# MARK CHEN

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## PROFILE

I emphasize preparing learners for a rapidly changing world so they have continued success long after their higher education experience. I do this by building communities of support and encouraging collaboration and active communication on projects that matter to the world. Coming from the art & humanities side of gaming, I'm a dynamic scholar with 19+ years of experience in qualitative research, designing and delivering instruction, and managing numerous design projects.

## EDUCATION

2010. **Ph.D. Educational Technology/Learning Sciences**, University of Washington

1995. **B.A. Studio Art**, Reed College

## EXPERIENCE AND APPOINTMENTS

2005-Present. **Independent Game Designer and Scholar**
- Designed and facilitated interactive media and games for STEM topics and corporate training, including client communication, creating and editing design documents, and creating assessment tools.
- Collaborated closely with subject matter experts to establish learning objectives and develop content, ensuring alignment with instructional goals.
- Integrated cutting-edge educational technologies, including simulations and gamification elements, to elevate engagement and learning outcomes.

2013-2024. **Lecturer**, University of Washington-Bothell
BIMD 233 Intro to Web Technologies (aka HTML/CSS/Javascript)
BIMD 250 Intro to Interaction Design
BIMD 353 Community-Based Video Storytelling
BIMD 362/363 Intro Game Design
BIMD 481 Researching Design Contexts (aka Qualitative User Research)
BIS 236 Intro to Interactive Media (Studies)
BIS 313 Gaming Culture through Critical Let's Plays
BISSKL 402 Peer Facilitation
member of Teaching and Learning Community: Teaching on the Open Web

- Developed and delivered courses on web technologies, interaction design, game design, and qualitative UX research.
- Embraced using various instructional methods including lectures, discussions, hands-on activities, and collaborative projects across both online and offline modalities.
- Oversaw hundreds of student projects, which included reviewing work, proofreading, and evaluating design documents and papers.
- Mentored and oversaw dozens of TAs, numerous independent study projects, and the Husky Gaming Club student group.
- Managed extracurricular online discussion boards in support of student and alumni networks.

2014-2018. **Director,** Gameful Design Lab, Pepperdine University
- Awarded a grant to establish a games design and research lab focused on enhancing engagement in academia with games and increasing personal agency through gaming literacy among underserved and homeless youth.
- Provided consultation to professors on designing courses to maximize motivation, engagement, and learning through play.

2013-2018. **Adjunct Professor,** Graduate School of Education and Psychology, Pepperdine University
Games, Simulations, and Virtual Worlds for Learning

Qualitative Research Methods
E-Learning Theory and Practice
Also co-chaired 3 dissertation students

2014-2015. **Visiting Scholar,** USC Game Innovation Lab

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

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

2013-2014. **HP Catalyst Academy Fellow**
Won a $16,000 award to design a STEMx online mini-course for teachers (powered by WordPress): Crash Course on Gaming!

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 Seattle
**Center for Game Science Engage Program**, DARPA/ONR – Learning scientist, supporting research on *Foldit* players and the development of games for math learning.
**Educurious**, Bill & Melinda Gates Foundation – Helped redesign high school biology and English to incorporate digital game design and authentic project-based work.

2011. **Fellow**, Digital Media and Learning Summer Institute

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 Seattle

2003-2004. **Research Assistant**, Disabilities, Opportunities, Internetworking, and Technology, University of Washington Seattle

1998-2003. **Webmaster, Game Designer and Artist**, Oregon Museum of Science and Industry
**As webmaster,** implemented the transfer to a dynamic database driven site, including designing page templates, copy editing, working with internal departments for content, and graphic design.
**As educational technology specialist,** continued to maintain the website but also worked with internal and external teams to design professional development, digital exhibits, and web marketing materials.
**As game designer and artist,** led and contributed as an artist on multiple game design projects for various STEM-related exhibitions.

1995-1998. **Multimedia Specialist**, Reed College

**BOOKS**

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

**BOOK CHAPTERS**

2024. Chen, M., Simkins, D., & Peterson, J. **Multi-player MUDs and MMORPGs.** In J. Zagal & S. Deterding (Eds.), *The Routledge Handbook of Role-Playing Game Studies*. Routledge.

2021. Chen, M., Wolfenstein, M., & Simkins, D. **(Videos) Trust, simulation, loops, and horizons: Lessons from *Well Played*.** In D. Davidson et al. (Eds.), Well Played *retrospective: The past, pandemic, and future of video games, value, and meaning* (pp. 89-92).

2021. Chen, M., & Peterson, M. **(Video) M+M play *Gloomhaven*!** In D. Davidson et al. (Eds.), Well Played *retrospective: The past, pandemic, and future of video games, value, and meaning* (pp. 147-148).

2019. ***Walden, a game.*** In K. Shrier (Ed.), *Learning, education, and games, volume 3: 100 games to use in the classroom & beyond.* ETC Press.

2018. Chen, M., Leary, R., Simkins, D., & Peterson, J. **Multi-player MUDs and MMORPGs.** In J. Zagal & S. Deterding (Eds.), *Role-playing game studies: Transmedia foundations.* Routledge.

2017. Ask, K., & Chen, M. **Alignments & alliances: Associations of value.** In J. Banks (Ed.), *Avatars, assembled.* Peter Lang.

2017. **The messiness of actor-network theory in an online gaming ethnography: The inside story of *Leet Noobs*.** In M. Knobel & C. Lankshear (Eds.), *Researching new literacies: Design, theory, and data in sociocultural investigation.* New York: Peter Lang.

2017. Chen, M., & Xu, A. *Defense of the Ancients:* **Genre-pushing and fan-led revolutions.** In R. Mejia, J. Banks, & A. Adams (Eds.), *100 greatest video game franchises.* Rowman & Littlefield.

2016. Killham, J.E., & Chen, M. **The power of feedback: Teachers and parents providing social motivations in game-based learning.** In P. Rooney & N. Whitton (Eds.), *Game-based learning and the power of play: Exploring evidence, challenges and future directions.* Cambridge Scholars Publishing.

2015. **Appendix: Platform comparison.** In K. Schrier (Ed.), *Learning, education, and games, volume two: Bringing games into educational contexts.* ETC Press.

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

2024. Schaefer, E., & Chen, M. **Care-based pedagogies during the pandemic: Letters, meditations, and reflections.** *Kairos: A Journal of Rhetoric, Technology, and Pedagogy.*

2017. Novel games can come from novice game makers. ***On the Horizon**, 25*(4).

2017. *Fallout 4*: Succumbing to the simulacra. ***Well Played**, 6*(1). https://www.youtube.com/watch?v=jQxVXt97TNc

2017. Peterson, M., & Chen, M. *Lands of Lore.* ***Well Played**, 6*(1). https://www.youtube.com/watch?v=QAKpSoLh6MI

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

2024. [Review of *The Switch: An Off and On History of Digital Humans* by Jason Puskar]. ***H-Sci-Med-Tech, H-Net Reviews.***

2019. [Review of *Wit's End: What Wit Is, How It Works, and Why We Need It* by James Geary]. ***The American Journal of Play,** 12*(1), 93-95.

2018. [Review of *Families at Play* by Sinem Siyahhan and Elisabeth Gee]. ***The American Journal of Play**, 11*(1), 138-140.

2017. [Review of *The Aesthetic of Play* by Brian Upton]. ***The American Journal of Play***, *9*(1), 87-89.

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., Duncan, 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***, *7*(1), 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 AND KEYNOTES

October 13, 2018. "Making absurdist games as a response to our current reality." **Featured speaker for Meaningful Play,** Michigan State University, East Lansing, MI.

July 4, 2018. "Absurdist game jam: Making games that make sense in a world that doesn't." **Keynote for 2018 Malaysian Simulation and Gaming Association (MASAGA)**. Kuala Lumpur, Malaysia.

September 16, 2017. "What does it mean to be gaming literate? Meaning making through games." **Keynote for 2017 MMSEE International Conference**. Incheon, South Korea.

April 8, 2016. "Transportation games and intentional constraints." **Keynote for FutureTech 2016** hosted by Sam Houston Association of Computer Scientists, Sam Houston State University.

December 27, 2016. "Societal benefits of gaming: Agency and empathy." **Science in the City talk at the Pacific Science Center**. Seattle, WA.

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

2022. Malone, K.L., Mueller, A., McDonald, P., & Chen, M. "Mark's foray into Critical Let's Plays." As part of "New experiments in teaching with games and game design." **Meaningful Play**, Michigan State University, East Lansing, MI.

2022. Crecente, D., Malone, K.L., & Chen, M. "Gaming against violence." **Meaningful Play**, Michigan State University, East Lansing, MI.

2022. Malone, K.L., Mueller, A., McDonald, P., & Chen, M. "Mark's foray into Critical Let's Plays." As part of "New experiments in teaching with games and game design." **Play Make Learn**, University of Wisconsin Madison, Madison, WI.

2018. "Making absurdist games." **ISAGA,** Bangkok, Thailand.

2016. Chen, M., & Tran, K. "Make text-based games with Twine!" **NASAGA**, Bloomington, IN.

2016. "Pushing definitions of games by introducing game design to diverse populations." **Meaningful Play**, Michigan State University, East Lansing, MI.

2016. "In-game progress not necessarily indicator of engagement." **Meaningful Play**, Michigan State University, East Lansing, MI.

2016. Chen, M., Malone, K.L., Tran, K., & Owens Boltz, L. "Finding meaning in emergent play and what that means for design." **Meaningful Play**, East Lansing, MI.

2016. Tran, K., & Chen, M. "Twine workshop and gamejam." **Meaningful Play**, Michigan State University, East Lansing, MI.

2015. "Jam with free digital game-making apps." **NASAGA**, Seattle, WA.

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**, Michigan State University, 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**, Michigan State University, East Lansing, MI.

2014. "A new definition for games: Meaningful play." Poster at **Meaningful Play**, Michigan State University, East Lansing, MI. http://markdangerchen.net/pubs/anewdefinition.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." Society for Technical Communication (**STC**), Seattle, WA.

**PROFESSIONAL SERVICE**

**Guest Judge** for Jennifer Ann's Group Life.Love.Games. challenge 2022-Now

**Guest Judge** for Play Make Learn Gee! Awards 2022

**Board Member** for the North American Simulation and Gaming Association 2015-2021

**Member** of the University of Washington Bothell Teaching and Learning Community, Teaching on the Open Web 2018-Now

**Reviewer** for *Games and Culture, Common Sense Education, Journal of Computer-Mediated Communication, Journal of Gaming and Virtual Worlds*, *New Media and Society, Nordic Journal of Science and Technology, Transformative Works and Cultures*

**Reviewer** for AERA 2011-Now, CHI 2012 serious games competition, DiGRA 2013, FDG 2011, GLS 2012-Now, HICSS 2016, ICLS 2014, 2016, ICA Games Division 2010, IndieCade 2015, CSCL 2013, Nordic DiGRA 2012, SIGGRAPH 2011 games studies track

**Panel Reviewer** for NSF's ITEST Program 2013, SBIR/STTR Program 2011-2015

**Panelist** in Innovations in Education, Reed College Working Weekend 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

**Fellow**, Games and Learning Early Career Workshop (2017)

**Mentor**, Reed College Senior Stewardship Program (2015-2016)

**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)

**Committee Member**, Critical Gaming Project (2008-2010)

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

**Rider**, National Bicycle Greenway Rally in D.C. (2000)

## 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.