

**Candidate for Secretary/Treasurer**  
**(1 July 2024 – 30 June 2026)**



**Tom Crick**

Professor of Digital Policy  
Computational Foundry and Department of Education, Swansea University  
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**BIOGRAPHY**

While Tom's disciplinary background is in computer science, his academic interests are naturally interdisciplinary and sit at the research/policy/practice interface, addressing citizen-centred, data-driven and computationally-intensive problems across a range of domains: data science, intelligent systems, cyber resilience, smart cities, software sustainability and reproducibility, as well as CS/STEM education, science/innovation policy, digital public services, and skills/infrastructure for the digital economy. His research and policy work has been funded by the UK Research Councils, the European Commission and the Welsh Government.

Alongside his current professorial position at Swansea University (2018-present), he has recently been appointed Chief Scientific Adviser to the UK Government's Department for Culture, Media and Sport (2023-present), providing scientific and technical advice to ministers and government, as well as wider leadership to foster high-quality policymaking.

Tom has significant experience of board-level governance, advisory roles and influencing at senior levels across government, industry and professional bodies/learned societies, including non-executive directorships of multi-billion-pound organisations in utilities, telecoms and healthcare. He has chaired national curriculum reviews in the UK over recent years, especially leading the reforms of computer science, digital skills and STEM education in Wales. He was previously Vice-President of BCS, The Chartered Institute for IT (2017-2020), as well as various ACM volunteer roles over the past 10 years.

His wider work has been recognised through a number of awards and fellowships, including: a BBC Science Media Fellow (2011); a UK National Teaching Fellow (2014); appointed MBE in the 2017 Queen's Birthday Honours for "services to computer science and the promotion of computer science education"; 2022 IET Achievement Medal in STEM Education and Policy; 2023 LSW Hugh Owen Medal; and a 2023 BCS Lovelace Medal. For more information about my work, see: <https://proftomcrick.com> and @ProfTomCrick.

## **STATEMENT**

I am honoured to be nominated as the next Secretary/Treasurer for the ACM. Whilst I have supported a wide variety of ACM activities over my career to date (ACM Council, ACM Europe Council, Pubs Board, ICPS EiC, Europe TPC, SIGCSE, plus Student/Prof/Senior Member), I am keen to serve ACM more substantially on Council to further foster and develop a diverse and impactful international computing community and profession. It is clear we face a number of challenges – and opportunities – as a discipline, community and organisation over the coming years. There are clear scientific and technical priorities, as well as broad social, cultural and economic imperatives; for example: the widespread impact of digital, data, computational, and now AI, tools and processes on our lives; digital innovation, automation and the future of work; shifting legal, ethical and professional responsibilities; international collaborative research priorities (funding, socio-economic impact, mobility, open science/research, digital research infrastructure); changes to our education systems: curriculum reform, qualifications, accreditation and certification, and a range of challenges for academia; and supporting the careers and professional development of an increasingly diverse global computing profession.

Building on my previous experience and networks across academia, industry, policy and public engagement, I would relish the opportunity to provide effective governance and leadership for the ACM as its next Secretary/Treasurer. In a rapidly-shifting scientific, technical, political and policy landscape, much is possible – but this requires sustainable finances, structures and processes for the ACM to ensure continued growth and remain a key trusted global body for the discipline and domain of computing.