

# Dr Kyle John Moore

Monash University Malaysia  
Jalan Lagoon Selatan, 47500 Bandar Sunway  
Selangor Darul Ehsan, Malaysia  
e: kyle.moore@monash.edu  
w: monash.edu.my

## Current Position

Lecturer, Communication & Media Studies, School of Arts and Social Sciences, Monash University Malaysia (Level B).

## Previous Employment

**2018** Postgraduate Teaching Fellow, Department of Media and Communications, School of Literature, Art & Media (SLAM), Faculty of Arts & Social Sciences, The University of Sydney (Level A)

## Education

**2018** Doctor of Philosophy, Department of Media and Communications, The University of Sydney  
*Situating Play: An ethnography of locative play in urban environments.*

**2013** Masters by Research, Arts (Media and Communications), School of Arts and Media, University of New South Wales (UNSW)  
*Keep It Real: An Analysis into the Spatial Experience of Mobile Augmented Reality Games*

**2010** Bachelor of Arts (Media and Communications)  
Honours in Media, Film and Theatre and a major in Media and Communications, School of English, Media and Performing Arts, University of New South Wales (UNSW)

## Publications

### Peer Reviewed Journal Articles

- 2020** Carter, M., Moore, K., Mavoia, J., gaspard, l., and Horst, H. (2020) 'Children's Perspectives and Attitudes Toward Fortnite 'Addiction'', *Media International Australia*. Article first published online: June 3, 2020;  
Carter, M., Moore, K., Mavoia, J., Horst, H, and gaspard, l. (2020) 'Situating the Appeal of Fortnite Within Children's Changing Play Cultures', *Games & Culture* Article first published online: March 31, 2020
- 2019** Apperley, T and Moore, K. (2019) 'Haptic ambience: Ambient play, the haptic effect and co-presence in *Pokémon GO*' *Convergence*, Special Issue: Haptic Play, Larissa Hjorth (Ed.), Ingrid Richardson (Ed.) Article first published online: November 25, 2018
- 2018** Moore, K. (2018) 'Sort Mii Out: Learning to Value Portable Gaming Encounters through Nintendo's Streetpass Software' *Games & Culture*. 13(6). Article first published online: March 2, 2016;
- 2015** Moore, K. (2015) 'Painting the Town Blue and Green: Curating Street Art through Urban Mobile Gaming' *Media/Culture Journal*, 18 (4).
- 2014** Moore, K. (2014) 'The Passenger and the Player: Bluetooth and the Subversion of Airport Space' *Media Fields Journal* (8).
- 2013** Moore, K. (2013) 'Through the Screen: Deconstructing Spatial Dualism in Augmented Reality Games' *Scan Journal of Media Arts Culture*. 10 (2).

## Peer Reviewed Conference Publications

- 2021** Moore, K. and Carter, M. 'It is Not an Island It's A World: Fortnite and "Worldness"', Peer-reviewed Conference Proceeding, under review at *Proceedings of the 54th Hawaii International Conference on System Sciences*, 2021
- 2014** Moore, K. (2014) 'Software Sorted Streets: Nintendo 3DS Streetpass and the Reconfiguration of Social Interactions' presented at *The Australian and New Zealand Communication Association (ANZCA)*, Swinburne University, 9-11 July, 2014.

## Book Chapters

- 2021** Moore, K. (2021) 'Playful Mobility and Playable Infrastructures in Smart Cities'. *Games and Play in the Creative, Smart and Ecological City*, (Ed.) Dale Leorke & Marcus Owens, Routledge
- 2017** Moore, K. (2017) 'Pintando a Cidade de Azul e Verde: A Curadoria de Arte de Rua através de Jogos Móveis Urbanos' *Metagame: Panoramas dos Game Studies no Brasil*, (T. Falcão, trans.) Thiago Falcão (Ed.), Daniel Marques (Ed.), da Comunicação – INTERCOM, São Paulo - SP – Brasil pp. 275-290
- Moore, K. (2017) 'Playing with Portals: Re-thinking Urban Environments with Ingress' *Analog Game Studies: Volume II*, Evan Torner (Ed.), Emma Leigh Waldron (Ed.), Aaron Trammell (Ed.), Carnegie Mellon: ETC Press, Pittsburgh, PA pp. 195-206

## Book Reviews

- 2017** Moore, K [Review of the book *Social, Casual and Mobile Games: The Changing Gaming Landscape*, edited by Michele Wilson and Tama Leaver] *Media International Australia*, 163 (1) 181-182
- 2016** Moore, K. [Review of the book *Smartphones as Locative Media* by Jordan Frith] *Media International Australia*, 160 (1) 154-155.

## Conference Activity

### Panels

- 2018** Moore, K. 'Producing Platforms for Locative Play' presented at Society for Social Studies of Science (4S) Annual Conference 'Games in the city, games in the home' Panel with, Butt, M., Fordyce, R., Rogerson, M., Chen, X, and Wang, C., ICC Sydney, August 29-September 1, 2018.
- 2017** Aveyard, K., Matheson, D., Murray, S., Moore, K. 'Academic Book Reviewing: The State of Play' presented at *The Australian and New Zealand Communication Association (ANZCA) conference*, The University of Sydney, 4-7 July, 2017
- 2016** Moore, K. 'The Challenge of Locating 'Culture' in Location-Based Games' presented at *Crossroads in Cultural Studies Conference* 'Playing Around with Game Studies: Experiences in Methodologies for Analysing Video Game Cultures' Panel with Apperley, T. Fordyce, F. van Ryn, L. and Butt, M., University of Sydney, 14-17 December, 2016.
- Moore, K. 'The Challenge of Locating Location-Based Games' presented at *The Australian and New Zealand Communication Association (ANZCA)* 'Challenging ourselves: Playing around with Game Studies' Panel with Apperley, T. Fordyce, F. van Ryn, L. and Butt, M., Newcastle University, 6-8 July, 2016.
- 2015** Moore, K. 'Location Gaming as Productive Play: Mapping Urban Environments with Ingress, presented at *Cultural Studies Association of Australia: Minor Cultures*, 'Minor Cultures of Digital Gaming' Panel with Apperley, T. and Butt, M., University of Melbourne, 1-3 December 2015.
- Moore, K. 'All Work and No Play Makes Ingress a Surprisingly Fun Game' presented at *Reason + Enjoyment*, 'EndGames' Panel with Apperley, T. and Butt, M., University of New South Wales, 10-14 July, 2015

## Presentations

- 2020** Carter, M., Kyle Moore, K. and Jane Mavoa, J. 'It's Not an Island, it's a World: Fortnite, Temporality, and Worldness' presented at *Digital Games Research Association Australia (DiGRAA)*, Queensland University of Technology, Brisbane, 10-11 February 2020.
- 2019** Moore, K. 'What's Next for Location-based Gaming?' presented at '*What's Next?*' *Digital Games Research Association Australia (DiGRAA)*, The University of Sydney, Sydney, 12-13 February 2019.
- 2018** Moore, K. 'Online Food Delivery as Urban Media Platforms' presented at *CODE: A Media Conference of Platforms, Devices and Screens* Swinburne University of Technology, Melbourne, 19-20 November 2018.
- Moore, K. 'Cycling Temporalities: Mobile Delivery Apps and Immediacy in Cities' presented at *The Australian and New Zealand Communication Association (ANZCA) conference*, the University of Auckland, 4-6 July, 2018
- 2017** Moore, K. 'Playful Ethnographic Encounters: A Method for Location-Based Gaming' presented at Games Research Methods Symposium, The University of Sydney, July 10-11, 2017
- Moore, K. and Fordyce, R. 'Tracking the Quantified Self in Digital Gaming' presented at '*The Australian and New Zealand Communication Association (ANZCA) conference*', The University of Sydney, 4-7 July, 2017
- 2016** Moore, K. 'Exploring the Playfulness of Places: A Case Study of Sydney, Australia' presented at *Crossroads in Cultural Studies Conference*, The University of Sydney, 14-17 December, 2016.
- Moore, K. and Fordyce, R. 'The Only Self is Our Quantified Self' presented at '*Digital Games Research Association Australia*', Swinburne University of Technology, Melbourne, 17-18 November 2016.
- Moore, K. 'Localizing Location-Based Gaming: Situating Australia Urban Play' presented at *Digital Games Research Association (DiGRA) and Foundations of Digital Gaming First Joint International Conference*, Dundee Scotland, Abertay University, 1-6 August
- 2015** Moore, K. 'A Situated Approach to Urban Play: The Role of Local Knowledge in Playing Ingress' presented at *Digital Games and Research Association (DiGRA) Australia Conference, Inclusivity in Australian Games and Game Studies*, University of New South Wales, 29-30 June, 2015
- Moore, K. 'Re-Playing the City: Ingress portals and re-contextualizing knowledge of the urban environment' presented at *The Rutgers Media Studies Conference: Extending Play*, Rutgers University, New Brunswick, United States, 17-18 April 2015
- 2014** Moore, K. 'Bodies at the Boundary: The Augmented Reality Player's Body' presented at *Cross Roads Conference in Cultural Studies, Association for Cultural Studies*, Tampere, Finland, 1-4 July 2014
- 2013** Moore, K. 'Mobile Games and the Reconfiguration of Urban Spaces' presented at *Critical Perspectives: New Directions and Challenges*, Postgraduate Conference, Faculty of Arts and Social Science, UNSW, 21-22 November 2013.
- Moore, K. 'Zombies Versus Cyborgs: Changing Perspectives in Wearable Computing' presented at *Cultures of Change*, Postgraduate Symposium, School of Arts and Media, UNSW, 2 October 2013.
- Moore, K. 'Turning Towards Player Space: Mobile Augmented Reality Games and the Experience of Everyday Space' presented at *Social Casual Mobile: Changing Games*, Curtin University, Perth, 2 July 2013.
- 2012** Moore, K. 'Encoded Space in Mobile Augmented Reality Videogames' presented at *CODE: A Media, Games & Art Conference*, Swinburne University of Technology, Melbourne, 21-23 November 2012.
- Moore, K. 'Separation or Augmentation: Mobile Games and The Evaluation of Spatial Metaphors' presented at *Making Tracks*, Postgraduate Symposium, School of Arts and Media, UNSW, 3 September 2012.

Blackmore, M., Freeland, P. and Moore, K. 'Learning for the fun of it: Serious game design and information engagement' presented at *the ALIA Biennial Conference: Discovery*, Sydney, Australia, 10-13 July 2012.

- 2011** Moore, K. 'Augmented Realities: Mobile Gaming and Augmented Space' presented at Contact: Borders, Limits and Thresholds, Postgraduate Symposium, School of English, Media and Performing Arts, UNSW, 9 September 2011.

### Public Lectures and Engagement

- 2016** Moore, K. 'Playful and Playable Locations: Rethinking Pokémon GO and Ingress' presented at *Media@Sydney*, public presentation, 14 October 2016
- Moore, K. 'What is Doing Postgraduate Research Really Like?' presented at Division of Humanities and Social Sciences HDR Student: Orientation and Induction, Panel Discussion, The University of Sydney, 25 February 2016
- Moore, K. 'Situating Urban Play Australian Locative Gaming' presented for 10 visiting students from Colorado State University, campus talk, The University of Sydney, 15, June 2016
- 2015** Moore, K. 'Let's Play Ingress: Youtube and I' presented at *DiGRAA Postgraduate Workshop: Designing beyond the Screen*, Workshop presentation, University of New South Wales, 29 June 2015.
- 2011** Moore, K. 'Video Games, Science Fiction and Narrative' presented for English Extension One students at Marcellin College Randwick, Sydney, 18 June 2011.

### Public Engagement

- 2020** Eligston, B., Moore, K., and Carter, M. (2020) 'Apple, Google and Fortnite's stoush is a classic case of how far big tech will go to retain power'. *The Conversation*. <https://theconversation.com/apple-google-and-fornites-stoush-is-a-classic-case-of-how-far-big-tech-will-go-to-retain-power-144728>
- 2019** Moore, K. ABC, Triple J: Hack [Radio]. 8 August 2019, 5:30pm. Commentary on digital gaming and loot boxes. <https://www.abc.net.au/triplej/programs/hack/hack/11380198>
- 2016** Moore, K. quoted in Emily Ditchburn "Whole New Ball Game" Issue 3, November-December 2016, in Inspire, Members Magazine for Institute of Public Works Engineering Australasia (IPWEA) pp. 10-12.
- Moore, K. quoted in Luke O'Neill, "Why Augmented Reality in Public Spaces is a Game Changer ... An urban mobile gaming researcher explains what Pokémon Go and Ingress can tell us about augmented reality experiences," 20 July, 2016, Retrieved from <http://sydney.edu.au/news-opinion/news/2016/07/20/why-augmented-reality-in-public-spaces-is-a-game-changer.html>.
- Moore, K. quoted in Fergus Halliday, "Pokemon Go: How Nintendo Went Global" *Channelnews*, 18 July 2016. Retrieved from <http://www.channelnews.com.au/pokemon-go-how-nintendo-went-global/>
- Moore, K. FIVEaa: Talking Adelaide [Radio]. 12 July 2016, 11:35am. Commentary on mobile game *Pokemon Go*

### Professional Service

- 2016** Australian and New Zealand Communication Association (ANZCA) Postgraduate Representative [2016-2018]

### Journal Special Issues

- 2017** Co-editor (With Elizabeth Goode and Pita Shelford) 'ANZCA Special Issue' *Platform: Journal of Media and Communication*, 8(2)

## Conference and Symposium Organisation

- 2019** Digital Games Research Association Australia Annual Symposium, *DiGRAA 2019: What's Next?* The University of Sydney, February 12-13, Sydney, Organising committee member Alongside, Dr Marcus Carter, Dr Ben Abraham, Dr Malcolm Ryan, Mahli-Ann Butt, Jacob Grice, Ben Egliston, Harriet Flitcroft, Soojeong Yoo, and Geoff Hill
- 2017** Games Research Methods Symposium, The University of Sydney, July 10-11, 2017, Sydney, Organising Committee Member alongside Dr Marcus Carter, Ben Egliston, and Mahli-Ann Butt.
- Australian and New Zealand Communication Association (ANZCA) Stream Convenor: Games Organising Committee, Australian and New Zealand Communication Association (ANZCA) 2017, in change of Higher Degree Research/Early Career Research Day.
- Conference Chair, Australian and New Zealand Communication Association (ANZCA) 2017
- 2015** Conference Chair, DiGRA Australia Conference, Inclusivity in Australian Games and Game Studies 2015

## Workshop Organisation

- 2015** Co-organised with Gerard Goggin, Geert Lovink Masterclass: Issues in Critical Internet Studies, 10th and 11th December 2015, The University of Sydney

## Monograph Proposal Review

Routledge, Taylor and Francis

## Journal Peer Review

New Media and Society, Convergence, Journal of the Association for Information Science and Technology, Behaviour & Information Technology, Games and Culture: A Journal of Interactive Media , Special Issue, EVE Online, Journal of Virtual World Research Vol 10 No 3 , Special Issue: DiGRA Australia, in Transactions of the Digital Games Research Association Vol 2 No 1

## Conference Peer Review

CHI PLAY 2018, Australian and New Zealand Communication Association (ANZCA) (2016-2018), Digital Games Research Association (DiGRA) Conference, The Game is the Message (2018), International Communication Association (ICA) (Game Studies track 2015-2017) (Mobile Communications track 2016-2017), Digital Games Research Association Australia (DiGRAA) Conference, Inclusivity in Australian Games and Game Studies (2015)

## Association Membership

Australia and New Zealand Communication Association (ANZCA), Digital Games Research Association Australia, Cultural Studies Association of Australasia (CSAA)