

Dr. Guy Peter Schofield
Senior lecturer
Archaeology
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Research interests

Game design, Narrative Environments, Grass-roots filmmaking, DIY filmmaking, interactive video, live audio/visual performance, technology and heritage

Employment

Lecturer in Image Processing

Lecturer
Theatre, Film, TV and Interactive Media
University of York
Baird Lane, York
1 Sept 2015 → 30 Sept 2021

Senior Lecturer

Senior lecturer
Theatre, Film, TV and Interactive Media
University of York
Baird Lane, York
1 Oct 2021 → 31 Aug 2024

Senior Lecturer

Senior lecturer
Archaeology
University of York
The King's Manor, York
1 Sept 2023 → 31 Aug 2024

Senior Lecturer

Senior lecturer
Archaeology
University of York
The King's Manor, York
1 Sept 2024 → present

Research output

The effects of threat on complex decision-making: evidence from a virtual environment

Laycock, A., Schofield, G. P. & McCall, C. A., 30 Sept 2024, In: Scientific Reports. 14, 12 p., 22637.

The relationship between environmentally induced emotion and memory for a naturalistic virtual experience

Petrucci, A., McCall, C. A., Schofield, G. P., Wardell, V., Safi, O. & Palombo, D., 18 Apr 2024, (E-pub ahead of print) In: Cognition & emotion.

Theories, methodologies, and effects of affect-adaptive games: a systematic review

Croissant, M., Schofield, G. P. & McCall, C. A., 11 Jul 2023, (E-pub ahead of print) In: Entertainment Computing. 47, 18 p., 100591.

Digital Creativity and the Regional Museum: Experimental collaboration at the convergence of immersive media and exhibition design

Beale, G., Smith, N., Wilkins, T., Schofield, G. P., Hook, J. D. & Masinton, A., 6 Dec 2022, In: *ACM Journal on Computing and Cultural Heritage*. 15, 4, p. 1–23 23 p., 78.

The Underwood Project: A Virtual Environment for Eliciting Ambiguous Threat

McCall, C. A., Schofield, G., Halgarth, D., Blyth, G., Laycock, A. & Palombo, D., 26 Oct 2022, (E-pub ahead of print) In: *Behavior research methods*. 16 p.

Welcome from the ACM TVX 2019 chairs

Hook, J., Schofield, G., Stenton, P., Ursu, M. & Vatavu, R. D., 4 Jun 2019, In: *TVX 2019 - Proceedings of the 2019 ACM International Conference on Interactive Experiences for TV and Online Video*. p. II-III

Our Story: Addressing Challenges in Development Contexts for Sustainable Participatory Video

Bartindale, T., Varghese, D., Schofield, G. P. & Tsukamoto, M., 2 May 2019, *Proceedings of the 2019 CHI Conference on Human Factors in Computing Systems*. New York, USA: ACM, p. 437:1-437:12 12 p. 437. (CHI conference proceedings).

Viking Virtual Reality: Inside the Great Army's Winter Camp

Hadley, D., Richards, J. D., Murphy, D. T., Beale, G., Schofield, G. P. & Hook, J. D., 8 Sept 2018.

Viking VR: Designing a Virtual Reality Experience for a Museum

Schofield, G. P., Beale, G., Beale, N. E., Fell, M., Hadley, D., Hook, J. D., Murphy, D. T., Richards, J. D. & Thresh, L., 8 Jun 2018, *DIS 2018 - Proceedings of the 2018 Designing Interactive Systems Conference*. ACM, p. 805-816 12 p.

A neuroscientific approach to exploring fundamental questions in VR

Wade, A. R., McCall, C., Karapanagiotidis, T., Schofield, G., Preston, C., Hartley, T., Kaestner, M., Horner, A., Maloney, R. T., Smallwood, J., Jefferies, E., Bloj, M. & Harris, J., 28 Jan 2018, In: *Journal of Imaging and Science*. 2018, 6 p., 435.

Designing Reconfigurable Televisual Experiences

Smith, D. P., Hook, J. D., Schofield, G. P., Ursu, M., Bartindale, T., Wilkinson, G., Brooks, M. & Stenton, P., 14 Jun 2017, *ACM SIGCHI conference on Designing Interactive Systems*. Springer

Cinehacking Cape Town - Embracing Informality in Pursuit of High Quality Media

Green, D., Schofield, G. P., Pritchard, G., Olivier, P. & Wright, P. C., 6 May 2017, *Proceedings of the 2017 CHI Conference on Human Factors in Computing Systems*. ACM, p. 4753-4764 (CHI : Conference on Human Factors and Computing Systems).

Exploring Space with FieldVenturer

Schofield, G. P. & Schofield, T., Mar 2017.

Scaffolding Community Documentary Film Making using Commissioning Templates

Bartindale, T., Schofield, G. P. & Wright, P. C., 7 May 2016, *CHI '16 Proceedings of the 2016 CHI Conference on Human Factors in Computing Systems*. ACM, p. 2705-2716 12 p. (CHI '16 Proceedings of the 2016 CHI Conference on Human Factors in Computing Systems).

TryFilm: Situated Support for Interactive Media Productions

Bartindale, T., Schofield, G. P., Crivellaro, C. & Wright, P. C., 27 Feb 2016, *Proceedings of the 19th ACM Conference on Computer-Supported Cooperative Work & Social Computing*. ACM, (CSCW '16 Proceedings of the 19th ACM Conference on Computer-Supported Cooperative Work & Social Computing).

Beyond Participatory Production: Digitally Supporting Grassroots Documentary

Green, D., Bowen, S., Newell, C., Schofield, G. P., Bartindale, T., Crivellaro, C., Sheikh, A., Wright, P. & Oliver, P., 18 Apr 2015, *Proceedings of the 33rd Annual ACM Conference on Human Factors in Computing Systems*. ACM, p. 3157-3166 10 p.

Bootlegger: Turning Fans into Film Crew

Schofield, G. P., Bartindale, T. & Wright, P. C., 18 Apr 2015, *Proceedings of the 33rd Annual ACM Conference on Human Factors in Computing Systems*. ACM, p. 767-776 10 p.

Nightingallery: theatrical framing and orchestration in participatory performance

Taylor, R., Schofield, G. P., Shearer, J., Wright, P. C., Boulanger, P. & Olivier, P., 1 Oct 2014, In: *Personal and Ubiquitous Computing*. 18, 7, p. 1583-1600 18 p.

Cinejack: using live music to control narrative visuals

Schofield, G. P., Green, D., Smith, T., Wright, P. C. & Olivier, P., 21 Jun 2014, *Proceedings of the 2014 conference on Designing interactive systems*. ACM, p. 209-218

Time telescope: encouraging engagement with heritage through participatory design

Schofield, G. P., 21 Jun 2014, *2014 ACM SIGCHI conference on Designing interactive systems*. New York: ACM, p. 117-120

Plenopticon: video playback for dynamically adaptive depth-of-field

Green, D., Smith, T. & Schofield, G. P., 26 Apr 2014, *CHI '14 Extended Abstracts on Human Factors in Computing Systems*. New York: ACM, p. 163-164

Retraining function in people with Parkinson's disease using the Microsoft kinect: game design and pilot testing

Galna, B., Jackson, D., Schofield, G. P., McNaney, R., Webster, M., Barry, G., Mhiripiri, D., Balaam, M., Olivier, P. & Rochester, L., 14 Apr 2014, In: *Journal of NeuroEngineering and Rehabilitation*. 11, 1, 12 p., 60.

Crafting interactive systems: learning from digital art practice

Taylor, R., Schofield, G. P., Hook, J. D., Ladha, K., Bowers, J. & Wright, P. C., 2013, *Extended Abstracts of the ACM Conference on Human Factors in Computing Systems*. ACM, p. 3223-3226

Enabling self, intimacy and a sense of home in dementia: an enquiry into design in a hospital setting

Wallace, J., Thieme, A., Wood, G., Schofield, G. P. & Olivier, P., 5 May 2012, *Proceedings of the SIGCHI Conference on Human Factors in Computing Systems*.

Engaging older people using participatory design

Lindsay, S., Schofield, G. P., Olivier, P. & Jackson, D., 5 May 2012, *Proceedings of the SIGCHI Conference on Human Factors in Computing Systems*. 2012 ed. Vol. ACM. p. 1199 1208 p.

Exploring HCI's relationship with liveness

Hook, J. D., Schofield, G. P., Taylor, R., Bartindale, T., McCarthy, J. & Wright, P. C., 2012, *Extended Abstracts of the ACM International Conference on Human Factors in Computing Systems*. ACM, p. 2771-2774

Designing from within: humanaquarium

Taylor, R., Schofield, G. P., Shearer, J., Wright, P. C., Boulanger, P., Olivier, P. & Wallace, J., 7 May 2011, *Proceedings of the SIGCHI Conference on Human Factors in Computing Systems*. ACM, p. 1855-1864 10 p.

humanaquarium: exploring audience, participation, and interaction

Schofield, G. P., Taylor, R., Shearer, J., Wallace, J., Wright, P. C., Boulanger, P. & Olivier, P., 7 May 2011, *CHI'11 Extended Abstracts on Human Factors in Computing Systems*. ACM, p. 1117-1122

Advanced Composition in Virtual Camera Control

Abdullah, R., Christie, M., Schofield, G. P., Lino, C. & Olivier, P., May 2011, *Proceedings of the International Symposium on Smart Graphics*. Springer

Composing for the interactive medium

Taylor, R., Schofield, G. P., Shearer, J., Boulanger, P., Wallace, J., Wright, P. C. & Olivier, P., 2011, *Laval Virtual*.

A real-time cinematography system for interactive 3d environments

Lino, C., Christie, M., Lamarche, F., Schofield, G. P. & Olivier, P., 2 Jul 2010, *Proceedings of the 2010 ACM SIGGRAPH/Eurographics Symposium on Computer Animation*. Eurographics Association, p. 139 148 p.

OverWatch: real-time narrative visuals from live performance

Schofield, G. P., Casey, R. & Olivier, P., 1 Jan 2010, *Smart Graphics*. Springer, p. 261-264

Phantasmagoria: composing interactive content for the humanaquarium

Taylor, R., Schofield, G. P., Shearer, J., Boulanger, P., Wallace, J. & Olivier, P., 1 Jan 2010, *Smart Graphics*. Springer, p. 269-272

humanaquarium: a participatory performance system

Taylor, R., Schofield, G. P., Shearer, J., Boulanger, P., Wallace, J. & Olivier, P., 2010, *New Interfaces for Musical Expression*. 4 p.

Awards

Other Eyes: Understanding the past through bioarchaeology and digital media

Morgan, C. L. (Principal investigator), Alexander, M. M. (Co-investigator) & Schofield, G. P. (Co-investigator)

AHRC: £180,164.80

1/01/21 → 31/12/22

Projects

C2D2 Translation 7a - Maxfacts – the website to empower maxillofacial patients, carers and professionals

Sebald, A. (Principal investigator), Schofield, G. P. (Co-investigator) & Cairns, P. A. (Co-investigator)

1/01/17 → 31/03/17

Digital Creativity for Regional Museums: Immersive Experiences Smart Commissioning Toolkit

Hook, J. D. (Principal investigator) & Schofield, G. P. (Co-investigator)

AHRC

1/02/19 → 30/09/19

FIST: Fundraising with Interactive Storytelling

Herrero, M. (Principal investigator), Hook, J. D. (Co-investigator), Schofield, G. P. (Co-investigator) & Palma Stade, T. (Researcher)

1/03/22 → 30/09/23

KTP with Wild Rover Productions Ltd (IUK)

Mateer, J. (Principal investigator) & Schofield, G. P. (Co-investigator)

3/07/17 → 2/07/19

KTP with Wild Rover Productions Ltd (Ind)

Mateer, J. (Principal investigator) & Schofield, G. P. (Co-investigator)

3/07/17 → 2/07/19

Other Eyes: Understanding the past through bioarchaeology and digital media

Morgan, C. L. (Principal investigator), Alexander, M. M. (Co-investigator) & Schofield, G. P. (Co-investigator)

AHRC

1/01/21 → 31/12/22

PLAYON! New Storytelling with Immersive Technologies

Ursu, M. (Principal investigator), Cantrell, T. (Co-investigator), Hook, J. D. (Co-investigator), Kirman, B. (Co-investigator), Lepage, L. E. (Co-investigator) & Schofield, G. P. (Co-investigator)

EUROPEAN COMMISSION

15/10/19 → 14/10/23

Within the walls of York Gaol: Memory, Place and the Immersive Museum

Hook, J. D. (Principal investigator) & Schofield, G. P. (Co-investigator)

AHRC

1/01/18 → 30/09/18

XR Stories Pilot: Developing Production Methods and Visual Grammars for Combining Live-Action and Computer-Generated Imagery for Narrative Cinematic Virtual Reality Films

Mateer, J. (Principal investigator) & Schofield, G. P. (Principal investigator)

15/07/19 → 15/11/19

XR Stories mini - Developing Production Methods and Visual Grammars for Combining Live-Action and Computer-Generated Imagery for Narrative Cinematic Virtual Reality Films

Mateer, J. (Principal investigator) & Schofield, G. P. (Co-investigator)

AHRC

15/07/19 → 13/10/19

XR Stories mini: Traitor - Expanding the Narrative

Schofield, G. P. (Principal investigator)

AHRC

1/10/19 → 31/03/20