**David Wortley C.V.**

**Executive Summary**

David Wortley is a freelance consultant on the strategic use of immersive and emerging technologies such as serious games, virtual worlds and social networks. His mission is to help organisations and individuals, leverage the power of these technologies for competitive advantage and business/personal development. He has recently acted as an adviser on Serious Games and Augmented Reality for the EU Vision 2020 strategic document prepared by the ICT Directorate

David is a Fellow of the Royal Society of Arts (FRSA) with a career which has embraced the converging and emerging technologies of telecommunications (Post Office Telecommunications), computing (IBM), digital media and community informatics (Mass Mitec, a rural SME) and the creative industries (De Montfort University Leicester, UK). He is a serial entrepreneur and innovator with a passion for applying technology to social and economic development

Most recently, David was Founding Director of the Serious Games Institute (SGI) [www.seriousgamesinstitute.co.uk](http://www.seriousgamesinstitute.co.uk) at Coventry University and was responsible for the development of the Institute as a global thought leader in the application of immersive technologies (which include video games; virtual worlds and social networking) to serious social and economic issues such as education; simulation; health; commerce and climate change. Working with academics; regional development agencies and leading computer games companies, David made the SGI a focal point for games based learning, simulation and immersive 3D virtual environments and an engine for innovation and social and economic regeneration.

David is a respected ( see <http://davidwortley.com/testimonials.html> ) and sought-after international conference speaker and writer for global publications on Learning Technologies, Defence and Health applications. He has written numerous papers on technology and society (see <http://www.davidwortley.com/articles.html> ) and is a regular conference presenter ( see <http://www.davidwortley.com/conferences.html>)

**Education**

Post Office Telecommunications National Scholarship 1967 – 71

BSc (Hons) Electronic & Electrical Engineering (Birmingham Univ) 1971

Post Office Telecommunications Scholarship for Management Studies 1974 – 75

Diploma in Management Studies (Distinction) 1975

Telecommunications Courses with Post Office Telecommunications 1971 – 79

Computing Technology and Sales Courses (IBM) 1979 – 84

Various Technology Courses, Workshops and Conferences 1984 – 2011

**Professional Qualifications**

BSc (Hons), CEng, MBIM, DMS & FRSA

**Industry Awards / Recognitions**

Young Manager Award (Post Office Telecomms)

IBM System / 38 National Demonstrator Winner

Microsoft Powerpoint Centre of Excellence

Software Publishing Regional Sales Award

Rural Business of the Year Award

Regional ICT Enterprise Award

Broadband Britain National Runner-Up (Education)

Multimedia Demonstrator Programme Award

Community Access to Lifelong Learning Award

Fellow of Royal Society of Arts

**Articles and Papers**

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| --- | --- |
| Immersive Technologies Newsletter Feb 2011 | Feb-11 |
| SHASPA Data Visualisation Framework Intelligent Shared Spaces and Sustainable Development | Aug-10 |
| iSpace - Smart Monitoring of Higher and Further Institutions in the UK | Jul-10 |
| Gaming is a Serious Business (Quoted) | May-10 |
| Learning Technologies in the Next Decade | Dec-09 |
| Serious Games Saving Lives | Nov-09 |
| Video Games and Brainwaves - Usage and Impact | Oct-09 |
| Hunting and Gathering with Digital Natives | Oct-09 |
| SHASPA Empowering Technology for Energy Saving | Aug-09 |
| Learning to Love | Jun-09 |
| Serious Games Oman's Big Opportunity | Mar-09 |
| It's all in the Mind | Mar-09 |
| How to be a Learning Hero | Dec-08 |
| It's Learning Jim but not as we Know It (or is it?) | Jul-08 |
| Personal View: 3D Brings Challenges for World Wide Web | Apr-08 |
| Integrating Real and Virtual Worlds for Next Generation Learning | Mar-08 |
| Getting Serious About Virtual Worlds (Quoted) | Sep-07 |
| Serious Games and E-Learning | May-07 |
| Learning's New Renaissance | Apr-07 |
| Interactive Broadcasting and Community Informatics | Jun-04 |
| Community Learning by Radio and the Internet | Dec-02 |

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