

CURRICULUM VITAE

Scott V. Swearingen

Educational History:

- M.F.A., May 2004, The Ohio State University, College of Arts and Sciences, Department of Art, Art & Technology
- B.F.A., December 1998, The Ohio State University, College of Arts and Sciences, Department of Art, Art & Technology

Employment History

- Assistant Professor, Aug 2016- Present, Department of Design, The Ohio State University, Columbus, OH
- Assistant Professor, Aug 2013 - Aug 2016, School of Arts, Technology, and Emerging Communication, University of Texas at Dallas, Richardson, TX
- Game Designer, 2010-2012, MAXIS/Electronic Arts Inc., Redwood City, CA
- Level Designer, 2006-2010, Electronic Arts Inc., Redwood City, CA
- Assistant Professor, Aug 2005 - Aug 2006, School of Arts, Technology, and Emerging Communication, University of Texas at Dallas, Richardson, TX
- Level Designer, 2005, Gearbox Software, Plano, TX
- Level Designer, 2003-2004, TKO-Software, Santa Cruz, CA

Teaching

- DESIGN 3104, Introduction to Game Design
- DESIGN 4104, Intermediate Game Design I
- DESIGN 4154, Intermediate Game Design II
- DESIGN 4650/5151/5152/5153/5650, Collaborative Design
- DESIGN 2330, Visual Principles and Techniques III
- ACCAD 6003, Computer Game Art and Design II
- ACCAD 6002, Computer Game Art and Design I
- ACCAD 7001, Virtual Modeling

Achievements in Original Investigation

- *Circle*, Collaborative gaming platform for children with disabilities and their families.
Scott Swearingen, Kyoung Swearingen, Dr. Susan Thrane, Dr. Asimina Kiourti, April 2018- current
- *The Woods*, Collaborative AR game.
Scott Swearingen, Kyoung Swearingen, Dr. Marc Ainger, Dr. Federico Cámara Halac, Sruthi Ammannagari, Matt Hall, Leigh Loomis, September 2017- current
- *Wall Mounted Level*, Collaborative game using projection mapping and touch.
Scott Swearingen, Kyoung Swearingen, November 2017
- *Physical Scroller*, Collaborative game using Microsoft Kinect and projection mapping.
Scott Swearingen, J. Eisenmann, Ben Shroeder
- *Beacon*, Virtual Environment using 3D printing and photogrammetry.
Scott Swearingen, Kyoung Swearingen, December 2016
- *The Sims 4*, Video Game.
MAXIS, September 2014
- *Dead Space 2*. Video Game.
Visceral Games / Electronic Arts, January 2011
- *Dante's Inferno*. Video Game.
Visceral Games / Electronic Arts, February 2010

- *The Godfather II*, Video Game.
Visceral Games / Electronic Arts, April 2009
- *Dead Space*. Video Game.
Visceral Games / Electronic Arts, October 2008
- *The Simpsons Game*. Video Game.
Electronic Arts, October 2007
- *Brothers In Arms: Earned in Blood*. Video Game.
Gearbox Software, October 2005
- *Medal of Honor Pacific Assault: Multiplayer Demo #2, Corregidor*. Video Game.
TKO-Software, December 2004
- *Medal of Honor Pacific Assault*. Video Game.
TKO-Software, November 2004
- *Medal of Honor - Allied Assault: Breakthrough, Multiplayer patch 2.40b, Stuckguter*. Video Game.
TKO-Software, December 2003
- *Medal of Honor - Allied Assault: Breakthrough*. Video Game.
TKO-Software, September 2003

Publications:

- Balaji Dontha, Kyoung Swearingen, **Scott Swearingen**, Susan E. Thrane, Asimina Kiourti. MDPI Sensors, Volume 22, Issue 1, “*Wearable Sensors Based on Force-Sensitive Resistors for Touch-Based Collaborative Digital Gaming*”, <https://www.mdpi.com/1424-8220/22/1/342>
- Kyoung Lee Swearingen, **Scott Swearingen**, Fede Camara Halac, Matthew Hall, and Sruthi Ammannagari. “The Woods: A Mixed-Reality Two-Player Cooperative Game”, Art Papers, SIGGRAPH 2021, Pending publishing to Computer Graphics and Interactive Techniques (PACMCGIT) Special issue on SIGGRAPH 2021 Art Papers and ACM Digital Library, August 9-13, 2021.
- **Scott Swearingen** and Kyoung Lee Swearingen. “The Woods: A Mixed-Reality Multiplayer Cooperative Game”, HCI International 2021, volume 29, LNCS 12790, ISBN 978-3-030-77413-4, July 24-29, 2021.
- Kyoung Lee Swearingen and **Scott Swearingen**. “Designing a Cooperative Mixed-Reality Game about Reconciliation”, 2018 IEEE Games, Entertainment, Media Conference (GEM), 2018, pp 1-9, DOI: 10.1109/GEM.2018.8516538
- Kyoung Lee Swearingen and **Scott Swearingen**. “Designing ‘Wall Mounted Level’ – A Cooperative Mixed-Reality Game about Reconciliation”, In: Clua E., Roque L., Lugmayr A., Tuomi P. (eds) Entertainment Computing – ICEC 2018. ICEC 2018. Lecture Notes in Computer Science, vol 11112. pp 284-288, Springer, Cham. https://doi.org/10.1007/978-3-319-99426-0_30
- Kyoung Lee Swearingen and **Scott Swearingen**. “Wall Mounted Level: A Cooperative Mixed Reality Game about Reconciliation”, SIGGRAPH ’18: ACM SIGGRAPH 2018 Posters, Article No.:20, Pages 1-2, DOI: <https://dl.acm.org/doi/10.1145/3230744.3230771>
- Kyoung Lee Swearingen and **Scott Swearingen**. “Games and Storytelling for Design Foundations”, the 34th National Conference on the Beginning Design Student, (NCBDS), Vol 34 No. 1 (2018), Sept 26, 2018, <https://journals.uc.edu/index.php/ncbds/article/view/787>

Exhibits:

- **Scott Swearingen** and Kyoung Lee Swearingen. “*The Woods*”, Game, 2022 Games+Learning+Society (GLS) Conference, Game Showcase, June 15-17, 2022
- Kyoung Lee Swearingen and **Scott Swearingen**. The Woods, Center for Contemporary Arts, Curated by Mariannah Amster and Frank Ragano from CURRENTS New Media, Santa Fe, New Mexico, June 18-24, 2021
- Kyoung Lee Swearingen and **Scott Swearingen**. Wall Mounted Level, ‘East | West Gallery’, Curated by Danielle Avram, North Texas Digital Fabrication Symposium, Texas Women’s University, Denton, TX, April 20-21, 2018

- Kyoung Lee Swearingen and **Scott Swearingen**. “Wall Mounted Level v.3”, Game, CUNY Games Conference 4.0, City University of New York, New York City, NY, January 22, 2018
- Kyoung Lee Swearingen and **Scott Swearingen**. “Wall Mounted Level v.2”, Game, MEGA-MTL Montreal Expo Gaming Arcade, Montreal Independent Games Festival, November 18-19, 2017
- Kyoung Lee Swearingen and **Scott Swearingen**. “Wall Mounted Level v.1”, Game, HASTAC 2017, Orlando, FL, November 2-4, 2017
- Kyoung Lee Swearingen and **Scott Swearingen**. “Beacon”, Video and Sculpture. Research Through Making. Urban Arts Space, Columbus, Ohio. August 23 – September 24, 2016.

Invited Talks/Presentations/Workshops:

- **Scott Swearingen**, Kyoung Lee Swearingen, Dr. Fede Camara Halac, Matthew Hall, and Sruthi Ammannagari. “*The Woods: A Mixed-Reality Cooperative Game*”, 2022 Games+Learning+Society (GLS) Conference, A Well-Played presentation, June 15-17, 2022
- **Scott Swearingen** and Kyoung Lee Swearingen. “*The Woods AR Game*”, IFIP- ICEC, International Conference on Entertainment Computing 2021, November 1-5, 2021, Entertainment Computing – ICEC 2021. 45% effort. Unable to present project in-person for the “Interactive Entertainment / Experiential Works” session due to Covid-19 international travel restrictions.
- Kyoung Lee Swearingen and **Scott Swearingen**. “The Woods: Cooperative Augmented Reality Game”
 - Sixteenth International Conference on the Arts in Society (Virtual), The University of Western Australia, School of Design Perth, Australia, Jun 15 - 18, 2021
 - Fifteenth International Conference on Design Principles & Practices (Virtual), Universidad de Monterrey, Mexico, March 3-5, 2021
 - Technarte 2020 (Virtual), November 12-13, 2020
- Kyoung Lee Swearingen and **Scott Swearingen**. “The Woods”, College Arts Association, CAA 2021 Annual Conference (Virtual), Feb 10-13, 2021
- Kyoung Lee Swearingen and **Scott Swearingen**. “The Woods: A Local Cooperative AR Game”, Fifteenth International Conference on The Arts in Society, National University of Ireland Galway, Galway, Ireland, Jun 24-26, 2020 (was accepted but unable to present due to COVID-19)
- Kyoung Lee Swearingen, **Scott Swearingen**, Asimina Kiourti, Susan Thrane. “Circle: A Collaborative Gaming Platform for Disabled Children”, Healthcare Innovation and Entrepreneurship Workshop, The Ohio State University, September 23, 2019
- Kyoung Lee Swearingen and **Scott Swearingen**. “Designing Cooperative Mixed Reality Game about Reconciliation”, IEEE-GEM 2018, Galway, Ireland, August 16th, 2018
- Kyoung Lee Swearingen and **Scott Swearingen**. “Wall Mounted Level”
 - ACM SIGGRAPH, Vancouver, BC, Canada, August 12-16, 2018
 - IFIP-ICEC 2018, Poznan, Poland, September 17, 2018
 - CUNY Games Conference 4.0, City University of New York, New York City, January 2018, NY
- Kyoung Lee Swearingen, **Scott Swearingen**, Nick Bontrager, Jeff Donaldson, Dickie Cox, Niki Selkin, and Scott Cook, Panel Topic: “Adaptation & Play”, 2018 North Texas Digital Fabrication Symposium, Texas Women’s University, Denton, TX, April 21, 2018

- Kyoung Lee Swearingen and **Scott Swearingen**. “Games and Storytelling for Design Foundations”
 - 2018 National Conference on the Beginning Design Student, University of Cincinnati, Cincinnati, OH, March 1-3, 2018
 - CUNY Games Conference 4.0, City University of New York, New York City, January 2018, NY
- Kyoung Lee Swearingen and **Scott Swearingen**. “Creating Games with 3D Printing, Photogrammetry and Projection Mapping Techniques”, GlitchCon, Minneapolis, MN, May 5, 2017
- Kyoung Lee Swearingen and **Scott Swearingen**. “Creating Virtual Environments with 3D Printing and Photogrammetry”, SIGGRAPH ASIA 2016, Macau, China, December 5, 2016

Awards:

- *Wall-Mounted Level*, Special recognition: Poster and Demo, IFIP-ICEC 2018, Poznan, Poland, August 16, 2018
- *Wall-Mounted Level*, Best Innovative game award, Montreal Independent Games Festival, 11/19/2017
- *Wall-Mounted Level*, Best Social Impact game award, Montreal Independent Games Festival, 11/19/2017

Inventions and Patents:

- Kyoung Lee Swearingen, **Scott Swearingen**, Susan Thrane, Asimina Kiourti, Title: *Systems for Collaborative Interaction Using Wearable Technology*, Patent Application, U. S. Patent and Trademark Office (USPTO), Reference: 10336-518W01, Application No.: PCT/US2022/015077, Feb 3, 2022
- Kyoung Lee Swearingen, **Scott Swearingen**, Susan Thrane, Asimina Kiourti, Title: *Systems for Collaborative Interaction Using Wearable Technology*, Provisional Patent, U. S. Patent and Trademark Office (USPTO), Reference: 10336-518PV1, Feb 3, 2021

Grants:

- The Woods
 - September 2021 – May 2022
 - Co-PIs: Kyoung Lee Swearingen, Assistant Professor, Department of Design; **Scott Swearingen**, Assistant Professor, Department of Design, Dr. Marc Ainger, School of Music
 - Other Collaborators: Dr. Fede Camara-Halac, Matthew Hall, and Sruthi Ammannagari
 - I serve as team leader, and my main intellectual contributions are game design and technology prototyping
 - Global Arts + Humanities Discovery Theme, Arts Creation Grants Special Initiatives, funding extension, The Ohio State University
 - \$15,682.00
- A Collaborative Digital Gaming Platform for Children with Disabilities Using Human-Centered Technology and Touch
 - June 2020 – March 2023 (18-month extension due to Covid-19)
 - Co-PIs: Kyoung Lee Swearingen, Assistant Professor, Department of Design; **Scott Swearingen**, Assistant Professor, Department of Design; Dr. Susan Thrane, Assistant Professor, College of Nursing, Dr. Asimina Kiourti, Assistant Professor, College of Engineering
 - I serve as team leader, and my main intellectual contributions are game design and technology prototyping, and supervising student workers
 - Battelle Engineering, Technology and Human Affairs (BETHA) Grant
 - \$33,794.00
- A Collaborative Gaming Platform for Disabled Children and Their Families
 - December 2019 – December 2020
 - Co-PIs: Kyoung Lee Swearingen, Assistant Professor, Department of Design; **Scott Swearingen**, Assistant Professor, Department of Design; Dr. Susan Thrane, Assistant Professor, College of Nursing, Dr. Asimina Kiourti, Assistant Professor, College of Engineering
 - I serve as team leader, and my main intellectual contributions are game design and technology prototyping, and supervising student workers

- Global Arts + Humanities Discovery Theme, Open Grant, The Ohio State University
- \$35,000.00
- The Woods
 - April 2019 – May 2021
 - Co-PIs: Kyoung Lee Swearingen, Assistant Professor, Department of Design; **Scott Swearingen**, Assistant Professor, Department of Design, Dr. Marc Ainger, School of Music
 - Other Collaborators: Rosalie Yu, Creative Technologist, Columbia Graduate School of Journalism; Skylar Wurster, Undergraduate Student Researcher, College of Engineering
 - I serve as team leader, and my main intellectual contributions are game design and technology prototyping
 - Global Arts + Humanities Discovery Theme, Arts Creation Grants Special Initiatives, The Ohio State University
 - \$50,000.00
- Circle: A Game for Physically and Cognitively Delayed Children
 - April 2018, October 2018, February 2019, April 2019
 - Co-PIs: Kyoung Lee Swearingen, Assistant Professor, Department of Design; **Scott Swearingen**, Assistant Professor, Department of Design; Dr. Susan Thrane, Assistant Professor, College of Nursing
 - My main intellectual contributions are game design and technology prototyping, and supervising our student worker
 - The Innovation Studio, College of Nursing, The Ohio State University
 - \$3,500.00 in total through four funding cycles
- Improving Patient Safety Using Virtual Reality (VR) to Train and Assess Emergency Personnel Responding to a Mass Casualty Event
 - May, 2018
 - Co-PIs: Dr. Doug Danforth, Dr. Nick Kman, Vita Berezina-Blackburn, Alan Price, **Scott Swearingen**, Alex Oliszewski, Kellen Maicher
 - My main intellectual contributions are level design, environment art and supervising our student worker
 - The Agency for Healthcare Research and Quality
 - \$2,000,000.00 (\$200,000.00 to Department of Design, \$100,000.00 to ACCAD)
- Multimodal Strategies for Visual Storytelling in VR
 - April 2018
 - Co-PIs: Kyoung Lee Swearingen, Assistant Professor, Department of Design; **Scott Swearingen**, Assistant Professor, Department of Design; McArthur Freeman, Assistant Professor of Video, Animation, and Digital Arts, School of Art and Art History, College of the Arts, University of South Florida
 - My main intellectual contributions are game design and technology prototyping
 - Uni Award, University of South Florida
 - \$7,500.00
- Collaboration for Humane Technologies
 - May 2016
 - Co-PIs: Norah Zuniga-Shaw, Professor, Department of Dance; **Scott Swearingen**, Assistant Professor, Department of Design; Scott Denison, Assistant Professor, Department of Design, Alan Price, Associate Professor, Department of Design; Isla Hansen, Assistant Professor, Department of Art
 - My main intellectual contributions are game design and technology prototyping
 - Global Arts + Humanities Discovery Theme, Open Grant, The Ohio State University
 - \$130,000.00