

MARK CHEN

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EDUCATION

2010. Ph.D. Educational Technology/Learning Sciences, College of Education, University of Washington, Seattle, WA

1995. B.A. Studio Art, Reed College, Portland, OR

EXPERIENCE AND APPOINTMENTS

2014-Now. Director, Gameful Design Lab, Pepperdine University

Awarded \$88,300 grant to found a games design and research lab (gamefuldesignlab.com) that focuses on increasing engagement in academia with games as well as increasing personal agency through gaming literacy among underserved and homeless youth. Main project is helping high school teachers in South LA incorporate game design units into their existing courses (English, Chemistry, and Computer Science).

2013-Now. Adjunct Professor, Graduate School of Education and Psychology, Pepperdine University

Games, Simulations, and Virtual Worlds for Learning (x3) – An online/blended course for doctoral students in the learning technologies program, it's a comprehensive look at games for learning research with an emphasis on theory into practice, including a tabletop game design project.

2014-Now. Visiting Scholar, USC Game Innovation Lab

2013-2014. Adjunct Professor, Interdisciplinary Arts and Sciences, UW Bothell

Issues in Media Studies: Introduction to Game Studies

Intro to Interactive Media -> Text-based / Adventure Games (x2)

Both of these courses serve as introductions to media studies for undergraduates who may not be communications majors. With such a healthy mix of skills, having them create Let's Play video reviews for games with an academic bent and work in teams on small digital and tabletop games brings out a diversity of approaches to meaning-making in games.

2013-2014. Sessional Lecturer, Adult Education and Digital Technology, University of Ontario Institute of Technology

Serious Games and Simulations – This was purely an online course, using the flipped classroom model. Synchronous class time was spent providing feedback on each other's projects and discussing readings/lectures that they consumed on their own during the week.

2013-2014. Support Lecturer, Human Centered Design & Engineering, UW Seattle
Introduction to User Research

2013-2014. HP Catalyst Academy Fellow

Won a \$16,000 award to design a STEMx online mini-course for teachers: Crash Course on Gaming! (gamingcrashcourse.com)

August 2013. Mentor / Facilitator of Reed Game Jam, Reed College

2010-2012. Post-doctoral Scholar, Institute for Science and Mathematics Education and LIFE Center, University of Washington
Center for Game Science Engage Program, DARPA/ONR
Educurious, Bill & Melinda Gates Foundation

2011. Digital Media and Learning Summer Institute Fellow

Summer 2008. Member of DNI Summer Hard Problem (SHARP) Program 2008 studying "3D Cyber Space Spillover: Where Virtual Worlds Get Real."

2005-2008. Instructor, Teacher Education Program, University of Washington
Focused on introducing future K12 teachers to digital literacy as sociocultural practice, revamping aging curricula that used to be just skills training courses.

1998-2003. Webmaster, Game Designer and Artist, Oregon Museum of Science and Industry
Led and contributed as an artist on multiple game design projects for various STEM-related exhibitions.

Portfolio of (old) artwork found at <http://markdangerchen.net/portfolio.php>

BOOKS

In development. Editor. *Esoteric gaming: Extreme player workarounds for the perfect game.*

2012. *Leet noobs: The life and death of an expert player group in World of Warcraft.* New York: Peter Lang.

BOOK CHAPTERS

In development. Multi-player MUDs and MMORPGs. In J. Zagal & S. Deterding (Eds.), *Role-playing game studies: Transmedia foundations.* Routledge.

2013. Communication, coordination, and camaraderie: A player group in *World of Warcraft*. In C. Lankshear & M. Knobel (Eds.), *A new literacies reader: Educational perspectives* (pp. 247-266). New York: Peter Lang.

JOURNAL ARTICLES

In development. Pushing definitions of games by introducing game design to diverse populations.

In review. **Chen, M.**, Horstman, T., Cooper, S., & Bell, P. Relationship between gaming practice and science practice among *Foldit* players.

2009. Visualization of expert chat development in a *World of Warcraft* player group. *E-Learning*, 6(1), 54-70. <http://dx.doi.org/10.2304/elea.2009.6.1.54>

- 2009.** Social dimensions of expertise in *World of Warcraft* players. *Transformative Works and Cultures*, 2. <http://dx.doi.org/10.3983/twc.2009.0072>
- 2009.** Communication, coordination, and camaraderie in *World of Warcraft*. *Games and Culture*, 4, 47-73. <http://dx.doi.org/10.1177/1555412008325478>
- 2008.** The player matters: A review of *Ninja Gaiden: Dragon Sword*. *E-Learning*, 5(4), 508-512. <http://dx.doi.org/10.2304/elea.2008.5.4.508>
- 2008.** Moral ambiguity in *The Witcher*: A game review. *E-Learning*, 5(3), 358-365. <http://dx.doi.org/10.2304/elea.2008.5.3.358>

OTHER PUBLICATIONS

- 2015.** Chen, M., & Stay, V. Working example: New game design curricula for underserved youth in multiple settings. *Proceedings from Games Learning Society 11*. ETC Press.
- 2015.** Chen, M., Behringer, M., Cole, C., Jameson, E., & Messer, H. Playtesting games 2: The sequeling. *Proceedings from Games Learning Society 11*. ETC Press.
- 2015.** Chen, M., Altizer, R., Consalvo, M., Dunca, S., Fullerton, T., Lawley, L., O'Donnell, C., Osterweil, S., & Squire, K. (Academic) game [design|research] programs labs: What are they and how do you (not) start one? *Proceedings from Games Learning Society 11*. ETC Press.
- 2014.** [Review of *The Well-Played Game: A Player's Philosophy* by B. De Koven.] *American Journal of Play*, 6(4), 122-124.
- 2014.** Chen, M., Jameson, E, & Behringer, M. Playtesting games: Iterating failures to success. *Proceedings from Games Learning Society 10*. ETC Press.
- 2012.** Assembling to kill Ragnaros. *Proceedings from Games Learning Society 8 art exhibit: Pen and Sword*. ETC Press.
- 2011.** How a new actor was temporarily enrolled into the network of game playing. *Proceedings from the 9th international conference on Computer-Supported Collaborative Learning* (pp. 661-663).
- 2011.** Chen, M., Cuddihy, E., Medina, E., & Kolko, B. Modeling but not measuring engagement in computer games. *Proceedings from Games Learning Society 2011* (pp. 63-71). ETC Press.
- 2011.** Kelly, S., Wolfenstein, M., Chen, M., Chess, S., D'Angelo, C., & Harper, T. Writing the games-based dissertation. *Proceedings from Games Learning Society 2011* (pp. 155-159). ETC Press.
- 2007.** [Review of *Play Between Worlds* by T.L. Taylor]. *Resource Center for Cybercultural Studies*.

INVITED TALKS

- Spring 2013.** "Gaming is Learning: Communicative and Material Practices of Online Gamers," Digital Humanities and Arts Month speaker series, University of North Dakota

Spring 2013. “Games for Informal Learning,” Game Design, UC Berkeley

Fall 2011, Spring 2012. “Ethnography of Online Games,” Introduction to Interactive Media: Games and Gaming, University of Washington, Bothell

Spring 2011. “Expertise in *World of Warcraft* as sociomaterial practice,” Digipen

Spring 2007. “Digital Games and Globalization,” Digital Media, Globalization, and Systems Thinking, University of Washington

PRESENTATIONS

2015. Chen, M., Stay, V., & Glazer, K. Ultimate Twine. Society for Information Technology and Teacher Education (**SITE**), Las Vegas, NV.

2014. Duncan, S., **Chen, M.**, Berland, M., Mechtley, A., & Macklin, C. Meaningful cardboard: Towards a “tabletop games and learning.” **Meaningful Play**, East Lansing, MI.

2014. O’Donnell, C., **Chen, M.**, Malone, K.L., & Duncan, S. Meaningful / meaningless play: The brave new world of play and games in educational contexts. **Meaningful Play**, East Lansing, MI.

2014. A new definition for games: Meaningful play. Poster at **Meaningful Play**, East Lansing, MI. <http://markdangerchen.net/pubs/aneudefinition.html>

2014. Chen, M., Salter, A., Ramirez, D., Peterson, M., Lalone, N., & Danilovic, S. Gameception: The game a week challenge. North American Simulation and Gaming Association (**NASAGA**), Baltimore, MD.

2014. O’Donnell, C., Rosenheck, L., Stidwill, P., & **Chen, M.** Obligatory games: The impact of social and political-economic contexts on games in US classrooms. Games Learning Society (**GLS**), Madison, WI.

2013. From new players to fervent hobbyists: BoardGameGeeks unite! Pecha Kucha presentation at Games Learning Society (**GLS**), Madison, WI.

2013. Death by Chocolate-Covered Broccoli: A Case Where Gamification Killed Gaming Practice. In K. Bergstrom (chair) Communicating the Diverse Debates and Divisions within Game Studies panel. Canadian Communications Association (**CCA**), Victoria, BC.

2013. Massive Meltdown: Killing Emergent Gameplay through Gamification. Canadian Game Studies Association (**CGSA**), Victoria, BC.

2013. DiSalvo, B., Reich, J.F., **Chen, M.**, Gaskins, N.R., & Davis, K. Understanding inequalities in digital media and learning. Workshop at American Educational Research Association (**AERA**), San Francisco.

2012. *Leet noobs: The book talk!* Critical Gaming Project’s **Keywords for Video Game Studies** Colloquium, Seattle, WA.

2012. Horstman, T., **Chen, M.**, & Cooper, S. Gamers as scientists? The relationship between participating in *Foldit* play and doing science. American Educational Research Association (**AERA**), Vancouver, BC.

- 2012.** Horstman, T., **Chen, M.**, & Cooper, S. *Foldit* practice: Science or gaming? Digital Media and Learning (**DML**) 2012, San Francisco, CA.
- 2011.** Ask, K., **Chen, M.**, Karlsen, F., Paul, C., & Mortensen, T. Playing by the numbers: A panel on theorycrafting. Digital Games Research Association (**DiGRA**), Hilversum, The Netherlands.
- 2011.** Paul, C., Altizer, R., **Chen, M.**, Dutton, N., Harper, T., & Kelly, S. We study games... professionally: Academic research and game studies. Penny Arcade Expo (**PAX Prime**), Seattle, WA.
- 2011.** McKnight, J.C., **Chen, M.**, & Galarneau, L. Big debate: Are online games building or destroying community? And how mangled is it? Fireside chat at Games Learning Society (**GLS**), Madison, WI.
- 2011.** The mangle of gaming to socially create meaningful experiences. Critical Gaming Project's **Keywords for Video Game Studies** Colloquium, Seattle, WA.
- 2011.** The enrollment of a new technology and the subsequent redistribution of roles and responsibilities in an online game. Roundtable presentation at American Educational Research Association (**AERA**), New Orleans, LA.
- 2011.** Social dimensions of expert practice in online gaming. In *Socially situated expert practice in and around gaming* symposium at American Educational Research Association (**AERA**), New Orleans, LA.
- 2011.** Mapping gaming practice to scientific practice. In *Learning technologies in informal contexts*, a Strand 6 (Science learning in informal contexts)-sponsored symposium at National Association for Research in Science Teaching (**NARST**), Orlando, FL.
- 2010.** Paul, C., **Chen, M.**, Dutton, N., Harper, T., & Kelly, S. We play games... professionally: Academic research and game studies. Penny Arcade Expo (**PAX Prime**), Seattle, WA.
- 2010.** **Chen, M.**, DeVane, B., Grimes, S.M., Walter, S.E., & Wolfenstein, M. The mangle of play: Game challenges and player workarounds. Digital Media and Learning Conference (**DML**), La Jolla, CA.
- 2009.** Walter, S., & **Chen, M.** A comparison of collaboration across two game contexts: *Lord of the Rings Online* and *World of Warcraft*. Association of Internet Researchers (**IR10**), Milwaukee, WI.
- 2009.** Using actor-network theory to study expert player groups in *World of Warcraft*. Graduate Student Symposium at **State of Play 6**, New York City, NY.
- 2008.** Leet noobs: Expert *World of Warcraft* players relearning and adapting expertise in new contexts: The hands-on version! Games Learning Society (**GLS**) 4.0, Madison, WI.
- 2008.** Leet noobs: Expert *World of Warcraft* players relearning and adapting expertise in new contexts. In *Mapping the learning pathways and processes associated with the development of expertise and learner identities*, a poster session at the

International Conference for the Learning Sciences (**ICLS**), Utrecht, The Netherlands.

2007. Communication and cooperation in a *World of Warcraft* player community. In *Playing to belong: Community across gaming contexts* symposium at Games Learning Society (**GLS**) 3.0, Madison, WI.

2005. Addressing social dilemmas and fostering cooperation through computer games. Digital Games Research Association (**DiGRA**), Vancouver, Canada.

2005. Chen, M., Kolko, B., Cuddihy, E., & Medina, E. Modeling and measuring engagement in computer games. Digital Games Research Association (**DiGRA**), Vancouver, Canada.

2005. Chen, M., Cuddihy, E., Thayer, A., & Zhou, Q. Creating cross-cultural appeal in digital games: Issues in localization and user testing (ppt). Society for Technical Communication (**STC**), Seattle, WA.

PROFESSIONAL SERVICE

Reviewer for *Games and Culture*, *Journal of Gaming and Virtual Worlds*, *Transformative Works and Cultures*, and *Journal of Computer-Mediated Communication*

Reviewer for IndieCade 2015, AERA 2011, 2012, 2013, GLS 2012, 2013, 2014, 2015, ICLS 2014, 2016, CSCL 2013, DiGRA 2013, Nordic DiGRA 2012, CHI 2012 serious games competition, SIGGRAPH 2011 games studies track, Foundations for Digital Games (FDG) 2011, and International Communications Association (ICA) Games Division 2010

Panel Reviewer for NSF's ITEST Program 2013, SBIR/STTR Program 2011, 2012, 2013

Panelist in Innovations in Education, Reed College Working Weekend mini-conference (2012)

Mentor for a supervision match at Digital Games Research Association (DiGRA) 2011

Chair for Chen, M., Bricker, L., Duncan, S., Reynolds, R., & Wolfenstein, M. (2011). Socially situated expert practice in and around gaming. Symposium at American Educational Research Association (AERA), New Orleans, LA.

Discussant for Wolfenstein, M., McKnight, J. C., & Malaby, T. (2010). Governance in games. Panel at Games Learning Society 6.0, Madison, WI.

OTHER EXPERIENCE

Mentor, Reed College Externship Program (2013)

Community Volunteer Curator, Asian American Arcade exhibit (2012), Wing Luke Museum of the Asian Pacific American Experience

Mentor, Peer-to-peer Mentoring Program, College of Education (2008-2010)

Officer of Educators for Social Justice, College of Education (2008-2009), **Member** (2003-2010)

Officer of Associated Students of the College of Education (2006-2008), **Member** (2006-2010)

Committee Member, Critical Gaming Project (2008-2010)

MEDIA

WKAR. Interviewed on radio: [Video games offer learning opportunities in the classroom](#) by April Van Buren, Oct 21, 2014.

The UW Daily. Interviewed for [Game On: World of Warcraft](#) by Sarah Anderson, April 19, 2007.

Seattle Post Intelligencer. Interviewed for [Second Life Enjoys Perks, Problems of Population Boom](#) by Amy Rolph, February 26, 2007.

The Ballard News Tribune. Photo taken by Amber Trillo for [BLOGGERS: They can give niche coverage to new subjects](#) by Rebekah Schilperoort, December 26, 2006.

PROFESSIONAL AFFILIATIONS

Association for Computing Machinery (ACM), American Educational Research Association (AERA), Association of Internet Researchers (AoIR), Canadian Game Studies Association (CGSA), Digital Games Research Association (DiGRA), International Game Developers Association (IGDA), International Society of the Learning Sciences (ISLS)