Greg Bayles

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Proactive leader in serious and alternative game development and engaged global scholar with 8+ years of expertise in inclusive design and video game production. Personally led the design and development of over forty medical and educational games, and managed strategic partnerships responsible for bringing in over $22M in research funding. Solo developer of over a dozen community-oriented indie and activist games, and organizer of numerous digital and in-person festivals and community events. Active participant in national games festivals and local game jam development events.

EDUCATION

Masters of Entertainment Arts Engineering   2016
University of Utah, Salt Lake City, UT

Bachelor of Arts in English Literature, *magna cum laude*   2014
Brigham Young University, Provo, UT

PROFESSIONAL EXPERIENCE

Associate Director, Therapeutic Games and Apps Lab, University of Utah   2019-present
- Spearheaded grants and partnerships that collectively brought in over $22M in research funding.
- Interfaced with researchers, hospital administrators, community partners and other key stakeholders to foster new research initiatives and develop and deploy 40+ medical apps, games, and simulations.
- Managed all aspects of staff management, including hiring, performance evaluations, and training.

Associate Instructor, Entertainment Arts and Engineering, University of Utah   2018-present
- Taught courses in alternative/serious game design and development
- Mentored students in developing individual and team game projects for publication.
- Developed curricula for Alternative Game Development course.

Associate Instructor, Utah Asia Campus, Incheon, South Korea   2022-present
- Taught courses in digital content creation, the history of games, and game design and development.
- Managed strategic partnerships with academic, industry, and community groups to promote games education and create student internship opportunities.
- Helped create a physical game development lab on campus

Project Facilitator, Therapeutic Games and Apps Lab, University of Utah   2016- 2018
- Managed the development/deployment of sixteen medical games, VR solutions, and mobile apps.
- Oversaw all aspects of staff management, including hiring, performance evaluations, and training.
- Assisted in writing grants and carrying out usability and feasibility trials of software interventions.

Founder, CEO, Starbox Games, Salt Lake City, UT   2017-present
- Designed, executed, and published fifteen independent games over a five-year period.
- Interfaced with community partners to organize multiple game development events.

Associate Game Designer, Innovatics (Allegis Law), Cedar Hills, UT   2015
- Designed overall game mechanics and visual assets for a business innovation board game.

Associate Games Researcher, Center for Discovery and Innovation, University of Utah   2015
- Researched and compiled a database of games focusing on positive psychology.

TEACHING

EAE 2100 - Intro to Game Design, University of Utah (Planned)	Spring 2023
EAE 3720 - Alternative Game Development, University of Utah (Planned)	Spring 2023
EAE 3720 - Alternative Game Development, University of Utah	Fall 2022
EAE 1050 - Digital Content Creation, Utah Asia Campus, Two Sections	Fall 2022
EAE 1050 - Digital Content Creation, Utah Asia Campus	Spring 2022
EAE 1010 - Survey of Games, Utah Asia Campus	Spring 2022
EAE 3720 - Alternative Game Development, University of Utah	Fall 2021
EAE 3720 - Alternative Game Development, University of Utah	Fall 2020
EAE 3720 - Alternative Game Development, University of Utah	Spring 2020
EAE 3720 - Alternative Game Development, University of Utah	Fall 2019
EAE 3720 - Alternative Game Development, University of Utah	Spring 2019
EAE 3720 - Alternative Game Development, University of Utah	Fall 2018

SUMMARY OF TEACHING EVALUATIONS

Pre-2020 Format*

Semester	Course	Name	Sec	Bayles Overall Instructor Effective	EAE Instructor Effective (Sem)	Div Instructor Effective (Sem)	School Instructor Effective (Sem)
Fall 2018	EAE 3720	Alternative Game Dev	001	5.4*	5.3	5.17	5.26
Spring 2019	EAE 3720	Alternative Game Dev	002	5.89	5.3	5.17	5.26
Fall 2019	EAE 3720	Alternative Game Dev	001	5.71	5.3	5.17	5.26
Spring 2020	EAE 3720	Alternative Game Dev	002	5.53	5.3	5.17	5.26
Fall 2020	EAE 3720	Alternative Game Dev	001	5.93	5.3	5.17	5.26

Semester	Course	Name	Sec	Bayles Overall Course Effective	EAE Course Effective (Sem)	Div Course Effective (Sem)	School Course Effective (Sem)
Fall 2018	EAE 3720	Alt Dev	001	5.2	5.17	5.06	5.12
Spring 2019	EAE 3720	Alt Dev	002	5.44	5.17	5.06	5.12
Fall 2019	EAE 3720	Alt Dev	001	5.14	5.17	5.06	5.12
Spring 2020	EAE 3720	Alt Dev	002	5.25	5.17	5.06	5.12
Fall 2020	EAE 3720	Alt Dev	001	5.87	5.17	5.06	5.12

*Italics indicate a score above the EAE average; bold indicates a score above the school average

Post-2020 Format

"I would recommend this class" for all courses with a response rate >5%:

Semester	Course	Name	Sec	Course Enrollment	Responses	Yes	Neutral	No
Spring 2021	EAE 3720	Alternative Game Dev	002	40	12	83.3%	16.7%	0%
Fall 2021	EAE 3720	Alternative Game Dev	001	39	18	77.8%	22.2%	0%
Spring 2022	EAE 1050	Digital Content Creation	301	24	2	100.0%	0.0%	0%

"I would recommend this instructor" for all courses with a response rate >5%:

Semester	Course	Name	Sec	Course Enrollment	Responses	Yes	Neutral	No
Spring 2021	EAE 3720	Alternative Game Dev	002	40	12	100.0%	0.0%	0%
Fall 2021	EAE 3720	Alternative Game Dev	001	39	18	94.4%	5.6%	0%
Spring 2022	EAE 1050	Digital Content Creation	301	24	2	100.0%	0.0%	0%

INVITED LECTURES

MDCRC 6190-090, Clinic Problem Solving, University of Utah	2022
BME 6802 - BioInnovate II, University of Utah	2022
BME 3801 - Biodesign I, University of Utah	2022
BME 6802 - BioInnovate II, University of Utah	2021
BME 3801 - Biodesign I, University of Utah	2021

BME 3801 - Biodesign I, University of Utah	2020
BME 3801 - Biodesign I, University of Utah	2019
BME 3801 - Biodesign I, University of Utah	2018
EAE 4510 - Senior Capstone Game Development, University of Utah	2018
GNDR 3337 - Gender & Sexuality, University of Utah	2018

GRANTS AND PUBLICATIONS

Towsley, G., Altizer, R., **Bayles, G.**, & Terrill, A. (2022). Enhancing staff communication skills to lead and bridge the palliative care gap in nursing homes. Family Caregiving Collaborative. Funded May 2022.

Borbolla, D., Eilbeck, K., Altizer, R., **Bayles, G.**, et al. (January 2022). Less broccoli, more games: driving health system science learning through gamification. AMA Health Systems Science Impact Challenge (P. 67). American Medical Association. [Accessed 14 February 2022].

Gibson, B., Godin, S., Sundaresh, V., Schaeffer, J., **Bayles, G**., & Altizer, R. (2020, May). Virtual reality to change risk perceptions and promote enrollment in the diabetes prevention program amongst high risk adults. In Annals Of Behavioral Medicine (Vol. 54, Pp. S565-s565). Journals Dept, 2001 Evans Rd, Cary, Nc 27513 Usa: Oxford Univ Press Inc.

Handman, E., Altizer, R., Wright, C. and **Bayles, G**. (November 2020). Choreografish: an arts-based, virtual reality, anxiety intervention for autism. [online] Groundworks. Available at: <https://groundworks.io/projects/44> [Accessed 12 February 2021].

Altizer, R., Handman, E., **Bayles, G**., & Wright, C. (2019, June). Choreografish: a virtual reality game developed with young adults with autism. Proceedings of the International Society for Autism Research Conference, Montreal, Canada.

Altizer, R., Handman, E., Marklund, B. B., **Bayles, G**., & Wright, C. (2018, October). Choreografish: co-designing a choreography-based therapeutic virtual reality system with youth who have autism spectrum advantages. Proceedings of the Association for Computing Machinery's conference for Computer-Human Interactions and Play, Melbourne, Australia.

Bayles, G. (2014, April). Awe evolving: transforming notions of awe in the digital age. Digital America, 1(3), 1-6.

Bayles, G. (2014, April). Civilization in the digital age: virtual spaces and hybrid reality. Aperture 1(1), 1-8.

CONFERENCE PRESENTATIONS

Brown, A., **Bayles, G.**, Kapral, A. (2021, August). Supporting LGBTQ events online. Panel presented at Foundation of Digital Games Conference.

Stefanucci, J., et al. (2020, March). Libraries as partners in VR exposure and development. Panel presented at IEEE Virtual Reality Conference, Atlanta, Georgia.

Bayles, G., Handman, E., & Wright, C. (2019, May). Choreografish: a virtual reality game developed with young adults with autism. Poster and software demo presented at the International Society for Autism Research Conference, Montreal, Canada.

Olson, G., & **Bayles G.** (2019, February). Games for health and rehabilitation: three ideas to advance healthcare innovation. Lecture presented at the American Psychological Association's Rehab Psychology Conference, Orlando, FL.

Bayles, G., Olson, G., Morimoto, S. S., Terrill, A., & Trapp, S. (2019, February). Design box workshop: facilitating interdisciplinary collaboration and participatory design in rehabilitation game development. Workshop presented at the American Psychological Association's Rehab Psychology Conference, Orlando, FL.

Bayles, G. (2017, October). Bridging the gap: design considerations and workflows for interoperable mobile health solutions in university health systems. Lecture presented at Center for Clinical and Translational Science Western Consortium Meeting, Lexington, KY.

Bayles, G. (2015, February). Gathering our story: a hermeneutics for emergent video game narratives. Lecture presented at Brigham Young University's inaugural Video Games Symposium, Provo, UT.

Altizer, R., **Bayles, G.**, & Ferraro, J. (2015, January). Design box workshop: facilitating interdisciplinary collaboration and participatory design. Workshop presented at University of Utah Health Sciences Retreat, Park City, UT.

RESEARCH-ORIENTED GAMES

Trails Plus (HTML5, itch.io), Sole Developer	2022
Health2Go (iOs/Android), Project Manager	2022
Me and My Wishes (Redcap), Sole Developer	2022
Neurogrow Control Condition (Redcap), Project Manager, Sole Engineer	2021
All of Us - Research Landscape (Android), Project Manager	2021
All of Us - Biosample Journey (Oculus Quest VR), Project Manager	2021
Support Groove (Android), Project Manager	2021
HSS Ed Modules: Pathways to Care (HTML5/Web)**,** Sole Developer	2020
HSS Ed Modules: HSS Trivia Party (PC), Project Manager, Ed Content Developer	2020
HSS Ed Modules: Teamwork Tactics (HTML5/Web), Sole Developer	2020
HSS Ed Modules: Wicked Problems Bracket (Live RPG), Designer, Project Manager	2020
UBaby Fit Diabetes (Android), Project Manager	2020
AAC Symbols (iOS), Project Manager, Artist, Designer	2020
Postural Leaning (HTC Vive VR), Project Manager	2020
Trauma XR (Coalescence VR System), Project Manager	2019
CT Scanner (Oculus Rift VR), Project Manager, Designer	2019
Ultimate Word Master (Android), Project Manager	2019
Taper Toolkit (Android), Project Manager	2019
Life Quilt (PC, HTML5, itch.io), Sole Engineer, Project Manager	2018
Neurotracker (PC), Project Manager	2018
Sixth Sensing (Android), Project Manager	2018
Apathy Challenge (Android), Designer, Project Manager	2018
NeuroGrow (PC/Android), Designer, Project Manager, Engineer	2018
Neural Health Network (Android), Project Manager	2018
Diabetic Dental Story (Oculus Rift), Project Manager	2018
ArmCraft (HTC Vive), Project Manager	2017
VirtuaLimb (HTC Vive), Project Manager	2017
Augmented Reality Body Image (Microsoft Hololens), Project Manager	2017
Play WalMart (Android Mixed Reality), Project Manager	2017
Choreografish (HTC Vive), Project Manager	2016
Meaning of Screening (PC), Project Manager, Artist	2016
Embr Virtual Records (Android/iOS), Project Manager	2016
Embr Medigarden (Android/iOS), Designer, Engineer, Producer, Project Manager	2015
Embr Ubaby Fit (Android/iOS), Designer, Engineer, Producer, Project Manager	2015

CREATIVE SCHOLARSHIP AND INDEPENDENT DEVELOPMENT

Starmount (PC), Sole Developer	2022
Super Bearded Dragons (PC, Early Access), Sole Developer	2022
Darker Days (PC), Sole Developer	2022
Beyond the Trees (PC, incomplete), Sole Developer	2019
Seize the Means of Production (Android/MakeyMakey), Sole Developer	2019
Wandering Soul (PC/Physical Arcade Cabinet), Sole Engineer	2018
Adrift (PC/Physical Arcade Cabinet), Sole Engineer	2018
Faith Invaders (HTML5/Web), Sole Developer	2018
Emma (PC), Sole Engineer	2017
Poz Fab! (PC/MakeyMakey), Sole Developer	2017
Get Prepped! (PC/MakeyMakey), Sole Developer	2017
Reload 360 (Steam), Producer, Designer	2016
Sea of Dreams (PC/Android, itch.io), Sole Developer	2016
Love Me (Android, itch.io), Sole Developer	2016
Boozy Bridesmaids (Android, unpublished), Sole Developer	2016
Harbinger (PC), Sole Developer	2016
Simulacrum (PC), Sole Developer	2015

SERVICE

Gayming LIVE Conference Indie Organizer and Consultant 2022
- Recruited queer indie game developers for an online panel and video game arcade

UHealth VR Steering Committee 2021-2022
- Proposed and launched UU VR for Health Sciences Education & Research grant mechanism

Digital Event Organizer, Damn These Heels Queer Film Festival 2021-2022
- Planned and executed virtual, trans-media, and in-person events for the DTH film festival

Virtual Conference Architect, Craft Lake City 2020
- Designed and created all virtual conference environments in support of Salt Lake's Holiday Market

Virtual Conference Architect, Craft Lake City
- Designed and created all virtual conference environments in support of Salt Lake's DIY Fest

Utah Gaymer Pride Virtual Pride Parade Co-Organizer, University of Utah 2021
- Planned and executed virtual Pride parade in support of U of U's Pride Week celebration

Undergraduate Research Project Mentor, University of Utah 2019
- Mentored a student team in designing a game for a sponsored undergraduate research project.

Development Director, Saltworks Games Collective, Salt Lake City, UT 2017-2018
- Developed and executed a strategic plan to raise funds for community-oriented games events.
- Organized two educational conferences and one hackathon, bringing in over 75 local developers

HONORS AND AWARDS

Gayming Mag Indie Arcade Official Selection	2022
University of Utah College of Computing Excellence in Teaching	2021
Queerness and Games Arcade Official Selection	2019
Bench2Bedside Global Health Innovation Award	2019
Smithsonian American Art Museum Arcade Official Selection	2018
Utah Indie Game Jam 2018 - Best Narrative	2018
Utah Indie Game Jam 2018 - Best Visual Art	2018
IGDA Utah Interactive Jam 2018 - Best in Show	2018
Sundance Film Festival, New Frontiers Featured Presentation	2017
Games4Health Innovation Challenge Grand Prize, SLC, UT	2015
Games4Health Innovation Challenge Grand Prize, Audience Award, Marketing Prize	2014

LANGUAGES

English (native), Russian (professional), French (beginner)