# Bob De Schutter, Ph.D., M.A.

## Curriculum Vitae
## April 2021

### EDUCATION

| | | |
|---|---|---|
| Ph.D. K.U.Leuven, Leuven, Belgium | Social Science | 2011 |
| M.A. St. Lucas University College of Art and Design, Antwerp, Belgium | Visual Arts | 2003 |
| B.A. St. Lucas University College of Art and Design, Antwerp, Belgium | Visual Arts | 2001 |

### EMPLOYMENT

Current Position

| | |
|---|---|
| C. Michael Armstrong Associate Professor of Applied Game Design | 2019-Current |
| Owner, Lifelong Games LLC (*Indie Game Development & Consultancy in relation to the 50+ Demographic*) | 2019-Current |

Faculty Affiliations

| | |
|---|---|
| Director and Founder, CEHS/AIMS Engaging Technology Lab | 2015-present |
| Research Fellow, Scripps Gerontology Center | 2014-present |

Previous Employment and Academic Rank

| | |
|---|---|
| C. Michael Armstrong Assistant Professor of Applied Game Design | 2013-2019 |
| Researcher, Lecturer and Designer, K.U.Leuven Campus Group T (Belgium) | 2007-2012 |
| Visiting Professor, University of Science and Technology of Beijing (China) | March 2007, March 2008 |
| Lecturer, "Horito" Education Center for Adults (Belgium) | 2005-2006 |
| Owner and Full Stack Developer (LAMP), DSV Web Development (Belgium) | 2000-2005 |

### PUBLICATIONS

Books Chapters

1. Brown, J. A., De Schutter, B. (2019) Using Notions of "Play" Over the Life Course to Inform Game Design for Older Populations. In Dubbels, B. R. (Ed.), *Exploring the Cognitive, Social, Cultural, and Psychological Aspects of Gaming and Simulations* (pp. 252-269). Hershey, PA: IGI-Global.
2. De Schutter, B., Roberts, A. R., & Franks, K. (2016). Miami Six-O: Lessons Learned From an Intergenerational Game Design Workshop. In S. Sayago, H. Ouellet (Eds.), *Game-Based Learning Across The Lifespan* (pp. 13-27). Switzerland: Springer.
3. De Schutter, B., Brown, J. A., & Nap, H.-H. (2015). Digital Games in the Lives of Older Adults. In D. Prendergast & C. Garattini (Eds.), *Aging and the Digital Life Course* (pp. 236–256). New York: Berghahn Books.

Research Reports (Non-Refereed)

1. De Schutter, B., Platt., G. (2021). Disrupting Aging through Meaningful Play. (p. 118)., Miami University, Cincinnati, OH.
2. Vanden Abeele, V., De Schutter, B., Annema, J., Husson, J., Desmet, S., & Geerts, D. (2009). Van co-design tot playtest: een leidraad voor een player-centered design process [From co-design to playtesting: a practical guide for a player-centered design process] (p. 39). Louvain, Belgium: Group T Engineering School. Retrieved from http://etreasure.groept.be.
3. De Schutter, B., & Vanden Abeele, V. (2008). Digitale Spellen als Bron van Leren [Digital games as a source of learning] (p. 95). Louvain, Belgium: Group T Engineering School. Retrieved from http://etreasure.groept.be.

Peer-Reviewed Journal Articles

*Full Papers*

1. Khalili-Mahani, N., Assadi, A., Li, K., Mirgholami, M., Rivard, M.-E., Benali, H., Sawchuk, K., & De Schutter, B. (2020). Reflective and Reflexive Stress Responses of Older Adults to Three Gaming Experiences in Relation to Their Cognitive Abilities: Mixed Methods Crossover Study. JMIR Mental Health, 7(3). https://doi.org/10.2196/12388
2. Khalili-Mahani, N., De Schutter, B., Mirgholami, M., Holowka, E. M., Goodine, R., DeJong, S., McGaw, R., Meyer, S., & Sawchuk, K. (2020). For Whom the Games Toll: A Qualitative and Intergenerational Evaluation of What is Serious in Games for Older Adults. The Computer Games Journal, 9(2), 221–244. https://doi.org/10.1007/s40869-020-00103-7
3. Khalili-Mahani N, De Schutter B. (2019). Affective Game Planning for Health Applications: Quantitative Extension of Gerontoludic Design Based on the Appraisal Theory of Stress and Coping. JMIR Serious Games.7(2)
4. Roberts, A. R., De Schutter, B., Franks, K., Radina, M. E. (2018). Older Adults' Experiences with Audiovisual Virtual Reality: Perceived Usefulness and Other Factors Influencing Technology Acceptance. *Clinical Gerontologist*, 42(1), 1-7.
5. Manera, V., Ben-Sadoun, G., Aalbers, T., Agopyan, H., Askenazy, F., Benoit, M., Bensamoun, D., Bourgeois, J., Bredin, J., Bremond, F., Crispim-Junior, C., Renaud, D., De Schutter, B., Ettore, E., Fairchild, J., Foulon, P., Gazzaley, A., Gros, A., Hun, S., Knoefel, F.,

Olde Rikkert, M., Phan Tran, M. K., Politis, A., Rigaud, A. S., Sacco, G., Serret, S., Thümmler, S., Welter, M. L., Robert P. (2017). Recommendations for the use of Serious Games in neurodegenerative disorders. *Frontiers in Psychology*, 8, 1-10.

6. De Schutter, B. (2017). Gerontoludic Design: An Integrated Framework for the Design of Digital Games for Older Adults (p. 20). *International Journal of Gaming and Computer-Mediated Simulations*.

7. Brown, J. A., De Schutter, B. (2016). Game Design for Older Adults: Lessons From A Life Course Perspective. *International Journal of Gaming and Computer-Mediated Simulations*, 8(1), 1-12.

8. De Schutter, B., Brown. J. A. (2015). Digital Games as a Source of Enjoyment in Later Life. *Games and Culture: A Journal of Interactive Media.* doi: 10.1177/1555412015594273

9. Nap, H. H., Diaz-Orueta, U., González, M. F., Lozar-Manfreda, K., Facal, D., Dolničar, V., Oyarzun, D., Ranga, M-M., De Schutter, B. (2015). Older people's perceptions and experiences of a digital learning game. *Gerontechnology, 13*(3), 323 - 331.

10. De Schutter, B., Vanden Abeele, V. (2015). Towards a Gerontoludic Manifesto. *Anthropology & Aging: Journal of the Association of Anthropology & Gerontology, 36*(2), 112-120.

11. De Schutter, B., Brown, J. A., Vanden Abeele. V. (2014). The domestication of digital games in the lives of older adults. *New Media & Society, 17*(7), 1-17.

12. De Schutter, B., Malliet. S. (2014). The Older Player of Digital Games: A Classification Based on Perceived Need Satisfaction. *Communications: The European Journal of Communication Research, 39*(1), 66-88.

13. Zaman, B., De Cock, R., Vanden Abeele V., De Schutter, B. (2014). Motivation profiles of online poker players and the role of interface preferences. *Computers in Human Behavior, 39*, 154-164.

14. De Schutter, B. (2010). Never Too Old to Play: The Appeal of Digital Games to an Older Audience. *Games and Culture: A Journal of Interactive Media, 6*(2), 155-170.

15. Vanden Abeele, V., & De Schutter, B. (2010). Designing intergenerational play via enactive interaction, competition and acceleration. *Personal and Ubiquitous Computing, 14*(5), 425-433.

*Extended Abstracts and other Journal Contributions*

1. Khalili-Mahani, N., Assadi A., Li K., Mirgholami M., Benali H., Sawchuk K., De Schutter, B. (2019) A mixed-methods study of the reflective and reflexive stress responses of older Adults to three gaming experiences in relation to their cognitive abilities. *JMIR Mental Health*. DOI: 10.2196:12388.

2. De Schutter, B., Eynon Black, D. (2016). Learning Games for Older Adults: The Case of Minecraft. *Gerontechnology, 15*.

3. De Schutter, B., Roberts A.R. (2016). A Workshop on Intergenerational Game Concept Design and Prototyping. *Gerontechnology, 15*.

4. De Schutter, B., Vanden Abeele, V. (2015). Reply to Responses. Anthropology & Aging: Journal of the Association of Anthropology & Gerontology, 36(2), 125-126.

5. De Schutter, B., Gerling, K., Brown, J., McLaughlin, A. C., Mosberg Iversen, S., Allaire, J., Rice, M., Nap, H.-H. (2015). Gerontoludic for fun! Gerontechnology, 13(4), 442.

6. De Schutter, B., Nap H-H, Brown J.A., Roberts A.R. (2014). The Promise of Gerontoludic Design. *Gerontechnology, 13*(2), 277.

7. De Schutter, B. & Vanden Abeele, V. (2014). Blast From The Past: Applying the P-III Framework to Facilitate Intergenerational Play between Grandparents and Grandchildren. *Gerontechnology, 13*(2), 163.

8. De Schutter, B. (2012). A qualitative inquiry into the meaning of digital games for an older audience in Flanders. *Gerontechnology, 11*(2), 420.

9. Brown, J. A., Davis, T., Singh, J., Dunn, D., & De Schutter, B. (2012). Is Wii for Me? *Gerontechnology*, 11(2), 399.

Contributions to Academic Conferences and Symposia

*Full Papers*

1. Khalili-Mahani, N., De Schutter, B., Sawchuk, K. (2020). The relationship between the seniors' appraisal of cognitive-training games and game-related stress is complex: a mixed-methods study. Presented at the 6th International Conference on Human Aspects of IT for the Aged Population (ITAP), HCI International 2020, Copenhagen, Denmark.

2. Khalili-Mahani, N., De Schutter, B., Sawchuk, K., Assadi, A., & Li, K. (2017). Older Adults, Would You Play Digital Games for Brain Health? "Yes and No." Presented at the CHI Play 2017, Amsterdam, The Netherlands.

3. De Schutter, B. (2015). Gerontoludic Design and Intergenerational Play [Conception Gérontoludique et Jue Intergénérationnel]. In *Intergenerational Learning, Life Narratives and Games* (pp. 86–89). Québec, Canada: Centre de recherche et d'intervention sur la réussite scolaire (CRIRES) / Center of Research and Intervention for Student and School Success (CRI_SAS).

4. Vanden Abeele, V., Tierens, P., De Schutter, B., De-Wit, L., & Geurts, L. (2015). Game-based Experiments on Human Visual Attention (p. 9). Presented at the Foundations of Digital Games, Pacific Grove, CA.

5. De Schutter, B., Eynon Black, D., & Nap, H.-H. (2015). Teaching Older Adults to Play Minecraft (p. 4). Presented at the Foundations of Digital Games, Pacific Grove, CA.

6. De Schutter, B., & Papa, S. (2015). Return of Gradequest - Evaluating the Third Iteration of a Gameful Course (p. 4). Presented at the Foundations of Digital Games, Pacific Grove, CA.

7. Aubrecht, M., De Schutter, B., Clarke, D., Wheatley, A. (2015). How to support non-game designers becoming game-design instructors: Developing a course to support teachers in game- based learning and game design & developing a community of practice (p. 7). Presented at the Games+Learning+Society conference, Madison, WI.

8. De Schutter, B. (2014). "The Gradequest Tale of Scrotie McBoogerballs" - Evaluating the Second Iteration of a Gameful Undergraduate Course (p. 28). Presented at the Meaningful Play, East Lansing, Michigan.

9. De Schutter, B. (2014). "Gradequest Strikes Back" - The development of the second iteration of a gameful undergraduate course (p. 9). Presented at the Games+Learning+Society 10, Madison, WI: ETC Press.

10. De Schutter, B., & Vanden Abeele, V. (2014). Gradequest - Evaluating the impact of using game design techniques in an undergraduate course (p. 9). Presented at the Foundations of Digital Games 2014, Fort Lauderdale, FL.

11. Vanden Abeele, V., De Schutter, B., Geurts, L., Desmet, S., Wauters, J., Husson, J., Van Audenaeren, L., et al. (2012). P-III: A player-centered, iterative, interdisciplinary and integrated framework for serious game design and development. *Communications in Computer and Information Science, 1*(280), 82–86.
12. Vanden Abeele, V., De Schutter, B., Geurts, G., Desmet, S., Wauters, J., Husson, J., Van Broeckhoven, F. (2011). P-III: A framework for serious game development (p. 2). Presented at the Serious Games: The Challenge, K.U.Leuven, Ghent, Belgium.
13. Malliet, S., & De Schutter, B. (2011). Virtual Cultivation and the Role of Perceived Realism (p. 8). Presented at the The 2011 Annual Meeting of the American Educational Research Association (AERA), New Orleans, Lousiana.
14. De Schutter, B., & Vanden Abeele, V. (2010). Designing meaningful play within the psycho-social context of older adults. In *Proceedings of the 3rd International Conference on Fun and Games* (pp. 84–93). New York, NY, USA: ACM.
15. De Schutter, B., & Malliet, S. (2009). A new or just an older breed of gamer? (p. 5) Presented at the The Annual Conference of the International Communication Association, Chicago, USA.
16. Vanden Abeele, V., Gajadhar, B., & De Schutter, B. (2009). Gaming Naturally is more Fun Together: the Influence of Controller Type on Player Experience (p. 8). In *Advances in Computing Entertainment/Digital Interactive Media Entertainment and Arts (ACE 2014)*. Athens, Greece, October 29-31 2009.
17. Vanden Abeele, V., & De Schutter, B. (2008). Designing Intergenerational Play through Physical Action (p. 15). Presented at the International Conference on Fun and Games, Eindhoven, Netherlands.
18. De Schutter, B., & Vanden Abeele, V. (2008). Meaningful Play in Elderly Life. Presented at the Annual Meeting of the International Communication Association, Quebec, Montreal, Canada.

*Refereed Abstracts*

1. Curry, G., Keough, S., Kizhikin, D., De Schutter, B. (2019) Diagnosis: Medical Simulation. Presented at NASAGA 2019, Chicago, IL, USA.
2. De Schutter, B. (2019) Brukel: A "Gaminiscing" Case Study. Presented at the Ohio Association of Gerontology and Education's Annual Conference, Miami University, Oxford, OH, USA
3. De Schutter, B. (2018) Brukel - How a reminiscing grandmother's stories became an educational indie horror game. Presented at NASAGA 2018, Rochester, NY, USA.
4. Papa, M., Purcell, M., Rogers, A., De Schutter, B. (2018) Follow the Drinking Gourd - Reflecting on America's Past through Cooperative Play. Presented at NASAGA 2018, Rochester, NY, USA.
5. De Schutter, B., Eynon Black, D. (2016). Learning Games for Older Adults: The Case of Minecraft. Presented at the 10th World Conference of Gerontechnology, Nice, France
6. De Schutter, B., Roberts A.R. (2016). A Workshop on Intergenerational Game Concept Design and Prototyping. Presented at the 10th World Conference of Gerontechnology, Nice, France
7. De Schutter, B., Romero, M. (2016) Breaking the Age Barrier through Participatory Intergenerational Game Design. Presented at Different Games, New York, USA
8. Gerling, K., De Schutter, B., Brown, J.A., Allaire, J. (2015) Ageing playfully: advancing research on games for older adults beyond accessibility and health benefits. In A. L. Cox, P. Cairns, R. Bernhaupt, & L. Nacke (Eds.), Proceedings of the 2015 Annual Symposium on Computer-Human Interaction in Play (pp. 817-820). New York, NY: Association for Computing Machinery. doi: 10.1145/2793107.2810262
9. Roberts A. R., De Schutter, B., Franks, K. (2015) Miami Six-O: An Experiment in Intergenerational Game Design. Presented at the first conference of the National Association on Ageing, Miami University, USA.
10. De Schutter, B. (2015) Gradequest: A Gameful Undergraduate Course - Director's Commentary, Presented at the Playful Learning summit, Ohio University, Athens, OH
11. Eynon Black, D., De Schutter, B. (2015) Minecraft in Later Life: Challenges and Opportunities. Presented at the first conference of the National Association on Ageing, Miami University, USA.
12. De Schutter, B., Nap H-H, Brown J.A., Roberts A.R. (2014). The Promise of Gerontoludic Design. Presented at the 9th World Conference of Gerontechnology, Taipei, Taiwan.
13. De Schutter, B. & Vanden Abeele, V. (2014). Blast From The Past: Applying the P-III Framework to Facilitate Intergenerational Play between Grandparents and Grandchildren. Presented at the 9th World Conference of Gerontechnology, Taipei, Taiwan.
14. De Schutter, B. (2012). A qualitative inquiry into the meaning of digital games for an older audience in Flanders. Presented at the 8th World Conference of Gerontechnology, Eindhoven, The Netherlands.
15. Brown, J. A., Davis, T., Singh, J., Dunn, D., & De Schutter, B. (2012). Is Wii for Me? Presented at the 8th World Conference of Gerontechnology, Eindhoven, The Netherlands.
16. Aerts, K., De Schutter, B., Dierckx, J., & Wauters, J. (2011). GameHUB: Developing Serious Games in Flanders. Presented at the Think Design Play: 5th Conference of the Digital Games Research Association (DiGRA), Hilversum, The Netherlands.
17. Vanden Abeele, V., De Schutter, B., Husson, J., Vos, G., & Annema, J. (2008). e-Treasure: Fostering intergenerational play by means of a digital game. Presented at the Meaningful Play 2008, Michigan State University, East Lansing, Michigan, USA.

*Invited Presentations*

1. De Schutter, B. (2020) Debunking Stereotypes: The Case of the Older Player. Presented at Mindgate: Games For Society, Leuven, Belgium.
2. De Schutter, B., Gerling, K. (2014) Gerontoludic Design: Developing a Framework to Design Playful Experiences for Older Adults. Presented at CHI Play, Toronto, Canada.
3. Armstrong, A. E., Tzoc, E., De Schutter, B. (2014) Games and Social Justice: A Freedom Summer Location-Based Game. Presented at "50 Years after Freedom Summer: Understanding the Past, Building the Future", Miami University, Oxford, OH.
4. De Schutter, B. (2013) The Ethics of Digital Games, Presented at the GeoGebra Conference, Miami University, Oxford, OH.
5. De Schutter, B. (2011). The Seriousness of Non-Serious Games. Presented at the Barcamp of SIGCHI.be, Group T Engineering School, Leuven, Belgium.

6. De Schutter, B. (2009). An introduction to the Flemish DiGRA chapter. Presented at the 3rd Meeting of the Flemish Chapter of the Digital Game Research Association, Antwerp University.
7. De Schutter B. & Husson, J. (2008). e-Treasure: an Example of User-Centered Game Design and Development. Presented at the FARO conference on games and heritage, Brussels, Belgium.

*Other Contributions*

1. Pearce, C., Darke, A. M., De Schutter, B., Hayes, D., Turner, E., Z. (2020). "Empathy as Activism", Presented at IndieCade: Anywhere and Everywhere, Online.
2. De Schutter, B., Brown J. A., Nap, H.-H., Wennekes, S. (2016) Gerontoludic: Digital Game Engagement for Older Populations [themed session] (p. 1). Presented at the 10th World Conference of Gerontechnology, Nice, France.
3. De Schutter, B., Brown, J. A., Dormann, C. & Gerling, K. (2016). Designing Games for Older Adults: Beyond Accessibility and Health Benefits [themed session - organizer]. 1st Joint International Conference of DiGRA and FDG, Dundee, Scotland.
4. De Schutter, B., Brown J. A., Roberts A. R., Gerling, K., Eynon Black, D. (2015) Ageing and Digital Games [themed session - organizer] (p. 2). Presented at the first conference of the National Association on Ageing, Miami University, USA.
5. De Schutter, B., Gandy, M., Mosberg Iversen, S., Nap, H-H., Hunicke, R. (2015) Digital Games in Later Life: Challenges and Opportunities [panel session - organizer] (p. 5), Presented at the Foundations of Digital Games, Pacific Grove, CA.
6. Quinten, N., Bourgonjon, J., De Schutter, B. (2015) DiGRA Flanders [panel session - participant]. In Apperly, T., Brown, A. & Quinten, N. (Orgs.) Meeting of local DiGRA Chapters, DiGRA 2015, Lüneburg, Germany
7. De Schutter, B. (2014) Designing for Older Adults: Differences between Players and Non-Players (p. 2) [workshop - participant]. in Khaled, R., Vanden Abeele, V., Van Mechelen, M. & Vasalou, A. (Orgs.) *Participatory Design for Serious Game Design: Truth and Lies.* CHI Play, Toronto, Canada.
8. De Schutter, B. (2014) EDP/IMS225 Games & Learning [workshop - participant]. in Consalvo, M., Paul C. A., Waern, A. Alitzer, R. (Orgs.) *Teaching Game Studies: Course Post-Mortems & Advanced Syllabus Design*, Foundations of Digital Games 2014, Florida, USA.
9. De Schutter, B., Gerling, K., Mosberg Iversen, S., Heeter C., Nap, H-H. (2014) Digital Games in Later Life: Challenges and Opportunities [panel - organizer] (p. 5). Presented at Meaningful Play, East-Lansing, MI
10. Papa, S., & De Schutter, B. (2014). Instructing Fear: Behaviorism in Limbo [poster]. Presented at Games+Learning+Society 10, Madison, Wisconsin.
11. De Schutter, B., Vanden Abeele, V., Vos, G., Annema, J.-H., Van Gils, M., Derboven, J., Poels, Y., Nap, H.-H., IJsselsteijn, W., de Kort, Y., Dogruel, L., Joeckel, S., & Woldberg, Y. (2008) Suitable For All Ages: Game Design for the 60+ Demographic [themed session - organizer]. Presented at Meaningful Play 2008, East-Lansing, Michigan, USA
12. De Schutter, B. (2007). Games en ouderen: Theoretisch kader en methodologische knelpunten [Games and the Elderly: Theoretical Framework and Methodological Issues] [poster]. Presented at the Etmaal van de Communicatiewetenschap, Universiteit Antwerpen.

<u>Invited Lectures at Universities</u> (excluding guest lectures within AIMS or the CEHS of Miami University)

1. De Schutter. B. (2020) Giving a voice to the older player – What I learned from 15 years studying and designing games with older adults. Presented as a guest lecture at University of California, Santa Cruz, CA.
2. De Schutter, B. (2019) Opportunities in Games and Aging. Presented as a guest lecture at Miami University, Oxford, OH
3. De Schutter, B. (2017) Brukel: A Work in Progress. Presented as a guest lecture at the University of North Dakota, Grand Forks, ND
4. De Schutter, B. (2016) Games and Aging: An Anthology. Presented at the University of California, San Francisco, CA
5. De Schutter, B. (2016) Lights, Camera, Interaction, Presented at the Discovery Café, Miami University, Oxford, OH
6. De Schutter, B. (2015) Gaming Grandparents and the Gospel of Matthew (updated version), Presented as a Brown Bag Talk at the North Carolina State University, Raleigh, NC.
7. De Schutter, B. (2015) Gaming Grandparents and the Gospel of Matthew (updated version), Presented as part of a two-session workshop during the Experience Design program of Miami University, Miami University, Oxford, OH
8. De Schutter, B. (2015) Gaming Grandparents and the Gospel of Matthew (updated version), Presented as a guest lecture at the University of North Dakota, Grand Forks, ND
9. De Schutter, B. (2015) Gaming Grandparents and the Gospel of Matthew, Presented as a Brown Bag Talk at the Scripps Gerontology Center, Miami University, Oxford, OH.
10. De Schutter, B. (2014) Game Design Theory, Presented at the Penny Lecture Series, Miami University, Oxford, Ohio.
11. De Schutter, B. (2014) Super Brown Bag Talker II. Presented as a Brown Bag Talk at the University of Madison-Wisconsin, Madison, WI
12. De Schutter, B. (2014) The Ethics of Digital Games (updated version). Presented as a guest lecture at the University of North Dakota, Grand Forks, ND
13. De Schutter, B. (2012). The Role of Digital Games in the Lives of Older Learners. Presented at the Game-based Learning for Older Adults symposium, KU Leuven, Leuven, Belgium
14. De Schutter, B. (2012). The Brutal Truth about Digital Games and Older Adults. Guest lecture at Northeastern University, Boston, MA, USA.
15. De Schutter, B. (2012). The Meaning of Digital Games to an Older Audience. Guest lecture at the University of Baltimore, Baltimore, MD, USA.
16. De Schutter, B. (2012). Balancing in-game economies. Guest lecture at the University of Baltimore, Baltimore, MD, USA.
17. De Schutter, B. (2011). Designed - Or How to Become a Successful Graphic Designer in 120 Minutes. Guest Lecture at the KU Leuven, Leuven, Belgium.
18. De Schutter, B. (2010). Blast From The Past: A Serious Game about Intergenerational knowledge Transfer. Guest Lecture at the Provinciale Hogeschool Limburg (PHL), Hasselt, Belgium.
19. Vanden Abeele, V., De Schutter B. (2009). e-Media - Developing people by creating joyful experiences through intuitive and motivating interactions with intelligent systems. Presented at Open Spaces, IBBT, Gent, Belgium

20. De Schutter, B. (2009) The Design and Development of Blast From The Past. Guest lecture at the Catholic University-College of Limburg, Genk, Belgium.
21. De Schutter, B. (2008). Designing Digital Games for An Older Audience. Guest Lecture at the Technical University of Eindhoven, Eindhoven, The Netherlands.
22. De Schutter B. (2008). Emergence - teaching game design to secondary school students by means of a digital game. Presented at the Wetenschapsweek, Group T Engineering School, Leuven, Belgium.

## Contributions to Industry Meetings

*Invited Presentations*

1. De Schutter, B. (2020) Debunking Stereotypes: The Case of the Older Player (Updated Version). Presented at *Games For Impact*, The National Film Archive – Audiovisual Institute (FINA), Warsaw, PL.
2. De Schutter, B. (2018) Beyond Ageism: How to Design Games that Appeal to an Older Demographic. Presented at VECTOR, Richmond, KY.
3. De Schutter, B. (2017) Beyond Ageism: Accessibility for an Older Audience. Presented at GAConf, San Francisco, CA.
4. De Schutter, B. (2017) Designing Better Games for an Older Audience. Presented at PLAYER, The Cinematheque, Copenhagen, Denmark.
5. Alexander, P., De Schutter, B. (2015) Quick Paper Prototyping: From Vision to Visualized. Presented at the Ohio Game Developers Expo, Columbus, OH.
6. De Schutter, B. (2014) Designing Better Games for an Ageing Society. Presented at the Ohio Game Developers Expo, Columbus, OH.
7. Van Eck, R., De Schutter, B. (Moderator), Adcock, A., Malliet, S. (2013). Designing Games for Realism: What's Real Enough? Presented at South by Southwest 2013 (SxSW), Austin, Texas, USA.
8. De Schutter, B. (2009). Serious Gaming: The Potential Benefits of Digital Games. Presentation at the symposium on Games and Libraries, Culture Department of the Province of Vlaams-Brabant, Leuven, Belgium.
9. De Schutter, B. & Vanden Abeele, V. (2008) Games Plus: The Positive Side of Digital Games. Presentation at the UBIsoft press conference, Universiteit Antwerpen, Belgium.
10. Vanden Abeele, V. & De Schutter, B. (2008). Games Plus: The Positive Side of Digital Games (updated version). Presentation at OSBJ non-profit association, Gent, Belgium.
11. De Schutter, B. (2007). The History of Digital Games (Updated Version). Presentation for the 'Apestaartjaren' symposium, Gent, Belgium.
12. De Schutter, B. (2007). The History of Digital Games. Presented at the U PLAY 2 symposium, Group T Engineering School, Leuven, Belgium.

*Accepted after Submission*

1. De Schutter, B., Fullerton, T., Totten, C. W., Beck, D. (2021) Living the Dream or Surviving the Nightmare? Making Commercial Indie Games as a Professor. Presented at the Education Summit of the Game Developers Conference, San Francisco, CA.
2. De Schutter, B. (2021). Lifelong Learning Games for 100 Million 50+ Year Olds. Presented at the Serious Play Online.
3. Gaudette-Long, M., Azadvar, A., Koman, R., Marston, H., Graner Ray, S., De Schutter, B. (2020) Game and Interaction Design for Older Adults: That Means You (Someday), Presented at PAX Online.
4. De Schutter, B., Fullerton, T., Totten, C. W., Beck, D. (2020) Living the Dream or Surviving the Nightmare? Making Commercial Indie Games as a Professor. Presented at the Education Summit of the Game Developers Conference, San Francisco, CA. (Conference Canceled)
5. De Schutter, B. (2017) Beyond Ageism: Exploring VR Games for an Older Audience. Presented for the main conference of the Game Developers Conference, San Francisco, CA.
6. De Schutter, B. (2016) Beyond Ageism: Designing Meaningful Games for an Older Audience. Presented at the main conference of the Game Developers Conference (Design track, Advocacy track), San Francisco, CA
7. De Schutter, B. (2016) GDC Flash Forward: Beyond Ageism. Featured on the GDC Flash Forward YouTube channel, San Francisco, CA

## Public Lectures

1. De Schutter, B. (2020) MDA. Presented at Global Game Jam Next, Online.
2. De Schutter, B. (2019) MDA. Presented at Global Game Jam Next, Online.
3. De Schutter, B. (2019) Brukel Game met Prof. Bob De Schutter. Presented at KOGEKA Forum, Geel, Belgium
4. De Schutter, B. (2015) How Games Are Changing the Way We Age. Presented at TEDxMiamiUniversity, Miami University, Oxford, OH

## Exhibits

1. De Schutter, B. (2020). Brukel. *Games For Impact*, The National Film Archive – Audiovisual Institute (FINA), Warsaw, PL
2. De Schutter, B. (2020). Brukel. *Indiecade Anywhere, Everywhere.* Indiecade, Online.
3. De Schutter, B. (2019). Brukel. *Open World Arcade*, Akron Art Museum, Akron, OH
4. De Schutter, B. (2019). Brukel. *1940s Day*, Cincinnati Museum Center, Cincinnati, OH
5. De Schutter, B. (2019). Brukel. *SAAMArcade*, Smithsonian American Art Museum, Washington, DC
6. De Schutter, B. (2019). Brukel. *Serious Play Conference*, University of Central Florida, Orlando, FL
7. De Schutter, B. (2019). Brukel. *Serious Play Conference*, University of Quebec, Montreal, Canada
8. De Schutter, B. (2019). Brukel. *IEEE Gem Conference*, Yale University, New Haven, CT
9. De Schutter, B. (2019). Brukel. OAGE, Miami University, Oxford, OH
10. De Schutter, B. (2019). Brukel. *Dutch Courage XL GDC pre-mixer*, San Francisco, CA

11. De Schutter, B. (2019). Brukel. *RECON Festival*, Miami University, Oxford, OH
12. De Schutter, B. (2018). Brukel. *NASAGA Expo*, Rochester, NY
13. De Schutter, B. (2018). Brukel. *Game Exhibition of Meaningful Play 2018,* East-Lansing, MI
14. Husani, N., Capaccio, A., Capaccio, D., McKenzie, L., De Schutter, B. (2016) Da Vinci Coders. *Games+Learning+Society 12*, Madiscon, Wisconsin.
15. De Schutter, B. (2016). Brukel. *GDEX*, Columbus, Ohio
16. Papa, S., Mullins, H., Mullenix, T., De Schutter, B. (2015) Denounce! A Soviet Simulation Game. *Playful Learning summit*, Ohio University, Athens, OH.
17. Vanden Abeele V., Geurts, L., Husson, J., Van den Audenaeren, L., Desmet, S., Verstraete, M., De Schutter, B. (2014) Kung-Fu Kitchen: *Games+Learning+Society 10 Educational Arcade*, Madison, Wisconsin, USA.

## CREATIVE WORK

<u>Commercial Games</u>

| | | | |
|---|---|---|---|
| Brukel | Digital Game (Unreal Engine 4) | Funded by Research Leave, Summer Research Award | 2015-2019 |

*Brukel uses the recorded audio narrative of a reminiscing elderly female survivor in order to sensitize its players about the impact of war on the lives of innocent bystanders.*
Contribution(s): Project Management, Game Design, Programming, 2D Art, Narrative Design, Interface Design, Instructional Design, Research, Voice Acting, Audio Engineering, Marketing

| | | |
|---|---|---|
| #StoryTags | Card Game | 2016 |

*A card game about improvising and sharing stories.*
Contribution(s): Game Design Consultancy, Student Supervisor

<u>Non-Commercial Games</u>

| | | |
|---|---|---|
| Dags of War | Digital Game (Tabletop Simulator); Board Game | 2020 |

*A rethemed, fully scripted tabletop simulator mod and a 3D printable edition for out-of-print game Dogs of War.*

| | | |
|---|---|---|
| Rising Sun (Dai-Gensui) | Digital Game (Tabletop Simulator) | 2020 |

*A scripted mod for Rising Sun (designed by Eric Lang and published by CMON), including an AI opponent.*

| | | |
|---|---|---|
| Diagnosis | Board Game | 2019 |

*A board game that teaches diagnosing various medical conditions*
Contribution(s): Game Design Consultancy, Student Supervisor

| | | |
|---|---|---|
| Follow the Drinking Gourd | Board Game | 2018 |

*A board game that teaches the history of the Underground Railroad*
Contribution(s): Game Design Consultancy, Student Supervisor

| | | |
|---|---|---|
| Da Vinci Coders | Board Game | 2015-2016 |

*A board game that teaches basic programming skills.*
Contribution(s): Game Design Consultancy, Student Supervisor

| | | |
|---|---|---|
| Super PR Manager | Online Game (HTML5) | 2015 |

*A game about the subjectivity of mass media.*
Contribution(s): Game Design, Programming, 2D Art

| | | |
|---|---|---|
| Broken | Digital Game (Game Maker Studio) | 2014 |

*An indie game that incorporates glitches and impossible play as its features to explore the "gamification" discourse.*
Contribution(s): Programming, Game Design, Narrative Design, 2D Art

| | | |
|---|---|---|
| Code Breaker | Digital Game (Unity3D) | 2014 |

*A game to help children with cognitive impairment improve their communication skills.*
Contribution(s): Project Management, Game Design, Research

| | | | |
|---|---|---|---|
| Freedom Summer | Mobile Game (ARIS) | Funded by the National Endowment for the Humanities | 2014 |

*Developing a location-based mobile game to teach US history and civic justice.*
Contribution(s): Game Design

| | | | |
|---|---|---|---|
| Far-Plane | Online Game (HTML5) | Funded by the Center for Creative Leadership | 2014 |

*Developing a narrative-driven serious game to teach the boundary spanning model.*
Contribution(s): Game Design

| | | |
|---|---|---|
| Gradequest | Online Game (HTML5) | 2013-2015 |

*An online jQuery Mobile based web application to introduce game design techniques to classroom education.*

Contribution(s): Project Management, Game Design, Interface Design, Instructional Design, 2D Art, Programming

| | | | |
|---|---|---|---|
| GameHUB | Digital Game (Unity3D) | | 2010-2012 |

*Developing a knowledge center and various educational games for the Flanders region of Belgium.*
Contribution(s): Project Management, Game Design, Interface Design, Instructional Design, 2D Art, Tool Programing, Research

| | | | |
|---|---|---|---|
| Sidewalk Jungle | Online Game (Web) | Funded by the Flemish Cabinet of Equal Rights | 2009-2010 |

*A game about city planning for the visually impaired and wheelchair users.*
Contribution(s): Project Management, Game Design, Interface Design, Instructional Design, 2D Art, Research

| | | | |
|---|---|---|---|
| Kung-Fu Kitchen | Digital Game (Unity3D) | Funded by the IWT-TeTra (Theraplay) | 2009 |

*User-centered design and development of a game to help children to rehabilitate from brain palsy and multiple sclerosis.*
Contribution(s): Game Design, 2D Art, Research

| | | | |
|---|---|---|---|
| Key Competences | Online Game (Web) | Funded by Opikanoba | 2008 |

*Using digital games to teach the unemployed a range of key competences that should help them to find a job.*
Contribution(s): Game Design, 2D Art, Instructional Design, Research

| | | | |
|---|---|---|---|
| Blast From The Past | Digital Game (Virtools) | Funded by IWT-TeTra (e-Treasure) | 2007-2008 |

*A game that facilitates intergenerational knowledge transfer between grandparents and grandchildren.*
Contribution(s): Game Design, Interface Design, Instructional Design, 2D Art, Research, Voice Acting

| | | | |
|---|---|---|---|
| Emergence | Digital Game (Virtools) | Funded by Canon Cultuurcel | 2007 |

*A game that teaches basic game design theory and psychology to high school students.*
Contribution(s): Game Design, Instructional Design, 2D Art, Research

## AWARDED FUNDING

<u>External Grant History</u>

*At Miami University*                                                                                     *Total Awarded: $838,861 (Sub Award: $124,428)*

1. AARP Contract for "Disrupting Aging through Meaningful Play", collaborator with Glenn Platt, 2020. ($10,800)
2. Age-Well (Canada) Research Grant entitled "E-Games for Grannies", collaborator with Najmeh Khalili-Mahani (PI) and 2 colleagues (Concordia University), 2017. (Full Award: $49,920; Sub Award: $0)
3. Ohio Department of Education Straight A Training Grant entitled "Advancing Educational Technology in Butler County Classrooms", co-PI with PIs J. Abbitt (Miami University), S. Custer & J. Graft (Butler County), S. Woodruff (E&A Center) and Co-PI K. Bush (Miami University), 2014. (Full Award: $718,147; Sub Award: $53,634)
4. National Endowment for the Humanities Research Grant entitled "Freedom Summer", co-PI with PI A. E. Armstrong and Co-PI E. Tzoc (Miami University), 2014. ($59,994)

*At KU Leuven Campus Group T (Belgium)*                                        *Total Awarded: $2,925,591 (Sub Award: $1,765,566)*

1. European Regional Development Fund Research Grant entitled "GameHUB", co-author proposal and lead researcher/designer, collaboration with PXL University College, University of Hasselt and UC Leuven-Limburg, 2010. (Full Award: $1,741,537; Sub Award: $581,512)
2. IWT-TeTra Research Grant entitled "Theraplay", co-author proposal and research/design consultant, 2008. ($595,100)
3. Flemish Government Research Grant entitled "Voetpad Jungle (Sidewalk Jungle)", co-author proposal and lead researcher/designer, 2008. ($47,284)
4. Opikanoba (Contract) entitled "Key Competences", co-author proposal and lead researcher/designer, 2008. (<$3,000)
5. IWT-TeTra Research Grant entitled "e-Treasure", lead researcher/designer, 2007. ($498,670)
6. Canon Cultuurcel Research Grant entitled "Emergence", research and designer, 2007. (<$40,000)

<u>Internal Grant History</u>

*At Miami University*                                                                                                                 *Total Awarded: $295,145*

1. Summer Research Award (CEHS Research Grant) entitled "Brukel – Developing and testing the final alpha versions", 2018. ($6,000)
2. Summer Research Appointment (CFR Research Grant) entitled "Brukel – Evaluating the Beta Version of an Educational Video Game", 2018. ($6,200)
3. Distinguished Scholar Award, 2018. ($2,000)
4. Tech Fee Award entitled "MU Rad Lab", co-PI with PI M. Board, 2017. ($132,611)
5. Center for Teaching Excellence Major Teaching Project Grant entitled "Leadership through Tabletop Games", team member with J. S. Braggs an B. MacMillan, 2017. ($3,000)
6. Assigned Research Appointment, PI with 15 students, 2016. (n/a)
7. College of Education, Health & Society Mentoring Grant to visit University of California – San Francisco, 2016 ($450)
8. Tech Fee Award entitled "Eye Tracking and Facial Expression", team member with PI Jim Coyle, 2016. ($53,100)
9. IMS Summer Research Grant entitled "Brukel", PI with 15 students, 2016. ($5,000)

10. College of Education, Health & Society Mentoring Grant to visit North Carolina State University, 2015 ($500)
11. Honors Grant for student travel to Games+Learning+Society, supervisor for undergraduate student S. Papa, 2015 ($800)
12. Oxford Instructional Space Enhancement Grant entitled "Engaging Technology Lab", PI, 2014 ($81,384)
13. Undergraduate Summer Scholars Award, supervisor for undergraduate student C. Harris, 2014 ($3,600)
14. College of Education, Health & Society Mentoring Grant to visit the University of Wisconsin-Madison, 2014 ($500)

Fundraising
1. Virginia Vaughn Lenhart and James Earl Cox, III Fund, 2018. (Award: $25,000)

*(All European grants have been converted from Euros to US dollars)*

## HONORS AND AWARDS

| | |
|---|---|
| 2020 | IndieCade Award Nominee with Brukel |
| 2020 | Best Serious Game at Belgian Game Awards with Brukel |
| 2020 | Audience Award at Belgian Game Awards with Brukel |
| 2020 | Best Debut at Belgian Game Awards with Brukel |
| 2020 | Nominated for Best Narrative at Belgian Game Awards with Brukel |
| 2019 | Gold Medal – Games for Good at the International Serious Play Awards with Brukel |
| 2018 | Runner Up for Best Digital Game Award at Meaningful Play 2018 with Brukel |
| 2018 | Distinguished Junior Scholar Award in Business, Education and Social Sciences at Miami University |
| 2018 | International Journal of Gaming and Computer-Mediated Simulations Top Article |
| 2016 | Mentor to Miami University's Student Team that became Runner-Up in the AARP/ESA Social Game Jam (at E3) |
| 2016 | Honorary Membership of the Flemish DiGRA chapter |
| 2015 | 2 Best Paper Nominations at Foundations of Digital Games |
| 2014-present | Research Fellowship at the Scripps Gerontology Center |
| 2014 | Exemplary Paper Award at Foundations of Digital Games |
| 2013-2014 | Special Merit Award of the College of Education, Health & Society |
| 2014 | Research Level A Status at Miami University |
| 2003 | Selected to participate in the AD LIB International typographic workshop |
| 2002 | AD!DICT Design Award |

## AFFILIATIONS AND OTHER RELEVANT POSITIONS

| | | |
|---|---|---|
| AARP | External Gaming Consultant | 2020-current |
| Indiecade | Lifetime Member | 2020-current |
| Full Sail University: MA in Game Design Program | Advisory Board Member | 2020-current |
| North American Simulation and Gaming Association | Member | 2018-current |
| International Game Choice Awards Network | Member | 2016-current |
| International Society for Gerontechnology | Board Member | 2014-current |
| Gerontoludic Society | Founder and President | 2014-current |
| International Game Developers Association | Lifetime Member | 2014-current |
| Higher Education Video Game Alliance | Member | 2014-current |
| Scripps Gerontology Center | Research Fellow | 2014-current |
| International Society for Gerontechnology | Member | 2012-current |
| Digital Games Research Association | Member | 2008-current |
| SIGCHI | Member | 2014-2016 |
| American Educational Research Association | Member | 2011-2014 |
| International Communication Association | Member | 2008-2014 |
| KU Leuven | Affiliated Researcher | 2009-2013 |
| Digital Game Research Association – Flanders | Founder and Chair | 2008-2013 |

## TEACHING EXPERIENCE

| | | | |
|---|---|---|---|
| Games Capstone - Production (IMS489) | 6 credit hours | Undergraduate | Miami University |
| Games Capstone - Pre-Production (IMS488) | 3 credit hours | Undergraduate | Miami University |
| Intro to Game Development (IMS213) | 3 credit hours | Undergraduate | Miami University |
| Indie Game Development (IMS453) | 3 credit hours | Undergraduate | Miami University |
| Inside the GDC (IMS285) | 2 credit hours | Undergraduate | Miami University |
| Game Design (IMS445) | 3 credit hours | Undergraduate | Miami University |
| Critical Game Development (IMS466/566) | 3 credit hours | Undergraduate/Graduate | Miami University |
| Design of Play (IMS212) | 3 credit hours | Undergraduate | Miami University |
| Games and Learning (EDP/IMS225) | 3 credit hours | Undergraduate | Miami University |
| Game Design + Game Maker Studio | 2 weeks | High School | Miami University |
| Intergenerational Game Design | 1 credit hour | Retirees | Institute for Learning in Retirement |
| Game Design | 3 credit hours | Post-Master's Degree | Group T Engineering School |
| Concept Definition | 3 credit hours | Post-Master's Degree | Group T Engineering School |

| | | | |
|---|---|---|---|
| Game Development Project | 3 credit hours | Post-Master's Degree | Group T Engineering School |
| Adobe Flash Game Design | 3 credit hours | Post-Master's Degree | Group T Engineering School |
| Media Impact | 3 credit hours | Post-Master's Degree | Group T Engineering School |
| Engineering for the Real World | 3 credit hours | Undergraduate | Group T Engineering School |
| Thesis Supervision | n/a | Graduate & Post-Graduate | Group T Engineering School |
| Flash Game Design Workshop | 1 credit hour | Graduate & Post-Graduate | USTB (Beijing, China) |
| Desktop Publishing | n/a | Professional Certificate | Horito |
| Adobe Photoshop | n/a | Professional Certificate | Horito |
| Microsoft Excel | n/a | Professional Certificate | Horito |
| Internet | n/a | Professional Certificate | Horito |
| Computers & Microsoft Office | n/a | Professional Certificate | Horito |
| Tabletop Simulator Tutorial | n/a | YouTube Series | Lifelong Games |
| Applied Game Design | n/a | YouTube Series | Lifelong Games |

*(I regularly teach customized "independent study" courses which are not listed above.)*

## SELECTED SERVICE ACTIVITIES

### Curriculum Development *(excluding the design or revision of the courses mentioned above)*

| | |
|---|---|
| 2013-2019 | Developed the curriculum for the AIMS/ETBD Games Major (B.S. in Games and Simulation) |
| 2018 | Co-designed IMS489 Games Capstone - Production, IMS211 Intro to Game Studies & IMS212 Intro to Game Design |
| 2014 | Developed matriculation charts for Co-Majors between AIMS and the College of Education, Health & Society |

### Committees

| | |
|---|---|
| 2013-current | Member of the Technology Committee of the College of Education, Health & Society |
| 2020-current | ETBD Games Tenure-Track Assistant Professor Search Committee Member |
| 2019-2020 | AIMS Director Search Committee Member |
| 2019-2020 | AIMS Games Tenure-Track Assistant Professor Search Committee Member |
| 2018-2019 | AIMS Games Tenure-Track Assistant Professor Search Committee Chair |
| 2017-2018 | AIMS Games Tenure-Track Assistant Professor Search Committee Member |
| 2016-2017 | AIMS Games Tenure-Track Assistant Professor Search Committee Member |
| 2014-2015 | AIMS Games Tenure-Track Assistant Professor Search Committee Member |
| 2014 | "Gaming to Change the World" (Human Rights and Social Justice week at Miami University) Organizing Committee |

### Service to Students

| | |
|---|---|
| 2016-current | Faculty supervisor for the student Game Jam Club |
| 2014-current | Faculty supervisor for the student Miami Game Design Club |
| 2014-current | Faculty supervisor for the student MUDKIP club |
| 2013-current | Lead faculty games advisor for ETBD/AIMS Games Students |
| 2014-2019 | Faculty supervisor for the student Humans vs. Zombies club |
| 2015-2019 | Faculty supervisor for the Games for Geeks Living Learning Community |
| 2015-2018 | Faculty supervisor for Smash Bros student club |
| 2016 | Organized the AARP social game jam (with guest speaker; winning student team was selected to present during E3) |

### Other Recurring Service Activities

| | |
|---|---|
| 2016-current | Organized the competitive AIMS/ETBD GDC scholarship (for FAFSA students) |
| 2015-current | Organized the AIMS/ETBD Student Game Design Competition in collaboration with RECON Festival |
| 2014-current | AIMS/ETBD Games contact for the Cincinnati chapter of the International Game Developers Association |
| 2013-current | Represented AIMS/ETBD at various departmental meetings within the College of Education, Health & Society |
| 2013-current | Participated in various recruiting events at the University, Division and Department level |
| 2014-2019 | Co-organized the Global Game Jam at AIMS Games |
| 2018-2019 | Managed the marketing for the AIMS Games Program with UBM and TPR Education |
| 2017-2019 | Organized and led monthly AIMS Games faculty meetings |
| 2014-2019 | Developed and managed www.aimsgamescenter.com, and coordinated its transition to miamioh.edu/games |
| 2014-2019 | Coordinated the AIMS Games' annual submission to the Princeton Review |
| 2014-2018 | Advised 3 CEHS faculty members and 1 staff member in gamifying their course materials |
| 2014-2018 | Curated games content and technology for 27 King Library in collaboration with the library staff |
| 2013-2018 | Co-organized AIMS Games' presence at the GDEX (formerly Ohio Game Developers Conference) |

## PUBLIC SCHOLARSHIP

| | | | |
|---|---|---|---|
| 1. | Saint Columba | Stay sharp and have fun with games | January 26, 2021 |
| 2. | Miami University | Word Up! Newly coined terms, all with ties to Miami University, … | November 12, 2020 |
| 3. | Indie Game Reviewer | Brukel Review – Indiecade 2020 highlights historical horrors | November 10, 2020 |
| 4. | Indie Game Reviewer | Indiecade 2020 – Fictivetruism's Picks | November 9, 2020 |

| 5. | Gameluster | Brukel – An Honor to Play | October 20, 2020 |
|---|---|---|---|
| 6. | Steam | Crash Course in Tabletop Simulator | September 2, 2020 |
| 7. | Miami University | Take a peek into Bob De Schutter's Games and Learning class | August 27, 2020 |
| 8. | Gamasutra | How to better represent older characters in your game | August 21, 2020 |
| 9. | Gamasutra | Looking at the response to accessibility in The Last of Us 2 | July 14, 2020 |
| 10. | Dayton Daily News | Miami University's new programs encourage exploration and innovation | April 18, 2020 |
| 11. | Miami University | Miami Professor Talks about Winning at Belgian Game Awards | March 5, 2020 |
| 12. | Press Start | BGA 2020 – La Remise des Prix | March 1, 2020 |
| 13. | Control | Brukel Grote Winnaar bij Belgian Game Awards | February 24, 2020 |
| 14. | Tech Pulse | Game Brükel is grote winnaar van Belgian Game Awards | February 24, 2020 |
| 15. | De Standaard | Brukel haalt prijzen binnen | February 24, 2020 |
| 16. | Data News | Brukel remporte trois Belgian Game Awards | February 24, 2020 |
| 17. | Het Laatste Nieuws | Kempenaar grote winnaar op Games Awards met computerspel... | February 23, 2020 |
| 18. | VRT News | Brukel wins big at Belgian Game Awards | February 22, 2020 |
| 19. | 1UP Conference | Here are the Belgian Game Awards 2020 Winners | February 22, 2020 |
| 20. | Radio 1 | Culture Club | February 22, 2020 |
| 21. | Radio 1 | De Ochtend | February 22, 2020 |
| 22. | Ketnet | Brukel de grote winnaar op de Belgian Game Awards | February 21, 2020 |
| 23. | VRT | Game gebaseerd op oorlogsjeugd van grootmoeder is de grote winnaar... | February 21, 2020 |
| 24. | De Morgen | Gamen om het verleden nooit meer te vergeten | February 21, 2020 |
| 25. | The Brussels Times | Belgian Computer Game 'Brukel' wants to remember true WWII stories | February 21, 2020 |
| 26. | Geek my Class | A Belgian Game, were real history about WWII is used | February 21, 2020 |
| 27. | Het Nieuwsblad | Nanotale wint Belgian Game Award | February 21, 2020 |
| 28. | Gamemania | Stem nu voor de beste Belgische game | January 27, 2020 |
| 29. | Journal News | Miami U. Gaming Program among Country's Best in Growing Industry | January 25, 2020 |
| 30. | Adventure Gamers | Brukel - Review | January 22, 2020 |
| 31. | Gamasutra | Game Accessibility Quotes of 2019 | January 6, 2020 |
| 32. | De Standaard | Belgische gamesector heeft prima jaar achter de rug | January 2, 2020 |
| 33. | Indie Hive | Indie Hive's Top Indie Games of 2019 | December 28, 2019 |
| 34. | Indie FAQ | Brukel – Full Walkthrough | December 19, 2019 |
| 35. | Flega | Brukel and Journey for Elysium headline #BGA20 nominations | December 18, 2019 |
| 36. | Video Games Art | Brukel – Review | December 16, 2019 |
| 37. | Metro | Une grand-mère belge raconte ses souvenirs de la guerre dans le jeu Brukel | December 7, 2019 |
| 38. | Couple of Gamer | Top 10 des jeux du Mois de Novembre 2019 | December 6, 2019 |
| 39. | Gameplay | Brukel | November 28, 2019 |
| 40. | Fluter | Oma erzählt vom Krieg | November 28, 2019 |
| 41. | Consola y Tablero | Brukel, las memorias de una anciana en un juego de exploración | November 26, 2019 |
| 42. | Positive Gaming Attitude | Brukel – My Game of the Year | November 24, 2019 |
| 43. | SGG | Brukel - ИГРЫ НА ВЫЖИВАНИЕ | November 22, 2019 |
| 44. | GuruGamer | Brukel Tells Grandma's Memories Of War Through Old Pictures! | November 21, 2019 |
| 45. | Couple of Gamer | Brukel | November 21, 2019 |
| 46. | Exclusively Games | 'Brukel' Brings Players Horrors of War | November 19, 2019 |
| 47. | Control Magazine | Bob De Schutter vertelt met Brukel het oorlogsverhaal van zijn oma | November 19, 2019 |
| 48. | Considerable | Video games bring family members' personal history to life | November 18, 2019 |
| 49. | OpenCritic | Brukel | November 18, 2019 |
| 50. | iGameCentral | 'Brukel' Explores a Civilian's Chilling Memories of War | November 15, 2019 |
| 51. | Indie Games Plus | 'Brukel' explores a civilian's chilling memories of war | November 15, 2019 |
| 52. | Gamers Haven | Brukel, a grandmother's story from World War II | November 13, 2019 |
| 53. | The Indie Game Website | Flemish horror game Brukel really is based on a true story | November 12, 2019 |
| 54. | Giant Bomb | Brukel | November 11, 2019 |
| 55. | The Pixel Post | Brukel – Maudite soit la Guerre | November 11, 2019 |
| 56. | DreadXP | Brukel is a tragic real-life horror story told by someone who lived through it | November 11, 2019 |
| 57. | ThisGenGaming | Brukel Game Review | November 9, 2019 |
| 58. | Press Start | Brukel | November 8, 2019 |
| 59. | Adventure Gamers | WWII civilian audio history brought to life in Brukel | November 8, 2019 |
| 60. | Pcucgame | 比利時開發者製作恐怖遊戲《Brukel》講述自己祖母經歷戰爭不平凡的一生 | November 6, 2019 |
| 61. | Worth Playing | 'Brukel' available as digital download | November 4, 2019 |
| 62. | Gamebyte | Dev launches game about his 92-year-old Grandma's War Stories | November 4, 2019 |
| 63. | Gameworld.gr | Indie developer κυκλοφορεί game βασισμένο στις ιστορίες της γιαγιάς του | November 4, 2019 |
| 64. | Marchape | Beyond Ageism, Brukel house live in the digital life | November 3, 2019 |
| 65. | IndieDB | Brukel launches today on Steam, Itch.io and Gamejolt | November 3, 2019 |
| | > | *This article that was originally published on IndieDB was also picked up by ModDB* | |
| 66. | Indie Hive | Brukel – The Personal History of a WWII Survivor | November 2, 2019 |
| 67. | Flega | Brukel arrives just in time to celebrate the liberation of German occupancy | November 1, 2019 |
| 68. | 9Lives | Ik zen Bie, 92 jaar, en ik speel de hoofdrol in een computerspel | October 30, 2019 |
| 69. | Cryptologeek | Les souvenirs d'un survivant de la Seconde Guerre mondiale… | October 4, 2019 |
| 70. | The Conversation | Video games can bring older family members' personal history back to life | September 18, 2019 |

> *This article originally appeared in The Conversation and was picked up by over 14 news outlets including San Francisco Chronicle, Houston Chronicle, Greenwich Times, Idaho Press-Tribune, Stamford Advocate, Albany Times-Union, Big News Network, The Lead, Stuff, Danbury News-Times, Beaumont Enterprise, Salon, Connecticut Post and Newsblur.*

71. WLWT5 — Miami professor brings grandma's WWII stories to life in acclaimed video game — August 27, 2019
72. CBC Radio — Belgian man makes video game about his 93-year-old grandmother's WWII memories — August 16, 2019
> *This article that was originally written by CBC Radio was also picked up by Express Informer*
73. EW Scripps Company — Game on! Grandson tells grandmother's WWII stories through video game — August 14, 2019
> *This article that was originally written by EW Scripps Company was picked up by over 38 news outlets including 3KMTV, 10NEWS, 23ABC, ABC15, The Baltimore Post, Denver7, FOX4, FOX47, KATC, KBZK, KGUN9, KIVITV, KOAA, KPAX, KRISTV, KRTV, KSBY, KSHB, KTNV, KTVQ, KXLF, KXXV, Latest Daily News, LEX18, NBC26, News 5 Cleveland, News Channel 5, RTV6, TMJ4, WCPO, WFTS, KWBW, WMAR, WMYD, WPTV, WTXL and WXYZ*
74. Unilad — Grandmother's WWII Memories Brought To Life In Harrowing New Game — August 9, 2019
75. Vice — Grandson Makes WWII Game Based on 92-Year-Old Grandmother's Tragic… — August 8, 2019
76. Chuapp.com — 我和 93 岁的祖母一起做了一款二战游戏 — August 12, 2019
> *This article seems to be a customized translation from the GamesIndustry.biz article published on August 6. It was also picked up by EsportsTW and UDN Game.*
77. Gamesindustry.biz — Immortalizing your grandmother in a WWII game — August 6, 2019
78. IGM — Gereifter Geschmak — July 31, 2019
79. Het Nieuwsbad — Game op grootmoeder's wijze — July 20, 2019
> *This article that was originally published by Het Nieuwsblad was also picked up by Gazet Van Antwerpen*
80. Flega — Bob De Schutter is putting finishing touches on award-winning Brukel — July 18, 2019
81. WVXU — Grandmother's Stories Lead to Award-Winning Video Game — July 17, 2019
82. Gamasutra — Gaminiscing 101 – Recording my grandmother's childhood memories to turn… — July 17, 2019
> *This article that was originally published by Gamasutra was also picked up by GameCareerGuide.*
83. IGM — Eine überschätzte Zielgruppe? — July 10, 2019
84. Gamasutra — Gaminiscing Brukel - How my grandmother's war stories became a video game — July 9, 2019
85. Imgur (frontpage) — I'm making a video game about my grandmother's life during WWII — June 28, 2019
86. Miami University — Award-winning Game Represents the Realities of War in a Whole New Way — June 25, 2019
87. Gazet Van Antwerpen — Game over Geelse WOII-gruwel 'Brukel' wint internationale prijs. — June 21, 2019
88. Serious Play Events — Six Games for Good Titles Win Awards — June 18, 2019
89. Miami University — Bob De Schutter on Grandmother's War Experience in Brukel — May 8, 2019
90. RTV — Geelse grootmoeder speelt hoofdrol in computerspel — May 8, 2019
91. Nicovideo — 一人称視点ホラー『Brukel』は戦争のトラウマを今の世代に伝える — May 1, 2019
> *This article was found through Twitter posts so I am unsure who wrote it originally. It appeared in Nicovideo, Denfamicogamer, Bigglobe and Hackadoll.*
92. Horrorgm — 開発者の祖母の記憶に基づいた短編探索ゲーム "Brukel" … — April 26, 2019
93. Flega — #BelgianGamesIndustry to rock GDC next week — March 15, 2019
94. GameDaily.biz — Mobile gamers increasingly marketable demographic… — March 5, 2019
95. Miami University — Promotion and tenure granted to 42 — February 22, 2019
96. Inverse Genius — GSL119: Designing Meaningful Games for an Older Audience — February 7, 2019
97. Nieuwsblad Van Geel — Bob De Schutter uit Geel schiet raak! — November 9, 2018
98. Gazet Van Antwerpen — Brukel dompelt gamer onder in Kempense oorlogsgruwel van WO II — October 26, 2018
99. Miami University — Assistant prof wins runner-up for best digital game at international conference — October 18, 2018
100. Miami University — Brukel, A Game Created by Miami Professor Bob De Schutter, Wins Runner-Up… — October 15, 2018
101. De Morgen — Maak kennis met André (88), een krak in computergames — October 12, 2018
102. Higher Education Tribute — Distinguished Scholar and Junior Faculty Scholar Awards announced — April 27, 2018
103. Miami University — Junior Faculty Scholar Award recipients for 2018 — April 24, 2018
104. Miami University — Distinguished Scholar and Junior Faculty Scholar awards announced — April 24, 2018
105. Miami University — Bob De Schutter and Sharon Custer win University Awards — April 20, 2018
106. Gamasutra — Game Accessibility Quotes of 2017 — March 08, 2018
107. Unreal Education — Brukel Game — February 01, 2018
108. Trends — "Op gamen staat geen leeftijd meer" — November 23, 2017
109. Gamasutra — Video: Beyond Ageism – Developing VR games for an older audience — July 26, 2017
110. Gamestar (Germany) — Ältere Spieler – Rise of the Silver Gamer — July, 2017
111. Dumbbells & Dragons — Ep. 067 – Bob De Schutter, Game Designer — June 14, 2017
112. Funka — Three Questions to Bob de Schutter — May 11, 2017
113. GameOverMan (Australia) — Interview – Brukel — March 24, 2017
114. Famitsu (Japan) — 高齢者も VR には興味津々！ — March 5, 2017
115. Flega (Belgiun) — Keep an eye on these Belgian games in 2017 — January 18, 2017
116. Gamasutra — Game accessibility quotes of 2016 — December 30, 2016
117. Flega (Belgium) — Flemish professor working on fascinating WW2 game — December 15, 2016
118. Level Up (Latin America) — ¿Serás un abuelo gamer? — July 28, 2016
119. Polygon — Games for Grandparents — July 21, 2016
120. WVXU — A New Study Reports On Possible Benefits of Video Game Playing — June 23, 2016
121. Miami University — Miami team to compete in finals of AARP's Social Connection GameJam contest — June 9, 2016
122. Gamesindustry.biz — The 50-plus gamer crowd has passed 40m in the US — June 2, 2016

123. Sudouest (France)  Santé : les jeux vidéos pour passer une bonne retraite  May 21, 2016
124. Huffington Post (Canada)  Comment les jeux vidéo peuvent changer votre retraite  May 20, 2016
125. The Conversation  Comment les jeux vidéo peuvent changer votre retraite  May 18, 2016
126. WOSU  Tech Tuesday: Video Games for Retirees.  May 17, 2016
127. Verge of Discovery  Video Games and the Nature of Aging and Play with Dr. Bob De Schutter  May 17, 2016
128. Huffington Post (France)  Comment les jeux vidéo peuvent changer votre retraite  May 15, 2016
129. Dayton Daily News  Miami University students help develop gaming ideas for AARP crowd  May 5, 2016
130. Newsweek  Playing video games will keep you younger  April 26, 2016
131. CBS  CBS Radio News San Francisco  April 23, 2016
132. Kotaku (Australia)  How playing video games can change your retirement  April 21, 2016
133. Houston Chronicle  The graying of gamers  April 14, 2016
134. Mashable  Playing more video games when you retire? Here's why that's a good idea.  April 14, 2016
135. Rawstory  How video games could change retirement for this generation – and the ones to come  April 14, 2016
136. The Conversation  How playing video games can change your retirement  April 14, 2016
137. Ciaran Laval  Virtual Reality And Virtual Worlds Should Pay Attention To Older Participants  April 13, 2016
138. Animation Magazine  GDC 2016: The Growing Games Market for Seniors  April 11, 2016
139. AARP  Technology and Games for Age 50+  April 1, 2016
140. Kotaku  This Week In The Business: The Game Industry Needs To Get Laid  March 19, 2016
141. Famitsu (Japan)  高齢者だって楽しくゲームを遊びたい！  March 19, 2016
142. FM4 (Germany)  Warum gibts es kaum Gamer über 50?  March 18, 2016
143. Miami University  AARP teams up with students designing games for 50 plus.  March 17, 2016
144. Golem (Germany)  Beschäftigt euch mit ernsten Themen für ältere Spieler!  March 14, 2016
145. Concordia University  Never too old to become a video game maker  February 2, 2016
146. Miami University  A Giant in a World of Miniatures  December 12, 2015
147. KQED Mindshift  Can Games and Badges Motivate College Students to Learn?  April 20, 2016
148. Miami Student  Interactive app brings Freedom Summer to life  September 26, 2015
149. EdGamer  The gameful classroom with Bob De Schutter  January 3, 2015
150. Oxford Press  Freedom Summer app being developed by Miami U. team  July 18, 2014
151. Miami University  Interactive app and Web-based game will share the story of Freedom Summer  May 22, 2014
152. Miami University  Zombies take over Miami University  April 3, 2014
153. Minicore Studios Blog  SXSWi Day Three – Realism in video games  March 10, 2013
154. Flanders Today (Belgium)  Fun and Games – The Game Fund plays to the needs of the Flanders game industry  November 14, 2012
155. SHIFTMag (Europe)  Designing video games for seniors  September 30, 2011
156. Gazet Van Antwerpen (Be)  Vijtigplussers dol op gamen  June 24, 2011
157. De Campuskrant (Belgium)  Waarom geen 'Witse'-game voor ouderen?  June 22, 2011
158. De Standaard (Belgium)  Een game als bindmiddel  December 12, 2008
159. iMag (Belgium)  Gaming is meer dan kinderspel  December, 2008
160. Interconnect (Belgium)  Vlaanderen moet investeren in de game-industrie  November, 2008
161. De Standaard (Belgium)  Waar zitten de gamende oma's?  July 4, 2008
162. EOS (Belgium)  Bob De Schutter onderzoekt waarom senioren gamen  January, 2008
163. Het Nieuwsblad (Belgium)  Nieuw computerspel geeft je hersenen een verjongingskuur  June 8, 2006

*(Most of these articles and recordings are archived here: https://www.dropbox.com/sh/8vsz2mpdv5glb3i/AACrM80stZXAmFqb1EpP3bfPa)*

## PREFERRED SOFTWARE

| | |
|---|---|
| Game Development | Unreal Engine (Blueprint), Game Maker Studio (GML), LUA, Python |
| 3D Modeling | Blender, Fusion360 |
| 2D Art and Design | Adobe Photoshop, Adobe Illustrator, Adobe InDesign |
| Web Development | Apache, MySQL, PHP, jQuery, Javascript, HTML, CSS, ASP |
| Video Production | OBS, Adobe Premiere, Adobe After Effects, Techsmith Camtasia, PowerDirector |
| Audio and Music Production | Adobe Audition, Avid Pro Tools, Audacity, Reason Studios, Ableton Live |
| Data Analysis | SPSS, nVIVO, MaxQDA |
| 3D Printing | Simplify3D |
| Versioning | Perforce, Git (LFS) |
| Other | Microsoft Office, Visual Basic, Google Docs |