

## PERSONAL INFORMATION

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References available on request

# NELLIE SEALE (SHE/HER)

## EDUCATION

- Ongoing **Doctor of Philosophy - Engineering and IT**  
The University of Melbourne  
Ingenium Scholarship Program  
Thesis Title: Education, Entertainment, and Engagement in Museums in the Digital Age
- 2021 **Masters of Cultural Heritage and Museum Studies - Dual Award Program** **Masters of World Heritage - Dual Award Program**  
Deakin University  
Graduating WAM: 80.5  
Brandenburgische Technische Universität  
Graduating WAM: 1.8 or 86.7  
Thesis Title: Swimming Upstream: Safeguarding the Budj Bim Cultural Landscape Against the Impacts of Climate Change
- 2018 **Bachelor of Arts**  
The University of Melbourne  
Graduating WAM: 78.958

## PROFESSIONAL EXPERIENCE

### Review of the University of Melbourne's Research Ethics and Integrity Program

- Provided input as a graduate researcher into the development of a new program of research integrity education and support.

### Game Designer, LORE Roleplaying Game, Hellenic Museum — 2021–Present

- Created an educational role playing game based on Greek mythology and the museum's collections.

### Research Assistant, Damage or Patina? The Use-Histories of Tabletop Games, the University of Melbourne — 2021–Present

- Scoped the project and conducted a literature review for the research proposal.

### Research Assistant, ANCHOR Project: health economics and epidemiology of myalgic encephalomyelitis/chronic fatigue syndrome, the University of Melbourne and the University of Tasmania — 2021

- Researched and wrote a literature review on the relationship between Human Computer Interaction and ME/CFS.

### Tutor, the University of Melbourne — 2021–Present

- Tutored Video Games: Remaking Reality (CCDP10003), Game Design (INFO30009), Usability Evaluation (INFO2000), the Interactive Technology Project (INFO30008), Fundamentals of Interaction Design (INFO10003).
- 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, Melbourne Girls' Grammar School — 2021–Present

- 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, the University of Melbourne — 2021

- Created materials for the Biometric Dungeons and Dragons research project.
- Presented research on a panel at Melbourne Knowledge Week.

### Research Assistant, Revision of the 1994 Global Strategy for the World Heritage List 2019–2020

- Analysed the efficacy of the 1994 Global Strategy by examining case studies.
- Developed recommendations proposing more robust definitions and objectives for a revised Global Strategy.

## CONFERENCES AND PRESENTATIONS

### DiGRA Australia 2023

Conference presentation: [Gods and Greeks: a study of an immersive RPG in a museum setting](#)

### OzCHI 2022

Doctoral Colloquium

### PAX Aus 2022

Panel: Making Games Mega

### Future Play Lab 2022

Melbourne International Games Week Panel: Making a Melbourne Megagame: join our Massively Multiplayable City

## AWARDS

### 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.

### Duke of Edinburgh 2012 - 2015

Bronze, Silver and Gold

### Director, Melbourne Megagames — 2019–Present

- 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 7 megagames.
- 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, improving our customer service.
- 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 with Deakin University, for the Royal Agricultural Society of Victoria — 2019

- 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, ArchLink Heritage Advisors — 2018–2019

- Excavated and analysed sites from early Melbourne settlement and Gold Rush era.
- Prepared reports and Cultural Heritage Management Plans.

### Volunteer, Hellenic Museum — 2017–Present

- 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.

### Academic Coach, Melbourne Girls' Grammar School — 2017–Present

- Aided students to develop effective strategies that enhance the process of learning, improve academic performance and help achieve academic goals.
- Counselling students in wellbeing and social issues.

## POSITIONS OF RESPONSIBILITY AND RELATED WORK

### Game Designer, Melbourne 2050 — 2022–Present

- Conceptualised and designed a megagame based on Melbourne in 2050.
- Designed the layout of the rulebooks and reference materials for the game.

### Art Designer, First Contact: 2035, Very Large Huge Games — 2021

- Conceptualised and designed a section of a 200 person game.
- Generated concept art and produced artwork to be used in game materials.
- Designed the layout of the rulebooks and reference materials for the game.

### Graphic Designer, Presbyterian Ladies College — 2021

- Created a series of graphics to accompany a learning framework, visualising thinking and collaboration skills for primary school students to use.

### Founder and Chair, International Women and Non-Binary Megagame Network — 2020–Present

- Founded and cultivated a community to support diversity in the international megagame community.
- Worked as a collaborative member of a moderation team for an online community space for 200+ members.

### Game Designer, Melbourne Megagames — 2020–2021

- Developed game systems and mechanics for a museum based megagame.
- Assembled and produced game materials according to budgetary specifications.

### Office Bearer, Clubs and Societies, University of Melbourne Student Union — 2018

- 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.