



CURRICULUM VITAE

*Professor Andrew Nicholas Burn, PhD (London),
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present position

Andrew Burn is Professor of English, Media and Drama at the UCL Institute of Education, University College London, based at the UCL Knowledge Lab. He is founder and director of the ReMAP research centre – Research in Media Arts and Play (www.darecollaborative.net), a UCL research centre and joint venture with the British Film Institute. He is director of MAGiCAL Projects, a games-based software enterprise (www.magicalprojects.co.uk). He is currently Academic Lead for the Institute of Education on the UCL East initiative, and led the development of a new BA Media degree for UCL East, which began in 2021.

education and qualifications

London University Institute of Education	PhD (Film Semiotics)	1998
London University Institute of Education	MA in Cultural Studies in Education (Distinction)	1995
Durham University	PGCE (English and Drama)	1977
St John`s College, Oxford University	BA/MA (English)	1975

career details

Professor of English, Media and Drama	Institute of Education	2014-
Professor of Media Education	Institute of Education	2009-14
Reader in Education and New Media	Institute of Education	2006-9
Senior Lecturer in Media Education	Institute of Education	2004-6
Lecturer in Media Education	Institute of Education	2001-4
Assistant Principal	Parkside Community College, Cambridge	1993-2
Head of English/ Expressive Arts	Parkside Community College	1986-93
2 i/c English Department	Ernulf Community School, St Neots	1983-86
English Teacher	St Peter`s School, Huntingdon	1977-82

consultancy

- Council of Europe, Videogame Culture working group 2022-
- Children`s Media Foundation, Academic Advisory Committee 2017-
- DCMS representative, EC media literacy expert group 2012-

- Scottish Qualifications Authority 2010/11
 - DCSF, Byron Review 2008
 - Media Literacy Expert group, European Commission 2006-11
 - Games expert panel, Interactive Software Federation of Europe 2006-9
 - Interactive Soap pilot, BBC (later developed as *Wannabees*) 2005
 - OFCOM media literacy literature review 2004
 - Non-executive Director, Education Digital Management Ltd
(Teachers' TV) 2004-2008
 - Media Arts Adviser, Specialist Schools Trust 2000-2004
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funded research

(total £5208,679; as PI, £3,174,956)

- Co-investigator: Coding Animated Narratives as contemporary multimodal authorship in schools. Australian Research Council, 2020-2023. AUD 452,000.
- Principal Investigator: *Playing the Archive: memory, community and mixed reality play*. EPSRC, 2017-19. £1m.
- Principal Investigator: *Playing Macbeth: developing a game-authoring tool for Shakespeare's Macbeth*. UCL HEIF grant, 2018, £30k.
- Principal Investigator, *Panopticon Pandemonium* (a game based on Bentham's Panopticon), UCL Grand Challenges, 2016, £5k.
- Co-I, Game design for the Centre for Longitudinal Studies, ESRC, 2016. £50k.
- Principal Investigator, *Playing Beowulf: Gaming the Library*, AHRC Digital Transformations programme, 2015. £50k
- Principal Investigator, *The Story Engine*, with The Ministry of Stories, NESTA/ACE/AHRC Digital R&D in the Arts Fund, 2014-15. £120k

- Principal Investigator, *Game Design, Coding and Creativity*, IOE HEIF award, 2013-14. £30k
- Academic Lead, MAGiCAL projects software R&D, 2013-.
- Co-Investigator, *Screening Literacy: a study of Film Education in EU members states*. European Commission, 2012. €50k.
- Principal Investigator, *Playful Shakespeare: developing a game-authoring tool for Macbeth* with Shakespeare's Globe and Immersive Education, AHRC Digital Transformations programme, 2012. £30,000
- Principal Investigator, *Montage, Mash-up, Machinima: the literacies and legacies of young people's moving image production*, with the BFI and University of Leeds. 2012. First Light: £56,000.
- Co-investigator, Impact Study of Ministry of Stories, Hoxton, London. 2012-2015. £45,000.
- Co-Investigator, MODE: multimodal research methods. ESRC National Centre for Research Methods. 2011-201. £1m
- Co-Investigator, Creativeworks London: the London Knowledge Exchange Hub. AHRC 2012-2016.
- Principal Investigator, *Children's Playground Games in the Age of New Media*, AHRC *Beyond Text* programme, 2009-11, £600,000
- Co-investigator, *Media Literacy: Towards a Model of Progression*, ESRC 2009-2012, £600,000
- Expert adviser, *Euromeduc*, European Commission, 2008-9 (France, Belgium, Portugal, Italy)
- Co-investigator, *Teaching and Learning in Second Life*, Eduserv Foundation, 2007-8, £52,000
- Director, *Rhetorics of Creativity*, Creative Partnerships, 2005-6, £22,000
- Co-Director of research, *Making Games*, PACCIT-LINK programme, ESRC/DTI, 2003-2006, £201,805
- Director (UK section), *Mediappro*, six-country Internet Safety project, European Commission, 2004-2006, £32,688
- Research director, Teachers' Television Unit, IoE, 2004-6, DfES, £853,332

- Co-director, *Textuality in Video-Games: narrative, interactivity and role*, AHRB, 2001-2003, £87,043
 - Director (UK section), *Educaunet*, six-country Internet Safety project, European Commission, 2002-2003, £36,893
 - Co-director, DfES-funded Best Practice Research Scholarships in digital editing literacies, with the BFI, 2001-2004 (approximately 50 teachers), £25,000
 - Member of DfES-funded English Review group (York University), conducting systematic review of research in ICT and literacies. EPPI (Evidence-informed Policy and Practice in education Initiative), IOE, 2001-2003.
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editorial work

- Co-founder, co-editor, *Film Education Journal*, UCL/BFI 2017-
 - Editorial Board, *Media Education Research Journal* 2013-
 - Editorial Board, *Visual Communication*, Sage 2011-
 - Editorial Board, *Learning, Media & Technology* 1999-
 - Contributing Editor, *Changing English* (London University Institute of Ed) 1996-
 - Editorial Board, *Designs for Learning* 2010-
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recognition

- National Association for the Teaching of English 2020 award “for Outstanding Contribution to the Teaching of English”.

- Iona and Peter Opie Prize of the American Folklore Society, 2016, for the best recently published scholarly book on children's folklore (for *Children's Games in the New Media Age*)
 - Translation of *Making New Media* book into Japanese, 2017
 - Fellow of the Royal Society of Arts, 2015-
 - Invitation to examine advanced (professorial) doctorates: University of Roskilde; University of Warwick
 - University of Agder, Kristiansand, Norway, Visiting Professor, 2011-2013
 - University of Vienna, Visiting Professor, May-July 2009
 - Eugene Lee-Hamilton Poetry Prize, Oxford and Cambridge, 1975
-

teaching

- Academic Lead (design phase), BA Media at UCL, 2019-21.
- Tutor and former programme lead, MA Digital Media, UCL.
- PhD supervisor (currently eight students, 21 completed students progressing to academic posts at LSE, UCL, Kings' College London, University of Bedfordshire, University of Roehampton, University of West London, University of Winnipeg, University of Cape Town, Copenhagen IT University, Appalachian State University, National Taiwan Normal University, University of Lincolnshire, Gyeonggi Institute of Education, Auckland University of Technology, Thammasat University, Bangkok).
- PhD examination (King's College London, Birkbeck College London, UCL, City University London, Universities of Waikato, York, Aarhus, Oslo, Copenhagen, the West of England, Bournemouth, Bradford, Wisconsin-Madison, Cape Town, Roskilde, Melbourne, Deakin, Brunel, Warwick, Middlesex, UCD Dublin, Leeds, Reading, Sheffield, Leeds-Beckett, London School of Economics).

- Former External examiner for MA in Creative Media Practice, University of Bournemouth

Publications

Citations: 5614

h-index: 38

i10-index: 72

(Google Scholar, August 2022)

books

Burn, A, Cowan, K & Potter, J (eds) (2023) *From the Opies to the Digital Playground: archives, memories and practices of play, from the 1950s to the 2020s*. London: UCL Press

Burn, A (2021) *Literature, Videogames and Learning*. London: Routledge.

Richmond, J, Burn, A, Dougill, P, Goddard, A, Raleigh, M, Traves, P (2017) *Curriculum and Assessment in English 11 to 19: A Better Plan*. London: Routledge.

Burn, A (2016) *In Defence of the Media Arts: Screen Education in the Twenty-First Century*. London: UCL IOE Press.

Burn, A (2015) *English, Language and Literacy 3-19: Media*. Welshpool: Owen Education.

Burn, A and Richards, C (ed) (2014) *Children's games in the new media age: Childlore, Media and the Playground*. Farnham: Ashgate. Recipient of the American Folklore Society's Opie Prize, 2016.

Willett, R, Bishop, J, Jackie Marsh, M, Richards, R & Burn, A (2013) *Children, Media and Playground Cultures: Ethnographic studies of school playtimes*. Basingstoke: Palgrave Macmillan

Burn, A (2009) *Making New Media: creative production and digital literacies*, New York: Peter Lang. Translated into Japanese and published by Kuroshio Press, Tokyo, 2017. Chapter 7 republished in Spanish as «Escritura» de juegos para computadora: alfabetización lúdica y nuevas narrativas antiguas. In Artopoulos, A (ed) *La Sociedad de las Cuatro Pantallas: Una mirada latinoamericana*. Madrid: Fundación telefónica).

Burn, A and Durrant, C (eds) (2008) *Media Teaching*, AATE and Wakefield Press

Burn, A and Durran, J (2007) *Media Literacy in Schools: practice, production and progression*. London: Sage.

Carr, D, Buckingham, D, Burn, A, Schott, G (2006) *Computer Games: text, narrative, play*, Cambridge: Polity. Translated into Chinese 2009. Beijing, China: Peking University Press.

Burn, A and Parker, D (2003) *Analysing Media Texts*, London: Bloomsbury.

edited journals

Burn, A, Potter, J, Reid, M (2014) *Media Education Research Journal*, 5.1., Autumn 2014. Special Issue on the Media Arts.

Burn, A and Tyner, K (2010) *English Teaching, Practice & Critique*, Volume 9, Number 1 (May 2010). Special Issue on English as mediated literacy: revisiting mode and medium.

Burn, A (ed) *Media Education Journal*, issue 44, Autumn 2008

Burn, A and Nixon, H (eds) *English Teaching, Practice & Critique*, Volume 4, Number 1 (May, 2005): Special issue on English and the Visual, online at http://education.waikato.ac.nz/journal/english_journal/

Willett, R, Burn, A & Buckingham, D (eds), *Education, Communication & Information*, Vol. 5, No. 1, March 2005: Special Issue on media production

refereed articles

Burn, A (2019) 'Cultural value and the semiotics of the moving image: a response to Alan Bernstein'. *Film Education Journal*, 2.1. June 2019.

Connolly, S and Burn, A (2019) 'The Story Engine: offering an online platform for making 'unofficial' creative writing work'. *Literacy*, 53 (1). 30-38.

Burn, A (2018) 'Reflections on The Cinema Hypothesis: A response to Alain Bergala'. *Film Education Journal*, Issue 1.1, June 2018.

Cannon, M., Potter, J. and Burn, A. (2018). "Dynamic, Playful and Productive Literacies." *Changing English: Studies in Culture and Education* 25 (2): 183–99.

de Paula, B, Burn, A, Noss, R, Valente, J (2017) 'Playing Beowulf: Bridging computational thinking, arts and literature through game-making'. In *International Journal of Child-Computer Interaction: Volume 16*, June 2018, Pages 39-46.

Connolly, S and Burn, A (2017) 'The Story Engine: Offering an online platform for making 'unofficial' creative writing work'. *Literacy*, December 1, 2017.
<https://doi.org/10.1111/lit.12138>

Burn, A (2017) 'The Case for the Media Arts: Media Literacy, Creativity and Curatorship'. *Global Media and China*, Vol 2, Issue 1, March 2017.

Burn, A (2015): Making machinima: animation, games, and multimodal participation in the media arts, *Learning, Media and Technology*, DOI: 10.1080/17439884.2015.1107096

de Paula, B, Valente, J A, and Burn, A (2014) 'Game-Making as a Means to deliver the new computing curriculum in England'. *Currículo sem Fronteiras*, v. 14, n. 3, p. 46-69, Sep/Dec 2014

Burn, A and Reid, M (2012) 'Screening Literacy: reflecting on models of film education in Europe'. *Nordic Journal of Digital Literacy: Special Issue 4/2012*

Burn, A (2011) 'The Skeleton in the Seminar: Teaching and Learning in Virtual Worlds'. *iVERG proceedings 2010*, 1-12.

Burn, A (2010) 'Emociones en la Oscuridad: imagen y alfabetización mediática en jóvenes' (Thrills in the Dark: Young People's Moving Image Cultures and Media Education). *Comunicar*, No.35, v.XVIII, 2010, 33-42.

Burn, A (2009) 'Culture, Art, Technology: Towards a Poetics of Media Education', *Cultuur+Educatie* No. 26, December 2009.

Burn, A (2007) 'Writing Computer Games: game-literacy and New-Old Narratives', *L1 - Educational Studies in Language and Literature*, Vol 7, No 4, 45-67

Banaji, S and Burn, A (2007) 'Creativity through a Rhetorical Lens', *Literacy*, 41.2, July 2007

Buckingham, D and Burn, A (2007) 'Game-Literacy in Theory and Practice', *Journal of Educational Multimedia and Hypermedia*, 16.3, October 2007. Pages 323-49.

Burn, A., Durran, J. and Franks, A. (2006) 'Stories of the three-legged stool: English, media, drama, from critique to production', *English in Education* 40(1), 64-79.

Burn, A (2005) 'Sublime Spaces, sublime monsters: The Thing in film and game', *Intersection: journal of contemporary screen studies*, Vol 1, No 2, Summer 2005

Kress, G & Burn, A (2005) 'Pictures from a rocket: English and the semiotic take' (an interview with Gunther Kress), in *English Teaching, Practice & Critique*, Volume 4, Number 1, pp 95-105

Scanlon, M, Buckingham, D, Burn, A (2005) 'Motivating Maths? Digital Games and Mathematical Learning', *Technology, Pedagogy & Education*, Vol 14, No 1, 2005

Burn, A (2004) 'Potter-Literacy – from book to game and back again; literature, film, game and cross-media literacy', in *Papers: Explorations into Children's Literature*. Vol 14, No 2, pp 5-17, re-printed in *Contemporary Literary Criticism*, Vol 217, April 2006

Schott, G and Burn, A (2004) 'Art (Re)production as an Expression of Collective Agency within Oddworld Fan-culture', *Works & Days*, 43/44, 22(1&2), pp 1-24; reprinted in Clarke, A and Mitchell, G (eds) (2007) *Videogames as Art*, London: Intellect

Burn, A. & Willett, R. (2005) '“What Exactly is a Paedophile?”: Children Talking About Internet Risk', in: Bachmair, B., Diepold, P. and de Witt, C. (eds): *Jahrbuch Medienpädagogik 5 im Auftrag der Kommission Medienpädagogik in*

der Deutschen Gesellschaft für Erziehungswissenschaft. Opladen: VS Verlag für Sozialwissenschaften

Burn, A and Schott, G (2004) 'Heavy Hero or Digital Dummy: multimodal player-avatar relations in Final Fantasy 7', *Visual Communication*, Vol. 3, No. 2, Summer 2004

Carr, D., Schott, G., Burn A and Buckingham, D. (2003) 'Doing Game Studies: A multi-method approach to the study of textuality, interactivity and narrative space', in *Media International Australia* publ. Australian Key Centre for Cultural and Media Policy.

Carr, D, Burn, A, Schott, G, Buckingham, D (2003) 'Textuality in Videogames', in Copier, M and Raessens, J (eds) *Level Up*, Digital Games Research conference, proceedings, University of Utrecht, 4-6 November 2003., pp 144-155

Burn, A (2003) 'Poets, Skaters and Avatars: performance, identity and new media', *English Teaching: Practice and Critique*, Vol 2, No 2, Autumn 2003

Burn, A (2003) 'Two Tongues Occupy my Mouth – poetry, performance and the moving image', *English in Education*, Vol. 37, No. 3, Autumn 2003, pp 41-50

Burn, A and Carr, D (2003) 'Signs from a Strange Planet: roleplay and social performance in anarchy Online', conference proceedings, COSIGN 2003, 3rd conference on Computational Semiotics for Games and New Media, 10th-12th September 2003, University of Teesside, UK, pp 14-21

Burn A & Parker D (2001), 'Making your Mark: Digital Inscription, Animation, and a New Visual Semiotic', *Education, Communication & Information*, Vol. 1, No. 2, pp 155-179

Burn A, Brindley, S, Reid, M *et al* (2001) 'The Rush of Images: a research report on a study of digital editing and the moving image', *English in Education*, Vol. 35, No. 2, Summer 2001, 34-47

Burn A, Franks, A, and Nicholson, H (2001) 'Looking for Fruit in the Jungle: head injury, multimodal theatre, and the politics of visibility', *RIDE* (Research in Drama Education) Vol 6, No 2, pp 161-177

Burn, A (2000) 'Repackaging the Slasher Movie: the digital unwriting of film in the secondary classroom', *English in Australia*, Spring 2000, pp 24-34

Burn, A (1999) 'Grabbing the Werewolf: digital freeze-frames, the cinematic still and technologies of the social', *Convergence*, 3:4, Winter 1999, pp 80-101

Burn, A & Reed, K (1999) 'Digiteens: Media Literacies and Digital Technologies in the Secondary Classroom', *English in Education*, 33:3, Autumn 1999, pp 5-20

Burn, A (1996) 'Spiders, Werewolves and Bad Girls: children reading horror', in *Changing English*, October 1996

book chapters

Connolly, S and Burn, A (2020) 'Unable to Go it Alone: RE-stating the Case for a strengthened English/Media relationship'. In Daly, C and Davison, J (eds) *Debates in English Teaching*. London: Routledge.

Burn, A and Kress, G (2018) 'Multimodality, Style and the Aesthetic: the case of the digital werewolf'. In Tønnessen, E and Forsgren, I (2018) *Multimodality and Aesthetics*. London: Routledge. pp 15-36.

Burn, A (2017) 'Hogwarts versus Svalbard: Cultures, Literacies and Game Adaptations of Children's Literature'. In Beauvais, C and Nikolajeva, M (eds) *The Edinburgh Companion to Children's Literature*. Edinburgh: Edinburgh University Press.

Burn, A (2017) Revisiting the Popular Arts: Media Education, Cultural Value and Cultural Production. In Belinha S, De Abreu, Mihailidis, P, Lee, A. Lee, Melki, J, McDougall, J (eds) *International Handbook of Media Literacy Education*. London: Routledge.

Burn, A (2017) 'Games, films and media literacy: frameworks for multimodal analysis'. In Knobel, M and Lankshear, C (eds) *Researching New Literacies: Design, Theory, and Data in Sociocultural Investigation*. New York: Peter Lang. 169-194.

Burn, A (2016) 'Liber Ludens: Games, Play and Learning'. In Andrews, A, Haythornthwaite, C, Fransman, J, and Kazmer, M (2015) *The Sage Handbook of e-learning Research*, 2nd edition. London: Sage.

Burn, A (2016) 'Digital Aletheia: technology, culture and the arts in education'. In King, A, Himonides, E, and Ruthmann, A (eds) *The Routledge Companion to Music, Technology & Education*. London: Routledge

Burn, A (2014) 'Role-Playing'. In Wolf, M and Perron, B (eds) *The Routledge Companion to Videogame Studies*. London: Routledge.

- Burn, A (2013) 'The Kineikonic Mode: Towards a Multimodal Approach to Moving Image Media'. In Jewitt, C (ed) *The Routledge Handbook of Multimodal Analysis*. Second Edition. London: Routledge. 373-384.
- Burn, A (2012) 'The Case of the Wildcat Sailors: The Hybrid Lore and Multimodal Languages of the Playground'. In Darian-Smith, K and Pascoe, C (eds) (2012) *Children, Childhood and Cultural Heritage*. London: Routledge.
- Burn, A (2011) 'Beyond the heuristic of suspicion: the value of media literacy', in Goodwyn, A and Fuller, C (ed) *The Great Literacy Debate*. London: Routledge
- Burn, A (2010) 'From Beowulf to Batman: connecting English and Media Education', in Davison, J, Daly, C and Moss, J (eds) *Debates in English Teaching*. London: Routledge
- Burn, A, Buckingham, D, Parry, B & Powell, M (2010) 'Minding the gaps: teachers' cultures, students' cultures', in Alvermann, D (ed) *Adolescents' Online Literacies: Connecting Classrooms, Media, and Paradigms*. New York: Peter Lang
- Burn, A (2010) 'Rules of Grammar, Rules of Play: Games, Literacy, Literature', in Locke, T (ed) *Beyond the grammar wars: A resource for teachers and students on developing language knowledge in the English/literacy classroom*. London: Routledge. Reprinted (2021) in Diamontopoulou, S and Ørevik, S (eds) *Multimodality in English Language Learning*. London: Routledge.
- Burn, A (2010) 'A Very Long Engagement: English and the Moving Image', in Wyse, D., Andrews, R. and Hoffman, J. (eds) *The Handbook of English, Language and Literacy Education*. London: Routledge. Pp 354-366.
- Carr, Oliver, Burn (2010) 'Learning, Teaching and Ambiguity in Virtual Worlds', in Peachey, Gillen, Livingstone & Smith-Robbens (eds) *Researching Learning in Virtual Worlds*. Berlin:Springer.
- Bachmair, B and Burn, A (2008) 'Kindheit und Medien/ Childhood and the Media', in: Hepp, Andreas, Krotz, Friedrich, Thomas, Tanja (Hrsg./eds) *Schlüsselwerke der Cultural Studies / Key publications of the cultural studies*. Wiesbaden: VS Verlag
- Burn, A (2007) 'Digital Production and Media Education: what do teachers need to know?' in Rivoltella, P-C (ed) *Digital Literacy: Tools and methodologies for Information Society*, Hershey, PA: IGI.

Burn, A and Cranmer, S (2007) 'A Glass Half Full? Schools and Young People's Internet Use in the UK', in Tufte, B and Ekstrom, K (Eds.) *Year Book on Children, Youth and Media*. Denmark: Nordicom; Goteborg University

Burn, A (2007) 'The Case of *Rebellion*: researching multimodal texts', in Lankshear, C, Knobel, M, Leu, D & Coiro, J, *The Handbook of Research in New Literacies*, New York: Laurence Erlbaum, pp 149-177

Burn, A (2007) 'Making the Moving Image: literacies, communities, digital technologies', in Andrews, R, and Haythornthwaite, C (eds) *The Sage Handbook of E-learning Research*, London: Sage, pp 504-523

Burn, A & Durran, J (2006) 'Digital Anatomies: analysis as production in media education', in Buckingham, D & Willett, R (eds) *Digital Generations*, NY: Lawrence Erlbaum

Burn, A (2006) 'Multi-text Magic: Harry Potter in book, film and videogame', in Collins, F and Ridgman, J (eds) *Turning the Page: Children's Literature in Performance and the Media*, Bern: Peter Lang

Burn, A (2005) 'Teaching and Learning with Digital Video', in Pachler N and Leask, M (eds) *Learning to Teach using ICT in the Secondary School*, London: Routledge

Burn, A and Leach, J (2004) 'ICT and the Moving Image', in Andrews, R (ed) *The Impact of ICT on Literacy Education*, London: Routledge-Falmer

Burn, A & Parker, D (2003) 'Tiger's Big Plan: Multimodality and the Moving Image', in Kress, G. and Jewitt, C. (eds.) *Multimodal Literacy*, New York: Peter Lang; reprinted in Goodman S and O'Halloran K (eds) (2006) *The Art of English: literary creativity*.

Burn, A (2000) 'Using Moving Images in the Classroom'; 'Making Moving Images with Digital Media': chapters 3 and 4 in Bazalgette *et al* (eds) *Moving Images in the Classroom*, London: BFI (2000)

Burn, A (1995) 'Cormier' (interview/critical appreciation), in Cormier, R, *After the First Death*, ed. Lancaster, Cambridge: CUP (1995)

Burn, A (1988) 'Why, How, What? - poetry in the secondary school', in Styles, M & Triggs, P (eds), *Poetry 0-16*, London: Books For Keeps.

professional journal articles

Burn, A, Bryer, T & Coles, J (2016) 'Playing Beowulf: Bringing Literature, Drama, Media and Computing together in English for the new curriculum'. In *Teaching English*, National Association for the Teaching of English. Issue 12: no 69.

Burn, A and Durrant, J (2013) 'Playing Shakespeare: Macbeth – Narrative, Drama, Game'. In *Teaching English*, National Association for the Teaching of English. Issue 1, February 2013.

Burn, A (2011) 'Children's games in the new media age: childlore, media and the playground'. *English, Drama and Media*. National Association of Teachers of English.

Burn, A (2009) 'Les Machinimas, Second Life et la pédagogie de l'animation', *Les Dossiers de l'ingénierie éducative*, No. 65, March 2009. Paris: Centre national de documentation pédagogique

Burn, A and Buckingham, D (2007) 'Towards Game-Literacy: Creative game authoring in English and Media classrooms', *English, Drama, Media*, Sheffield: NATE, Issue 7, February 2007.

Burn, A (2005) 'Inclusive learning: Computer Games in the Curriculum', *Curriculum Briefing*, Vol. 3, No. 5, London: Optimus, pp 36-38.

Burn, A (2004) 'From The Tempest To Tomb-Raider: Computer Games In English, Media And Drama', *English, Drama, Media*, Sheffield: NATE, Vol. 1, Issue 2, pp 19-25; reprinted in *Telemidium, the Journal of Media Literacy*, March 2005, National Telemidium Council: Madison, Wisconsin.

Burn, A & Parker (2001) 'Reading Films, Selling Chocolate: some proposals for a grammar of the moving image', *English and Media Magazine*, Autumn 2001

Burn, A (1998) 'The Robot in the Cornfield: Visual Media across the Curriculum', in *The English Magazine*, 39, Autumn 1998

Burn, A & Durrant, J (1998) 'Going Non-Linear', with James Durrant, in *Trac*, Vol.2, Winter 1998

Burn, A, (1994) 'Relating Literature, Drama and Media', in *English: A Common Concern*, ed. Peel, R and Dixon, J, Sheffield: NATE

research reports

Wyse, D, Bradford, H, Burn, A, Potter, J & Richards, C (2015) *Young People Writing: a three year longitudinal research evaluation of The Ministry of Stories (MoS)*. UCL Institute of Education, at [http://research.ioe.ac.uk/portal/en/publications/young-people-writing--a-three-year-longitudinal-research-evaluation-of-the-ministry-of-stories-mos--year-1-report\(0927633f-3ddb-4703-9954-8f3bf69fa705\)/export.html](http://research.ioe.ac.uk/portal/en/publications/young-people-writing--a-three-year-longitudinal-research-evaluation-of-the-ministry-of-stories-mos--year-1-report(0927633f-3ddb-4703-9954-8f3bf69fa705)/export.html)

Reid, M, Burn, A, Wall, I (2013) *Screening Literacy*. London: bfi.

Banaji, S and Burn, A (2007) *Rhetorics of Creativity*, commissioned by Creative Partnerships, at www.creative-partnerships.com/literaturereviews

Buckingham, D, Banaji, S, Burn, A, Carr, D, Cranmer, S, Willett, R (2005) *The Media Literacy of Children and Young People: a literature review*. London: OFCOM.

Burn A & Willett, R (2005) *Evaluation of the Cambridge Film Consortium Primary Animation Project*, Cambridge Film Consortium: Cambridge, UK

Burn, A and Leach, J (2003) 'A Systematic Review of the impact of ICT on moving image literacy in English' (EPPI Centre Review), in *Research Evidence in Education Library*, London: EPPI-centre, Social Science Research Unit, Institute of Education, http://eppi.ioe.ac.uk/EPPIWeb/home.aspx?page=/reel/review_groups/english/review_five.htm

Reid, M, Burn, A, Parker, D (2002) *Evaluation Report of the BECTa Digital Video Pilot Project*, BECTa, <http://www.becta.org.uk/research/reports/digitalvideo/index.html>

Andrews, A, Burn, A, Leach, J, Locke, T, Low, G, Torgerson, C (2002) 'A Systematic Review of the impact of networked ICT on 5-16 year-olds' literacy in English' (EPPI Centre Review), in *Research Evidence in Education Library*, Issue 1. London: EPPI-centre, Social Science Research Unit, Institute of Education

keynote addresses

AHRC seminar series 'Remixing the Classics': keynote talk 'Videogames and Virtual Worlds', 30th March 2022.

CREATE OnCon #4, 'Creativity in Education, November 2020, University of Sydney, keynote address: 'Creativity, Literacy and the Digital Rhapsode'.

NATE Annual conference, November 2020, keynote address: 'The Digital Rhapsode: Literature, Creativity and Game Design'.

Literature & Education conference, April 2020, keynote address: 'Ludic Literature: student re-imaginings of Shakespeare through videogame design. Brunel University.

UKLA annual conference 2019: Harold Rosen Memorial Lecture: 'From Archive to Playground and Back: histories, memories and practices of play.'

UCL Lunch Hour Lecture, May 14, 2019: 'Playing the Archive'.

Media Education Summit 2018: DARE collaborative keynote panel on the media arts. Hong Kong Baptist University, November 2018.

ARLE 2017: The 11th conference of the International Association for Research in L1 Education. Keynote: 'Multimodal literacy in the context of media arts education'. Tallinn University, June 2017.

Digital Technology in the Arts, University of Bergen. Keynote: 'Making Games: Media Arts education in action'. June 2017.

Fourth International Conference of Media Literacy, Hong Kong Baptist University, November 2015. Keynote address: 'In Defence of the Media Arts'.

UKLA BERA Research Symposium on play, playfulness and literacy: 'Ludic Literacies: Games, play, literacy and literature'. London, March 2015. Keynote address.

Multimodality: Methodological Explorations, London, January 2015. Keynote address: 'Scopes, Tropes and Life Practices: Multimodality and the Moving Image'.

International Media Literacy Summit, Prague, November 2014. Keynote Address: 'Media Education: Three Key Issues'.

Play 14 conference, Hamburg, September 2014. Keynote Address: 'Liber Ludens: the challenges of Games in Education'.

Gamescom Congress, Cologne, August 2013. Keynote address: 'The Best of both Worlds? Learning through and learning about games in schools.'

AATE conference, Sydney, Australia, October 2012, opening keynote: the Garth Boomer address: 'Of Milton, Melons and the Rights of Man: the rhetorics and poetics of media literacy'.

Kultur 2.0 conference, National Audiovisual Institute of Poland, Warsaw, October 2011, opening keynote.

Arts Education Research conference, University of Utrecht, June 2011, opening keynote, National Association for the Teaching of English (NATE), annual conference 2010, opening keynote.

iVERG international conference on Immersive Technologies for Learning: A multi-disciplinary approach, University of Teeside, June 2010, opening keynote

Media Education conference, Media Education Association of Finland, University of Turku, Finland, December 2009

International Media Literacy conference, Euromeduc, Bellaria, Italy, October 2009.

Media Literacy Summit, Bournemouth University, September 2008, invited lecture

NILE (Narrative and Interactive Learning Environments), Edinburgh, August 2008, keynote address

Virtual Policy 08 conference, BERR (Department for Business, Enterprise and Regulatory Reform), London, July 2008, keynote panel

LATE (London Association for the Teaching of English) annual conference, Stoke Rochford, June 2008, keynote address

AMES (Association for Media Education Scotland) annual conference, Edinburgh, May 2008, keynote address

ISFE (Interactive Software Federation of Europe) annual conference, Brussels, May 2008, keynote address

NAAE (National Association of Advisers for English) conference, Manchester, April 2008, keynote address

English Key Stage 3 National Strategy conference, London, January 2008, keynote address

'Media Literacy: Back to the Future', keynote address, New Zealand Media Education conference, Auckland, July 2007

'The Harry Potter Experience', invited address, the BUFF film festival, Malmo, Sweden, March 2007

‘Film, games and new forms of narrative’, keynote address, CP3 conference, University of York, 2006

‘Play and Game-Literacy’, invited lecture, ESRC seminar series on Literacies and Play, London Knowledge Lab, 2005

‘Pupil Voice and Digital Production’, invited lecture, ESRC seminar series on Pupil Voice, Manchester Metropolitan University, June 2005

‘Videogames as a new literacy’, ‘Lansdown Lecture’, Middlesex University, October 2005

‘Media Literacy’, invited address to OFCOM/IPPR seminar, March 2005

‘Communication, Culture, Creativity: mother tongue teaching in the new media age’, keynote address, *Dansk-nu* conference, Roskilde University, December 2004

‘The Literacy of Games’, keynote address, NATE/UKLA eastern regional conference, Cambridge, November 2004

‘Digital Anatomies: analysis as production in media education’ (with James Durrant), keynote address, *Digital Generations: Children, Young People and New Media*, international conference, Institute of Education, University of London, July 2004

‘Skaters, Avatars and Animators: roleplay, voice and virtual bodies in media education’, keynote address, *International Federation for the Teaching of English conference*, Melbourne, July 2003

‘Editing the Victorians: Approaches to Nineteenth-Century Literature’, invited lecture, *Envisioning the Victorians: teaching nineteenth century texts in the twenty-first century*, Royal Holloway, April 2003

‘Collaboration, Creativity and Inclusion’, keynote address with James Durrant, *Opening Pandora’s Toolbox*, NESTA Futurelab conference, Bradford, November 2002

‘Le Loup Garou du cinema’, conference *Et si les Images nous soulagent?*, invited address, National Library of France, Paris, December 2002