IU

IUPUI

SCHOOL OF INFORMATICS
AND COMPUTING

DEPARTMENT OF HUMAN-CENTERED COMPUTING

Indiana University–Purdue University
Indianapolis

Grant Information:

Travis Faas

School of Informatics Indiana University Purdue University Indianapolis

535 W. Michigan Street, Indianapolis, IN 46202

Email:tfaas@iu.edu

https://soic.iupui.edu/people/travis-faas/

www.travisfaas.com

Biography:

Travis Faas teaches game and web development at IUPUI, and studies how to support informal learning communities online. His students have shown games at venues such as the Intel Games Showcase at GDC, Magfest Indie Videogames Showcase (MIVS), and have been awarded best student game at Vector Conference 2018. An active speaker in the Midwest, Travis has given presentations at games conferences such as Pixelpop, GDEX, and the Midwest Game Developers Summit. Additionally, he has written a book on HTML5 game development, published by CRC Press and sold at GDC. He currently organizes and runs Indy Indies, a game developer community based in Indianapolis, Indiana.

Travis is currently a PhD student in the School of Informatics. During his time in the program, he has published papers on programmers who livestream on Twitch, creating learning communities, and further papers documenting the learning that occurs in online game jams. His dissertation will focus on designing and developing technology to support the transfer of knowledge from game jams to long term learning communities.

Research Interests:

- Educational video games
- Games for change
- Situated learning online
- Live streaming
- Informal learning
- Computer Science Education

PROFESSIONAL HONORS AND AWARDS:

2019   Excellence in Community Engagement   IUPUI School of Informatics and Computing

2017   Excellence in Teaching   IUPUI School of Informatics and
Computing
2009   Excellence in Graduate Student Teaching   Purdue Center for Instructional Excellence

Education:

(Estimated) 2023: Doctor of Philosophy, Human Computer Interface design
Indiana University, Purdue University, Indianapolis, Indiana

2010: Master of Science, Applied Computer Graphics Technology
Purdue University, Lafayette, Indiana

2008: Bachelor of Science, Computer Graphics Technology
Purdue University, Lafayette, Indiana

Appointments & Positions:

Lecturer	Indiana University Purdue University Indianapolis	09/2013 – Present
Visiting Lecturer	Indiana University Purdue University Indianapolis	09/2011 – 09/2013
Web Developer	MediaSauce	2010 - 2011
Teaching Assistant	Purdue University	2008 – 2010

GRANTS:

2020 - Game User Experience Online Curriculum

Funder: Epic MegaGrant / Epic Games
Amount: $12000
Description: Design and development of a series of educational projects, modules, and videos that explain UX concepts in the context of Unreal Engine. Draws from HCI and Human factors concepts present in the book "The Gamer's Brain" by Celia Hodent.

SERVICE:

Professional
CSCW 2020, 2021 Registrations Chair
Indy Indies Founder and Organizer (2018-Present)
GDC 2017 Conference Associate

School
App Challenge Organizer – 2015 - Present
Colloquia Committee 2014 – Present

Publications

BOOKS

Faas, T. (2017). *An Introduction to HTML5 Game Development with Phaser.js*. AK Peters/CRC Press.

CONFERENCE / JOURNAL ARTICLES

Shen, C., Lu, Z., Faas, T., Wigdor, D. (2021). The Labor of Fun: Understanding the Social Relationships between Gamers and Paid Gaming Teammates in China. HCI 2021

Faas, T., Liu, I. C., Dombrowski, L., & Miller, A. D. (2019). Jam today, jam tomorrow: Learning in online game jams. *Proceedings of the ACM on Human-Computer Interaction*, *3*(GROUP), 1-27.

Faas, T., Dombrowski, L., Brady, E., & Miller, A. (2019, March). Looking for Group: Live Streaming Programming for Small Audiences. In *International Conference on Information* (pp. 117-123). Springer, Cham.

Faas, T., Dombrowski, L., Young, A., & Miller, A. D. (2018). Watch me code: Programming mentorship communities on twitch. tv. *Proceedings of the ACM on Human-Computer Interaction*, *2*(CSCW), 50.

Faas, T., & Lin, C. (2017). Self-Directed Learning in Teacher-Lead Minecraft Classrooms. In Proceedings of the 2017 CHI Conference Extended Abstracts on Human Factors in Computing Systems (pp. 2569–2575). New York, NY, USA: ACM. https://doi.org/10.1145/3027063.3053269

Chaolan Lin, Travis Faas, Lynn Dombrowski and Erin Brady, "Beyond Cute: Exploring User Types and Design Opportunities of Virtual Reality Pet Games", 23rd ACM Symposium on Virtual Reality Software and Technology (VRST 2017).

Chaolan Lin, Travis Faas and Erin Brady, "Exploring Affection-Oriented Virtual Pet Game Design Strategies in VR", 7th Affective Computing and Intelligent Interaction (ACII 2017).

Defazio, J., Faas, T., & Finch, R. (2013, July). Building multi-user virtual worlds. In *Computer Games: AI, Animation, Mobile, Interactive Multimedia, Educational & Serious Games (CGAMES), 2013 18th International Conference on* (pp. 132-137). IEEE.

Matei, S. A., Wernert, E., & Faas, T. (2009, August). Where information searches for you: The visible past ubiquitous knowledge environment for digital humanities. In *2009 International Conference on Computational Science and Engineering* (Vol. 4, pp. 1043-1047). IEEE.

PRESENTATIONS:

INTERNATIONAL

Jam Today, Jam Tomorrow	GROUP	1/7/2020
Looking for Group	iConference	4/4/2019
Watch Me Code	CSCW	11/7/2018

REGIONAL

Making Twitch-Integrated Games	GDEX	10/11/2020
An Introduction to Playful UX	GDEX	10/12/2019
Game Dev Streams: How and Why	GDEX	9/29/2018
Watch Me Code	Ball State CS	9/19/2018
The Science and Art of Games	IUPUI	4/8/2017
Everyday Understanding	NASAGA	10/16/2016
Developing HTML5 Games	Pixel Pop	9/15/2015
Developing HTML5 Games	MGDS	7/12/2014
Teach a man to Unity	MGDS	7/12/2014
Building multi-user virtual worlds	CGAMES	8/1/2013

CREATIVE ACTIVITY:

Whistle While You Brew	Meaningful Play	10/22/2016

Virtual reality game that requires the user to sing, hum, whistle, or play an instrument to take actions within the game world. The game is a management-style game similar to Tappers. More information at https://soaringlift.itch.io/whistle-while-you-brew

Paths and Environments	Games, Learning, and Society	6/12/2013

Virtual reality / Kinect game. Tracks the position and motion of individuals through a gallery space, and modifies a virtual Minecraft-like world to create aspects of erosion, tree growth, and pollution. Viewing of the space can only be done through vr goggles, creating an 'unseen, but still affected' world.

TEACHING:

Web development
N220 Introduction to Media Application Development
N320 Intermediate Media Application Development
I311   Information Architecture

Game Development
N230 Introduction to Game Development
N330 Intermediate Game Development
N331 Game Testing and Evaluation *
N337 Virtual World Design and Development *
N339 Augmented Reality Design and Development *

Media Arts
N202 Digital Storytelling
N238 2D Animation

* - new class, personally proposed and designed