

Curriculum Vitae (January 2020)

Name: Jennifer R. Whitson

Department: Sociology & Legal Studies
(cross-appointed to the Stratford School of Interaction Design and Business)

Degrees:

2012 Ph.D. Sociology, Department of Sociology and Anthropology, Carleton University, Ontario, Canada

2006 M.A. Sociology, Department of Sociology, University of Alberta, Alberta, Canada

2004 B.A. Criminology, Department of Sociology, University of Alberta, Alberta, Canada

Dissertation Title:

Game Design by Numbers: Instrumental Play and the Quantitative Shift in the Digital Game Industry

Post PhD Employment

2012-2014 SSHRC Postdoctoral Fellow, Technoculture, Arts and Games Research Institute, Concordia University, Quebec, Canada

Employment at Waterloo

2014-present Assistant Professor (tenure-track, probationary)
As of July 1, 2020 Associate Professor

Relevant Biographical Information

2019 Maternity leave. 14 January to 31 October.

2018 Sabbatical. 01 January to 30 June

2014 Medical leave. 01 January to 10 April 2014, with extended recovery into 2015.

Prizes, Awards and Scholarships

2019 University of Waterloo Outstanding Performance Award for contributions in teaching and scholarship

- 2014 Young Network Investigator Award, Graphics Animation and New Media Network of Centres of Excellence (GRAND NCE): \$5,000
Start/End Date: 01 September 2014 to 31 March 2015
- 2014 Surveillance & Society Annual Paper Prize for "Gamifying the Quantified Self" article
- 2013 Top Paper, Canadian Game Studies Association Conference for "The Core vs Casual Battle over Metrics-driven Design"
- 2012–2014 Social Sciences and Humanities Research Council of Canada Postdoctoral Fellowship (SSHRC): \$81,000
Start/End date: 01 August 2012 to 1 December 2014
- 2012 Nominated for SSHRC Postdoctoral Prize for "the most outstanding SSHRC postdoctoral fellowship recipient" (field of 986 applications)
- 2012 Postdoctoral Top-Up Award, Faculty of Arts and Science, Concordia University: \$5,000
- 2012 Top Paper, Meaningful Play Conference for "Game Design Patterns to Support Affective Learning", co-authored with C. Dormann and M. Neuvian
- 2012 Graduate Student Open Access Award, funded by the Graduate Students Association, Carleton Library, and the Office of the Vice President (Research and International), Carleton University
- 2009 J. James Mackie Endowment for Graduate Scholarships in Human-Technology Interaction: \$6,000
- 2006-2010 Carleton University Dean of Graduate Studies Academic Excellence Scholarship for Domestic Students: \$24,000
Start/End date: 01 September 2006 to 31 August 2010
- 2006 Carleton University Dean of Graduate Studies Entrance Scholarship for Academic Excellence: \$3,000
- 2006-2010 Carleton University Faculty of Graduate Studies Scholarship: \$40,000
Start/End date: 01 September 2006 to 31 August 2010
- 2006-2009 Joseph-Armand Bombardier Canada Graduate Doctoral Scholarship, Social Sciences and Humanities Research Council of Canada: \$105,000
Start/End date: 01 September 2006 to 31 August 2009

- 2006 Diane E. Cossins Memorial Graduate Scholarship in Criminology, University of Alberta: \$10,000
- 2005 Walter H. Johns Graduate Fellowship, University of Alberta: \$4,622
- 2005-2006 Canada Graduate Masters Scholarship, Social Sciences and Humanities Research Council of Canada: \$17,500
Start/End date: 01 May 2005 to 30 April 2006
- 2004 Dr. Charles Allard Memorial Scholarship in Criminology, Canadian Crime Stoppers Association: \$500
- 2003 Captain Edward M (Ted) Kates Memorial Scholarship in Criminology, University of Alberta: \$2,500

Grants and Funded Research (10)

- 2019-2020 Cybersecurity and Privacy Institute Seed Grant (Co-Principal with L. Humphreys): \$20,000
Project: Knowledge Mapping and Data Visualization
Start/End Dates: 01 February 2019 to 31 January 2020
- 2019-2020 Cybersecurity and Privacy Institute Seed Grant (Co-Principal with I. Goldberg): \$20,000
Project: Security AND Privacy in Public-targeted Information Tracking (SANDPIT)
Start/End Dates: 01 February 2019 to 31 January 2020
- 2018-2021 SSHRC Connections Grant (Principal/Sole Investigator): \$30,000
Project: The Issue of Access (TIA): A Year Publishing Diverse Game Scholarship
Start/End Dates: 01 July 2018 to 30 June 2021
- 2017-2020 SSHRC Insight Development Grant (Principal/Sole Investigator): \$54,100
Project: Technology, Surveillance and Selective Exposure: The paradox of social media and queer activism
Start/End Dates: 01 June 2017 to 31 May 2021
- 2016-2017 Waterloo Gender Equity Research Grant (Principal/ Sole Investigator): \$10,000
Project: Evaluating the University of Waterloo's student-led FirstPersonScholar and GI Janes: Institutional best practices for "doing feminism" in the male-dominated field of game studies
Start/End Dates: 01 September 2016 to 31 August 2017

- 2016-2018 SSHRC Insight Development Grant (Co-Investigator, PI F. Parker): \$74,412
Project: Indie Interfaces: Examining independent game development support networks
Start/End Dates: 01 June 2016 to 31 May 2019
- 2015-2020 SSHRC Partnership Grant (Co-Investigator, PI J. Jensen): \$2,498,116
Project: ReFiguring Innovation in Games Networks
Start/End Dates: 01 April 2015 to 31 March 2020
- 2015-2016 University of Waterloo/SSHRC Seed Grant (Principal/Sole Investigator): \$5,500
Project: Players, Profit and Privacy: Understanding how the Digital Games Industry uses Big Data and Analytics
Start/End Dates: 01 June 2015 to 30 June 2016
- 2015 University of Waterloo/SSHRC Travel Grant (Principal/Sole Investigator): \$800
Project: Re-Appropriating Big Data: Independent Game Developers' Strategic use of Analytics
Start/End Dates: 12 July 2015 to 16 July 2015
- 2014-2016 Waterloo Faculty of Arts Start up Grant (Principal/Sole Investigator): \$8,000
Start/End Dates: 01 December 2014 to 30 November 2016

PUBLICATIONS¹

Publication Type	Citation counts (from Google Scholar; excluding self-citations)
Peer Reviewed Journal Articles	461
Book Chapters and Reprints	82
Conference Proceedings	63
Government Reports	13
Theses	19
Other Publications	56
TOTAL	694

Major publications already in print or formally accepted for publication

¹ For publication sections, supervised student co-authors are underlined. Citation count as of January 2020.

I. Chapters in Books (6)

Browne, P. (50%), and Whitson, J.R. (50%). "Network or Die: What Social Network Analysis can tell us about indie game development". In P. Ruffino (Ed.), *Gaming After Independence: Production, consumption, autonomy and inclusivity in independent game development*. Abingdon, Oxon: Routledge. (forthcoming)

Whitson, J.R. "Foucault's Fitbit: Governance and Gamification." In S. Walz and S. Deterding (Eds.), *The Gameful World*. Boston MA: MIT Press. 2015: 339-358.

Whitson, J.R. "La Révolution des Jeux Sociaux". (trans. "The Casual Games Revolution") In C. Perraton, M. Fusaro and M. Bonenfant (Eds.), N. Roy (Trans.), *Socialisation et Communication dans les Jeux Vidéo*. Montréal QC: Presses de L'Université de Montréal. 2011: 41-64.

Dormann, C. (50%), Whitson, J. R. (25%), and Biddle, R. (25%). "Computer Games for Affective Learning". In P. Felicia (Ed.), *Handbook of Research on Improving Learning and Motivation through Educational Games: Multidisciplinary Approaches*. Hershey PA: IGI Global. 2011: 261-282.

Whitson, J.R. "Surveillance and Democracy in the Digital Enclosure". In K. D. Haggerty and M. Samatas (Eds.), *Surveillance and Democracy*. Oxford: Routledge. 2010: 231-246.

Whitson, J.R. (60%) and Doyle, A. (40%), "Second Life and Governing Deviance in Virtual Worlds". In S. Leman-Langlois (Ed.) *Technocrime: Technology, Crime, and Social Control*. Cullompton, Devon: Willan Publishing. 2008: 88-111.

II. Articles in Refereed Journals and Peer-reviewed Conference Proceedings (15)

Whitson, J.R. (66%) and French, M. (33%). "Productive Play: Games, gambling and the shift from responsible consumption to responsible production". Special Issue on Digital Transformations in Gaming and Gambling Consumption. *Journal of Consumer Culture*. Edited by Tom Brock and Mark R. Johnson. (forthcoming)

- JCR Impact factor: 1.670 (2018)
- 5 year impact factor: 3.095

Perks, M. (30%), Parker, F. (25%), Whitson, J.R. (15%), Simon, B. (10%), Lavenir, G. (5%), Yolgormez, C. (5%), Browne, P. (5%), & Schram, B. (5%) "Autonomy, Integration, and the Work of Cultural Intermediation in Indie Games." *Media Industries Journal*, 6(2) 2019: 17-38.

<http://dx.doi.org/10.3998/mij.15031809.0006.202>

- Impact factor: not available

Whitson, J.R. "The New Spirit of Capitalism in the Game Industry". Special Issue on Contested Formations of Digital Games Labour. *Television and New Media*, 20(8) 2019:789-801.

<https://doi.org/10.1177/1527476419851086>

- JCR Impact factor: 1.245 (2018)
- 5 year impact factor: 1.523

Whitson, J.R. (60%), Simon, B. (20%), and Parker, F (20%). "The Missing Producer: Rethinking indie cultural production in terms of entrepreneurship, relational labour, and sustainability." *European Journal of Cultural Studies*, 2018. Online first:

<https://doi.org/10.1177/1367549418810082>

- JCR Impact factor: 0.773 (2018)
- 5 year impact factor: 1.414

Whitson, J.R. "What Can we Learn from Studio Studies Ethnographies? A 'messy' account of game development materiality, learning, and expertise". *Games and Culture*, 2020. 15(3): 266-288.

(Online first in 2018) <https://doi.org/10.1177/1555412018783320>

- JCR Impact factor: 1.574 (2018)
- 5 year impact factor: 1.685

Whitson, J.R. "Voodoo Software and Boundary Objects in Game Development: How game developers collaborate and conflict with game engines and art tools". *New Media and Society*, 20(7) 2018: 2315-2332.

<https://doi.org/10.1177/1461444817715020>

- JCR Impact factor: 4.800 (2018)
- 5 year impact factor: 5.267

Parker, F. (50%), Whitson, J.R. (30%), and Simon, B. (20%). "Megabooth: The cultural intermediation of indie games". *New Media and Society*, 20(5) 2018: 1953-1972.

<https://doi.org/10.1177/1461444817711403>

- JCR Impact factor: 4.800 (2018)
- 5 year impact factor: 5.267

Whitson, J. R. "Gaming the Quantified Self". Special Issue on Surveillance Futures. *Surveillance & Society*, 11(1/2) 2013. <https://doi.org/10.24908/ss.v11i1/2.4454>

- Impact factor (calculated by journal following JCR model): 1.16 (2018)

Dormann, C. (50%), Whitson, J.R. (40%), and Neuvian, M. (10%). "Once More with Feeling: Design patterns for affective play". *Games and Culture* 8(4) 2013: 215-237.

<http://gac.sagepub.com/content/8/4/215>

- JCR Impact factor: 1.574 (2018)
- 5 year impact factor: 1.685

Greenspan, B. (60%) and Whitson, J.R. (40%) "Whether to Play or Preserve the Past?: Creating The Forgotten Worker Quest". In *Foundations of Digital Games*. (Chania, Crete, May 14- 17, 2013). New York, NY: ACM 2013.

- Impact factor: not available

Whitson, J.R. (60%), and Dormann, C. (40%). "Social Gaming for Change: Facebook unleashed". *First Monday* 16(10) 2011.

<http://www.uic.edu/htbin/cgiwrap/bin/ojs/index.php/fm/article/view/3578/3058>

- Impact factor: not available

Whitson, J.R. "Rule Making and Rule Breaking: Game development and the governance of emergent behaviour". *Fibreculture*, 16 2010. <http://sixteen.fibreculturejournal.org/rule-making-and-rule-breaking-game-development-and-the-governance-of-emergent-behaviour/>

- Impact factor: not available

Whitson, J.R. (60%) & Haggerty, K.D. (40%), "Identity Theft and the Care of the Virtual Self". *Economy and Society* 37(4) 2008: 572 - 594.

<https://www.tandfonline.com/doi/abs/10.1080/03085140802357950>

- JCR Impact factor: 1.563 (2018)
- 5 year impact factor: 2.805

Whitson, J.R. (40%), Eaket, C. (15%), Greenspan, B. (15%), Tran M.Q. (15%), and King, N. (15%), "Neo-immersion: Awareness and engagement in gameplay" In *Future Play '08: Proceedings of the 2008 conference on Future Play*. New York: ACM Press. 2008: 220-223.

<https://dl.acm.org/citation.cfm?id=1497028>

- Impact factor: not available

Aldred, J. (40%), Biddle, R. (10%), Eaket, C. (10%), Greenspan, B. (10%), Mastey, D. (10%), Tran, M.Q. (10%), Whitson, J.R. (10%), "Playscripts: A new method for analyzing game design and play". *Future Play '07: Proceedings of the 2007 conference on Future Play*. New York: ACM Press. 2007: 205-208. <https://dl.acm.org/citation.cfm?doid=1328202.1328240>

- Impact factor: not available

III. Other Scholarly Publications (12)

Reprints

Whitson, J.R. "Gaming the Quantified Self." In *Surveillance Studies: A Reader*, edited by T. Monahan and D.M. Wood. Oxford UK: Oxford University Press. 2018: 403-406. (article reprint with editors' commentary)

Whitson, J.R. (60%). and Haggerty, K.D. (40%). "Stolen Identities". In J. Savirimuthu (Ed.), *The Library of Essays on Law and Privacy: Security and Privacy Volume III*. Oxford: Routledge. 2015: 355-356.

Editorial Work

Whitson, J.R. (60%), and Simon, B. (40%). (Eds.) "Special Issue on Surveillance, Gaming & Play". *Surveillance & Society*, 12(3) 2014. <https://ojs.library.queensu.ca/index.php/surveillance-and-society/issue/view/Games>

Whitson, J.R. (60%), and Simon, B. (40%). "Game Studies meets Surveillance Studies at the Edge of Digital Culture: An Introduction to a special issue on Surveillance, Gaming and Play". *Surveillance & Society*, 12(3) 2014: 309-319. <https://doi.org/10.24908/ss.v12i3.5334>

Ball, K. (40%), Haggerty K.D. (40%), and Whitson, J.R. (20%). "Doing Surveillance Studies". *Surveillance & Society*, 3(2/3) 2005. <https://doi.org/10.24908/ss.v3i2/3.3496>

Invited Journal Articles

Schram, B. (50%) and Whitson, J.R. (50%) "Why a Humanist Ethics of Datafication Can't Survive a Posthuman World". *Electronic Book Review*. 2018. <http://electronicbookreview.com/essay/why-a-humanist-ethics-of-datafication-cant-survive-a-posthuman-world/>

Whitson, J.R. "The Console Ship is Sinking and What this Means for Indies". *Loading...The Journal of the Canadian Game Studies Association*, 7(11) 2013: 123-130. <http://journals.sfu.ca/loading/index.php/loading/article/view/125>

Extended Conference Abstracts (Peer-Reviewed)

Deterding, S. (25%), Cooper, S. (15%), Canossa, A. (15%), Nacke, L.E. (15%), Harteveld, C. (15%) & Whitson, J.R. (15%), "Gamifying Research: Strategies, Opportunities, Challenges, Ethics". *CHI 2015: Proceedings of the 33rd Annual ACM Conference Extended Abstracts on Human Factors in Computing Systems*. New York: ACM Press. 2015: 2421-2424. <https://dl.acm.org/citation.cfm?id=2702646>

Book Reviews

Whitson, J.R. "Review of G. Kirkpatrick, *Computer Games and the Social Imaginary*". *Canadian Journal of Sociology*, 39(1) 2014: 99-102. <https://journals.library.ualberta.ca/cjs/index.php/CJS/article/view/21563>

Government Reports

Deisman W, Derby P, Doyle A, Leman-Langlois S, Lippert R, Lyon D, Pridmore J, Smith E, Walby K, Whitson J.R., A Report on Camera Surveillance in Canada: Part 1. Prepared for the Office of the Privacy Commissioner of Canada by the Surveillance Camera Awareness Network (SCAN). 2009: <http://hdl.handle.net/1974/1906>²

Articles in Professional Journals

Whitson, J.R. Identity Theft and the Challenges of Caring for Your Virtual Self". *ACM Interactions*, 16(2) 2009: 41-45. <https://interactions.acm.org/archive/view/march-april-2009/featureidentity-theft-and-the-challenges-of-caring-for-your-virtual-se>

Whitson, J.R. and Haggerty, K. "Stolen Identities". *CJM* 68: Security and Surveillance 2007: 39-40. <https://www.crimeandjustice.org.uk/sites/crimeandjustice.org.uk/files/09627250708553287.pdf>

Submitted Book Chapters and Articles (1)

Browne, P. (20%), Schram, B. (20%), Whitson, J.R. (20%), Simon, B. (10%), Parker, F. (10%), Perks, M. (10%), Yolgomez, C. (5%), & Lavenir, G (5%). "Hosting a Symposium as Data Collection: Bringing together dispersed participants and creating "the field". *Loading...The Journal of the Canadian Game Studies Association.* (under review)

Other Scholarly Work

I. Conference Presentations (42)

Perks, M. and Whitson, J.R. "Hosting a Symposium as Data Collection: Bringing together dispersed participants and creating 'the field'". *ReFig: Refiguring Innovation in Games Annual Conference*, OCAD, Toronto, Canada, November 2019.

Perks, M. and Whitson, J.R. "Counting, Categorizing, and Representing: Gender diversity initiatives in Canadian game industry funding". *ReFig: Refiguring Innovation in Games Annual Conference*, University of British Columbia, Vancouver, Canada, October 2018.

Whitson, J.R., "Transnational Communities of Practice: The value regimes of 'Indie' and sustainable game development in Canada and Australia". *Transnational Materialities, the 2018 Association of Internet Researchers Conference*, Montreal, Canada, October 2018.

² Authorship percentages are unavailable for this multi-institution collaboration. I wrote the first of four chapters, with research and editorial assistance from A. Doyle and K. Walby. J. Pridmore provided final copy-editing.

Perks, M. and Whitson, J.R., "Refuse, Remediate, ReFIGure: Making games sustainable for women via Indie Interfaces," *Digital Games Research Association Conference*, Turin, Italy, July 2018.

Whitson, J.R. "Counting Gender and Categorizing Diversity: Sophie's Choice of linking state funding to increased gender-representation in the workplace," *Surveillance Studies Network 8th Biennial Conference*, Aarhus University, Aarhus, Denmark, June 2018.

Whitson, J.R., Parker, F., Simon, B. "The Cultural Economy of Indie: Missing masses, sustainability, and relational labour," *ReFig: Refiguring Innovation in Games Annual Conference*, University of Alberta, Edmonton, Canada, October 2017.

Parker, F., Whitson, J.R., Simon, B. "Cultural Mediators in the Digital Game Industry," *Cultural Mediators in the Digital Age Symposium*, King's College, London, UK, September 2017.

Whitson, J.R. "Data Capital in the Games Industry," *Data Power 2017: An international conference on (big) data & power*, Carleton University, Ottawa, Canada, June 2017.

Whitson, J.R., French, M. "Gamblification: The dark side of the ludic century," *Canadian Game Studies Association Meeting at Congress*, Ryerson University, Toronto, Canada, June 2017.

Whitson, J.R., Parker, F., Simon, B. "The Cultural Economy of Indie: Missing masses, sustainability and relational labour," *Canadian Game Studies Association Meeting at Congress*, Ryerson University, Toronto, Canada, June 2017.

Parker, F., Whitson, J.R., Simon, B. "Interdependent Games: The labour of intermediation in indie games," *Canadian Communication Association Meeting at Congress*, Ryerson University, Toronto, Canada, June 2017.

Parker, F., Whitson, J.R., Simon, B. "Intermediating Indie Games: The Indie Megabooth from collective to curator," *Society for Cinema and Media Studies Annual Conference*, Chicago, USA, March 2017.

Parker, F., Simon, B., Whitson, J.R. "Indie Interfaces: Invisible labour, sustainability and feminist cultural economy in the game industry," *ReFig: Refiguring Innovation in Games*, Concordia University, Montreal, Canada, October 2016.

Parker, F. and Whitson, J.R. "A Booth of Our Own: The IndieMEGABOOTH as Collective, Community, and Brand," *Canadian Game Studies Association*, University of Calgary, Calgary, Canada, June 2016.

Parker, F. and Whitson, J.R. "Replicating a Vertical Slice of the Industry? Curating diversity in the Indie Megabooth," *IndieCade East*, New York, USA, April 2016.

Whitson, J.R. "Launching Students Well: Lessons from defunct incubators," *GDC: Game Developers Conference*, San Francisco, USA, March 2016.

Whitson, J.R. and Parker, F. "Indie Interfaces: Examining Independent game development support networks," *ReFig: Refiguring Innovation in Games Workshop*, Toronto, Canada, November 2015.

Whitson, J.R. "Re-appropriating Big Data: Independent developers' strategic use of analytics," *International Association for Media and Communications Research Conference (IAMCR 2015)*, Montreal, Canada, July 2015.

Whitson, J.R. "Voodoo Software: An Ethnography of intern developers," *Canadian Sociological Association Meeting at Congress*, University of Ottawa, Ottawa, Canada, June 2015.

Whitson, J.R. "Indie Imposters: Narratives of failure and success," *Canadian Game Studies Association Meeting at Congress*, University of Ottawa, Ottawa, Canada, June 2015.

Whitson, J.R. "The Costs of University Game Incubators," *Canadian Game Studies Association Meeting at Congress*, University of Ottawa, Ottawa, Canada, June 2015.

Whitson, J.R. "Studio Studies Panel: Debugging the culture and work of game developers," *Digital Games Research Association (DiGRA) Conference*, Snowbird, Utah, USA, August 2014.

Whitson, J.R. "How Metrics Impact Your People," *The Montreal International Games Summit*, Montreal, Canada, November 2013.

Whitson, J.R. "Strategies and Tactics for Promoting Indie Game Design," *Internet Research 14: Resistance and Appropriation*, Denver, USA, October 2013.

Parker, F., Simon, B., Joseph, D., Lessard, J., Lipkin, N., Ruffino, P., Westecott, E., & Whitson, J.R. "Towards Indie Game Studies: The Indie, Eh? Portmortem," *DiGRA 2013: DeFragging Game Studies*, Atlanta, USA, August 2013.

Whitson, J.R. "Voodoo Software: An ethnographic analysis of intern game developers," *DiGRA 2013: DeFragging Game Studies*, Atlanta, USA, August 2013.

Whitson, J.R. "The Core vs Casual Battle over Metrics-driven Design," *Canadian Game Studies Association Conference*, University of Victoria, Victoria, Canada, June 2013.

Dormann, C., Neuvian, M., Whitson, J.R. "Game Design Patterns to Support Affective Learning," *Meaningful Play 2012*, Michigan State University, East Lansing, USA, October 2012.

Whitson, J.R., Aldred, J., Corrigan, T., Everett, T., Greenspan, B., & Horwitz, P. "Making the Heritage Passages Museum Exhibit and Locative App: A postmortem," *Grand NCE Conference*, Montreal, Canada, May 2012.

Whitson, J.R. "Leveling up Through Surveillance," *Fifth Biannual Surveillance and Society Conference*, Sheffield, United Kingdom, April 2012.

Whitson, J.R. "You've Been Played: The gamification of governance," *Profiles Conference*, National Arts Centre, Ottawa, Canada, March 2012.

Whitson, J.R. "The Head Horseman of the Gamepocalypse: Gamification and the promise of making real-life better through games," *Interacting with Immersive Worlds Conference*, Brock University, St. Catherines, Canada, June 2011.

Whitson, J.R. "Playing with Privacy: The Sociology of game analytics," *GRAND NCE Conference*, Vancouver, Canada, May 2011.

Whitson, J.R. and Dormann, C. "Social Gaming for Social Change," *Social Game Studies Workshop*, CHI 2011, Vancouver, Canada, May 2011.

Whitson, J.R. "The Casual Social Games Revolution," *The Online Videogame: New Space of Socialization Conference*, Montreal, Canada, October 2010.

Whitson, J.R. "Managed Play: The role of game development in directing player behaviour," *Canadian Game Studies Association Conference*, Montreal, Canada, May 2010.

Whitson, J.R. "Surveillance in the Digital Enclosure," *Media in Transition 6 (MIT6)*, Boston, United States, April 2009.

Whitson, J.R. "Surveillance and the Avatar," *Interacting with Immersive Worlds Conference*, Brock University, St. Catherines, Canada, June 2009.

Whitson, J.R. "Inducing Informational Flows: Identity theft and the signifying subject," *4S Society for the Social Studies of Science Conference: Ways of Knowing*, Montreal, Canada, October 2007.

Whitson, J.R. "Identity Theft: (In)Security and Technology". Poster presentation at *American Society of Criminology Conference*, Toronto, Canada, November 2005.

Whitson, J.R. "'M & M's and Meth: The Police Construction of a Methamphetamine Discourse". *Annual Meeting of the Canadian Sociology and Anthropology Association*, Western University, London, Canada, June 2005.

Whitson, J.R. "Stripping, Surveillance and Social Control". *W. David Pierce Research Colloquium*, University of Alberta, Edmonton, Canada, November 2004.

II. Invited Presentations (33)

(moderator) with Adam Molnar, Andrea Slane, and Ian Goldberg. "Does Privacy Exist in the Digital Age?". *Cybersecurity and Privacy Annual Conference*, University of Waterloo, Ontario, Canada, October 2019.

with Dan Joseph, Katherine Lapointe, Maggie McCaw, Johanna Weststar, Sagan Yee, and Austin Walker (moderator). "Remaking Game Work Public Forum". *Cultural Organizers Organize Project*, Toronto Media Arts Centre, Toronto, Ontario, Canada, July 2019.

"Salvation or Snake Oil? A closer look at big data practices in the game industry". *Oasis Speakers Series*, University of Tampere, Tampere, Finland, May 2018.

"How the Sausage is Made: Love, labour and the game industry". *Department of Women's Studies and Feminist Research Speakers Series*, Western University, London, Ontario, Canada. March 2018.

with Albrechtslund, A. and Btihaj A. (film makers), and Klauser, F. (discussant). "Surveillance Cultures Screening and panel" *Surveillance Studies Network 8th Biennial Conference*, Aarhus University, Aarhus, Denmark, June 2018.

With Goldberg, I., Larson, K., and Wong, A., "University of Waterloo Research Talks: Societal Impacts of 21st Century Technology," *University of Waterloo Office of Research*, University of Waterloo, Waterloo, Ontario, Canada, December 2017.

"Making the Invisible Visible: What we can learn from 'hanging out' and studio studies with incubators and indies," *Game Work: Research Methods and Preservation for the Future*, Umeå University, Umeå, Sweden, October 2017.

"Gaming Big Data," *Surveillance Studies Summer Seminar (SSSS)*, Queens University, Kingston, Ontario, Canada, June 2017.

"Big Data in Culture Industries," *Infoscape Research Lab Seminar Series*, Ryerson University, Toronto, Ontario, Canada, April 2017.

"Invisible Labour in the Game Industry: A study of carework in indie games communities," *Research Management Committee for ReFiguring Innovation in Games*, Ontario, Canada, March 2017.

“Invisible Care Work in the Software Industry,” *Waterloo Women’s Wednesdays*, University of Waterloo, Waterloo, Ontario, Canada, March 2017.

“Citizen, Subject, Avatar: Gamifying social problems with surveillance,” *Global Digital Citizenship Lab Seminar Series*, York University, Toronto, Ontario, Canada, February 2017.

“These Numbers Don’t Mean What You Think They Mean: Game developers’ strategic use of big data,” *Surveillance Studies Centre Seminar Series*, Queens University, Kingston, Ontario, Canada, November 2016.

with Morrison, A., Risko, E., and Peers, D., “Digital Dependencies: How we upload and offload ourselves,” *Public panel hosted by the University of Waterloo Faculty of Arts*, Kitchener Public Library, Kitchener, Ontario, Canada, November 2016.

“Play/Data/Addiction: Gamifying the management of health risk,” *Identity, Privacy and Security Institute Annual Seminar Series*, University of Toronto, Toronto, Ontario, Canada, November 2015.

“The Body as Factory and Playground: Surveillance, risk and labour in Quantified Self and gamification movements,” *Every Step You Take: Art and Society in the Data Age*, Dortmund, Germany, November 2015.

“Games of Risk: Making sense of data analytics in culture industries,” *Big Data and Risk Workshop*, Concordia University, Montreal, Quebec, Canada, November 2015.

“Working in a Digital World: Entrepreneurial Skills,” *Digital Youth Summit: Cyber Citizenship/Cyber Security*, Canadian War Museum, Ottawa, Ontario, Canada, October 2015.

“The Limits of Play,” *Games Institute Brown Bag Seminar Series*, University of Waterloo, Waterloo, Ontario, Canada, June 2015.

with Dufour, M., Fiedler, I., Goggin, J., Roux, M., and Simon, B. “Debate: Are Online Gambling & Digital Gaming One and the Same?,” *Summer Interactive Symposium: Raising the Virtual Stakes*, Concordia University, Montreal, Quebec, Canada, June 2015.

“Risk, Reward, and Addiction: How gamification compels us to gamble with our lives,” *Summer Interactive Symposium: Raising the Virtual Stakes*, Concordia University, Montreal, Quebec, Canada, June 2015.

“All Play and No Work: The Quantified us,” *Transmediale Festival: Capture All*, Haus der Kulturen der Welt, Berlin, Germany, January 2015.

"Making Play: Life and death inside Montreal's independent game studios," *Canadian Game Studies Association Conference, Congress of the Humanities and Social Sciences 2014*, Brock University, St. Catharines, Ontario, Canada, May 2014.

"Playing the Surveillance Game: The Limits to Gamification and the Quantified Self," *Department of Sociology and Legal Studies*, University of Waterloo, Waterloo, Ontario, Canada, March 2014.

"Being Indie: Identity work, gaming culture, and venture labour in Canada's pixel trenches," *Department of Culture and Languages*, University of New Brunswick, Fredericton, New Brunswick, Canada, November 2013.

"The Gamification of Civic Engagement," *MOB Montreal Conversation Series*, Montreal, Quebec, Canada, 2013.

"Games, Play, and Surveillance," *School of Communication*, Simon Fraser University, Vancouver, British Columbia, Canada, April 2013.

"Playing the Numbers Game: Creativity and subjectivity in the game industry," *Carleton Department of Sociology and Anthropology Colloquium Series*, Carleton University, Ottawa, Ontario, Canada, December 2012.

"Playing the Past," *PlayPR Skype Lecture Series*, Co-located at universities across Canada, November 2012.

"Protecting the Data Double: A case study of identity theft", CapCHI Meeting, Ottawa, Ontario, Canada, September 2008.

"Visibility in the Metaverse: How avatars change surveillance and democracy online". *Surveillance and Democracy International Workshop*. University of Crete, Rethymno, Greece, June 2008.

"Securing the Self: Consumer responses to dataveillance, information 'leaks' and identity theft," *Surveillance Studies Centre Seminar Series*, Queens University, Kingston, Ontario, Canada, January 2007.

III. Other

Museum Exhibits

Mobile App Design "Quest of the Forgotten Worker" and Web Design "Heritage Passages: Bytown and the Rideau Canal," *Virtual Museum of Canada*.

<https://arc.library.carleton.ca/exhibits/heritage-passages-bytown-rideau-canal>

TEACHING

Formal Classroom Teaching

- 2020 Digital Media Project 2 (GBDA 302), two sections, 1.0 credits
- 2019 on maternity leave
- 2018 on sabbatical winter 2018
Sociology of Digital Media (SOC 701), 0.5 credits
Surveillance and Society (SOC 413/LS 413), 0.5 credits
- 2017 *Sociology of Digital Media (SOC 701), 0.5 credits
two sections of *Digital Cultures (SOC 324), 0.5 credits
Digital Media Project 2 (GBDA 302), 1.0 credits
- 2016 Games and Gamers (SOC 225), 0.5 credits
Digital Media Project 2 (GBDA 302), 1.0 credits
*Cross-Cultural Digital Business (GBDA 402), 2.0 credits
- 2015 *Surveillance and Society (SOC 413/LS 413), 0.5 credits
*Games and Gamers (SOC 225), 0.5 credits
*Digital Media Project 2 (GBDA 302), 1.0 credits
Directed Studies Seminar in Surveillance (SOC/LS 498), 0.5 credits
- 2011 Surveillance and Social Control (SOC 4410), Carleton University, 0.5 credits

Graduate Supervision³

I. Ph.D. Supervision (5)

Brian Schram (ABD): *Archival Histories of Queer Surveillance: Affective Economies of the Past, Present, and Future*

Pierson Browne (ABD): *The Diffusion of Ideas Through Networks of Play*

Matthew Perks (ABD): *Community Management as Governance: Regulation and resiliency in online communities*

Krystle Shore (ABD): *Surveillance at the Nexus of Protection and Security: A qualitative study of experiences with Project Lifesaver technology*

³ Note maternity leave from January 2019 – October 2019 impacting committee membership and supervision. I remained on existing committees, but due to the leave did not take on new supervision roles from spring 2018 onwards.

Jenna Harb (interim 2017-2018, ABD): *Enacting LOUISE: Technology-Backed Humanitarian Governance in Lebanon*

II. Ph.D. Committee Member (6)

Patrick C. Lalonde (defended April 2019): *Border Security on the Frontline: Examining Official and Non-Official Knowledge Concerning Frontline Social Interactions and Technologization Within the Windsor Borderland*

Emma Vossen (defended July 2018): *On the Cultural Inaccessibility of Gaming: Invading, Creating, and Reclaiming the Cultural Clubhouse*, Department of English, University of Waterloo

Justin Dorazio (ABD, committee member 2017-2018): *Open Source in Translation: The Sensible Boundaries of Open Source Cultures*, Department of Communication, University of North Carolina Chapel Hill

Luc Coussineau (ABD): *Discourses of Participation in Men's Rights Communities on Reddit*, Department of Recreation and Leisure Studies, University of Waterloo

Jin Sol Kim (ABD): *Fade to White: The virtual violence of normative bodies/whiteness in digital photography*, Department of English, University of Waterloo

Jenn Rickert (ABD): *The Lived Experience of Videogame Players in Highly Competitive Environments*, Department of English, University of Waterloo

III. PhD Comprehensive Examinations: (10= Chair 5, Committee Member 5)

2018 Matthew Perks (chair), *Gender, Precarity and Emotional Labour in the Video Game Industry*

2018 Luc Coussineau (committee member), *Gender and Leisure Studies*, Department of Recreation and Leisure Studies

2017 Jenna Harb (chair), *Qualitative Methods*

2017 Pierson Brown (chair), *Sociology of the Internet, Information and Online Societies*

2017 Brian Schram (chair), *Qualitative Methods: Queering Methods and Theory*

2016 Brian Schram (chair), *Surveillance, Governance and Social Inequality*

2016 Jamal Hejazi (committee member), *Social Inequality*

- 2016 Zach Munro (committee member), *Quantitative and Qualitative Methods*
- 2016 Anthony Verbora (committee member), *Security, Surveillance, and Social Media*
- 2016 Celia Huang (committee member), *Interpretive Sociology*

IV. Masters Supervision (3)

Brittany Postnikoff (committee member, 2020-), *Robot Social Engineering*, Department of Computer Science

Nicole LePine (supervisor, 2015-2018), *Navigating the Canadian Health Care System with a Chronic Condition*

Patrick Martinson (committee member, 2015), *Constraint Dynamics in New Product Development Projects*, Department of Management Sciences

Undergraduate Supervision

I. Honors Research Essay (2)

- 2016 Emily Tan. *Analysis of Those with Alzheimer's and Dementia and Caregivers Through Online Discussion Forums*
- 2016 Melissa Stocco. *The Privacy Implications of Facebook*

Other Relevant Teaching Information

I. Other Supervision: Research assistantships and training (14)

- 2019 Krystle Shore (PhD student, Sociology and Legal Studies). Data collection and analysis for CPI Grant (Knowledge Mapping and Data Visualization).
- 2018 Ceyda Yolgörmez (PhD Student, Social and Cultural Analysis, Concordia University). Event organization, data analysis, and writing for SSHRC IDG Grant (Indie Interfaces: Examining independent game development support networks).
- 2018 Christopher Lawrence (PhD Student, English). Grant writing and organization for SSHRC Connections Grant (The Issue of Access: A Year Publishing Diverse Game Scholarship).

- 2017-2018 Emma Vossen (PhD Candidate, English). Qualitative data collection, analysis and writing for Waterloo Gender Equity Grant (Evaluating the University of Waterloo's student-led First Person Scholar and GI Janes: Institutional best practices for "doing feminism" in the male-dominated field of game studies).
- 2017-2018 Gabrielle Levenir (PhD Student, Social and Cultural Analysis, Concordia University). Data collection, analysis, and writing for SSHRC IDG Grant (Indie Interfaces: Examining independent game development support networks).
- 2017 Lauren Dagworthy (Undergraduate Student, Global Business Digital Arts). Graphic design and marketing for SSHRC IDG Grant (Indie Interfaces: Examining independent game development support networks).
- 2017 Jeffrey Towers (Undergraduate Student, Global Business Digital Arts). Website design and maintenance for SSHRC IDG Grant (Indie Interfaces: Examining independent game development support networks).
- 2017-present Matthew Perks (PhD Student, Sociology and Legal Studies). Event organization, communications, project website maintenance, qualitative data collection (interviews and ethnography) and analysis, as well as co-writing publications for SSHRC Grants (ReFiguring Innovation in Games Networks, Indie Interfaces: Examining independent game development support networks).
- 2017 Elise Vist (PhD Candidate, English). Interview Transcription for data collected as part of my game studio Incubator study.
- 2016 Christine Wojciechowski (PhD Student, Sociology and Legal Studies). Quantitative analysis of survey data for SSHRC IDG Grant (Indie Interfaces: Examining independent game development support networks).
- 2016 Anda Chitescu (Undergraduate Student, Global Business Digital Arts). Cleaning and inputting of survey data for quantitative analysis for SSHRC IDG Grant (Indie Interfaces: Examining independent game development support networks).
- 2015-2016 Nicole Lepine (MA Student, Sociology and Legal Studies). Surveillance Studies Literature Review for University of Waterloo/SSHRC Seed Grant.
- 2015-present Pierson Browne (PhD Candidate, Sociology and Legal Studies). Qualitative data collection (interviews and ethnography), Quantitative data collection (surveys and statistical analysis), and co-writing publications for SSHRC Grants (ReFiguring Innovation in Games Networks, Indie Interfaces: Examining independent game development support networks).

2015-present Brian Schram (PhD Candidate, Sociology and Legal Studies). Surveillance Studies Literature Review and grant writing. Qualitative data collection, analysis and co-writing publications for University of Waterloo/SSHRC Seed Grant and SSHRC IDG Grant (Technology, Surveillance and Selective Exposure: The paradox of social media and queer activism).

II. New Course Preparation

Since arriving at the University of Waterloo, I have developed 6 new course outlines. Please see the courses marked with an asterisk* in the courses list under Formal Classroom Teaching above.

III. Program Development

2016 Membership on the curriculum review group for the undergraduate Global Business and Digital Arts degree.

IV. Professional Development

2018 Sexual Violence Awareness (digital course). University of Waterloo

2018 Documenting your Teaching (digital course). University of Waterloo

2018 “Graduate Supervision Series”, (CTE 801, CTE 802, CTE 803, CTE 804, CTE 805, CTE 806). Centre for Teaching Excellence workshops

2018 “Teaching for Tenure”, Centre for Teaching Excellence workshop

2016 “Case-Writing”, Centre for Teaching Excellence workshop

2016 “Enquiry-Based Learning”, Centre for Teaching Excellence workshop

2016 “Using LEARN’s Rubric Feature”, Centre for Teaching Excellence workshop

2010 “Teaching Sociology” SOCI 5806, Graduate course in Pedagogy. Department of Sociology & Anthropology, Carleton University

COURSE EVALUATIONS – SUMMARY TABLE

Course	Term	Year	# of Students	Mean of Q1-Q9	Comparative Average for that Class Size within Department (to be provided by Chair)	Evaluation Method: paper (p) or online (o)
GBDA 302	W	2020	107	Unavailable	unavailable	o
Mat. Leave	F	2019	*	*	*	*
Mat. Leave	W	2019	*	*	*	*
SOC 413	F	2018	31	4.51	4.05	p
SOC 701	F	2018	3	4.56	* ⁴	p
Sabattical	W	2018	*	*	*	*
SOC 324	F	2017	32	4.52	4.05	p
SOC 701	F	2017	8	4.9	4.58	p
SOC 324	W	2017	38	4.54	4.05	p
GBDA 302	W	2017	59	4.56	3.75	p
SOC 225	F	2016	32	4.45	4.05	p
GBDA 402	W	2016	61	3.64	3.75	p
GBDA 302	W	2016	42	3.58	3.75	p
SOC 413	F	2015	20	4.41	4.23	p
SOC 225	F	2015	41	4.53	4.05	p
SOC 498	W	2015	8	4.60	4.51	p
GBDA 302	W	2015	42	3.92	3.75	p

⁴ No comparative data is provided for classes with less than 4 students.

SERVICE

Departmental

- 2020 Department of Sociology and Legal Studies Promotion and Tenure Committee
- 2020 Stratford School Advisory Committee on Appointments
- 2017-present Member, Sociology Undergraduate Affairs Committee
- 2015-2017 Member, Sociology Graduate Affairs Committee
- 2015-2017 Faculty Advisor, Legal Studies Undergraduate Journal
- 2015-2017 Industry partner liaison for MediaSmarts, Global Business Digital Arts Program (GBDA302)
- 2015-2016 Industry partner liaison for Desire to Learn. Global Business Digital Arts Program (GBDA402)
- 2014-2015 Industry partner liaison for eMedia Interactive Jamaica. Global Business Digital Arts Program (GBDA402)

University

- 2020-present University of Waterloo Post-COVID 19 Think Tank
- 2017-present Board Member, Member-at-Large, Cybersecurity and Privacy Institute
- 2016-2017 Steering Committee Member, Cybersecurity and Privacy Institute
- 2015-present Faculty Advisor, First Person Scholar <http://www.firstpersonscholar.com/about/>
- 2015-present Faculty Member, Games Institute

Professional

- 2019 Surveillance Studies Network, Book Award Committee (Chair)
- 2018 Surveillance Studies Network, Book Award Committee (Member)
- 2017-2018 Surveillance Studies Network Arts Fund Committee (Chair)

- 2016-2020 Associate Editor, *Surveillance & Society* Journal
- 2016-2020 Board Member, Surveillance Studies Network
- 2016-present Research Management Committee, SSHRC Partnership Grant: ReFiguring Innovation in Games
- 2014-2018 Research Advisor, Execution Labs (Incubator, Accelerator and Investor)

External Doctoral Thesis Examiner

- 2018 Bocovich, Cecylia. *Recipes for Resistance: A Censorship Circumvention Cookbook*. (PhD in Computer Science). University of Waterloo, Waterloo, Ontario, Canada.
- 2018 Kultima, Annakaisa. *Game Design Praxiology*. (PhD Information Studies and Interactive Media). University of Tampere, Tampere, Finland.
- 2015 Hancock, Michael. *Games with Words: Textual Representation in the Wake of Graphic Realism in Videogames*. (PhD English). University of Waterloo, Waterloo, Ontario, Canada

External Masters Thesis Examiner

- 2016 Mossajee, Naeem. *GURB: The Game User Research Blueprint*. (MSc Computer Science). University of Ontario Institute of Technology, Oshawa, Ontario, Canada.

Conference Organization and Program Committees (Organization = 2, Program Committee = 10)

- 2020 Program Committee for International Conference: “Digital Games Research Association (DiGRA) Foundations of Digital Games”, Tampere, Finland (cancelled due to COVID-19).
- 2020 Program Committee: “Canadian Game Studies Association Annual Meeting,” Western University, London, Canada (cancelled due to COVID-19).
- 2019 – 2020 Conference co-organizer, with Ian Goldberg: “Privacy, Infrastructures, Policy (PIP) Conference,” University of Waterloo (February 2020).
- 2018 Program Committee of International Conference: “Foundations of Digital Games (FDG)”, Malmo, Sweden.
- 2018 Program Committee for International Conference: “Digital Games Research Association (DiGRA) Foundations of Digital Games”, Turin, Italy.

- 2017 Conference co-organizer, with Bart Simon and Felan Parker: “Indie Interfaces International Symposium,” Concordia University, Montreal, Canada.
- 2017 Program Committee: “Canadian Game Studies Association Annual Meeting,” Ryerson University, Toronto, Canada.
- 2016 Senior Program Committee for International Conference: “First International Joint Conference of DiGRA and FDG”, Abertay University, Dundee, Scotland.
- 2015 Program Committee of International Conference: “Foundations of Digital Games (FDG)”, Pacific Grove, California, USA.
- 2015 Workshop Program Committee for International Conference: “CHI Gamification Workshop”, Seoul, Korea.
- 2014 Program Committee of International Conference: “Meaningful Play,” Michigan State University, East Lansing, Michigan, USA.
- 2013 Program Committee for International Conference: “Digital Games Research Association (DiGRA): DeFragging Game Studies,” Atlanta, Georgia, USA.

Reviewing

Journals (24)

Big Data & Society, 2015 [1], 2016 [1]
Canadian Journal of Communication, 2018 [1]
Canadian Journal of Sociology, 2017 [1]
Digital Studies, 2015 [1]
Kinephanos: Journal of Media Studies and Popular Culture, 2016 [1]
Learning Media and Technology, 2016 [1], 2018 [1]
Loading...Journal of the Canadian Game Studies Association, 2012 [2]
New Media & Society, 2013 [1], 2015 [2], 2016 [1], 2019 [1], 2020 [1]
Revenant Journal: Critical and Creative Studies of the Supernatural, 2013 [1]
Societies, 2014 [1]
Space & Culture, 2009 [1]
Surveillance & Society, 2015 [2], 2016 [2] (Prior to becoming Associate Editor)
Theoretical Criminology, 2016 [1]

Book Manuscripts (3)

Game Studies – Untitled Monograph, University of Minnesota Press, 2020
Gender & Games, Palgrave Press (2 chapters), 2016

Surveillance Futures: Social and Ethical Implications of New Technologies for Children and Young People, Routledge (1 chapter)

Conference Papers (4)

2020 Surveillance Studies Network (25 abstracts)

2017-2018 ReFiGuring Innovation in Games

2018 Mindtrek International Technology Conference

2015 ACM CHI

Grants (2)

2016 External Reviewer, Innovation Enhancement Grant, Natural Sciences and Engineering Research Council of Canada (NSERC)

2014 Graphics Animation and New Media Network of Centres of Excellence. HQP Representative for Expert Review Panel

Professional Affiliations / Membership

Association of Internet Researchers (AOIR)

Canadian Sociological Association (CSA)

Surveillance Studies Network (SSN)

Digital Games Research Association (DiGRA)

Canadian Game Studies Association (CGSA)

Media Appearances (12)

"Viral Photo Editor Behind all those Aging Celeb Photos is Raising Privacy Concerns" *CBC News*. <https://www.cbc.ca/news/canada/toronto/faceapp-aging-privacy-1.5215548?cmp=rss> July 17, 2019.

"Privacy is the 'new battlefield,' says UW surveillance specialist" *Waterloo Region Record*. <https://www.therecord.com/news-story/8383538-privacy-is-the-newbattlefield-says-uw-surveillance-specialist/> April 9, 2018.

"You Have No Secrets" *Waterloo Region Record*. <https://www.therecord.com/news-story/8378759-you-have-no-secrets/> April 6, 2018.

"Net Neutrality" *The Mike Farwell Show, 570 News Radio Broadcast* December 15, 2017.

"On the surveillance implications of gamified health applications such as the Fitbit" *The Morning Edition with Craig Norris, CBC Radio, Kitchener-Waterloo Radio Broadcast* November 21, 2016.

"New Survey Looks at the Economics of Indie Game Development" *Gamasutra*.
https://www.gamasutra.com/view/news/262787/New_survey_looks_at_the_economics_of_indie_game_development.php December 2015.

"Les Indés, Affranchis Des Consoles de Jeux" (trans. "Indies, Free from Console Production") *Playtime Blog, Le Monde*. <http://playtime.blog.lemonde.fr/2013/06/13/les-indes-affranchis-des-consoles-de-jeux/> June 13, 2013.

"Devs Must Be Careful with 'Massaged' Metrics" *GamesIndustry International*.
<http://www.gamesindustry.biz/articles/2013-12-05-devs-must-be-careful-with-massaged-metrics> December 3, 2013.

"Devs Can't 'Create Magic' with a Spreadsheet in Front of Them" *GamesIndustry International*.
<http://www.gamesindustry.biz/articles/2013-11-11-devs-cant-create-magic-with-a-spreadsheet-in-front-of-them> November 11, 2013.

"How Gamification Could Help the Quantified Self Movement" *Commerce Lab*, October 1, 2013.

"Funcom Wrap: 10 developers, 10 weeks, 1 game" *IGDA Perspectives Newsletter*, 2012 (November).

"La révolution du jeu 'casual' selon Jennifer R. Whitson" (trans. "The casual games revolution according to Jennifer R. Whitson") *Lien Multimedia*.
<http://www.lienmultimedia.com/spip.php?article25948> November 1, 2010.

Research Reporting to Stakeholder Communities (5)

Vossen E. *Report on the Pixelles' Co-Development Group for Mid-Career Women: Feedback, Satisfaction, and Recommendations*. J.R. Whitson (Ed). University of Waterloo. 2018: 1-15.

"Measuring Indie MEGABOOTH's Success & Impact - Part 1", *Indie MEGABOOTH*.
<http://indiemegaboost.com/measuring-indie-megaboosts-success-impact-part-1/> December 2015.

“Beer and Diversity” *Gamasutra*.

https://www.gamasutra.com/blogs/JenWhitson/20130529/193016/Beer_and_Diversity.php May 2013.

“Self-censorship: Figuring out what to share and when to shut up” *Gamasutra*.

https://www.gamasutra.com/blogs/JenWhitson/20130321/189062/Selfcensorship_Figuring_out_what_to_share_and_when_to_shut_up.php March 2013.

“Inside the Execution Labs Incubator: I’m gonna need a bigger canon” *Gamasutra*.

https://www.gamasutra.com/blogs/JenWhitson/20130301/187455/Inside_the_Execution_Labs_Incubator_Im_gonna_need_a_bigger_canon.php March 2013.

Community Service

2002-2006 Mentor and Citizen Escort, Edmonton Institution for Women, Edmonton, Alberta.

2002 Mentor, Grierson Institution for Men, Edmonton, Alberta.