

# Curriculum Vitae Jason Begy

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## Positions Held

### Concordia University

- Ph.D. Candidate, Communication Studies. 2012 – 2017 (ABD).
- GradProSkills Read/Write/Present Workshop Leader. 2016 – 2017.
- Research Assistant, mLab. 2013 – 2016.
- Co-Director, Critical Hit Games Collaboratory. 2013 – 2015.

### Massachusetts Institute of Technology

- Research Affiliate, MIT Game Lab. 2012 – Present.
- Researcher, Singapore-MIT GAMBIT Game Lab, 2008 – 2012.

### University of Gothenburg

- Visiting Researcher, The Linnaeus Centre for Research on Learning, Interaction and Mediated Communication in Contemporary Society. October – November 2014.

## Degrees Earned

- S.M. Comparative Media Studies. Massachusetts Institute of Technology, Cambridge, MA, USA. 2010. Thesis: “The Metaphorical Potential of Formal Game Elements.”
- Master of Professional Writing and Information Design. Northeastern University, Boston, MA, USA. 2008.
- B.A. English. Canisius College, Buffalo, NY, USA. 2004.

## Books

- “Players and Their Pets: Gaming Communities from Beta to Sunset.” With Mia Consalvo. University of Minnesota Press, March 2015.

## Journal Articles

- “Methodological Considerations in the Study of Tandem Play.” With Mia Consalvo, Rainforest Scully-Blaker and Sarah Ganzon. *Loading... The Journal of the Canadian Game Studies Association*. Forthcoming 2017.
- “Board Games and the Construction of Cultural Memory.” *Games & Culture*, August 2015. DOI: 10.1177/1555412015600066

- “Experiential Metaphors in Abstract Games.” *Transactions of the Digital Games Research Association*. Volume 1, Issue 1. 2013.
- “Achievements, Motivations, and Rewards in *Faunasphere*.” With Mia Consalvo. *Game Studies*. Volume 11, Issue 1, February 2011.

### Conference Papers

- “Virtual Pets and the End of the World: Studying an MMOG’s Closure.” With Mia Consalvo. *The 6<sup>th</sup> International Conference on the Philosophy of Computer Games*. Madrid, Spain. January 2012.
- “Experiential Metaphors in Abstract Games.” *Think Design Play: The Fifth International Conference of the Digital Games Research Association (DiGRA)*. Utrecht School of the Arts, the Netherlands. September 2011.
- "The History and Significance of Jumping In Games." In *GAME//PLAY//SOCIETY: Contributions to Contemporary Computer Game Studies*. Proceedings of the 4<sup>th</sup> Annual Vienna Games Conference. Kopaed: Munich, Germany, 2010.

### Conference Presentations

- “Competing Goals in Academic Summer Game Development Programs: Lessons from GAMBIT.” *The Canadian Game Studies Association 2015 Conference*. University of Ottawa, Canada. June 2015.
- “‘My Beloved Fauna:’ The Player-Fauna Relationship in *Faunasphere*.” With Mia Consalvo. *(Active Verb) The (Noun) of Game (Plural Noun): The Digital Games Research Association (DiGRA) 2014 Conference*. Snowbird, Utah, United States. August 2014.
- “Those Were The Days: Beta Players and *Faunasphere*.” With Mia Consalvo. *(Active Verb) The (Noun) of Game (Plural Noun): The Digital Games Research Association (DiGRA) 2014 Conference*. Snowbird, Utah, United States. August 2014.
- “A Framework for Exploring Tablet-Based Tabletop Games.” With Scott Nicholson. *The Canadian Game Studies Association 2014 Conference*. Brock University, Canada. May 2014.
- “Train Games and Metaphors in Cultural Memory.” *The Pop Culture Association / American Culture Association National Conference*. Chicago IL, USA. April 2014.
- “The History of Train Games and the Train Games of History.” *The International History of Games Conference*. Montreal, Canada. June 2013.
- "Game Design and Research." Panel discussion with Konstantin Mitgutsch and Doris Rusch. *4<sup>th</sup> Annual Vienna Games Conference*. Vienna, Austria 2010.
- "The Bad Games Panel." Panel discussion with Jesper Juul and Matthew Weise. *The Fourth International Conference of the Digital Games Research Association (DiGRA)*. Brunel University, United Kingdom. September 2009.

### Book Chapters

- "Fighting Games," "SNK (Shin Nihon Kikaku)," "Street Fighter II," and "Treasure." In *The Video Game Encyclopedia*. Edited by Mark J.P. Wolf. Greenwood: Santa Barbara, 2012.

- "The Design and Speculative Technology of Mystery Science 3000: Joel Hodgson and Trace Beaulieu at MIT." With Generoso Fierro. In *In The Peanut Gallery with Mystery Science Theater 3000.* McFarland & Company: Jefferson, 2011.

### **Book Reviews**

- "Playing at the World: A History of Simulating Wars, People, and Fantastic Adventures: From Chess to Role-Playing Games." *The American Journal of Play.* Volume 5, Number 3. Spring 2013.
- "Communities of Play: Emergent Cultures in multiplayer Games and Virtual Worlds." *The American Journal of Play.* Volume 4, Number 3. Winter 2012.

### **Teaching**

- Winter 2016 – Spring 2017. GradProSkills Workshop Leader, Concordia University.
  - Designed 11 workshops for graduate students and delivered them to over 150 participants.
- Winter 2015: Instructor, COMS.360 Mass Communication. Communication Studies, Concordia University.
- Fall 2013: Instructor, COMS.360 Mass Communication. Communication Studies, Concordia University.
- Fall 2011: Co-Instructor, CMS.608 Game Design. Comparative Media Studies, MIT.
- Fall 2010: Co-Instructor, CMS.608 Game Design. Comparative Media Studies, MIT.
- Fall 2009: Teaching Assistant, CMS.608 Game Design. Comparative Media Studies, MIT.
- Spring 2009: Teaching Assistant, CMS.600 Casual Games and Casual Players. Comparative Media Studies, MIT.

### **Invited Talks**

- "Memories and Metaphors of the Railroad: An Investigation of Cultural Memory in Board Games." Concordia University, Canada. November 2014.
- "Memories and Metaphors of the Railroad: An Investigation of Cultural Memory in Board Games." University of Gothenburg, Sweden. November 2014.
- "Memories and Metaphors of the Railroad: An Investigation of Cultural Memory in Board Games." University of Malta, Malta. November 2014.
- "Memories and Metaphors of the Railroad: An Investigation of Cultural Memory in Board Games." The IT University of Copenhagen, Denmark. October 2014.

### **Video Game Development**

- Product Owner, *MovMote*. Singapore-MIT GAMBIT Game Lab, 2012.  
[http://gambit.mit.edu/loadgame/summer2012/movmote\\_play.php](http://gambit.mit.edu/loadgame/summer2012/movmote_play.php)

- Game Director, *Robotany*. Singapore-MIT GAMBIT Game Lab, 2011. Winner, Student Excellence Award IGF China, 2011. <http://gambit.mit.edu/loadgame/robotany.php>
- Co-Product Owner, prototyping team for *A Closed World*. Singapore-MIT GAMBIT Game Lab, 2011. <http://gambit.mit.edu/loadgame/aclosedworld.php>
- Research Assistant, *Pierre: Insanity Inspired*. Singapore-MIT GAMBIT Game Lab, 2009. <http://gambit.mit.edu/loadgame/pierre.php>
- Producer and Product Owner, *Tipping Point*. Singapore-MIT GAMBIT Game Lab, 2009. Board game: <http://gambit.mit.edu/loadgame/tippingpoint.php> Flash game: [http://gambit.mit.edu/loadgame/spring2009/tippingpoint/tippingpoint\\_digital\\_play.php](http://gambit.mit.edu/loadgame/spring2009/tippingpoint/tippingpoint_digital_play.php)

### Professional Activities

- Game Design Consultant, Idea Couture. Toronto, 2015.
- Games Curator, Boston Festival of Independent Games. 2011.
- Expert witness for Xio Interactive, represented by Duri Tangri in *Tetris Holding, LLC and The Tetris Company, LLC vs Xio Interactive*. 2011.
- Content consultant for *Nintendo: The Company and its Founders*, by Mary Firestone. Edina: ABDO Publishing, 2011.

### Peer Review

- *Games and Culture* Journal, 2015-2016.
- *Powerlines* Graduate Student Journal, Spring 2015.
- Digital Games Research Association Conference, 2015.
- Digital Games Research Association Conference, 2013.
- Vienna Games Conference (FROG), 2013.
- Foundations of Digital Games Conference, 2012.

### Organizational Activities and Project Management

- Co-Organizer, the Singapore-MIT GAMBIT Game Lab Summer Game Development Program. Massachusetts Institute of Technology, 2008 – 2012.
- Co-Organizer, “*Science Theater 3000* and *Cinematic Titanic*.” Part of the Comparative Media Studies colloquium series. Massachusetts Institute of Technology, October 2010.
- Co-Organizer, “The Design and Speculative Technology of *Mystery Science Theater 3000*.” Panel discussion. Massachusetts Institute of Technology, January 2009.
- Founding member, Canisius FUSION Gaming Society. Canisius College, Buffalo, NY, USA. 2003.

## **Awards and Honors**

- Fonds de Recherche du Québec – Nature Et Technologies (FRQNT) Merit Scholarship for Foreign Students, V1 Doctoral Competition. 2015. Value: \$20,333 CAD.
- Concordia University Graduate Mobility Award. 2014. Value: \$2,000 CAD.
- Concordia University School of Graduate Studies Conference and Exposition Award. 2014. Value: \$1,000 CAD.
- Research Fellow. Strong Museum of Play, Rochester NY. 2013. Value: \$400 USD.
- Concordia University Doctoral Recruitment Award for International Students. 2012. Value: \$42,295.50 CAD.
- Northeastern University Graduate Academic Excellence Award. 2008.
- Canisius College Recruitment Scholarship. Value: \$32,000 USD. 2001.