

Dr Rónán Lynch

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Career Summary

- Ph.D. in Alternate Reality Games (ARGs) having received a DkIT scholarship award
- Assistant Lecturer in DKIT, with experience lecturing since 2009
- Programme Convenor and School Liaison
- 2+ years in DkIT as Recruitment and Retention Officer
- 5+ years with Intel Ireland
- 9+ years concurrently with STATSports on a consultancy basis

Academic Development

MA Learning & Teaching (2017-) DUNDALK INSTITUTE OF TECHNOLOGY, DUNDALK, CO. LOUTH	On-Going
Ph.D. (Research) in Computing (2012-2015) DUNDALK INSTITUTE OF TECHNOLOGY, DUNDALK, CO. LOUTH	Ph.D.
MSc. (Research) in Creative Arts (2010-2012) DUNDALK INSTITUTE OF TECHNOLOGY, DUNDALK, CO. LOUTH	Transfer to Ph.D.
B.A. (Hons) Communications in Creative Media (2007-2008) DUNDALK INSTITUTE OF TECHNOLOGY, DUNDALK, CO. LOUTH	Distinction
B.A. Communications in Creative Multimedia (2004-2007) DUNDALK INSTITUTE OF TECHNOLOGY, DUNDALK, CO. LOUTH	Distinction
Higher Certificate in Electronic Engineering (1996-1998) DUNDALK INSTITUTE OF TECHNOLOGY, DUNDALK, CO. LOUTH	Certificate

Notable Academic Achievements

- Completed 'Research Supervision Certificate' in May 2016 with DkIT Research Office
- During my Ph.D., I created *Plunkett's Pages*, an ARG that taught players about the 1916 Easter Rising through the medium of play
- During my Masters, I created *DIWARG*, an ARG carried out as part of Induction Week on the DkIT campus
- I have presented my research at multiple national and international conferences (see final page for list of sample publications)

Awards

- Recipient of 2007 and 2008 President's Prize for Academic Excellence (DkIT)
- Creative Media Student of the Year Awards (2007 & 2008)
- Group member of *Tactical Control Force (TCF)* project, awarded an exhibition spot at The Digital Hub (Dublin)
- Group member of *Aftermath08* project, awarded an exhibition spot at The Digital Hub (Dublin)
- Received the Europrix Stamp of Approval Winner (Graz, Austria) for *Aftermath08*
- MacNamee Award Winner (2011) for Best All Ireland GAA Website – www.louthgaa.ie
- MacNamee Award Winner (2011 & 2012) for Best GAA County Programme Award
- Various other GAA awards including Naomh Malachi Special Recognition (2016)

Skills

- I have excellent communication skills, and an ability to work well under pressure
- I am self-motivated, disciplined, and very organised
- I adapt well to situations and I am flexible
- I am equally comfortable working on my own or as part of a team
- I am proficient in many software application packages including but not limited to: Photoshop; Illustrator; Dreamweaver; CMS (Joomla, Wordpress, MODX); Pro Tools; Final Cut Pro; Premiere; 3D Studio Max; Microsoft Office, Screencast-O-Matic, Mind Node, Filezilla; NetBeans; Asana; Adobe Connect

Membership & Associations

- Member of Creative Arts Research Centre (DkIT)
- Member of International Simulation and Gaming Association (ISAGA)
- Committee member, co-organiser, and peer reviewer for Pictailín (2011 – Present)
- Committee member, co-organiser, and peer reviewer for iGBL (2013 – Present)
- Peer reviewer for Playful Learning (2016 – Present)
- Peer reviewer for *Higher Education Pedagogies* (2018)
- Peer reviewer for *Kinephanos: Journal of Media Studies and Popular Culture* (2017)
- Peer reviewer for *Special Issue of Simulation and Gaming* (2013)
- Louth GAA IT Officer (2014 – 2017)
- Naomh Malachi Public Relations Officer (2015 – 2017)
- Member of Naomh Malachi Committee (2006 – 2017)
- Online GAA Management System Tutor (2010 – Present)
- Louth GAA Public Relations Officer (2011-2012)
- Member of Louth GAA Competition Controls Committee (2011-2012)
- Louth GAA Assistant Secretary (2009)
- Secretary of Louth GAA Gathering Committee (2013)
- DkIT GAA Chairman (2009-2011)

Teaching Experience

DATES FROM JANUARY 2010 – TO PRESENT

- As Programme Convenor, I oversee the management, quality, and development of my programme. I also offer advice to academic and admin staff as well as students.
- As Assistant Lecturer I have diligently prepared, created, and implemented lectures, labs, and tutorials to Level 7 and Level 8 students. I have liaised with lecturers in the creation and grading of assessments, administration, and dealing with matters arising.
- I participate in committees within the School of Informatics & Creative Arts, including External Engagement, and Institutional Review (both for Programmatic Review).
- I have been actively involved in a number of (approved) Springboard applications.

Modules I have taught include:

Current Issues & Theories in the Creative Industries
Entrepreneurship in the Creative Industries
Final (4th) Year (Creative Media) Group Project Supervision
Project Management for the Creative Industries
Moving Image: Theory & Practice
Introduction to Web Development
Storytelling, Creativity, & Innovation
Introduction to Web Technologies
Game Concept Design
Introduction to Multimedia
Introduction to Databases & Web Design
3D Studies

Industry & Work Experience

DATES FROM JUNE 2014 – TO SEPTEMBER 2016

Recruitment and Retention Officer / Dundalk IT

- I oversaw the operations of the IT Learning Centre (ITLC), facilitating the coding requests of students. I provided a supportive role for students who were struggling to settle into DkIT, or who were experiencing other stresses.
- I promoted DkIT to 2nd level students at school visits, Higher Options and UCAS events.
- I played an integral part in the organisation and running of Open Day, Induction Week, Transition Year Week, and other recruitment and retention-related initiatives.

DATES FROM JANUARY 2006 – TO PRESENT

PRO & IT Officer / Naomh Malachi, Louth & Leinster GAA

- As Naomh Malachi PRO, I have produced a number of media artefacts including: the 40th Anniversary (2006) and *A Decade to Remember* (2009) booklets, and a 132-minute 50th Anniversary documentary, titled *Caoga* (2016).
- As Louth GAA PRO, I created hundreds of digital works, and liaised with local and national press, media, broadcasters, photographers, and videographers as well as thousands of supporters in the promotion of Gaelic Games.
- My role as IT Officer has resulted in engaging with GAA personnel around the county and country, tending to a wide range of IT-related issues.

DATES FROM SEPTEMBER 2008 – TO PRESENT

Media Consultant / STATSports, Newry, Co. Down

- My consultancy role involves working with the media team in the promotion of the company brand.
- I have been involved with recruitment initiatives, including work placement for DkIT students and other full-time employees.
- More recently, I have been involved in the development of a H2020 application.

DATES FROM SEPTEMBER 2008 – TO MAY 2010

Student Enterprise Intern / Dundalk IT

- I promoted entrepreneurship to all students on campus, running a series of workshops, arranging guest speakers, and organising a number of competitions.

DATES FROM NOVEMBER 1999 – TO DECEMBER 2004

Technician & Training Coordinator / Intel Ireland & US

- As a technician, I worked in the C4 Lithography area of the manufacturing process.
- As a training coordinator, I ensured that adequate training was in place for all staff.
- Recognised as being 'The Best of the Best', which led to a 15-month training program in the US, with other training in Albuquerque, Burlington, Portland, and San Jose.

Activities

I have a keen interest in all sports, primarily Gaelic Games, soccer, golf, NFL, and cycling. I like going to the gym. I am actively involved in my local community, between fundraising initiatives, and raising awareness for causes. I like to travel, and am already planning my next trip on the Camino. I like to go to the cinema, and am an avid reader.

Referees

Dr Caroline O'Sullivan
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Dr Brendan Ryder
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Mr Sean O'Connor
STATSports: COO
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+44 7833449579

(Sample of) Publications

Book Chapters

Lynch, R., Mallon, B., Connolly, C., (2017) 'Embracing and Integrating Alternate Reality Games in the Classroom: Examining Best Practices on the Role of Assessment', *Mediated Critical Communication Pedagogy* [under review].

Lynch, R., Mallon, B., Nolan, K., (2013) 'Blending Narrative, Play & Learning: An Examination Of Alternate Reality Games As A Game-Based Learning Tool', *Game Based Learning: Opportunities & Challenges*, (Cambridge Scholars Publishing).

Journal Articles

Lynch, R., Mallon, B., Connolly, C., (2017) 'Collaborative Learning in Educational Alternate Reality Games at Second Level: A Design Based Research Study', *International Journal of Computer-Supported Collaborative Learning* [under review].

Lynch, R., Mallon, B., Connolly, C., (2015) 'The Pedagogical Application of Alternate Reality Games: using Game-Based Learning to Revisit History', *International Journal of Game-Based Learning*, 5 (2).

Lynch, R., Mallon, B., Nolan, K., (2013) 'Mastering the Puppets: Criteria for Pulling the Strings in an Alternate Reality Game', *Journal of Gaming & Virtual Worlds*, 5 (1).

Conference Proceedings

Lynch, R., Mallon, B., Connolly, C., (2016) 'The Challenge of Telling Century-Old Tales: Insights into *Plunkett's Pages*, the 1916 Easter Rising Alternate Reality Game', *Irish Learning Technology Association (ILTA), Law Society, Dublin*.

Lynch, R., Mallon, B., Connolly, C., (2016) 'Reconstructing Century-Old Stories for the Digital Age: a case study of a 1916 Easter Rising Alternate Reality Game', *3rd International Irish Narrative Inquiry Conference, NUI Galway*.

Lynch, R., Mallon, B., Connolly, C., (2014) 'Revisiting History: Using Alternate Reality Games to Tell a Century-old Tale', *8th European Conference on Game Based Learning (ECGBL)*. Berlin, Germany.

Lynch, R., Mallon, B., Connolly, C., (2014) 'Revisiting History: Lessons from *Plunkett's Pages*, a case study of the 1916 Easter Rising Alternate Reality Games', *45th International Simulation & Gaming Association (ISAGA) Conference*. Dornbirn, Austria.

Lynch, R., Mallon, B., Nolan, K., (2012) 'Deciphering The Puppetmaster Enigma: Criteria For Evaluating Alternate Reality Games', *43rd International Simulation & Gaming Association (ISAGA) Conference*. Cluj-Napoca, Romania.

Workshops

Lynch, R. (2016) 'Re-Making Century-Old Stories as Collaborative and Participatory Experiences: Insights into *Plunkett's Pages*, the 1916 Easter Rising Alternate Reality Game', *Storymaking Symposium*, John Moores University, Liverpool.

Lynch, R. (2013) 'Alternate Reality Gaming Workshop', *44th International Simulation and Gaming Association (ISAGA) Conference*, Stockholm, Sweden.

Lynch, R. (2011): 'Untangling The Puppet Strings: Guidelines For Developing Alternate Reality Games', *8th International Conference on Advances in Computer Entertainment Technology*. Lisbon, Portugal.