Joseph Angus Corneli 📧 joseph.corneli@hyperreal.enterprises ☎ 07958 239312

1 Personal details

Summary My career has primarily focused on research into collaborative knowledge production. I have developing expertise in complex programme implementation and culture change.

Current Positions

Open Research Project Manager Oxford Brookes University (since 31/12/2022)
I work primarily on the Research England project "Growing and Embedding Open Research in Institutional Practice and Culture", as part of a 20+ member consortium of UK universities. I am leading the evaluation of a train-the-trainer programme, in which 180 trainers will disseminate open research practices to 2700 local trainees. As a member of the Research Culture & Practice Team within the Research Innovation and Enterprise Directorate at Oxford Brookes, I also contribute to training design and delivery, data analysis, and developing local research networks.

Director Hyperreal Enterprises, Ltd. (since 6/2019)
I consult on new citizen science and open data initiatives, using novel co-design methods. Clients included the University of the West of England and Oxfordshire County Council.

Previous Experience

Role	*Responsibilities*	*Results*
Research Fellow Institute for Ethical AI, Oxford Brookes University (10/2020-12/2022)	• research • grant writing	***innovation*** *in mathematical AI: £1.5m EPSRC proposal rated 16/18: "(very) strong"; and in virtue ethics applied to AI*
Associate Lecturer Engineering, Computing & Mathematics, Oxford Brookes University (2021-2022)	• teaching • supervision	***taught*** *undergraduate and postgraduate data analysis; supervised Data Analytics MSc thesis "Code is Data"*
Hourly Paid Lecturer Department of Digital Humanities, King's College London (2021-2022)	• teaching • supervision	***supervision*** *of 7 Master's theses in Digital Humanities; delivered tutorials on web programming*
Member of cohort LD14 Entrepreneur First, a selective deep tech incubator programme (2020)	• product design • market research	***research*** *into consumer demand for AI tutoring systems, leading to a design specification and business plan*
Software Engineer (Clojure) Open Markets, developing a healthcare equipment marketplace (2019)	• programming • quality assurance	***engineered*** *10x growth of the user base, with new single-sign-on feature for private client*
Research Associate "MathSoMac", School of Informatics, University of Edinburgh (2016-2019)	• research • academic writing • teaching	***published*** *papers on mathematical knowledge production; co-developed "Data Science for Design" course*
Research Associate "COINVENT", Computing, Goldsmiths, University of London (2014-2016)	• research • academic writing	***authored*** *the 'Best Paper' at Computational Creativity conference (ICCC 2016)*
Research Assistant "DECIPHER", Knowledge Media Institute, The Open University (2013)	• research • programming	***developed*** *a Semantic Web-based recommender system for museum professionals*

Editor
The Peeragogy Project, a collaborative investigation of peer learning (2012-)

Co-Director
PlanetMath.org, Ltd., which created an online mathematics encyclopedia (2008-2014)

- mentoring
- facilitation
- writing & editing
- strategy
- outreach
- programming

coordinated *three editions of the Peeragogy Handbook; hosted the Peeragogy in Action podcast*

developed *'Planetary' with the KWARC research group (selected as a Finalist in Elsevier's Executable Papers challenge)*

Education

- PhD, Computing, The Open University. 2014.
- BA (Hons), Mathematics, New College of Florida. 2002.

2 Contributions to the generation of new ideas, tools, methodologies or knowledge Building on my work with the PlanetMath.org, Ltd., nonprofit — which hosted one the first collaboratively written online encyclopedias — peer learning on PlanetMath became the focal topic in my doctoral research at the Open University's Knowledge Media Institute. Media scholar Howard Rheingold was inspired by my work on "peer produced peer learning", and convened the Peeragogy project around this theme. These efforts informed scholars from various disciplines, e.g., the book *Re-imagining the Art School: Paragogy and Artistic Learning* by Neil Mulholland builds on the approach to peer learning that I helped develop; and there are over 400 hits for 'peeragogy' on Google Scholar in works published since the most recent edition of the *Peeragogy Handbook* came out in 2016. In my own postdoctoral research, I worked on projects in digital heritage, computational creativity and social machines ("DECIPHER", "COINVENT" and "MathSoMac"). In my Research Fellowship, I consolidated that work as the primary author of an interdisciplinary grant proposal outlining novel applications of artificial intelligence in mathematics.

3 The development of others and maintenance of effective working relationships As the Director of Hyperreal Enterprises, I led a transdisciplinary team that consulted on Abby Tabor's £50K UWE Springboard project "Designing urban environments for human health: from the microbiome to the metropolis". I have supervised Master's theses in informatics, data science, and Digital Humanities, as well as two Google Summer of Code interns. At the University of Edinburgh, I helped develop a new course, "Data Science for Design", in which Master's students gained capacities to carry out innovative data-centric research projects.' This project was also awarded £14.8K of funding from the University of Edinburgh's Principal's Teaching Award Scheme ("Data Fairs, Matchmaking and Collaboration Patterns for Data Science Teaching"). I've spearheaded development of a similar programme at Brookes, which we ran as a "Data Challenge" in connection with our (second) Festival of AI. As an editor and podcast host in the Peeragogy project, I've facilitated dialogue and collaboration amongst researchers, entrepreneurs, educators, and innovators from around the globe.'

4 Contributions to the wider research and innovation community I helped develop a protocol, using Normalisation Process Theory, for evaluating a large 'train the trainer' project (180 trainers, 2700 local training recipients), and have contributed to the development of a community of practice that aims to make aspects of this offering sustainable in a peer-to-peer fashion, after the funded period ends. Early findings have been disseminated, e.g., with a poster at the International Research Culture Conference. Alongside this work, I have taken on other responsibilities within the Research, Innovation, and Enterprise Directorate at Oxford Brookes, for example, developing and presenting an analysis of diversity in the spin-out sector at the Entrepreneurship for All 2024 conference at Oxford University. I helped organise the 2023 OXBER Autumn School on Open and Reproducible Research, developed as part of the Oxford-Berlin Research Partnership. I previously organised research events on transdisciplinarity, creativity, and meta-research.'

5 Contributions to broader research or innovation-users and audiences, and towards wider societal benefit Peeragogy has had a strong reception in the Global South, e.g., I was invited to prepare a brief on the topic as part of Ecuador's Free Libre Open Knowledge society project.' In recent consulting engagements, I helped identify opportunities for practice improvement and collaboration within and among local social enterprises, community groups, and the local Council, with a focus on long-term social and ecological adaptation. I helped scope student projects in this area, at the launch of the Local Policy Lab at the University of Oxford; and organised an Oxfordshire Open Data Sandpit in connection with the 2024 AI Festival to develop further opportunities for collaboration, including additional student projects.

6 Additions Having successfully contributed to mathematics research as an undergraduate, I enrolled in the mathematics department at the University of Texas in Austin for postgraduate study (2002-2004). However, I ultimately left to pursue independent research and collaboration with the PlanetMath project (2005-2009). During this time I also worked in the social care sector. I took another break from university research to work as a programmer (2019) and to participate in an selective entrepreneurship training programme (2020). My current role emphasises changing research culture over publication; nevertheless, some publications are planned, e.g., "Implementing the learning from training in Open Research Practices: An exploration using the frameworks of Normalisation Process Theory and the COM-B model".

Journal papers

9. Crook, N., & **JC**. (2021). The anatomy of moral agency: A theological and neuroscience inspired model of virtue ethics. *Cognitive Computation and Systems*, *3*(2), 109–122. https://ietresearch.onlinelibrary.wiley.com/doi/epdf/10.1049/ccs2.12024

8. **JC**, Martin, U., Murray-Rust, D., Rino Nesin, G., & Pease, A. (2019). Argumentation theory for mathematical argument. *Argumentation*, *33*(2), 173–214. https://doi.org/10.1007/s10503-018-9474-x

7. Pease, A., Lawrence, J., Budzynska, K., **JC**, & Reed, C. (2017). Lakatos-style collaborative mathematics through dialectical, structured and abstract argumentation. *Artificial Intelligence*, *246*, 181–219. http://www.sciencedirect.com/science/article/pii/S0004370217300267

6. **JC**. (2012). Paragogical praxis. *E-Learning and Digital Media*, *9*(3), 267–272. https://journals.sagepub.com/doi/abs/10.2304/elea.2012.9.3.267

5. Kohlhase, M., **JC**, David, C., Ginev, D., Jucovschi, C., Kohlhase, A., Lange, C., Matican, B., Mirea, S., & Zholudev, V. (2011). The planetary system: Web 3.0 & active documents for STEM [Special issue: Proceedings of the International Conference on Computational Science, ICCS 2011]. *Procedia Computer Science*, *4*, 598–607. http://www.sciencedirect.com/science/article/pii/S1877050911001219

4. **JC**, Corwin, I., Hurder, S., Sesum, V., Xu, Y., Adams, E., Davis, D., Lee, M., Visocchi, R., & Hoffman, N. (2008). Double bubbles in gauss space and spheres. *Houston J. Math*, *34*(1), 181–204. http://metameso.org/~joe/DoubleBubbles.pdf

3. **JC**, Hoffman, N., Holt, P., Lee, G., Leger, N., Moseley, S., & Schoenfeld, E. (2007). Double bubbles in S^3 and H^3. *Journal of Geometric Analysis*, *17*(2), 189–212. http://www.springerlink.com/content/0721r1x1358p5771/fulltext.pdf

2. **JC**, Holt, P., Lee, G., Leger, N., Schoenfeld, E., & Steinhurst, B. (2004). The double bubble problem on the flat two-torus. *Transactions of the American Mathematical Society*, *356*(9), 3769–3820. http://www.ams.org/tran/2004-356-09/S0002-9947-04-03551-2/S0002-9947-04-03551-2.pdf

1. Alvarez, M. C., **JC**, Walsh, G., & Beheshti, S. (2003). Double bubbles in the three-torus. *Experimental Mathematics*, *12*(1), 79–89. http://projecteuclid.org/DPubS/Repository/1.0/

Disseminate?view=body&id=pdf_1&handle=euclid.em/1064858785

Conference papers

24. Tedeschi, M., Ayloo, S., Belich, S., Ricaurte, P., Danoff, C. J., & **JC**. (2024). AI Future Envisioning with PLACARD. http://metameso.org/~joe/papers/AI_Future_Envisioning_with_PLACARD__v8_2_Final.pdf To appear in 2024 European Conference on Pattern Languages of Programs proceedings.

23. **JC**, Alhasan, N., Vivier, L., Murphy, A., Puzio, R. S., Tabor, A., Ayloo, S., Pierce, C., Danoff, C. J., Tedeschi, M., Singh, M., & Khetan, K. (2023). Patterns of Patterns II. https://arxiv.org/abs/2306.08426 To appear in Proceedings of Pattern Languages of Programs 2023.

22. **JC**, Murphy, A., Puzio, R. S., Vivier, L., Alhasan, N., Danoff, C. J., Bruno, V., & Pierce, C. (2021). Patterns of Patterns. https://arxiv.org/abs/2107.10497 To appear in Proceedings of Pattern Languages of Programs 2021. Also published as part of a collection, see item 6 in "Chapters in edited volumes".

21. **JC**, Holland, S., Pease, A., Mulholland, P., Murray-Rust, D., Scaltsas, T., & Smaill, A. (2018a). Patterns of design. In T. Isaku (Ed.), *23rd European Conference on Pattern Languages of Programs (EuroPLoP '18), July 4–8, 2018, Irsee, Germany*. http://metameso.org/~joe/papers/corneli-et-al-workshop-F-embed.pdf

20. **JC**, Martin, U., Murray-Rust, D., & Pease, A. (2017b). Towards mathematical AI via a model of the content and process of mathematical question and answer dialogues. In H. Geuvers, M. England, O. Hasan, F. Rabe, & O. Teschke (Eds.), *Intelligent Computer Mathematics* (Vol. 10383). Springer. http://metameso.org/~joe/papers/corneli2017towards.pdf

19. **JC** & Schubotz, M. (2017). math.wikipedia.org: A vision for a collaborative, semi-formal, language independent math(s) encyclopedia. In T. C. Hales, C. Kaliszyk, S. Schulz, & J. Urban (Eds.), *2nd Conference on Artificial Intelligence and Theorem Proving (March 26–30, 2017, Obergurgl, Austria)*. http://metameso.org/~joe/papers/corneli2017math.pdf

18. **JC**. (2016). An institutional approach to computational social creativity. In A. Cardoso, F. Pachet, V. Corruble, & F. Ghedini (Eds.), *Proceedings of the Seventh International Conference on Computational Creativity, ICCC 2016*. http://www.computationalcreativity.net/iccc2016/wp-content/uploads/2016/06/paper_9.pdf

17. Charnley, J., Colton, S., Llano, M. T., & **JC**. (2016). The FloWr online platform: Automated programming and computational creativity as a service. In A. Cardoso, F. Pachet, V. Corruble, & F. Ghedini (Eds.), *Proceedings of the Seventh International Conference on Computational Creativity, ICCC 2016*. http://www.computationalcreativity.net/iccc2016/wp-content/uploads/2016/01/74_The-FloWr-Online-Platform-Automated-Programming.pdf

16. Llano, M. T., Guckelsberger, C., Hepworth, R., Gow, J., **JC**, & Colton, S. (2016). What if a fish got drunk? exploring the plausibility of machine-generated fictions. In A. Cardoso, F. Pachet, V. Corruble, & F. Ghedini (Eds.), *Proceedings of the Seventh International Conference on Computational Creativity, ICCC 2016*. http://www.computationalcreativity.net/iccc2016/wp-content/uploads/2016/01/paper_52.pdf

15. Kaliakatsos-Papakostas, M., Confalonieri, R., **JC**, Zacharakis, A., & Cambouropoulos, E. (2016). An argument-based creative assistant for harmonic blending. In A. Cardoso, F. Pachet, V. Corruble, & F. Ghedini (Eds.), *Proceedings of the Seventh International Conference on Computational Creativity, ICCC 2016*. http://www.computationalcreativity.net/iccc2016/wp-content/uploads/2016/01/paper_28.pdf (**Best paper award**)

14. **JC**, Danoff, C. J., Pierce, C., Ricuarte, P., & Snow MacDonald, L. (2015a). Patterns of peeragogy. In F. Correia (Ed.), *Pattern Languages of Programs Conference 2015, Pittsburgh, PA, USA,*

October 24-26, 2015. http://metameso.org/~joe/papers/peeragogy-in-action.pdf

13. Confalonieri, R., **JC**, Pease, A., Plaza, E., & Schorlemmer, M. (2015). Using argumentation to evaluate concept blends in combinatorial creativity. In S. Colton, H. Toivonen, M. Cook, & D. Ventura (Eds.), *Proceedings of the Sixth International Conference on Computational Creativity, ICCC 2015*. http://axon.cs.byu.edu/ICCC2015proceedings/7.4Confalonieri.pdf

12. Bou, F., **JC**, Gómez-Ramírez, D., Maclean, E., Smaill, A., & Pease, A. (2015). The role of blending in mathematical invention. In S. Colton, H. Toivonen, M. Cook, & D. Ventura (Eds.), *Proceedings of the Sixth International Conference on Computational Creativity, ICCC 2015*. http://axon.cs.byu.edu/ICCC2015proceedings/3.2Bou.pdf

11. **JC**, Jordanous, A., Shepperd, R., Llano, M. T., Misztal, J., Colton, S., & Guckelsberger, C. (2015b). Computational poetry workshop: Making sense of work in progress. In S. Colton, H. Toivonen, M. Cook, & D. Ventura (Eds.), *Proceedings of the Sixth International Conference on Computational Creativity, ICCC 2015*. http://axon.cs.byu.edu/ICCC2015proceedings/13.1Corneli.pdf

10. Colton, S., Pease, A., **JC**, Cook, M., & Llano, T. (2014). Assessing progress in building autonomously creative systems. In D. Ventura, S. Colton, N. Lavrač, & M. Cook (Eds.), *Proceedings of the Fifth International Conference on Computational Creativity, ICCC 2014*. http://computationalcreativity.net/iccc2014/wp-content/uploads/2014/06//8.4_Colton.pdf

9. **JC**, Marciniak, D., Danoff, C. J., Pierce, C., Ricaurte, P., Herder, J., Burroughs, S., Brett, G., & Graves, J. (2014). Building the peeragogy accelerator. In M. Quentin-Baxter (Ed.), *Proceedings of OER14: building communities of open practice*. http://metameso.org/~joe/papers/Building_the_Peeragogy_Accelerator.pdf

8. Ginev, D., & **JC**. (2014). NNexus Reloaded. In S. M. Watt, J. H. Davenport, A. P. Sexton, P. Sojka, & J. Urban (Eds.), *Intelligent Computer Mathematics* (pp. 423–426, Vol. 8543). Springer International Publishing. https://doi.org/10.1007/978-3-319-08434-3_31

7. Mulholland, P., Wolff, A., Zdrahal, Z., Li, N., & **JC**. (2013). Constructing and connecting storylines to tell museum stories. In H. Koenitz, T. I. Sezen, G. Ferri, M. Haahr, D. Sezen, & G. Çatak (Eds.), *Interactive Storytelling: 6th International Conference, ICIDS 2013, Istanbul, Turkey, November 6-9, 2013, Proceedings* (pp. 121–124, Vol. 8230). Springer International Publishing. https://doi.org/10.1007/978-3-319-02756-2_14

6. Tomlinson, B., Ross, J., André, P., Baumer, E., Patterson, D., **JC**, Mahaux, M., Nobarany, S., Lazzari, M., Penzenstadler, B., Torrance, A., Callele, D., Olson, G., Silberman, M., Ständer, M., Palamedi, F., Salah, A., Morrill, E., Franch, X., … Saper, C. (2012). Massively distributed authorship of academic papers. *CHI'12 Extended Abstracts on Human Factors in Computing Systems*, 11–20. http://metameso.org/~joe/papers/MassivelyCollaborativeExtendedAbstract-CameraReady.pdf

5. Lange, C., Ion, P., Dimou, A., Bratsas, C., **JC**, Sperber, W., Kohlhase, M., & Antoniou, I. (2012). Reimplementing the mathematics subject classification (MSC) as a linked open dataset. In J. Jeuring, J. A. Campbell, J. Carette, G. Reis, P. Sojka, M. Wenzel, & V. Sorge (Eds.), *Intelligent computer mathematics* (pp. 458–462, Vol. 7362). Springer Berlin Heidelberg. https://doi.org/10.1007/978-3-642-31374-5_36

4. **JC** & Ponti, M. (2012). Detecting mathematics learning online. In V. Hodgson, C. Jones, M. de Laat, D. McConnell, T. Ryberg, & P. Sloep (Eds.), *Proceedings of the 8th International Conference on Networked Learning 2012*. http://metameso.org/~joe/papers/detecting-learning.pdf

3. **JC** & Danoff, C. (2011). Paragogy. In S. Hellmann, P. Frischmuth, S. Auer, & D. Dietrich (Eds.), *Proceedings of the 6th Open Knowledge Conference*. http://metameso.org/~joe/paper_5.pdf

2. **JC** & Mikroyannidis, A. (2011). Personalised and peer-supported learning: The peer-to-peer learning environment (P2PLE). *Proceedings of the PLE Conference 2011*. https://www.researchgate.net/publication/235408016_Personalised_and_Peer-Supported_Learning_The_Peer-to-Peer_Learning_Environment_P2PLE

1. **JC**. (2010). GravPad. In P. Ayers & F. Ortega (Eds.), *Proceedings of the 6th international symposium on wikis and open collaboration (WikiSym 2010)*. http://oro.open.ac.uk/29278/

Workshop papers

13. **JC**, Murray-Rust, D., & Bach, B. (2018b). Towards open-world scenarios: Teaching the social side of data science. In **JC**, C. Gucklesberger, C. Johnson, & A. Jordanous (Eds.), *Cybernetic Serendipity Reimagined Symposium, Proc. Annual Convention of the Society for the Study of Artificial Intelligence and Simulation of Behaviour, University of Liverpool, Liverpool, UK, 4th-6th April 2018*. http://ccg.doc.gold.ac.uk/serendipityaisb18/papers/paper_7.pdf

12. **JC**, Martin, U., Murray-Rust, D., Pease, A., Puzio, R., & Rino Nesin, G. (2017c). Modelling the way mathematics is actually done. In M. Sperber, J. Bresson, M. Santolucito, & A. McLean (Eds.), *2017 International Workshop on Functional Art, Music, Modelling and Design (FARM 2017)*. ACM. https://dl.acm.org/citation.cfm?id=3122938.3122942

11. Martin, U., Pease, A., & **JC**. (2017). Bootstrapping the next generation of mathematical social machines. In L. Kuper & B. Atkey (Eds.), *Off the Beaten Track workshop at POPL, UPMC Paris, January 21, 2017*. http://popl17.sigplan.org/event/obt-2017-talk-5

10. Winterstein, D., & **JC**. (2016). X575: Writing rengas with web services. In P. Gervás & M. Purver (Eds.), *Workshop on Computational Creativity in Natural Language Generation (CC-NLG) held at INLG , September 5th, University of Edinburgh*. http://arxiv.org/pdf/1606.07955

9. **JC** & Corneli, M. (2016). Teaching natural language to computers. In A. Abe & R. Rzepka (Eds.), *Language Sense on Computers Workshop at IJCAI2016, July 9th, 2016*. http://arxiv.org/pdf/1604.08781

8. Gow, J., & **JC**. (2015). Towards generating novel games using conceptual blending. In M. Cook, A. Liapis, & A. Zook (Eds.), *Proceedings of experimental AI in games 2 (EXAG2), 14-15 november 2015, santa cruz, ca, usa*. http://metameso.org/~joe/papers/gow2015blending.pdf

7. **JC** & Jordanous, A. (2015). Implementing feedback in creative systems: A workshop approach. In N. Osman & M. Yee-King (Eds.), *Workshop on AI and Feedback at IJCAI2015, July 26th, 2015*. http://ceur-ws.org/Vol-1407/AInF2015paper2.pdf

6. **JC** & Maclean, E. (2015). The search for computational intelligence. In Y. J. Erden, R. Giovagnoli, & G. Dodig-Crnkovic (Eds.), *Social Aspects of Cognition and Computing Symposium, Proc. AISB Convention, University of Kent, Canterbury, UK, 20-22nd April 2015*. http://www.cs.kent.ac.uk/events/2015/AISB2015/proceedings/socialComp/papers/SACCS-AISB2015_submission_6.pdf
(SSAISB).

5. **JC** & Dumitru, M. (2012). PlanetMath/Planetary. In J. Davenport, J. Jeuring, C. Lange, & P. Libbrecht (Eds.), *Joint proceedings of the 24th openmath workshop, the 7th workshop on mathematical user interfaces (mathui), and the work in progress section of the conference on intelligent computer mathematics* (pp. 66–72). http://ceur-ws.org/Vol-921/wip-02.pdf

4. **JC**, Jucovschi, C., & Mikroyannidis, A. (2011). Planetmath redux: Web 2.0 infrastructure for mathematical problem solving. *Workshop on Technology-Enhanced Learning for Mathematics and Science (TELMAS) at ECTEL, 21 September 2011, Palermo, Italy.* http://oro.open.ac.uk/29572/1/planetmath-redux-demo.pdf

3. **JC** & Mikroyannidis, A. (2010). Live annotation and content discovery in personal learning environments. *Workshop on Mash-up Personal Learning Environments at ECTEL, 29 September 2010, Barcelona, Spain*. http://oro.open.ac.uk/26429/1/corneli_mupple10.pdf

2. David, C., Ginev, D., Kohlhase, M., & **JC**. (2010). eMath 3.0: Building blocks for a social and semantic web for online mathematics & eLearning. In I. Mierlus-Mazilu (Ed.), *Workshop on Mathematics and ICT: Education, Research and Applications*. http://buletinstiintific.utcb.ro/bs/arhiva2010/modelling_nr3_2010_special_issue.pdf

1. **JC** & Krowne, A. (2005). A scholia-based document model for commons-based peer production. In M. Halbert (Ed.), *Free Culture and the Digital Library Symposium Proceedings* (pp. 240–253). MetaScholar Initiative at Emory University. http://metameso.org/~joe/papers/sbdm.pdf

Chapters in edited volumes

6. **JC**, Murphy, A., Puzio, R. S., Vivier, L., Alhasan, N., Danoff, C. J., Bruno, V., & Pierce, C. (2022). Patterns of patterns: A methodological reflection on the future of design pattern methods. In S. Inayatullah, R. Mercer, I. Milojević, & J. A. Sweeney (Eds.), *CLA 3.0: Thirty Years of Transformative Research*. Tamkang University Press. https://arxiv.org/abs/2107.10497

5. Pease, A., & **JC**. (2018). Evaluation of creativity. In R. Confalonieri, A. Pease, M. Schorlemmer, T. R. Besold, O. Kutz, E. Maclean, & M. Kaliakatsos-Papakostas (Eds.), *Concept Invention: Foundations, Implementation, Social Aspects and Applications* (pp. 277–294). Springer International Publishing. https://doi.org/10.1007/978-3-319-65602-1_10

4. **JC**, Pease, A., & Stefanou, D. (2018c). Social aspects of concept invention. In R. Confalonieri, A. Pease, M. Schorlemmer, T. R. Besold, O. Kutz, E. Maclean, & M. Kaliakatsos-Papakostas (Eds.), *Concept Invention: Foundations, Implementation, Social Aspects and Applications* (pp. 153–186). Springer International Publishing. https://doi.org/10.1007/978-3-319-65602-1_6

3. Colton, S., Pease, A., **JC**, Cook, M., Hepworth, R., & Ventura, D. (2015). Stakeholder groups in computational creativity research and practice. In T. R. Besold, M. Schorlemmer, & A. Smaill (Eds.), *Computational Creativity Research: Towards Creative Machines*. Atlantis - Springer. http://metameso.org/~joe/papers/stakeholder_groups_author_proof.pdf

2. **JC**, Keune, A., Lyons, A., & Danoff, C. (2013). Peeragogy in action. In K. Braybrooke, J. Nissilä, & T. Vuorikivi (Eds.), *The Open Book* (pp. 80–87). The Finnish Institute, London. http://peeragogy.org/peeragogy-in-action/

1. **JC** & Mikroyannidis, A. (2012). Crowdsourcing education: A role-based analysis of online learning communities. In A. Okada, T. Connolly, & P. Scott (Eds.), *Collaborative Learning 2.0: Open Educational Resources*. IGI Global. http://oro.open.ac.uk/33221/1/corneli_chap_okada_book.pdf

Unrefereed articles

3. **JC**, Gucklesberger, C., Jordanous, A., Pease, A., Colton, S., & Erden, Y. J. (2017a). Conference Report: AISB Members Workshop VII: Serendipity Symposium. *AISB Quarterly*, *147*. http://www.aisb.org.uk/publications/aisbq/AISBQ147.pdf

2. **JC**. (2014). Towards a creativity commons. In W. Hoeschele & H. Finidori (Eds.), *Working group on "The Commons as Transformative Paradigm", Proc. Fifth Workshop on the Ostrom Workshop (WOW5)*. http://dlc.dlib.indiana.edu/dlc/handle/10535/9388

1. **JC**. (2011). The PlanetMath Encyclopedia. In C. Lange & J. Urban (Eds.), *The ITP 2011 Workshop on Mathematical Wikis (MathWikis-2011)*. http://ceur-ws.org/Vol-767/paper-03.pdf

Edited volume

1. **JC**, Danoff, C. J., Pierce, C., Ricuarte, P., & Snow MacDonald, L. (Eds.). (2016). *The Peeragogy Handbook* (3rd ed.). PubDomEd/Pierce Press. http://peeragogy.org