

#### Program:

**8:00-9:00 AM Registration & Welcome**

**9:00-9:45 AM Keynote**

"Structured Signifiers and Infinite Games: Serious Play @ Microsoft," Donald Brinkman, Microsoft Research Program Manager, Games for Learning, Digital Humanities

**10:00-11:15 AM Session I**

"A Video Game Alternative for In-Home Thermo-Energy Savings" by Sarah Churng, Stefani Bartz, Stephen Rice, & Nick Stoermer

"Increasing Novice Learners' Engagement in an Online Programming Game" by Michael J. Lee & Andrew J. Ko

"Investigating Knowledge Transfer through Gaming: A Study of Implicit-to-Explicit Knowledge Extraction Promoted through Collaboration in Portal 2" by Michelle Zimmerman & Jeremy Stalberger

**11:15-11:30 AM Break**

**11:30 AM-12:30 PM Session II**

"Leet Noobs: The Life and Death of an Expert Player Group in *World of Warcraft*" by Mark Chen

"Let's Plays and Internet Content About Games" by Solon Scott, Michael Pfeiffer, & Vince Blas

**12:30-1:30 PM Lunch/Break**

**1:30-2:30 PM Session III**

"Imaginary John Cage, No. 1 (for 12 Videogames)" performed by John Russell & David Baker

"Hey, Listen! An Examination of the Importance of Audio in Gaming" by Bennett Schatz

**2:30-2:45 PM Break**

**2:45-4:00 PM Session IV: Lightning Talks**

"Games for Health: Past, Present, and Future?" by Alan Au

"Finding it Hard to Breathe in the Cloud" by Alenda Chang

"Examining Game Feel in *Journey* and *Shadow of the Colossus*" by Blaine Doherty

"Practicing Paidia" by Eliot Hemingway

"Complexities in Evaluating the Effectiveness of Games for Learning" by Theresa Horstman

"Gaming Gender: Systems, Literacies, and Play" by Merritt Kopas

"The Problem of Lore in Contemporary Game Design" by Terry Schenold

**4:00 PM Closing**

"Project Epiphany," Donald Brinkman

The colloquium is free and open to University of Washington students, faculty, staff, and community.

The Keywords for Video Game Studies working group, in collaboration with the Critical Gaming Project at the University of Washington and the Humanities, Arts, Science, and Technology Advanced Collaboratory (HASTAC), is supported by the Simpson Center for the Humanities. For more about the Keywords group email [critgame@uw.edu](mailto:critgame@uw.edu) or go to <http://bit.ly/dqLF4E>

The Keywords for Video Game Studies colloquium invites game scholars, artists, designers, developers, and enthusiasts to participate in roundtable discussions, presentations of individual and collaborative work, scholarship, and play. This year's colloquium, broadly themed by the keywords "research/design," is the capstone event to a year-long series of workshop sessions democracy, time, altplay/fandom, gold farming, and hack/mod. The colloquium, now in its second year, hopes to foster the growing engagement with what it means to study or make or play digital games.

# RESEARCH/DESIGN

## Keywords for Video Game Studies Colloquium

Saturday  May 19, 2012  8-4 PM  Communication 202

University of Washington ★ Seattle

**Alan Au** is an academic and game industry advocate. He is completing his PhD in Biomedical Informatics and Medical Education at the University of Washington, focusing on the use of technology to improve healthcare practice and policy. He is also exploring the use of games and simulation to support medical education in conjunction with the UW Institute for Simulation & Interprofessional Studies.

**Alenda Chang** is a Ph.D. candidate in the Department of Rhetoric and the Berkeley Center for New Media at the University of California, Berkeley. Her dissertation, *Playing Nature*, maps the intersections between game studies and the environmental humanities (read more in *Qui Parle* and *Interdisciplinary Studies in Literature and the Environment*, or on the *Growing Games* blog).

**David Baker** is a Classroom Technology Specialist at the University of Oregon and co-founder of the UO Libraries' Video Game Collection. His research focuses on issues of subjectivity and performativity in video games.

**Stefani Bartz** is an undergraduate in the Design Division of the School of Art at The University of Washington. Stefani's experience is in print design and sales. Her interests lie primarily within Visual Communication Design, with a focus in Interaction Design and Entrepreneurship. She is co-founder of Step, a student-run design firm serving local startup and small business needs.

**Vince Blas** is the sound and video editor for 'The Professionals' YouTube channel. He is an undergrad in the CSE department and enjoys *Guild Wars* and the *Tales* series of JRPGs. When he isn't slaving away in front of an Adobe product or assembly code he enjoys cooking and creating campaigns for tabletop RPGs.

**Donald Brinkman** manages external programs in digital humanities, digital heritage and games for learning at Microsoft Research. Donald supports the Games for Learning Institute, a consortium of 8 universities, 14 principal investigators, and a small army of graduate students whose mission is to explore what makes games fun, what makes them educational, and how to best blend the two goals. He is the Microsoft champion for the Just Press Play project, an experiment to transform the undergraduate education of 750 students at Rochester Institute of Technology into a gameful narrative. Other projects include Project Garibaldi and Game Show NYC.

**Mark Chen** is a postdoc at the University of Washington in the LIFE Center and the Center for Game Science looking at player learning with science and math games such as *Foldit* and *Refraction*. He is also helping the Educurious project by integrating games and gameplay into the redesign of high school biology, English, and algebra. He has a new book out based on his dissertation work on learning in online games titled *Leet Noobs: The Life and Death of an Expert Player Group in World of Warcraft*. Prior to doctoral work, Mark was the webmaster and a web game developer for the Oregon Museum of Science and Industry, and he holds a BA in Studio Art from Reed College. You can read more about Mark on his blog at <http://markdangerchen.net>

**Sarah Churng** is a post-baccalaureate in Interaction Design at the Division of Design at The University of Washington. She holds degrees in Linguistics and Computer Science, with research and data analysis on automatic gesture recognition. She currently works as a Computational Linguist, though through Design; she hopes to create innovative user experiences that change human behaviors toward sustainable efforts.

**Blaine Doherty** is a student in the Comparative History of Ideas (CHID) department at the University of Washington.

**Eliot Hemingway** is a longtime gamer fascinated by methods of learning. He earned a Bachelor of Arts degree in Comparative History of Ideas from the University of Washington, and facilitated several small classes there under the aegis of the Critical Gaming Project. Since graduating, Eliot has worked at meshing theory with practice as part of the small development group From Odin's Forge.

**Theresa Horstman** is a doctoral student in Learning Sciences at the University of Washington, U.S.A. She received her B.A. with a focus in philosophy from The Evergreen State College and her M.Ed. from the University of Washington. Her interests include comparative analysis of video game and e-learning design methodologies and the correlation between the metaphoric process and creative process in designing instruction for virtual environments.

**Andrew Ko** is an Assistant Professor at the University of Washington Information School and an Adjunct Assistant Professor in Computer Science and Engineering. His research areas are human-computer interaction and software engineering; his research specifically focuses on software defects and how people and society deal with them, spanning people use software and people who develop it. In 2010, he was awarded an NSF CAREER award to support his research and teaching on evidence-based bug triage. He received his Ph.D at the Human-Computer Interaction Institute at Carnegie Mellon University in 2008. He received degrees in Computer Science and Psychology from Oregon State University in 2002.

**Merritt Kopas** is a doctoral student in Sociology at the University of Washington in Seattle. Their work draws upon a variety of disciplines, such as science and technology studies, literary criticism, women's and gender studies, and geography. They bring these perspectives to bear on their research interests in trans\* and queer politics, embodiment, sexuality, and technologies. Their master's thesis, "The Illogic of Separation," examines the discourses that arise when people are confronted with the possibilities of configuring public bathroom spaces in new and previously unimagined ways.

**Michael J. Lee** is a PhD Candidate at the University of Washington Information School. His research areas are human-computer interaction and end-user programming; his research specifically focuses on examining the factors that engage novices' to learn programming through interactive video games. His work on computer science education has received best paper and best poster awards. He received an M.S. in Information Management & Systems from UC Berkeley, an M.S. in Information Science from the UW, and a B.S. in Cognitive Science and Human-Computer Interaction from UC San Diego.

**Michael Pfeifer** is the 'driver' of 'The Professionals' YouTube channel, enjoys watching british television on Youtube, and refuses to stop playing *The Binding of Isaac* on his computer. He is an undergrad in the Mathematics department and he is Solon's assistant in his focus group. Michael takes pride in his status as a freelance Mathematician and his misunderstandings of world accents.

**Stephen Rice** is an undergraduate in the Design Division of the School of Art at UW. Stephen has worked in logo design, page layouts and poster design. His interests lie in Visual Communication and Interaction Design, with focus on sustainability and humanitarian awareness infographics. He also enjoys creating music posters concert flyers.

**John Russell** is a Social Sciences Librarian at the University of Oregon, where he specializes in History, African Studies, and Medieval Studies. His academic background is in European intellectual history and history of media.

**Bennett Schatz** is a strange man currently residing in the strange city of Seattle. He hails from the slightly stranger city of San Francisco. Currently pursuing a double degree in Digital Arts & Experimental Media and the Comparative History of Ideas with a minor in music, he still isn't really quite sure what any of that means. He does know that his 12 years of musical experience, work in numerous post-production studios, and love for video games has come full swing with his work designing sound and music for Blacktorch Games. When he is not figuring out which 'oof' sounds the 'oofiest' you can find him staring at a calendar waiting for *Diablo 3* to come out, playing music in strange places, electrocuting himself, and cooking open-faced sandwiches.

**Terry Schenold** is a Ph.D. candidate in English writing his dissertation "Reading and Reflection in the Novel and New Media," which includes an exploration of digital roleplaying games as the best potential analog to literary media, as instruments for reflection, within the emerging digital media ecology. As an instructor in CHID he has taught several classes on digital games. He is also the founding member of the Critical Gaming Project and continues to work closely with undergraduates to develop new focus group courses addressing digital games. His specific research interests in the field of game studies include ergodicity and narrative, time, sources of "immersion," and comparative configurations of imaginative work in different game media.

**Solon Scott** is the director and host of small-time YouTube channel 'The Professionals,' which focuses on a brand of live video game critique called 'Let's Plays' where one creates commentary while they play a game of their choosing. Solon also designed and is running the CHID focus group titled "Video Games: Close Playing and Critical Reviews." When he isn't talking video games he is busy being a third-year undergrad in the CHID and Informatics department.

**Jeremy Stalberger**, MBA, is a Washington native and proud Sounders fan. Also a fan of many disciplines, he has applied his background in mathematics and business to several areas including e-commerce, small business startups, and Actuarial Analysis. Analyzing how gaming impacts education has been a natural progression merging many of his interests. He currently lives in Bellevue and works as a consulting financial analyst for Microsoft.

**Nicholas Stoermer** is an undergraduate in the Design Division at The University of Washington. His background is in 3D modeling/animation. His work has been featured in TED talks, National Geographic, Seattle King5 News, and Press Releases by the former UW President Mark Emmert. His interests are in Interaction Design, with focus on interfacing for a progressively mobile world.

**Michelle Zimmerman** attained her Ph.D. in Learning Sciences and Human Development from the University of Washington. As a full time lead teacher, the opportunity for her classroom to inform her research and studies has been mutually beneficial. In the past 11 years, she has taught all subjects and ages from 3-14 and implemented the school's 1:1 laptop program. Her research has been presented at teachers' conferences, AERA, ISTE, Pacific Science Center, and Microsoft US IEF.