CURRICULUM VITAE – DR JOE MARSHALL

EMPLOYMENT HISTORY

2016-present Senior Research Fellow, School of Computer Science, University of Nottingham
2012-2016 Leverhulme Early Career Fellow - School of Computer Science, Univ. of Nottingham
2008–2012 Research Fellow - School of Computer Science, University of Nottingham
2004-2005 Software Engineer - Northgate Blue 8, Nottingham
2002-2004 Software Developer – Yamaha R&D, London
2000-2002 Software Developer – Sibelius, London.

HIGHER EDUCATION

2005-2008 PhD Computer Science, "Creating Illusion in Computer Aided Performance", University of Nottingham.
1997-2000 BA Computer Science, University of Cambridge, UK (1st class).

RESEARCH INTERESTS

My research focuses on the relations between interactive technology and the user's full body...

MAJOR RESEARCH PROJECTS

2014-2019 *"Living with Digital Ubiquity"* – Named researcher on EPSRC Platform Grant (EP/M000877/1, £1.25 million)

2012-2016 *"Interaction in Motion"* – Leverhulme Early Career Fellowship studying how to design technology for use while actively mobile.

2011-2012 *"Vicarious"* – Project studying the use of biological sensor data in television narrative. Leading role in software development for the project, creating a system for recording and visualising physiological data, which is supporting a wide range of research work in the school and in other schools and supported us in achieving commercial funding from Nissan for a 9 month follow on project studying and visualising the 'thrill' of driving.

2008-2011 *"A Day in the Park"* – Studied theme park rides, and took a lead role in developing interactive rides which respond to their riders in real time.

AWARDS

Best Paper, ACM SIGCHI Conference on Human Factors 2012, "Uncomfortable Interactions"
Best Paper Honorable Mentions, ACM CHI Play Conference 2015 & 2016.

ACADEMIC RESPONSIBILITIES

2013-14 Lecturer & co-convenor, "Introduction to Human Computer Interaction"
2014-15,2015-16 Lecturer & co-convenor, "Ubiquitous Computing"
2016-17 Lecturer & co-convenor, "Mixed Reality Technologies"
2014-present PhD supervisor, RMIT Melbourne, Richard Byrne "Digital Vertigo Games"

INVITED TALKS AND KEYNOTES

Lincoln University School of Computer Science Presented work on games involving interpersonal touch between players (relating to CHI 2016 paper).
European Colloquium of Sports Science Presented work on use of technolog during sports.
Glasgow School of Computer Science Presented our work studying interactive theme park rides.
Canonical Ltd, London Presented talk discussing the use of deception in interaction design.
BBC R&D Salford Joint talk describing and demonstrating our physiological sensing software.
Design Camp 8, New Zealand Demonstrated computer vision based juggling tracking system.

SELECTED PUBLICATIONS

(full list available on https://scholar.google.co.uk/citations?user=2tMhmgIAAAAJ&hl=en&oi=ao)

JOURNALS

Joe Marshall, Floyd Mueller, Steve Benford, Sebastiaan Pijnappel, 2016. Expanding exertion gaming. *Int. Jnl. Human-Computer Studies* 90,1-13

Joe Marshall. 2015, Magnetic Field Swimmer Positioning, *IEEE Sensors Journal* 15(1), 172-179.

Steve Benford, Chris Greenhalgh, Gabriella Giannachi, Brendan Walker, Joe Marshall, Tom Rodden. 2013. Uncomfortable User Experience. *Communications of the ACM*. 56, 9 (September 2013), 66-73

Steve Benford, Chris Greenhalgh, Andy Crabtree, Martin Flintham, Brendan Walker, Joe Marshall, Boriana Koleva, Stefan Rennick Egglestone, Gabriella Giannachi, Matt Adams, Nick Tandavanitj, and Ju Row Farr. 2013. Performance-Led Research in the Wild. *ACM Transactions Computer Human Interaction*, 20, 3, Article 14 (July 2013), 22 pages

Alan Chamberlain, Leif Oppermann, Martin Flintham, Steve Benford, Peter Tolmie, Matt Adams, Ju Row-Farr, Nick Tandavanit, Joe Marshall, Tom Rodden, 2011. Locating experience: touring a pervasive performance. *Personal Ubiquitous Computing*. 15, 7, Springer, London 717-730

Joe Marshall, Alan Chamberlain, Steve Benford, 2011. I Seek the Nerves under Your Skin: A 'Fast' Interactive Artwork. *Leonardo*. 44(5), MIT Press, Cambridge, MA, USA 401-404

PEER REVIEWED CONFERENCE PUBLICATIONS

Joe Marshall, Conor Linehan, 2017. Misrepresentation of Health Research in Exertion Games Literature. To appear in *Proceedings of 2017 CHI Conference on Human Factors in Computing Systems*

Joe Marshall, Conor Linehan, Adrian Hazzard, 2016. Designing brutal multiplayer video games. *Proceedings of the 2016 CHI Conference on Human Factors in Computing Systems, 2669-2680*

Joe Marshall, Alexander Dancu, Floyd Mueller, 2016. Interaction in motion: designing truly mobile interaction. *Proceedings of the 2016 ACM Conference on Designing Interactive Systems*, 215-228

Richard Byrne, Joe Marshall, Floyd Mueller, 2016. Balance ninja: towards the design of digital vertigo games via galvanic vestibular stimulation. *CHI Play 2016*, Honorable mention (top 5% of submissions)

Perttu Hämäläinen, Joe Marshall, Raine Kajastila, Richard Byrne, Florian Floyd Mueller. Utilizing gravity in movement-based games and play. *CHI Play 2015*. Honorable mention (top 5% of submissions)

Joe Marshall, Paul Tennent, 2013. Mobile interaction does not exist. *CHI '13 Extended Abstracts on Human Factors in Computing Systems*, ACM, New York, NY, USA.

Steve Benford, Chris Greenhalgh, Gabriella Giannachi, Brendan Walker, Joe Marshall, Tom Rodden. 2012, Uncomfortable Interactions. *Proceedings of CHI 2012: ACM SIGCHI Conference on Human Factors in Computing Systems*, ACM, New York, NY, USA. Best paper award (top 1% of submissions)

Joe Marshall, Steve Benford, 2011. Using fast interaction to create intense experiences. *Proceedings of CHI 2011: ACM SIGCHI Conference on Human Factors in Computing Systems*, ACM, New York, NY, USA. 1255-1264

Joe Marshall, Duncan Rowland, Stefan Rennick Egglestone, Steve Benford, Brendan Walker, Derek McAuley. 2011. Breath control of amusement rides. *Proceedings of CHI 2011: ACM SIGCHI Conference on Human Factors in Computing Systems*, ACM, New York, NY, USA, 73-82

Joe Marshall, Steve Benford, Tony Pridmore, 2010. Deception and magic in collaborative interaction. *Proceedings of CHI 2010: ACM SIGCHI Conference on Human Factors in Computing Systems*, ACM, New York, NY, USA 567-576

Joe Marshall, Tony Pridmore, Mike Pound, Steve Benford, Boriana Koleva. 2008. Pressing the Flesh: Sensing Multiple Touch and Finger Pressure on Arbitrary Surfaces, *Proceedings of Pervasive 2008, Sixth International Conference on Pervasive Computing*, Springer, London. 38-55