D. Paul Ralph, PhD

Department of Computer Science
University of Auckland, New Zealand
p.ralph@auckland.ac.nz | http://paulralph.name

Summary of Achievement

- Published more than 50 peer-reviewed articles
- Received more than 500 academic citations
- Received more than $200 000 in competitive research funding
- Best conference paper awards:
    - The 23rd Asia-Pacific Software Engineering Conference (2016)
    - The 4th SIGSAND/PLAIS Eurosymposium (2011)
    - The 5th International Conference on Design Science Research in Information Systems and Technology (2009)
- Research featured in *FastCompany Magazine* and *The Washington Post*
- Written professional essays attracting over 1 000 000 readers
- Cofounded the AIS Special Interest Group for Game Design and Research
- Taught over 20 undergraduate and postgraduate courses
- Advised over 25 postgraduate students
- Received 3 commendations for exceptional teaching
- Worked as a senior lecturer in computer science at the University of Auckland, the top-rated university in New Zealand
    - Founded the Auckland Game Studies Lab
    - Represented the university in over a dozen national media appearances
- Worked as a lecturer in information systems at the Lancaster University Management School, the top-rated management school in the UK
    - Founded the Lancaster Design Practice Lab
    - Received two commendations for innovative teaching
- Completed Doctor of Philosophy (Management) at the University of British Columbia
- Completed simultaneous undergraduate degrees in computer science and commerce at Memorial University of Newfoundland
- Received over 30 scholarships and academic awards including:
    - The Canadian Graduate Scholarship
    - The Governor General's Academic Medal
- Gave invited seminars in Australia, Canada, Finland, Ireland, New Zealand and the United Kingdom

Experience and Education

Senior Lecturer in Computer Science, 2017-present

University of Auckland, New Zealand

Director, Auckland Game Studies Lab

Visiting Assistant Professor, 2016-2018

University of British Columbia, Canada

Lecturer in Computer Science, 2014-2016

University of Auckland, New Zealand

Director, Auckland Game Studies Lab

Lecturer in Information Systems, 2010-2014

Lancaster University, U.K.

Director, Lancaster University Design Practices Lab

Doctor of Philosophy (Management), 2010

University of British Columbia, Canada

Dissertation Title: Fundamentals of Software Design Science

Bachelor of Science (Computer Science), 2005

Memorial University of Newfoundland, Canada

Dissertation Title: A Recommender Named DESIRE – Inferences from User Behavior

Bachelor of Commerce (Information Systems), 2005

Memorial University of Newfoundland, Canada

Dean's Award

Research

My research focuses on the theoretical and empirical study of software and game development including projects, processes, practices, technologies, management and developer cognition, productivity, creativity, wellbeing and effectiveness.

Journal Articles

1. Ralph, P., & Monu, K. (2017) Enduring Design Challenges in Western Roleplaying Video Games. *The Journal of Creative Technologies* (6), Article 4.
2. Ralph, P. (2016) Software engineering process theory: A multi-method comparison of Sensemaking-Coevolution-Implementation Theory and Function-Behavior-Structure Theory, *Information and Software Technology*, (70), p. 232-250.
3. Ralph, P. (2016) Practical Suggestions for Improving Scholarly Peer Review Quality and Reducing Cycle Times. *Communications of the Association for Information Systems,* (38), Article 13.
4. Exman, I., Perry, D., Barn, B., Ralph, P. (2016) Separability Principles for a General Theory of Software Engineering: Report on the GTSE 2015 Workshop, *SIGSOFT Software Engineering Notes*, (41:1), p. 25-27.
5. Ralph, P. & Monu, K. (2015) Toward a unified theory of digital games. *The Computer Games Journal*, (4:1), p. 81-100.
6. Ralph, P. (2015) The Sensemaking-Coevolution-Implementation theory of software design. *Science of Computer Programming,* 101, 21-41.
7. Parsons, J. & Ralph, P. (2014) Generating effective recommendations using viewing-time weighted preferences for attributes, *Journal of the Association for Information Systems*, (15:8), p. 484-513.

8. Ralph, P., Exman, I., Ng, P.-W., Johnson, P., Goedicke, M., Kocatas, A. T., & Yan, K. L. (2014). How to develop a general theory of software engineering: Report on the GTSE 2014 Workshop. *SIGSOFT Software Engineering Notes* (39:6), p. 23-25.
9. Johnson, P., Ralph, P., Goedicke, M., Ng, P.-W., Stol, K.-J., Smolander, K., Exman, I., Perry, D. 2013. Report on the second SEMAT workshop on a general theory of software engineering (GTSE 2013). *SIGSOFT Software Engineering Notes* (38:5), p. 47-50.
10. Ralph, P., Johnson, P., & Jordan, H. (2013) Report on the first SEMAT workshop on a general theory of software engineering (GTSE 2012). *SIGSOFT Software Engineering Notes* (38:3), p. 26-28.
11. Ralph, P. (2013) The Illusion of requirements in software development. *Requirements Engineering*, (18:3), p. 293-296.

Conference Papers

12. Sedano, T., Ralph, P. and Péraire, C. (2017) Software Development Waste. *Proceedings of the International Conference on Software Engineering.* Buenos Aires, Argentina: IEEE, May.
13. Sedano, T., Ralph, P. and Péraire, C. (2017) Lessons Learned from an Extended Participant Observation Grounded Theory Study. *Proceedings of the 4th International Workshop on Conducting Empirical Studies in Industry.* Buenos Aires, Argentina: IEEE, May.
14. Tempero, E. and Ralph, P. (2016) A Model for Defining Coupling Metrics. *Proceedings of the 23rd Asia-Pacific Software Engineering Conference*. Hamilton, New Zealand: IEEE, December. (**Best Paper Award**)
15. Sedano, T., Ralph, P. & Peraire, C. (2016) Sustainable Software Development through Overlapping Peer Rotation. *Proceedings of the ACM/IEEE International Symposium on Empirical Software Engineering and Measurement.* Ciudad Real, Spain: September.
16. Monu, K. & Ralph, P. (2016) Designing the "Appeal" of Educational Games. *Proceedings of the Americas Conference on Information Systems.* San Diego, California, USA: AIS, August.
17. Ralph, P. & Tempero, E. (2016) Characteristics of Decision-Making During Coding. *Proceedings of the International Conference on Evaluation and Assessment in Software Engineering.* Limerick, Ireland: ACM, June.
18. Ralph, P., Chiasson, M., & Kelley, H. (2016) Social Theory for Software Engineering Research. *Proceedings of the International Conference on Evaluation and Assessment in Software Engineering.* Limerick, Ireland: ACM, June.
19. Sedano, T., Ralph, P. & Peraire, C. (2016) Practice and Perception of Team Code Ownership. *Proceedings of the International Conference on Evaluation and Assessment in Software Engineering.* Limerick, Ireland: ACM, June.
20. Stol, K., Ralph, P. & Fitzgerald, B. (2016) Grounded Theory Research in Software Engineering: A Critical Review and Guidelines? *Proceedings of the International Conference on Software Engineering.* Austin, Texas: ACM, May.
21. Tan, J., Kumar, R., and Ralph, P. (2016) Blending High-Immersion Gameplay and High-Intensity Exercise with Asynchronous Exergaming. *Proceedings of the International Workshop on Games and Software Engineering*. Austin, Texas: ACM, May.
22. Ralph, P. & Monu, K. (2015) Contemporary challenges in the design of western role-playing games, *The 2015 Creative Gaming Conference*, Auckland, New Zealand, September.
23. Wufka, M. & Ralph, P. (2015) Explaining agility with a process theory of change. *Proceedings of Agile 2015*. Washington D.C., USA: IEEE, August.
24. Ralph, P. (2015) Developing and evaluating software engineering process theories. *Proceedings of the International Conference on Software Engineering.* Florence, Italy: IEEE, May.
25. Shreeve, B., Sawyer, P., Ralph, P. & Stacey, P. (2015). Geographically distributed sensemaking: developing understanding in forum-based software development teams. *Proceedings of the 8th International Workshop on Cooperative and Human Aspects of Software Engineering*, Florence, Italy: IEEE, May.
26. Ralph, P. & Mohanani, R. (2015). Is requirements engineering inherently counterproductive? *Proceedings of the 5th International Workshop on the Twin Peaks of Requirements and Architecture*, Florence, May.
27. Ralph, P., & Kelly, P. (2014). The Dimensions of software engineering success. *Proceedings of the 2014 International Conference on Software Engineering*, Hyderabad, India: ACM, June.
28. Mohanani, R., Ralph, P., & Shreeve, B. (2014). Requirements fixation. *Proceedings of the 2014 International Conference on Software Engineering*, Hyderabad, India: ACM, June.
29. Ralph, P. (2014). Lab-based action design research. *Companion Proceedings of the 36th International Conference on Software Engineering*, Hyderabad, India: ACM, June.
30. Amir, B., & Ralph, P. (2014). Proposing a theory of gamification effectiveness. *Companion Proceedings of the 36th International Conference on Software Engineering*, Hyderabad, India, June, ACM.
31. Ralph, P. (2014). Evaluating process theories in software engineering. *Proceedings of the 3rd ICSE Workshop on General Theories of Software Engineering*, Hyderabad, India, June: ACM.

32. Monu, K., & Ralph, P. (2013). Implications of gameful design for the IS discipline. *ICIS Workshop on Information Technology and Systems*, Milan, Italy, December.
33. Ralph, P. & Narros, E. (2013) Complexity, process and agility in small development teams: An exploratory case study. *Proceedings of the Pacific Asia Conference on Information Systems*, Jeju Island, South Korea: AIS, June.
34. Ralph, P. & Shportun, P. (2013). Scrum abandonment in distributed teams: a revelatory case. *Proceedings of the Pacific Asia Conference on Information Systems*, Jeju Island, South Korea: AIS, June.
35. Ralph, P. (2013). Possible core theories for software engineering. *Proceedings of The 2nd ICSE Workshop on a General Theory of Software Engineering*, San Francisco, CA, USA, May.
36. Ralph, P. (2012) Sensemaking-Coevolution-Implementation Theory: A model of the software engineering process in practice. *The 2012 SEMAT Workshop on a General Theory of Software Engineering*, Stockholm, Sweden, November.
37. Ralph P. (2012) Improving coverage of design in information systems education. *Proceedings of the 2012 International Conference on Information Systems*, Orlando, FL, USA: AIS, December.
38. Ralph, P. (2011) Introducing an empirical model of design. *Proceedings of the 6th Mediterranean Conference on Information Systems*, Limassol, Cyprus: AIS, September.
39. Ralph, P. (2012) Improving coverage of design in information systems education. *The Eleventh Symposium on Research in Systems Analysis and Design*, Vancouver, Canada, June.
40. Ralph, P. (2010) Toxic concepts in systems analysis and design: The systems development lifecycle. *The Ninth Symposium on Research in Systems Analysis and Design*, St. John's, Canada, May.
41. Ralph, P. & Wand, Y. (2008) A Teleological process theory of software development. *Journal of the Association of Information Systems Theory Development Workshop, International Conference on Information Systems*, Paris, France, December.
42. Ralph, P. & Parsons, J. (2008) A System for recommending items based on viewing-time-weighted preferences for attributes. *The Winter Conference on Business Intelligence*, Salt Lake City, Utah, USA, March.
43. Ralph, P. & Wand, Y. (2007) An Ontology of design concepts. *Journal of the Association of Information Systems Theory Development Workshop, International Conference on Information Systems*, Montreal, QC, Canada, December.
44. Ralph, P. & Wand, Y. (2007) Towards a formal definition of design. *Proceedings of the Design Science Research in Information Systems and Technology Conference*, Pasadena, CA, USA, May.
45. Parsons, J. & Ralph, P. (2007) Generating effective recommendations by exploiting viewing time and item attributes. *Proceedings of the Design Science Research in Information Systems and Technology Conference*, Pasadena, CA, USA, May.
46. Parsons, J. & Ralph, P. (2007) Addressing challenges in inferring preferences from current-session data. *Proceedings of the Statistical Challenges in eCommerce Research Symposium*, Stamford, Connecticut, USA, May.
47. Ralph, P. & Parsons, J. (2006) A Framework for automatic online personalization. *Proceedings of 39th Annual Hawaii International Conference on System Sciences*, Poipu, Kauai, Hawaii: IEEE.
48. Parsons, J., Ralph, P. & Gallagher K. (2004) Using viewing time to infer user preference in recommender systems. *The AAAI Workshop on Semantic Web Personalization*, San Jose, July.
49. Parsons, J., Gallagher. K. & Ralph, P. (2002) Inferring preferences from viewing time: Implications for the design of electronic catalogs. *INFORMS Annual Meeting*, San Jose, California, November.

Book Chapters

50. Ralph, P. (2011) Toward a theory of debiasing software development. In *Proceedings of the SIGSAND/PLAIS EuroSymposium*, Springer LNBIP 93, pp 92–105. (**Best Paper Award**.)
51. Ralph, P. (2010) Comparing two software design process theories. *Proceedings of the International Conference on Design Science Research in Information Systems and Technology*, St. Gallen, Switzerland: Springer LNCS 6105, pp. 61-76. (**Best Student Paper Award**)
52. Ralph, P. & Wand, Y. (2009) A Proposal for a formal definition of the design concept. In Lyytinen, K., Loucopoulos, P., Mylopoulos, J., & Robinson, W., (Eds.): *Design Requirements Engineering: A Ten-Year Perspective (LNBIP 14): Design Requirements Workshop 2007 Revised and Invited Papers*, pp. 103-136. Springer-Verlag.

Other Contributions

53. Ralph, P. (2010) *Fundamentals of software design science*, Doctoral Dissertation, Sauder School of Business, University of British Columbia, Vancouver, Canada, 177 Pages.

54. Parsons, J. & Ralph, P. (2010) System and method for estimating user ratings from user behavior and providing recommendations. *United States Patent: 7756879*. July 13.
55. Ralph, P. (2009) Investigating the software design process. *International Conference on Information Systems*, Phoenix, AZ, USA, Dec. Doctoral Consortium.
56. Ralph, P. (2009) Investigating the software design process. *The Design Science Research in Information Systems and Technology Conference*, Philadelphia, PA, USA, May. Doctoral Consortium. (Accepted but could not attend.)
57. Ralph, P. (2005) A Recommender Named DESIRE – Inferences from User Behavior. BSc Dissertation, Memorial University of Newfoundland, Canada, 43 pages.

Professional Articles

58. Ralph, P. (6 March 2017) How to protect your private data when you travel to the United States. *The Conversation*. Republished by *The New Zealand Herald*.
59. Ralph, P. (23 June 2015) Why universities should get rid of PowerPoint and why they won't. *The Conversation*. Republished by *Business Insider* and *The New Zealand Herald*.
60. Ralph, P. & Monu, K. (11 June 2014) A Working theory of game design. *First Person Scholar*.
61. Ralph, P. (14 April 2014) Heartbleed patched but security time bomb is still ticking. *The Conversation*. Republished by *Lifehacker*.
62. Ralph, P. (13 November 2013) Obamacare web fiasco won't be the last big IT fail. *The Conversation*. Republished by *Delimiter*.
63. Ralph, P. (July 2013) Does cognitive bias kill creativity? *Website Magazine*.
64. Ralph, P. (8 April 2013) Why system requirements are a dangerous illusion. *SD Times*.
65. Ralph, P. (24 August 2012) Why are marketers' attempts at gamification focused on meaningless points? *The Wall*.
66. Ralph, P. (21 August 2012) Too lame, not enough game: Why marketers are failing at gamification. *The Drum*.

In addition, since 2010 I have contributed to over a dozen Wikipedia entries related to software and design.

Invited Presentations

67. Ralph, P. (2016) Asynchronous Exergaming, *Management Seminar Series*, University of British Columbia, Kelowna, 7 October.
68. Ralph, P. (2016) Pseudoscience. *Kiwi FOO Camp*, Snells Beach, New Zealand, 12 March.
69. Ralph, P. (2015) Unimaginative by Design: How Good Requirements Analysis Generates Terrible Products. *Department of Computer Science Showcase for Alumni and Friends*, University of Auckland, New Zealand, 17 October.
70. Ralph, P. (2015) Developing and evaluating software engineering process theories. *The Austalasian Software Engineering Conference*, Adelaide, Australia, 28 September – 1 October.
71. Ralph, P. (2015) The Psychology of game design: A Summary of empirical research, *The New Zealand Game Developers Conference*, Auckland, NZ, 10-11 September.
72. Ralph, P. (2015) Explaining Agility with a process theory of change, *Lero Invited Talks*, University College Cork, Ireland, 28 May.
73. Ralph, P. (2015) The two paradigms of software design, *Lero Invited Talks,* University of Limerick, Ireland, 25 May.
74. Ralph, P. (2015) Making a difference through computer science, *New Zealand Computer Science Research Students Conference*, Auckland, NZ, 15 April (**Keynote**).
75. Ralph, P. (2015) Designing for Emergence, *Auckland Game Developers Meetup*, Auckland, NZ, 4 March. (Rated 4.5/5 stars by participants.)
76. Mohanani, R., Ralph, P., & Shreeve, B. (2014). Requirements fixation, *Best of RESG Research 2014*, London, UK, 4 December.
77. Ralph, P. (2014) Designing with humility for more effective exergames. *Orion Health Invited Speaker Series*, Auckland, New Zealand, 26 November.
78. Ralph, P. (2014) A General theory of digital games: Implications for Information Systems Research. *Information Systems and Operations Management Departmental Seminar Series*, University of Auckland, 21 November.
79. Ralph, P. (2014) Inaugural Lecture: Designing for Emergence. *Software Engineering Research Group Seminar Series*, University of Auckland, 30 September.
80. Ralph, P. (2013) Lab-based action design research. *Digital Innovation Research Beacon Seminar Series*, Sunderland University, 13 November.

81. Ralph, P. (2013) The Role of technology in encouraging students to read. *Lancaster University Sharing Practice Day*, Lancaster, UK, 2 July.
82. Ralph, P. (2013) The General theory of software engineering initiative. *British Computer Society Software Process Improvement Network SEMAT Workshop*, London, UK, 6 June.
83. Ralph, P. (2013) Theoretical foundations of software engineering from individuals and processes to teams and projects. *Lancaster University School of Computing and Communications Seminar Series*, Lancaster, UK, 30 January.
84. Ralph, P. (2013) The GTSE initiative: reconstituting software engineering based on sound theoretical foundations. *Memorial University of Newfoundland Computer Science Workshop Series*, St. John's, Canada, 5 January.
85. Ralph, P. (2012) The Disruptive role of complexity in project management, design and empirical methodology. *Memorial Operations and Information Management Research Seminar Series*, St. John's, Canada, 6 January.
86. Ralph, P. (2011) A Cognitive theory of software design failure. *Lancaster University Management School Faculty Conference*, Lancaster, UK, 7 July.
87. Ralph, P. (2010) The Theory/Practice disjunction in software design. *Lancaster University Vice-Chancellor's Lunch Series*, Lancaster, UK, 8 July.
88. Ralph, P. (2010) Toxic concepts in information systems research. *University of British Columbia MIS Workshop Series,* Vancouver, Canada, March.
89. Ralph, P. (2009) On the nature and fundamentals of software design. *Memorial University of Newfoundland Computer Science Workshop Series*, St. John's, Canada. January.
90. Ralph, P. (2006) A framework for automatic web personalization. *University of British Columbia MIS Workshop Series*, Vancouver, Canada, October.

Grants

2015 – Primary Investigator, Promoting Health and Fitness with Asynchronous Exergames, *University of Auckland Faculty Research Development Fund New Staff Grant* (30 000 NZD).

2014 – Primary Investigator, Investigating the Effects of Google Hangouts and Diagrams on Creativity in Geographically Distributed Teams, *Google Research Awards* (41 670 USD).

2014 – Primary Investigator, Distributed Creativity, *Lancaster University Management School Pump-Priming Grant* (4880 GBP).

2011 – Primary Investigator, Design Practices Lab, *Lancaster University Internal Collaboration Grant* (37 000 GBP).

2011 – Primary Investigator, The Role of Cognitive Biases in Software Design, *Lancaster University Early-Career Small Grant* (6135 GBP).

2010 – Primary Investigator, The Role of Cognitive Biases in Design Projects, *Lancaster University Management School Pump-Priming Grant* (4900 GBP).

2008 – Co-Investigator, Studying Information Systems Development Processes, *University of British Columbia Humanities and Social Sciences Grant* (5000 CDN).

Teaching

My teaching focuses on software project management, design and research methods. Lists of teaching achievements and modules I have taught are provided below.

Teaching Achievements

2016 – Received commendation from Faculty of Science "exceptional levels of student satisfaction" (>95% approval rate)

2015 – Two previous students have their capstone project accepted at the ICSE Games and Software Workshop

2013-2014 – Four previous ITMOC students have revised versions of their theses accepted at conferences (two at ICSE, two at PACIS).

2013-2104 – Received highest module evaluation score across the MSc. ITMOC program for ITO.007.

2011 – Created and directed the Lancaster Design Practices Lab, which provided part-time paid internships for student software developers, analysts and managers.

2011 – Received perfect 5/5 mean student evaluation for ITO.007.

2010 – Received commendation from ITMOC Periodic Quality Review Team for the "use of IT to support learning".

2010 – Received commendation from Management Science Periodic Quality Review Panel for "the use of peer marking within module MSCI 203".

Postgraduate Teaching

2016 – Software Development Methodologies, Tools and Techniques (COMPSCI.732 / SOFTENG.750)

2015 – Software Development Methodologies, Tools and Techniques (COMPSCI.732 / SOFTENG.750)

2013 – Special Topics in Design (HIGH.401)

2010-2013 – Information Technology Project Management (ITO.007)

2012-2013 – Analysis, Design and Innovation (ITO.015/HIGH.403)

2012 – Research Methods (HIGH.402)

2011 – Open Innovation and Design (ITO.019)

Undergraduate Teaching

2016 – Introduction to Canadian Business (MGMT.100); two sections

2016 – Introduction to Practical Computing (COMPSCI.111); summer semester and first semester

2015 – Introduction to Practical Computing (COMPSCI.111); summer semester and second semester.

2010-2013 – Introduction to Systems Analysis (MSCI.203)

2008-2009 – Introduction to Management Information Systems (COMM.391)

Invited Teaching and Short Courses

2016 – Research Methods for Developing and Evaluating Process Theories, University of Oulu, June.

PhD Supervision and Committees

1. Tyne Crow (in progress) *A Quantitative Analysis of Gamification in Learning Tools*, University of Auckland (principal supervisor)
2. Rahul Mohanani (in progress) *On the Relationship between Creativity and Requirements Engineering,* University of Oulu (co-supervisor).
3. Ben Shreeve (in progress) *Creativity, Ideation and Sensemaking in Distributed Teams*, Lancaster University, (co-supervisor).
4. Gerasimos Balis (in progress) *Service Design and Entrepreneurial Learning*, Lancaster University (co-supervised 2012-2014).
5. Todd Sedano (2017) *Sustainable Software Development: Evolving Extreme Programming*, Carnegie Mellon University (co-supervisor).

Masters Supervision

1. Gemma Felix (2014) Fictions In Project Work: A Study of 60 Multinational Professionals Working with Projects.
2. Ole Lande (2014) Rationalisations, Narratives, Exaggerations and Politics: The Nature of Fictions in Project Work.
3. Li Wang (2014) The Themes of Gamification Discourse within UK Websites.
4. Kikachukwu Ndobu (2013) Investigating the Potential of Mobile Learning at a Nigerian Public Institution.
5. Rahul Mohanani (2013) Requirements Framing Effects on Design Projects (**Best Dissertation Award**).
6. Bilal Amir (2012) A Framework for Improving Gamification Effectiveness by using Game Elements.
7. Funmilade Oreagba (2012) Understanding Success in IT Design Projects (**Most Improved Student Award**)
8. Preeti Raju (2012) Social and Technical Challenges Facing Contemporary Semantic Web.
9. Vivek Vancha (2012) Critical Analysis on Linked Data Applications.
10. Jose Eduardo Narros (2011) Complexity, Process and Agility in Small Development Teams: An Exploratory Analysis (**Best Overall Student Award**).
11. Petr Shportun (2011) Issued with Scrum Implementation in a Distributed Software Development Team: An Exploratory Case Study.
12. Arnab Datta (2010) How Exactly Information Quality and Consistency is Proliferated in Business Intelligence Systems.
13. Damilola Olaniawo (2010) Information Technology Outsourcing: A Recipe for Success.
14. Samuel Ogunnaike (2010) Understanding Networks.

Honours Supervision

Main Supervisor

1. Jacky Lo (2016) Exergaming and Video Game Modding: A Dual Literature Review.
2. Betty Yin (2016) Does Infrasound Increase Emotional Reactions to Horror Video Games?
3. Saren Currie & Carson Lourenco (2016) Health and Fitness Data Integration Platform.
4. Hamish Brebner & Mitchel Longair (2016) Super Hardcode Mode: A Skyrim Exergaming Mod.
5. Rahul Kumar & Jak Tan (2015) Promoting Fitness with Video Games: An Asynchronous Exergame Prototype.
6. Devon Ahmu & Jordan Hohepa (2015) Supporting Innovative Design through Coevolution Tools.
7. Robin Feng & Luman Wang (2015) Software Tools for Measuring Creativity.

Co-Supervisor

8. Harrison She & Ofek Wittenberg (2016) An Ad-Hoc, Real-Time Broadcasting System by way of Smart Devices.
9. Seongwoo Jeong & Zuohao Lu (2016) Spatial Layout of Program Files on Large Display.
10. Xuzong Chen & Gareth Sime (2015) Supporting Innovative Design through Coevolution Tools Project.

Service

Editorships

2016 – Guest Editor, Software Engineering Success and Failure, a special issue of *Empirical Software Engineering*
2013-present – Associate Editor, *Requirements Engineering*
2015 – Associate Editor, International Conference on Information Systems

Conference Organization

2016 – Chair, The 5th International Workshop on Theory-Oriented Software Engineering (TOSE 2016)
2016 – Co-chair, HICSS mini-track on Online Games and Game-like Systems
2016 – Products and Prototypes Chair, Intl. Conf. on Design Science Research in Information Systems and Technology
2015 – Chair, The 4th ICSE Workshop on General Theory of Software Engineering (GTSE 2015)
2015 – Co-chair, HICSS mini-track on Organizational Impacts of Online Games

Program Committees

2017 – Empirical Software Engineering and Measurement (ESEM 2017)
2016 – Asia-Pacific Software Engineering Conference (APSEC 2016)
2016 – International Conference on Design Science Research in Information Systems and Technology (DESRIST 2016)
2016 – International Conference on Evaluation and Assessment in Software Engineering (EASE 2016)
2015 – International Conference on Information Systems (ICIS 2016)
2014 – Science of Computer Programming Special Issue on General Theory of Software Engineering
2012-2014 – SEMAT Workshop on General Theory of Software Engineering
2011-2012 – Systems Analysis and Design EuroSymposium

Service to the University

2015-present – Director, University of Auckland Game Studies Lab
2014-present – Media Coordinator, University of Auckland Department of Computer Science
2013-2014 – Member, Lancaster University Management Science Research and Enterprise Steering Committee
2012-2014 – Director, Lancaster University Design Practice Lab
2010-2014 – Member, Lancaster University MSc ITMOC Steering Committee
2010-2012 – Member, Lancaster University Department of Management Science Undergraduate Steering Committee

Professional Service

2014-2016 – Secretary, AIS Special Interest Group for Game Design and Research (SIGGAME)

2014 – Co-founder, AIS Special Interest Group for Game Design and Research (SIGGAME)

2013-2015 – Public Relations Officer, The General Theory of Software Engineering Initiative

2010-2012 – Publicity Officer, AIS Special Interest Group in Systems Analysis and Design

Professional Memberships

2014-present – Member, AIS Special Interest Group for Game Design and Research (SIGGAME)

2012-present – Member, ACM Special Interest Group on Software Engineering (ACM SIGSOFT)

2012-present – Member, IEEE Computer Society Technical Council on Software Engineering (IEEE TCSE)

2007-2013 – Member, AIS Special Interest Group in Systems Analysis and Design (AIS SIGSAND)

2006-2015 – Member, Association for Information Systems

Professional Development

2015 – SAVVY media training course, Science Media Centre

2011 – Designing Small-Scale Engaged Business Research, ESRC Researcher Development Initiative

2009 – Doctoral Consortium, International Conference on Information Systems

2007 – Design Science Summer School, Carnegie Mellon University

2006 – TAG Faculty Instructional Skills Workshop, University of British Columbia

Reviewing

2016 – Placed in the top 100 reviewers in computer science worldwide (as indexed by Publons.com)

Since 2005 I have reviewed for IEEE Transactions on Software Engineering, ACM Transactions on Software Engineering and Methodology, MIS Quarterly, Information and Software Technology, Journal of Management Information Systems, Journal of Systems and Software, Journal of the AIS, Information Systems Journal, Decisions Sciences, Software: Practice and Experience, Science of Computer Programming, Business and Information Systems Engineering, IET Software, and numerous conferences. I have also reviewed grant applications for the National Sciences and Engineering Research Council of Canada.

Recognition and Awards

Media Appearances

1. Ralph, P. (to be aired) The Science of Online Dating. Interview by Michelle Dickenson, *Stupid Questions for Scientists*.
2. Ralph, P. (to be aired) Interview by Chris White, *Underground.Fitness*.
3. Ralph, P. (7 March 2017) Interview by Adam Shirley, *Drive*, ABC Canberra.
4. Ralph, P. (17 August 2016) What's holding back driverless cars? Interview by Paul Henry, *The Paul Henry Show,* TV3. http://www.radiolive.co.nz/Whats-holding-back-driverless-cars/tabid/504/articleID/127129/Default.aspx
5. Ralph, P. (12 July 2016) Pokémon GO game highlights the rise of exer-gaming (exercise and gaming together), Interview by Mark Sainsbury, *The Paul Henry Show,* TV3. http://www.radiolive.co.nz/Pokemon-GO-game-highlights-the-rise-of-exer-gaming-exercise-and-gaming-together/tabid/504/articleID/125260/Default.aspx
6. Ralph, P. (19 February 2016) Apple stays strong against FBI, Interview by Paul Henry, *The Paul Henry Show*, TV3. http://www.newshub.co.nz/tvshows/paulhenry/apple-stays-strong-against-fbi-2016021912
7. Ralph, P. (8 February 2016) Video games to spur you on to fitness. Interview by Will Hine, One News. https://www.tvnz.co.nz/one-news/new-zealand/video-games-to-spur-you-on-fitness.html
8. Ralph, P. (3 February 2016) Could your baby monitor be hacked? Interview by Paul Henry, *The Paul Henry Show*, TV3. http://www.newshub.co.nz/nznews/could-your-baby-monitor-be-hacked-2016020311
9. Ralph, P. (3 February 2016) Interview by Leigh Hart and Jason Hoyte, *The Drive Show*, Radio Hauraki.
10. Ralph, P. (31 December 2015) Super computer making waves. Interview by Teresa Cowie, *Summer Report*, Radio NZ. http://www.radionz.co.nz/audio/player/201784557
11. Ralph, P. (27 December 2015) Children under 2 shouldn't use touchscreens – experts. Interview by Lucy Warhurst, *3 News*, TV3. http://www.newshub.co.nz/nznews/children-under-2-shouldnt-use-touchscreens--experts-2015122717

12. Ralph, P. (9 December 2015) Teen filmed fighting at school begs others to learn from his mistakes. Interview by Nadine Chalmers-Ross, *Breakfast*, TVNZ. http://tvnz.co.nz/breakfast-news/teen-filmed-fighting-school-begs-others-learn-his-mistakes-video-6435331
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Awards and Honors

2016 – Best Paper Award, the 23rd Asia-Pacific Software Engineering Conference, Hamilton, New Zealand

2011 – Best Paper Award, the 4th Systems Analysis and Design EuroSymposium, Gdansk, Poland

2010 – Vinton G. Cerf Award for Best Student Paper, the 5th International Conference on Design Science Research in Information Systems and Technology, St. Gallen, Switzerland

2009 – Accepted for the International Conference on Information Systems Doctoral Consortium

2009 – Accepted for the International Conference on Design Science Research in Information Systems and Technology Doctoral Consortium

2005 – Faculty of Business Administration Dean's Award, Memorial University

2002-2005 – Faculty of Science Dean's List, Memorial University

2002-2005 – Faculty of Business Administration Dean's List, Memorial University

2004 – Computing Research Association Outstanding Undergraduate Award (Honorable Mention), Computing Research Association

2004 – Faculty of Science Book Prize for Computer Science (for being first in class), Memorial University

2004 – Inducted into the Beta Gamma Sigma Society

2000 – Governor General's Academic Medal, Federal Government of Canada

2000 – Advanced Placement Scholar, International College Board

Scholarships and Fellowships

2008-2010 – Post-Graduate Scholarship, National Sciences and Engineering Research Council of Canada (42 000 CDN)

2007 – Pacific Century Graduate Scholarship, Government of British Columbia, (34 000 CDN)

2007 – University Graduate Fellowship, University of British Columbia, (32 000 CDN)

2006 – Canadian Graduate Scholarship, National Sciences and Engineering Research Council of Canada, (21 000 CDN)

2005-2009 – Ph.D. Tuition Fee Award, University of British Columbia, (16 000 CDN)

2005 – Graduate Entrance Scholarship, University of British Columbia, (7813 CDN)

2005 – Undergraduate Student Research Award, National Sciences and Engineering Research Council of Canada, (5625 CDN)

2005 – PMI Jamie Morry Memorial Scholarship, Memorial University, (500 CDN)

2004 – Pro Vice-Chancellor's Prize for Undergraduate Scholarship, Memorial University, (1000 CDN)

2004 – Beta Gamma Sigma Chapter Scholarship, Beta Gamma Sigma, (1000 CDN)

2004 – Undergraduate Student Research Award, National Sciences and Engineering Research Council of Canada, (7447 CDN)

2004 – Project Management Institute Jamie Morry Memorial Scholarship, Memorial University, (500 CDN)

2003 – Eric Briffet Small Business Scholarship, Memorial University, (1000 CDN)

2003 – Dr. G. A. Frecker Memorial Alumni Bursary, Memorial University, (500 CDN)

2002 – Fishery Products International Ltd. Undergraduate Scholarship, Memorial University (1000 CDN)

2001 – Atlantic Accord Electoral District Scholarship, Government of Newfoundland and Labrador, (2000 CDN)

2000 – Sobeys Scholarship, Sobeys Inc., (4000 CDN)

2000 – Electoral District Scholarship, Government of Newfoundland and Labrador, (1000 CDN)

2000 – Memorial University Endowment Scholarship, Memorial University, (2000 CDN)

2000 – Memorial University Entrance Scholarship, Memorial University, (2000 CDN)