New Research Initiatives, other Cluster activities

Matt Ratto:

- keynote for canheit June 12: http://canheit.uottawa.ca/program/969434, "critical making: changing students from passive technology users to active creators"
- IT Littleton lecture, NCSU Libraries May 9. "Why Johnny Can't Read (an iPhone): literacy, maker spaces, and the modern library"
- NSERC CREATE grant in progress with KMDI, Mark Chignall

Sara Grimes:

- Participated on expert panel at the press preview of the Game On! Exhibit at the Ontario Science Center (March 6)
- Delivered the keynote address at the York/Ryerson Communications & Culture Grad Student Conference: The Politics of Play. (March 23)
- Participated in a panel, Amusing Ourselves to Death, at the TPL, as part of the Keep Toronto Reading Festival. Co-panelists included Mark Kingwell and Johanna Schneller, hosted by CBC Spark’s Nora Young. (April 8)
- Served as academic advisor for Critical Gaming Series: “GTA4, Violence and the Carnivalesque” (presented by Kristina Chin & Tracy Munusami, iSchool MI students) (Feb. 27)
- Served as academic advisor for Games in Film Panel: Get Lamp, held at the UTLibrary Media Commons (organized by Chris Young, iSchool PhD student) (Mar. 12)
- Hosted Semaphore Gaming Night, w/ postdoc Alison Harvey (Mar. 15)
- Co-hosted student research-in-progress roundtable with Matt Ratto (Mar. 12)
- Presented key themes and preliminary findings from UGC Games project to Jenna Hartel’s PhD seminar (Mar. 26)
- Supervised ongoing data collection for Play Cluster of DETZ (SSHRC-funded) project. Approved interview question protocol, and content analysis coding protocol. Expanded study.
- Renewed RA contracts for all 3 RAs currently working for me on the Play Cluster/DETZ project
- Hired RA for summer part-time position documenting lab activities
- Supervised ongoing research preparation (ethics application, identification of respondents, advertisements for interviews, interview scripts) for Adaptive Games project.
• Supervised ongoing data collection on UGC Games project (2 RAs), trouble-shooting data capture and content analysis coding protocol design. Included hosting an informal, drop-in “live” coding session for testing out the protocol and soliciting feedback.
• Submitted abstracts to aoir (co-authored with postdoc, Alison Harvey) and 4S (co-authored with PhD student, Andy Keenan) conferences
• Completed invited chapter for anthology examining “princess culture”
• Approved final proofs on upcoming chapter in Sage Handbook
• Finished revisions on journal article

Adam Dubé:
Data collected in February is being coded and analyzed. A paper based on the study has been accepted and will be presented at the Canadian Society for Brain Behaviour and Cognitive Science for their 23rd annual conference in Calgary this June. The data from the study is being used to refine a second project that will investigate whether the educational material presented on tablet computers is retained after the initial learning period. Also, the study will use an eye tracker to measure how long children attend to the educational information (cf. entertainment content) presented in edutainment applications to determine whether the entertaining aspect of edutainment applications facilitates learning via increased attention to educational information or whether the entertaining aspects are simply distracting.

Alison Harvey:
1) Study design, outreach, and research ethics: The majority of the month of March was dedicated to activities and writing related to study design and ethics application completion. In conjunction with the cluster director, Prof. Sara Grimes, I engaged in the study design of both exploratory research related to the gameplay activities of children with disabilities as well as preliminary brainstorming of a series of media literacy workshops in schools. For the exploratory study, outreach activities entailed contacting by email 14 relevant community groups at the municipal, provincial, and federal level regarding their willingness and ability to share our call for participants, following up on their leads, and filling out their organization-specific participant recruitment forms. It also included designing a recruitment poster, determining appropriate venues for sharing this poster (both online and offline), as well as completing the ethics application, along with needed additional documentation related to parental consent and children’s assent. In terms of the media literacy workshops, this entailed additional research on both the process for doing research within the Toronto District School Board as well as on previous game-related media literacy initiatives.

At this time, we are determining whether to submit these two projects as one ethics application or two. The goal is to send this to the IRB as soon as possible.

2) Community-building: Discussed with the Able Gamers Foundation the possibility of bringing accessible game stations to the Semaphore Lab. Moving forward, I will send them room schematics and photos in order to secure a few possible quotes and options.

3) Student labour: In conjunction with the cluster director, investigated the possibility of working with an intern from Early Childhood Education at George Brown on our media literacy project. We also posted a work/study job description for research assistance on the children’s DIY project in the summer.

4) Talks: Participated on the “Games in Film- Get Lamp” panel on interactive fiction and game inclusivity/accessibility, March 12, 2013.
5) Conferences: I will be presenting at the Different Games conference in NYC April 26-28. Developing our first academic report on the project will be my top priority this month.

6) Not under the banner of IDI: Wrapped up the Montreal women-in-games incubator (Pixelles) and completed in conjunction with Dr. Tamara Shepherd an 89-page analytical report for the Feminists in Games research network on planning, process, challenges, and outcomes.

Isaac Record:

Papers in Progress:

“Hacking the Body: Critical Making Experiments in Human Augmentation” (with Matt Ratto, Amy Ratelle, Adriana Ieraci, and Nina Czegledy) submitted to IEEE-ISTAS.

“3D Scanning and Printing as a Methodology for the Humanistic Studies of Science and Technology” presented at IHPST’s HPS Workshop (February), a museum studies class at UofT (March), and an STS class at York (March), invited to present at Materiality conference at York (May), and abstract submitted to “3D Printing: Destiny, Doom, or Dream?” eLaw conference (Leiden, November).

“From inclusive design to making design inclusive” (with Matt Ratto) in process. Aiming to submit to Science, Technology, and Human Values by end of summer. This draws on the Blind Tennis workshop from last term.

"Justified Belief in a Digital Age" (with Boaz Miller, Tel Aviv University) accepted to Episteme.

“Technology and Knowledge” revised for Journal for the General Philosophy of Science.

Accepted Presentations:

“How Simulations Became Evidence” at the International Congress for History of Science, Technology, and Medicine (Manchester, July).

“Who is a suitably prepared model user?” at Society for Philosophy and Technology (Lisbon, July).

Workshops (completed):

Hacking the Body (November).
Syscomp (November).
Blind Tennis (December).
Upverter (February).

Research Projects:

“3D scanning and printing best practices for heritage objects” (with Matt Ratto, Dan Southwick and Hannah Turner).

“Reconstructing Chambers’ micromanipulator” (with Erich Weidenhammer, IHPST).

Other:

"Raising Standards: History and Philosophy of Standardization” course submitted for next year.
Recent Events
Semaphore Games Night (March 2013)
Games in Film – “Get Lamp” (February 2013)

Upcoming Events
Critical Gaming – Back to Back sessions (April 10, 2013)