

David Squire

DESQ
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Biography

After gaining a first in Creative Arts in 1988, David spent 10 years working under various guises in community and further education. Whilst dabbling in multimedia production, he taught IT and Internet skills and managed various community arts, media and ICT projects. He picked up a MEd in Telematics Learning whilst developing online courses and ICT curricula for further and higher education.

In 1998 he was offered a secondment to the BBC to research the feasibility of using BBC Online's content for online learning and accreditation. A BBC Online Learning pilot followed and David went freelance to work with the BBC on a variety of projects that were to influence the BBC's pioneering 'learning journeys' adult learning strategy. As David's freelance work grew, he established DESQ Ltd, with a vision to combine new media and learning in innovative ways.

As Creative Director of DESQ, he oversees a team of producers and developers that have established DESQ as one of the UK's leading independent e-learning developers, with an international reputation as a leading learning/serious games developer. DESQ has created award winning e-learning materials and game-based learning applications for clients such as the BBC, Becta (NLN), the Learning and Skills Council (LSC), Channel 4 Television, Learning and Skills Development Agency (LSDA), Oxford University Press, National Maritime Museum, Magna, the British Council and the Quality Improvement Agency (QIA).

Based in Sheffield's Cultural Industries Quarter, DESQ's portfolio has included producing online learning games for Channel 4's Bafta Interactive 2001 award winning site www.gridclub.com and the development of a landmark learning game 'MaxTrax' for Ufi learndirect in 2001, that embedded numeracy skills into a driving sim video game, as well as developing a range of titles for learndirect's Skills for Life portfolio. In 2005 DESQ's 'E-Quest' RPG learning game www.desq.co.uk/equest developed in partnership with Oxford University Press, was launched to critical acclaim at the BETT show in London. DESQ has contributed to all four rounds of learning materials development for Becta/NLN www.nln.ac.uk and contributed to two of the BBC's most successful education campaigns www.bbc.co.uk/webwise and www.bbc.co.uk/skillswise as well as producing Life Quest, a role-playing virtual world for 7-11 year olds to explore Religious Education, for BBC jam www.bbc.co.uk/jam.

DESQ is a member of Game Republic, the Yorkshire and Humberside games developer association, PACT, the TV and interactive agency and an industry member of FutureLab.

David is an honorary Research Fellow at the University of Bristol, looking at theories of game design and game-based learning to inform practice with Professor Angela McFarlane and a Fellow of the Royal Society of Arts.

David has presented internationally on the use of digital culture and technology and online learning, as well as contributing to a number of publications and think-tanks on virtual communities, the digital economy and educational TV. He has a healthy disdain for technology and watches far too much television.

Publications

"Online Learning – Is this the Future?" A dialogue with Karl Royle in Airflash magazine (Community Media Association, 2002)

"TV and Learning: Ways of Connecting Media and Learning" in Stephenson, John (ed.) Teaching and Learning Online, Pedagogies for New Technologies (Kogan Page, 2001)

"Learning Conversations: Social Electronic Networks to Enhance Learning" in Communities Networking/Networking Communities, Funston, Andrew (ed.) (Australian Community Networking Alliance, 1999)

Contribution to virtual think-tank and report '**Boosting the UK Digital Economy**' (Worldwide Information System/Bull, 1999)

"Social Networks in Online Community and Learning Environments" in: McConnell, D (ed.) Networked Lifelong Learning: Innovative Approaches to Education & Training Through the Internet: Proceedings from the 1998 International Conference (University of Sheffield, 1998)

Conferences, seminars and workshops

PEDAGOGY GAP at Education and Media gap analysis seminar, at Showcomotion Children's Media Conference (Sheffield, July 2007)

Shooting Science - Risk, Challenge, Failure and Fear at the Games Learning and Society 3.0 conference (Madison Wisconsin USA, July 2007)

Game Plan for BBC Blast, a games development workshop for young people (Sheffield, July 2006)

All Games are Shite. Discuss. at MELT Serious Games, Sheffield (Sheffield, July 2006)

LEARN + GAMES = ? at ALT Learning Games, Sheffield Hallam University (Sheffield, July 2006)

Science Learning Games at Sheffield West CLC, a staff development workshop (Sheffield, June 2006)

What's in a Game? at Fun, Games and Inclusion, SENJIT conference, Birkbeck College (London, February 2006)

Games and Learning for Creative Partnerships, a cross curricula ICT interventions staff development workshop at Aston Comprehensive, (Sheffield, November 2005)

Creating Links – RPG, Identity, Characterisation and Learning at the Games Learning and Society 1.0 conference (Madison Wisconsin USA, June 2005)

DoomEd – Shooting Science, a First Person Shooter learning game at Nesta FutureLab 14-19 Conference (Sheffield, April 2005)

Gameplay and learning: How RPG exploration and characterisation can be applied to learning at CAL, Virtual Learning, University of Bristol (April 2005)

Crossing the Chasm & Case Blast on English Taxi contributing speaker to the Serious Games Summit at the Games Developers Conference (San Jose USA, March 2004)

Mixed Messages & Mixed Media: how elearning is failing the PlayStation generation at ALT eContent: Different Perspectives (Sheffield Hallam University, Sheffield, April 2002)

Mario Brothers Meets E-learning: How Video Games can Improve Online Learning at OnLine Learning 2002 Europe (London, March 2002)

Creating Profitable and Successful Business Relationships at Investment and Operations in the Global Education Market (IIR, New York USA, July 2001)

Never Be the Same Again: Seeing ICT in a Different Light at Improving Student Learning (FEDA/Kendall College, May 2000)

Online Assessment – Techniques and Issues – at Managed Learning Environments (FERL, Stratford Upon Avon, May 2000)

Using the New Media for Learning – Online Accreditation with the BBC with Steve Pollock (BBC) at Online Learning – Exploiting Technology for Training (Learning in Business Events, London, Nov 1999)

Virtual Communities and Online Learning staff development, via video conference at RMIT University (Melbourne, Australia, Oct 1999)

The BBC: Online & Learning at Community Networking 99 (Victoria University, Melbourne, Australia, Sept 1999)

On-line Accreditation at Switched-on Learning: BBC Partnerships in Broadcasting Conference, (Leeds & London, April 1999)

The BBC: Online & Learning at Connecting Learning, making the net work (FERL, Nov 99)

Accessing Online and Distance Learning for Accreditation – at Progression 2000: Lifelong Learning and Key Skills, (University of Northumbria, Newcastle, March 1999)

Talking and Learning Online at ILT and You Roadshow (FENC, April, May & June 1998)

Social Networks in Online Community and Learning Environments at Networked Lifelong Learning - Innovative Approaches to Education & Training Through the Internet (University of Sheffield, April 1998)

Learning Conversations at Community Networking - Networking Communities Conference, (Victoria University, Melbourne, Australia, Feb 1998)

Qualifications

- 1998 **MEd in Telematics Learning** - University of Sheffield
 Dissertation: Learning Conversations: Social Electronic Networks to Enhance Learning
- 1994 **C&G 9281 Initial Certificate in Teaching Basic Skills**
- 1992 **Certificate in Education in FE** - Sheffield Hallam University
- 1988 **BA Hons. (1st Class) in Creative Arts** - Newcastle Upon Tyne Polytechnic
- 1985 **Foundation Certificate in Art & Design** - Sheffield City Polytechnic
- 1984/82 3 A levels; 6 O levels