

# Curriculum Vitae



## Personal Data

Paul Pivec,  
PhD, MComp, GDipHE, NZIM, Trade Cert.

Gender	Male
Date of Birth	11-04-1957
Status	Married (previous surname was Kearney)
Nationality	New Zealander (Austrian Residence)
Residential Address	Sechszwanziger-Schützen-Gasse, 3 A-8020 Graz, Austria
Email	paul.pivec@mac.com
Mobile	+43 676 4041 737

## Qualifications

Degrees/Diplomas	University	Field	Year conferred
Doctorate of Philosophy	Deakin University	Education Technology	2011
Master of Computing	Unitec NZ	Computing	2005
Graduate Diploma	Unitec NZ	Higher Education	2005
Management Certificate	NZIM	Management	1980
Trade Certificate	NZ Automotive	Technical	1975

Honours, prizes, scholarships, etc	Year awarded
Postgraduate Research Scholarship – Deakin University	2007
Master of Computing – Top Student, Overall Excellence	2006
Master of Computing – 1 <sup>st</sup> Class Honours	2005
NACCQ - Highly Commended Paper Award	2005

## Relevant Skills and Experience

With over 30 years in Industry and 10 in Academia, Paul Pivec brings a wealth of experience to any Institution or Company. Starting in computing as a systems programmer, but with many years in sales support, networking, and multimedia development, Paul has owned and managed two multi-million dollar development companies with a customer base that included the New Zealand and Australian Governments, the Military, and multi-National companies such as NCR, AT&T and Hitachi. In the decade prior to the World Wide Web, Paul's company *Trinet*, under his direct supervision, was the first to bring multi-protocol compatibility to networks across Australia. As Managing Director and Lead Designer, Paul's development

team also pioneered graphical interfaces for text based management systems and subsequently sold the technology to AT&T.

With his experience in management and corporate development, coupled with his extensive entrepreneurial and strategic business skills, Paul has successfully mentored several start-up ventures such as Metia Interactive. From their initial conception of a commercial software idea, he coached them to the achievement of a national innovation award, and finally to bring their products to the world market through the European Sony Interactive distribution channels. In recognition of his work, Paul has been an invited judge for the Australasian Media and Technology awards on successive occasions. He also served on the advisory panel for several small companies and the research and development centre for Unitec New Zealand.

After completing his Masters Degree in Computing, and a Graduate Diploma in Higher Education, Paul embarked on a fulltime PhD in educational frameworks for using game-based learning. Now based in Europe, Paul is combining his knowledge in pedagogy with his development skills to complete his latest projects in multi-user Language learning and Business simulation games via an Internet portal. Paul still finds time to consult to software development companies both in Europe and down-under, is actively publishing and presenting at conferences, and lectures on an as needed basis. Having been in the industry for over 30 years, Paul has experience with most technical skills in the industry – Networks, Interface Design, Web Programming, and Game Programming. He has programmed in most languages including Assembler, but prefers to use C or derivatives of such (C++, C#, or Object C) and ActionScript 3 for Web programming. However, he also has skills in php, java, mysql, etc., having taught programming at University level. He is currently working with SmartfoxServer and Unity 3D.

Paul's recent projects include being contracted by the European Commission to research literature on the use of computer games in schools, and by Becta, the UK Government's agency for education technology, to write a report on Game-Based Learning technologies. Both contracts required extensive research and called upon Paul's knowledge in both the game development industry and the education sector. To keep his programming skills current, he recently completed the development of e-learning software to educate tourism operators for a European funded project and wrote the specifications for Business games for another EC proposal.

Paul's academic CV can be found at <http://www.paulpivec.com> and his development projects in the area of e-learning can be viewed at <http://www.piveclabs.com>, <http://www.gamedesigncampus.com> and <http://www.thelanguagecampus.com>.

Present Position & Current employer	
Founder and Senior Developer, CranberryBlue R & D, NZ/UK Ltd.	2005-Present

PO Box/Street Number	PO Box 47-265
Suburb	Ponsonby
City	Auckland
Country	New Zealand
Email	paul@piveclabs.com

CranberryBlue R & D specializes in Computer-Based Learning, providing products and resources to academia and industry. With over 50 years combined experience in the education and technology arenas, CranberryBlue provides leading edge solutions in the areas of Computer Assisted Learning, Knowledge Management, and Game-Based Learning solutions.

As a result of programming completed for his PhD, Paul has created software that provides real-time avatar chat, multi-user multimedia forums, audio and video chat, as well as video conferencing in a virtual world. His products are multi-user web-based platforms that allow trainer's to apply game-based learning to their teaching using both authoring tools and player platforms. These tools provide on-line role-playing frameworks where teachers and trainers can define various topics, and develop learning situations for their specific environments. The current projects Paul developing are in the area of multi-user Language learning and Business simulation games via an e-learning platform.

Previous Position & employer	
Academic Researcher, FH Joanneum, Graz, Austria.	2009-2010

PO Box/Street Number	Alte Poststraße 147 – 154/ Eggenberger Allee 9 - 13
City	8020 Graz
Country	Austria

Paul is heavily involved in several European funded projects in the areas of game-based learning, software design for games, and educational frameworks, at the FH-Joanneum, University of Applied Sciences in Austria. His skills in technology, software design, and web programming, coupled with his experience and qualifications in Education, are an asset to the project team and provide a good fit with his Doctorate study. Being a part-time position, Paul dovetails his PhD research work with what is needed for a successful project, thereby accelerating both outcomes. This contract will be concluded at the end of the EC projects in December 2010.

Previous Position & employer	
Senior Lecturer, FH Joanneum, Graz, Austria.	2007-2009

PO Box/Street Number	Alte Poststraße 147 – 154/ Eggenberger Allee 9 - 13
City	8020 Graz
Country	Austria

Using his extensive knowledge in the area of computing, game development, and education, Paul was contracted to lecture Bachelor students in the areas of serious games design and game-based learning. Pau co-developed new content for courses in GBL and e-learning, and these courses are still taught today.

Previous Position & employer	
Senior Academic Staff Member, Unitec New Zealand	2002-2007

Department	School of Computing and Information Technology
University/Organisation	Unitec New Zealand
PO Box/Street Number	Private Bag 92025 / Carrington Road
Suburb	Mt Albert
City	Auckland
Country	New Zealand

<b>Courses Developed and Taught</b>
<p>Supervision:</p> <ul style="list-style-type: none"> <li>▪ Bachelor level Industry Projects and Internships</li> <li>▪ Masters level Thesis and Dissertation</li> </ul> <p>Postgraduate (Masters):</p> <ul style="list-style-type: none"> <li>▪ Business Development for Information Technology Companies</li> <li>▪ Strategic Project Planning for Information Technology Companies</li> <li>▪ Managing Large Scale Information Technology Projects</li> <li>▪ Interactive Software Resource Planning and Production</li> <li>▪ Interactive Multimedia Application Production</li> <li>▪ Pedagogical Strategies for the Use of Information Technology</li> <li>▪ Research Methodologies for Academic Studies.</li> <li>▪ Game Studies and Game-Based Learning</li> </ul> <p>Undergraduate (Bachelors):</p> <ul style="list-style-type: none"> <li>▪ Software Resource Production and Planning</li> <li>▪ Multimedia Programming and Development</li> <li>▪ Advanced Multimedia Application Development</li> <li>▪ Internet programming and Web development</li> <li>▪ Hardware and Operating Systems</li> <li>▪ C Programming and Advanced C</li> <li>▪ Introduction to Java Programming</li> <li>▪ User Interface Design and Usability</li> <li>▪ Software for Game Development</li> </ul>

Paul's research involves using game technology for e-inclusion and education. He has worked with and published papers and book chapters on computer games for impaired students, with a focus on cerebral palsy. He established New Zealand's first Game Development and Research Laboratory at Unitec for use by students and staff to complete research into computer games and development projects involving digital games. The lab has been used by undergraduate students involved in capstone projects and Masters student completing theses. Paul programs in Assembler, C/C++ and Java and has written for Mainframes, PC's, game consoles, handhelds, and mobile phones, and he brings this extensive experience to his teaching at Bachelor level. He has owned and managed multi-million dollar

companies selling to an international market. This experience and knowledge he shared at Master's level teaching.

When Paul moved to Austria, he continued to teach at Unitec for two more semesters by restructuring his courses using Video conferencing and e-learning platforms. These courses were a success and Paul later resigned from Unitec during a restructure of the faculty.

Previous Position & employer	
Academic Staff Member, AUT	2001-2002

Department	School of Electro-Technology
University/Organisation	Auckland University of Technology
City	Auckland
Country	New Zealand

When Paul was asked to join AUT, he had experience in hosting training courses for industry customers, but not at an academic level. However, although new to teaching, Paul used his industry experience to introduce software engineering and web-based programming to electrical engineering diploma students at Auckland's University of Technology. During the semester, he successfully guided students to create web-based programs to visually highlight technical solutions using animated simulations. Paul also taught basic hardware skills and C programming while at AUT, and developed the structure for a new course on computer operating systems. Paul left AUT when he was asked to join the teaching staff at Unitec New Zealand.

Previous Position & employer	
Founder/Managing Director & Senior Product Designer	1998-2002

Company	MaidenSoft Limited
Industry Practice	Multimedia Development
City	Auckland
Country	New Zealand

As a part owner of MaidenSoft, Paul was responsible the day to day running and organisation of nine staff members, as well as guiding the strategic direction of the company. Income for the company was generated from web development and multimedia creation projects for both local and international customers. MaidenSoft developed their own set of software tools and products for the rapid development of multimedia software and completed two patents in the field of data encryption. Paul was responsible for the design and management of such projects, as well as the interaction with customers at a senior level. Paul left Maidensoft after selling his share of the company.

Previous Position & employer	
Founder/Managing Director & Lead Designer	1990-1998

Company	Trinet Corporation
Industry Practice	Network Management Product Development
City	Auckland/Melbourne
Country	New Zealand/Australia

Trinet Corporation added value to NCR and AT&T Networking and communications products by re-developing their management systems to employ graphical user interfaces for traditionally DOS based software. During Paul's time at Trinet, he attended and was a guest speaker at industry conferences such as Nugget, CUE, and CMG. He was responsible for the management of 12 staff with a \$3 million operating budget, and for strategic planning of the company's future direction. Originally based in New Zealand, Paul established Trinet subsidiaries in both Australia and the UK. After eight years with Trinet, Paul resigned and sold his share in the company to pursue other interests.

Previous Position & employer	
Asia/Pacific Networking Specialist	1988-1990

Company	Hitachi
Industry Practice	Mainframe Computer Manufacturer
City	Auckland/Sydney
Country	New Zealand/Australia

Originally one of Hitachi's customers while at Repco Limited (NZ/Australia), Paul was asked to join Hitachi Data Systems. Paul started at Hitachi as a senior systems software engineer, but quickly grew into the role of Asia/Pacific region's networking specialist. He worked with many international customers including major banks like the Commonwealth Bank of Australia and airlines such as Japan Airlines and Air New Zealand. He also hosted workshops internally in Hitachi on software communication protocols and project planning for major IT projects. Paul left Hitachi to start his own company in Communication products with NCR and AT&T.

Previous Position & employer	
Technical Support Manager/Operations Manager	1980-1988

Company	Repco Limited
Industry Practice	Motor parts retailer
City	Auckland
Country	New Zealand

As well as daily support of a nationwide network and dual mainframe processing system, Paul project managed and successfully completed such tasks and database conversions, real-time order entry implementation, and the relocation of the entire mainframe computing facility to an alternate location over a two-day holiday period.

Previous Position & employer	
Programmer/Operator/Technical support	1976-1980

Company	Various Contracts
Industry Practice	Computing Support
City	Auckland/London
Country	New Zealand/England

During the initial stages of Paul's career in computing, he worked on various contracts with companies such as NZ Department of Health, CBS records (UK), and Gulf Oil (US).

Previous Position & employer	
Automotive Mechanic/Technical support	1972-1976

Company	Dallas Motors
Industry Practice	Automotive
City	Hamilton
Country	New Zealand

After Paul left school, he started as an apprentice automotive mechanic and quickly moved up through the ranks until he was the technical support for Mitsubishi dealers. Paul qualified with his Trade Certificate with a grade that was second in the country with 98%.

## Academic Publication List

### White Papers

- Pivec, P. (2009) Game-Based Learning or Game-Based Teaching? Commissioned report for Becta (UK Government Agency for Education Technology).
- Pivec, M. & Pivec, P. (2009) European funded GBL Projects Reviewed. Commissioned report for Imagine EC Project funded by the European Commission (EC).
- Pivec, P. & Pivec, M. (2008) Games in Schools. Commissioned report for Interactive Software Federation of Europe (ISFE) by the European Commission (EC).

## Book Chapters

- Pivec, P. & Pivec, M. (2010) Collaborative Online Roleplay for Adult Learners. Chapter in Zemliansky P. (Ed.): Design and Implementation of Educational Games: Theoretical and Practical Perspectives.
- Pivec, M. & Pivec, P. (2009) Misconceptions about being Digital. Chapter in Zheng R. (Ed.): Adolescent Online Social Communication and Behavior: Relationship Formation on the Internet.
- Pivec M., Pivec P. (2009) IMAGINE report on Game-Based Learning projects within the European community and good practice case studies spread across all levels of education. July 2009, <http://www.imaginegames.eu/eng/Reports>
- Pivec, M. & Kearney, P. (2008). Designing and Implementing a Game in an Educational Context In Pivec M., Moretti M. (Eds.): "DISCOVER Guidelines on Game-Based Learning". Pabst Vrlg. 2008.
- Kearney, P. (2006). Immersive Environments: What can we learn from commercial computer games? In M. Pivec (Ed.), Affective and Emotional Aspects of Human-Computer Interaction: Emphasis on Game-Based and Innovative Learning Approaches. Amsterdam: IOS Press BV.

## Journal papers

- Pivec, P. (2011) The Language Campus: Role-Play in an eLearning Environment. eLearning Papers - Game-Based Learning: new practices, new classrooms, No. 25, July 2011, [www.elearningpapers.eu/en/elearning\\_papers](http://www.elearningpapers.eu/en/elearning_papers)
- Pivec, P. & Pivec, M. (2011) Digital Games: Changing Education, One Raid at a Time. In International Journal of Game Based Learning . 1(1):1-18

**(Citations: 17, Core ranking: n/a)**

- Pivec, P. & Pivec, M. (2009) Immersed but how? That is the question. In Human IT Journal for Information Technology Studies as a Human Science. 10(1):80-104

**(Citations: 6, Core ranking: B)**

- Pivec, M., & Kearney, P. (2007). Games for Learning and Learning from Games. Informatica 31 (2007) pp 419-423

**(Citations: 47, Core ranking: C)**

- Kearney, P. (2007). Cognitive Assessment Programme for Game Based Learning. British Journal of Educational Technology, 38(3) 529-531.
- Kearney, P., & Pivec, M. (2007). Sex, Lies, and Videogames. British Journal of Educational Technology, 38(3) 489-501.

**(Citations: 100, Core ranking: A)**

- Kearney, P. (2004). Teaching technology to the playstation generation. *Bulletin of Applied Computing and Information Technology*, 2(2).

- Kearney, P., & Skelton, S. (2003). Teaching technology to the Playstation generation. *Bulletin of Applied Computing and Information Technology*, 1 (2). December. [http://www.naccq.ac.nz/bacit/0102/2003kearney\\_playstation.html](http://www.naccq.ac.nz/bacit/0102/2003kearney_playstation.html)
- Kearney, P. (2003). The impact of computer games on children's aggressive behaviour and learning abilities. *Bulletin of Information Technology Research*, 1 (1). <http://www.citrus.ac.nz/bittr/0101/kearney.html>

### **Conference publications**

- Pivec, P. (2010). What Students want in an Educational game. Presentation at Game Based Learning 2010 Conference, London, 29-20 March, 2010.
- Pivec, P. (2009). Games for Learning and Role Play Scenarios. Invited Speaker at ADL Conference, May 5 - 7, 2009, in Gol, Norway.
- Pivec, P. (2009). From train-your-brain games to role-play scenarios. Presentation at Game Based Learning 2009 Conference, London, 19-20 March, 2009.
- Pivec, M. & Kearney, P. (2008). The Training Room: A Web-based Multi-user Teaching Tool. *Proceedings of EDEN 2008 Annual Conference*. Lisbon, Portugal, 11 - 14 June 2008.
- Pivec, P., & Pivec, M. (2008). The Training Room: A Web-based Multi-user Teaching Tool. *Proceedings of World Conference on Educational Multimedia, Hypermedia and telecommunications 2008 Vienna, Austria*, July 2008.
- Pivec, P. (2008). Movement Based Learning: An Analysis of Dance Dance Revolution. *Proceedings of World Conference on Educational Multimedia, Hypermedia and telecommunications 2008 Vienna, Austria*, July 2008.
- Pivec, M., & Pivec, P. (2008). Playing to Learn: Guidelines for Designing Educational Games. *Proceedings of World Conference on Educational Multimedia, Hypermedia and telecommunications 2008 Vienna, Austria*, July 2008.
- Pivec, P., & Pivec, M. (2008). Virtual worlds and Avatar chat rooms: Do we perceive emotions in Avatars? In *Proceedings of Future and Reality of Gaming conference*. Vienna 17.-19. October 2008.
- Kearney, P. (2007). Cognitive Assessment of Movement Based Computer Games. *Online-Educa 13th International Conference on Technology Supported Learning and Training*. November 28 - 30, 2007, Berlin, Germany
- Kearney, P. (2007). Cognitive Assessment of Movement Based Computer Games. In *Proceedings of ModSim 2007 World Conference*, Virginia Beach.

- Pivec, M., & Kearney, P. (2007). Games for Learning and Learning from Games. In Proceedings of Information Society, 12 - 13th October 2007, Ljubljana Slovenia.
- Kearney, P. & Pivec, M. (2007). Recursive loops of game based learning. In Montgomerie C., & Seale J. (Eds.). Proc. of ED-MEDIA™07, Vancouver BC, Canada, 2007, pp. 2546 - 2553.
- Kearney, P., & Pivec, M. (2007). Immersed and how? That is the question. Games in Action. Gothenburg, Sweden.
- Kearney, P., & Pivec, M. (2007). Informal discussion forums: Can we harness the same passion in class? Paper presented at the AACE World Conference on Educational Multimedia, Hypermedia and Telecommunications (ED-MEDIA 2007), Vancouver, Canada.
- Kearney, P. & Pivec, M. (2006) *Game-Based E-Learning Systems: What we can learn from game developers*. Paper presented at the AACE World Conference on Educational Multimedia, Hypermedia and Telecommunications (ED-MEDIA 2006), Orlando, Florida. (In press)
- Pivec, M., Dziabenko, O., Kearney, P (2005), *Game-Based Learning for E-Inclusion*, Paper presented at the AACE World Conference on E-Learning in Corporate, Government, Healthcare, & Higher Education (E-LEARN 2005), Vancouver, Canada.
- Kearney, P. (2005). *Cognitive callisthenics: do FPS computer games enhance the player's cognitive abilities?* Paper presented at the DiGRA 2005 Changing Views: Worlds in Play International Conference, Vancouver, Canada.
- Kearney, P. (2005). *Playing in the sandbox: Developing games for children with disabilities*. Paper presented at the DiGRA 2005 Changing Views: Worlds in Play International Conference, Vancouver, Canada.
- Kearney, P. (2005). *Developing techniques for teaching cerebral palsy students: Stage 1 qualitative interviewing*. Poster presented at the AACE World Conference on Educational Multimedia, Hypermedia and Telecommunications (ED-MEDIA 2005), Montreal, Canada.
- Kearney, P. (2005). *Makes me feel like a real person: An investigation into personal experiences of students with cerebral palsy playing computer games*. Paper presented at the AACE World Conference on Educational Multimedia, Hypermedia and Telecommunications (ED-MEDIA 2005), Montreal, Canada.
- Kearney, P. (2005). *Mindless entertainment: A literature review on the use of computer games in education*. Paper presented at the Eighteenth Annual Conference of the National Advisory Committee on Computing Qualifications., Tauranga, New Zealand.
- Kearney, P. (2005). *Working with cerebral palsy students: A personal perspective*. Paper presented at the Eighteenth Annual Conference of the National Advisory Committee on Computing Qualifications., Tauranga, New Zealand.

- Kearney, P., Fraser, L. (2005). *Graduate Profiling: Aligning course content with industry*. Paper presented at the Eighteenth Annual Conference of the National Advisory Committee on Computing Qualifications., Tauranga, New Zealand.
- Li, X., Prasad, C., Kearney, P. (2005). *Effective teaching coding standards in programming courses*. Poster presented at the Eighteenth Annual Conference of the National Advisory Committee on Computing Qualifications., Tauranga, New Zealand.
- Kearney, P. (2004). Engaging young minds: Using computer game programming to enhance learning. In L. Cantoni & C. McLoughlin (Eds.), *Proceedings of Ed-Media 2004*. Lugano, Switzerland: AACE Press. Paper presented at the AACE World Conference on Educational Multimedia, Hypermedia & Telecommunications, 21-26 July, Lugano, Switzerland.
- Kearney, P., & Skelton, S. (2003). Teaching technology to the playstation generation. In S. Mann & A. Williamson (Eds.), *Proceedings of the 16th Annual Conference of the National Advisory Committee on Computing Qualifications* (Vol. 1, pp. 79-84). Hamilton: NACCQ. Paper presented at the NACCQ conference, 6-9 July, Palmerston North.

#### **Other Forms of Research Dissemination**

- Designed and taught an International 2-Day Educational Game Design Workshop in Tampere, September 2010, Finland
- Hosted 2-Day Engage Game Based Learning Workshop in Ljubljana, May 2010, Slovenia
- Hosted 1-Day Engage Game Based Learning Workshop in Graz, February 2010, Slovenia
- Hosted Engage Game Based Learning Workshop at Online Educa, December 2nd 2009, Berlin, Germany
- Invited Panelist at ECGBL 2009 European Conference on Game Based Learning, October 12-13, Graz, Austria
- Pivec, P. (2008). Invited speaker for Panel on "Game-based Learning". Online-Educa 13th International Conference on Technology Supported Learning and Training. December, 2008, Berlin, Germany.
- Kearney, P. (2007). Invited speaker for Panel on "Game-based Learning". Online-Educa 13th International Conference on Technology Supported Learning and Training. November 28 - 30, 2007, Berlin, Germany
- Kearney, P. (2007). Invited speaker for Panel on "Game-based Learning". MODSIM World Conference. September 11 - 13, 2007, Virginia Beach, USA
- Kearney, P. & Pivec, M. (2006). *Game-Based and Innovative Learning*

*Approaches: A Symposium in conjunction with SIG-GLUE.* Symposium to be held at the AACE World Conference on Educational Multimedia, Hypermedia and Telecommunications (ED-MEDIA 2006), Orlando, Florida.

- Pivec, M. & Kearney, P. (2006). Workshop on "Game-based Learning" (14-17 June 2006) Eden 2006 Annual Conference (E-Competencies for Life, Employment and Innovation), Vienna, Austria
- Kearney, P. (2006). Game therapy: Learning from games. Guest Lecture: FH Joanneum, University of Applied Science, Graz, Austria.
- Kearney, P. (2006). Game therapy: Game-based learning versus learning from games. Guest Lecture: Karl-Franzen University, School of Psychology, Graz, Austria.
- Wenborn, S. (Writer) (2006). Teenagers Earning Virtual Fortunes. In S. Wenborn (Producer), *Close Up*. New Zealand: Television One.
- Dye, S. (2005, 3rd September). Computer shoot-up games set young minds firing: Research by Unitec computing lecturer Paul Kearney. *New Zealand Herald*.
- Gillespie, R. (Writer) (2005). Cognitive abilities from computer games: Research by Unitec computing lecturer Paul Kearney. In R. Gillespie (Producer), *Breakfast Show*. New Zealand: Television One.
- Kearney, P. (2005). Earthrace: Students assist with 3D technology. *Advance, Winter Edition*.
- Kearney, P. (2005). Developing games with Macromedia Director. Guest Lecture: Wairiki Polytechnic, Rotorua, New Zealand.
- Kearney, P. (2005). Research in game development: Caves and labs around the globe. Guest lecture: NZ Game Developers Association - Student Chapter, Auckland, New Zealand.
- Kearney, P. (2005). Getting into game development: Skills that you need. Guest lecture: Minneapolis College of Art and Design, Minnesota, USA.
- Smith, K. (Writer) (2005). An interview with Researcher Paul Kearney, *Kerri Smith Live*. New Zealand: Radio Live.
- Ward, G. (Writer) (2005). An interview with Researcher Paul Kearney, *Saturday Mornings*. New Zealand: Newstalk ZB.
- Kearney, P. (2004). UniCave: Games research laboratory. *In Unison*.

## Contact References

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