

TOM BLOUNT

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PROFILE

I am currently a PhD Computer Science candidate in the Web and Internet Science lab at the University of Southampton. My work focuses around the use of argumentation on the formal web; how this can be accurately modelled, and the effects different aspects of argumentation have on the perception. I have published several papers in this area and travelled to present this work at a number of conferences. Other research areas of interest to me include narrative systems, game design and gamification.

PUBLICATIONS

2016

Blount, T., Millard, D. and Weal, M. An ontology for argumentation on the social web: rhetorical extensions to the AIF. In, *International Conference on Computational Models of Argument, Potsdam, DE, 12 - 16 Sep 2016*. (To Appear)

Rimington E. and Blount, T. Lore v. Representation: Narrative Communication of Power with Regard to Gender in League of Legends, In, *Narrative and Hypertext 2016, Halifax, CA, 10 - 13 Jul 2016*.

Blount, T., Scott, J. and Millard, D. Yarncraft: location aware narratives in virtual space. In, *Narrative and Hypertext 2016, Halifax, CA, 10 - 13 Jul 2016*.

2015

Blount, T., Millard, D. and Weal, M. An investigation into the use of logical and rhetorical tactics within eristic argumentation on the social web. In, *26th ACM Conference on Hypertext and Social Media (HT2015), Guzelyurt, CY, 01 - 04 Sep 2015*.

Blount, T., Millard, D. and Weal, M. On the Role of Avatars in Argumentation. In, *Narrative and Hypertext 2015, Guzelyurt, Cyprus, 01 - 04 Sep 2015*.

2014

Blount, T., Millard, D. and Weal, M. Towards Modelling Dialectic and Eristic Argumentation on the Social Web. In, *14th Workshop on Computational Models of Natural Argument, Krakow, PL, Dec 2014*.

EDUCATION

University of Southampton

PhD Computer Science

Sept. 2013 - Present

In progress

University of Southampton

MEng Computer Science with Mobile and Secure Systems

Sept. 2009 - 2013

1st. class

Wyggeston and Queen Elizabeth I College

A2 Physics

A

A2 Electronics

A

A2 Computing

B

A2 Maths

B

Longslade Community College

GCSE: English Lit., English Lang., Maths, Physics, Biology, Chemistry, French, Art, Music, History, ICT and Religious Studies (Short Course)

Sept. 2005 - July 2007

EXPERIENCE

Multiple Courses, University of Southampton

July 2012 - Oct. 2012

Student Demonstrator

I performed the role of student demonstrator for a number of undergraduate courses, including first-year programming principles, second-year software engineering group projects and third-year game design and development. My responsibilities included assisting in practical lab sessions, grading assessments, providing feedback to students, managing group projects and giving guest lectures.

Web and Internet Science Lab, University of Southampton

July 2012 - Oct. 2012

Project Support Assistant

During my second internship at the University of Southampton, I spent the majority of time working on a web-service for creating personalised academic news feeds (PANFeeds). This was developed using the Django web-framework. I also worked on several other projects, including an Android application called GeoYarn, that allows users to experience location-based narratives. I also presented a computer vision library to prospective students at an open day.

SUStrings, University of Southampton

Sept. 2011 - Sept. 2012

Webmaster

Throughout my stay at university I have been a member of the Southampton University String Orchestra, and in my third year I took a place on the committee as webmaster. In this position, it was my responsibility to maintain and update the SUStrings website and mailing lists, as well as attending committee meetings to determine and organise, for example, the booking of venues and ticket pricing.

Web and Internet Science Lab, University of Southampton

July 2011 - Oct. 2011

Project Support Assistant

During my first internship at the University of Southampton, I was placed with the development team of a new intranet portal for the university, being constructed with MS Sharepoint. I took on the responsibility of conducting a user survey to assess what students and staff wanted from the portal, then transformed the collected data into a series of Use Cases and User Stories. From these, the building blocks of the system could be constructed. I developed several 'widgets' for use within the system, including an RSS feed for news and important information, and a coursework hand-in tracker.

Science and Engineering Family Day, University of Southampton

March 2009, March 2010

Volunteer

During this event, I demonstrated a simple piece of augmented reality software to the general public, using it to explain the principals and practical applications of augmented reality. I followed by answering any questions from parents or their children. In the afternoon session, I managed the electronic construction activity, teaching families how to build and solder simple electronic circuits, such as counters and oscillators.

REFERENCES

Available on request