Design*. Games for Health Europe 2011, Amsterdam, the Netherlands, 2011.
- Khaled, R., Deterding, S., and Dixon, D. *A Roundtable on Game Studies and HCI Perspectives*. Organiser. DiGRA 2011, Utrecht, the Netherlands, 2011.
- Deterding, S., Khaled, R., Dixon, D., and Nacke, L. *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).
- 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.
- Khaled, R. *Smoke? A Culturally-Relevant Game About Smoking Cessation*. Games For Health 2006, Baltimore, MD., 2006.

CONFERENCE PRESENTATIONS

- Khaled, R. and Barr, Pippin. *Game Design Research and Recoverability*. Researching Game-making Skills, Cultures, and Politics Workshop, Brisbane / Virtual, 2020.
- Goodine, R, and Khaled, R. *ctrl+R: Reflections on Prompting Reflective Game Design*. DiGRA 2018, Kyoto, Japan.
- Khaled, R., Barr, P., Lewis, J., and Arista. N. *Crossing Oceans with Game Making Workshops*. Game Education Summit, Game Developer's Conference, San Francisco, 2018. (Received 3rd highest session ranking from the Game Education Summit.)
- Khaled, R. *Speculative Play: NEO//QAB*. World Design Summit, Montreal, 2017.
- Khaled, R., Barr, P., Moore, C., and Greenspan, B. *Towards Speculative Play*. Conference of the Canadian Game Studies Association, 2016.
- Khaled, R. *Design Metaphors for Procedural Content Generation in Games* (full paper). CHI '13, 2013.
- Vasalou, A. and Khaled, R. *Designing from the Sidelines: Design in a Technology-Centered Serious Game Project*. CHI Workshop *Let's talk about Failures: Why was the Game for Children not a Success?* CHI '13, 2013.
- Khaled, R. *Muse-Based Game Design* (full paper). DIS '12, 2012.
- Khaled, R. *Tales from the Front Lines of a Large-Scale Serious Game Project* (full paper). CHI '12, 2012.
- Khaled, R. *StoryTrek: Experiencing Stories in the Real World* (full paper). MindTrek '11, 2011.
- Khaled, R. *Gamification: Towards a Definition* (full paper). MindTrek '11, 2011.
- Khaled, R. *Survive Together, Buy Alone: A Case Study of Divergent Values in Two Games*. DiGRA 2011, 2011.

- Khaled, R. *Equality = Inequality: Probing Equality-Centric Design and Development Methodologies* (full paper). INTERACT 2011 (awarded People's Choice Award for Long Papers), 2011.
- Khaled, R. *It's Not Just Whether You Win or Lose: Thoughts on Gamification and Culture*. CHI'11, 2011.
- Khaled, R. *Game Design Strategies for Collectivist Persuasion*, SIGGRAPH 2009, 2009.
- Barr, P. and Khaled, R. *Labour of Loaf: A Multi-Touch Game To Support Collaborative Play and Learning*. Interacting With Immersive Worlds, Brock University, St. Catherines, Canada, 2009.
- Greenspan, B. and Khaled, R. *Linking Narrative and Locative Media*. Media in Transition 6, Massachusetts Institute of Technology, Cambridge, MA, USA, 2009.
- Khaled, R. *Fine-tuning the Persuasion in Persuasive Games*. PERSUASIVE 2007, 2007.
- Khaled, R. *Factoring Culture into the Design of a Persuasive Game*. OzCHI 2006: the Annual Conference of the Australian Computer-Human Interaction Special Interest Group, 2006.
- Khaled, R. *Playing the Interface: A Case Study of Grand Theft Auto*. OzCHI 2006: the Annual Conference for the Computer-Human Interaction Special Interest Group of the Human Factors and Ergonomics Society of Australia, 2006.
- Khaled, R. *Our Place or Mine?: Exploration into Collectivism-Focused Persuasive Technology Design*. The First International Conference on Persuasive Technology for Human Well-Being (Persuasive06), 2006.
- Khaled, R. *Investigating Social Software as Persuasive Technology*. The First International Conference on Persuasive Technology for Human Well-Being (Persuasive06), 2006.
- Khaled, R. *Culturally Aware Persuasive Technology: Collectivism Focused Strategies*. The Seventh Australasian User Interface Conference, 2006.
- Khaled, R. *Metaphorscape: Patterns for XP System Metaphors*. The Ninth European Conference on Pattern Languages of Programs, 2004.
- Khaled, R. *Software Visualisation of Java programs in InspectJ*. The 8th European Pattern Languages of Programming conference, 2003.
- Khaled, R. *InspectJ: Program Monitoring for Visualisation using AspectJ*. The twenty-sixth Australasian computer science conference on Conference in research and practice in information technology, Volume 16, 2003.
- Khaled, R. *A Case Study of Cartoon Visualisation using AspectJ*. The Australian Symposium on Information Visualisation, 2003.
- Khaled, R. *Lightweight Web-based CASE Tool for Sequence Diagrams*. SIGCHI-NZ Symposium on Computer-Human Interaction, 2002.

**FUNDED
RESEARCH
PROJECTS**

<i>FRQSC Hexagram Functioning Grant</i>	2020 – 2027
<i>SSHRC Insight Grant: From Technofetishists to Art Lovers: The Evolution of Video Game Criticism in Canada, France, U.K. and U.S.A</i>	2018 – 2023
<i>Concordia OOR ARRE: Games as Research Symposium</i>	2018
<i>FRQSC Research Creation Grant: Speculative Play</i>	2016 – 2021
<i>SSHRC Partnership Grant: Initiative for Indigenous Futures</i>	2015 – 2022
<i>FRQSC Hexagram Functioning Grant</i>	2014 – 2020, 2020 – 2027
<i>EU Marie Curie Career Integration Grant: REFLECT</i>	2013 – 2016

<i>EU FP7: Integrated Intelligent Learning Environment for Reading and Writing (ILearnRW)</i>	2012 – 2015
<i>Games for Health (Denmark)</i>	2011 – 2012
<i>Computer Games as Serious Play: the Value of Humour (Canada)</i>	2011 – 2012
<i>EU FP7: Social games for conflict RESolution based on natural iNteraction (SIREN)</i>	2010 – 2013
<i>NSERC SurfNet: Improving the development, performance, and usability of software applications for surface computing environments (Canada)</i>	2009 – 2010

RECOGNITIONS, AWARDS, AND SCHOLARSHIPS	<i>Concordia Newsmaker of the Month for May</i>	2021
	<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	

Awarded (but 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 instructor for CART 310 – Interaction Design Studio</i>	2021 – ongoing
	<i>BFA in Computation Arts, Concordia University.</i>	
	<i>Coordinator and instructor for CART 353 – Creative Computation II</i>	2017, 2018
	<i>BFA in Computation Arts, Concordia University.</i>	

<i>Coordinator and instructor for DART 631/633 – Special Topics in Interaction Design</i>	2016 – ongoing
Master of Design (MDes), Concordia University.	
<i>Coordinator and instructor for Critical, Adversarial and Subversive Design Directed Study Course</i>	2016
INDI PhD course for Dietrich Squinkifer, Concordia University.	
<i>Coordinator and instructor for Games and their Outcomes Directed Study Course</i>	2016
INDI PhD course for Jess Rowan Marcotte, Concordia University.	
<i>Coordinator and instructor for CART 416 – Game Studio II</i>	2016 – 2018
BFA in Computation Arts, Concordia University.	
<i>Coordinator and instructor for CART 255 – New Media Theory</i>	2016
BFA in Computation Arts, Concordia University.	
<i>Coordinator and instructor for Platform Studies and Programming Directed Study Course</i>	2016
INDI PhD course for Jess Rowan Marcotte, Concordia University.	
<i>Coordinator and instructor for Critical Making and Design Directed Study Course</i>	2015
INDI PhD course for Jess Rowan Marcotte, Concordia University.	
<i>Coordinator and instructor for DART 503 – Theories of Interactivity</i>	2015
Graduate Certificate in Digital Technologies in Design Art Practice, Concordia University.	
<i>Coordinator and lecturer for IDG5104 – Experience Design</i>	2014
MSc in Digital Games, University of Malta.	
<i>Coordinator and lecturer for IDG5101 – Foundations of Game Design</i>	2013 – 2015
MSc in Digital Games, University of Malta.	
<i>Coordinator and lecturer for DGG5614 – User Experience and Game Design</i>	2013
MSc in Digital Games, University of Malta.	
<i>Coordinator and lecturer for DGG5612 – Persuasive and Serious Game Design</i>	2012
MSc in Digital Games, University of Malta.	
<i>Coordinator and lecturer for MOSP – Persuasive and Serious Game Design</i>	2010 – 2012
Media, Technology, and Games Programme, IT University of Copenhagen.	
<i>Co-organiser of Playfully Experimental and Experimentally Playful</i>	

	<i>reading course</i>	2011
	Media, Technology, and Games Programme, IT University of Copenhagen.	
	<i>Coordinator and lecturer for MUEP – User Experience and Prototyping</i>	2010 – 2011
	Media, Technology, and Games Programme, IT University of Copenhagen.	
	<i>Co-lecturer for COMP 5900H – Human-Computer Interaction for User Interface Design</i>	2008
	School of Computer Science, Carleton University.	
PHD SUPERVISION	Brock Dishart Primary supervisor.	2020 – ongoing
	christian scott Committee member.	2020 – ongoing
	Enric Llagostera Critical controllers: How alternative game controllers contribute to reflective play. Primary supervisor.	2017 – ongoing
	Ugo Ellefsen Mid-Atlantic playability: assessment of equivalence in video game localisation through mixed methods in France and Québec. Committee member.	2017 – ongoing
	Bruno Campos Infogame: An Interactive Playable Infographic. Committee member.	2016 – ongoing
	Jess Rowan Marcotte Hybrid Knowing: Preserving Physically and Digitally Entangled Traces in Hybrid Game Design Primary supervisor.	2015 – 2021
PROFESSIONAL SERVICE	<i>External evaluator for baccalauréat en création de jeux vidéo de l'UQAT</i>	2021
	<i>Judge for 2021 China Game Innovation Awards</i>	2021
	<i>Hexagram EDI Committee</i>	2020 – ongoing
	<i>Program co-chair for IEEE Conference on Games</i>	2021
	<i>Jury member for Pixelles BIPOC Maker grant</i>	2021
	<i>PhD thesis examiner for RMIT</i>	2020
	<i>PhD thesis examiner for the Hong Kong Polytechnic University</i>	2019
	<i>Masters thesis examiner for Aalto University</i>	2019
	<i>PhD thesis examiner for University of Melbourne</i>	2019
	<i>PhD proposal examiner for McGill University</i>	2018
	<i>Tenure application external reviewer for the New College of Interdisciplinary Arts and Sciences, Arizona State University</i>	2017
	<i>PhD thesis examiner for Carleton University</i>	2017
	<i>Program co-chair for INTETAIN 2017</i>	2017
	<i>Program committee for Canadian Association for Theatre Research Conference</i>	2016
	<i>Reviewer of grant application for National Science Centre, Poland</i>	2016
	<i>Editor of IJHCS Special Issue on Participatory Design for Serious Games</i>	2015

<i>MIT Press Manuscript Reviewer</i>	2015
<i>Mentor for Critical Hit Games Incubator, Montreal, Canada.</i>	2015
<i>Mentor for Pixelles Mentorship Speed Networking</i>	2015
<i>Associate chair for CHI</i>	2015
<i>Associate chair for CHI PLAY</i>	2015
<i>Chair of the Serious Games Track of FDG</i>	2015
<i>Judge in ICE Malta's next creatives competition for up-and-coming digital media designers</i>	2015
<i>Reviewer for IDGEI</i>	2015
<i>Associate Chair for CHI PLAY</i>	2014
<i>Reviewer for ACE</i>	2014 – present
<i>Editor of Interaction Design & Architecture(s) Special Issue on Games and Learning</i>	2014
<i>Author of Foreword of Case Studies on the Effects of Persuasive Games</i>	2014
<i>MIT Press Manuscript Reviewer</i>	2014
<i>Reviewer for Computers in Human Behavior</i>	2013
<i>Reviewer for International Journal of Human-Computer Studies (IJHCS)</i>	2013
<i>Reviewer for International Journal of Child-Computer Interaction (IJCCI)</i>	2013
<i>Chair of the Design Track of FDG</i>	2013
<i>Invited participant for Digital Games for Empowerment and Inclusion (DGEI) Experts' Workshop, European Commission, JRC-IPTS</i>	2012
<i>Reviewer for International Journal of Human-Computer Interaction (IJHCI)</i>	2012 - present
<i>Invited participant for stakeholder workshop on the Common Strategic Framework (CSF) for Research and Innovation: Towards more inclusive, innovative and secure societies</i>	2011
<i>Reviewer for DiGRA</i>	2011 - present
<i>Reviewer for Foundations of Digital Games</i>	2011- present
<i>CHI Gamification Workshop organiser</i>	2011
<i>Reviewer for ACM Transactions on Interactive Intelligent Systems (TiiS)</i>	2011
<i>Organising Committee Member for Nordic Game Jam</i>	2010
<i>Reviewer for European Conference on Information Systems</i>	2010
<i>Reviewer for Foundation for Polish Science Postdoc Grants</i>	2010
<i>Reviewer for Game Studies</i>	2010 – present
<i>Reviewer for CHI</i>	2009 – present
<i>MIT Press Manuscript Reviewer</i>	2010
<i>Judge for Nordic Game Jam</i>	2010
<i>Reviewer for EvoGAMES 2010</i>	2010
<i>Reviewer for WikiSym 2009</i>	2009
<i>Reviewer for Games stream of SIGGRAPH</i>	2009 – present
<i>Reviewer for First International Workshop on Global Software Development for the Practitioner</i>	2006
<i>Reviewer for Persuasive</i>	2006 – present

UNIVERSITY SERVICE

<i>DCART DPC</i>	July 2020 – 2021
<i>Director of Technoculture, Art, and Games (TAG) lab</i>	July 2020 – ongoing
<i>DCART Inclusivity Committee</i>	July 2020 – ongoing
<i>Director of Technoculture, Art, and Games (TAG) lab</i>	June 2017 – February 2019
<i>Milieux Steering Committee Member, Concordia University</i>	April 2017 – ongoing
<i>Faculty Council Steering Committee Member, Faculty of Fine Arts, Concordia University</i>	August 2016 – February 2017
<i>Faculty Council Member, Faculty of Fine Arts, Concordia University</i>	August 2016 – February 2017

<i>CISSC-HUMA board member, Concordia University</i>	March 2016 – ongoing
<i>Search for Academic Unit Head for the Department of Music, Concordia University</i>	January 2016
<i>TAG Executive Board, Concordia University</i>	2015 – present
<i>Board of Education, Institute of Digital Games, University of Malta</i>	2013 – 2015
<i>Head of Teaching, Institute of Digital Games, University of Malta</i>	2013 – 2015
<i>Language Policy Committee, IT University of Copenhagen</i>	2010 – 2011