

## José P. Zagal

Entertainment Arts & Engineering  
 University of Utah  
 50 S Central Campus Dr. RM 3190  
 Salt Lake City, UT 84112  
 jose.zagal@utah.edu

### ***Education***

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| <b>2008</b> | Ph.D. in Computer Science<br>Georgia Institute of Technology<br>Advisor: Dr. Amy Bruckman  |
| <b>1999</b> | M.S. Engineering Sciences<br>Distinción Máxima (equivalent to Summa Cum Laude or Highest Honors)<br>Pontificia Universidad Católica de Chile<br>Advisor: Dr. Miguel Nussbaum |
| <b>1999</b> | Civil Industrial Engineer with Computer Science Diploma<br>Distinción Máxima (equivalent to Summa Cum Laude or Highest Honors)<br>Pontificia Universidad Católica de Chile   |
| <b>1997</b> | Bachelor of Engineering Sciences<br>Pontificia Universidad Católica de Chile   |

### ***Employment History***

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| <b>2013- Present</b>                 | <b>Visiting Assistant Professor</b><br>Entertainment Arts & Engineering Program<br>University of Utah                                      |
| <b>2008 - 2015</b>                   | <b>Assistant Professor</b><br>College of Computing and Digital Media<br>DePaul University  |
| <b>2005 - 2007</b><br>(Summers only) | <b>Director of Community Development</b><br>Studiocom ( <a href="http://www.studiocom.com">www.studiocom.com</a> )                         |
| <b>2000 - 2002</b>                   | <b>Director of Content and Community Development</b><br>Virtualia S.A.   |
| <b>1999 - 2002</b>                   | <b>Profesor Instructor Asociado</b><br>Department of Computer Science,<br>School of Engineering, Pontificia Universidad Católica de Chile. |
| <b>1997 - 1999</b>                   | <b>Game Designer and Programmer</b><br>Eduinnova ( <a href="http://www.ing.puc.cl/sugoi">www.ing.puc.cl/sugoi</a> )                        |

## **Research and Creative Activities**

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### **Books**

Zagal J. P., Deterding S. (Eds) (Under Contract) **"Role-Playing Games Theory Reader"**  
**Status:** Chapters are currently undergoing peer review, expected to be published in 2016

Zagal, J.P. (Ed) (2012), **The Videogames Ethics Reader**, Cognella : San Diego CA  
<https://titles.cognella.com/behavioral-and-social-sciences/communication/the-videogame-ethics-reader-9781609276355.html>

Zagal, J.P. (2010), **Ludoliteracy: Defining, Understanding, and Supporting Games Education**, ETC Press : Pittsburgh, <http://ludoliteracy.com/>

### **Journal Articles (refereed)**

Zagal, J. P., Tomuro, N., Shepitsen, A., (2011) **"Natural Language Processing for Games Studies Research"**, *Simulation & Gaming*. Published online before print, October 12, 2011, doi: 10.1177/1046878111422560

Murphy, J. & Zagal J. P. (2011) **"Videogames and the Ethics of Care"**, *International Journal of Gaming and Computer-Mediated Simulations*. Vol. 3, No. 3, 69-81 [revised version of C.14]

Zagal, J. P., Bruckman, A. (2011) **"Blogging for Facilitating Understanding: A Study of Videogame Education"**, *International Journal of Learning and New Media*. Vol. 3, No. 1, 7-27

Zagal, J.P. & Mateas, M., (2010) **"Time in Videogames: A Survey and Analysis"**, *Simulation & Gaming*. Vol. 41, No. 6, 844-868  
**Reprinted in:** Lankoski, P. & Björk, S. (Eds) (Forthcoming). "Game Research Methods", ETC Press, Pittsburgh, PA.

Zagal, J. P., Bruckman, A. (2010) **"Designing Online Environments for Expert/Novice Collaboration: Wikis to Support Legitimate Peripheral Participation"**, *Convergence*. Vol. 16, No., 4 451-470

Zagal, J.P., Bruckman, A. (2008) **"Novices, Gamers, and Scholars"**, *Game Studies*. Vol. 8, No. 2, December 2008.

**Featured:** This article was featured at the 2009 Game Developers Conference (GDC) as one of the top ten game studies research findings from 2008. Main criteria for selection is the direct relevance of the researchers' insights to the future innovation of game design and development.

Zagal, J. P., Fernandez-Vara, C., Mateas, M. (2008) **"Rounds, Levels, and Waves: The Early Evolution of Gameplay Segmentation"**, *Games & Culture*. Vol. 3. No. 2, 175-198

Zagal, J.P., Rick, J., Hsi, I. (2006) **"Collaborative Games: Lessons Learned from Board Games"**, *Simulation & Gaming* Vol. 37, No. 1, 24-40.

Zagal, J.P., Bruckman, A. (2005) **"From Samba Schools to Computer Clubhouses: Cultural Institutions as Learning Environments"**, *Convergence* 11:1, 88-105.

Zagal, J.P., Santelices, R., Nussbaum, M. (2002) **"Maintenance Oriented Design and Development: A Case Study"**, *IEEE Software* - July-August 2002, 100-106.

Zagal, J.P., Nussbaum, M., Rosas, R. (2000) **"A Model to Support the Design of Multiplayer Games"**, *Presence*, Vol. 9, No. 5, October 2000, 448-462.

**Parts of Books (peer reviewed)**

(reprints are listed under original place of publication)

Deterding, S., Zagal, J. P. (Under Review) **“The Many Faces of RPG Studies”**, in Zagal, J. P., Deterding, S. *Role Playing Games Theory Reader* (tentative title), Routledge

Zagal, J.P., Deterding, S. (Under Review) **“Definitions of Role-Playing Games”**, in Zagal, J. P., Deterding, S. *Role Playing Games Theory Reader* (tentative title), Routledge

Putnam, C., Zagal, J. P., Cheng, J., (In press) **“You are Not the Player: Teaching Games User Research to Undergraduate Students”** in Garcia-Ruiz, M. (Ed), *Usability Testing of Video Games: Multidisciplinary Case Studies*, CRC Press/Taylor and Francis [refereed]

Zagal, J. P. (2014) **“Ontology (in games)”** in Robertson, B., Ryan, M., Emerson, L. (Eds), *The Johns Hopkins Guide to the Digital Humanities* [refereed]

Zagal, J.P. (2011) **“Heavy Rain: Morality in Inaction, the Quotidian, and the Ambiguous”**, Poels, K. and Malliet, S. (Eds.), *Vice City Virtue: Moral Issues in Digital Game Play*, Acco Academic, Belgium [refereed]

Zagal, J.P. (2011) **“Ethical Reasoning and Reflection as Supported by Videogames”**, Schrier, K. & Gibson, D. (Eds), *Designing Games for Ethics: Models, Techniques and Frameworks*, IGI Global: Hershey, PA [refereed]

**Parts of Books (non-refereed)**

(reprints are listed under original place of publication)

Zagal, J.P. (2012) **“Why a Game Canon for Game Studies Education is Wrong”**, Fromme, J. & Unger, A. (Eds), *Computer Games and New Media Cultures: A Handbook of Digital Games Studies*, Springer

Zagal, J. P. (2011) **“Heavy Rain: Effective ‘Anti-Usability’ ”** in Novak, J. *Game Development Essentials, Third Edition*, Delmar, Clifton Park NY, pp. 264.

Zagal, J.P. (2011) **“Heavy Rain: How I Learned to Trust the Designer”**, Davidson, D. (Ed), *Well Played 3.0: More Perspectives on Video Games, Value and Meaning*, ETC Press: Pittsburgh

Zagal, J.P (2010) **“Manhunt: The Dilemma of Play”**, Davidson, D. (Ed), *Well Played 2.0: More Perspectives on Video Games, Value and Meaning*, ETC Press: Pittsburgh

Zagal, J.P., Mateas, M. **“Gameplay Segmentation in Vintage Arcade Games”**, (In Press) Bogost, I and Bittanti, M (Eds), *Ludologica Retro, Volume 1: Vintage Arcade (1971- 1984)*.

**Conference Publications (refereed)**

Zagal, J.P., Altizer, R. (2015) **“Placeholder Content in Game Development: Benefits and Challenges”**, Proceedings of CHI Play 2015, Oct 3-7, London, UK, pp. 745-750.

Zagal, J., Lewis, C. (2015) **“Fighting Fantasies: Authoring RPG Gamebooks for Learning Game Writing and Design”**, 2015 RPG Summit at the 2015 Digital Games Research Association (DiGRA) Conference, Lüneburg, Germany. May 14-17, 2015.

Bills, P., Zagal J., Shipman, J, Moody, S. Larson, E., Bhavsar, S., Jarvis, C., Casucci, T., Rethlefsen, M., Lombardo, N, Altizer, R. (2015) **“Saved Games: Librarians Levelling Up With Games For Health”**, Medical Library Association Annual Meeting and Exhibition (MLA '15), May 15-20, Austin TX

- Kalinger, T., Altizer, R., Zagal, J., Shipman, J., Casucci, T. (2015) "**Librarians as Matchmakers: Using Dating Sites as a Model for Collaboration – University of Utah**", Medical Library Association Annual Meeting (MLA15), Austin TX, May 15-20, 2015.
- Wozniak, K., Zagal, J. (2015) "**Using Persuasive Design and Social Learning to Support Adult Learners' Metacognitive Development**", 11<sup>th</sup> International Conference on Computer Support Collaborative Learning, CSCL2015. June 7-11, Gothenburg, Sweden.
- Zagal, J.P., Altizer, R., Zeng-Treitler, Q., Shipman, J., Lake, E., Aiono, H., Malheiro, M., Christensen, C., (2014) "**Doodle Health: Games as Cultural Probes**", Workshop on Entertainment in Serious Games and Entertaining Serious Purposes @ 13<sup>th</sup> International Conference on Entertainment Computing, Sydney, Australia, September 30, 2014. pp 11-12.
- Tomuro, N., Tanaka, S., Zagal, J.P. (2014) "**Developing Soft Skills the Hard Way: International Student Game Projects**", 2<sup>nd</sup> International Japan Game Studies Conference, August 21-23, Edmonton Canada.
- Altizer, R., Zagal, J. P. (2014) "**Designing Inside the Box or Pitching Practices in Industry and Education**", 2014 Digital Games Research Association Conference, August 3-6, Snowbird, UT
- Altizer, R., Zagal, J. P., (2014) "**Pitch Perfect or Exploring Pitching Practices in Industry and Games Education**", 2014 Foundations of Digital Games Conference, April 3-7, 2014, Fort Lauderdale, FL.
- Zagal, J. P., Altizer, R. (2014) "**Examining 'RPG Elements': Systems of Character Progression**", 2014 Foundations of Digital Games Conference, April 3-7, 2014, Fort Lauderdale, FL.
- Zagal, J. P. (2013) "**Understanding Japanese Games Education**", 2013 Digital Games Research Association Conference, August 26-29. Atlanta, GA.
- Zagal, J. P., Tomuro, N. (2013) "**Cultural Differences in Game Appreciation: A Study of Player Game Reviews**", Foundations of Digital Games Conference, FDG 2013, May 14-17, Chania, Greece. **(Winner of Best Paper Award, Global acceptance rate was 30%, only 4 papers were awarded best paper award)**
- Zagal, J. P., Bjork, S., Lewis, C. (2013) "**Dark Patterns in the Design of Games**", Foundations of Digital Games Conference, FDG 2013, May 14-17, Chania, Greece. (Acceptance rate was 30%)
- Wozniak, K. & Zagal, J. P. (2012) "**Finding Evidence of Metacognition through Content Analysis of an ePortfolio Community: Beyond Text, Across New Media**", 10<sup>th</sup> International Conference on Computer Supported Collaborative Learning (CSCL), June 15-19, Madison WI.
- Raison, K., Tomuro, N., Lytinen, S., Zagal, J. P. (2012) "**Extraction of User Opinions by Adjective-Context Co-clustering for Game Review Texts**", 8<sup>th</sup> International Conference on Natural Language Processing JapTAL 2012, October 22-24, Kanazawa, Japan.
- Zagal, J. & Lertudomtana, P. (2012) "**A Tool for Supporting Game Design Education: Tower Defense Generator**" *Proceedings GLS 8.0 Games+Learning+Society Conference*, 13-15 June, Madison, WI. pp. 533-534. [Also presented at the conference]
- Wozniak, K. & Zagal, J. (2012) "**Adult Learning and ePortfolio Development: Validation, Empowerment, and Identity**", EdMedia 2012: World Conference on Educational Media and Technology. June 26-29, Denver, CO.
- Wozniak, K. & Zagal, J. (2011). "**Enhancing Community-based Learning with ePortfolios.**" International Association for Research on Service Learning and Community Engagement. Chicago, IL.
- Wozniak, K. & Zagal, J. (2011). "**ePortfolios, Digital Identity Development, and Communities of Practice.**" Grace Hopper Celebration of Women in Computing Conference, Portland, OR
- Zagal, J.P. & Sharp, J. (2011) "**A Survey of Final Project Courses in Game Programs: Considerations for Teaching Capstone**", Digital Interactive Games Research Association Conference (DiGRA 2011), Utrecht, The Netherlands

Murphy, J. & Zagal J. P. (2010) "**Videogames and the Ethics of Care**", Meaningful Play 2010, East Lansing, Michigan, USA. (**Winner of Best Paper Award**)

Zagal, J. P., Tomuro, N. (2010), "**The Aesthetics of Gameplay: A Lexical Approach**", *Proceedings of the 14<sup>th</sup> International Academic MindTrek Conference*, Tampere, Finland, 9-16. [Also presented at the conference]

Zhang, J., Fang, X., Chan, S., Zagal, J. (2010), "**Measuring Flow Experience of Computer Game Players**", *Proceedings of the 16<sup>th</sup> Americas Conference on Information Systems (AMCIS)*, Lima, Peru.

Zachara, M. & Zagal J.P (2009), "**Challenges for Success in Stereo Gaming: A Virtual Boy Case Study**", *Proceedings of the International Conference on Advances in Computer Entertainment Technology (ACE 2009)*, Athens, Greece. ACM, 99-106. [acceptance rate: 22%] [Also presented at the conference]

Thomas, D., Zagal J.P., Bogost, I., Robertson, M., Huber, W. (2009) "**You Played That? Game Criticism meets Game Studies**", *Proceedings of the Digital Games Research Association Conference (DiGRA 2009)* London, England. [Also presented at the conference]

Zagal, J.P. (2009), "**Ethically Notable Videogames: Moral Dilemmas and Gameplay**", *Proceedings of the Digital Games Research Association Conference (DiGRA 2009)* London, England. [Also presented at the conference]

Zagal, J. P., Ladd, A., Johnson, T. (2009), "**Characterizing and Understanding Game Reviews**", *Proceedings of the 4<sup>th</sup> International Conference on the Foundations of Digital Games*, Orlando FL, 215-222 [acceptance rate: 28%] [Also presented at the conference]

Zagal, J. P. (2008), "**A Framework for Games Literacy and Understanding Games**", *Proceedings of the ACM Future Play 2008 Conference*, Toronto, Canada. 33-40 [Also presented at the conference]  
**Reprinted as:** Zagal, J. (2009). A Framework for Games Literacy and Understanding Games. "Loading... *Journal of the Canadian Game Studies Association*", 3(5). Retrieved January 18, 2010, from <http://journals.sfu.ca/loading/index.php/loading/article/view/74/67>

Zagal, J. P., Bruckman, A. (2008), "**The Game Ontology Project: Supporting Learning While Contributing Authentically to Game Studies**", *Proceedings of the International Conference of the Learning Sciences ICLS 2008*, Utrecht, The Netherlands.

Zagal, J. P., Mateas, M. (2007), "**Temporal Frames: A Unifying Framework for the Analysis of Game Temporality**", *Proceedings of the Digital Interactive Games Research Association Conference (DiGRA 2007)*, Tokyo, Japan, 516-523. [Also presented at the conference]

Zagal, J. P., Bruckman, A. (2007), "**From Gamers to Scholars: Challenges of Teaching Game Studies**", *Proceedings of the Digital Interactive Games Research Association Conference (DiGRA 2007)*, Tokyo, Japan, 575-582. [Also presented at the conference]

Zagal, J. P., Bruckman, A. (2007), "**GameLog: Fostering Reflective Gameplaying for Learning**", *Proceedings of the 2007 ACM SIGGRAPH Symposium on Videogames*, San Diego CA, 31-38. [Also presented at the conference]

Zagal, J. P., Mateas, M., Fernandez-Vara, C., Hochhalter, B., Lichti, N. (2005) "**Towards an Ontological Language for Game Analysis**", *Proceedings of the Digital Interactive Games Research Association Conference (DiGRA 2005)*, Vancouver B.C., June, 2005. (Included in the Selected Papers volume). [Also presented at the conference]

**Reprinted in:** *Worlds in Play: International Perspectives on Digital Games Research (2007)*, de Castell, S. and Jenson, J. (Eds), New York, Peter Lang

Fernandez-Vara, C., Zagal, J. P., Mateas, M. (2005). "**Evolution of Spatial Configurations in Videogames**", *Proceedings of the Digital Interactive Games Research Association Conference (DiGRA 2005)*, Vancouver B.C., June, 2005. (Included in the Selected Papers volume). (**Nominated for Best Paper Award**) [Also presented at the conference]

**Reprinted in:** *Worlds in Play: International Perspectives on Digital Games Research (2007)*, de Castell, S. and Jenson, J. (Eds), New York, Peter Lang

### **Conference Presentations without Proceedings (refereed)**

Zagal, J., Deterding, S., Dormans, J., Björk, S. (2015) **“On Board Games Played On Tablets, Smartphones, and other Computing Devices”**, 2015 Digital Games Research Association Conference (DIGRA 2015), Lüneburg, Germany. May 14-17, 2015.

Zagal, J. P., Putnam, C. (2013) **“Teaching Game User Research”**, CHI 2013 Games User Research Workshop, April 27, Paris, France.

Deterding, S., Zagal, J. P. (2013) **“Roleplaying Game Studies: A Handbook”**, DiGRA 2013, August 26-29, Atlanta, USA.

Wozniak, K., Zagal, J. (2011) **“Non-Traditional Students’ Attitudes, Social Practices, and Usage Patterns in an ePortfolio System Pilot”**, 9<sup>th</sup> International ePortfolio & Identity Conference (ePIC), London, UK

Wozniak, K., Zagal, J. (2011) **“Adult Students’ Attitudes, Social Practices, and Usage Patterns in an ePortfolio System Pilot”**, DePaul CDM School of Computing Research Symposium (SOCRS) 2011, Chicago, USA

Zhang, J., Fang, X., Chan, S., Zagal, J. (2011) **“Measuring Flow Experience of Computer Game Players”**, DePaul CDM School of Computing Research Symposium (SOCRS) 2011, Chicago, USA

Zagal, J. P., Tomuro, N., Shepitsen, A. (2010), **“Natural Language Processing for Games Studies Research”**, Games Research Methods Seminar, Tampere, Finland.

Zagal, J. P. (chair), Aarseth, E., Björk, S., Holopainen, J., Mateas, M., (2007) **“Patterns, Typology and Ontology: An Overview and Discussion of the Formal Analysis of Games and Gameplay”**, Panel at Digital Interactive Games Research Association Conference (DiGRA 2007), Tokyo, Japan

Zagal, J. P., (2007) **“GameLog: Supporting Reflective Gameplaying Practices in the Context of Learning Games”** - Games, Learning and Society 3.0 Conference, Madison WI., July 12-13, 2007

### **Conference Presentations (non-refereed)**

Mosca, I. (organizer), Karhulahti, V. (organizer), Grabarczyk, P., Gualeni, S., Juul, J., Leino, O., Sageng, J., Zagal, J. [participants in alphabetical order] (2015) **“Game and Videogame Ontologies. A Round Table”**, Digital Games Research Association Conference (DIGRA 2015), Lüneburg, Germany. May 14-17, 2015.

Begy, J., Björk, S., Deterding, S., Dormans, J., Zagal, J., [authors in alphabetical order] (2015) **“Tabletop Game Studies Panel”**, 2015 Digital Games Research Association Conference (DIGRA 2015), Lüneburg, Germany. May 14-17, 2015.

Zagal, J.P. (2015) **“Top Tips for Students at GDC”**, Game Developers Conference 2015 – Education Summit, San Francisco, CA, March 2-6,

Zagal, J.P. (2014) **“Design Patterns in Games: Big Questions and Challenges 2014 Edition”**, Workshop on Design Patterns in Games (DPG 2014) @ Foundations of Digital Games 2014, Fort Lauderdale FL, April 3-5, 2014.

Zagal, J. P. & Putnam C. (2014) **“Setting Up and Running a Games User Research Class”**, Game Developers Conference 2014 – Education Summit, San Francisco, CA [Putnam presented at conference]

Zagal, J.P. (2013) **“Dark Patterns in Game Design”**, First International Conference on Gameful Design, Research, and Applications (Gamification 2013), Waterloo, ON Canada, October 2-4.

Zagal, J. P. (2013) "**Game Educators Rant: Why Crappy Games Can Be Good For Class**", Game Developers Conference 2013 – Education Summit, San Francisco, CA, March 25-29.

Zagal, J.P. (2012) "**Design Patterns in Games: Big Questions and Challenges**", Workshop on Design Patterns in Games (DPG 2012) @ Foundations of Digital Games 2012, Raleigh NC, May 30 – Jun 1, 2012.

Zagal, J. P. (2011) "**Morality in Heavy Rain**", Ethical Inquiry through Video Game Play and Design: A Symposium, DePauw University, Indiana, Oct 10-12.

Poels, K. (chair), Hartmann, T. (chair), Zagal J., Young, G., Whitty, M., Malliet, S., (2011) "**Moral Issues in Digital Gameplay**", Digital Interactive Games Research Association Conference (DiGRA 2011), Utrecht, The Netherlands

Kirman, B. (chair), Zagal J. P. (chair), Bateman, C., Knizia, R., Servaes, A., Sheerin, A., Wallis, J., Wilson, D., (2011) "**Modern Board Games and Why Game Studies Should Care**", Digital Interactive Games Research Association Conference (DiGRA 2011), Utrecht, The Netherlands

Zagal J. P. (chair), Aarseth, E, de Castel, S., Flanagan, M., Greene, M., Mäyrä, F., (2011) "**The Ivory Tower that Isn't: A Game Scholar Rant Session**", Digital Interactive Games Research Association Conference (DiGRA 2011), Utrecht, The Netherlands

Zagal, J.P. & Sharp, J. (2011) "**Massively Multi-Professor Cooperative Capstone Course Design (MMPCCD)**", Game Developers Conference 2011, CA.

**Notes:** This talk received an attendee rating of **4.72** on a scale where 5 was the highest possible score (excellent/definite invite back). The highest rated talk received a 4.93.

Zagal, J.P., (2010) "**Devil's Tuning Fork: Lessons for Managing Student, Faculty and Industry Game Projects**", Games Education Summit (GES) 2010, CA

Zagal, J.P., (2010) "**Using Videogames for Encouraging Moral and Ethical Reasoning**", Games Education Summit (GES) 2010, CA

Zagal, J.P, Schrier, K. Sicart, M., Macklin, C. (2010) "**Morally Interesting Choices: Games and their Ethical Potential**", Foundations of Digital Games (FDG) 2010, CA

Zagal, J.P, Schrier, K. Sicart, M., (2009) "**Ethics in Videogames**", Workshop at the Digital Interactive Games Research Association Conference (DiGRA 2009), London, UK.

Zagal, J. P., (2007) "**Learning About Videogames: Implications for Learning From Videogames**", OECD Expert Meeting on Videogames and Learning, Santiago Chile, October 2007

### **Technical Reports (not peer-reviewed)**

Zagal, J.P., Piper, A.M., Bruckman, A. (2006) "**Social and Technical Factors Contributing to Successful 3D Animation Authoring by Kids**", GVU Tech Report: GIT-GVU-06-14

Patel, S.N., Kientz, J. A., Zagal, J.P. (2004) "**LoCoL: Encouraging Social Interaction and Exploration Through a Distributed, Multi-Media, Location-Based Mobile Game.**", GVU Tech Report: GIT-GVU-04-17

Zagal, J.P., Piper, A.M., Bruckman, A. (2004) "**Kids Telling Fables Through 3D Animation**", GVU Tech Report: GIT-GVU-04-23

**Other Academic Publications (not peer-reviewed)**

Zagal, J. P. (In press) “**On Chairing a Games Research Conference**”, Transactions of the Digital Games Research Association (ToDiGRA)

Zagal, J.P., Altizer, R. (In press) “**DiGRA 2014: Celebrating the Diversity of Games Research**”, Transactions of the Digital Games Research Association (ToDiGRA)

Zagal, J.P. (2011) “**Hackers, History, and Game Design: What Racing the Beam Is Not**”, *Game Studies*, Vol. 11, No. 2, May 2011.

Zagal, J.P. (2007) “**Game Studies: Who will continue to blaze the trail?**”, Column for the Digital Games Research Association (DiGRA), August 2007

**Keynote Presentations**

**Workshop on Games, Ethics and War** – “If War is Hell, what about Videogames?”, Macquarie University, Sydney, Australia, November 24, 2014

**e-Week 2013** – “Videojuegos: Referentes de Moral para el Siglo XXI”, Universitat de Vic, Barcelona Spain, November 3, 2013

**Invited Talks**

(conference presentations and invited teaching presentations are listed separately)

**Regional Centers of Excellence in ELSI Research Meeting**, “Gaming Platforms”, February 23-25, 2015, Seattle, WA. (presented with Roger Altizer)

**Level UP – Simulating Economics**, Utah Museum of Contemporary Art, October 1, 2014

**63<sup>rd</sup> Annual Frederick W. Reynolds Lecture**, “A Grown-Up Conversation About Games: Mind, Body, and Soul”, University of Utah, February 10, 2014

**University of Utah** - Digital Medical Therapeutics Seminar, “Empathy Apps?”, October 29, 2013

**DePaul University**, “Should I be Offended? Hispanic Representations in Videogames”, October 17, 2013

**Salt Lake Comic Con**, “History and Culture of Videogames” (with Altizer, R., Hayes, P. and Hayes, R.), September 7, 2013

**University of Ontario Institute of Technology**, “Videogames and the Ethical Player”, February 11, 2013

**Drexel University**, “Understanding Games Through Game Reviews”, April 3, 2013

**Michigan State University**, “Ethical Games: Challenges and Opportunities”, January 13, 2012

**Northeastern Illinois University**, “Games as Ethics”, NETT Day 2.0, October 27, 2011

**Pontificia Universidad Católica de Chile**, “Videojuegos y Reflexión Moral” (Videogames and Moral Reflection), Santiago, Chile, October 29, 2010

**University of Illinois at Urbana-Champaign**, “Challenges of 3D Stereo Gaming”, HCI Seminar, March 4, 2010

**Massachusetts Institute of Technology**, “Moral Dilemmas and Games”, Gambit Game Lab, July 6, 2009



**DePaul University**, “Teaching Videogames: Issues and Challenges”, School of Computer Science, Telecommunications and Information Systems, March 12, 2008

**University of Nevada Reno**, “Exploring the Issues and Challenges of Learning about Videogames”, Department of Computer Science & Engineering, March 6, 2008

**Universidad Adolfo Ibañez**, “Ambientes Colaborativos Online para Aprender Sobre Videojuegos” (Collaborative Online Environments for Learning About Videogames), Santiago, Chile, January 15, 2008

**University of Illinois at Chicago**, “Supporting Learning About Games” – Learning Sciences Research Institute Speaker Series, Chicago, IL, December 11, 2007

**Georgia Institute of Technology**, “What is a Game?” – Gamescapes Symposium on New Media, Virtual Environments, and Learning, Atlanta, GA, September 29-30, 2006. Disclosure: José Zagal was the organizer of the Gamescapes Symposium

**Georgia Institute of Technology**, “Games and Learning” – Gamescapes Symposium on New Media, Virtual Environments, and Learning, Atlanta, GA, September 29-30, 2006. Disclosure: José Zagal was the organizer of the Gamescapes Symposium

## Theses

Ph.D. 2008 **Supporting Learning About Games**, Georgia Institute of Technology  
Advisor: Dr. Amy S. Bruckman

Masters 1999 **A Model to Support the Design of Multiplayer Games**, Pontificia Universidad Catolica de Chile  
Advisor: Dr. Miguel Nussbaum

## Games

### **404Sight (2015)**

Awards:

2015 Inter Student Showcase (finalist)

2015 Official Selection of the “Different Games” Festival, April 3-4, 2015

2015 (March) Unreal Dev Grant (\$13,000)

[role: Executive Producer, Faculty advisor]

### **Cyberheist (2014)**

Awards:

2014 IGF student showcase winner

2014 Intel Student Showcase (finalist)

2014 Unity Awards “Best Student Game” (finalist)

2014 Unity Awards “Community Choice” (finalist)

2014 Utah Game Wars (finalist)

2014 Serious Games Showcase & Challenge (Winner – Best Student Developed Serious Game)

2014 Microsoft Imagine Cup Fund (\$10,000 award)

[role: Executive Producer, Faculty advisor]

### **Vynil (2014)**

Awards: E3 Expo College Game Competition Finalist, 2014

[role: Executive Producer, Faculty advisor]

**Calorie Crawl Saga: The Candy Kings Cometh** (2014), Developed during the 2014 Global Game Jam

<http://globalgamejam.org/2014/games/calorie-crawl-saga-candy-kings-cometh>

[role: everything, co-developed with Roger Altizer]

**Pacemaker Panic**, Boardgame (2013), Developed during the 2013 Global Game Jam

<http://globalgamejam.org/2013/pacemaker-panic>

[role: everything, co-developed with Allen Turner]

**Proppa** (iOS, Android)

[role: Playtester, Consultant Game Designer]

**Organ Trail**, Android/iOS (2012)

[role: Consultant Designer]

**Ouroburrets**, PC (2012), Developed during the 2012 Global Game Jam

<http://globalgamejam.org/2012/ouroburrets>

[role: everything]

**Tree of Life**, PC (2011), Developed during the 2011 Global Game Jam

<http://globalgamejam.org/2011/tree-life>

[role: everything]

**Channel Sweeper**, Nintendo Virtual Boy (2010), Developed during the 2010 Global Game Jam

<http://globalgamejam.org/2010/virtualboy-channel-sweeper>

[role: everything]

**MiniNova**, Flash (Web) (2007), Developed for Studiocom (Atlanta, GA)

[role: game designer, tester]

**Aerosfera**, Adobe Shockwave (Web) (2001), Developed for Virtualia.com (Chile)

[http://facsrv.cs.depaul.edu/~jzagal/Aerosfera/aeroesfera\\_offline.htm](http://facsrv.cs.depaul.edu/~jzagal/Aerosfera/aeroesfera_offline.htm)

[role: project director, executive producer, lead game designer]

**Disco Roller & DJ Mortis**, Macromedia Flash (Web) (2001), Developed for Virtualia.com (Chile)

[role: project director, executive producer, lead game designer]

**Ruta 5**, Macromedia Flash (Web) (2001), Developed for Virtualia.com (Chile)

[role: project director, executive producer, lead game designer]

**Roli, Hermes, Magalu** and **Tiki-Tiki** for Nintendo GameBoy (1997-1999), Suite of educational videogames developed for FONDEF (Chile)

[role: programmer, game designer, tester]

## **Grants and Awards**

### *Fellowships*

#### **DePaul Center for Latino Research Faculty Fellow**

Proposal: Hispanic Perceptions of Race and its Representation in Videogames

Period: Academic Year 2012-2013

## *Grants*

### **“Gene the Gnome” – Newborn Genetic Screening Tool**

Role: Co-Principal Investigator (Co-PI) (PI: Erin Rothwell)  
Funding Agency: UCEER and College of Nursing Seed Grant  
Amount: \$20,000  
Period: Fall 2015

### **Improved Prenatal Genetic Screening Decision Making Through Interactive Technology**

Role: Co-Principal Investigator (Co-PI) (PI: Erin Rothwell)  
Funding Agency: NIH NHGRI  
Amount: \$490,750  
Period: April 2015 – March 2017

### **Vascular Access**

Role: Principal Investigator (PI) (with Roger Altizer and Robert Kessler)  
Funding Agency: AVA Foundation  
Amount: \$20,000  
Period: Jan 2015- May 2015

### **E-Channel**

Role: Principal Investigator (PI)  
Funding Agency: UU Library  
Amount: \$32,700  
Period: Aug 16, 2014-Dec 31, 2014

### **Research Quests**

Role: Co-Principal Investigator (Co-PI) (PI: Roger Altizer)  
Funding Agency: Natural History Museum of Utah  
PI: Roger, Co PI: Jose, Ryan  
Amount \$61,250  
Period: Aug 16, 2014-Dec 31, 2014

### **Bad Air Day -UCAIR**

Role: Co-Principal Investigator (Co-PI) (PI: Roger Altizer)  
Funding Agency: UCAIR  
Amount: \$34,125  
Period: Aug 16, 2014-Dec 31, 2014

### **Medical Home Portal**

Role: Co-Principal Investigator (Co-PI) (PI: Roger Altizer)  
Funding Agency: UU General Pediatrics  
Amount: \$28,923  
Period: Aug 16, 2014-Dec 31, 2014

### **Miramonte**

Role: Principal Investigator (PI)  
Funding Agency: Last of Five, LLC  
Amount: \$26,588  
Period: May 2014 – August 2014

### **Natural History Museum Games (Canyon Explorer and Explore your Environment)**

Role: Co-Principal Investigator (Co-PI) (PI: Roger Altizer)  
Funding Agency: Natural History Museum of Utah  
Amount: \$50,000  
Period: May 16 – August 15, 2014

**Image Generation Tech & the Gaming Engine Tech**

Role: Co-Principal Investigator (Co-PI) (PI: Mark van Langeveld)

Funding Agency: Rockwell Collins

Amount: \$142,481

Period: Feb 1, 2014-Dec 31, 2014

**Doodle Health**

Role: Principal Investigator (with Roger Altizer)

Funding Agency: BioInformatics

Amount: \$30,000

Period: Summer 2014

**AIPPE Ethics Explorer**

Role: Principal Investigator (with Roger Altizer)

Funding Agency: UCEER Ethical Research Center

Amount: \$10,000

Period: Spring 2014

**Tower Defense Generator: A Tool for Learning Game Design**

Role: Principal Investigator (PI)

Funding Agency: DePaul University Competitive Research Grant

Amount: \$3,500

Period: December 2012 – June 2014

**Studying and Understanding Japanese Games Education**

Role: Principal Investigator (PI)

Funding Agency: DePaul University Competitive Research Grant

Amount: \$3,500

Period: December 2011 – June 2013

**Selected Bibliography and Press**

OnlySP "Why Write About Games? – Part One", October 26, 2015 (<http://www.onlysp.com/why-write-about-games-part-one/>)

Australian Broadcasting Corporation, Good Game TV Show (Season 11, Episode 10) "ANZAC Special, April 2015, Pre-recorded broadcast television, but also viewable at <https://youtu.be/kfcl1Cj0-xw>

Gamestar Magazine (Hungary) "Morális dilemmák a játékokban", May 2014.

News items regarding the 30<sup>th</sup> Anniversary of Videogame Character Luigi

- **EastBayRI**, "Nobody Loves Luigi, not even on his birthday", Feb 5, 2013
- **GameFront.com**, "Nobody Loves Luigi, Even on His 30<sup>th</sup> Birthday", Feb 5, 2013
- **Yahoo!News**, "Luigi Celebrates his 30<sup>th</sup> birthday still in Mario's Shadow", Feb 6, 2013
- **GamePolitics.com**, "Thirty Years Later: Nobody Loves Luigi", Feb 5, 2013
- **GamesBeat.com**, "You forgot Luigi's Birthday (again), but this one's a 30-year milestone", Feb 6 2013
- **RedOrbit**, "Mario Gets All the Love, But Is That Good For Nintendo?", Feb 7, 2013

**De Standaard** (Belgium), "Gamingwereld kampt met zuurstoftekort" (Gaming world suffers from lack of oxygen), Nov 21, 2012.

**Chicago Tribune**, "Gaming grows up: A video game revolution", Oct 31, 2012.

**BBC News**, "Nintendo's mascot: from Donkey Kong to Super Mario Lovers", Jun 3, 2012

News items regarding creation of DePaul Library's Videogame collection at DePaul Library

- **Medill Reports Chicago**, "DePaul's library levels up on video game collection, but not just for fun", Apr 27, 2011

- **Medill Reports Chicago**, “Quit Goofing off and play your videogames!”, May 18, 2011
- **Sun-Times**, “DePaul’s library amasses collection of video games – for research”, May 18, 2011
- **Chicago Sun-Times**, “DePaul stocks video games for research”, May 21, 2011

**WebTalkRadio.net**, “Video Games: Brain Gain or Drain” radio program hosted by Dr. Jayne Gackenback (<http://webtalkradio.net/shows/video-games-brain-gain-or-drain/>), aired on Oct 17. (Interview)

**Chicago Tribune**, “Women missing from video game development work force”, Aug 5 2010

**Owini.fr** (France), October 2, 2009 (Interview)

**Revista Innovacion y Negocios** (Chile), August 2009, pp. 4-5. (Interview)

**Internet and Gaming** (Television documentary produced by Purdue University) to air after Fall 2009 (Interview)

## **Teaching**

(only includes teaching activities at University of Utah and DePaul University)

### **Courses Taught**

(University of Utah courses in Bold)

<b>Course</b>	<b>Title</b>	<b>Term(s)</b>
CSC 500	Research Colloquium	Fall11 [non-paid faculty], Spring 11 [non-paid faculty], Winter 11, Fall 10
CSC 599	Independent Study	Summer11
<b>EAE6000</b>	<b>Game Design I</b>	<b>Fall 13, Fall 14, Fall 15</b>
<b>EAE 6110</b>	<b>Game Projects I</b>	<b>Spr 14</b>
<b>EAE 6120</b>	<b>Game Projects II</b>	<b>Fall 13, Fall 14, Fall 15</b>
<b>EAE 6130</b>	<b>Game Projects III</b>	<b>Spr 15</b>
<b>EAE 6900</b>	<b>Ethics in Games</b>	<b>Spr 14, Spr 15</b>
GAM/IM 208	Online Communities and Virtual Worlds	Spring 12, Winter 12, Fall11, Spring11, Winter11, Fall10, Spring10, Winter10,
GAM 205	Evolution of Games	Winter 13
GAM224	Introduction to Game Design	Fall09, Spring09
GAM 226	Fundamentals of Game Design	Fall12
GAM/IT/DC 228	Ethics in Videogames and Cinema	Spring 12, Winter 12, Fall11, Summer11, Fall10, Summer10, Spring10, Winter10, Fall09, Summer09, Winter09, Fall08
GAM 398	Independent Study	Winter 13 (x2), Fall11, Summer11, Spring11
GAM 598	Independent Study	Spring11
GAM 399/499/599	Game Studies and Digital Media Research Seminar	Winter10, Spring09, Winter09
GAM 394/690	Game Development Project I / Game Development Studio I	Winter 11
GAM 395/691	Game Development Project II / Game Development Studio II	Spring 11
HCI 599	Independent Study	Summer 12, Spring 12
IT 300	Research Experience	Spring 10 (x2), Winter 10

### **Curricular Development**

(in alphabetical order by course number, University of Utah courses in bold)

CSC 500      Research Colloquium

**EAE6900      Experimental Gameplay**

- To be offered in Spring 2016

**EAE6900      Paper Prototyping**

- Co-Developed with Matt Anderson

**EAE6900      Ethics in Games**

GAM 201      History of Videogames

GAM/IM 208      Virtual Worlds and Online Communities

- Approved as a “Self, Society, and Modern World” Course for DePaul’s LSP

GAM 312	Game Usability and Playtesting <ul style="list-style-type: none"> <li>• Co-developed with Cynthia Putnam (lead author)</li> </ul>
GAM 397	Topics in Game Design: History & Design of Role-playing Games <ul style="list-style-type: none"> <li>• Co-developed with Johnny Wilson</li> </ul>
GAM 397	Topics in Game Design: Business for Indie Developers <ul style="list-style-type: none"> <li>• Co-developed with David Wolinsky and Jay Margalus (both served as leads)</li> </ul>
GAM 399/599	Special Topics in Game Design and Development: “Game Studies and Digital Media Research Seminar”

### **Individual Student Guidance**

(does not include work done as part of “Independent Study” courses)

#### **PhD Students Supervised – DePaul University**

- Kathryn Wozniak
  - Role: Advisor
  - Graduation date: May 2015
- Andriy Shepitsen
  - Role: Thesis Committee Member (Advisor is Noriko Tomuro)
  - Graduation date: in progress

#### **PhD Students Supervised – Other Universities**

- Timo Nummenmaa
  - Role: External Examiner
  - Dissertation Title: Executable Formal Specifications in Game Development: Design, Validation, and Evolution
  - Institution: University of Tampere, Finland
- Karl Bergström
  - Role: Co-Supervisor
  - Dissertation Title: Playing for Togetherness - Designing for Interaction Rituals through Gaming
  - Primary Advisor: Dr. Staffan Björk
  - Institution: Gothenburg University, Sweden
  - Successfully Defended Thesis on May 23, 2012
- Fadhil Wong (until end of Spring 2012)
  - Role: Secondary Advisor
  - Dissertation Title: Learning Console Gaming: Case Studies of Young Malaysian Gamers
  - Primary Advisor: Dr. Sigrid Norris
  - Institution: Auckland University of Technology, New Zealand

#### **Independent Study Topics – Graduate**

- E-Reader Practices and Use (Cesar Torres, MS HCI)
- Tower Defense Game Generator (Pitchatarn Lertudomtana, MS GAM)
- Ethical Frameworks in Videogames (John Murphy, MS GAM)

#### **Independent Study Topics – Undergraduate**

- Boardgame Design (Raymond Bach and Cooper Skillman, BS Game Development)
- Virtual Boy Game Design (Jorge Murillo BS Game Development)
- Magic: The Gathering’s Communities (Nicholas Ludescher, BS Game Development)
- History in Videogames (Antonios Mellios, BS in Information Assurance and Security Engineering)
- Controller-Free Videogaming (Matthew Zachara, BS Computer Science)
- Online Communities (Benon Kaminski, BS Game Development)

## **Additional Advising**

**“Game Advisor”** (non-paid faculty) for *IT 398/599 Topics in Global IT* and *ANI 390: Topics in Animation* (taught by Noriko Tomuro and Shiro Akiyoshi, respectively).

- Responsibilities included managing website, participating and advising students in all class sessions, travelling with the class to Japan for two weeks at the end of Fall quarter and once there, organizing and supervising activities, participating in scheduled meetings, and more. During Winter quarter participation included direct supervision of student final projects (game-related) and attending class sessions.

**“Client”** for class group project development in IM 220 (Interactive Media, Spring 2011) taught by E. Perez.

**Faculty Advisor to DePaul student team** “The King’s Horses”. The team won an honorable Mention at the 2011 US Imagine Cup competition in the game design category for “Road of Peace”. The Imagine cup is an annual competition which brings together young technologists to help resolve some of the world’s toughest challenges. The team continued development of their game which is now commercially available on the Windows Zune Marketplace.

**“Client”** for class group project development in IM 220 (Interactive Media, Winter 2011) taught by E. Perez.

**Faculty advisor** for John Murphy’s award-winning entry for the 2011 Game Developers Conference (GDC) Online Game Narrative Review Competition

**Faculty advisor** for David Henry’s award-winning entry for the 2011 Game Developers Conference (GDC) Online Game Narrative Review Competition

## **Guest Lectures and Teaching**

- Guest Lecturer for University of Utah Film 1010 (Introduction to Film and Media for Undergraduates), October 3, 2014
  - “Entertainment Worlds”
- Guest Lecturer for HCI 514 (Global User Research), Oct 4 2012
  - “Videogames in a Global Market: Tales of Terror”
- Guest speaker at DePaul Upsilon Pi Epsilon Honor Society Research Event (Winter 2011), Feb 4 2011
- Guest speaker at DePaul Medical Informatics Experiences in Undergraduate Research (MEDIX REU) Aug 6, 2010
- Guest Lecturer for GAM 224 (Introduction to Game Design)
- Guest Lecturer for ANI 460 (Animation Graduate Seminar), May 20, 2009
  - “Entertainment Worlds”
- Guest Lecturer for IT 398/599 (Topics in Global IT: Computer Gaming and Animation in Japan)

## **Continuing Education Related to Teaching**

- Completed DePaul University’s Teaching and Learning Certificate Program
- Ethics Across the Curricula Workshop
  - Attended 3-day workshop devoted to ethics teaching and the integration of ethics into curricula.



## **Service to Academic Community**

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### **Editorial Positions**

(All positions are by invitation only)

- Board of Discussants *First Person Scholar*, 2014 to present (<http://www.firstpersonscholar.com/>)
- Editorial Advisory Board of *Well Played Journal*
- International Editorial Board, *Multimodal Communication*
- Academic Advisory Board of *g | a | m | e – Games as Art, Media and Entertainment*, 2010 to present
- Editorial Board of *Games & Culture: A Journal of Interactive Media*, 2010 – present
- Board of Reviewers for *Game Studies: The International Journal of Computer Game Research*, 2010 – present
- Editorial Advisory Board for *Designing Games for Ethics: Models, Techniques and Frameworks* edited by Schrier, K. and Gibson, D.
- Editorial Advisory Board for *Ethics and Game Design: Teaching Values through Play* edited by Schrier, K. and Gibson D.
- Editorial Review Board of *International Journal of Gaming and Computer-Mediated Simulations*, 2008 - present
- Editorial Board of *Loading: Journal of the Canadian Gaming Studies Organization*, 2007 - present

### **Conference Committee Activities**

- **Chair** of PLAY (curated game exhibition at CHI Play Conference), Oct 16-19 2016.
- **Conference Chair** – 2015 Foundations of Digital Games (FDG) Conference, June 22-25, Asilomar, CA.
- **Conference Chair** – 2014 Digital Games Research Association (DiGRA) Conference, August 3-6, Snowbird, Utah
- Program Committee – Immersive Learning Research Network Conference (iLRN) 2016, Santa Barbara, CA, USA
- Program Committee - CISTI Workshops 2015 - 10<sup>th</sup> Iberian Conference on Information Systems and Technologies, Aveiro, Portugal.
- Program Committee - Meaningful Play Conference 2014, East Lansing Michigan
- Program Committee - International Conference on Entertainment Computing (ICEC) 2014, Sydney Australia
- Program Committee - Advances in Computer Entertainment Technology (ACE 2014), Funchal, Madeira.
- Program Committee – 2014 IEEE Games, Entertainment & Media Conference (GEM 2014)
- Program Committee – 2<sup>nd</sup> Workshop on Games and NLP (GAMNLP-13)
- **Chair** of Organizing Committee - Workshop on Design Patterns in Games 2013, NC, USA
- **Chair** of Games Education Track - Foundations of Digital Games 2013, Chania, Greece
- Program Committee - Foundations of Digital Games 2013, Chania, Greece
- Program Committee Doctoral Consortium - Foundations of Digital Games 2013, Chania, Greece
- Program Committee - Meaningful Play 2012, MI, USA
- **Chair** Games Education Track & Program Committee - Foundations of Digital Games 2012, NC, USA
- Program Committee - Advances in Computer Entertainment Technology (ACE 2011), Lisbon, Portugal.
- Program Committee - DiGRA 2011, Program Committee, also Area Chair for “Teaching game design, analysis, and development”, Hilversum, The Netherlands
- Advisory Board - Games Education Summit Conference North America
- Session Chair - Foundations of Digital Games 2010, CA, USA
- Program Committee - Nordic DiGRA Conference 2010, Stockholm, Sweden
- Program Committee - Meaningful Play 2010, MI, USA
- Program Committee - FuturePlay @ DC Canada 2010 Conference, Canada
- Program Committee - Advances in Computer Entertainment Technology (ACE 2009), Athens, Greece.

- Poster Sessions Chair - IGDA Education SIG Summit, Game Developer's Conference 2009, CA, USA.
- Program Committee - Meaningful Play 2008: Designing Games that Matter, MI, USA, 2008.
- Program Committee - ACM Future Play 2008, Program Committee, Toronto Canada, 2008
- IGDA Education SIG Summit, Game Developer's Conference 2008, Poster Sessions Chair, San Francisco CA, USA, 2008.
- Program Committee - ACM Future Play 2007, Program Committee, Toronto Canada, 2007.
- Gamescapes Symposium on New Media, Virtual Environments, and Learning, Symposium Chair, Atlanta GA, USA, 2006.

### Review and Referee Work

- *Journal Reviewer for:*
  - International Journal of Role-Playing, 2014
  - Ethics and Information Technology, 2014
  - Well-Played, 2013
  - Transactions on Computational Intelligence and AI in Games 2012
  - Bulletin of Science, Technology & Society 2012
  - Multimodal Communication 2011- present
  - Game Studies: International Journal of Computer Game Research 2009 - present
  - International Journal of Gaming and Computer-Mediated Simulations, 2009 - present
  - Computers and Education, 2009 - present
  - Games and Culture, 2007 – present
  - Journal of the Learning Sciences, 2007 – present
  - Loading: Journal of the Canadian Gaming Studies Organization, 2007 - present
  - Learning Inquiry, 2006
  - International Journal of Human-Computer Interaction (IJHCI), 2005
  - Simulation & Gaming, 2005 - present
- *Conference Reviewer for:*
  - Academic Mindtrek 2015
  - CISTI Workshops 2015 - 10th Iberian Conference on Information Systems and Technologies
  - International Conference on Entertainment Computing (ICEC) 2014
  - Gamification 2013
  - Meaningful Play 2012
  - MexIHC 2012: Mexican Conference on Human-Computer Interaction
  - Games+Learning+Society 8.0 (GLS 8.0)
  - Brazilian Symposium on Human Factors in Computing & Latin American Conference on Human Computer Interaction (IHC – CLIHC 2011)
  - International Conference on Ubiquitous Computing (UBICOMP) (2011)
  - Game Education Summit (GES) North America (2011)
  - Foundations of Digital Games (FDG) (2011, 2012)
  - Computer Supported Collaborative Work (CSCW) (2011)
  - Nordic DiGRA Conference (2010, 2012)
  - 16<sup>th</sup> Americas Conference on Information Systems AMCIS 2010
  - Digital Games Research Association Conference (DiGRA) (2009, 2011, 2013, 2015)
  - ACM SIGGRAPH (2009, 2011)
  - International Conference on Advances in Computer Entertainment (ACE) (2008, 2009, 2010, 2011, 2014)
  - Computer-Human Interaction (CHI) (2006, 2010, 2014)
  - Computer Supported Collaborative Learning (CSCL) (2005)
  - Future Play Conference (2007, 2008, 2010)
  - Conference of the International Communication Association (ICA09) – Game Studies Track, (2009)
  - International Conference of the Learning Sciences (ICLS) (2004, 2006, 2008)
  - International Conference for Interaction Design and Children (IDC) (2004, 2005)
  - Meaningful Play Conference (2008, 2010)
  - ACM SIGGRAPH Sandbox Symposium (2008)

- International Conference on Web Information Systems and Technologies (WEBIST) (2008)
- Research Project Reviewer
  - Fundação para a Ciência e a Tecnologia (FCT) (Portuguese Foundation for Science and Technology), 2012
  - **British Academy**, 2011, 2013
  - FONDECYT (National Fund for Scientific and Technological Development – Chile), 2011
  - **National Science Foundation (NSF)** Cyberlearning: Transforming Education Program, 2011, 2012

### Juror

- CHIPlay Student Game Competition, 2015
- IndieCade – International Festival of Independent Games 2013, 2014
- Member – ICAN (International Choice Awards Network) – 2013 - present
  - Voter – Game Developer’s Choice Awards
  - ICAN is an invitation-only group comprised of leading game creators from all parts of the video game industry
- Judge – 2011 PlayExpo games competition
- Judge – 2010 PlayExpo games competition
- Judge – 2009 PlayExpo games competition
- Judge – Undergraduate Research Symposium, College of Computing Georgia Institute of Technology
- Judge – Peñalogame Videogame Design Competition

### Other

- Mentor – Intel Opportunity Scholars Program (2004-2008)
- Consultant – Introduction to Game Development at the Art Institute of Atlanta (2005, 2006)

### Memberships and Activities in Professional Societies

- Digital Games Research Association (DiGRA)
  - Vice President (2013 - )
- International Game Developers Association (IGDA)