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Edmond Prakash received a PhD in Visualisation from Indian Institute of Science in 1996. He is currently the Director of the Research Centre for Creative Technologies at the University for the Creative Arts, United Kingdom. As a professor in Metaverse Technology he leads research in the underpinning technologies in the design, development and deployment of the Scalable Metaverse. Most recently Edmond served as the founding chair of the Computer Science Department at Leeds Trinity University, UK. Prior to that Edmond was a Professor and Research Dean for the Cardiff School of Technologies, Wales, UK. Edmond is the founding editor-in-chief of the International Journal for Computer Games Technology. His current research interests are research ethics, research inclusion, creative technologies, creative computing, visualisation, immersive technologies and games technologies. He has supervised 10 PhD scholars and authored more than 200 peer-reviewed top-tier journal and conference papers, which have been widely cited. He has held positions at the University of Westminster; Bournemouth University; University of Bedfordshire; Manchester Metropolitan University; Nanyang Technological University, Singapore; Indian Institute of Science, Bangalore, India; Pontificia Universidad Javeriana, Cali Colombia; State University of New York-Stony Brook, USA; University of Illinois at Urbana Champaign, USA; and Beijing Normal University, China.