

DÁVID MELHÁRT

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[GITHUB.COM/DAVIDMELHART](https://github.com/DAVIDMELHART) • [DAVIDMELHART.COM](https://www.davidmelhart.com) • [LINKEDIN.COM/IN/DAVIDMELHART](https://www.linkedin.com/in/DAVIDMELHART)

RESEARCH SUPPORT OFFICER • PHD STUDENT

Education

Game Research - Philosophiae Doctor **in progress since 2017**
Institute of Digital Games, University of Malta Msida, Malta
Supervisors: Professor Georgios Yannakakis & Dr Antonios Liapis

Cognition & Communication - Master of Arts **2013 - 2016**
University of Copenhagen Copenhagen, Denmark
Supervisor: Andreas Lindegaard Gregersen, PhD
Thesis title: "Frustration and Adaptation"

Communication & Media Theory - BA Supplementary Studies **2012-2013**
Corvinus University of Budapest Budapest, Hungary

Political Science - Bachelor of Arts **2008-2012**
Pazmany Peter Catholic University Piliscsaba, Hungary
Supervisor: Professor Balázs Zoltán
Thesis title: "Legitimacy Crisis of the European Union"

Course Work

Artificial Intelligence and Games **2018**
1st International Summer School on Artificial Intelligence and Games Chania, Greece

Multidisciplinary Game Research **2016**
Utrecht University Summer School Utrecht, The Netherlands

Academic Experience

Lecturing

Affective Computing **Spring Semester 2018**
In Professor Georgios Yannakakis' "Affective Computing" course at IDG, UoM

Qualitative Game Research Methodology **Fall Semester 2017**
In Dr Daniel Vella's "Methods for Games Research" course at IDG, UoM

Reviewing

IEEE Conference on Computational Intelligence and Games **2018**
IEEE Transactions on Affective Computing
IEEE Transactions on Computational Intelligence and AI in Games
International Conference on the Foundations of Digital Games
Press Start
Hellenic Conference on Artificial Intelligence

Publications

Journal Articles

Melhart, D. (2018). Towards a Comprehensive Model of Mediating Frustration in Videogames. *Game Studies: The International Journal of Computer Game Research*, 18(1). ISSN:1604-7982.

Melhart, D., & Jiwandono, H. P. (2018). The Infectious Aesthetic of Zombies: An Exploration of Zombie Narratives and Unit Operations of Zombies in Videogames. *Acta Ludologica*, 1(1). ISSN: 2585-8599.

Conference Presentations

Melhart, D., & Jiwandono, H. P. (2017). The Infectious Aesthetic of Zombies - An Exploration of Zombie Narratives and Unit Operations of Zombie-Like Entities. In *Abstract Proceedings of the Central and Eastern European Game Studies Conference*, ISBN 978-80-8105-873-8. Trnava, Slovak Republic.

Melhart, D. (2016). Frustration and Adaptation: Orientational Shifts in Motivation. In *1st International Conference of DiGRA and FDG*. Dundee, Scotland, UK.

Workshop

Melhart, D., Konstantios, S., Giannakakis, G., Yannakakis, G. & Liapis, A. (2018). A Study on Affect Model Validity: Nominal vs Ordinal Labels. In *Proceedings of the IJCAI workshop on AI and Affective Computing*.

Thesis

Melhart, D. (2016). Frustration and Adaptation: A Prototypical Model of Orientational Shifts in Situational Motivation during Videogame Play. Master of Arts Thesis. Copenhagen, Denmark.

Professional Experience

Research Support Officer Institute of Digital Games, University of Malta	in progress since 2017 Msida, Malta
Game Designer & UX Specialist benchmarked.games	first half of 2017 Budapest, Hungary
Online Team Guide Udacity	2015 Mountain View, California, US
Director & Lead Designer WireMind Ltd.	2013-2015 Copenhagen, Denmark

Organisational Experience

FDG2018 - 1st Workshop on Tabletop Games Web Design and Management	2018
1st International Summer School on Artificial Intelligence and Games Webdesigner, Webmaster, Social Media Manager, Online & Local Organiser	2018
Malta Global GameJam Volunteer Social Media Manager & Local Organiser	2018

Awards

1st International Summer School on Artificial Intelligence and Games – Game AI Jam **2018**

Best by Popular Vote

Role: Graphic Designer

Team: Alberto Alvarez, Gaël Delalleau, Olivier Delalleau, David Melhart, Dominik Scherer

Multidisciplinary Game Research Summer School - JavaScript Game Workshop **2016**

Best Game Design and Implementation

Role: Team Lead, Project Management, Game Design, Graphic Design, and JavaScript Development

Team: Carlos Abel Garcia, Haryo Pambuko Jiwandono, David Melhart, Jose Perez-parras Toledano

Technical Skills

Languages

Python, C#, Java, JavaScript, HTML + CSS

Adobe Suite

Photoshop, InDesign, Illustrator

Game Engine

Unity 3D

References

Prof Georgios Yannakakis

PhD Supervisor

Professor and Director of the Institute of Digital Games

Institute of Digital Games, University of Malta

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Dr Antonios Liapis

PhD Supervisor

Lecturer in Procedural Content Generation, Computational Creativity, and Game Development

Institute of Digital Games, University of Malta

antonios.liapis@um.edu.mt

Dr Sonia Fizek

Academic Reference

Lecturer in Game Design and Theory

Division of Games and Arts, School of Arts, Media & Computer Games, Abertay University

s.fizek@abertay.ac.uk

Andreas Lindegaard Gregersen, PhD

Master's Thesis Supervisor

Associate Professor and Coordinator of Cognition & Communication

Department of Media, Cognition & Communication, Faculty of Humanities, University of Copenhagen

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