

Matthew J. Sharritt, Ph.D.

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Education

UNIVERSITY OF HAWAII AT MĀNOA (2003 – 2008)

Ph.D., Communication and Information Sciences

Dissertation Title: *Students' Use of Social and Cognitive Affordances in Video Game Play within Educational Contexts: Implications for Learning*

- Doctoral research findings include inductive generalizations that describe patterns of use of the interface (affordances) and collaboration by high school students that lead to instances of learning while playing commercial video games
- Perspective incorporates theory and literature from gaming, the Serious Games Initiative, human-computer interaction (HCI), computer-supported collaborative learning (CSCL), communication, learning and cognition, psychology, and sociology
- Qualitative method inspired by ethnomethodology, grounded theory, and activity theory

UNIVERSITY OF HAWAII AT MĀNOA (2001 – 2003)

M.S., Information and Computer Sciences

Masters project: Individually developed a video game on the *Sony PlayStation* platform

MARQUETTE UNIVERSITY (1997 – 2001)

B.S., Computer Engineering (Minors: Computer Science & Math)

Senior Design Project: *Cross-Functional Data Lab*, controlling robotics over the Internet

Experience

Situated Research (2009)

Naperville, IL

President, company mission is to conduct usability research to improve the user experience to create innovative, easy-to-use, creative products (video games, software applications, websites / web applications)

- Offer usability research and testing for software, web, and video game companies, as well as custom web design, collateral creation, and custom web / software applications
- Cutting-edge research completed during doctorate has inspired an innovative, multi-disciplinary approach to video game usability research, showing relationships among the user-experience (game play) and engagement (motivation to play)
- User-experience (UX) research to raise productivity, efficiency for business software apps
- Offer services that aim to improve user interaction, collaboration, and engagement within human-computer interfaces to simplify and enhance the user experience

Self Employed (2002 – Present)

Honolulu, HI & Naperville, IL

Contract web development and computer assembly / networking for small-businesses

- Create and remotely update websites for small businesses and organizations
- Purchase domain names, set up web servers, and design websites in Adobe Photoshop, Acrobat, Illustrator, Dreamweaver, and Flash. Examples at www.situatedgaming.com

University of Hawai'i at Mānoa (2001 – 2007)

Honolulu, HI

Graduate Assistant, Information and Computer Sciences Department

- Taught lab sessions and assisted students with Java applications for ICS 111 and ICS 211 (*Introduction to Computer Science / Algorithms and Data Structures in Java*)
- Managed course content (WebCT & website) and held lectures; wrote / proctored exams

Time Warner Telecom, Inc. (2000 – 2001)**Brookfield, WI***Webmaster, Corporate Communications Group – www.twtelecom.com*

- Functioned as full time corporate Webmaster while carrying a full-time class load
- Worked directly with senior level public relations executives and vice-presidents to add time-critical news and financial releases
- Created a Flash-based mini CD of critical PR / Marketing material (formerly hard copies; reduced cost from \$15.00 to \$1.50 per copy) and presented to corporate executives
- Installed new Cobalt web servers and modified IP backbone diagrams
- Used Interwoven, a content management tool, to create templates and manage website

Motorola, Inc. (1999)**Arlington Heights, IL***Call Processing Engineer, Cellular Infrastructure Group (part of GSM group, a SEI Level 5 organization)*

- Converted outdated call processing state chart diagrams into TAU, a UNIX state chart tool. New diagrams were programmed into current GSM customer releases (Perl and C)

Skills

Broad knowledge of advanced methodologies: computer hardware design; programming languages; human-computer interaction (HCI) and human interface design; information and communication technologies (ICTs); education and pedagogy

- Designed and created several browser-based games as Java applets (examples online at www.situatedgaming.com) and several console games on the Sony PlayStation
- Experience managing teams of programmers; familiar with giving deadlines and constructive feedback; frequently performed code reviews and walkthroughs
- Managed teams and drove projects from concept to completion; kept under budget
- Expertise in user interface and user experience design; interaction design; information architecture; intercultural communication; communication theory
- Expertise in storyboarding; scenario writing; essential use cases; participatory design
- Expertise in game design and evaluation and implications for learning and instruction; curriculum integration and pedagogy; collaboration, competition, and motivation
- Proficient in Java, C/C++, PHP, ColdFusion, Perl, SQL, Flash, and HTML; Mac OS and Windows server management (IIS), networking, and troubleshooting; latest computer hardware components and gaming hardware (PC, Wii, Xbox / Xbox 360, PS2 / PS3)

Publications

Sharritt, M. J. (2008). Forms of learning in collaborative video game play. *Research and Practice in Technology Enhanced Learning*, 3(2), pp. 97-138.

Sharritt, M.J. (2009). Evaluating Video Game Design and Interactivity. In R. Van Eck (Ed.) *Interdisciplinary Models and Tools for Serious Games: Emerging Concepts and Future Directions*.

Sharritt, M. J. & Suthers, D.D. (2009). Video game representations as cues for collaboration and learning. *International Journal of Gaming and Computer-Mediated Simulations*, 1(3).

Honors / Activities

- Nominated for the Frances David Award for Excellence in Undergraduate Teaching at the University of Hawai'i at Mānoa (2006 – 2007)
- Awarded Marquette University's St. Ignatius Engineering Scholarship – A four-year, \$30,000 scholarship awarded to the six top scores on an engineering preparedness test given to over 400 incoming freshmen
- Network Administrator and Webmaster for the Marquette Chapter of Triangle Fraternity
- Former President of the Marquette University IEEE student branch (2000 – 2001)

Memberships ACM; AERA; Edutopia; IEEE; ISLS; NSPE; Serious Games