

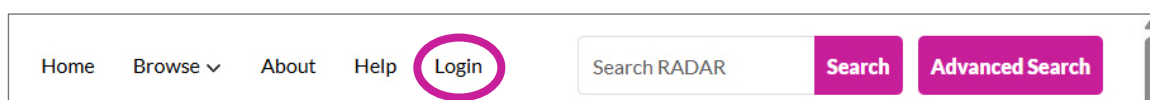
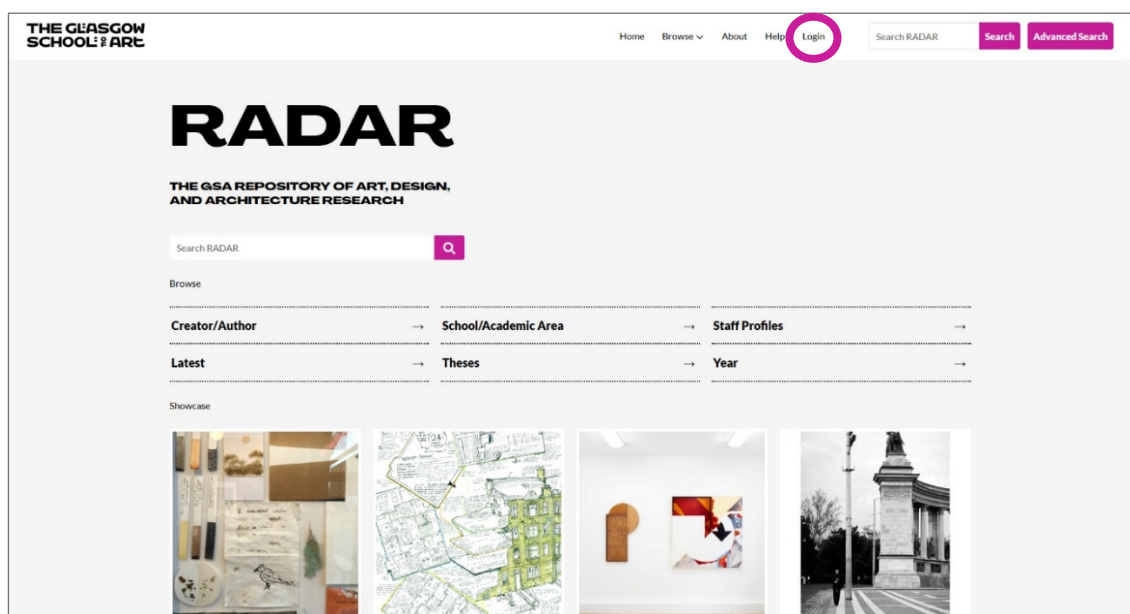
How to create and update your profile in RADAR

Introduction

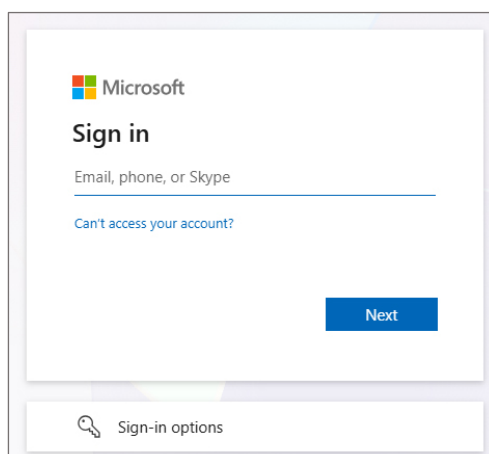
You can create a profile in GSA's repository [RADAR](#) that will also populate the [GSA website](#). This means that you only need to keep your RADAR profile updated, and you can do this whenever you need to.

Logging in

1. Go to radar.gsa.ac.uk and select **login** from the top menu:



2. If using a non-GSA device, you will need to login with your **email address** and **password**:



Editing your RADAR profile

3. Once logged in, you will be taken to your personal **Homepage**. Here you can edit your profile and your profile picture:

The screenshot shows the RADAR profile page for Daisy Abbott. The page is titled "Homepage" and includes a navigation menu with "Profile", "User Details", "Latest Publications", and "Most Viewed Publications". The profile information is as follows:

- Biography:** Daisy Abbott is an interdisciplinary researcher and research developer. Her current research focusses on game-based learning, serious games, 3D visualisation, and issues surrounding digital interactions in the arts and humanities. In particular, she is investigating the use of games to teach academic and research skills in Higher Education. She is a Senior Fellow of the Higher Education Academy and a Certified Leading Practitioner of Learning Development. She is a peer reviewer for a range of serious game journals, a judge for the GalA serious games competition, and has been a reviewer for both the AHRC and the EPSRC. Her publications can be found at <https://radar.gsa.ac.uk/view/creators/436.html> and her personal research blog is <https://gamebasedlearninginhe.wordpress.com/>.
- Research Interests:** game-based learning, serious games, serious game design, triadic game design, heritage visualisation, digital heritage, research skills development.
- Grants:**
 - * Decolonising the British Empire Exhibition of 1938 through Augmented Reality Narratives. AHRC, £93k. PI. 2024 - 2025. <https://sit.gsa.ac.uk/project/decolonising-augmented-reality>
 - * Game-based approaches for research skills. Creative Founders Fund, £9k. PI. 2024.
 - * SECRIOUS - Serious Coding: A Game approach to security for the new code-citizens. EPSRC, £1m. Col. 2020 - 2023. <https://secrious.github.io/>
 - * Agents of Change Toolkit. SUJ, £10k. Col. 2020 - 2021. <https://www.agentsofchangetoolkit.org/>
 - ** Boundaries: an Immersive Mixed Reality performance for one audience member. National Theatre of Scotland, £10k. Col. 2018.
 - * Research Engagement through Virtual Immersive Tools for Learning (REVISIT) project. AHRC, £90k. Lead Researcher. 2015 - 2016. <https://sit.gsa.ac.uk/project/revisit>
 - * Storystorm. EPSRC Culture & Communities Network. Col.
 - * British Empire Exhibition, 1938: Semantic Annotation project. AHRC, £95k. Lead Researcher. 2010 - 2011. <https://sit.gsa.ac.uk/project/3d-...>

Additional information includes her ORCID, professional title (Reader in Game-Based Learning), job title, school of academic area (School of Innovation and Technology), school of academic area supervised for (School of Innovation and Technology), email (D.Abbott@gsa.ac.uk), and professional address (The Glasgow School of Art, 65 West Regent St).


4. If you have not updated your photo yet, you will see a placeholder image:

The screenshot shows the RADAR profile page for Daisy Abbott with a placeholder image for the profile picture. The profile information is as follows:

- Profile Picture:** A placeholder image consisting of a black circle above a black silhouette of a person's head and shoulders.
- Name:** Daisy Abbott
- Status:** UNSPECIFIED
- Buttons:** View Outputs, Annual Research Plan, Edit Profile, Saved searches, Profile Picture.

5. To edit your profile, click on the **Edit Profile** button at the bottom of this page:

The screenshot shows a close-up of the profile navigation buttons: Annual Research Plan, Edit Profile, Saved searches, and Profile Picture. The "Edit Profile" button is circled in red.

6. You will be taken to an Edit screen for your profile. Mandatory fields have this symbol 

Edit

Cancel
Save and Return

★ **Personal Details**

★ **Profile Visibility:**
 Public
 Private

★ **Name:** Please add your title to your name, e.g. Mx, Ms, Mr, Dr, Professor etc.

Title	Given Name / Initials	Family Name
	Daisy	Abbott

ORCID: Please enter your ORCID (Open Researcher and Contributor ID) 16-digit number if you have one.

Professional Title: Please add your professional title if you have one, e.g. Reader or Professor.

★ **Job Title:** Please enter your GSA job title, e.g. Researcher, Lecturer etc.

★ **School or Academic Area:** Please select the School or Academic Area which your research is aligned to.

- Mackintosh School of Architecture
- School of Design
- School of Fine Art
- School of Innovation and Technology
- Interdisciplinary Research

7. In the **Personal Details** section, please note that you can set your email address to private:

★ **Email:** Please enter a GSA email address, not a personal one.

Hide Email: This option allows or prevents a users email being shown on their public summary page.

- Hide email to all except repository administrators.
- Make email visible to all.

8. Please do not exceed the maximum word count where specified for fields such as the Biography. Once you exceed the maximum, the remaining text will not be displayed publicly on your profile:

★ Biography: Please provide a short biography text, outlining your research experience; please limit your biography to 150 words.

0 words

9. RADAR gives you a running total for the number of words that you have entered:

★ Biography: Please provide a short biography text, outlining your research experience; please limit your biography to 150 words.

Daisy Abbott is an interdisciplinary researcher and research developer. Her current research focusses on game-based learning, serious games, 3D visualisation, and issues surrounding digital interactions in the arts and humanities. In particular, she is investigating the use of games to teach academic and research skills in Higher Education.

48 words

Tips on writing your biography

A short well-written professional biography is more effective than a long one for reaching your potential audiences, such as prospective PhD students, research collaborators, consultancy clients, or media representatives.

Your biography should provide a concise introduction and overview of your professional profile including career history, accomplishments, and goals, without repeating the information provided in other profile fields.

10. Once your profile is ready to go live, set the **Profile Visibility** to **Public** at the top of the screen. This is to ensure that your profile is visible publicly on RADAR and that information feeds through to the Staff Profiles on the GSA website.

Then select the **Save and Return** button:

Cancel
Save and Return

★ Profile Visibility: Public Private

11. Your profile will then be added to RADAR. It may take up to 24 hours for these edits to appear publicly, as RADAR updates overnight:

The screenshot shows the RADAR profile page for Daisy Abbott. The page is titled "Daisy Abbott" and includes a profile picture, a biography, research interests, and grants. The biography states that Daisy Abbott is an interdisciplinary researcher and research developer, focusing on game-based learning, serious games, 3D visualisation, and digital interactions in the arts and humanities. Her research interests include game-based learning, serious games, serious game design, triadic game design, heritage visualisation, digital heritage, and research skills development. The grants section lists several projects, including "Decolonising the British Empire: Exhibition of 1938 through Augmented Reality Narratives" (AHRC, £93k, PI, 2024-2025), "Game-based approaches for research skills" (Creative Founders Fund, £9k, PI, 2024), "SECRIOUS - Serious Coding: A Game approach to security for the new code-citizens" (EPSRC, £1m, Col, 2020-2023), "Agents of Change Toolkit" (SU11, £10k, Col, 2020-2021), "Boundaries: an immersive Mixed Reality performance for one audience member" (National Theatre of Scotland, £10k, Col, 2018), "Research Engagement through Virtual Immersive Tools for Learning (REVISIT) project" (AHRC, £90k, Lead Researcher, 2015-2016), "Storystorm" (EPSRC Culture & Communities Network, Col), "British Empire Exhibition, 1938: Semantic Annotation project" (AHRC, £95k, Lead Researcher, 2010-2011), "Digital Repositories and Archives Inventory" (JISC, £15k, PI), and "Digital Collections for the Performing Arts in the UK" (PI).

Uploading your photo

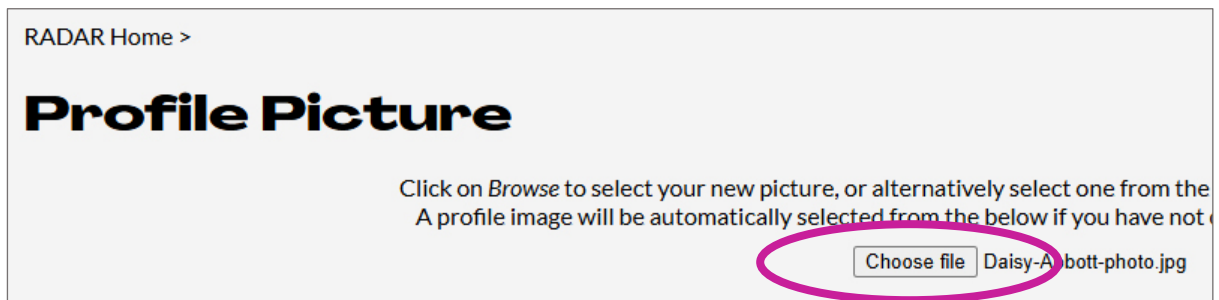
12. Return to your homepage by selecting **My Homepage** from the **My RADAR** menu:

The screenshot shows the "My RADAR" menu. The menu items are "My RADAR", "Home", "Browse", "About", "Help", and "Logout". The "My RADAR" item is expanded, showing two options: "My Homepage" and "Manage My Outputs". The "My Homepage" option is circled in red, indicating it is the correct choice to return to the homepage.

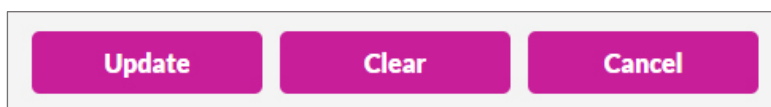
13. Select the **Profile Picture** button at the bottom of the page:

The screenshot shows the bottom navigation bar with four buttons: "Annual Research Plan", "Edit Profile", "Saved searches", and "Profile Picture". The "Profile Picture" button is circled in red, indicating it is the correct choice to select.

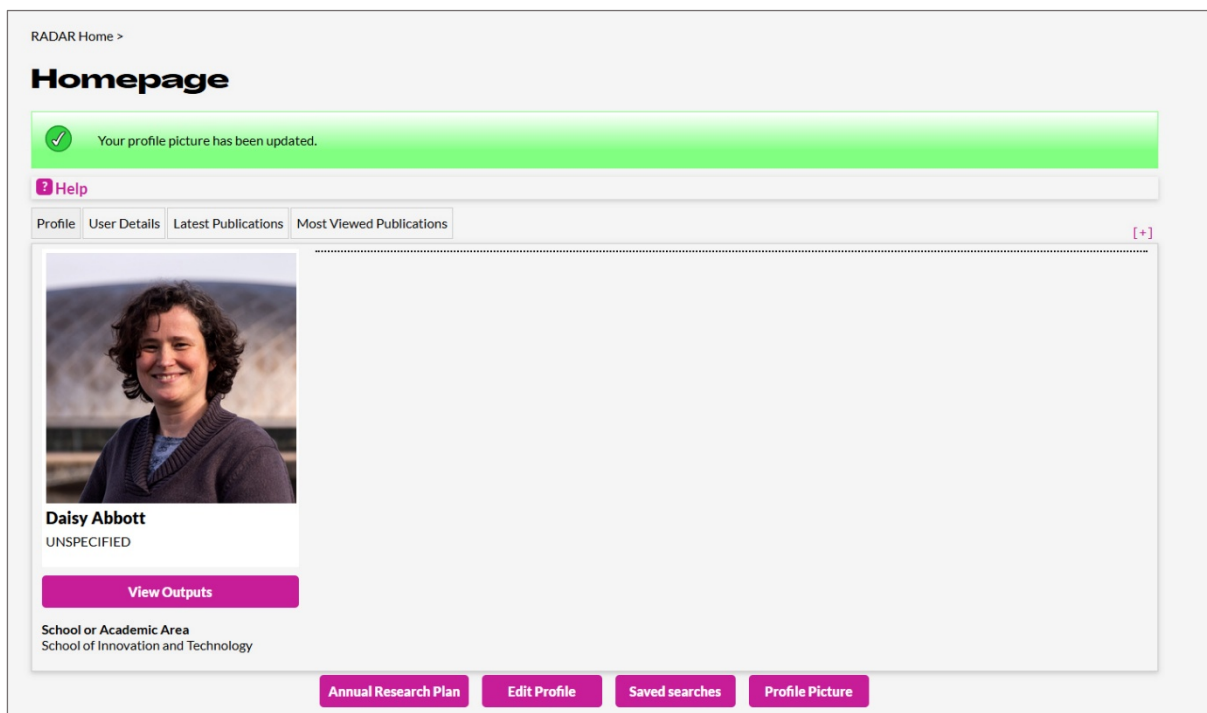
14. Select **choose file** and browse your computer for your picture. For best results, please upload a photograph that is at least 302 pixels x 302 pixels:



15. Then select the **Update** button at the bottom of this page:



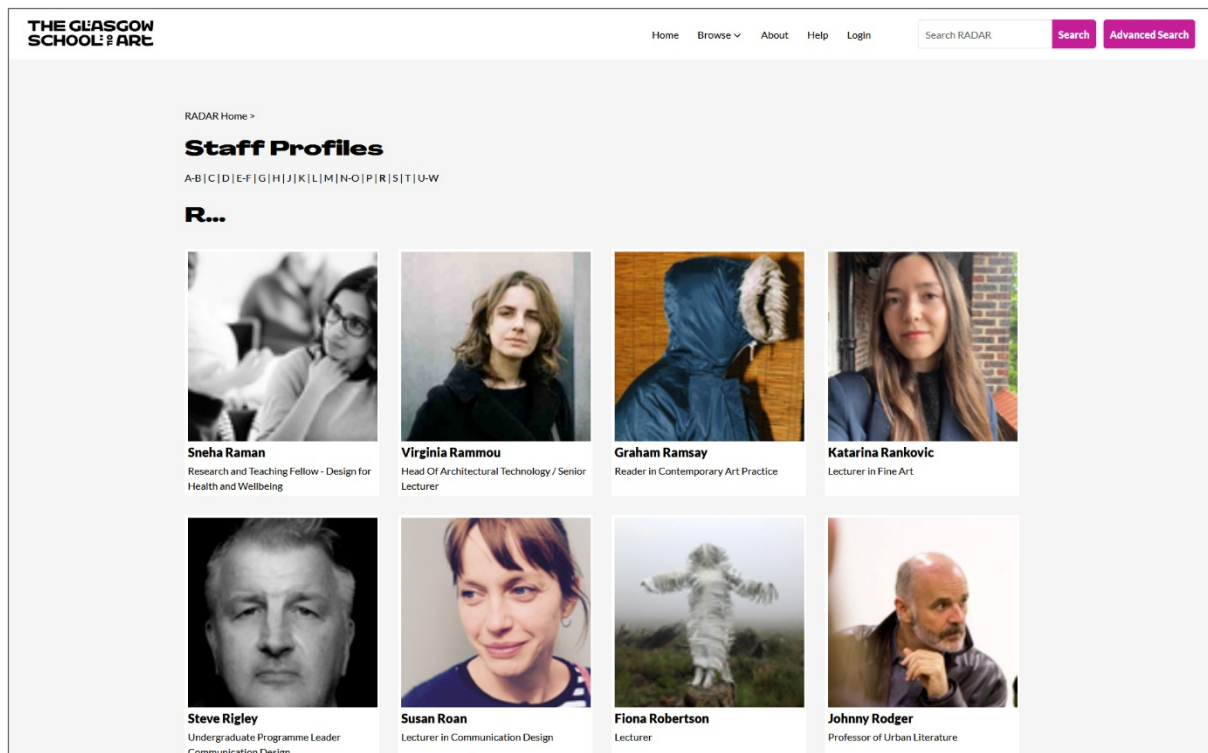
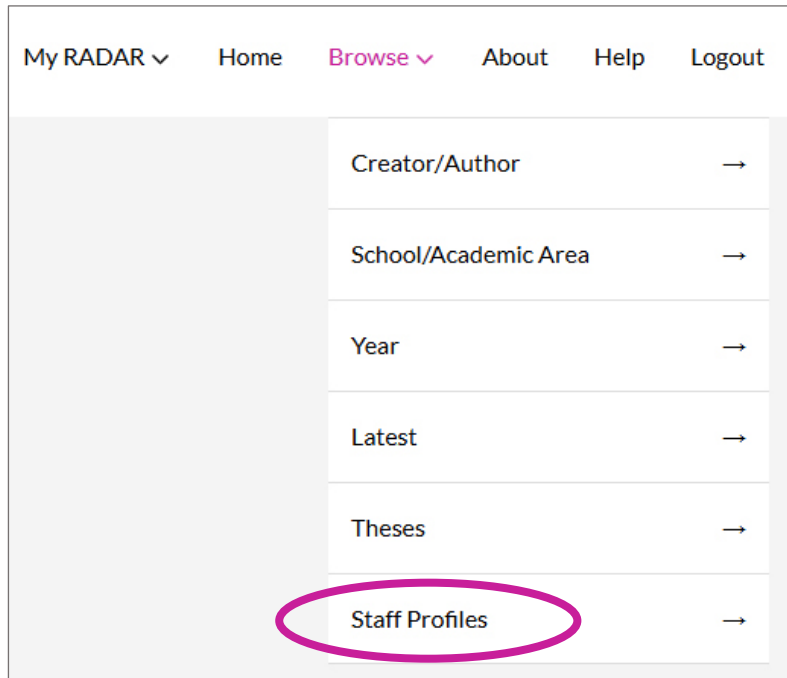
16. Your photo will then appear on your **Homepage**:



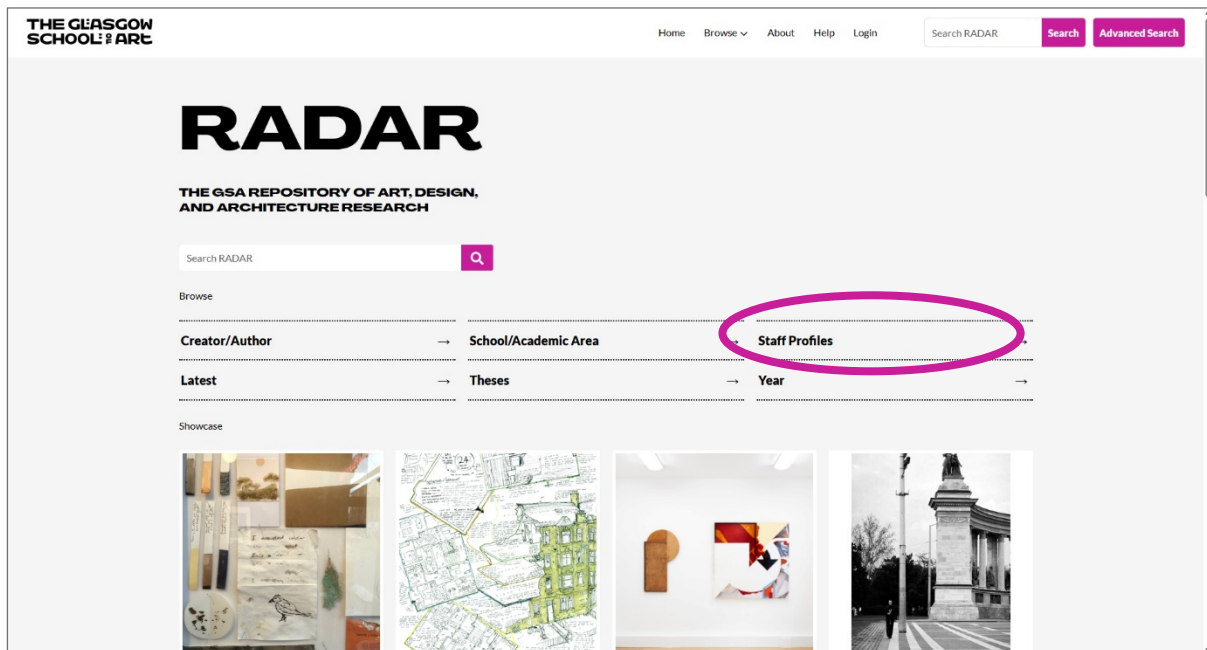
Please ensure that your **Profile Visibility** is set to **Public** at the top of the screen (see step 10. above), to ensure that your photo appears on your profile.

Where does my profile appear?

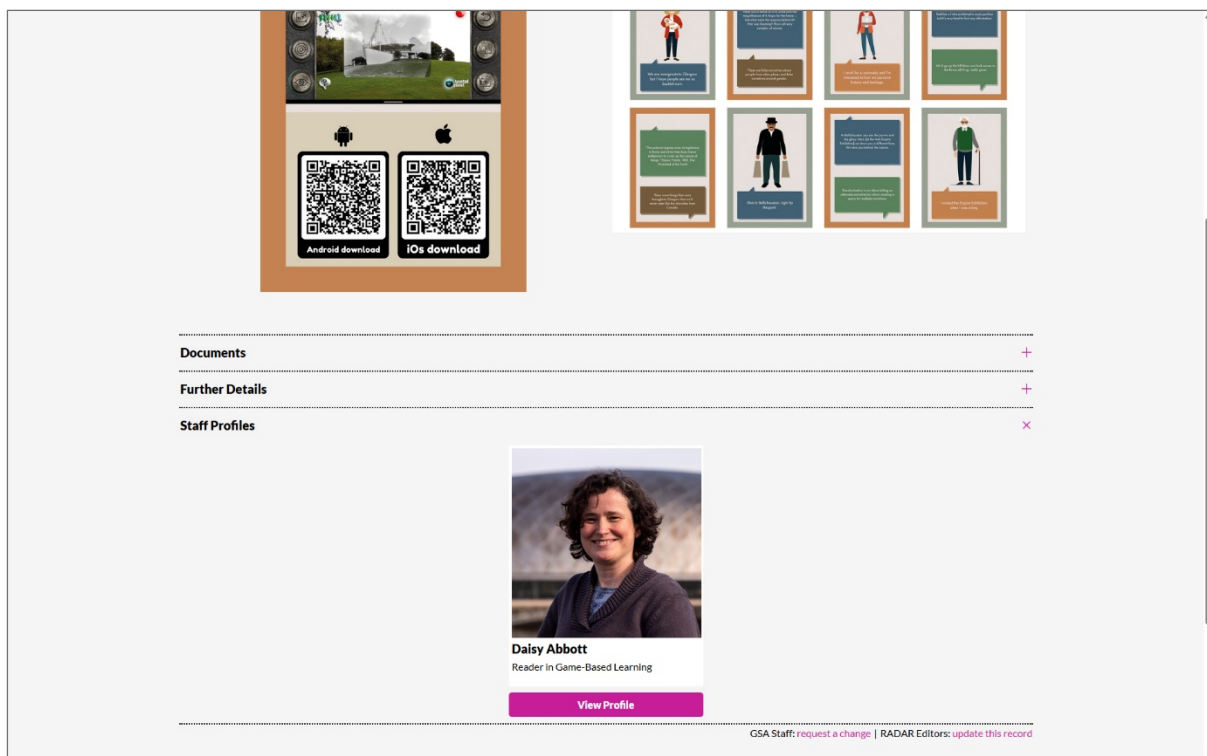
17. Your profile will be listed under **Staff Profiles** in the **Browse** menu on RADAR:



18. Another link to the **Staff Profiles** is provided on the RADAR homepage:



19. A link to your profile will also appear on all of your **individual RADAR research outputs**. Scroll to the bottom of the individual output page, and click on the Staff Profiles section, which will expand to show your photo and a link to your profile:



20. You can also link back and forth between your profile and your full list of research outputs using the pink **View Profile** button and **View Outputs** button below your photo:

THE GLASGOW SCHOOL OF ART & ARCHITECTURE

My RADAR ▾ Home Browse ▾ About Help Logout Search RADAR Search

RADAR Home > Browse by Creator/Author >

Daisy Abbott

Number of outputs: 87 Group by: Most Recent | Output Type

Abbott, Daisy (2025) Empire Retold: Lesson Plans. +9 more...

Abbott, Daisy (2025) Empire Retold: other voices from the British Empire Exhibition. Garnethill Gallery, Glasgow, Scotland, 17 July – 9 August 2025. +12 more...

Abbott, Daisy (2025) Empire Retold: Bellahouston AR. The Glasgow School of Art, Android App Store, Apple App Store. +3 more...

Daisy Abbott
Reader in Game-Based Learning
[View Profile](#)

21. Key information from your RADAR profile will also **display on your Staff Profile on the GSA website**, along with a link back to RADAR to see your full profile and outputs:

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DAISY ABBOTT

Reader in Game-Based Learning | School of Innovation and Technology

BIOGRAPHY
Daisy Abbott is an interdisciplinary researcher and research developer. She specialises in game-based learning, serious games, 3D visualisation, and issues surrounding digital interactions in the arts and humanities. In particular, she is investigating the use of games to teach academic and research skills in Higher Education and the use of Augmented Reality for telling stories about history and heritage. Daisy is a Senior Fellow Advance HE and a Senior Fellow of ALDinHE. She is a peer reviewer for a range of serious game journals, a judge for the GaLA serious games competition, and a reviewer for EPSRC and ESRC. She is also a STEM Ambassador. Her publications can be found at <https://radar.gsa.ac.uk/view/creators/436.html> and her personal research blog is <https://gamebasedlearninginthe.wordpress.com/>

RESEARCH INTERESTS
game-based learning, serious games, serious game design, triadic game design, heritage visualisation, digital heritage, research skills development

PGR SUPERVISION INTERESTS
game-based learning, serious game design, games for good, games for change, games for transformative reflection

CURRENT PGR STUDENTS
Jawen Li: AI-Assisted Sketching to Support Creative Ideation Ruaridh Dall: Serious Games for Empathy in Dental Education

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Please contact the RADAR team if you have any queries: radar@gsa.ac.uk