

Charles Cameron

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Charles Cameron is an Oxford educated game designer, writer, and global policy analyst , specializing in the design of thought tools and the analysis of religious & apocalyptic violence.

Objectives:

To work as part of a bright team where both head and heart are valued.

To create devices that encourage playfulness from the cradle to the grave, including the **play of mastery** which we call genius. To develop the genre which one might call **games of meaning**, in which ideas and meanings are in play. To create artforms which take advantage of digital media to incorporate textual, visual, numerical and musical elements in a **virtual music of ideas**. To facilitate the understanding and exploration of complex, non-linear problems through the design of qualitative modes of expression, online and in galleries and other public spaces.

To apply these tools in education, therapy and conflict-resolution.

Basics:

Born in the UK, British citizen with US permanent residency. Age: 58. Married, with two sons, Emlyn and David, ages 7 and 4. We live in Los Angeles, California, but would be happy to relocate to the UK or elsewhere. Education: BA and MA in Theology, Christ Church, Oxford.

References:

Mike Sellers, until recently Lead Designer, **The Sims Online**, <mike@onlinealchemy.com>
Bernie DeKoven, aka "Dr Fun", author of **The Well-Played Game**, <bernie@deepfun.com>
Howard Rheingold, author of **Smart Mobs**, host of **Brainstorms**, <h1r@well.com>

HIPBONE GAMES:

Principal and Designer, The HipBone Games: tools for brainstorming, team building, task process through completion, and conflict resolution. Played by email, on mailing lists, in ESL classes, at art school, at the occasional party, 1994-present, as a feature of Howard Rheingold's virtual community "Brainstorms" 1998-present. Used as creativity tools in Rheingold Associates work for clients and the OSN2001 online conference.

- A give-and-take of thinking styles and wit ... on-line match of ricocheting intellects.
-- **Don Oldenburg, The Washington Post**
- An eye-mind game, a cognitive-twitch game - like Tetris for the higher brain centers. HipBone offers us a glimpse over the horizon at the future of games.
-- **Mike Sellers, Lead Designer, The Sims Online**
- The HipBone Games are pioneering the actualization of ideas which I only dreamed about... I look forward to multiple versions that will expand our understanding of intelligence, symbolism and meaning. They just might establish new levels of artificial intelligence, artificial personality, and neural networking, as well.
-- **Johnny L. Wilson, Editor-in-Chief, Computer Gaming World**
- Cognitive processes you are interested in developing are critical to a decent education.
-- **Elliot Eisner, American Educational Research Association**
- My compliments Charles. This is a wonderful device for surfacing and exploring assumptions and evolving shared meaning.
-- **Verna Allee, Integral Performance Group**
- Games with a psychological depth, unequalled as far as I know.
-- **Walter Logeman, psychotherapist and founder, Psybernet**
- A toy universe ready-made for AI researchers wishing to tackle the slippery slopes of analogy, metaphor, resemblance, the making and taking of meaning.
-- **Derek Robinson, The HipBone Games, AI and the rest**
- This is about the most interesting thing I've encountered online in a verrrry long time and the first conceptual networking game I've ever seen.
-- **Jessica Lipnack, author, Virtual Teams**
- Allow me to observe to the general reader that Charles has been doing Very Important Thinking on use of HipBone Games in conflict resolution.
-- **Michael Wilson, Managing Partner, 7Pillars Partners**
- They were scheduled to play one game for an hour and we ended playing two games, switching teams, for three hours. A smashing success.
-- **Tom Hall, GLICA Model United Nations trainer**

PUBLICATIONS:

Multimedia:

- **HipBone Games**, Designer these web-based thinking tools presented by Rheingold Associates on OSN2001 conference and CD-ROM exploring online social networks.
- **Nile**, Document Architect for this Simon and Schuster Interactive / Metropolitan Museum Egyptology game featuring Kelly McGillis and Brian Eno, 96-97.
- **Multimedia Shakespeare As You Like It**. Wrote and edited all text for interactive "Cliff's Notes" style study guide for CD-ROM presentation which includes complete text of the play with 1 hr MPEG video starring Lawrence Olivier. BassWorks MultiMedia, Hollywood Select Video, 1994.

Books:

- **The Mastery of Music**. Barry Green. Broadway, 2003 (in press). Explores the impact of character and "soul" in music education, privately edited final version.
- **The Inner Game of Music**. Barry Green and W Timothy Gallwey. Application of Inner Game principles to coaching and learning of music, privately edited final version. Doubleday, 1986. Also series of Inner Game of Music workbooks, GIA Publications.
- **Control Your High Blood Pressure -- Without Drugs!** With Cleaves Bennett MD, Doubleday, 1984, paperback, 1986. An Alternate Selection of the Book of the Month Club.

TEACHING:

- Faculty, **Bruchion School**, Los Angeles. Taught classes in creativity, imagination and "mythologic" at this independent art school. 1986-95.
- Designed and co-taught course with shaman Wallace Black Elk while Adjunct Professor of Anthropology, **Southern Oregon State College**, 1978, winning **the North American Association of Summer Sessions 1978 Creative Program Award**.
- Visiting Lecturer. Taught anthropology and poetry seminars. Other speakers included Gary Snyder, Judy Grahn, Paul Shepard, Paul Nelson, etc. **Old College, Reno**, 1985, 1986, and **Sierra Nevada College, Tahoe**, 1987, 1988.

FILM:

- Voice Over, soundtrack segment, **With a Silent Mind**, full-length documentary on Krishnamurti, Dir: Michael Mendizza, Mendizza Associates, Los Angeles, 1989.

ANALYTIC and RELATED:

Senior Analyst / Designer, The Arlington Institute, Arlington VA. Nov. 1998 - Nov. 2000.

Conceptual design and implementation:

- high tech **Fusion Center** ("war room") for retrieval and display of open source intelligence on wide variety of potential future surprises.
- Led TAI's team in analysis of significant indicators and worked closely with TAI's associates including Don Beck (National Values Center).

Participant:

- **U.S. Naval War College** [war gaming center] Y2K scenario building workshop
- **National Cathedral** ad hoc planning group, Y2K preparedness conference

Invited attendee:

- **White House Millennium Evening** honoring work in genetics and information tech
- **briefing** by the authors on **FBI Project Megiddo** report, at private dinner for Federal law enforcement personnel and millennial scholars, Boston University.

Lead writer and co-host:

- live action role play game for civic leaders presented at **Center for Strategic and International Studies**, also **National League of Cities** and **Public Technology Inc.**

Contributing writer:

- report for **National Association of Broadcasters**
- seminar published in **Dow Jones Investment Advisor** magazine, etc.

Papers & Presentations:

- **American Psychological Association**, Washington DC.
- **Center for Millennial Studies at Boston University**, Boston MA
- **National Communications Association**, Chicago IL.

Media:

- **MSNBC's New Year's Eve / New Millennium Special**, interviewed by Brian Williams, during the final hour before 1999/2000 rollover, December 31 1999.

Principal Researcher:

Center for Millennial Studies at Boston University

contributor to scholarly conferences and activities of this leading religious studies program, 1997 to present.

Associate:

Rheingold Associates

contributor of learning games to cutting edge consultancy providing businesses with techniques to build social cohesion via the Internet, 2000 to present.

Online Monitor / Facilitator:

FT Monitor, Financial Times online discussion forums, 2002. Accredited, trained **online facilitator**, Rheingold Associates, 2002. Unpaid: **Host** (Geopolitics, Mind and World conferences) on Rheingold's Brainstorms virtual community, 1998-present; **Listowner**, Magister-L, now defunct mailing list for discussion of Glass Bead Game design and the spirituality of play, 1995-1999.

APPRECIATIONS of Charles Cameron's analytic work:

We were very pleased to have Charles Cameron work as a senior analyst for The Arlington Institute for two years during which time he excelled in specialized research, writing and out-of-the-box thinking. Charles is a very creative and expansive thinker with a very broad background of knowledge to draw from. He is an exceptional researcher, able to find and identify important items and trends from a wide variety of open sources. He was the senior member of our analytical staff and could always be counted on to encourage and help the others that he worked with. Charles' particular strength is in thinking about things in creative and unusual ways. He could always be counted upon to view the task at hand from a fresh new perspective, a characteristic I took advantage of regularly for the speeches that I had to compile, the new analytical tools we designed together, and when I needed insights into particular issues. The Arlington Institute, which I founded, established an international reputation for thinking about the future during Charles' tenure with us. He was a significant contributor to that reputation.

John Petersen, President, *The Arlington Institute*

Charles Cameron is one of the most astute analysts of millennial phenomena active today. This is the result of both his deep understanding of the dynamics of the millennialism, but also his indefatigable persistence in monitoring its expressions on the internet. He has participated in 4 of the 6 annual conferences in millennial studies that we've held at Boston University, and his contributions, both in terms of his presentations and in terms of his comments on other papers and in panels have been so valuable that we regularly include him among those few scholars for whom we pay to have them attend. Cameron is sui generis. Few people have his scope, his attention to detail, his capacious mind.

Richard Landes, Director, *Center for Millennial Studies at Boston University*

I run a private, high-quality online knowledge community that has benefited spectacularly from the regular participation of Charles Cameron. His erudition, broad scope of interests, ability to remain even-tempered, have multiplied the value of our knowledge commons. His HipBone games turned out to be highly attractive instruments, bringing the kind of minds I seek to the Brainstorms community, giving them a reason to return, and providing a platform for them to share their knowledge with others. When the World Trade Center was attacked, Charles provided information and knowledge and, most importantly, perspective, regarding the history of religious-related violence. In a professional capacity I run a consulting organization, Rheingold Associates, and found Charles and his HipBone Games to be an extraordinarily useful addition to our commercial online event, "Online Social Networks 2001."

Howard Rheingold, author, *The Virtual Community, Tools for Thought*