José P. Zagal

Entertainment Arts & Engineering
University of Utah
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Salt Lake City, UT 84112
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Education

2008	Ph.D. in Computer Science Georgia Institute of Technology Advisor: Dr. Amy Bruckman
1999	M.S. Engineering Sciences Distinción Máxima (equivalent to Summa Cum Laude or Highest Honors) Pontificia Universidad Católica de Chile Advisor: Dr. Miguel Nussbaum
1999	Civil Industrial Engineer with Computer Science Diploma Distinción Máxima (equivalent to Summa Cum Laude or Highest Honors) Pontificia Universidad Católica de Chile
1997	Bachelor of Engineering Sciences Pontificia Universidad Católica de Chile

Employment History

2019- Present	**Professor, Lecturing** Entertainment Arts & Engineering Program University of Utah
2016- 2019	**Associate Professor, Lecturing** Entertainment Arts & Engineering Program University of Utah
2013- 2016	**Visiting Assistant Professor** Entertainment Arts & Engineering Program University of Utah
2008 - 2015	**Assistant Professor** College of Computing and Digital Media DePaul University
2005 - 2007 (Summers only)	**Director of Community Development** Studiocom (www.studiocom.com)
2000 - 2002	**Director of Content and Community Development** Virtualia S.A.
1999 - 2002	**Profesor Instructor Asociado** Department of Computer Science, School of Engineering, Pontificia Universidad Católica de Chile.
1997 - 1999	**Game Designer and Programmer** Eduinnova

Research and Creative Activities

Books

Zagal, J.P. and Edwards, B. (forthcoming, 2024) "**Seeing Red: Nintendo's Virtual Boy**", MIT Press.

Sidhu, P., Carter, M., Zagal, J.P. (Eds) (forthcoming, 2024) "**50 Years of Dungeons & Dragons**", MIT Press.

Zagal, J.P. (Ed) (2019) "**Game Design Snacks: Easily Digestible Game Design Wisdom**", ETC Press : Pittsburgh, http://press.etc.cmu.edu/index.php/product/game-design-snacks-easily-digestible-game-design-wisdom/

Zagal J. P., Deterding S. (Eds) (2018) "**Role-Playing Games Studies: Transmedia Foundations**", Routledge. https://www.routledge.com/Role-Playing-Game-Studies-Transmedia-Foundations/Deterding-Zagal/p/book/9781138638907

Zagal, J.P. (Ed) (2012), ***The Videogames Ethics Reader***, Cognella : San Diego CA
https://titles.cognella.com/behavioral-and-social-sciences/communication/the-videogame-ethics-reader-9781609276355.html

Zagal, J.P. (2010), ***Ludoliteracy: Defining, Understanding, and Supporting Games Education***, ETC Press : Pittsburgh, http://press.etc.cmu.edu/content/ludoliteracy-defining-understanding-and-supporting-games-education

Journal Articles (refereed)

Cardona-Rivera, R., Zagal, José P., Debus, M. (2023), "**Aligning Story and Gameplay Through Narrative Goals**", Entertainment Computing.Vol 4. https://doi.org/10.1016/j.entcom.2023.100577

Debus, Michael S., Zagal, José P., Cardona-Rivera, Rogelio (2020), "**A Typology of Game Goals**", Game Studies 20(3). http://gamestudies.org/2003/articles/debus_zagal_cardonarivera

Zagal, J. P. (2019) "**An Analysis of Early 1980s English Language Commercial TRPG Definitions**", Analog Game Studies, 2019 Role-Playing Game Summit Special Issue,
http://analoggamestudies.org/2019/12/an-analysis-of-early-1980s-english-language-commercial-trpg-definitions/

- Earlier version presented at DiGRA 2019 Role-Playing Game Summit

Bateman, C., Zagal J. (2018) "**Game Design Lineages: Minecraft's Inventory**", *Transactions of the Digital Games Research Association (ToDiGRA)*. Vol 3. No. 3, 13-46.
http://todigra.org/index.php/todigra/article/view/77/132

- Earlier version presented at DiGRA UK 2017 Conference, Salford UK, May 5, 2017.

Rothwell, E., Johnson, E., Wong, B., Rose, N., Latendresse, G., Altizer, R., Zagal, J., Smid, M., Watson, A., Botkin, J. (2018) "**The use of a Game-Based Decision Aid to educate pregnant couples about prenatal genetic screening: A randomized controlled study**", *American Journal of Perinatology*. 14 August 2018, eFirst.

Zagal, J. P., Tomuro, N., Shepitsen, A., (2011) "**Natural Language Processing for Games Studies Research**", *Simulation & Gaming.* Published online before print, October 12, 2011, doi: 10.1177/1046878111422560

Murphy, J. & Zagal J. P. (2011) "**Videogames and the Ethics of Care**", *International Journal of Gaming and Computer-Mediated Simulations.* Vol. 3, No. 3, 69-81 [revised version of C.14]

Zagal, J. P., Bruckman, A. (2011) "**Blogging for Facilitating Understanding: A Study of Videogame Education**", *International Journal of Learning and New Media*. Vol. 3, No. 1, 7-27

Zagal, J.P. & Mateas, M., (2010) "**Time in Videogames: A Survey and Analysis**", *Simulation & Gaming.* Vol. 41, No. 6, 844-868
Reprinted in abridged version as*:* Zagal, J.P. & Mateas, M., (2015) "**Analyzing Time in Videogames**" in Lankoski, P. & Björk, S. (Eds). "Game Research Methods", ETC Press, Pittsburgh, PA., pp 37-55,

https://dl.acm.org/doi/abs/10.5555/2812774.2812780

Zagal, J. P., Bruckman, A, (2010) "**Designing Online Environments for Expert/Novice Collaboration: Wikis to Support Legitimate Peripheral Participation**", *Convergence.* Vol. 16, No., 4 451-470

Zagal, J.P., Bruckman, A. (2008) "**Novices, Gamers, and Scholars**", *Game Studies*. Vol. 8, No. 2, December 2008.

Featured: This article was featured at the 2009 Game Developers Conference (GDC) as one of the top ten game studies research findings from 2008. Main criteria for selection is the direct relevance of the researchers' insights to the future innovation of game design and development.

Zagal, J. P., Fernandez-Vara, C., Mateas, M. (2008) "**Rounds, Levels, and Waves: The Early Evolution of Gameplay Segmentation**", *Games & Culture*. Vol. 3. No. 2, 175-198

Zagal, J.P., Rick, J., Hsi, I. (2006) "**Collaborative Games: Lessons Learned from Board Games**", *Simulation & Gaming* Vol. 37, No. 1, 24-40.

Zagal, J.P., Bruckman, A. (2005) "**From Samba Schools to Computer Clubhouses: Cultural Institutions as Learning Environments**", *Convergence* 11:1, 88-105.

Zagal, J.P., Santelices, R., Nussbaum, M. (2002) "**Maintenance Oriented Design and Development: A Case Study**", *IEEE Software* - July-August 2002, 100-106.

Zagal, J.P., Nussbaum, M., Rosas, R. (2000) "**A Model to Support the Design of Multiplayer Games**", *Presence*, Vol. 9, No. 5, October 2000, 448-462.

Parts of Books (peer reviewed)

(reprints are listed under original place of publication)

Zagal, J.P. (2021) "**Ethics in Videogames (EAE 3020)**", in Ferdig, R., Baumgartner, E. and Gandolfi, E. (Eds),*Teaching the Game: A Collection of Syllabi for Game Design, Development, and Implementation Vol. 1*, pp. 42-62, ETC Press, https://press.etc.cmu.edu/books/teaching-game/1

Zagal, J.P. (In Press) "**When the Abstract Becomes Concrete**", in Randl and Lasansky (Eds), *Playing Place*, MIT Press.

Zagal, J.P. (2020) "**Collaborative Games Redux: New Lessons from the Past 10 Years**", in MacCallum-Stewart, E. and Brown, D. (Eds), *Rerolling Boardgames*, pp 29-47, McFarland Press.

Deterding, S., Zagal, J. P. (2018) "**The Many Faces of RPG Studies**", in Zagal, J. P., Deterding, S. (Eds), *Role-Playing Games Studies: Transmedia Foundations*, pp.1-16, Routledge

Zagal, J.P., Deterding, S. (2018) "**Definitions of Role-Playing Games**", in Zagal, J. P., Deterding, S. (Eds), *Role-Playing Games Studies: Transmedia Foundations*, pp.19-52, Routledge

Björk, S., Zagal, J.P. (2018) "**Game Design and Role-Playing Games**", in Zagal, J. P., Deterding, S. (Eds), *Role-Playing Games Studies: Transmedia Foundations*, pp. 323-336, Routledge

Torres-Toukoumidis, A., Zagal J. P., Pérez-Rodríguez M. A. (2016) "**Juegos, Comunicación y Sociedad: La Comunicación Institucional como Factor de Desarrollo Social**", in L. M. Romero-Rodríguez, R. Mancinas-Chávez (Eds), *Comunicación Institucional y Desarrollo Social*, Editorial Egregius

Putnam, C., Zagal, J. P., Cheng, J., (2016) "**You are Not the Player: Teaching Games User Research to Undergraduate Students**" in Garcia-Ruiz, M. (Ed), *Usability Testing of Video Games: Multidisciplinary Case Studies*, CRC Press/Taylor and Francis [refereed]

Zagal, J. P. (2014) "**Ontology (in games)**" in Ryan, M., Emerson, L., Robertson, B. (Eds), The Johns Hopkins Guide to the Digital Media. pp. 378-381., Johns Hopkins University Press, Baltimore, MD [refereed]

Zagal, J.P. (2011) "**Heavy Rain: Morality in Inaction, the Quotidian, and the Ambiguous**" , Poels, K. and Malliet, S. (Eds.), *Vice City Virtue: Moral Issues in Digital Game Play*, Acco Academic, Belgium [refereed]

Zagal, J.P. (2011) "**Ethical Reasoning and Reflection as Supported by Videogames**", Schrier, K. & Gibson, D. (Eds), *Designing Games for Ethics: Models, Techniques and Frameworks*, IGI Global: Hershey, PA [refereed]

Parts of Books (non-refereed)

(reprints are listed under original place of publication)

Sidhu, P., Carter, M., Zagal, J.P. (forthcoming, 2024) "**Is this the Golden Age of Dungeons & Dragons?**", in Sidhu, P., Carter, M., Zagal, J.P. (Eds) *Fifty Years of Dungeons & Dragons*, pp. 1-11, MIT Press.

Zagal, J.P. (2021) "**The 'Well Played' Con**", in Davidson, D., Fay, I,, Fernandez-Vara, C. Pinckard, J., Sharp, J. (Eds) *Well-Played Retrospective: The Past, Pandemic and Future of Video Games, Value and Meaning*, pp 149- 151, ETC Press. https://press.etc.cmu.edu/index.php/product/well-played-retrospective/

Altizer, R. and Zagal, J. P. (2017) "**Applying Innovation to Patient Education and Behavior**" in Shipman, J.P. and B.A. Ulmer (eds), *Information and Innovation: A Natural Combination for Health Sciences Libraries*. pp. 77-88Lanham, MD: Rowman & Littlefield

Zagal, J.P. (2017) "**Lord British**" in Mejia, R., Banks, J., and Adams, A. (Eds), *100 Greatest Video Game Characters*, Rowan and Littlefield.

Zagal, J.P. (2012) "**Why a Game Canon for Game Studies Education is Wrong**", Fromme, J. & Unger, A. (Eds), *Computer Games and New Media Cultures: A Handbook of Digital Games Studies*, Springer. pp 665-677.

Zagal, J. P. (2011) "**Heavy Rain: Effective 'Anti-Usability'**" in Novak, J. *Game Development Essentials, Third Edition*, Delmar, Clifton Park NY, pp. 264.

Zagal, J.P. (2011) "**Heavy Rain: How I Learned to Trust the Designer**", Davidson, D. (Ed), *Well Played 3.0: More Perspectives on Video Games, Value and Meaning*, ETC Press: Pittsburgh

Zagal, J.P (2010) "**Manhunt: The Dilemma of Play**", Davidson, D. (Ed), *Well Played 2.0: More Perspectives on Video Games, Value and Meaning*, ETC Press: Pittsburgh

Conference Publications (refereed)

Zagal, J. P. (In Press) "**Using Dark Gameplay Design Patterns for Game Ethics Education**", Morality Play Workshop @DiGRA2023, 19-23 June 2023, Sevilla Spain

Zagal, J. P. (2023) "**Considering Large Student Teams in Game Development Education: A Post-Mortem",** Proceedings of the 2023 International Conference of the Digital Games Research Association (DiGRA), 19-23 June, Sevilla, Spain

Cardona-Rivera, R. E., Zagal, J. P., Debus, M.S. (2022) "**Game System Models: Toward Semantic Foundations for Technical Game Analysis, Generation, and Design**", Proceedings of the Eighteenth AAAI Conference on Artificial Intelligence for Interactive Digital Entertainment Conference (AIIDE2022), Pomona, California, October 24-28, 2022. https://ojs.aaai.org/index.php/AIIDE/article/download/21942/21711

Cox, M., Zagal J. (2022) **"Sustainability in City-Building Games"**, Proceedings of the International Conference of the Digital Games Research Association (DiGRA), July 7-11, Krakow, Poland.

Cardona-Rivera, R. E., Zagal, J. P., Debus, M.S. (2020) **"GFI: A Formal Approach to Narrative Design and Game Research**", 13th International Conference on Interactive Digital Storytelling (ICIDS 2020), 3-6 November, Bornemouth, UK. [Runner-up for Best Paper Award]

Zagal, J. P. (2020) "**An Overview of Institutional Support for Game Students in Higher Education**", Proceedings of the 2020 DiGRA International Conference, June 2-6, Tampere, Finland [in-person conference was cancelled due to Covid-19]

Cardona-Rivera, R. E., Zagal, J. P., Debus, M.S. (2020) **"Narrative Goals in Games: A Novel Nexus of Story and Gameplay**", Foundations of Digital Games (FDG) Conference, September 15-18, Malta. [in-person conference was cancelled due to Covid-19]

Zagal, J. P., Debus, M.S., Cardona-Rivera, R. E. (2019) "**On the Ultimate Goals of Games: Winning, Finishing, and Prolonging**", 13th International Philosophy of Computer Games Conference, October 21-24, St Petersburg, Russia.

Zagal, J.P. (2019) "**An Analysis of 1980s English-Language Commercial TRPG Definitions**", RPG Summit @ DiGRA 2019, Kyoto Japan, August 6-9.

Altizer, R., Zagal, J. P., Johnson, E., Wong, B., Anderson, R., Botkin, J., Rothwell, E. (2017) "**Design Box Case Study: Facilitating Interdisciplinary Collaboration and Participatory Design in Game Development**", CHI PLAY'17 Extended Abstracts, October 15–18, 2017, Amsterdam, Netherlands

Zagal, J. (2017) "**War Ethics: A Framework for Analysing Videogames**", DiGRA 2017 Conference, Melbourne Australia, 3-6 July.

Nay, J., Zagal, J. (2017) "**Meaning without Consequence: Virtue Ethics and Inconsequential Choices in Games**", Foundations of Digital Games (FDG) Conference, Cape Cod, MA, August 14-17, 2017.

Nguyen, T., Zagal J. (2016) "**Good Violence, Bad Violence: The Ethics of Competition in Multiplayer Games**", First Joint International DiGRA FDG Conference, August 1-6, Dundee, Scotland.

Wozniak, K., Zagal, J.P. (2016) "**Exploring Adult Learners' Metacognition: A Survey of In-Person and Online Adult Learners**", 2016 Annual Meeting of the American Educational Research Association (AERA), April 8-12, Washington DC.

Zagal, J.P., Altizer, R. (2015) "**Placeholder Content in Game Development: Benefits and Challenges**", Proceedings of CHI Play 2015, Oct 3-7, London, UK, pp. 745-750.

Zagal, J., Lewis, C. (2015) "**Fighting Fantasies: Authoring RPG Gamebooks for Learning Game Writing and Design**", 2015 RPG Summit at the 2015 Digital Games Research Association (DiGRA) Conference, Lüneburg, Germany. May 14-17, 2015.

Bills, P., Zagal J., Shipman, J, Moody, S. Larson, E., Bhavsar, S., Jarvis, C., Casucci, T., Rethlefsen, M., Lombardo, N, Altizer, R. (2015) **"Saved Games: Librarians Levelling Up With Games For Health**", Medical Library Association Annual Meeting and Exhibition (MLA '15), May 15-20, Austin TX

Kalinger, T., Altizer, R., Zagal, J., Shipman, J., Casucci, T. (2015) "**Librarians as Matchmakers: Using Dating Sites as a Model for Collaboration – University of Utah**", Medical Library Association Annual Meeting (MLA15), Austin TX, May 15-20, 2015.

Wozniak, K., Zagal, J. (2015) "**Using Persuasive Design and Social Learning to Support Adult Learners' Metacognitive Development**", 11th International Conference on Computer Support Collaborative Learning, CSCL2015. June 7-11, Gothenburg, Sweden.

Zagal, J.P., Altizer, R. , Zeng-Treitler, Q., Shipman, J., Lake, E., Aiono, H., Malheiro, M., Christensen, C., (2014) "**Doodle Health: Games as Cultural Probes**", Workshop on Entertainment in Serious Games and Entertaining Serious Purposes @ 13th International Conference on Entertainment Computing, Sydney, Australia, September 30, 2014. pp 11-12.

Tomuro, N., Tanaka, S., Zagal, J.P. (2014) "**Developing Soft Skills the Hard Way: International Student**

Game Projects", 2nd International Japan Game Studies Conference, August 21-23, Edmonton Canada.

Altizer, R., Zagal, J. P. (2014) "**Designing Inside the Box or Pitching Practices in Industry and Education**", 2014 Digital Games Research Association Conference, August 3-6, Snowbird, UT

Altizer, R., Zagal, J. P., (2014) "**Pitch Perfect or Exploring Pitching Practices in Industry and Games Education**", 2014 Foundations of Digital Games Conference, April 3-7, 2014, Fort Lauderdale, FL.

Zagal, J. P., Altizer, R. (2014) "**Examining 'RPG Elements': Systems of Character Progression**", 2014 Foundations of Digital Games Conference, April 3-7, 2014, Fort Lauderdale, FL.

Zagal, J. P. (2013) "**Understanding Japanese Games Education**", 2013 Digital Games Research Association Conference, August 26-29. Atlanta, GA.

Zagal, J. P., Tomuro, N. (2013) "**Cultural Differences in Game Appreciation: A Study of Player Game Reviews**", Foundations of Digital Games Conference, FDG 2013, May 14-17, Chania, Greece. (**Winner of Best Paper Award, Global acceptance rate was 30%, only 4 papers were awarded best paper award**)

Zagal, J. P., Bjork, S., Lewis, C. (2013) "**Dark Patterns in the Design of Games**", Foundations of Digital Games Conference, FDG 2013, May 14-17, Chania, Greece. (Acceptance rate was 30%)

Wozniak, K. & Zagal, J. P. (2012) "**Finding Evidence of Metacognition through Content Analysis of an ePortfolio Community: Beyond Text, Across New Media**", 10th International Conference on Computer Supported Collaborative Learning (CSCL), June 15-19, Madison WI.

Raison, K., Tomuro, N., Lytinen, S., Zagal, J. P. (2012) "**Extraction of User Opinions by Adjective-Context Co-clustering for Game Review Texts**", 8th International Conference on Natural Language Processing JapTAL 2012, October 22-24, Kanazawa, Japan.

Zagal, J. & Lertudomtana, P. (2012) **"A Tool for Supporting Game Design Education: Tower Defense Generator**" *Proceedings GLS 8.0 Games+Learning+Society Conference*, 13-15 June, Madison, WI. pp. 533-534.

Wozniak, K. & Zagal, J. (2012) "**Adult Learning and ePortfolio Development: Validation, Empowerment, and Identity**", EdMedia 2012: World Conference on Educational Media and Technology. June 26-29, Denver, CO.

Wozniak, K. & Zagal, J. (2011). "**Enhancing Community-based Learning with ePortfolios**." International Association for Research on Service Learning and Community Engagement. Chicago, IL.

Wozniak, K. & Zagal, J. (2011). "**ePortfolios, Digital Identity Development, and Communities of Practice**." Grace Hopper Celebration of Women in Computing Conference, Portland, OR

Zagal, J.P. & Sharp, J. (2011) "**A Survey of Final Project Courses in Game Programs: Considerations for Teaching Capstone**", Digital Interactive Games Research Association Conference (DiGRA 2011), Utrecht, The Netherlands

Murphy, J. & Zagal J. P. (2010) "**Videogames and the Ethics of Care**", Meaningful Play 2010, East Lansing, Michigan, USA. (**Winner of Best Paper Award**)

Zagal, J. P., Tomuro, N. (2010), "**The Aesthetics of Gameplay: A Lexical Approach**", *Proceedings of the 14th International Academic MindTrek Conference*, Tampere, Finland, 9-16.

Zhang, J., Fang, X., Chan, S., Zagal, J. (2010), "**Measuring Flow Experience of Computer Game Players**", Proceedings of the 16th Americas Conference on Information Systems (AMCIS), Lima, Peru.

Zachara, M. & Zagal J.P (2009), "**Challenges for Success in Stereo Gaming: A Virtual Boy Case Study**", Proceedings of the International Conference on Advances in Computer Entertainment Technology (ACE 2009), Athens, Greece. ACM, 99-106. [acceptance rate: 22%]

Thomas, D., Zagal J.P., Bogost, I., Robertson, M., Huber, W. (2009) "**You Played That? Game Criticism meets Game Studies**", *Proceedings of the Digital Games Research Association Conference (DiGRA 2009)* London, England.

Zagal, J.P. (2009), "**Ethically Notable Videogames: Moral Dilemmas and Gameplay**", *Proceedings of the Digital Games Research Association Conference (DiGRA 2009)* London, England.

Zagal, J. P., Ladd, A., Johnson, T. (2009), "**Characterizing and Understanding Game Reviews**", *Proceedings of the 4th International Conference on the Foundations of Digital Games*, Orlando FL, 215-222 [acceptance rate: 28%]

Zagal, J. P. (2008), "**A Framework for Games Literacy and Understanding Games**", *Proceedings of the ACM Future Play 2008 Conference*, Toronto, Canada. 33-40 [Also presented at the conference]

Reprinted as*:* Zagal, J. (2009). A Framework for Games Literacy and Understanding Games. "Loading... Journal of the Canadian Game Studies Association", 3(5). Retrieved January 18, 2010, from http://journals.sfu.ca/loading/index.php/loading/article/view/74/67

Reprinted (and translated to Portuguese by Richard Romancini) in: Zagal, J. (2009). "Uma estrutura para o letramento e a compreensão de jogos" https://edisciplinas.usp.br/pluginfile.php/4897204/mod_resource/content/1/Zagal_2009.pdf

Zagal, J. P., Bruckman, A. (2008), "**The Game Ontology Project: Supporting Learning While Contributing Authentically to Game Studies**", *Proceedings of the International Conference of the Learning Sciences ICLS 2008*, Utrecht, The Netherlands.

Zagal, J. P., Mateas, M. (2007), "**Temporal Frames: A Unifying Framework for the Analysis of Game Temporality**", *Proceedings of the Digital Interactive Games Research Association Conference (DiGRA 2007)*, Tokyo, Japan, 516-523.

Zagal, J. P., Bruckman, A. (2007), "**From Gamers to Scholars: Challenges of Teaching Game Studies**", *Proceedings of the Digital Interactive Games Research Association Conference (DiGRA 2007)*, Tokyo, Japan, 575-582.

Reprinted (and translated to Japanese) in: Zagal, J. P., Bruckman, A. (2008) "ゲーマーから研究者へ ーゲーム研究指導の難題ー" Journal of Digital Games Research, Vol 2, Issue 1 "https://www.jstage.jst.go.jp/article/digraj/2/1/2_92/_pdf/-char/en

Zagal, J. P., Bruckman, A. (2007), "**GameLog: Fostering Reflective Gameplaying for Learning**", *Proceedings of the 2007 ACM SIGGRAPH Symposium on Videogames*, San Diego CA, 31-38.

Zagal, J. P., Mateas, M., Fernandez-Vara, C., Hochhalter, B., Lichti, N. (2005) "**Towards an Ontological Language for Game Analysis**", *Proceedings of the Digital Interactive Games Research Association Conference (DiGRA 2005)*, Vancouver B.C., June, 2005. (Included in the Selected Papers volume).

Reprinted in: Worlds in Play: International Perspectives on Digital Games Research (2007), de Castell, S. and Jenson, J. (Eds), New York, Peter Lang

Fernandez-Vara, C., Zagal, J. P., Mateas, M. (2005). "**Evolution of Spatial Configurations in Videogames**", *Proceedings of the Digital Interactive Games Research Association Conference (DiGRA 2005)*, Vancouver B.C., June, 2005. (Included in the Selected Papers volume). (**Nominated for Best Paper Award**)

Reprinted in*:* Worlds in Play: International Perspectives on Digital Games Research (2007), de Castell, S. and Jenson, J. (Eds), New York, Peter Lang

Conference Presentations without Proceedings (refereed)

Deterding, S. Medler, B. Flick C., Drachen, A., van Roessel L., Zagal, J.P. (2018) "**The Coming Sh*t Storm? Game Research and Design Ethics after Facebook**", Foundations of Digital Games 2018, Malmo, Sweden, August 7-10.

Zagal, J. (2018) "**Role-Playing Game Studies: The Big Picture**", Living Games 2018, Boston MA, May 17-20.

Rothwell, E., Johnson, E., Rose, N., Altizer R., Zagal J., Latendresse G., Botkin J., Wong B. (Under Review) "**Evaluation of a Game-Based Decision Aid for Prenatal Genetic Screening**", 39th Annual Meeting of the Society for Medical Decision Making (SMDM), Pittsburgh, PA. Oct. 22-25.

Shipman JP, Casucci T, Altizer RA, Zagal JP. (2017) "**Shhh! A Library and an Innovation Center Unite!**" VentureWell 21st Annual Open Conference. Washington DC, March 24-25, 2017.

Casucci, T., Shipman, Jean O., Altizer, R., Zagal J. (2016) "**Shhh! We're Making Games in the Library and You Can Too**", First Joint International DiGRA FDG Conference, August 1-6, Dundee, Scotland.

Zagal, J., Deterding, S. (2016) "**What Larp can Learn from Role-Playing Game Studies**", 2016 Living Games Conference, May 19-22, 2016, Austin TX

Zagal, J., Deterding, S., Dormans, J., Björk, S. (2015) "**On Board Games Played On Tablets, Smartphones, and other Computing Devices**", 2015 Digital Games Research Association Conference (DIGRA 2015), Lüneburg, Germany. May 14-17, 2015.

Shipman JP, Altizer RA, Zagal J, Casucci T, Kalinger K. (2015) **"Librarians as Matchmakers: Using Dating Sites as a Model for Collaboration**". Medical Library Association Annual Meeting, May 18, Austin, Texas, 2015.

Zagal, J. P., Putnam, C. (2013) "**Teaching Game User Research**", CHI 2013 Games User Research Workshop, April 27, Paris, France. (Acceptance rate: 20%)

Deterding, S., Zagal, J. P. (2013) "**Roleplaying Game Studies: A Handbook**", DiGRA 2013, August 26-29, Atlanta, USA.

Wozniak, K., Zagal, J. (2011) "**Non-Traditional Students' Attitudes, Social Practices, and Usage Patterns in an ePortfolio System Pilot**", 9th International ePortfolio & Identity Conference (ePIC), London, UK

Wozniak, K., Zagal, J. (2011) "**Adult Students' Attitudes, Social Practices, and Usage Patterns in an ePortfolio System Pilot**", DePaul CDM School of Computing Research Symposium (SOCRS) 2011, Chicago, USA

Zhang, J., Fang, X., Chan, S., Zagal, J. (2011) "**Measuring Flow Experience of Computer Game Players**", DePaul CDM School of Computing Research Symposium (SOCRS) 2011, Chicago, USA

Zagal, J. P., Tomuro, N., Shepitsen, A. (2010), "**Natural Language Processing for Games Studies Research**", Games Research Methods Seminar, Tampere, Finland.

Zagal, J. P. (chair), Aarseth, E., Björk, S., Holopainen, J., Mateas, M., (2007) **"Patterns, Typology and Ontology: An Overview and Discussion of the Formal Analysis of Games and Gameplay**", Panel at Digital Interactive Games Research Association Conference (DiGRA 2007), Tokyo, Japan

Zagal, J. P., (2007) "**GameLog: Supporting Reflective Gameplaying Practices in the Context of Learning Games**" - Games, Learning and Society 3.0 Conference, Madison WI., July 12-13, 2007

Conference Presentations (non-refereed)

José Zagal, Thorkild Hanghøj, Lise Møller, Charlotte Lærke Weitze, Jari Due Jessen, Miruna Vozaru (organizer) (2022) "**Games in the Classroom**", Game Analysis Conference, IT University of Copenhagen, April 2-23, 2022.

Salge, C. (organizer), Compton, K., Juul, J., Sullivan, A., Zagal, J. [participants in alphabetical order] (2020)

"**Designing Games for Remote Play**", Foundations of Digital Games 2020, Malta, 15-18, Sept, 2020. (held online due to Covid-19)

Zagal, J. (2019) "**Jams, Clubs, Shows, and More: An Overview of Institutional Support for Game Students**", Game Developers Conference 2019 – Education Summit, San Francisco, CA, Mar 18-22.

Zagal, J., de Castell, S., Jenson, J., Trammell, A., White, W., Aarseth, E. (2018) "**Publishing in Game Studies: Thoughts and Discussion with the Editors**", Digital Games Research Association Conference (DiGRA 2018), Torino, Italy, 25-28 July, 2018.

Zagal, J. "**The Game Ontology Project: A Retrospective**", Game Ontology Workshop, University of California Santa Cruz, Santa Cruz, May 25, 2018

Mosca, I. (organizer), Karhulahti, V. (organizer), Grabarczyk, P., Gualeni, S., Juul, J., Leino, O., Sageng, J., Zagal, J. [participants in alphabetical order] (2015) "**Game and Videogame Ontologies. A Round Table**", Digital Games Research Association Conference (DIGRA 2015), Lüneburg, Germany. May 14-17, 2015.

Begy, J., Björk, S., Deterding, S., Dormans, J., Zagal, J., [authors in alphabetical order] (2015) "**Tabletop Game Studies Panel**", 2015 Digital Games Research Association Conference (DIGRA 2015), Lüneburg, Germany. May 14-17, 2015.

Zagal, J.P. (2015) "**Top Tips for Students at GDC**", Game Developers Conference 2015 – Education Summit, San Francisco, CA, March 2-6,

Zagal, J.P. (2014) "**Design Patterns in Games: Big Questions and Challenges 2014 Edition**", Workshop on Design Patterns in Games (DPG 2014) @ Foundations of Digital Games 2014, Fort Lauderdale FL, April 3-5, 2014.

Zagal, J. P. & Putnam C. (2014) "**Setting Up and Running a Games User Research Class**", Game Developers Conference 2014 – Education Summit, San Francisco, CA [Putnam presented at conference]

Zagal, J.P. (2013) "**Dark Patterns in Game Design**", First International Conference on Gameful Design, Research, and Applications (Gamification 2013), Waterloo, ON Canada, October 2-4.

Zagal, J. P. (2013) "**Game Educators Rant: Why Crappy Games Can Be Good For Class**", Game Developers Conference 2013 – Education Summit, San Francisco, CA, March 25-29.

Zagal, J.P. (2012) "**Design Patterns in Games: Big Questions and Challenges**", Workshop on Design Patterns in Games (DPG 2012) @ Foundations of Digital Games 2012, Raleigh NC, May 30 – Jun 1, 2012.

Zagal, J. P. (2011) "**Morality in Heavy Rain**", Ethical Inquiry through Video Game Play and Design: A Symposium, DePauw University, Indiana, Oct 10-12.

Poels, K. (chair), Hartmann, T. (chair), Zagal J., Young, G., Whitty, M., Malliet, S., (2011) "**Moral Issues in Digital Gameplay**", Digital Interactive Games Research Association Conference (DiGRA 2011), Utrecht, The Netherlands

Kirman, B. (chair), Zagal J. P. (chair), Bateman, C., Knizia, R., Servaes, A., Sheerin, A., Wallis, J., Wilson, D., (2011) "**Modern Board Games and Why Game Studies Should Care**", Digital Interactive Games Research Association Conference (DiGRA 2011), Utrecht, The Netherlands

Zagal J. P. (chair), Aarseth, E, de Castel, S., Flanagan, M., Greene, M., Mäyrä, F., (2011) "**The Ivory Tower that Isn't: A Game Scholar Rant Session**", Digital Interactive Games Research Association Conference (DiGRA 2011), Utrecht, The Netherlands

Zagal, J.P. & Sharp, J. (2011) "**Massively Multi-Professor Cooperative Capstone Course Design (MMPCCD)**", Game Developers Conference 2011, CA.

> **Notes:** This talk received an attendee rating of **4.72** on a scale where 5 was the highest possible score (excellent/definite invite back). The highest rated talk received a 4.93.

Zagal, J.P., (2010) "**Devil's Tuning Fork: Lessons for Managing Student, Faculty and Industry Game Projects**", Games Education Summit (GES) 2010, CA

Zagal, J.P., (2010) "**Using Videogames for Encouraging Moral and Ethical Reasoning**", Games Education Summit (GES) 2010, CA

Zagal, J.P, Schrier, K. Sicart, M., Macklin, C. (2010) "**Morally Interesting Choices: Games and their Ethical Potential**", Foundations of Digital Games (FDG) 2010, CA

Zagal, J.P, Schrier, K. Sicart, M., (2009) "**Ethics in Videogames**", Workshop at the Digital Interactive Games Research Association Conference (DiGRA 2009), London, UK.

Zagal, J. P., (2007) "**Learning About Videogames: Implications for Learning From Videogames**", OECD Expert Meeting on Videogames and Learning, Santiago Chile, October 2007

Technical Reports (not peer-reviewed)

Zagal, J.P., Piper, A.M., Bruckman, A. (2006) "**Social and Technical Factors Contributing to Successful 3D Animation Authoring by Kids**", GVU Tech Report: GIT-GVU-06-14

Patel, S.N., Kientz, J. A., Zagal, J.P. (2004) "**LoCoL: Encouraging Social Interaction and Exploration Through a Distributed, Multi-Media, Location-Based Mobile Game**.", GVU Tech Report: GIT-GVU-04-17

Zagal, J.P., Piper, A.M., Bruckman, A. (2004) "**Kids Telling Fables Through 3D Animation**", GVU Tech Report: GIT-GVU-04-23

Other Academic Publications (not peer-reviewed)

Zagal, J.P. (2016) "**Values at Play in Digital Games**", American Journal of Play, Vol. 8 No. 2, pp. 283-284

Zagal, J. P. (2016) "**On Chairing a Games Research Conference**", Transactions of the Digital Games Research Association (ToDiGRA), Vol. 2 No. 2. pp. 5-20.

Zagal, J.P., Altizer, R. (2016) **"DiGRA 2014: Celebrating the Diversity of Games Research**", Transactions of the Digital Games Research Association (ToDiGRA), Vol. 2 No. 2.

Zagal, J.P. (2011) "**Hackers, History, and Game Design: What Racing the Beam Is Not**", *Game Studies*, *Vol. 11, No. 2, May 2011.*

Zagal, J.P. (2007) "**Game Studies: Who will continue to blaze the trail?**", Column for the Digital Games Research Association (DiGRA), August 2007

Keynote Presentations

The Hispanic and Latin American Video Gaming Experience, "Chilean Videogames: 1970s-1980s", Texas Tech University, Lubbock, Texas, February 25 and 26, 2022

Charlas VRiD: Conocimiento que Transforma, "Videojuegos: Desafios y Oportunidades del Decimo Arte", Universidad de Concepción, Concepción, Chile, May 13, 2021

Teaching Game Studies Workshop, "Flying by the seat of your pants: Don't (Experiences experimenting with games education)", August 2, 2016, Dundee, Scotland

Workshop on Games, Ethics and War – "If War is Hell, what about Videogames?", Macquarie University, Sydney, Australia, November 24, 2014

e-Week 2013 – "Videojuegos: Referentes de Moral para el Siglo XXI", Universitat de Vic, Barcelona Spain, November 3, 2013

Invited Talks

(conference presentations and invited teaching presentations are listed separately)

Defusing Dark Patterns Conference: Current Technical and Legal Approaches, "Dark Patterns and Game Designers", November, 2021 (Hosted by: Dark Pattern Detection Project, German Research Institute for Public Administration and the University Heidelberg)

Indiecade Horizons 2021, Live Game Feedback with Experts Part 1, June 12, 2021

University of York "Game Design (it's always about ethics)", February 7, 2020, York, Great Britain

FanX 2019, Salt Lake City, UT

- "Good for You Games: In Healthcare, Wellness, and Education", April 20

DragonCon 2018, Atlanta GA

- "Esports and Education" (Aug 31)
- "Why Go to School for Gaming" (Sep 1)

Gamecraft Club – University of Utah, "Let's Talk about Game Design", September 14, 2018.

Pontificia Universidad Católica de Chile, "Estudios de Caso Análisis de Críticas de Videojuegos" June 22, 2018, Santiago Chile

Living Games 2018, Boston MA

- "The Nuts and Bolts of RPG Research" (May 18)
- "Games Academia 101: Primer for Junior Academics" (May 19)

DragonCon 2017, Atlanta, GA

- "Top Ten Reasons Why you Should Gamejam" (September 2)
- "Toys that are Changing the Future of Gaming" (September 3)
- "Unusual Jobs in the Videogame Industry" (September 3)

DragonCon 2016, Atlanta, GA

- "Emerging Technologies and the Future of Gaming" (September 2)
- "Virtual Reality in Video Gaming" (September 3)
- "Unusual Jobs in the Videogame Industry" (September 3)
- "Going to School for Videogames" (September 4)

Uppsala University, "Moral Reflection and Development Through Play", February 4, 2016, Uppsala Sweden

Royal Institute of Technology (KTH), "Videogame Interfaces and Ethics: Unlikely Partners?", February 3, 2016, Stockholm Sweden.

University of Utah, School of Medicine – Evening Ethics Seminars, "What Could Go Wrong? Videogames and Healthcare Interventions", January 13, 2016

Regional Centers of Excellence in ELSI Research Meeting, "Gaming Platforms", February 23-25, 2015, Seattle, WA. (presented with Roger Altizer)

Level UP – Simulating Economics, Utah Museum of Contemporary Art, October 1, 2014

63rd Annual Frederick W. Reynolds Lecture, "A Grown-Up Conversation About Games: Mind, Body, and Soul", University of Utah, February 10, 2014

University of Utah - Digital Medical Therapeutics Seminar, "Empathy Apps?", October 29, 2013

DePaul University, "Should I be Offended? Hispanic Representations in Videogames", October 17, 2013

Salt Lake Comic Con, "History and Culture of Videogames" (with Altizer, R., Hayes, P. and Hayes, R.), September 7, 2013

University of Ontario Institute of Technology, "Videogames and the Ethical Player", February 11, 2013

Drexel University, "Understanding Games Through Game Reviews", April 3, 2013

Michigan State University, "Ethical Games: Challenges and Opportunities", January 13, 2012

Northeastern Illinois University, "Games as Ethics", NETT Day 2.0, October 27, 2011

Pontificia Universidad Católica de Chile, "Videojuegos y Reflexión Moral" (Videogames and Moral Reflection), Santiago, Chile, October 29, 2010

University of Illinois at Urbana-Champaign, "Challenges of 3D Stereo Gaming", HCI Seminar, March 4, 2010
Massachusetts Institute of Technology, "Moral Dilemmas and Games", Gambit Game Lab, July 6, 2009

DePaul University, "Teaching Videogames: Issues and Challenges", School of Computer Science, Telecommunications and Information Systems, March 12, 2008

University of Nevada Reno, "Exploring the Issues and Challenges of Learning about Videogames", Department of Computer Science & Engineering, March 6, 2008

Universidad Adolfo Ibañez, "Ambientes Colaborativos Online para Aprender Sobre Videojuegos" (Collaborative Online Environments for Learning About Videogames), Santiago, Chile, January 15, 2008

University of Illinois at Chicago, "Supporting Learning About Games" – Learning Sciences Research Institute Speaker Series, Chicago, IL, December 11, 2007

Georgia Institute of Technology, "What is a Game?" – Gamescapes Symposium on New Media, Virtual Environments, and Learning, Atlanta, GA, September 29-30, 2006. Disclosure: José Zagal was the organizer of the Gamescapes Symposium

Georgia Institute of Technology, "Games and Learning" – Gamescapes Symposium on New Media, Virtual Environments, and Learning, Atlanta, GA, September 29-30, 2006. Disclosure: José Zagal was the organizer of the Gamescapes Symposium

Theses

Ph.D.	2008	**Supporting Learning About Games,** Georgia Institute of Technology Advisor: Dr. Amy S. Bruckman
Masters	1999	**A Model to Support the Design of Multiplayer Games**, Pontificia Universidad Catolica de Chile Advisor: Dr. Miguel Nussbaum

Games

Abstract Hex Dice (2019)
3rd Place in BryceCon V Game Design Competition, Jan 18-21, 2019.
[role: Everything]

Friends and Memories (2018)

Included in the 2018 Golden Cobra Games Anthology
Available: http://www.goldencobra.org/pdf/2018/Zagal%20--%20Friends%20and%20Memories.pdf
[role: Everything]

Hollywood Hacker (2018)
[role: Everything]

404Sight (2015)
Awards:
2015 Inter Student Showcase (finalist)
2015 Official Selection of the "Different Games" Festival, April 3-4, 2015
2015 (March) Unreal Dev Grant ($13,000)
[role: Executive Producer, Faculty advisor]

Cyberheist (2014)
Awards:
2014 IGF student showcase winner
2014 Intel Student Showcase (finalist)
2014 Unity Awards "Best Student Game" (finalist)
2014 Unity Awards "Community Choice" (finalist)
2014 Utah Game Wars (finalist)
2014 Serious Games Showcase & Challenge (Winner – Best Student Developed Serious Game)
2014 Microsoft Imagine Cup Fund ($10,000 award)
[role: Executive Producer, Faculty advisor]

Vynil (2014)
Awards: E3 Expo College Game Competition Finalist, 2014
[role: Executive Producer, Faculty advisor]

Calorie Crawl Saga: The Candy Kings Cometh (2014), Developed during the 2014 Global Game Jam
http://globalgamejam.org/2014/games/calorie-crawl-saga-candy-kings-cometh
[role: everything, co-developed with Roger Altizer]

Pacemaker Panic, Boardgame *(2013),* Developed during the 2013 Global Game Jam
http://globalgamejam.org/2013/pacemaker-panic
[role: everything, co-developed with Allen Turner]

Proppa (iOS, Android)
[role: Playtester, Consultant Game Designer]

Organ Trail*,* Android/iOS (2012)
[role: Consultant Designer]

Ouroburrets, PC (2012), Developed during the 2012 Global Game Jam
http://globalgamejam.org/2012/ouroburrets
[role: everything]

Tree of Life, PC (2011), Developed during the 2011 Global Game Jam
http://globalgamejam.org/2011/tree-life
[role: everything]

Channel Sweeper, Nintendo Virtual Boy (2010), Developed during the 2010 Global Game Jam
http://globalgamejam.org/2010/virtualboy-channel-sweeper
[role: everything]

- This game was featured as a "Digital Homebrew Highlight" with a full-page spread in Wittenhagen, J. (2019), *The Complete Virtual Boy*, Hagen's Alley Entertainment, pg 128.

***MiniNova**,* Flash (Web) (2007), Developed for Studiocom (Atlanta, GA)
[role: game designer, tester]

***Aerosfera**,* Adobe Shockwave (Web) (2001), Developed for Virtualia.com (Chile)
http://facsrv.cs.depaul.edu/~jzagal/Aerosfera/aeroesfera_offline.htm
[role: project director, executive producer, lead game designer]

***Disco Roller & DJ Mortis**,* Macromedia Flash (Web) (2001), Developed for Virtualia.com (Chile)
[role: project director, executive producer, lead game designer]

***Ruta 5**,* Macromedia Flash (Web) (2001), Developed for Virtualia.com (Chile)
[role: project director, executive producer, lead game designer]

Roli**, **Hermes**, **Magalu and ***Tiki-Tiki*** for Nintendo GameBoy (1997-1999), Suite of educational videogames developed for FONDEF (Chile)
[role: programmer, game designer, tester]

Grants and Awards

2020 – Inducted as Higher Education Videogame Alliance Fellow (HEVGA)

2016 – Digital Games Research Association Distinguished Scholar

Awards

2019 – 3rd Place BryceCon V Game Design Competition (for "Abstract Hex Dice")

Daniels Fund Ethics Initiative Leadership in Ethics Education Award (2015-2016)

Fellowships

DePaul Center for Latino Research Faculty Fellow
Proposal: Hispanic Perceptions of Race and its Representation in Videogames
Period: Academic Year 2012-2013

Grants

Representations of Sustainability in City-Building Videogames
Role: PI
Funding Agency: Sustainable Campus Initiative Fund (SCIF)
Amount: $1,000
Period: Fall 2019 - Spring 2020

"Gene the Gnome" – Newborn Genetic Screening Tool
Role: Co-Principal Investigator (Co-PI) (PI: Erin Rothwell)
Funding Agency: UCEER and College of Nursing Seed Grant
Amount: $20,000
Period: Fall 2015

Improved Prenatal Genetic Screening Decision Making Through Interactive Technology
Role: Co-Principal Investigator (Co-PI) (PI: Erin Rothwell)
Funding Agency: NIH NHGRI
Amount: $490,750

Period: April 2015 – March 2017

Vascular Access
Role: Principal Investigator (PI) (with Roger Altizer and Robert Kessler)
Funding Agency: AVA Foundation
Amount: $20,000
Period: Jan 2015- May 2015

E-Channel
Role: Principal Investigator (PI)
Funding Agency: UU Library
Amount: $32,700
Period: Aug 16, 2014-Dec 31, 2014

Research Quests
Role: Co-Principal Investigator (Co-PI) (PI: Roger Altizer)
Funding Agency: Natural History Museum of Utah
PI: Roger Altizer, Co PI: Jose Zagal, Ryan Bown
Amount $61,250
Period: Aug 16, 2014-Dec 31, 2014

Bad Air Day - UCAIR
Role: Co-Principal Investigator (Co-PI) (PI: Roger Altizer)
Funding Agency: UCAIR
Amount: $34,125
Period: Aug 16, 2014-Dec 31, 2014

Medical Home Portal
Role: Co-Principal Investigator (Co-PI) (PI: Roger Altizer)
Funding Agency: UU General Pediatrics
Amount: $28,923
Period: Aug 16, 2014-Dec 31, 2014

Miramonte
Role: Principal Investigator (PI)
Funding Agency: Last of Five, LLC
Amount: $26,588
Period: May 2014 – August 2014

Natural History Museum Games (Canyon Explorer and Explore your Environment)
Role: Co-Principal Investigator (Co-PI) (PI: Roger Altizer)
Funding Agency: Natural History Museum of Utah
Amount: $50,000
Period: May 16 – August 15, 2014

Image Generation Tech & the Gaming Engine Tech
Role: Co-Principal Investigator (Co-PI) (PI: Mark van Langeveld)
Funding Agency: Rockwell Collins
Amount: $142,481
Period: Feb 1, 2014-Dec 31, 2014

Doodle Health
Role: Principal Investigator (with Roger Altizer)
Funding Agency: BioInformatics
Amount: $30,000
Period: Summer 2014

AIPPE Ethics Explorer
Role: Principal Investigator (with Roger Altizer)
Funding Agency: UCEER Ethical Research Center

Amount: $10,000
Period: Spring 2014

Tower Defense Generator: A Tool for Learning Game Design
Role: Principal Investigator (PI)
Funding Agency: DePaul University Competitive Research Grant
Amount: $3,500
Period: December 2012 – June 2014

Studying and Understanding Japanese Games Education
Role: Principal Investigator (PI)
Funding Agency: DePaul University Competitive Research Grant
Amount: $3,500
Period: December 2011 – June 2013

Selected Bibliography and Press

Samsung Display, January 20, 2023 "What's Happening in Gaming in 2023?"

- Interviewed as expert on gaming for Samsung IT trend column, https://global.samsungdisplay.com/31083

Inverse Magazine, March 15, 2023, "Is Joel a Good Person? The Complicated Ethics of Last of Us"

- Online media, entertainment, and culture magazine, https://www.inverse.com/entertainment/the-last-of-us-ethics-joel-good-person

ETC Magazine, Nr 38, 23 September 2022, "ALLA VINNER – ELLER ALLA FÖRLORAR"

- Swedish print magazine, article is about collaborative games, also available at https://www.etc.se/feature/slipp-konflikterna-med-barnen-haer-aer-spelen-daer-alla-aer-vinnare (paywall)

Epsiloon Magazine, August 2022, "L´ENQUETE - Jeux vidéo : le piège se referme"

- Award-winning French popular science print magazine. ("Le magazine d'actualité scientifique qui décrypte le monde et suscite la curiosité")

Fox13 News, March 27, 2022. Live interview.

Ethics and Videogames Podcast, December 7, 2021. https://podcasts.apple.com/us/podcast/episode-31-how-should-intellectual-property-apply-to/id1559329856?i=1000544204254 [invited as interviewee] – Title of Episode "Episode 31: How Should Intellectual Property Apply to Video Games? (with Jose Zagal)"

Ethics and Videogames Podcast, August 3, 2021. https://podcasts.apple.com/us/podcast/teaching-ethics-and-video-games/id1559329856?i=1000530859535 [invited as interviewee] – Title of Episode "Teaching Ethics and Video Games"

BackStory Podcast Episode 67, September 13, 2018. http://oneshotpodcast.com/podcasts/backstory/67-jose-zagal/ [invited as interviewee]

PBS Digital Studios – "How Can Videogames Make You a Kinder Person?", Jun 2, 2015 (https://youtu.be/tYA-TfDUjek)

OnlySP "Why Write About Games? – Part One", October 26, 2015 (http://www.onlysp.com/why-write-about-games-part-one/)

Australian Broadcasting Corporation, Good Game TV Show (Season 11, Episode 10) "ANZAC Special", Originally aired April 21 2015, but also viewable at
http://www.abc.net.au/tv/goodgame/episodes/date_2015_Tuesday21April2015.htm

Gamestar Magazine (Hungary) “Morális dilemmák a játékokban”, May 2014.

News items regarding the 30th Anniversary of Videogame Character Luigi

- **EastBayRI**, “Nobody Loves Luigi, not even on his birthday”, Feb 5, 2013
- **GameFront.com**, “Nobody Loves Luigi, Even on His 30th Birthday”, Feb 5, 2013
- **Yahoo!News,** “Luigi Celebrates his 30th birthday still in Mario’s Shadow”, Feb 6, 2013
- **GamePolitics.com**, “Thirty Years Later: Nobody Loves Luigi”, Feb 5, 2013
- **GamesBeat.com**, “You forgot Luigi’s Birthday (again), but this one’s a 30-year milestone”, Feb 6 2013
- **RedOrbit,** “Mario Gets All the Love, But Is That Good For Nintendo?”, Feb 7, 2013

De Standaard (Belgium), “Gamingwereld kampt met zuurstoftekort” (Gaming world suffers from lack of oxygen), Nov 21, 2012.

Chicago Tribune, “Gaming grows up: A video game revolution”, Oct 31, 2012.

BBC News, “Nintendo’s mascot: from Donkey Kong to Super Mario Lovers”, Jun 3, 2012

News items regarding creation of DePaul Library’s Videogame collection at DePaul Library

- ***Medill Reports Chicago,*** “DePaul’s library levels up on video game collection, but not just for fun”, Apr 27, 2011
- ***Medill Reports Chicago***, “Quit Goofing off and play your videogames!”, May 18, 2011
- ***Sun-Times***, “DePaul’s library amasses collection of video games – for research”, May 18, 2011
- ***Chicago Sun-Times***, “DePaul stocks video games for research”, May 21, 2011

WebTalkRadio.net, “Video Games: Brain Gain or Drain” radio program hosted by Dr. Jayne Gackenback (http://webtalkradio.net/shows/video-games-brain-gain-or-drain/), aired on Oct 17. (Interview)

Chicago Tribune, “Women missing from video game development work force”, Aug 5 2010

Owni.fr (France), October 2, 2009 (Interview)

Revista Innovacion y Negocios (Chile), August 2009, pp. 4-5. (Interview)

Internet and Gaming (Television documentary produced by Purdue University) to air after Fall 2009 (Interview)

Endorsements/Blurbs Written

- “**Japanese Role-Playing Games: Genre Representation, and Liminality in the JRPG**” edited by Jérémie Pelletier-Gagnon and Rachael Hutchinson, 2022, Published by Lexington Books.
- “**The Elusive Shift: How Role-Playing Ganes Forged their Identity**” by Jon Peterson, Published in 2020 by MIT Press
- “**Super Power, Spoony Bards, and Silverware: The Super Nintendo Entertainment System**” by Dominic Arsenault, Published in 2017 by MIT Press

Teaching

(only includes teaching activities at University of Utah)

Courses Taught

Course	Title	Term(s)
EAE3020	Ethics in Videogames	Spr 17, Fall 17, Spr 18, Fall 18, Spr 19, Fall 19, Spr 20, Sum 20, Fall 20, Spr 21, Sum 21, Fall 21, Spr 22
EAE6000	Game Design I	Fall 13, Fall 14, Fall 15, Fall 16, Fall 17
EAE6020	Ethics in Games	Spr 14, Spr 15, Spr 16, Spr 19, Spr 21
EAE6030	Experimental Gameplay	Spr 16, Spr 17, Spr 18, Spr 19, Spr 20, Spr 22
EAE 6110	Game Projects I	Spr 14
EAE 6120	Game Projects II	Fall 13, Fall 14, Fall 15
EAE 6130	Game Projects III	Spr 15
EAE 4900	Mobile Game Design	Spr 17
EAE 2100	Introduction to Game Design	Fall 17, Spr 18, Fall 18, Spr 19, Fall 19, Spr 20, Fall 20, Spr 21, Fall 21, Spr 22
EAE4900	Aesthetics and Philosophy of Play	Fall 21

Curricular Development

EAE2100 Introduction to Game Design

EAE2900 Critical Game Design Seminar

EAE3020 Ethics in Videogames

EAE4900 Aesthetics and Philosophy of Play

- Co-developed with Thi Nguyen (Philosophy Dpt, UoU)

EAE6015 Paper Prototyping for Game Design

- Co-developed with Matt Anderson

EAE6020 Ethics in Games

EAE6030 Experimental Gameplay

EAE4900 Mobile Game Design

EAE4900 Hybrid Game Design

- Co-developed with Timothy Fowers

EAE6900 Game Systems Design

- Co-developed with Matt Anderson

Individual Student Guidance

(does not include work done as part of "Independent Study" courses)

PhD Students Supervised – University of Utah

- Nancy Blackburn
  - Role: Thesis Committee Member (Advisor is Rogelio Cardona-Rivera)
  - Graduation Date: Spring 2026 (Expected)
- Peter Christiansen

    - Role: Thesis Committee Member (Advisor is Robert Gehl)
    - Graduation date: Spring 2020

PhD Students Supervised – DePaul University

- Kathryn Wozniak
    - Role: Advisor
    - Graduation date: May 2015
- Andriy Shepitsen
    - Role: Thesis Committee Member (Advisor is Noriko Tomuro)
    - Graduation date: in progress
- Ali A. Alkhafaji
    - Role: Thesis Committee Member (Advisor is Peter Hastings)
    - Graduation Date: May 2018

PhD Students Supervised – Other Universities

- Cristian Parra
    - Role: PhD Committee Member (external)
    - Dissertation Title: La constricción temporal como factor de ajuste del ritmo de aparición de desafíos en videojuegos
    - Institution: Pontificia Universidad Catolica de Chile (PUC), Chile
- Lucy Sparrow
    - Role: PhD Examiner
    - Dissertation Title: The Ethics of Multiplayer Gameplay and Design
    - Institution: The University of Melbourne, Australia
    - Succesfully passed: October, 2022
- Alexander Card
    - Role: PhD Committee Member (External)
    - Dissertation Title: Scaffolding Player-Experience-Centered Game Design for Novice Programmers
    - Institution: North Carolina State University
    - Succesfully defended: August 3, 2022
- Miruna Vozaru
    - Role: PhD Committee Member
    - Dissertation Title: The Game Situation: An object-based game analysis framework
    - Institution: The IT University of Copenhagen, Denmark
    - Succesfully defended: April 22, 2022
- Ea Willumsen
    - Role: PhD Examination First Opponent
    - Dissertation Title: The PO-VE Framework: Understanding the Relationships Between Player Objects and Virtual Environments in Digital Games
    - Institution: University of Bergen, Norway
    - Succesfully defended: October 29, 2021
- Jon Back
    - Role: PhD Examination Opponent
    - Dissertation Title: Designing Public Play: Playful Engagement, Constructed Activity, and Player Experience
    - Institution: Uppsala University, Sweden
    - Succesfully defended: February 5th, 2016
- Timo Nummenmaa
    - Role: External Examiner
    - Dissertation Title: Executable Formal Specifications in Game Development: Design, Validation, and Evolution
    - Institution: University of Tampere, Finland
    - Succesfully defended: November 30, 2013
- Karl Bergström
    - Role: Co-Supervisor

- Dissertation Title: Playing for Togetherness - Designing for Interaction Rituals through Gaming
- Primary Advisor: Dr. Staffan Björk
- Institution: Gothenburg University, Sweden
- Succesfully Defended Thesis on May 23, 2012

- Fadhil Wong (until end of Spring 2012)
  - Role: Secondary Advisor
  - Dissertation Title: Learning Console Gaming: Case Studies of Young Malaysian Gamers
  - Primary Advisor: Dr. Sigrid Norris
  - Institution: Auckland University of Technology, New Zealand

Undergraduate Honors Theses Supervised

- Morgan Cox (Summer 2020)
  - Thesis Title: Sustainability in City-Building Games

Guest Lectures and Teaching

- Guest Lecturer for University of Utah HIST3100 (Historian's Craft), November 16, 2017.
  - "History and Videogames"
- Guest Lecturer for University of Utah Film 1010 (Introduction to Film and Media for Undergraduates), October 3, 2014
  - "Entertainment Worlds"
- Guest Lecturer for HCI 514 (Global User Research), Oct 4 2012
  - "Videogames in a Global Market: Tales of Terror"
- Guest speaker at DePaul Upsilon Pi Epsilon Honor Society Research Event (Winter 2011), Feb 4 2011
- Guest speaker at DePaul Medical Informatics Experiences in Undergraduate Research (MEDIX REU) Aug 6, 2010
- Guest Lecturer for GAM 224 (Introduction to Game Design)
- Guest Lecturer for ANI 460 (Animation Graduate Seminar), May 20, 2009
  - "Entertainment Worlds"
- Guest Lecturer for IT 398/599 (Topics in Global IT: Computer Gaming and Animation in Japan)

Continuing Education Related to Teaching

- Completed DePaul University's Teaching and Learning Certificate Program
- Ethics Across the Curricula Workshop
  - Attended 3-day workshop devoted to ethics teaching and the integration of ethics into curricula.

Service to University of Utah

Committee Work

- EAE Curriculum Committee: 2021-2023
  - Role: Chair
- University of Utah Research Committee: 2019-2022
- EAE Admissions Committee (Production track): 2017, 2018, 2019
- Auxiliary Faculty Appointment Advisory Committee (AFAAC): 2018-ongoing
  - Drafted review letters for reviewed faculty at the rank of Assistant Professor
- EAE Hiring Committee, 2017, 2018 (chair), 2019 (chair), 2022 (chair)

- Participated in the drafting of the job call, selection and review of applicants for a non-tenure track position in game engineering, served as host and organizer for one of the applicants on-site interview.
- College of Engineering Curriculum Committee, 2015-2017

Other Service

- EAE Visiting Lecture Series: 2016-2023.
  - Organizer and Host of EAE's Visiting Lecture series including recruiting, contacting, coordinating, advertising, scheduling, and hosting the visiting speakers (local and non-). Also includes maintaining the official Lecture Series website at https://eae-game-lecture-series.tumblr.com/ and coordinating with graphic design for the creation of unique posters for each talk.
- University of Utah Library Videogames Collection: 2016-present
  - Advise University of Utah on videogame purchases for the library collection. This includes collecting and collating preferences and interests from students and requirements and suggestions from faculty.
- Judge (Design Track) – University of Utah Gamecraft Portfolio Competition 2018

Service to Academic Community

Editorial Positions

(All positions are by invitation only)

- **Editor-in-Chief**, Transactions of the Digital Games Research Association (ToDiGRA) (http://todigra.org)
- Board of Discussants *First Person Scholar*, 2014 to 2017 (http://www.firstpersonscholar.com/)
- Editorial Advisory Board of *Well Played Journal*
- International Editorial Board, *Multimodal Communication, (2011-2013)*
- Academic Advisory Board of *g | a | m | e – Games as Art, Media and Entertainment*, 2010 to present
- Editorial Board of *Games & Culture: A Journal of Interactive Media*, 2010 – present
- Board of Reviewers for *Game Studies: The International Journal of Computer Game Research*, 2010 – present
- Editorial Advisory Board for *Designing Games for Ethics: Models, Techniques and Frameworks* edited by Schrier, K. and Gibson, D.
- Editorial Advisory Board for *Ethics and Game Design: Teaching Values through Play* edited by Schrier, K. and Gibson D.
- Editorial Review Board of *International Journal of Gaming and Computer-Mediated Simulations*, 2008 -2013
- Editorial Board of *Loading: Journal of the Canadian Gaming Studies Organization*, 2007 - present

Conference Committee Activities

- Program Committee – DiGRAES23 – II Congreso DiGRA Spain, 25-28 April, 2023
- **Track Chair** (Games Beyond Entertainment and Game Education) – Foundations of Digital Games (FDG), 2021, Online
- Program Committee – Immersive Learning Research Network (iLRN) 2020, San Luis Obispo, California, June 21-25
- **Track Chair** (Game Education) – Foundations of Digital Games (FDG), 2020, Malta.
- Program Committee - Central and Eastern European Game Studies (CEEGS), 2018, 11-13 October, Prague
- Program Committee – Interactive Entertainment Conference, 2019
- Program Committee – Foundations of Digital Games (FDG) 2018, Malmo, Sweden, 7-10 August.

- Program Committee – Immersive Learning Research Network (iLRN) 2017, Coimbra, Portugal, June 26-29
- Program Committee - MP2016 (Morality Play 2016: Workshop on the Design of Games for Moral Engagement)
- Program Committee - CISTI Workshops 2016 - 11th Iberian Conference on Information Systems and Technologies, Gran Canaria, Spain, 15-18 June.
- Program Committee – 2016 Joint International Conference DiGRA and FDG, 1-6 August, 2016
- **Chair** of PLAY (curated game exhibition at CHI Play Conference), Oct 16-19 2016.
- **Conference Chair** – 2015 Foundations of Digital Games (FDG) Conference, June 22-25, Asilomar, CA.
- **Conference Chair** – 2014 Digital Games Research Association (DiGRA) Conference, August 3-6, Snowbird, Utah
- Program Committee – Immersive Learning Research Network Conference (iLRN) 2016, Santa Barbara, CA, USA
- Program Committee - CISTI Workshops 2015 - 10th Iberian Conference on Information Systems and Technologies, Aveiro, Portugal.
- Program Committee - Meaningful Play Conference 2014, East Lansing Michigan
- Program Committee - International Conference on Entertainment Computing (ICEC) 2014, Sydney Australia
- Program Committee - Advances in Computer Entertainment Technology (ACE 2014), Funchal, Madeira.
- Program Committee – 2014 IEEE Games, Entertainment & Media Conference (GEM 2014)
- Program Committee – 2nd Workshop on Games and NLP (GAMNLP-13)
- **Chair** of Organizing Committee - Workshop on Design Patterns in Games 2013, NC, USA
- **Chair** of Games Education Track - Foundations of Digital Games 2013, Chania, Greece
- Program Committee - Foundations of Digital Games 2013, Chania, Greece
- Program Committee Doctoral Consortium - Foundations of Digital Games 2013, Chania, Greece
- Program Committee - Meaningful Play 2012, MI, USA
- **Chair** Games Education Track & Program Committee - Foundations of Digital Games 2012, NC, USA
- Program Committee - Advances in Computer Entertainment Technology (ACE 2011), Lisbon, Portugal.
- Program Committee - DiGRA 2011, Program Committee, also Area Chair for "Teaching game design, analysis, and development", Hilversum, The Netherlands
- Advisory Board - Games Education Summit Conference North America
- Session Chair - Foundations of Digital Games 2010, CA, USA
- Program Committee - Nordic DiGRA Conference 2010, Stockholm, Sweden
- Program Committee - Meaningful Play 2010, MI, USA
- Program Committee - FuturePlay @ DC Canada 2010 Conference, Canada
- Program Committee - Advances in Computer Entertainment Technology (ACE 2009), Athens, Greece.
- Poster Sessions Chair - IGDA Education SIG Summit, Game Developer's Conference 2009, CA, USA.
- Program Committee - Meaningful Play 2008: Designing Games that Matter, MI, USA, 2008.
- Program Committee - ACM Future Play 2008, Program Committee, Toronto Canada, 2008
- IGDA Education SIG Summit, Game Developer's Conference 2008, Poster Sessions Chair, San Francisco CA, USA, 2008.
- Program Committee - ACM Future Play 2007, Program Committee, Toronto Canada, 2007.
- Gamescapes Symposium on New Media, Virtual Environments, and Learning, Symposium Chair, Atlanta GA, USA, 2006.

Review and Referee Work

- *Journal Reviewer for:*
  - ACM Games: Research and Practice, 2023
  - IEEE Transactions on Games, 2020

- International Journal of Role-Playing, 2018
- Thinking Skills and Creativity, 2015
- International Journal of Role-Playing, 2014
- Ethics and Information Technology, 2014
- Well-Played, 2013, 2019, 2020
- Transactions on Computational Intelligence and AI in Games 2012
- Bulletin of Science, Technology & Society 2012
- Multimodal Communication 2011- present
- Game Studies: International Journal of Computer Game Research 2009 - present
- International Journal of Gaming and Computer-Mediated Simulations, 2009 - present
- Computers and Education, 2009 - present
- Games and Culture, 2007 – present
- Journal of the Learning Sciences, 2007 – present
- Loading: Journal of the Canadian Gaming Studies Organization, 2007 - present
- Learning Inquiry, 2006
- International Journal of Human-Computer Interaction (IJHCI), 2005
- Simulation & Gaming, 2005 – present
- WiderScreen, 2019

- *Conference Reviewer for:*
  - CHIPlay 2023, 10-13 October, Stratford, Canada.
  - Games Lit 2023, May 10-11, Katowice, Poland
  - International Conference of the Digital Games Research Association (DiGRA) 2023, 19-23 June, Sevilla, Spain
  - 5th Workshop on Tabletop Games @ Foundations of Digital Games (FDG) 2023, 11-14 April, Lisbon, Portugal.
  - 4th Workshop on Tabletop Games, September 5-8, 2022, Athens, Greece
  - Game Analysis Perspectives Conference (GAP), April 20-23, 2022, Copenhagen, Denmark
  - International Conference of the Digital Games Research Association (DiGRA) (2022), July 7-11, Kraków, Poland
  - Sociedad Chilena de las Ciencias de la Computacion (SCCC) 2021 (40th International Conference of the Chilean Computer Society), 15-19th November
  - Designing Interactive Systems (DIS) 2021, June 28-July 2.
  - CHI Play 2020, Nov 2-4, Ottawa, Canada
  - Workshop on Table Top Games (TG@FDG2020) at Foundations of Digital Games 2020, 15-18 Sept, Malta.
  - Australasian Computer Science Week (ACSW), 3-7 Feb, 2020, Melbourne, Australia.
  - Teach Games, Pedagogical Approaches (TGPA) Workshop (@DiGRA2019), August 6, Kyoto Japan.
  - 2nd Workshop on Tabletop Games (@FDG2019), August 26-30, San Luis Obispo, CA, USA
  - ACSW 2019 (Australian Computer Science Week), 29-31 January, Sydney, Australia
  - CHI Play 2018, 28-31 October, Melbourne, Australia
  - GamiFIN 2018, 21-23 May, Pori, Finland.
  - CHI Play 2017, 15-18 October, Amsterdam.
  - Extending Play 3, Sept 30-Oct 1, 2016
  - Immersive Learning Research Network (iLRN) 2016
  - Academic Mindtrek 2015, 2016, 2018, 2019
  - CISTI Workshops 2015 - 10th Iberian Conference on Information Systems and Technologies
  - International Conference on Entertainment Computing (ICEC) 2014
  - Gamification 2013
  - Meaningful Play 2012, 2022
  - MexIHC 2012: Mexican Conference on Human-Computer Interaction
  - Games+Learning+Society 8.0 (GLS 8.0)
  - Brazilian Symposium on Human Factors in Computing & Latin American Conference on Human Computer Interaction (IHC – CLIHC 2011)
  - International Conference on Ubiquitous Computing (UBICOMP) (2011)
  - Game Education Summit (GES) North America (2011)
  - Foundations of Digital Games (FDG) (2011, 2012, 2017, 2018, 2019, 2020)

    - Computer Supported Collaborative Work (CSCW) (2011)
    - Nordic DiGRA Conference (2010, 2012)
    - 16th Americas Conference on Information Systems AMCIS 2010
    - Digital Games Research Association Conference (DiGRA) (2009, 2011, 2013, 2015, 2019, 2020)
        - Doctoral Consortium (2020)
    - ACM SIGGRAPH (2009, 2011)
    - International Conference on Advances in Computer Entertainment (ACE) (2008, 2009, 2010, 2011, 2014)
    - Computer-Human Interaction (CHI) (2006, 2010, 2014, 2016)
    - Computer Supported Collaborative Learning (CSCL) (2005)
    - Future Play Conference (2007, 2008, 2010)
    - Conference of the International Communication Association (ICA09) – Game Studies Track, (2009)
    - International Conference of the Learning Sciences (ICLS) (2004, 2006, 2008)
    - International Conference for Interaction Design and Children (IDC) (2004, 2005)
    - Meaningful Play Conference (2008, 2010)
    - ACM SIGGRAPH Sandbox Symposium (2008)
    - International Conference on Web Information Systems and Technologies (WEBIST) (2008)
- Research Project Reviewer
    - **Social Sciences and Humanities Research Council of Canada**, 2023
    - **FONDECYT** (National Fund for Scientific and Technological Development – Chile), 2011, 2018
    - Canada Research Chairs Program, 2017
    - Fundação para a Ciência e a Tecnologia (FCT) (Portuguese Foundation for Science and Technology), 2012
    - **British Academy**, 2011, 2013
    - **National Science Foundation (NSF**) Cyberlearning: Transforming Education Program, 2011, 2012
- Other Review Work
    - UNESCO MGIEP (Mahatma Gandhi Institute of Education for Peace and Sustainable Development) – Working Paper Series Reviewer, 2017

Juror

- Juror – Gotland Game Conference 2023
- Juror - Independent Games Festival (IGF), 2020, 2021, 2022, 2023
- CHIPlay Student Game Competition, 2015
- IndieCade – International Festival of Independent Games 2013, 2014, 2015, 2016, 2017, 2023
- Member – ICAN (International Choice Awards Network) – 2013 - present
    - Voter – Game Developer's Choice Awards
    - ICAN is an invitation-only group comprised of leading game creators from all parts of the video game industry
- Judge – 2011 PlayExpo games competition
- Judge – 2010 PlayExpo games competition
- Judge – 2009 PlayExpo games competition
- Judge – Undergraduate Research Symposium, College of Computing Georgia Institute of Technology
- Judge – Peñalogame Videogame Design Competition

Other

- Mentor – Intel Opportunity Scholars Program (2004-2008)
- Consultant – Introduction to Game Development at the Art Institute of Atlanta (2005, 2006)

Memberships and Activities in Professional Societies

- Digital Games Research Association (DiGRA)
    - Vice President (2013 - 2015)
    - Member of Executive Board (2006 – 2015)

- International Game Developers Association (IGDA)