# Games Institute Member Accomplishments 2022

## Books

1. **Dr. Randy Harris**. The Linguistics Wars. Second Edition. Oxford: Oxford University Press.

## Journal Articles

1. **Dr. Ben Thompson** et al. "Prophylactic oral dextrose gel and neurosensory impairment at 2-year follow up of participants in the hPOD randomized trial." JAMA, 327(12):1149–1157.
2. **Dr. Ben Thompson** et al. "Association of neonatal hypoglycemia with academic performance at mid-childhood" JAMA, 327(12):1158–1170.
3. **Dr. Ben Thompson** et al. "Associations between neonatal hypoglycaemia and brain volumes, cortical thickness and white matter microstructure in mid-childhood: An MRI study". Neuroimage: Clinical. 33, 102943.
4. **Dr. Ben Thompson** et al. (2022). "Functional Eye Diseases: Visual Deficits and Rehabilitation." Frontiers in Neuroscience, 842767.
5. **Dr. Ben Thompson** et al. "Contrast sensitivity and stereoacuity in successfully treated refractive amblyopia." Investigative Ophthalmology and Visual Science. 63 (1), 6.
6. **Dr. Ben Thompson** et al. "A Checklist for Assessing the Methodological Quality of Concurrent tES-fMRI Studies (ContES Checklist): A Consensus Study and Statement." (2022). Nature Protocols, 17, 596-617.
7. **Dr. Ben Thompson** et al. "Human psychophysical discrimination of spatially dependant Pancharatnam-Berry phases in optical spin-orbit states." Scientific Reports, 12, 3245.
8. **Dr. Daniel Harley** et al. (2022). "'This would be sweet in VR': On the discursive newness of virtual reality." New Media & Society, OnlineFirst.
9. **Dr. Daniel Harley** et al. (2022). "Together Alone: A Tangible Online Narrative." In the proceedings of TEI 2022, the Sixteenth International Conference on Tangible, Embedded, and Embodied Interaction. ACM.
10. **Dr. John E. Muñoz** et al. "Immersive Virtual Reality Exergames for Persons Living With Dementia: User-Centered Design Study as a Multistakeholder Team During the COVID-19 Pandemic." JMIR Serious Games 10.1 (2022): e29987.
11. **Dr. John E. Muñoz**, Maria F. Montoya, and Jennifer Boger. "From exergames to immersive virtual reality systems: serious games for supporting older adults." Smart Home Technologies and Services for Geriatric Rehabilitation. Academic Press, 2022.
12. **Dr. Rina R. Wehbe**, **Whaley C**, Eskandari Y, **Suarez A**, **Dr. Nacke Lennart**, Hammer J, Lank E. (2022, May 19). "Designing a Serious Game (Above Water) for Stigma Reduction Surrounding Mental Health: Semi structured Interview Study with Expert Participants." JMIR Serious Games.

13. **Sabrina Sgandurra** (2022, August). "Fight, Heal, Repeat: A Look at Rhetorical Devices in Grinding Game Mechanics." Simulation & Gaming.
14. Aqeel Haider, Casper Harteveld, Daniel Johnson, Max V. Birk, Regan L Mandryk, Magy Seif El-Nasr, **Dr. Lennart E. Nacke** (Stratford School of Interaction and Design), Kathrin Gerling, and Vero Vanden Abeele. (2022, October). "miniPXI: Development and Validation of an Eleven-Item Measure of the Player Experience Inventory." Proceedings of the ACM on Human-Computer Interaction.
15. **Dr. Hector Perez**, Antonio Miguel-Cruz, Christine Daum, Aidan K. Comeau, Emily Rutledge, Sharla King, **Dr. Lili Liu**. "Technology Acceptance of a Mobile Application to Support Family Caregivers in a Long-Term Care Facility" Appl Clin Inform 2022; 13(05): 1181-1193. DOI: 10.1055/a-1962-5583
16. Kin Pong Fung, **Dr. Katja Rogers, Dr. Stuart Hallifax**, **Gabrielle S. Woodside**, **Dr. Daniel Vogel, Dr. Lennart E. Nacke**. (2022, October). "LightPlay: Using an External Ambient Lighting Strip for Video Game Indicators." Proceedings of the ACM on Human-Computer Interaction.
17. **Robert P. Gauthier** and **Dr. James R. Wallace**. "The Computational Thematic Analysis Toolkit." Proc. ACM Hum.-Comput. Interact.
18. **Sabrina Sgandurra.** "Fight. Heal. Repeat: A Look at Rhetorical Devices in Grinding Game Mechanics." Simulation & Gaming.
19. **Veen Wong** et al. "PSWs and COVID-19: Political and Existential Precarity. SSRC Items." Items: Insights from the Social Sciences.
20. **Dr. Ville Mäkelä et al.** "Remote VR Studies: A Framework for Running Virtual Reality Studies Remotely Via Participant-Owned HMDs." ACM Trans. Comput.-Hum. Interact.

**Book Chapters**

1. Lindsay Gibson, **Dr. Jennifer Roberts-Smith**, **Dr. Kristina R. Llewellyn**, Jennifer Llewellyn, with the DOHR Team. (2022.) "A New Approach to Virtual Reality in History Education: The Digital Oral Histories for Reconciliation Project (DOHR)." In: Carretero, M., Cantabrana, M., Parellada, C. (eds) History Education in the Digital Age. Springer, Cham.
2. **Dr. Randy Harris**. "Jagmeet's kairotic challenge: Darkface, turbans, and hypocrisy upwards." Rhetoric, Politics, and Culture.
3. **Dr. Randy Harris**. "Rules are rules: Rhetorical figures as algorithms." Logic and algorithms in computational linguistics" (Studies in computational intelligence series). Edited by Roussanka Loukanova, Peter LeFanu Lumsdaine, and Reinhard Muskens. Berlin: Springer.
4. **Dr. Shana MacDonald** and **Dr. Brianna I. Wiens**. "Feminist Memes: Digital Communities, Identity Performance, and Resistance from the Shadows." In Materializing Digital Futures: Touch, Movement, Sound and Vision, edited by Toija Clinque and Jordan Beth Vincent. Bloomsbury, 123–140.

**Media Appearances**

1. **Dr. Brianna Wiens** was interviewed on the Stories Within Us podcast by Lisa Bush for the episode "Grappling with Invisible Labour."
2. **Dr. Brianna Wiens** was interviewed in The Hill Times for the article "'Perception is reality': best political performers on social media 'forge a personal connection' with audience."
3. **Dr. Emma Vossen** was recently interviewed by Toxic Avenger Magazine about her research on games culture and online harassment.
4. **Dr. Jen Whitson** was interviewed by Faculty for the article "The Missing Producer".
5. **Dr. Jen Whitson** was interviewed by Wired Magazine for the article "The Unnerving Rise of Video Games that Spy on You."
6. **Drs. Kishonna Gray** and **Emma Vossen** were interviewed together on the "Harassment and abuse in games and gaming culture."
7. **Dr. Shana MacDonald** was interviewed on CTV about the Canada-wide Rogers outage that saw many Canadians without access to the internet, phone service, or even ATMs.
8. **Dr. Lennart Nacke** was interviewed on the "Design Hires Podcast."
9. **Sid Heeg** and **Pamela Maria Schmidt** published "The Terrifying and Bizarre Demons of the Barn" as part of a digital exhibition in After Progres.

**First Person Scholar Articles**

1. Editorial for "Decolonising Queer Games and Play: Special Issue by Khee Hoon Chan. April 7, 2022
2. A Boy is a Gun: Weaponizing Black Gender in Video Games by Oluwatayo Adewole. April 7, 2022
3. Unmaking and Undoing: A Trans* Reading of Katamari Damacy by Julie Fukunanga. April 7, 2022
4. Interview with Caro Asercion: Designing for tabletop, identity in gameplay, and moving beyond artifacts of play by Olivia Popp. April 7, 2022.
5. Griefing the Climate Apocalypse in ECO by Laura op de Beke. July 27, 2022
6. Rural Ontario, 1937: Coping With Mental Illness Through Tabletop Role-Playing Games by Eric Vero. July 27, 2022.
7. REBEL INC., COLONIALISM SIMULATOR by Alex Adams. July 27, 2022.
8. Places of Wonder, Objects of Power: The Magical Dangers of Libraries and Books in Fantasy Video Games by Kylie Broderick. July 27, 2022.
9. The Lion's Song and Old Vienna as a Meeting Point Between Urban and Gaming Memory Culture by Giorgio Chiappa. July 27, 2022.
10. SINoALICE and the question of authorship by Hélène Sellier. July 27, 2022.

**First Person Scholar Episodes**

1. January 8 – First Person Podcast Episode 50: State of Game Studies
2. January 14 - First Person Podcast Episode 51: Best Games of 2021
3. March 10 - First Person Podcast Episode 52: Video Game Preservation Part 1
4. March 29 - First Person Podcast Episode 53: Video Game Preservation Part 2: Return of the Pirates
5. April 29 - First Person Scholar Podcast Episode 54: The Social Functions Of RPGs
6. June 30 - First Person Scholar Podcast Episode 55: RPG Actual Play with Mariah E. Marsden and Kelsy Paige Mason
7. September 29 - First Person Scholar Podcast Episode 56: Nostalgia and Capitalism in Gaming
8. September 30 - First Person Scholar Podcast Episode 57: The Progression of Video Game Narratives
9. October 31 - First Person Scholar Podcast Episode 58: Horror Game Adaptations

**Conferences**
**Modern Language Association Annual Convention – January 6 – 9**
1. **Sabrina Sgandurra** and Dakota Pinheiro. "Let's Just Role-Play It: Teaching the History of English to High School Students."
2. **Sabrina Sgandurra**. "Playing with The Virus: COVID-19 and "Pandemic-Rhetoric" in Games."

**Game Developers Conference – March 21 – 25**
1. **Dr. John E. Muñoz**. "Future Realities Summit: How NASA Has Translated Aerospace Research into Biofeedback Game Experiences."

**Popular Culture Association – April 13 – 16**
1. **Sabrina Sgandurra** and Collin Walsh. "The Shame About MAME: Making the Case for Arcade Preservation."

**Conference on Human Factors in Computer Systems (CHI) – April 30 – May 5**
1. **Dr. Daniel Vogel** and Jeremy Hartmann. "Enhanced Videogame Livestreaming by Reconstructing an Interactive 3D Game View for Spectators."
2. **Dr. Karina Arrambide**, **Dr. John Yoon**, **Dr. Cayley MacArthur**, **Dr. Katja Rogers**, **Alessandra Luz**, **Dr. Lennart Nacke**. "'I Don't Want To Shoot The Android': Players Translate Real-Life Moral Intuitions to In-Game Decisions in Detroit: Become Human."
3. **Dr. Katja Rogers**, Sukran Karaosmanoglu, **Maximilian Altmeyer**, **Ally Suarez**, **Dr. Lennart Nacke**. "Much Realistic, Such Wow! A Systematic Literature Review of Realism in Digital Games."
4. **Dr. Kishonna Gray**. "The Intersectional Gaming Project: Reimagining Futures Through Gaming."

5. **Dr. Lennart Nacke,** Sultan A. Alharthi, George E. Raptis, Christina Katsini, Igor Dolgov, Z Toups Dugas. "Investigating the Effects of Individual Cognitive Styles on Collaborative Gameplay."
6. **Dr. Lennart Nacke** and Max L Wilson. "How to: Peer Review for CHI (and Beyond)."
7. **Dr. Marcel O'Gorman**, Alexi Orchard, Chelsea La Vecchia, **Dr. Jason Lajoie**. "Augmented Reality Smart Glasses in Focus: A User Group Report."
8. **Maximilian Altmeyer**, Vladislav Hnatovskiy, **Dr. Katja Rogers**, Pascal Lessel, **Dr. Lennart Nacke**. "Here Comes No Boom! The Lack of Sound Feedback Effects on Performance and User Experience in a Gamified Image Classification Task."
9. **Dr. Rina R. Wehbe**, Siobhan Day Grady, and Christine Bauer. "Allyship Fireside Chat."
10. **Robert P Gauthier**, Mary Jean Costello, **Dr. James R. Wallace**. "I Will Not Drink With You Today": A Topic-Guided Thematic Analysis of Addiction Recovery on Reddit."
11. **Dr. Ville Mäkelä**, Jonas Winter, Jasmin Schwab, Michael Koch, Florian Alt. "Pandemic Displays: Considering Hygiene on Public Touchscreens in the Post-Pandemic Era."
12. **Dr. Ville Mäkelä**, Radiah Rivu, Sarah Prange, Sarah Delgado Rodriguez, Robin Piening, Yumeng Zhou, Kay Köhle, Ken Pfeuffer, Yomna Abdelrahman, Matthias Hoppe, Albrecht Schmidt, Florian Alt."Remote VR Studies - A Framework For Running Virtual Reality Studies Remotely Via Participant-Owned HMDs."

**AGE-WELL Annual Conference – May 21 – 30**
1. **Dr. Hector Perez.** "Usability of a Mobile Technology to Support Caregivers of Older Adults and Persons Living with Dementia in Care Facilities."

**Canadian Game Studies Association (CGSA) – May 31 – June 3**
1. **Aleksander Franiczek**. "Creative Misuse of Gameplay Capturing Technologies: Narrating and Reflecting on Gameplay in Virtual Spaces."
2. **Betsy Brey**. "Narrative Simultaneity and the Paths Unchosen."
3. **Dr. Emma Vossen.** "Moving Beyond Battlestations: PC Building, Gender, Labour, and Beauty."
4. **Dr. Jason Hawreliak**. "Accessible Scholarship: An In-Progress Study of Middle-State Publications in Game Studies."
5. **Dr. Jennifer R. Whitson.** "The State of the Games Industry."
6. **Nicholas Hobin.** "There are No Humans Left: The Fear of Posthuman Identity in Bloodborne."
7. **Dr. Steve Wilcox.** "Social Sensemaking at Play: Spiritfarer and the Art of Enactive Intersubjectivity."

**Annual Symposium on Computer-Human Interaction in Play (CHI Play) – November 2 - 5**

1. Evelyn Tan, **Dr. Katja Rogers**, **Dr. Lennart E. Nacke**, Anders Drachen, and Alex Wade. "Communication Sequences Indicate Team Cohesion: A Mixed-Methods Study of Ad Hoc League of Legends Teams."
2. **Simone Bassanelli** and Antonio Bucchiarone. "GamiDOC: A Tool for Designing and Evaluating Gamified Solutions."
3. **Dr. Lennart E. Nacke**. "How to do User Experience Research in Games."

**International Conference on Entertainment Computing – November 1 – 3**
1. **Dr. Lennart E. Nack.** "Keynote: Decision-making Demystified: Cognitive Biases vs. Game UX."

**Toronto Change Days – November 18 - 20**
1. **Dr. Lennart E. Nacke**. "Keynote: Embracing the Power of Play."

**Awards and Appointments**
**Students**
1. **Ana Lucia Derby** received an NSERC grant for her project "Justice-driven Haptic Virtual Reality Storytelling Tool"
2. **Arielle Grinberg** received an NSERC grant for "Investigating and Designing Distributed Collaborative Problem Solving Tools"
3. **Emily Shiu** received a 2021-2022 Outstanding TA Award from the Council of Canadian Departments of Psychology (CCDP).
4. **Jenn Rickert** and **Dr. Neil Randall** received a Mitacs Accelerate with Certain Affinity Games. "Brand and Community: Responsibility, Intentional Design, and Agency in the Video Game Industry."
5. **Sabrina Sgandurra** received an OGS grant for "Cross Temporal Gaming: A Storytelling Renaissance in a Digital Age."

**Postdoctoral Fellows**
1. The GI's newest postdoc **Dr. Eugene Kukshinov** received the Lupina Foundation Postdoctoral Research Fellowship from the faculty of Arts.

**Faculty**
1. **Dr. Cayley MacArthur** is a collaborator on the SSHRC Insight Grant "The future of research in early modern marginalia" ($92,506).
2. Three GI faculty members have been honoured by the Royal Society of Canada (RSC). The two new Royal Society Fellows and one new Royal Society College Member are among 156 other Canadian researchers elected by their peers for outstanding scholarly, scientific, and artistic achievement. Congrats to **Drs. Anita Layton** and **Randy Harris**

for being elected as Fellows and **Dr. Kristina R. Llewellyn** for being elected as a College Member.

3. **Dr. Lennart Nacke** received $75K USD in funding from Meta Research for his proposed project "A Critical Approach to Psychological Effects of Custom Avatars in Social VR."
4. Evelyn Tan, **Dr. Katja Rogers**, **Dr. Lennart E. Nacke**, Anders Drachen, and Alex Wade won best paper for their submission to CHI Play 2022 "Communication Sequences Indicate Team Cohesion: A Mixed-Methods Study of Ad Hoc League of Legends Teams."
5. **Dr. Lennart Nacke**, **Dr. Daniel Harley**, **Dr. Cayley,** and **Dr. Ville Mäkelä** received an Insight Grant ($383,816) for their project "Entering the metaverse: Investigating social virtual reality platforms and experiences."
6. **Dr. Lili Liu** and her team received $2.1 million of funding over three years to support their project "Managing Risks of Going Missing among Persons Living with Dementia by Building Capacities of SAR Personnel, First Responders and Communities," will create dementia-friendly resources across six provinces and in collaboration with two indigenous communities, the Peguis First Nation in Manitoba and the Kahnawá:ke Mohawk Territory in Quebec.
7. **Dr. Marcel O'Gorman** received an Insight grant ($290,586) for his project "Critical by design: Fostering responsible innovation with critical design methods."
8. **Dr. Randy Harris** received an Insight Grant ($272,411) for his project "Growing the rhetoricon for ML argument mining."
9. **Dr. Ville Mäkelä** received a SSHRC Insight Development Grant ($68,267) for "Large-Scale User Experience Research Using Online Resources"
10. **Dr. Ville Mäkelä** received a Mitacs Accelerate Grant ($45,000) for "Gamified Learning about Cryptocurrency"
11. **Dr. Ville Mäkelä** received a UW-NSERC Research Incentive Fund (RIF) ($15,000) for "Developing Consumer-Grade Virtual Technologies for Real-World Simulation."