



INSTANT REPLAY

Growing the Global Games Institute

Spring 2022



During this hot, sweltering summer, it's been nice to hide away in the (sometimes too) cool embrace of the temperature-controlled Games Institute. Now that the Collaboration Space has been populated with a wide variety of plants as part of the GI's Indigenization and Green Office efforts, it's become even more inviting for members to relax in the green space. While relaxing, if you listen carefully, you might even hear Pam and Agata arguing (in both Polish and English) about what plants they may acquire next.

This summer, the GI plants aren't the only ones who have been doing some growing! We have four (yes, four!) Postdoctoral Fellows who are moving on to new opportunities after this term. We are so proud of their success and the GI's small role in it.

1. **Dr. Brianna Wiens** has joined UW's Department of English Language and Literature as an Associate Professor and is now a GI faculty member.
2. **Dr. John Muñoz** has accepted a position at J&F Alliance in Virginia as a UX Research Scientist and Product Designer specializing in integrating biofeedback.
3. **Dr. Katja Rogers** has joined the Informatics Institute of the Faculty of Science at the University of Amsterdam as an Assistant Professor in Human-Computer Interaction.



NEWSLETTER HIGHLIGHTS

[Research Spotlight on Post-Doctoral Fellows at the GI](#)

[Events and Conferences](#)

[GI Seed Award Recipients](#)

[New GI Members](#)

[GI Member Accomplishments](#)

4. **Dr. Stuart Hallifax** has accepted a position at Ubisoft Montreal as a User Research Analyst. Congrats to our post-docs, we will miss you! To celebrate their time at the GI, please enjoy four research spotlights (three more than usual!) in this Instant Replay exploring their impressive work.

This summer, the GI is also lucky enough to have **Dr. Lili Liu**, Dean of the Faculty of Health, join us as a member. You might have already benefitted from her wisdom if you attended one of our hybrid events this term. Dr. Liu participated in our panel, “A Discussion of Health and Games,” which also featured **Drs. John Muñoz** and **Michael Barnett-Cowan**. The three had an energetic discussion about their work in interactive technologies and health care, moderated by GI Research Communications Officer **Dr. Emma Vossen**. Earlier in the term, English PhD student **Alex Fleck** and Chemical Engineering faculty **Dr. Jason Grove** discussed their experience collaborating on their serious game “Canadian Cap and Trade Simulation”.

This term, the GI enjoyed visits from many scholars and researchers. **Ana Lucia Derby** took a group of researchers from the University of Tec de Monterrey on a tour of the GI, and a group of thirty-four Ukrainian students currently studying at UW came for a visit as well. After touring the GI, they stayed to play board games during our weekly Coffee and Games social. Since then, several of these Ukrainian students have become members and residents of the GI, and we’d like to give them a warm welcome!

So, take a seat, get comfy and enjoy a look back at the Spring 2022 semester!



RESEARCH SPOTLIGHTS ON POST-DOCTORAL FELLOWS

Dr. Brianna Wiens on Collaborative Feminist Research

Postdoctoral Fellow **Dr. Brianna Wiens** took an unconventional path to the GI; she stumbled upon us when she was a PhD student at York University. She was working with GI members **Drs. Anyur Kadir** (University of British Columbia), **Shana Macdonald** (Communication Arts), and **Jennifer Roberts-Smith** (Brock University) and came to the GI as part of a crew filming a documentary about qCollaborative (qLab)—a feminist design research lab with members from multiple Canadian universities. Soon thereafter, Brianna delivered a talk at the GI titled “Creative Methodologies for the Resistance.” She was surprised her talk was so well attended and well received because, in the past, many had reacted to her work as strange or unconventional. She soon realized that many people at the GI, like her, did work that she describes as “weird, but cool.”



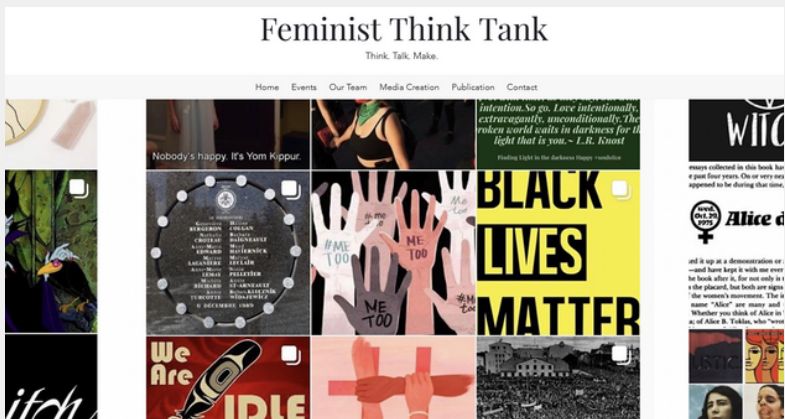
She then spent more time at the GI as part of qLab meetings and feminist reading groups culminating with the creation of GI lab FeministThinkTank with Dr. Macdonald. Brianna defended her PhD at York in 2021 and came to Waterloo to immediately start her postdoc in Communication Arts with Dr. Macdonald, an extension of her RA work creating an online archive. They published an edited collection titled *Networked Feminisms: Activist Assemblies and Digital Practices* with Dr. Michelle MacArthur (University of Windsor) and Dr. Milena Radzikowska (Mount Royal University).

During her postdoc, Brianna also worked with other GI members, including **Drs. Kristina Llewellyn** (PI, Social Development Studies) and **Oliver Schneider** (Management Sciences), on the Digital Histories of Oral Reconciliation (DOHR) Virtual Reality project. DOHR is an oral history VR experience in which players experience the Nova Scotia Home for Colored Children while listening to stories from the home’s survivors. Brianna had the opportunity to act as the liaison between the designers and researchers in Ontario and the community stakeholders in Nova Scotia, an essential and sensitive job.



Lastly, Brianna also worked on a GI-located project about how to better communicate information about Covid-19 vaccines. This included looking into communicating sensitively while considering issues of medical racism and targeted disinformation campaigns about the Covid-10 vaccine in the KW area. The team developed infographics based on community feedback and peer-reviewed research on the vaccine's effects that are widely shared on social media as tools for healthcare providers, educators, and the general public to use when addressing vaccine hesitancy.

The three projects may seem very different, but they link together Brianna's varied research interests. She jokes that working on an online feminist archive, a VR experience, and a pandemic education project is "the sort of stuff that only happens at the GI." After some challenging experiences in her PhD, being at the GI came with a "nice feeling of belonging," especially when doing interdisciplinary work that may not belong in traditional academic spaces. She explained that she feels she "doesn't have to be on the defensive all the time" now that she can be comfortable in her role as a highly interdisciplinary researcher. These skills have served her well, and, in the summer of 2022, she landed a job as an Assistant Professor in the University of Waterloo English Department.



Dr. John Muñoz on Bridging the Gap Between Academia and Industry

Postdoctoral Fellow Dr. John Muñoz (J&F Alliance) may be one of the most versatile researchers the GI has ever housed. Just when you think you have heard about everything he has done (working with



NASA, creating virtual reality (VR) games, using mind-controlled devices for biofeedback, and working with robots, to just name a few), John brings up another project, in a completely different field than the rest of his work. When John originally came to UW as a post-doctoral researcher, working with Dr. Jennifer Boger (Systems Design Engineering) he worked with a team of researchers and health care practitioners designing VR games for people living with dementia; he had no idea about all the other opportunities he would encounter on campus.

When looking back on the serendipity of his research trajectory, John claims he acted with a combination of "luck and purpose," often finding "the right people at the right moment." The most important thing to him was that no matter the role, he was continuously exploring and expanding his role as a game designer. John happened upon the GI research ecosystem and instantly fell in love with the space and atmosphere. He quickly discovered that the GI was a hub of like-minded interdisciplinary researchers with whom he would be able to learn and collaborate.

John admits that at the beginning of his post-doc, it wasn't easy for him to manage his time as he worked with many different labs on many projects. But the support at the GI helped him bridge the gaps between all his various projects working with games and emerging technologies. John describes the GI as an "oasis" within the university where his "skills and creativity" were nourished and the entire

research process, including the essential first steps and blue-sky brainstorming, is valued.

In May of 2022, John presented research at the prestigious Game Developers Conference (GDC) with his collaborator and NASA scientist, Dr. Alan Pope. Their talk was titled “How NASA has Translated Aerospace Research into Biofeedback Game Experiences” and explored how games and game-like technologies have been used as part of NASA’s training exercises. John’s experiences at GDC made him realize how disconnected academia can be from industry. He is interested in helping facilitate these connections between industry and academia in the future.

During his time at the GI, John says he is most proud of being able to lead the design process of a virtual reality game that produces benefits for people living with dementia. [The game, Seas the Day](#), is accessible to anyone, including the intended audience and their caregivers, through the Oculus store. Additionally, the research produced while making the game is available online to researchers and other interested parties as open-access articles.

John may be coming to the end of his post-doctoral fellowship, but he is not done with the GI. He looks forward to staying affiliated with the GI and keeping in touch with the community here while also working in the industry. John has accepted a position at J&F Alliance, which creates extended reality solutions for public safety, including police de-escalation, simulations for eliminating sexual harassment within the military, and VR for exposure therapy. John’s extensive experience working with biofeedback will be used to improve J&F’s products as he settled into his new role as a User Experience Research Scientist and Product Designer.



Seas The Day

Dr. Katja Rogers on Serendipitous Collaborations and her New Job at the University of Amsterdam

Postdoctoral Fellow Dr. **Katja Rogers** (HCI Games Lab) first met her supervisor and GI faculty member, **Dr. Lennart Nacke** (Stratford School of Interaction Design and Business), at CHI Play in 2016. Her postdoc was affiliated with HCI games not a specific department.

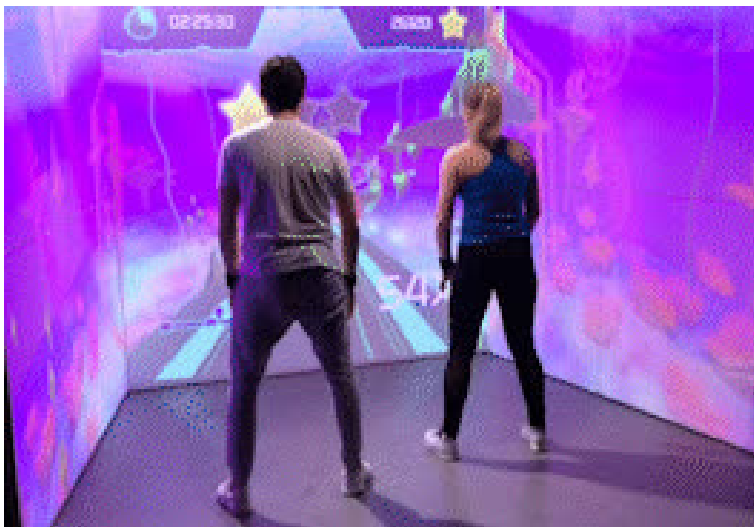


At the time, Katja was doing her PhD and was presenting work on a game she and another student had designed and created that involved procedural content generation. The game adapted its content based on the player’s choices and assumed player type. For example, if you immediately went to fight giant spiders, the game would provide you with more giant spiders to fight, or, if you were more interested in talking to people, the game would direct you to talk to more people and so on. The game’s design was based loosely on some of Dr. Nacke’s work on player types so, at CHI Play, she asked him about the model. She not only discovered that UW and the GI sounded like a great place to work but also ended up teaching him how to use Snapchat. Soon after Katja applied for a scholarship that allowed her to study abroad and came to the GI as a summer student to work with Dr. Nacke. Not long thereafter, she finished her PhD in Germany and returned to the GI as a postdoc.

Katja’s favourite memories at the GI involve all the weekly Coffee and Toast socials (renamed Coffee and Games) she attended as well as the more serendipitous collaborations that happened as a result of working in the GI. For example, she loved “the random moments at the GI when you are sitting there working and then someone is like ‘hey do you want to help me playtest this board game?’ then you are playing this cool game you would have never played otherwise!” She thought the social events at the GI like Coffee and Toast “instigate these interactions where people get to know your face and can get to know you” which helps research relationships to form as well as the social ones.

While Katja published a lot during her time at the GI on a whole variety of topics (seriously, [check out her Google scholar page!](#)), the project she was proudest of was “Much Realism, Such Wow! A Systematic Literature Review of Realism in Digital Games”, published at CHI 2022, and received an honourable mention. This project expanded on her PhD dissertation focusing on developing a better understanding of how people conceptualize “realism” in games.

This summer, Katja joined the Informatics Institute in the Faculty of Science at the University of Amsterdam as an Assistant Professor in Human-Computer Interaction. She is excited but nervous to start teaching and is looking forward to incorporating teaching techniques she learned from other researchers at the GI like Drs. Cayley MacArthur and Leah Zhang-Kennedy (Stratford School of Interaction Design and Business). You can keep updated with Katja’s current work at [katjarogers.com](#), and while she now lives across the pond, she looks forward to continuing collaborations with GI researchers. Reach out to her anytime!



Dr. Stuart Hallifax on his journey from an MA in France to UX at Ubisoft Montreal



Postdoctoral Fellow
Dr. Stuart Hallifax (HCI Games Lab) would describe his life as “falling backwards into every opportunity he’s been given.” So, how did he fall backwards into joining the GI? Stuart’s journey started in Leon, France, where he studied artificial

intelligence for his Master’s in Computer Science. At first, he hoped it would allow him to program and participate in building AI, but often, he found himself doing activities he didn’t really enjoy, like conducting literature reviews.

After his Masters, Stuart worked as both an intern for a local research team and a software engineer at a friend’s games company before starting a PhD focusing on gamification. Stuart met GI member Dr. Lennart Nacke (Stratford School of Interaction Design and Business) for the first time at the CHI conference (a common occurrence it seems...) in Montreal in 2018, where he was presenting his PhD work on understanding player types and preferences. Stuart’s supervisors then organized for him to visit Canada to work with Dr. Nacke during the summer of 2019. He fit in well at the GI and became a staple member of the office, always up for playing a game or chatting about research. Stuart’s favourite memories at the GI were the fun experiences between bouts of work, like the weekly Coffee and Toast socials before the pandemic, which he often ran himself!

Not long after he returned to France and finished his PhD, Dr. Nacke asked Stuart if he would come back to Canada to pursue a postdoc focusing on gamification and education, which he accepted, returning to the GI in September 2021. He was most proud of the systematic literature review of game element definitions that he worked on over the past two years. He felt good that this was the sort of work that could be used as a “stepping stone” for other researchers to go further and “do the things that I didn’t have time to do.” Stuart was a fantastic mentor to many GI members and was a huge part of the HCI games lab and GI community. His time at the GI and as part of a lab, helped him focus on “the managerial side of research” such as guiding students in their work. He credited these experiences with giving him

"The Games User Research Podcast" Launched with Dr. Lennart Nacke as Co-Host

Dr. Lennart Nacke (Stratford School of Interaction Design and Business), along with co-hosts *Dr. Anders Drache* (University of South Denmark) and *Dr. Pejman Miraz-Babaei* (Ontario Tech University) launched a new podcast to discuss everything related to game user research, exploring topics like player experience and collaborations between the industry and academia and how researchers can utilize user research for games. The podcast is complimentary to their edited collection *Games User Research*.



GI Researchers Present Research at ACM CHI Conference on Human Factors in Computing Systems

Fifteen GI members presented at CHI 2022 both online and in person from the conference venue in New Orleans, Louisiana, from April 30th to May 5th. GI Advisory Board member **Dr. Kishonna Gray** (the University of Kentucky) delivered the opening Keynote speech on the interactions between race, gender, games and technology. The following GI members (listed in alphabetical order by first name) took part in the conference [see page 10](#) for full paper titles :

- Alessandra Luz (Computer Science)
- Ally Suarez (Health Studies)
- Dr. Cayley MacArthur (Stratford School of Interaction Design and Business)
- Dr. Daniel Vogel (Computer Science)
- Dr. James R Wallace (School of Public Health Sciences)
- Dr. Jason Lajoie (English Language and Literature Alumn)
- Dr. John Yoon (English Language and Literature Alumn)
- Karina Arrambide (Systems Design Engineering)
- Dr. Katja Rogers (Computer Science)
- Dr. Lennart Nacke (Stratford School of Interaction Design and Business)
- Dr. Marcel O’Gorman (English Language and Literature)
- Maximilian Altmeyer (Mathematics and Computer Science)
- Dr. Rina R. Wehbe (Dalhousie University)
- Robert P Gauthier (Public Health and Health Systems)
- Dr. Ville Mäkelä (Stratford School of Interaction Design and Business)



management skills and tools that he didn't have the chance to gain during his PhD. He explained that one of the strengths of the GI space and community was "access to tons of people who have done all these things before and failed" and could help students avoid the same pitfalls.

Throughout his postdoc, Stuart wondered if he should stay in academia or move to industry. Eventually, he applied for a job posting at Ubisoft Montreal as a User Research Analyst to see what would happen. Oddly enough, he had never been so nervous before. While he knew he was a good researcher, and he knew he'd be good at the job, there was still the possibility that Ubisoft would pass over him for someone else. Luckily for Stuart, and unsurprising to us at the GI, he got the job. Stuart will be working with the development teams of Ubisoft's IPs and implementing his experience on player types and preferences. During his postdoc, Stuart discovered that while he liked the research itself, he disliked the academic process of trying to convince people that the research was important and worthy of funding before being able to start, almost like "doing the work backwards." He is excited to be in a position where his research is already seen as inherently important, where he can do the work "forwards" starting with a problem that needs to be solved. Despite moving on from academia, Stuart is excited to present his work, new and old, at conferences like GDC and CHI in a format where game designers and academics alike can benefit.

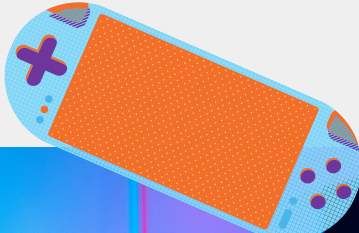


qCollaborative presents

"Social Justice Oriented Critical Design Pedagogy in Urgent Times"

GI members **Drs. Aynur Kadir** (University of British Columbia), **Brianna Wiens** (English Language and Literature), Jennifer Roberts-Smith (Brock University), **Shana MacDonald** (Communication Arts), and presented at this year's DH Unbound Conference on May 18. Their talk focused on the nature of

qCollaborative aka "the qLab" and how its members have supported each other throughout the pandemic. This included how the lab structure has enabled its members to collaboratively produce new research projects, receive feedback on course designs for students, and provide emotional support during difficult times.



GI Researchers Present at CGSA

This year, from May 31 to June 3, nine GI members and Alumni presented a wide array of research ranging from the games industry and education to the depiction of animals in games. GI faculty member **Dr. Gerald Voorhees** (Communication Arts) is currently CGSA president and organized this year's conference with the assistance of the CGSA executive. GI members also participated as reviewers, panel moderators, and adjudicators for CGSA's best paper competition.

The following GI members (listed in alphabetical order by first name) presented at CGSA 2022. [See page 10](#) for full paper titles.

- Aleksander Franciszek (English Language and Literature)
- Betsy Brey (English Language and Literature)
- Dr. Emma Vossen (Games Institute)
- Dr. Jennifer R. Whitson (Sociology and Legal Studies)
- Dr. Jason Hawreliak (A) (Brock University)
- Nicholas Hobin (English Language and Literature)
- Dr. Steve Wilcox (A) (Wilfrid Laurier University)

Cap and Trade Game Project Postmortem

On June 16th, **Alex Fleck** (English Language and Literature) and **Dr. Jason Grove** (Chemical Engineering) gave a [Brown Bag talk](#) and the first hybrid event at the GI! on their collaboration in developing the game "Canadian Cap and Trade Simulation," which was designed to educate students about the carbon cap and trade system in Canada. Alex and Jason spoke about the process of developing games and the methodologies that guided them, such as research-creation. Throughout the process, they involved members at the GI for play testing and feedback before testing the game with its intended student audience.

Check out some of the game cards below, designed by Krystyna Oakman, who was a GI co-op student in 2018!



Each card includes a 'Cooperation Bonus' section with a grid of icons and a 'Stakeholder Confidence' section with a row of colored dots (Low, Neutral, High).



John was a bit out of breath at the start of the panel; he ran across campus following a class he was teaching ...



A Discussion on Health and Games

On July 5th, the GI hosted a panel on the intersection of games and health and GI members **Dr. John Muñoz** (J&F Alliance), **Dr. Lili Liu** (Dean of Faculty of Health), and **Dr. Michael Barnett-Cowan** (Kinesiology and Health Sciences). The three speakers came together from their diverse backgrounds in public health and technology to discuss how games can be utilized within health and medical practices.

Visitors to the GI

Over the term, we've hosted various visits and tours from researchers on campus and abroad.

- The Engineering Research Office and the Associated Dean of Research Dr. David Clausi came for a tour on May 19
- Researchers from the University of Tec de Monterrey were invited to tour the space[SH1] by Ana Lucía Díaz de Leon Derby (Systems Design Engineering)
- UW has welcomed thirty-four Ukrainian students to continue their studies. On June 30, they came for a tour of the GI, and several are now members and residents of the GI
- Game Dev Club resumed in-person meetings. They now meet weekly on Thursday evenings in the Collaboration Space
- The ADE Committee hosted a Meet-and-Greet lunch event on July 27th for the GI members to meet some of the members of the Committee, and ask questions about their goals and projects at the GI
- The GI began hosting weekly Coffee and Games socials for members every Thursday this term. Thank you to everyone who came out for a good time! And congrats to the player with the most wins this term, **Florian Marcher**, who won a GI swag bag!



Researchers from the University of Tec de Monterrey



Florian Marcher with GI swag



Associate Dean of Research Dr. David Clausi during GI tour

GI SEED FUNDING PROGRAM

The Seed Funding Program was officially launched this term to support GI-associated students and researchers to promote interdisciplinary collaborations and encourage researchers to reach out to colleagues outside of their home disciplines. Recipients will combine their expertise to tackle real-world problems facing indigenous communities, health care workers, children with speech difficulties, mothers facing homelessness, citizen scientists, and VR, XR and social media consumers. The competition offered up to \$15,000 per proposal.

Congratulations to the following award recipients!

- "Dementia-friendly First Responders Edu-action: An Interactive Participatory and Co-designed Training Course for Indigenous First Responders" led by PI **Dr. Hector Perez** (School of Public Health Sciences)
- "Empowering Meaningful Customizations in Social Virtual Reality" led by PI **Dr. Eugene Kukshinov** (Stratford School of Interaction Design and Business)

- "Exploring Digital Feminist Futures: Creating Media Tools and Interventions for the Resistance" led by PI **Dr. Brianna I. Wiens** (English Language & Literature)
- "Free-range Game sourcing Annotated Rhetorical Figure Data" led by PI **Dr. Randy Allen Harris** (English Language and Literature)
- "Interactive Training Tool for Injury Assessment of a Human Join" led by PI **Dr. Oliver Schneider** (Management Sciences)
- "Marillac Place - Gamifying the "Praise with a Raise" Program" led by PI **Dr. Cayley MacArthur** (Stratford School of Interaction Design and Business)
- "Privacy in Extended Reality" led by PI **Hilda Hadan** (Systems Design Engineering)
- "VR Speech Therapy Kit" led by PI **Emily Shiu** (Psychology)

For a full list of recipients and details on the projects, [check out the GI website.](#)



NEW GAMES INSTITUTE MEMBERS

This year the GI community would like to welcome the following faculty, researchers, co-op students, and other individuals who have joined us this term.

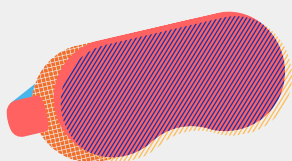
- **Dr. Anita Layton** (She/her) is the Canada 150 Research Chair in Mathematical Biology and Medicine, and Professor of Applied Mathematics, Computer Science, Pharmacy and Biology.
- **Busola Adekoya** (She/Her) is a registered nurse and PhD candidate in the School of Public Health Sciences at the University of Waterloo. Her current research focuses on older adults living with dementia.
- **Dr. Evgeny Kukshinov** (He/Him) is a Postdoctoral Fellow. He focuses on media psychology research, including areas of presence and immersion studies, media psychology issues, and analysis of Russian hegemonic discourses.
- **Florian Marcher** (He/Him) is a computer science Master's student at Graz University of Technology working with Dr. Lennart Nacke. He majors in games engineering and is interested in Procedural Generation.
- **Dr. Hector Perez Lopez Portillo** (He/Him) is a Postdoctoral Fellow in the Faculty of Health. His research focuses on dementia and technology, focusing on usability and adoption.
- **Hichem Lahiouel** (He/Him) is a fourth-year undergrad in Physics and is joining the Games Institute as a Research Assistant working with Alessandra Luz.
- **Hilda Hadan** (She/Her) is a first-year PhD student in Systems Design Engineering. She is passionate about human-centered research in relation to video games, privacy, and security.
- **Isabella Rose Chawrun** (She/Her) is a PhD student in the Faculty of Health for Public Health Sciences/Aging, Health, and Wellbeing. Her research highlights wearables as a method of social connectivity and physical health support.
- **Karthik Parsad** (He/Him) is a fourth-year undergraduate student in Management Engineering. He is interested in working with Haptics, Artificial Intelligence and VR.
- **Kate Bradley** (She/Her) is an undergraduate History student with a minor in Gender and Social Justice working with Dr. Shana MacDonald. She is enthusiastic about the intersection of feminism and history.
- **Dr. Lili Liu** (She/Her) is the Dean of the Faculty of Health at UW and is one of the newest faculty additions to the GI. Her research involves partners such as Alzheimer's Societies, police services, search and rescue services, and dementia advocacy and caregiver associations both nationally and internationally.
- **Lili Choong** (She/Her) is a Master's student in Computer Science interested in UX and HCI. She is interested in creating more intuitive and accessible gameplay experiences.
- **Tianzheng Shi** (He/Him) is an undergraduate student majoring in Psychology at Peking University. He is joining UW for the MITACS globalink internship program.
- **Wenqi Zhu** (She/Her) is an undergraduate student from the University of Manchester, majoring in human-computer interaction.

Conference Presentations and Talks:

- **Aleksander Franciczek** (English Language and Literature). "Creative Misuse of Gameplay Capturing Technologies: Narrating and Reflecting on Gameplay in Virtual Spaces." Canadian Game Studies Association.
- **Betsy Brey** (English Language and Literature) "Narrative Simultaneity and the Paths Unchosen." Canadian Game Studies Association.
- **Dr. Daniel Vogel** (Cheriton School of Computer Science), Jeremy Hartmann. (2022, April 3). "Enhanced Videogame Livestreaming by Reconstructing an Interactive 3D Game View for Spectators." CHI 2022.
- **Dr. Emma Vossen** (The Games Institute) "Moving Beyond Battlestations: PC Building, Gender, Labour, and Beauty." Canadian Game Studies Association.
- **Dr. Hector Perez** (School of Public Health Sciences) "Usability of a Mobile Technology to Support Caregivers of Older Adults and Persons Living with Dementia in Care Facilities." Age Well Epic Conference.
- **Dr. Jason Hawreliak** (A) (Brock University) "Accessible Scholarship: An In-Progress Study of Middle-State Publications in Game Studies." Canadian Game Studies Association.
- **Dr. Jennifer R. Whitson** (Sociology and Legal Studies) "The State of the Games Industry." Canadian Game Studies Association.
- **Dr. Karina Arrambide** (Systems Design Engineering), **Dr. John Yoon** (English Language and Literature Alumn), **Dr. Cayley MacArthur** (Stratford School of Interaction Design and Business), **Dr. Katja Rogers** (The University of Amsterdam), **Alessandra Luz** (Cheriton School of Computer Science), **Dr. Lennart Nacke**. (Stratford School of Interaction Design and Business). (2022, April 3). "'I Don't Want To Shoot The Android': Players Translate Real-Life Moral Intuitions to In-Game Decisions in Detroit: Become Human." CHI 2022.
- **Dr. Katja Rogers** (The University of Amsterdam), Sukran Karaosmanoglu, **Maximilian Altmeyer** (A) (Saarland University), **Ally Suarez** (A) (Health Studies), **Dr. Lennart Nacke** (Stratford School of Interaction Design and Business). (2022, April 3). "Much Realistic, Such Wow! A Systematic Literature Review of Realism in Digital Games." CHI 2022.
- **Dr. Kishonna Gray** (University of Kentucky, GI Board Member). "The Intersectional Gaming Project: Reimagining Futures Through Gaming." CHI 2022.
- **Dr. Lennart Nacke** (Stratford School of Interaction Design and Business), *Sultan A. Alharthi, George E. Raptis, Christina Katsini, Igor Dolgov, Z Toups Dugas.* (2022, April 3). "Investigating the Effects of Individual Cognitive Styles on Collaborative Gameplay." CHI 2022.
- **Dr. Lennart Nacke** (Stratford School of Interaction Design and Business), *Max L Wilson.* (2022, April 28). "How to: Peer Review for CHI (and Beyond)." CHI 2022.
- **Dr. Marcel O'Gorman** (English Language and Literature), *Alexi Orchard, Chelsea La Vecchia, Dr. Jason Lajoie (A)* (English Language and Literature). (2022, April 3). "Augmented Reality Smart Glasses in Focus: A User Group Report." CHI 2022.
- **Maximilian Altmeyer** (A) (Saarland University), *Vladislav Hnatovskiy, Dr. Katja Rogers* (The University of Amsterdam), *Pascal Lessel, Dr. Lennart Nacke* (Stratford School of Interaction Design and Business), (2022, April 3). "Here Comes No Boom! The Lack of Sound Feedback Effects on Performance and User Experience in a Gamified Image Classification Task"
- **Nicholas Hobin** (English Language and Literature) "There are No Humans Left: The Fear of Posthuman Identity in Bloodborne." Canadian Game Studies Association.
- **Dr. Rina R. Wehbe** (A) (Dalhousie University), *Siobhan Day Grady, and Christine Bauer.* (2022, April 28). "Allyship Fireside Chat." CHI 2022.
- **Robert P Gauthier** (School of Public Health Sciences), *Mary Jean Costello, Dr. James R. Wallace* (School of Public Health Sciences). (2022, April 3). "'I Will Not Drink With You Today': A Topic-Guided Thematic Analysis of Addiction Recovery on Reddit." CHI 2022.
- **Sid Heeg** (School of Environment, Enterprise, and Development) (2022, May 12). "Malicious Messaging: How Misinformation Operates Online." UW Staff Association.
- **Dr. Steve Wilcox** (A) (Wilfred Laurier University) "Social Sensemaking at Play: Spiritfarer and the Art of Enactive Intersubjectivity." Canadian Game Studies Association.
- **Dr. Ville Mäkelä** (Stratford School of Interaction Design and Business), *Jonas Winter, Jasmin Schwab, Michael Koch, Florian Alt.* (2022, April 3) "Pandemic Displays: Considering Hygiene on Public Touchscreens in the Post-Pandemic Era." CHI 2022.
- **Dr. Ville Mäkelä** (Stratford School of Interaction Design and Business), *Radiah Rivu, Sarah Prange, Sarah Delgado Rodriguez, Robin Piening, Yumeng Zhou, Kay Köhle, Ken Pfeuffer, Yomna Abdelrahman, Matthias Hoppe, Albrecht Schmidt, Florian Alt.* (2022, April 3). "Remote VR Studies - A Framework For Running Virtual Reality Studies Remotely Via Participant-Owned HMDs." CHI 2022.

Publications:

- **Dr. Rina R. Wehbe**(A) (Dalhousie University), **Whaley C (A)**, *Eskandari Y, Suarez A (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.
- **Sabrina Sgandurra** (English Language and Literature) (2022, August). "Fight, Heal, Repeat: A Look at Rhetorical Devices in Grinding Game Mechanics." Simulation & Gaming.



Media Interviews:

- **Dr. Emma Vossen** (Games Institute) was recently interviewed by *Toxic Avenger Magazine* about [her research on games culture and online harassment](#).
- **Drs. Kishonna Gray** (University of Kentucky) and **Emma Vossen** (Games Institute) were interviewed together on the "[Harassment and abuse in games and gaming culture](#)" episode of The Digital Public Interest Collective Podcast.
- **Dr. Shana MacDonald** (Communication Arts) was interviewed on *CTV* about the [Canada-wide Rogers](#) outage that saw many Canadians without access to the internet, phone service, or even ATMs.

Other/Projects:

- **Karthik Prasad** (Management Engineering), **Emily Shiu** (Psychology), and team "Pragmatica" [participated in Velocity's Concept Funding Grant Finals](#).

Grants and Awards:

- **Ana Lucia Derby** (Systems Design Engineering) received an NSERC grant for her project "Justice-driven Haptic Virtual Reality Storytelling Tool"
- **Arielle Grinberg** (Management Sciences) received an NSERC grant for "Investigating and Designing Distributed Collaborative Problem Solving Tools"
- **Dr. Cayley MacArthur** (Stratford School of Interaction Design and Business) is a collaborator on the SSHRC Insight Grant "The future of research in early modern marginalia" (\$92,506).
- **Emily Shiu (Psychology)** received a 2021-2022 Outstanding TA Award from the Council of Canadian Departments of Psychology (CCDP).
- **Dr. Lennart Nacke** (Stratford School of Interaction Design and Business, Communication Arts) **Dr. Daniel Harley** (Stratford School of Interaction Design and Business), **Dr. Cayley MacArthur** (Stratford School of Interaction Design and Business,) and **Dr. Ville Mäkelä** (Stratford School of Interaction Design and Business) received an Insight Grant (\$383,816) for their project "Entering the metaverse: Investigating social virtual reality platforms and experiences."
- **Dr. Lili Liu** (School of Public Health Sciences) and her team with 2.1 million dollars 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.
- **Dr. Marcel O'Gorman** (English Language and Literature) received an Insight grant (\$290,586) for his project "Critical by design: Fostering responsible innovation with critical design methods."

- **Dr. Randy Harris** (English Language and Literature) received an Insight Grant (\$272,411) for his project "Growing the rhetoric on for ML argument mining."
- **Dr. Ville Mäkelä** (Stratford School of Interaction Design and Business) received a SSHRC Insight Development Grant (\$68,267) for "Large-Scale User Experience Research Using Online Resources"
- **Dr. Ville Mäkelä** (Stratford School of Interaction Design and Business) received a Mitacs Accelerate Grant (\$45,000) for "Gamified Learning about Cryptocurrency"
- **Dr. Ville Mäkelä** (Stratford School of Interaction Design and Business) received a UW-NSERC Research Incentive Fund (RIF) (\$15,000) for "Developing Consumer-Grade Virtual Technologies for Real-World Simulation"
- **Sabrina Sgandurra** (English Language and Literature) received an OGS grant for "Cross Temporal Gaming: A Storytelling Renaissance in a Digital Age."



The unofficial
S22 Busy Bee award
goes to Dr. Ville Mäkelä!



Bolded names in this document denote GI members while *italicized names* denote collaborators and guests.

Names marked with "(A)" denote former GI members.

The Games Institute and its members acknowledge that the land on which our community works and lives today is the traditional land of the Attawandaron (Neutral), Anishinaabeg and Haudenosaunee peoples. We recognize that the University of Waterloo, of which the Games Institute is part, is situated on the Haldimand Tract – the land taken without consent and subsequently promised to the Six Nations – that includes ten kilometers on either side of the Grand River.

We recognize the enduring presence and deep traditional knowledge, laws and philosophies of the Indigenous Peoples with whom we share this land today. As the Games Institute facilitates researchers of games, digital spaces, and interactive technologies, we undertake to make space for Indigenous scholars, designers, commentators and creators to uplift voices that are marginalized in the academic and gaming community.

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