

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

Producer - Re:Collect

Apr 2024 - Present

Science Gallery Melbourne

- Supervised a student group to design and implement a mobile game for Science Gallery's exhibition Sci-Fi: Mythologies Transformed.
- Wrote script and made artwork for the game.

Game Designer and Facilitator

Mar 2024 - Apr 2024

Powerhouse Lang Walker Family Academy

- Re-designed a megagame to include STEM content and Powerhouse collection objects to align with program learning goals.
- Facilitated a megagame for 120 year 9 students.

Teaching Associate

Mar 2024 - Present

Science Gallery Melbourne

- Delivered content to University of Melbourne students visiting the gallery as part of their classes.

Experience Designer

Oct 2023 - Jul 2024

MedusaRPG and Hellenic Museum

- Designed quests and puzzles for players to engage with during the event.
- Supported the integration of museum and historical content into the game design.
- Assisted with event delivery across costuming, set design, and experience facilitation.

- Conference Organising Committee** **Oct 2023 - Feb 2024**
Digital Games Research Association Australia (DiGRAA)
- Designed visual materials for 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.
 - Conducted interviews with participants.
- 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.
- Co-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 site by conducting archival research and collecting oral histories.
- Presented recommendations to the board for inclusion in the Master Plan for RASV.

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.
- Counselling students in wellbeing and social issues.

GAMES

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

Nolan, J. & Whitem, S. (2024). *Mysterion: Descent into Hades*. Game [LARP]. The Hellenic Museum, Melbourne, Australia.

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

Obrenov, L., Seale, N., Booi, S. (2024). *The Ark*. Education edition. Game [Megagame]. Powerhouse Museum Lang Walker Family Academy, Sydney, 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., Baldawa, R., Montagner, B., Bampton, E., Nour, N., Silvero, J., Li, M., Phan, T., Nicholson, A., Kam, A. (2024). *Re:Collect*. [Mobile Game]. Science Gallery Melbourne, 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.

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. (Forthcoming). (Un)Becoming the Museum Visitor: The Value of Playing an (un)Serious Game in a Museum.

PANELS AND PRESENTATIONS

Panel: Where did I come from? Origin stories from Museum Educators **Mar 2024**
AMaGA Education Network Victoria (ENVi)

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: Making Games Mega **Oct 2022**
PAX Aus

Panel: Play About Place **Oct 2022**
Future Play Lab

Panel: Running a Megagame Network **Feb 2022**
MegaCon

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.

JUDGING AND REVIEWING

Annual Symposium on Computer-Human Interaction in Play (CHI PLAY) **Oct 2024**
Reviewer

DiGRA Australia Conference **Oct 2024**
Reviewer

Australian Game Developer Awards **Oct 2024**
Judge

Australian STEM Video Game Challenge **Oct 2024**
Judge