

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

Curriculum Vitae May, 2018

EDUCATION

Ph.D. K.U.Leuven, Leuven, Belgium	Social Sciences	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 Assistant Professor of Applied Game Design 2013-present

Faculty Affiliations

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

Previous Employment and Academic Rank

Assistant, 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
Self-employed web developer (Belgium) 2000-2005

PUBLICATIONS

Books and Chapters

- De Schutter, B. (Accepted). Games en Verouderen [Games and Ageing]. In Bourgonjon, J., Ribbens, W., De Grove, F. (Eds.), *TBA*. Academia Press, Ghent, Belgium.
- 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). Springer: Switzerland.
- 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)

- 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). Retrieved from <http://etresource.groopt.be>.
- De Schutter, B., & Vanden Abeele, V. (2008). Digitale Spellen als Bron van Lereren [Digital games as a source of learning] (p. 95). Louvain, Belgium: Group T Engineering School. Retrieved from <http://etresource.groopt.be>.

Peer-Reviewed Journal Articles

Full Papers

- 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*, 0(0), 1-7. (**Impact Factor: 0.593, H5-Index: 15, Contribution: 25%**)
- 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.
- 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*.
- 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.
- 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
- 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.

7. De Schutter, B., Vanden Abeele, V. (2015). Towards a Gerontoludic Manifesto. *Anthropology & Aging: Journal of the Association of Anthropology & Gerontology*, 36(2), 112-120.
8. 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.
9. 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.
10. 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.
11. 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.
12. 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. De Schutter, B., Eynon Black, D. (2016). Learning Games for Older Adults: The Case of Minecraft. *Gerontechnology*, 15.
2. De Schutter, B., Roberts A.R. (2016). A Workshop on Intergenerational Game Concept Design and Prototyping. *Gerontechnology*, 15.
3. De Schutter, B., Vanden Abeele, V. (2015). Reply to Responses. *Anthropology & Aging: Journal of the Association of Anthropology & Gerontology*, 36(2), 125-126.
4. 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.
5. De Schutter, B., Nap H-H, Brown J.A., Roberts A.R. (2014). The Promise of Gerontoludic Design. *Gerontechnology*, 13(2), 277.
6. 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.
7. De Schutter, B. (2012). A qualitative inquiry into the meaning of digital games for an older audience in Flanders. *Gerontechnology*, 11(2), 420.
8. 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. De Schutter, B. (2015). Gerontoludic Design and Intergenerational Play [Conception G erontoludique et Jue Interg enerationnel]. In *Intergenerational Learning, Life Narratives and Games* (pp. 86–89). Qu ebec, Canada: Centre de recherche et d'intervention sur la r eussite scolaire (CRIRES) / Center of Research and Intervention for Student and School Success (CRI_SAS).
2. 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.
3. 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.
4. 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.
5. 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.
6. 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.
7. 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.
8. 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.
9. 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.
10. 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.
11. 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, Louisiana.
12. 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.
13. 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.
14. 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.
15. 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.
16. 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. 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
2. 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
3. De Schutter, B., Romero, M. (2016) Breaking the Age Barrier through Participatory Intergenerational Game Design. Presented at Different Games, New York, USA
4. 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.
5. De Schutter, B. (2015) Gradequest: A Gameful Undergraduate Course - Director's Commentary, Presented at the Playful Learning summit, Ohio University, Athens, OH
6. 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.
7. 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.
8. 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.
9. 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.
10. 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.
11. 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.
12. 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., Gerling, K. (2014) Gerontoludic Design: Developing a Framework to Design Playful Experiences for Older Adults. Presented at CHI Play, Toronto, Canada.
2. De Schutter, B. (2013) The Ethics of Digital Games, Presented at the GeoGebra Conference, Miami University, Oxford, OH.
3. De Schutter, B. (2011). The Seriousness of Non-Serious Games. Presented at the Barcamp of SIGCHI.be, Group T Engineering School, Leuven, Belgium.
4. 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.
5. 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. 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.
2. De Schutter, B., Brown, J. A., Dormann, C. & Gerling, K. (2016). Designing Games for Older Adults: Beyond Accessibility and Health Benefits [themed Session]. 1st Joint International Conference of DiGRA and FDG, Dundee, Scotland.
3. Husani, N., Capaccio, A., Capaccio, D., McKenzie, L., De Schutter, B. (2016) Da Vinci Coders [game demonstration]. Presented at Games+Learning+Society 12, Madison, Wisconsin.
4. Papa, S., Mullins, H., Mullenix, T., De Schutter, B. (2015) Denounce! A Soviet Simulation Game [game demonstration]. Presented at the Playful Learning summit, Ohio University, Athens, OH.
5. De Schutter, B. (2015) Designing Games for an Ageing Player. Presented at CHI Play, London, UK.
6. 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 [workshop]. CHI Play, London, UK.
7. De Schutter, B., Brown J. A., Roberts A. R., Gerling, K., Eynon Black, D. (2015) Ageing and Digital Games [themed session] (p. 2). Presented at the first conference of the National Association on Ageing, Miami University, USA.
8. De Schutter, B., Gandy, M., Mosberg Iversen, S., Nap, H-H., Hunicke, R. (2015) Digital Games in Later Life: Challenges and Opportunities [panel session] (p. 5), Presented at the Foundations of Digital Games, Pacific Grove, CA.
9. Quinten, N., Bourgonjon, J., De Schutter, B. (2015) DiGRA Flanders [panel session]. In Apperly, T., Brown, A. & Quinten, N. (Orgs.) Meeting of local DiGRA Chapters, DiGRA 2015, Lüneburg, Germany
10. Armstrong, A. E., Tzoc, E., De Schutter, B. (2014) Games and Social Justice: A Freedom Summer Location-Based Game [game demonstration]. Presented at "50 Years after Freedom Summer: Understanding the Past, Building the Future", Miami University, Oxford, OH.
11. Vanden Abeele V., Geurts, L., Husson, J., Van den Audenaeren, L., Desmet, S., Verstraete, M., De Schutter, B. (2014) Kung-Fu Kitchen: A Physical Therapy Game to Remedy the Negative Consequences of Spasticity [game demonstration] (p. 2). Presented at Games+Learning+Society 10 Educational Arcade, Madison, Wisconsin, USA.
12. De Schutter, B. (2014) Designing for Older Adults: Differences between Players and Non-Players (p. 2) [workshop]. 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.
13. De Schutter, B. (2014) EDP/IMS225 Games & Learning [workshop]. 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.

14. De Schutter, B., Gerling, K., Mosberg Iversen, S., Heeter C., Nap, H-H. (2014) Digital Games in Later Life: Challenges and Opportunities [panel] (p. 5). Presented at Meaningful Play, East-Lansing, MI
15. Papa, S., & De Schutter, B. (2014). Instructing Fear: Behaviorism in Limbo [poster]. Presented at Games+Learning+Society 10, Madison, Wisconsin.
16. 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]. Presented at Meaningful Play 2008, East-Lansing, Michigan, USA
17. 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.

Invited Lectures at Universities

1. De Schutter, B. (2016) Games and Aging: An Anthology. Presented at the University of California, San Francisco, CA
2. De Schutter, B. (2016) Lights, Camera, Interaction, Presented at the Discovery Café, Miami University, Oxford, OH
3. 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.
4. 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
5. 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
6. 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.
7. De Schutter, B. (2014) Game Design Theory, Presented at the Penny Lecture Series, Miami University, Oxford, Ohio.
8. De Schutter, B. (2014) Super Brown Bag Talker II. Presented as a Brown Bag Talk at the University of Madison-Wisconsin, Madison, WI
9. 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
10. 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
11. De Schutter, B. (2012). The Brutal Truth about Digital Games and Older Adults. Guest lecture at Northeastern University, Boston, MA, USA.
12. De Schutter, B. (2012). The Meaning of Digital Games to an Older Audience. Guest lecture at the University of Baltimore, Baltimore, MD, USA.
13. De Schutter, B. (2012). Balancing in-game economies. Guest lecture at the University of Baltimore, Baltimore, MD, USA.
14. De Schutter, B. (2011). Designed - Or How to Become a Successful Graphic Designer in 120 Minutes. Guest Lecture at the KU Leuven, Leuven, Belgium.
15. 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.
16. 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
17. De Schutter, B. (2009) The Design and Development of Blast From The Past. Guest lecture at the Catholic University-College of Limburg, Genk, Belgium.
18. De Schutter, B. (2008). Designing Digital Games for An Older Audience. Guest Lecture at the Technical University of Eindhoven, Eindhoven, The Netherlands.
19. 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. (2018) Beyond Ageism: How to Design Games that Appeal to an Older Demographic. Presented at VECTOR, Richmond, KY.
2. De Schutter, B. (2017) Beyond Ageism: Accessibility for an Older Audience. Presented at GAConf, San Francisco, CA.
3. De Schutter, B. (2017) Designing Better Games for an Older Audience. Presented at PLAYER, The Cinematheque, Copenhagen, Denmark.
4. Alexander, P., De Schutter, B. (2015) Quick Paper Prototyping: From Vision to Visualized. Presented at the Ohio Game Developers Expo, Columbus, OH.
5. De Schutter, B. (2014) Designing Better Games for an Ageing Society. Presented at the Ohio Game Developers Expo, Columbus, OH.
6. 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.
7. 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.
8. De Schutter, B. & Vanden Abeele, V. (2008) Games Plus: The Positive Side of Digital Games. Presentation at the Ubisoft press conference, Universiteit Antwerpen, Belgium.
9. 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.

10. De Schutter, B. (2007). The History of Digital Games (Updated Version). Presentation for the 'Apestaartjaren' symposium, Gent, Belgium.
11. 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. (2017) Beyond Ageism: Exploring VR Games for an Older Audience. Accepted for the main conference of the Game Developers Conference, San Francisco, CA.
2. 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
3. De Schutter, B. (2016) GDC Flash Forward: Beyond Ageism. Featured on the GDC Flash Forward YouTube channel, San Francisco, CA
4. De Schutter, B. (2015) How Games Are Changing The Way We Age. Presented at TEDxMiamiUniversity, Miami University, Oxford, OH

Purchased Booth

De Schutter, B. (2016) Brukel (Pre-Alpha Build v0.01). Presented at the expo floor of the GDEX, Columbus, Ohio

CREATIVE WORK

Brukel	Digital Game (Unreal Engine 4) Assigned Research Leave <i>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.</i> Contribution(s): Project Management, Game Design, Programming, 2D Art, Narrative Design, Interface Design, Instructional Design, Research, Voice Acting, Audio Engineering, Marketing	2015-present
Super PR Manager	Online Game (HTML5) <i>A game about the subjectivity of mass media.</i> Contribution(s): Game Design, Programming, 2D Art	2015-present
Broken	Digital Game (Game Maker Studio) <i>An indie game that incorporates glitches and impossible-play as its features to explore the "gamification" discourse.</i> Contribution(s): Programming, Game Design, Narrative Design, 2D Art	2014-present
Code Breaker	Digital Game (Unity3D) <i>A game to help children with cognitive impairment improve their communication skills.</i> Contribution(s): Project Management, Game Design, Research	2014-present
Follow the Drinking Gourd	Board Game <i>A board game that teaches the history of the Underground Railroad</i> Contribution(s): Game Design Consultancy, Student Supervisor	2018
#StoryTags	Card Game <i>A card game about improvising and sharing stories.</i> Contribution(s): Game Design Consultancy, Student Supervisor	2016
Da Vinci Coders	Board Game <i>A board game that teaches basic programming skills.</i> Contribution(s): Game Design Consultancy, Student Supervisor	2015-2016
Freedom Summer	Mobile Game (ARIS) Funded by the National Endowment for the Humanities <i>Developing a location-based mobile game to teach US history and civic justice.</i> Contribution(s): Game Design	2014
Far-Plane	Online Game (HTML5) Funded by the Center for Creative Leadership <i>Developing a narrative-driven serious game to teach the boundary spanning model.</i> Contribution(s): Game Design	2014
Gradequest	Online Game (HTML5) <i>An online jQuery Mobile based web application to introduce game design techniques to classroom education.</i> Contribution(s): Project Management, Game Design, Interface Design, Instructional Design, 2D Art, Programming	2013-2015
GameHUB	Digital Game (Unity3D) <i>Developing a knowledge center and various educational games for the Flanders region of Belgium.</i> Contribution(s): Project Management, Game Design, Interface Design, Instructional Design, 2D Art, Tool Programming, Research	2010-2012

Sidewalk Jungle	Online Game (Web) <i>A game about city planning for the visually impaired and wheelchair users.</i>	Funded by the Flemish Cabinet of Equal Rights	2009-2010
	Contribution(s): Project Management, Game Design, Interface Design, Instructional Design, 2D Art, Research		
Kung-Fu Kitchen	Digital Game (Unity3D) <i>User-centered design and development of a game to help children to rehabilitate from brain palsy and multiple sclerosis.</i>	Funded by the IWT-TeTra (Theraplay)	2009
	Contribution(s): Game Design, 2D Art, Research		
Key Competences	Online Game (Web) <i>Using digital games to teach the unemployed a range of key competences that should help them to find a job.</i>	Funded by Opikanoba	2008
	Contribution(s): Game Design, 2D Art, Instructional Design, Research		
Blast From The Past	Digital Game (Virtools) <i>A game that facilitates intergenerational knowledge transfer between grandparents and grandchildren.</i>	Funded by IWT-TeTra (e-Treasure)	2007-2008
	Contribution(s): Game Design, Interface Design, Instructional Design, 2D Art, Research, Voice Acting		
Emergence	Digital Game (Virtools) <i>A game that teaches basic game design theory and psychology to high school students.</i>	Funded by Canon Cultuurcel	2007
	Contribution(s): Game Design, Instructional Design, 2D Art, Research		

AWARDED FUNDING

External Grant History

At Miami University

Total Awarded: \$828,061 (Sub Award: \$113,628)

1. 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)
2. 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)
3. 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. (\$95,100)
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", co-author proposal and lead researcher/designer, 2007. (\$498,670)
6. Canon Cultuurcel Research Grant entitled "Emergence", research and designer, 2007. (<\$40,000)

Internal Grant History

At Miami University

Total Awarded: \$295,145

1. Summer Research Award (EHS 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. Bragg and 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)

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

HONORS AND AWARDS

2018	Distinguished Junior Scholar Award in Business, Education and Social Sciences at Miami University
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 POSITIONS

International Game Choice Awards Network	Member	2016-current
EHS/AIMS Engaging Technology Lab	Director	2015-current
Higher Education Video Game Alliance	Member	2014-current
Gerontoludic Society	Founder and President	2014-current
Scripps Gerontology Center	Research Fellow	2014-current
International Society for Gerontechnology	Board Member	2014-current
International Game Developers Association	Lifetime Member	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

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

(My overall teaching evaluation mean for Miami University is currently 3.64 out of 4, which is 6.67% above the University's mean.)

PRESS APPEARANCES

1.	Higher Education Tribute	Distinguished Scholar and Junior Faculty Scholar Awards announced	April 27 2018
2.	Miami University	Junior Faculty Scholar Award recipients for 2018	April 24 2018
3.	Miami University	Distinguished Scholar and Junior Faculty Scholar awards announced	April 24 2018
4.	Miami University	Bob De Schutter and Sharon Custer win University Awards	April 20 2018
5.	Gamasutra	Game Accessibility Quotes of 2017	March 08 2018
6.	Unreal Education	Brukel Game	February 01 2018
7.	Trends	“Op gamen staat geen leeftijd meer”	November 23 2017
8.	Gamasutra	Video: Beyond Ageism – Developing VR games for an older audience	July 26 2017
9.	Gamestar	Ältere Spieler – Rise of the Silver Gamer	July 2017
10.	Dumbbells & Dragons	Ep. 067 – Bob De Schutter, Game Designer	June 14 2017
11.	Funka	Three Questions to Bob de Schutter	May 11 2017

12. GameOverMan	Interview – Brukel	March 24 2017
13. Famitsu	高齢者も VR には興味津々！	March 5 2017
14. Gamasutra	Game accessibility quotes of 2016	December 30 2016
15. Flega	Flemish professor working on fascinating WW2 game	December 15 2016
16. Level Up	¿Serás un abuelo gamer?	July 28 2016
17. Polygon	Games for Grandparents	July 21 2016
18. WVXU	A New Study Reports On Possible Benefits of Video Game Playing	June 23 2016
19. Miami University	Miami team to compete in finals of AARP's Social Connection GameJam contest	June 9 2016
20. Gamesindustry.biz	The 50-plus gamer crowd has passed 40m in the US	June 2 2016
21. Sudouest	Santé : les jeux vidéo pour passer une bonne retraite	May 21 2016
22. Huffington Post	Comment les jeux vidéo peuvent changer votre retraite	May 20 2016
23. The Conversation	Comment les jeux vidéo peuvent changer votre retraite	May 18 2016
24. WOSU	Tech Tuesday: Video Games for Retirees.	May 17 2016
25. Verge of Discovery	Video Games and the Nature of Aging and Play with Dr. Bob De Schutter	May 17 2016
26. Huffington Post (France)	Comment les jeux vidéo peuvent changer votre retraite	May 15 2016
27. Dayton Daily News	Miami University students help develop gaming ideas for AARP crowd	May 5 2016
28. Newsweek	Playing video games will keep you younger	April 26 2016
29. CBS	CBS Radio News San Francisco	April 23 2016
30. Kotaku	How playing video games can change your retirement	April 21 2016
31. Houston Chronicle	The graying of gamers	April 14 2016
32. Mashable	Playing more video games when you retire? Here's why that's a good idea.	April 14 2016
33. Rawstory	How video games could change retirement for this generation – and the ones to come	April 14 2016
34. The Conversation	How playing video games can change your retirement	April 14 2016
35. Ciaran Laval	Virtual Reality And Virtual Worlds Should Pay Attention To Older Participants	April 13 2016
36. Animation Magazine	GDC 2016: The Growing Games Market for Seniors	April 11 2016
37. AARP	Technology and Games for Age 50+	April 1 2016
38. Kotaku	This Week In The Business: The Game Industry Needs To Get Laid	March 19 2016
39. Famitsu	高齢者だって楽しくゲームを遊びたい！	March 19 2016
40. FM4	Warum gibts es kaum Gamer über 50?	March 18 2016
41. Miami University	AARP teams up with students designing games for 50 plus.	March 17 2016
42. Golem	Beschäftigt euch mit ernsten Themen für ältere Spieler!	March 14 2016
43. Concordia University	Never too old to become a video game maker	February 2 2016
44. Miami University	A Giant in a World of Miniatures	December 12 2015
45. KQED Mindshift	Can Games and Badges Motivate College Students to Learn?	April 20 2016
46. Miami Student	Interactive app brings Freedom Summer to life	September 26 2015
47. EdGamer	The gameful classroom with Bob De Schutter	January 3 2015
48. Oxford Press	Freedom Summer app being developed by Miami U. team	July 18 2014
49. Miami University	Interactive app and Web-based game will share the story of Freedom Summer	May 22 2014
50. Miami University	Zombies take over Miami University	April 3 2014
51. Minicore Studios Blog	SXSWi Day Three – Realism in video games	March 10 2013
52. Flanders Today	Fun and Games – The Game Fund plays to the needs of the Flanders game industry	November 14 2012
53. SHIFTMag	Designing video games for seniors	September 30 2011
54. Gazet Van Antwerpen	Vrijtjplussers dol op gamen	June 24 2011
55. De Campuskrant	Waarom geen 'Witse'-game voor ouderen?	June 22 2011
56. De Standaard	Een game als bindmiddel	December 12 2008
57. iMag	Gaming is meer dan kinderspel	December 2008
58. Interconnect	Vlaanderen moet investeren in de game-industrie	November 2008
59. De Standaard	Waar zitten de gamende oma's?	July 4 2008
60. EOS	Bob De Schutter onderzoekt waarom senioren gamen	January 2008
61. Het Nieuwsblad	Nieuw computerspel geeft je hersenen een verjongingskuur	June 8 2006

PREFERRED SOFTWARE

2D Art and Design	Adobe Photoshop, Adobe Illustrator, Adobe InDesign
Game Development	Unreal Engine (Blueprint), Game Maker Studio
Web Development	PHP, ASP, jQuery, MySQL, HTML, CSS, Apache
Video Production	Adobe Premiere, Adobe After Effects, Techsmith Camtasia, PowerDirector
Audio and Music Production	Adobe Audition, Avid Pro Tools, Audacity, Propellerhead Reason, Ableton Live
Other	Microsoft Office, Google Docs, Visual Basic, Python