Nellie Seale

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References available on request

EDUCATION

Doctor of Philosophy - Engineering and IT   March 2022 - Present
The University of Melbourne
Ingenium Scholarship
Thesis Title: Education, Entertainment, and Engagement in Museums in the Digital Age

Masters of Cultural Heritage and Museum Studies - Dual Award Program   2019 - 2021
Deakin University
Thesis Title: Swimming Upstream: Safeguarding the Budj Bim Cultural Landscape Against the Impacts of Climate Change

Masters of World Heritage - Dual Award Program   2019 - 2021
Brandenburgische Technische Universität

Bachelor of Arts   2016 - 2018
The University of Melbourne
Art History and Ancient World Studies

PROFESSIONAL EXPERIENCE

Conference Organising Committee   Oct 2023 - Feb 2024
Digital Games Research Association Australia (DiGRAA)
- Reviewed academic papers for inclusion and publication at the conference.
- Organised a suite of events and social activities for conference attendees.
- Chaired conference sessions.

Review of the University of Melbourne's Research Ethics and Integrity Program   July 2022 - Oct 2022
The University of Melbourne
- Provided input as a graduate researcher into the development of a new program of research integrity education and support.

Research Assistant: Damage or Patina? The Use-Histories of Tabletop Games   Nov 2021 - Jan 2022
The University of Melbourne
- Scoped the project and conducted a literature review for the research proposal.

Sessional Tutor   July 2021 - Present
The University of Melbourne
- Subjects: Video Games: Remaking Reality (CCDP10003), Game Design (INFO30009), Usability Evaluation (INFO2000), Interactive Technology Project (INFO30008), Fundamentals of Interaction Design (INFO10003).
- Senior tutor: Game Design (INFO30009)
- Game Design (INFO30009) has consistently received very high student feedback scores.
- Developed additional course materials including assessments and marking rubrics.
- Provided lecture assistance, tutoring, classroom management, and marking.
- Supported students in their learning during the COVID-19 pandemic.

Library Assistant   July 2021 - July 2023
Melbourne Girls' Grammar School
- Assisted students and staff in effectively using the library's resources.
- Catalogued and conducted stocktakes of the print and digital collection.

Research Assistant, Biometric D&D   March 2021 - May 2021
The University of Melbourne
- Created materials for the Biometric Dungeons and Dragons research project.
- Presented research on a panel at Melbourne Knowledge Week.

Founder and Chair   June 2020 - Present
International Women and Non-Binary Megagame Network
- Founded and cultivated a community to support diversity in the international megagame community.
- Worked as part of a moderation team for an online community for 200+ members.

Founder and President   Aug 2019 - Present
Melbourne Megagames
- Founded a not-for-profit organisation to design and run large-scale, immersive social games, which combine aspects of negotiation, strategy, and role-playing.
- Oversaw the production and execution of 14 megagame events.
- Managed senior leadership teams of 10-15 facilitators for every game.
- Launched a social media strategy including a website, with a unified look under a CRM system.
- Produced series of guiding documents including a code of conduct, a privacy policy, templates of contracts for sponsors and game designers, accessibility guidelines, and a database of resources.

Heritage Consultant   July 2019 - Oct 2019
Deakin University, for the Royal Agricultural Society of Victoria
- Assessed the heritage potential of the Melbourne Showgrounds by conducting archival research and collecting oral histories.
- Presented recommendations to the board for inclusion in the Master Plan for RASV.

Archaeologist   Sep 2018 - Mar 2019
ArchLink Heritage Advisors
- Excavated and analysed sites from early Melbourne settlement and Gold Rush era.
- Prepared reports and Cultural Heritage Management Plans.

Volunteer   June 2018 - Present
The Hellenic Museum
- Supported the day to day running of the museum in a variety of administrative tasks.
- Researched and analysed objects in the collection for the museum publication.

Office Bearer, Clubs and Societies   Dec 2017 - Nov 2018
The University of Melbourne Student Union
- Engineered a series of inter-club events to drive membership for student clubs.
- Mediated disputes between student club representatives.
- Sat on the Student Advisory Group to the Respect Taskforce for the Human Rights Commission on Sexual Assault in Australian Universities.
- Implemented new regulations and budgetary decisions for the department.
- Arbitrated disciplinary measures for student clubs in breach of the regulations.

Academic Coach   Jan 2017 - July 2023
Melbourne Girls' Grammar School
- Aided students to develop effective strategies that enhance the process of learning, improve academic performance and help achieve academic goals.
- Counselled students in wellbeing and social issues.

PUBLICATIONS

Seale, N. (2023). Education, Entertainment, and Engagement in Museums in the Digital Age. Companion Proceedings of the Annual Symposium on Computer-Human Interaction in Play, 326–329. https://doi.org/10.1145/3573382.3616034

Seale, N., Smith, W., & Rogerson, M. (2023). Gods and Greeks: A study of an immersive RPG in a museum setting. Proceedings of DiGRA Australia 2023. https://digraa.org/wp-content/uploads/2023/01/2023-CAMERA-READY_Nellie-Seale.pdf

Seale, N., Smith, W., & Rogerson, M. (2024). LORE-Drop: Museum Game Design. Proceedings of DiGRA Australia 2024.

Seale, N., Smith, W., & Rogerson, M. (Submitted). (Un)Becoming the Museum Visitor: The Value of Playing an (un)Serious Game in a Museum.

GAMES

Bambridge, M., Brown, C., Gunton, Z., Mendelsohn, T. (2022). *First Contact: 2035*. Game [Megagame]. Very Large Huge Games, London, UK.

Nolan, J. & Whittem, S. (2024). *The Medusa Society: Mysterion*. Game [LARP]. The Hellenic Museum.

Obrenov, L. (2021). *The Ark*. Game [Megagame]. Melbourne Megagames, Melbourne, Australia.

Seale, N. (2023). *LORE: A Greek Mythology Roleplaying Game*. Game [TTRPG]. The Hellenic Museum, Melbourne, Australia.

Seale, N. (2024). *[Redacted]*. Game [Megagame]. Melbourne Megagames, Melbourne, Australia.

Seale, N. & Kiernan, B. (2021). *Biometric D&D*. Game [TTRPG]. The University of Melbourne, Melbourne, Australia.

Sharp, J. (2022). *Eight Bells: A Pirate Republic Megagame*. 2nd edition. Game [Megagame]. Melbourne Megagames, Melbourne, Australia.

Smithson, J., Viglianisi, R., & McAloon, D. (2021). *It Belongs in a Museum*. Game [Megagame]. Melbourne Megagames & The Hellenic Museum, Melbourne, Australia.

AWARDS

Wattle Fellowship   Aug 2023 - May 2024
The University of Melbourne's program for leadership on global sustainability.

Ingenium Scholarship   2022 - 2025
PhD scholarship for leadership and creativity. Melbourne School of Engineering Ingenium Ambassadorial program.

Roslyn Lawry Award Finalist   2021
For academic excellence and demonstration of personal commitment to heritage and museums.

PANELS AND PRESENTATIONS

Panel: Spontaneous Megagame Design: Live on Stage   Oct 2023
PAX Aus

Panel: Evolutions of Gaming: How new designs will change games as much as technology   Oct 2023
Australia Roleplaying Community

Panel: Play About Place   Oct 2022
Future Play Lab