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Date of Birth: 25/11/1982

CURRENT:

Freelance game designer, workshop facilitator, creative consultant

Freelance English as a foreign language teacher

Co-manager of 'La Lucana' - an experiential tourism project in Basilicata, Italy.

EDUCATION:

UNIVERSITY OF SALFORD (2012-2017) - Ph.D in *Towards a Theatre for Gamers: A new paradigm of practice in contemporary live performance as a response to games and interactivity in digital media and performance culture.*

LEEDS METROPOLITAN UNIVERSITY (2007-2009) - MA in Performance Works (Pass with Merit)

QUEEN MARY, UNIVERSITY OF LONDON (2001-2004) - BA Honours in English and Drama (2:1)

EMPLOYMENT & EXPERIENCE:

Freelance Drama, Media, Performance Practitioner and Game Designer & Teacher, UK (2005 - Present)

Work includes:

- *Box Society - Manchester - Urban Game collaboration (2015)*
- *Save Mamma Grottole - Grottole, Italy - Urban Game collaboration (2015)*
- *Materopatia 2.0. - Matera, Italy - Urban Game collaboration (2015)*
- *Everything is Awesome - Krakow, Copenhagen, Manchester - Urban Game collaboration (Playfuel 2014-15)*
- *Room Zero - Various UK locations - Theatre Game collaboration with The Larks (2014-15)*
- *Know Your Place - Various locations across Europe - Urban Game collaboration with The Larks (2013-14)*
- *Hacked Off - Various locations across Europe - Urban Game collaboration with The Larks (2012-13)*
- *'Playspace' Commission winner at Contact, Manchester - Super Political Street Fighter - Contact/Larkin' About/Hide & Seek/National Theatre - Performer and game designer (2010)*
- *Larkin About performer and game designer at various events - Manchester (2009-present)*

- *It's Not As Bad As It Looks* - Greenroom & LANWest Tour - Performer/Writer/Director (2006-07)

C&T Theatre Company, UK (2007 - 2012)

Drama & Digital Media Animateur

- Working as an Animateur (Teaching Artist) for C&T partner Parkside School, Cullingworth, Bradford, across key stage 3, 4 and further education
- Offering young people extended day drama and performance opportunities
- Assisting partner schools in developing links in their wider communities through drama
- Delivering *Continuous Professional Development* training to teachers
- Collaborating with other creative organisations, the media, academics and educationalists.

CONFERENCES AND FESTIVALS:

- *W00T Play Festival*, Copenhagen - Presenter and Panelist (2013 & 2015)
- *The Playful Arts Festival*, Den Bosch Netherlands - Presenter and Panelist (2014)
- *Playable Cities*, Bristol - Co-presenter with Playfuel (2014)
- *Performance, Place, Possibilities, Leeds* - Co-presenter with Playfuel (2014)
- *Theatre Applications*, Central School of Speech and Drama, London - Co-presenter with C&T (2010).
- *Creativity: Lifeline or Luxury?*, *Creative Partnerships*, Bradford - Presenter (2009)
- *Gartner IT Symposium*, Barcelona - co-panelist (2008)

SKILLS:

- Teaching, facilitation and teacher training
- Devising, writing, directing and performing in theatre, drama and game based projects
- Applying theatre, performance and game design in education and community
- Building partnerships between creative organisations
- Preparing and delivering presentations at academic and professional conferences
- Engaging with and applying digital technologies in theatre/performance/game projects