

BRANDON LYMAN

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DISCIPLINES

Game Design, Gerontology, Gerontechnology

EDUCATION

Northeastern University, Boston, MA 2024 - Present

Ph.D. Student - Interdisciplinary Design + Media Advisor: Dr. Bob De Schutter College of Arts, Media and Design

Northeastern University, Boston, MA 2022 - 2024

M.S. in Game Science and Design College of Arts, Media and Design

University of New Hampshire, Durham, NH 2013 - 2017

B.S. in Economics, Minor: Statistics Paul College of Business and Economics

PUBLICATIONS

Journal Articles

Lyman, B., Zhang, Y., Pearce, C., Kim, M., Harteveld, C., Chukoskie, L., & Schutter, B. D. (2025). Supporting Aging Well through Accessible Digital Games: The Supplemental Role of AI in Game Design for Older Adults (In Press) (arXiv:2506.07777). arXiv. <https://doi.org/10.48550/arXiv.2506.07777>

Conference Papers

Lyman, B., Qian, Y., Barney, C., Chukoskie, L., & De Schutter, B. (2026). The Best of Both Worlds: In Pursuit of a Cost-effective and Rigorous Pattern Language Generation Paradigm (In Review). PLoP '25: Proceedings of the 32nd Conference on Pattern Languages of Programs. Pattern Languages of Programs, People & Practices, Columbia River Gorge, WA, USA.

Qian, Y., **Lyman, B.**, Zhang, Y., Zhang, H., Fan, H., Wilds, G., De Schutter, B., Barney, C., & Chukoskie, L. (2026). From Lab to Living Room: Creating Sustained Engagement in Cognitively Beneficial Exergames through Pattern Languages (In Review). CHI PLAY '26: Proceedings of the Annual Symposium on Computer-Human Interaction in Play. Annual Symposium on Computer-Human Interaction in Play, York, UK.

Zhang, Y., **Lyman, B.**, Pearce, C., Kim, M., Harteveld, C., Chukoskie, L., & Schutter, B. D. (2025). Integrating Artificial Intelligence as Assistive Technology for Older Adult Gamers: A Pilot Study (In Press) (arXiv:2506.07830). arXiv. <https://doi.org/10.48550/arXiv.2506.07830>

Lyman, B., Ebrahimi, A., Cox, J., Chan, S., Barney, C., & De Schutter, B. (2024). Cardistry: Exploring a GPT Model Workflow as an Adapted Method of Gaminiscing. Proceedings of the 19th International Conference on the Foundations of Digital Games, FDG '24, 1–4. <https://doi.org/10.1145/3649921.3656984>

Chan, S., Cox, J., Ebrahimi, A., **Lyman, B.**, & Schutter, B. D. (2023). Brukel vs Brukel: Impact of Game Fidelity on Player Experience In Gaminiscing Games. 2023 IEEE Conference on Games (CoG), 1–4.
<https://doi.org/10.1109/CoG57401.2023.10333250>

Ebrahimi, A., **Lyman, B.**, Cox, J. E., Chan, S., & De Schutter, B. (2023a). Catch The Butterfly: A Gaminiscing Game about Immigration. 2023 IEEE Conference on Games (CoG), 1–2.
<https://doi.org/10.1109/CoG57401.2023.10333172>

Ebrahimi, A., **Lyman, B.**, Cox, J. E., Chan, S., & De Schutter, B. (2023b). Catch The Butterfly: Using Gaminiscing to Design a Serious Game about Immigrants. 2023 IEEE Conference on Games (CoG), 1–4.
<https://doi.org/10.1109/CoG57401.2023.10333237>

Master's Thesis

Lyman, B. (2024). Exploring how players' immersion is impacted by player-AI interaction.
<https://repository.library.northeastern.edu/files/neu:ms37fm14s>

Other Publications

Zhang, Y., **Lyman, B.**, Pearce, C., Harteveld, C., Kim, M., Chukoskie, L., & De Schutter, B. (2025). Exploring 50+ Adults' Gaming Experiences and AI Perceptions (Industry No. 1; p. 24). Northeastern University. Northeastern Digital Repository Service. <https://doi.org/10.17760/D20794596>

GRANTS & AWARDS

CAMD Student Grant for Research, Scholarship and Creative Activity 2025, 2024

Northeastern University

Lux. Veritas. Virtus. Academic Honors Society 2024

Northeastern University

Outstanding Master's Student Award in Teaching - CAMD 2024

Northeastern University

CAMD Graduate Student Scholarship 2022

Northeastern University

TEACHING/TUTORING EXPERIENCE

Graduate Teaching Assistant 2023-2024

Spatial and Temporal Design, Northeastern University

Writing Assistant 2014-2017

Connors Writing Center, University of New Hampshire

Student Tutor - Calculus 2014-2015

Athletics Department, University of New Hampshire

TECHNICAL SKILLS

C#, R, Python, LaTeX, Unity, SQL, GitHub, JASP, Blender, Overleaf