New Cluster Personnel

Postdocs: Adam Dubé (Rhonda McEwen), Alison Harvey (Sara Grimes), Isaac Record (Matt Ratto)
Research Coordinator: Amy Ratelle
Research Assistants: Sara – Andy Keenan (PhD), Catherine Emmens (MI), Christopher Harry (MI), Tracy Munusami (MI), Marco Piccolo (BA); Matt – Katie Seaborn (PhD), Peter Cowan (MI), Ryan Varga

New Research Initiatives, other Cluster activities

Matt Ratto:
Submitted CCA-Grand NCE with local artist Nick Stedman for “Rapid Prototyping Robots” project, which will explore new digital fabrication technologies and the cultural imaginaries around robots and emergent technologies

Sara Grimes:
Submitted a SSHRC Partnership Development Grant and SSHRC Insight Grant applications
Served as academic advisor for all Semaphore Games events
Networked with Able Gamers Foundation and TIFF Kids
Served on the advisory board of the TIFF Kids Film Festival digiPlaySpace Appvisory Committee
Spoke at the Kids CBC Interactive, School Age Workshop (February 2013)
Supervising 3 research assistants on DETZ sub-project (lit review complete; data collection has commenced)
Supervising and coordinating 2 research assistants in UGC Games project (data collection underway)

Adam Dubé:
With Rhonda McEwen, received approval from Toronto Public School Board and U of T Ethics board to begin study titled “Children’s use of tablet computers as learning tools”
Began work with study participants over Reading Week (children in kindergarten through Grade 2, assorted applications and tablet models), data collected is being analyzed
Participated in training sessions to use Facelab eyetracking technology and Captive physiological measurement systems

Alison Harvey:
Organized adaptive gaming events; networked with Able Gamers Foundation and TIFF Kids
Created bibliographic resource for research in adaptive/inclusive play
Developed SSHRC Insight Grant application (with Sara Grimes)
Developed initial proposal for research ethics in exploratory design studies

Isaac Record:
ISTAS13 paper lead
Teaching directed reading course on Materiality
Presenting 2 papers at conferences; 1 paper accepted for publication; 1 paper under consideration

Amy Ratelle:
Equipment procurement – Cluster computers, gaming equipment, tablet computers, furniture, AV order
Developing equipment-use protocols
Lab structure revisions
Grants and other sustainable funding research
Editorial support for publications

Recent Events
Critical Gaming Series – Grand Theft Auto 4: Videogames and the Carnivalesque (February 2013)
Games in Film – “Playing Columbine” (February 2013)
Upverter workshop (February 2013)
Games in Film – “Tetris: From Russia with Love” (January 2013)
Rob Bishop visit (December 2012)
Blind Tennis Hackathon – Building a Better Ball (December 2012)
Semaphore Colloquium Series – Alison Harvey (November 2012)
Syscomp Electronics Workshop (November 2012)

Upcoming Events
Scooter Jam (March 2013)

Semaphore in the News
Matt Ratto:
Interviewed by Jon Hembry, CBC News, about increased prevalence of 3D printing and its economic implications (February 2013)
Appeared on: The Talk Show with Bryan Allen, CKNX 920AM (http://cknxam920.ca) and The Morning Show with Liem Vu, Global Television (http://globalnews.ca)

Rhonda McEwen:
Interviewed by U of T Media Relations, about the popularity of cat memes on the internet (February 2013)

Sara Grimes:
Interviewed by The Record Searchlight on kids and social media (February 2013)
Kids Online Report (co-authored with Deborah Fields and the Joan Ganz Cooney Centre at Sesame Workshop) was covered in numerous media and news outlets, including Wired (online), The Huffington Post, and Christian Science Monitor

Alison Harvey:
Interviewed by Fresh Air, CBC Radio One, about increasing popularity of digital games (December 2012)