

BIOGRAPHICAL SKETCH

Carney, Michael A.

Professional Preparation:

Undergraduate

University of Central Florida, B.A. (Digital Media: Internet and Interactive Systems) 2007

Graduate

University of Central Florida, M.S. (Modeling and Simulation) 2010

Appointments:

2012 – Present: Researcher /Associate Director, E2i Creative Studio, University of Central Florida
2010 –2012: Researcher/Experience Producer, E2i Creative Studio, University of Central Florida
2005-2010: Researcher/Production Manager, Media Convergence Lab
2003-2005: Undergraduate Researcher, Media Convergence Lab

Synergistic Activities:

Emerging Technology Initiative

Researcher and Designer at E2i Creative Studio. Developed the pipeline for production projects within the Media Convergence Lab (precursor lab to E2i Creative) encompassing traditional to Mixed Reality projects. Manage a production team utilizing current and future video game technologies. Proficient in not only the technology of New Media but the culture it which it's immersed, how it is used, and the direction in which trends are heading.

Informal and Formal Teaching Duties

The goal with the informal teaching duties is the continued improvement in intern quality, experience and application. Mentor Digital Media interns in group projects focusing on new and emerging media. Course instructor for Principles of Games Design; main topics were incentivization for play through games, design mechanics and production techniques.

Director, E2i Creative Studio Internship Program

Developed high quality internship program for both graduate and undergraduate students with interns from the School of Visual Arts & Design, Computer Science, Text and Technology, and other entities across UCF. The vision is to expand this program to other secondary education institutions in the Orlando area

Consulting and Committee Duties

Consulting and touring through major theme park with local, national and international clients to look at the future of technology and the intimacy of personalized experiences. Served on the Art in State Buildings Committee for Partnership 3, a public building housing Department of Defense partners and university research groups; identified the interactive artist, Karoline Sobecka, who was then contracted to create a cornerstone interactive technology piece in the front lobby.

Using Video Game and Simulation Technologies for STEM learning

Activities involve designing for immersive experiences, researching content rich subjects, and building production teams. Major applications have been as an Experience Designer on a National Science Foundation grant project developing a major museum technology enhancement at the Museum of Discovery and Science in Ft. Lauderdale. Led the creative gameplay development for a major STEM free-choice learning exhibition from asset creation through prototyping to final production. Served as a UCF representative on the Orlando Science Center's Otronicon Advisory Board for their annual video game festival, looking at how to infuse emerging technology and future thinking into the event's activities; design experiences each year for

Otronicon where user interactions with nontraditional interfaces are evaluated.

Collaborators and Other Affiliations:

Christopher Stapleton (Simiosys), Kim Cavendish (MODS), Kate Haley Goldman (National Center for Informal Learning), Karla Kitalong (Michigan Technical University), Atsusi Hirumi (UCF/Instructional Technologies), Linda Walters (UCF/Biology), Mark Johnson (UCF/NOAA), Janet Whiteside (UCF/COHPA), Charles Hughes (UCF/CS), Anne Norris (UCF/Nursing), Kelly Allred (UCF/Nursing), Steve Yacaveli (Top Dog Learning), Arnold Santiago (Lockheed Martin), Eric Perritt (NASA), Joey Dube (Sunguard Higher Education), Rob Coomes (Disney), Don Prentiss (Amgen), Emily Hagan (4D Global).