



Date Submitted: 2018-04-13 10:16:11

Confirmation Number: 824201

Template: SSHRC

Dr. Jennifer Robin Whitson

Correspondence language: English

Sex: Female

Date of Birth: 1/26

Contact Information

The primary information is denoted by (*)

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Primary Affiliation

Department of Sociology and Legal Studies
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| Work | jwhitson@uwaterloo.ca |

Website

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| Personal | http://jenniferwhitson.com/ |
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Dr. Jennifer Whitson

Language Skills

| Language | Read | Write | Speak | Understand | Peer Review |
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| English | Yes | Yes | Yes | Yes | Yes |

Degrees

- 2006/9 - 2013/2 Doctorate, Doctor of Philosophy, Sociology, Carleton University
Degree Status: Completed
Thesis Title: Game Design by Numbers: Instrumental play and the quantitative shift in the digital game industry
Supervisors: Doyle, Aaron
- 2004/9 - 2006/11 Master's Thesis, Master of Arts, Sociology, University of Alberta
Degree Status: Completed
Thesis Title: Assumed Identities: Responses to Identity Theft in an Era of Information Capitalism
Supervisors: Haggerty, Kevin
- 2000/9 - 2004/6 Bachelor's, Bachelor of Arts, Criminology, University of Alberta
Degree Status: Completed

Recognitions

- 2014/9 - 2015/3 Young Network Investigator Award, Graphics Animation and New Media Networks of Centres of Excellence - 5,000
Social Sciences and Humanities Research Council of Canada (SSHRC)
Prize / Award
- 2013/5 Top Paper, Canadian Game Studies Association Conference
Canadian Game Studies Association
Distinction
- 2013/4 Surveillance Studies Network Annual Paper Prize - 177
Surveillance Studies Network
Prize / Award
- 2012/11 - 2013/10 Faculty of Arts and Science Postdoctoral Fellowship Top-Up Award - 5,000
Concordia University
Prize / Award
- 2012/10 Top Paper, Meaningful Play Conference
Michigan State University
Distinction

2012/5 Graduate Student Open Access Award - 1,000
Carleton University
Prize / Award

User Profile

Research Specialization Keywords: Digital Media, Ethnography of Software Production, Game Studies, Sociology, Surveillance Studies

Employment

2014/12 Assistant Professor in Digital Media
Sociology and Legal Studies, Waterloo Arts, University of Waterloo
Full-time, Assistant Professor
Tenure Status: Tenure Track

2011/9 - 2011/12 Contract Instructor
Communications, School of Journalism and Communications, Carleton University
Part-time, Lecturer
Tenure Status: Non Tenure Track

1999/6 - 2003/7 Lawyer's Aide
Wallace Law Office

Leaves of Absence and Impact on Research

2014/1 - 2014/4 Medical
A January surgery required a formal temporary leave of absence from my SSHRC Postdoctoral Fellowship. This also involved a more extended recuperation process that unfortunately precluded me from advancing my research and writing activities at Concordia University during that time.

Research Funding History

Awarded [n=4]

2015/9 - 2020/8 Re-figuring Innovation in Games, Grant
Co-investigator

Funding Sources:
Social Sciences and Humanities Research Council of Canada (SSHRC)
Partnership Grant
Total Funding - 2,498,116

Co-applicant : Alison Harvey; Bart Simon; Celia Pearce; Chloe Brushwood Rose; Diane Carr; Didi Khayatt; Emma Westecott; Florence Chee; Helen Kennedy; Katherine Browne; Lynn Hughes; Mary Bryson; Mia Consalvo; Nicholas Taylor; Nina Huntemann; Sean Gouglas; Shira Chess; Suzanne de Castell; T.L. Taylor;

Co-investigator : Adrienne Shaw; Aphra Kerr; Sarah Atkinson;

Principal Applicant : Jennifer Jenson

2017/6 - 2019/5 Technology, Surveillance and Selective Exposure: The paradox of social media and queer activism, Grant
Principal Applicant

Funding Sources:
Social Sciences and Humanities Research Council of Canada (SSHRC)
Insight Development Grant

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| 2016/9 - 2018/8 Co-applicant | <p>Total Funding - 54,199</p> <p>Indie Interfaces: Examining independent game development support networks, Grant</p> <p>Funding Sources: Social Sciences and Humanities Research Council of Canada (SSHRC) Insight Development Grant Total Funding - 74,412</p> <p>Co-applicant : Bart Simon; Principal Applicant : Felan Parker</p> |
| 2016/9 - 2018/8 Principal Applicant | <p>"HeForShe" Gender Equity Research Grant, Grant</p> <p>Funding Sources: University of Waterloo United Nations Women's HeForShe Waterloo Gender Equity Grant Total Funding - 10,000</p> |
| Completed [n=4] | |
| 2015/5 - 2016/4 Principal Applicant | <p>Players, Profit, and Privacy: Understanding how the digital games industry uses big data and analytics, Grant</p> <p>Funding Sources: University of Waterloo SSHRC SEED Funding Total Funding - 5,500</p> |
| 2012/11 - 2014/11 Principal Applicant | <p>Social Sciences and Humanities Research Council of Canada Postdoctoral Fellowship, Fellowship</p> <p>Funding Sources: Social Sciences and Humanities Research Council of Canada (SSHRC) SSHRC Postdoctoral Fellowships Total Funding - 81,000</p> |
| 2006/9 - 2009/8 Principal Applicant | <p>Joseph-Armand Bombardier CGS Doctoral Scholarships, Scholarship</p> <p>Funding Sources: Social Sciences and Humanities Research Council of Canada (SSHRC) CGS Total Funding - 105,000</p> |
| 2005/5 - 2006/4 Principal Applicant | <p>Canada Graduate Scholarship, Scholarship</p> <p>Funding Sources: Social Sciences and Humanities Research Council of Canada (SSHRC) Total Funding - 17,500</p> |

Course Development

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| 2017/9 | <p>Lecturer and Course Design, Department of Sociology and Legal Studies, University of Waterloo</p> <p>Course Title: Sociology 701: Sociology of Digital Media</p> <p>Course Level: Graduate</p> |
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| 2017/1 | Lecturer and Course Design, Department of Sociology and Legal Studies, University of Waterloo Course Title: Sociology 324: Digital Cultures Course Level: Undergraduate |
| 2016/1 | Lecturer and Course Design, Stratford Campus, University of Waterloo Course Title: Global Business Digital Arts 402: Design Fiction Course Level: Undergraduate |
| 2015/9 | Lecturer and Course Design, Sociology and Legal Studies, University of Waterloo Course Title: Sociology 225: Games and Gamers Course Level: Undergraduate |
| 2015/1 | Lecturer and Course Design, Stratford Campus, University of Waterloo Course Title: Global Business Digital Arts 302: Digital Media Project 2 Course Level: Undergraduate |
| 2015/1 | Lecturer and Course Design, Department of Sociology and Legal Studies, University of Waterloo Course Title: Sociology / Legal Studies 413: Surveillance Society Course Level: Undergraduate |
| 2011/9 | Lecturer and Course Design, Department of Sociology and Anthropology, Carleton University Course Title: Sociology 4410: Surveillance & Social Control Course Level: Undergraduate |

Program Development

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| 2016/9 | Curriculum Review Committee Member, Stratford Campus, University of Waterloo Program Title: Curricular review for undergraduate Global Business Digital Arts program of study. Course Level: Undergraduate |
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Student/Postdoctoral Supervision

Bachelor's Honours [n=2]

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| Academic Advisor | Emily Tan (Completed) Student Degree Received Date: 2016/4 |
| Academic Advisor | Melissa Stocco (Completed) Student Degree Received Date: 2016/12 |

Master's Thesis [n=1]

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| Principal Supervisor | Nicole LePine (In Progress) Student Degree Expected Date: 2018/8 |
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Doctorate [n=3]

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| Principal Supervisor | Matthew Perks (In Progress) Student Degree Expected Date: 2022/9, University of Waterloo |
| Principal Supervisor | Pierson Browne (In Progress) Student Degree Expected Date: 2019/12 |

Principal Supervisor Brian Schram (In Progress)
 Student Degree Expected Date: 2019/12

Event Administration

Co-Organizer, CHI 2015 Workshop Gamifying Research: Strategies, Opportunities, Challenges, Ethics, Workshop, 2015/4 - 2015/4

Organizer, Technoculture Arts and Games Weekly Summer Speaker Series, Seminar, 2014/7 - 2014/8

Director, Critical Hit Summer Games Incubator at Concordia University, Workshop, 2014/6 - 2014/8

Co-Organizer, Indie Interfaces International Symposium, Conference, 2017/9 - 2017/9

Editorial Activities

2016/11 Editorial Board, Surveillance & Society
 2016/11 Associate Editor, Surveillance & Society
 2015/11 Faculty Advisor, Legal Studies Undergraduate Journal (<http://openjournals.uwaterloo.ca/index.php/LSUJ>)
 2015/4 Faculty Advisor, First Person Scholar (<http://www.firstpersonscholar.com/>)
 2013/9 - 2014/7 Guest Editor, Special Issue on Games, Play and Surveillance, Surveillance & Society

Journal Review Activities

2015/3 - 2018/3 Foundations of Digital Games Conference Serious Games Program Committee
 Number of Works Reviewed / Refereed: 5
 2013/7 - 2018/2 DiGRA: Digital Games Research Association Conference Program Committee
 Number of Works Reviewed / Refereed: 13
 2017/8 - 2017/8 Canadian Journal of Sociology
 Number of Works Reviewed / Refereed: 1
 2016/5 - 2016/12 Theoretical Criminology
 Number of Works Reviewed / Refereed: 1
 2016/4 - 2016/11 Learning Media and Technology
 Number of Works Reviewed / Refereed: 1
 2015/1 - 2016/10 Surveillance & Society
 Number of Works Reviewed / Refereed: 3
 2016/8 - 2016/8 Kinephanos: Journal of Media Studies and Popular Cultures
 Number of Works Reviewed / Refereed: 1
 2015/11 - 2016/6 Big Data & Society
 Number of Works Reviewed / Refereed: 2
 2013/6 - 2016/6 New Media & Society
 Number of Works Reviewed / Refereed: 4
 2015/10 - 2015/10 CHI2016
 Number of Works Reviewed / Refereed: 1

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| 2015/3 - 2015/4 | Digital Studies Number of Works Reviewed / Refereed: 1 |
| 2015/1 - 2015/3 | CHI 2015: Researching Gamification Workshop Papers Number of Works Reviewed / Refereed: 7 |
| 2014/8 - 2014/8 | Meaningful Play Conference Number of Works Reviewed / Refereed: 7 |
| 2014/4 - 2014/6 | Societies Number of Works Reviewed / Refereed: 1 |
| 2013/11 - 2013/12 | Revenant Journal Number of Works Reviewed / Refereed: 1 |
| 2012/11 - 2012/12 | Loading...Journal of the Canadian Game Studies Association Number of Works Reviewed / Refereed: 2 |

Graduate Examination Activities

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| 2018/4 | PhD Comprehensive Exam Committee Member, Matthew Perks, Sociology and Legal Studies, University of Waterloo |
| 2018/3 | PhD External Examiner, Annakaisa Kultima, Information Studies and Interactive Media, University of Tampere |
| 2018/2 | Committee Member, Luc Coussineau, Recreation and Leisure Studies, University of Waterloo |
| 2018/1 | Committee Member, Jenna Harb, Sociology and Legal Studies, University of Waterloo |
| 2017/12 | Committee Member, Justin Dorazio, Communication, University of North Carolina at Chapel Hill |
| 2016/3 | Committee Member, Emma Vossen, English, University of Waterloo |
| 2016/2 | Committee Member, Patrick Lalonde, Sociology and Legal Studies, University of Waterloo |
| 2017/10 - 2018/12 | Candidacy Committee Member, Justin Dorazio, Communication, University of North Carolina at Chapel Hill |
| 2017/3 - 2018/12 | Candidacy Committee Chair, Brian Schram, Department of Sociology and Legal Studies, University of Waterloo |
| 2017/8 - 2018/2 | PhD Comprehensive Exam Committee Member, Luc Coussineau, Recreation and Leisure Studies, University of Waterloo |
| 2017/9 - 2017/12 | PhD Comprehensive Exam Committee Member, Jenna Harb, Sociology and Legal Studies, University of Waterloo |
| 2017/1 - 2017/5 | PhD Comprehensive Exam Committee Member, Pierson Browne, Sociology and Legal Studies, University of Waterloo |
| 2016/10 - 2017/3 | PhD Comprehensive Exam Committee Member, Brian Schram, Sociology and Legal Studies, University of Waterloo |
| 2016/1 - 2017/3 | Candidacy Committee Member, Emma Vossen, English, University of Waterloo |
| 2016/6 - 2016/11 | PhD Comprehensive Exam Committee Member, Jamal Hejazi, Sociology and Legal Studies, University of Waterloo |
| 2016/5 - 2016/10 | Master's Proposal Defense Chair, Nicole Lepine, Sociology and Legal Studies, University of Waterloo |

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| 2016/5 - 2016/10 | PhD Comprehensive Exam Committee Member, Brian Schram, Sociology and Legal Studies, University of Waterloo |
| 2016/5 - 2016/10 | PhD Comprehensive Exam Committee Member, Zachary Canning, Sociology and Legal Studies, University of Waterloo |
| 2016/6 - 2016/7 | Thesis Defense Examiner, Naeem Mossaje, MSc Computer Science, University of Ontario Institute of Technology |
| 2016/1 - 2016/6 | PhD Comprehensive Exam Committee Member, Anthony Verbora, Sociology and Legal Studies, University of Waterloo |
| 2016/10 - 2016/3 | PhD Comprehensive Exam Committee Member, Celia Huang, Sociology and Legal Studies, University of Waterloo |
| 2016/1 - 2016/2 | Candidacy Committee Member, Patrick Lalonde, Sociology and Legal Studies, University of Waterloo |
| 2015/8 - 2015/11 | PhD External Examiner, Michael Hancock, English, University of Waterloo |
| 2015/3 - 2015/9 | Committee Member, Patrick Martinson, Management Sciences, University of Waterloo |

Research Funding Application Assessment Activities

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| 2016/11 | Committee Member, Research Management Committee: ReFiguring Innovation in Games Partnership Grant, Organization, Academic Reviewer, Social Sciences and Humanities Research Council of Canada (SSHRC) |
| 2016/11 - 2016/12 | External Reviewer, Expert external referee NSERC Innovation Enhancement Grant, Funder, Academic Reviewer, Natural Sciences and Engineering Research Council of Canada (NSERC) |

Community and Volunteer Activities

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| 2018/2 | Committee Member, Annual Book Award, Surveillance Studies Network |
| 2017/12 | Board Member, Cybersecurity and Privacy Institute, University of Waterloo |
| 2017/2 | Chair, Arts Fund Award, Surveillance Studies Network |
| 2015/3 | Executive Board Member, Games Institute, University of Waterloo |
| 2016/6 - 2017/12 | Steering Committee Member, Cybersecurity and Privacy Research Institute, University of Waterloo |
| 2013/1 - 2014/12 | Expert Blogger, Gamasutra |
| 2008/9 - 2012/9 | Graduate Student Representative, Department of Sociology, Carleton University |

Knowledge and Technology Translation

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| 2017/6 | Research Supervisor, R&D Collaboration with Industry Group/Organization/Business Served: Pixelles Target Stakeholder: Private Not-for-Profit Organization Outcome / Deliverable: Pixelles is a non-profit initiative committed to helping more women make and change games. I hired, trained and supervised a graduate research assistant to help the Pixelles measure the outcomes of one of their programs: a support group for mid-career women in the game industry. |
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- 2013/8 Research Advisor, Ethnographer, Community Engagement
Group/Organization/Business Serviced: GamePlay Space
Target Stakeholder: Private Not-for-Profit Organization
Outcome / Deliverable: Knowledge translation and research assistance (pro bono). GamePlay Space is a shared workspace for small game studios and freelancers in Montreal that focuses on education, collaboration, and hands-on workshops. I assist in internal research projects relating to demographics, working conditions, and industry conditions. I advise on policy and government reporting, and we collaborate to organize industry/academic events that are mutually beneficial to industry and researchers alike, such as the Indie Interfaces International Symposium.
- 2012/11 - 2017/5 Research Advisor, Ethnographer, Consulting for Industry
Group/Organization/Business Serviced: Execution Labs
Target Stakeholder: Industry/Business-Small (<100 employees)
Outcome / Deliverable: Knowledge translation (pro bono). Research Advisor for Execution Labs, the first incubator/accelerator to focus exclusively on game development. This included research reports, advising on team and interpersonal dynamics during the recruitment process (over 100 start-ups that applied to the incubator), working with the first 10 start-ups accepted into the program, advising Execution Labs on restructuring their business model and operations, and advising on community and university partnerships, the most notable of which was the establishment of a not-for profit collaborative working space in Montreal, established in 2013.
- 2016/11 - 2016/11 Panelist, Community Engagement
Group/Organization/Business Serviced: Kitchener Public Library
Target Stakeholder: General Public
Outcome / Deliverable: Morrison, Aimee, Whitson, Jennifer R., and Risko, Evan moderated by Faculty of Arts Dean Doug Peers. (2016). "Digital Dependencies: How we upload and offload ourselves". Public panel hosted by the University of Waterloo Faculty of Arts on November 21 at the Kitchener Public Library, Kitchener, Ontario, Canada.
- 2016/10 - 2016/10 Organizer and Moderator, Community Engagement
Group/Organization/Business Serviced: MediaSmarts
Target Stakeholder: General Public
Outcome / Deliverable: Orlando, Alexandra, Randall, Neil, and Wilcox, Steve, moderated by Jennifer R. Whitson. (2016). "Playful Thinking: A conversation on games, learning and literacy". Public panel and livestream hosted during National Media Literacy Week by MediaSmarts on October 31 at the University of Waterloo Games Institute, Waterloo, Ontario, Canada.
- 2016/3 - 2016/3 Speaker, Research Uptake Strategies
Group/Organization/Business Serviced: Game Developers, Game Developer Educators
Target Stakeholder: Industrial Consortium
Outcome / Deliverable: Whitson, Jennifer R. "Launching Students Well: Lessons from defunct incubators". (2016). Presented March 14 at GDC: Game Developers Conference. San Francisco, California, USA. This is the premier professional conference for Game Industry professionals.
- 2015/10 - 2015/10 Panelist, Community Engagement
Group/Organization/Business Serviced: Information and Communications Technology Council of Canada
Target Stakeholder: General Public
Outcome / Deliverable: "Working in a Digital World: Entrepreneurial Skills". Panel October 22, 2015 at the Digital Youth Summit: Cyber Citizenship/Cyber Security. Canadian War Museum, Ottawa, Ontario, Canada. with other panelists from Microsoft, Facebook and Start-ups, speaking to high-school students about their role in the future of business.

- 2014/7 - 2014/8
 Organizer, Community Engagement
 Group/Organization/Business Serviced: Independent Quebec-based gamemakers
 Target Stakeholder: General Public
 Outcome / Deliverable: Critical Hit Summer Speaker Series. As part of my directorship of Concordia University's Critical Hit Game Incubator, I organized a series of workshops and talks that brought together thirteen expert academics and industry practitioners from Canada, the States, and Europe to speak to an audience composed of CEGEP and university students, independent gamemakers, and the general public. This series included topics ranging from fostering Diversity in Games and creating games for mental health, to technical talks, to workshops on marketing and entrepreneurship.
- 2013/3 - 2013/11
 Blogger, Research Uptake Strategies
 Group/Organization/Business Serviced: International Video Game Industry
 Target Stakeholder: Industrial Association/Producer Group
 Outcome / Deliverable: As part of my SSHRC funded postdoctoral fellowship, knowledge translation from my embedded ethnography with game makers took the form of blogging and speaking about quality of life issues in the digital media industry, gender diversity, the challenges of small-scale entrepreneurship in creative industries, and the role of big data in game developer's work.
- 2013/9 - 2013/9
 Invited Speaker, Citizen Engagement
 Group/Organization/Business Serviced: MOB Montreal / Mandalab
 Target Stakeholder: Private Not-for-Profit Organization
 Outcome / Deliverable: The Gamification of Civic Engagement Seminar. MOB Montreal is a community organization interested in promoting new forms of engagement for citizens by using games as a means to encourage mobilization and facilitate the development of gamified tools to support these ends. It is supported by Mandalabs, a member of the European Network of Living Labs. I, along with a founder of a learning games company, were guest speakers. I shared my research on some of the drawbacks of gamification for civic engagement and proposals for overcoming both methodological, ethical, and operational obstacles of gamifying municipal government endeavors.
- 2011/3 - 2012/5
 Game Designer, Research Uptake Strategies
 Group/Organization/Business Serviced: Virtual Museum of Canada
 Target Stakeholder: General Public
 Outcome / Deliverable: As part of the Heritage Passages: Bytown and the Rideau Canal historical project, Jessica Aldred and I designed and developed a locative mobile game using the Storytrek platform. The game utilized archival assets, historical narratives, and 3D renderings compiled by teams of archivists and architects at Carleton University and housed on a web exhibit for the Virtual Museum of Canada. Designed for the general public and playable upon Ottawa's Parliament grounds, the mobile game translated new knowledge about Canada's history into a playful, accessible application that brings together the physical environment and buildings with historical manuscripts and images.

Most Significant Contributions

- 2012/8 Social Sciences and Humanities Research Council of Canada Postdoctoral Fellowship. "Surveillance Games: Conflicts between privacy, security and the video game industry's information economy"
Nomination. SSHRC Postdoctoral Prize for "the most outstanding SSHRC postdoctoral fellowship recipient", from a field of 986 applications. This postdoc allowed me to become an embedded ethnographer in the first incubator (now investor) for game studios, where I investigated the socio-economics of indie labour as well as the uses of big data in cultural production. This led to numerous conference presentations and publications, as well as providing an entrypoint for current work on cultural intermediaries (networkers and tastemakers) in the global games industry.
- 2013/8 +Whitson J. "Gaming the Quantified Self". Special Issue on Surveillance Futures. *Surveillance & Society*, 11(1/2). <http://library.queensu.ca/ojs/index.php/surveillance-and-society/article/view/gaming>
*Winner, Surveillance & Society Annual Paper Prize. Top 3 most highly cited article for the journal and 3rd most read article, according to the journal's statistics. The success of this article led to co-editing a special issue on Surveillance, Games and Play.
- 2016/11 Associate Editor, *Surveillance & Society*
Surveillance & Society is the premier journal of surveillance studies, publishing rigorously peer-reviewed academic work of the highest quality. The journal is a free-to-access electronic journal with an impact factor of 1.54 (2017), which is notable for an interdisciplinary journal. *Surveillance & Society* exists to: "publish innovative and transdisciplinary work on surveillance; encourage understanding of approaches to surveillance in different academic disciplines; promote understanding of surveillance in wider society; and encourage policy and political debate about surveillance".
- 2016/9 Co-Investigator & member of the Research Management Committee, SSHRC Partnership Grant: ReFiguring Innovation in Games (ReFIG)
Composed of an international collective of scholars, community organizers and industry representatives, ReFIG is committed to promoting diversity and equity in the game industry and culture. Its goal is effect real change in an overwhelmingly exclusionary place. The impact of this work cannot be stressed enough in terms of providing a site for action-research that directly addresses the misogyny, homophobia and racism that resides in both the games industry and the larger software industry as a whole. As a member of the RMC, I adjudicate funding requests, oversee research projects, and provide mentorship to graduate students. I am responsible for the industry research portfolio, assisting with policy recommendations (e.g. how to foster diversity in the workplace etc.), and fostering more social sciences research ties between academics and industry. Part of this work resides in recruiting industry partners, and linking them with HQP looking to study the industry.
- 2017/8 New Media & Society publications on game developers and cultural intermediaries
In 2017, I published two articles from separate SSHRC funded projects in *New Media & Society*, which has an Impact Factor of 4.180, and is ranked 1 out of 79 for Communication journal. (Source: 2016 Journal Citation Reports® Clarivate Analytics, 2017). From my SSHRC Postdoc: +Whitson, Jennifer R. "Voodoo Software and Boundary Objects in Game Development: How game developers collaborate and conflict with game engines and art tools". *New Media & Society*. Online first: <http://journals.sagepub.com/doi/abs/10.1177/1461444817715020> From the Indie Interfaces Insight Development Grant (I am a co-investigator): +Parker F, Whitson J and Simon B. "Megabooth: The cultural intermediation of indie games". *New Media & Society*. Online first: <http://journals.sagepub.com/doi/10.1177/1461444817711403>

Presentations

1. +Whitson, J.(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, Canada
Main Audience: Researcher
Invited?: Yes, Keynote?: Yes
2. +Parker F, Whitson J, Simon, B.(2017). Cultural Mediators in the Digital Game Industry. Cultural Mediators in the Digital Age Symposium, London, United Kingdom
Main Audience: Researcher
Invited?: No, Keynote?: No
3. +Whitson, J.(2017). Big Data in Culture Industries. Infoscape Research Lab Seminar Series, Ryerson University, Toronto, Canada
Main Audience: Researcher
Invited?: Yes, Keynote?: Yes
4. +Whitson J.(2017). Invisible Care Work in the Software Industry. W3: Waterloo Women's Wednesdays, Waterloo, Canada
Main Audience: Researcher
Invited?: Yes, Keynote?: Yes
5. +Parker F, Whitson J, Simon B.(2017). Intermediating Indie Games: The IndieMEGABOOTH from collective to curator. Society for Cinema and Media Studies Annual Conference, Chicago, United States
Main Audience: Researcher
Invited?: No, Keynote?: No
6. +Whitson, J.(2017). Data Capital in the Games Industry. Data Power 2017: An international conference on (big) data & power, Ottawa, Canada
Main Audience: Researcher
Invited?: No, Keynote?: No
7. +Whitson J, Parker F, Simon, B.(2017). The Cultural Economy of Indie: Missing masses, sustainability and relational labour. Canadian Game Studies Association meeting at Congress, Toronto, Canada
Main Audience: Researcher
Invited?: No, Keynote?: No
8. +Whitson J.(2017). Indie Interfaces: Opening keynote. Indie Interfaces International Symposium, Montreal, Canada
Main Audience: Knowledge User
Invited?: No, Keynote?: Yes
9. +Whitson J.(2017). Invisible Labour in the Game Industry: A study of carework in indie games communities. Research Management Committee Meeting for the ReFiguring Innovation in Games SSHRC Partnership Grant, Kitchener, Canada
Main Audience: Researcher
Invited?: Yes, Keynote?: Yes
10. +Whitson, J.(2017). Citizen, Subject, Avatar: Gamifying social problems with surveillance. Global Digital Citizenship Lab Seminar Series, York University, Toronto, Canada
Main Audience: Researcher
Invited?: Yes, Keynote?: Yes
11. +Whitson J, French M.(2017). Gamblification: The dark side of the ludic century. Canadian Game Studies Association meeting at Congress, Toronto, Canada
Main Audience: Researcher
Invited?: No, Keynote?: No

12. +Whitson, J.(2017). Gaming Big Data. Surveillance Studies Summer Seminar (SSSS), Queens University, Kingston, Canada
Main Audience: Researcher
Invited?: Yes, Keynote?: No
13. +Whitson, J.(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
Main Audience: Researcher
Invited?: Yes, Keynote?: No
14. Goldberg I, Larson K, Whitson J, Wong A.(2017). Societal Impacts of 21st Century Technology. University of Waterloo Research Talks, Waterloo, Canada
Main Audience: Researcher
Invited?: Yes, Keynote?: No
15. +Whitson, J, Parker F, Simon, B.(2017). The Cultural Economy of Indie: Missing masses, sustainability, and relational labour. ReFIG: Refiguring Innovation in Games Annual Conference, Edmonton, Canada
Main Audience: Researcher
Invited?: No, Keynote?: No
16. +Parker F, Whitson J, Simon B.(2017). Interdependent Games: The labour of intermediation in indie games. Canadian Communication Association meeting at Congress, Toronto, Canada
Main Audience: Researcher
Invited?: No, Keynote?: No
17. +Parker F, Whitson J. (2016). A Booth of Our Own: The IndieMEGABOOTH as collective, community and brand. Canadian Game Studies Association, Calgary, Canada
Main Audience: Researcher
Invited?: No, Keynote?: No
18. +Parker F, Simon B, Whitson J. (2016). Indie Interfaces: Invisible labour, sustainability and feminist cultural economy in the game industry. ReFiguring Innovation in Games, Montreal, Canada
Main Audience: Researcher
Invited?: No, Keynote?: No
19. +Whitson J. (2016). These Numbers Don't Mean What you Think They Mean: Game developers' strategic use of big data. Surveillance Studies Centre Seminar Series, Kingston, Canada
Main Audience: Researcher
Invited?: Yes, Keynote?: Yes
20. (2016). Launching Students Well: Lessons from defunct incubators. Game Developers Conference, San Francisco, United States
Main Audience: Knowledge User
Invited?: Yes, Keynote?: Yes
21. +Parker F, Whitson J, Simon B.(2016). Indie Interfaces: Invisible labour, sustainability and feminist cultural economy in the game industry. ReFIG: Refiguring Innovation in Games Annual Conference, Montreal, Canada
Main Audience: Researcher
Invited?: No, Keynote?: No
22. +Parker F, Whitson J. (2016). Replicating a Vertical Slice of the Industry? Curating diversity in the IndieMEGABOOTH. IndieCade East, New York, United States
Main Audience: Knowledge User
Invited?: No, Keynote?: No

23. +Whitson J. (2015). Games of Risk: Making sense of data analytics in culture industries. Big Data and Risk International Workshop, Montreal, Canada
Main Audience: Researcher
Invited?: Yes, Keynote?: No
24. +Whitson J, Begy J, Lenhart I.(2015). Lessons from Critical Hit and GAMBIT: How to build an awesome summer game development program. Canadian Game Studies Association Conference, Ottawa, Canada
Main Audience: Researcher
Invited?: No, Keynote?: No
25. +Whitson J, Parker F, Simon B. (2015). Indie Interfaces: Examining independent game development support networks. ReFIG: Refiguring Innovation in Games Annual Conference, Toronto, Canada
Main Audience: Researcher
Invited?: No, Keynote?: No
26. +Whitson J. (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
Main Audience: Knowledge User
Invited?: Yes, Keynote?: No
27. +Whitson J. (2015). The Costs of University Game Incubators. Canadian Game Studies Association, Ottawa, Canada
Main Audience: Researcher
Invited?: No, Keynote?: No
28. +Whitson J. (2015). Producing Expertise: The science and voodoo magic of game software development. Canadian Sociological Association Conference 2015, Ottawa, Canada
Main Audience: Researcher
Invited?: No, Keynote?: No
29. +Whitson J. (2015). Re-appropriating Big Data: Independent game developers' strategic use of analytics. IAMCR 15 -International Association for Media and Communication Research, Montreal, Canada
Main Audience: Researcher
Invited?: No, Keynote?: No
30. +Whitson J. (2015). Voodoo Software: An ethnography of intern developers. Canadian Sociological Association, Ottawa, Canada
Main Audience: Researcher
Invited?: No, Keynote?: No
31. +Whitson J. (2015). Indie Imposters: Narratives of failure and success. Canadian Game Studies Association Conference, Ottawa, Canada
Main Audience: Researcher
Invited?: No, Keynote?: No
32. Dufour M, Fiedler L, Goggin J, Roux M, Simon B, Whitson J. (2015). Debate: Are online gambling & digital gaming one and the same?. Summer Interactive Symposium: Raising the Virtual Stakes, Montreal, Canada
Main Audience: Knowledge User
Invited?: Yes, Keynote?: No
33. +Whitson J. (2015). All Play and No Work: The quantified us. transmediale, Berlin, Germany
Main Audience: Knowledge User
Invited?: Yes, Keynote?: No
34. +Whitson J. (2015). The Limits of Play. University of Waterloo Games Institute Brown Bag Seminar Series, Waterloo, Canada
Main Audience: Researcher
Invited?: Yes, Keynote?: No

35. Whitson J. (2015). Risk, Reward, and Addiction: How gamification compels us to gamble with our lives. Summer Interactive Symposium, Research 2.0: The Virtual Stakes, Montreal, Canada
Main Audience: Researcher
Invited?: Yes, Keynote?: Yes
36. Whitson J. (2015). Play/Data/Addiction: Gamifying the management of health risk. Identity, Privacy and Security Institute Annual Seminar Series. University of Toronto, Toronto, Canada
Main Audience: Researcher
Invited?: Yes, Keynote?: Yes
37. +O'Donnell C, Banks J, Short T, Sotamaa O, Whitson J. (2014). Studio Studies: Debugging the culture and work of game developers. DiGRA 2014, Salt Lake City, United States
Main Audience: Researcher
Invited?: No, Keynote?: No
38. +Whitson J. (2014). Making Play: Life and death inside Montreal's independent game studios. Canadian Game Studies Association Conference 2014, Congress of the Humanities and Social Sciences, St. Catharines, Canada
Main Audience: Researcher
Invited?: Yes, Keynote?: Yes
39. +Whitson J. (2013). Games, Play and Surveillance. Job talk at the School of Communication, Simon Fraser University, Vancouver, Canada
Main Audience: Researcher
Invited?: Yes, Keynote?: No
40. +Whitson J. (2013). Strategies and Tactics for Promoting Indie Game Design. Internet Research 14: Resistance and Appropriation, Denver, United States
Main Audience: Researcher
Invited?: No, Keynote?: No
41. +Whitson J. (2013). How Metrics Impact Your People. Montreal International Games Summit, Montreal, Canada
Main Audience: Knowledge User
Invited?: No, Keynote?: No
42. +Parker F, Simon B, Joseph D, Lessard J, Lipkin N, Ruffino P, Westecott E, Whitson J. (2013). Towards Indie Game Studies: The Indie, Eh? postmortem. DiGRA 2013: DeFragging Game Studies, Atlanta, United States
Main Audience: Researcher
Invited?: No, Keynote?: No
43. +Whitson J. (2013). Being Indie: Identity work, gaming culture, and venture labour in Canada's pixel trenches. Job talk at the Department of Culture and Languages, University of New Brunswick, Fredericton, Canada
Main Audience: Researcher
Invited?: Yes, Keynote?: No
44. +Whitson J. (2013). Voodoo Software: An ethnographic analysis of intern game developers. DiGRA 2013: DeFragging Game Studies, Atlanta, United States
Main Audience: Researcher
Invited?: No, Keynote?: No
45. +Whitson J. (2013). The Core vs Casual Battle over Metrics-driven Design. Canadian Game Studies Association 2013 Conference, Congress of the Humanities and Social Sciences, Victoria, Canada
Main Audience: Researcher
Invited?: No, Keynote?: No

46. Dormann C, Neuvian M, Whitson J. (2012). Game Design Patterns to Support Affective Learning. Meaningful Play 2012, East Lansing, United States
Main Audience: Researcher
Invited?: No, Keynote?: No
47. Whitson J, Aldred J, Corrigan T, Everett T, Greenspan B, Horwitz P. (2012). Making the Heritage Passages Museum Exhibit and Locative App: A postmortem. GRAND NCE Annual Meeting, Montreal, Canada
Main Audience: Researcher
Invited?: No, Keynote?: No
48. +Whitson J. (2012). You've Been Played: The gamification of governance. Profiles Conference, Ottawa, Canada
Main Audience: Researcher
Invited?: No, Keynote?: No
49. +Whitson J. (2012). Playing the Numbers Game: Creativity and subjectivity in the game industry. Department of the Sociology and Anthropology Colloquium Series at Carleton University, Ottawa, Canada
Main Audience: Researcher
Invited?: Yes, Keynote?: No
50. +Whitson J. (2012). Levelling up Through Surveillance. Fifth Biannual Surveillance and Society Conference, Sheffield, United Kingdom, United Kingdom
Main Audience: Researcher
Invited?: No, Keynote?: No
51. Aldred J, Whitson J. (2012). Playing the Past. GRAND NCE PlayPR Skype Lecture Series, Ottawa, Canada
Main Audience: Researcher
Invited?: Yes, Keynote?: No

Broadcast Interviews

- | | |
|------------|--|
| 2017/12/15 | Net Neutrality, The Mike Farwell Show, 570 News |
| 2016/11/21 | On the surveillance implications of gamified health applications such as the fitbit., The Morning Edition with Craig Norris, CBC Radio, Kitchener-Waterloo |

Text Interviews

- | | |
|------------|--|
| 2018/04/09 | "Privacy is the 'new battlefield,' says UW surveillance specialist". Interview with Terry Pender on Cambridge Analytica and regulating social media surveillance, Waterloo Region Record. https://www.therecord.com/news-story/8383538-privacy-is-the-new-battlefield-says-uw-surveillance-specialist/ |
| 2018/04/06 | "You Have No Secrets". Interview with Greg Mercer on Surveillance, Waterloo Region Record. https://www.therecord.com/news-story/8378759-you-have-no-secrets/ |
| 2015/12/31 | Interview with Eric Fridén for a long-form article on gamification in a Swedish science magazine, Forskning & Framsteg (trans.Research and Progress) |
| 2014/06/01 | Profile of my post-doctoral research on start-ups and independent game makers in Montreal, Graphics Animation and New Media NCE Annual Report. http://grand-nce.ca/2013-14_GRANDAnnualReport_EN.pdf |
| 2013/12/03 | "Devs Must Be Careful with 'Massaged' Metrics." Interview with Brendan Sinclair on the use of data-driven design in the game industry and how this changes the work of developers, and their relationship with players, GamesIndustry International. http://www.gamesindustry.biz/articles/2013-12-05-devs-must-be-careful-with-massaged-metrics |

- 2013/11/13 "Fascination With the Measured." Interview by Charlotte Fisher, for a non-profit initiative in Montreal focused on supporting women in the game industry. Interview was on the topic of analytics in game design, Pixelles Montreal. <http://pixelles.ca/blog/2013/11/13/fascination-with-the-measured>.
- 2013/06/13 "Les Indés, Affranchis Des Consoles de Jeux." Interview with Laurent Checola on the relationship between game console manufacturers and independent game developers, Le Monde. <http://playtime.blog.lemonde.fr/2013/06/13/les-indes-affranchisdes-consoles-de-jeux/>.
- 2013/05/01 Profile of my doctoral research on games and postdoctoral research projects studying game-makers in Montreal, Graphics Animation and New Media Network of Centres of Excellence 2011-2012 Annual Report. http://grand-nce.ca/assets/files/GD_AR2011-12_ENG.pdf

Publications

Journal Articles

1. +Schram B, Whitson J.(2018). Why a Humanist Ethics of Datafication Can't Survive a Posthuman World. Electronic Book Review.
Submitted
Refereed?: Yes, Open Access?: Yes
Contribution Percentage: 41-50
2. +Parker F, Whitson J, Simon B. (2017). Megaboost: The cultural intermediation of indie games. New Media & Society. Online First
Published
Refereed?: Yes, Open Access?: Yes
Contribution Percentage: 31-40
3. +Whitson J, Simon B, Parker F.(2017). Sustainable Cultural Production: Precarity and relational labour in indie game development. European Journal of Cultural Studies.
Revision Requested
Refereed?: Yes, Open Access?: No
Contribution Percentage: 51-60
4. +Whitson J. (2017). Voodoo Software and Boundary Objects in Game Development: How game developers collaborate and conflict with game engines and art tools. New Media & Society. Online First
Published
Refereed?: Yes, Open Access?: Yes
Contribution Percentage: 91-100
5. +Whitson J. (2017). What Can we Learn from Studio Studies Ethnographies? A 'messy' account of game development materiality, learning, and expertise. Games and Culture.
Revision Requested
Refereed?: Yes, Open Access?: No
Contribution Percentage: 91-100
6. +Whitson J, Simon B. (2014). Game Studies meets Surveillance Studies at the Edge of Digital Culture: An introduction to a special issue on Surveillance, Games and Play. Surveillance & Society. 12(3): 309-319.
Published
Refereed?: No, Open Access?: Yes
Contribution Percentage: 51-60

- [7.](#) +Whitson J. (2013). Gaming the Quantified Self. *Surveillance & Society*. 11(1/2): 163-176.
Published
Refereed?: Yes, Open Access?: Yes
Contribution Percentage: 91-100
8. Dormann C, Whitson J, Neuvian M. (2013). Once More With Feeling: Design patterns for affective play. *Games & Culture*. 8(4): 215-237.
Published
Refereed?: Yes, Open Access?: No
Contribution Percentage: 41-50
- [9.](#) +Whitson J. (2013). The Console Ship is Sinking and What this Means for Indies. *Loading...The Journal of the Canadian Game Studies Association*. 7(11): 123-130.
Published
Refereed?: No, Open Access?: Yes
Contribution Percentage: 91-100

Journal Issues

- [1.](#) Whitson J, Simon B. (2014). Special Issue on Surveillance, Games & Play. *Surveillance & Society*. : 161.
Published
Refereed?: Yes, Open Access?: Yes
Contribution Percentage: 71-80

Book Chapters

1. Whitson J, French M.(2018). Productive Play in the Ludic Century: Games, gambling and the shift from responsible consumption to responsible production. Kairouz S, Reynolds J, French M.The *Convergence of Gaming and Gambling*. : 1-25.
Submitted, Routledge
Refereed?: No
Contribution Percentage: 51-60
- [2.](#) +Whitson J, Haggerty K. (2015). Stolen Identities (Reprint). Savirimuthu J. *Ashgate Library of Essays on Law and Privacy*. (3): 355-356.
In Press, Ashgate
Refereed?: No
Contribution Percentage: 61-70
- [3.](#) +Whitson, J. (2015). Foucault's Fitbit: Governance and Gamification. Deterding S, Walz S. *The Gameful World*. : 340-358.
Published, MIT Press
Refereed?: No
Contribution Percentage: 91-100

Book Reviews

1. Review of G. Kirkpatrick, *Computer Games and the Social Imaginary*. *Canadian Journal of Sociology*. 39(1): 99-102.
Published
Review Year: 2014
Refereed?: No

Dissertations

1. +Game Design by Numbers: Instrumental play and the quantitative shift in the digital game industry. (2012). Carleton University. Doctorate. Supervisor: Aaron Doyle

Conference Publications

1. (2015). Gamifying Research: Strategies, Opportunities, Challenges. CHI 2015: Proceedings of the 33rd Annual ACM Conference Extended Abstracts on Human Factors in Computing Systems (2421-2424). ACM Abstract
Published
Refereed?: Yes, Invited?: No
Contribution Percentage: 11-20
2. (2013). Strategies and Tactics for Promoting Indie Game Design. resistance + appropriation: Internet Research 14.0 (na). AoIR
Abstract
Published
Refereed?: Yes, Invited?: No
Contribution Percentage: 21-30
3. (2013). Whether to Play or Preserve the Past?: Creating The Forgotten Worker Quest. Foundations of Digital Games (298-305). ACM Digital Proceedings
Paper
Published
Refereed?: Yes, Invited?: No
Contribution Percentage: 71-80

Museum Exhibitions

- 2013/06/15 Mobile app design: Quest of the Forgotten Worker, contributed to website content.
Heritage Passages: Bytown and the Rideau Canal. Virtual Museum of Canada. Heritage
Passages: Bytown and the Rideau Canal.
<http://www.passageshistoriques-heritagepassages.ca/ang-eng/>