Monograph


Published Articles and Book Chapters (Peer Reviewed)


- Paper co-authored with Ph.D. student on the application of principles of emergence in the multiplayer game Mermaids. This is provided as an example of the application or research to practical work currently being done in the Emergent Game Group {egg}.


- Influential paper on the history of games as fine art within 20th Century art movements, and demonstrating common strategies used by Dada, Fluxus and other analog artists that have also been adopted by video game artists, such as modifying existing games, scoring, and the appropriation of “readymade” objects in the creation of art games.


- Paper countering the conventional game industry wisdom that women are not necessary in the game industry because they do not play games with the argument that a) women don’t play games because women don’t make games; and b) women don’t want to make games because so few women play games. This paper was used as the basis for Heeter et al’s “Alien Games” study which showed that girls prefer games made by girls.


- An early and influential mixed methods study including interviews, focus groups and a survey instrument, that presented surprising findings about the over forty gamer. The study showed that Baby Boomers were primarily playing PC games (as opposed to console games), preferred genres that are not favored by the mainstream game industry (such as Adventure games), were community-focused. While Baby Boomer parents did not typically play games with their children, the study identified the “leapfrog effect” in which participants at the older end of the spectrum were playing with their grandchildren.

Chapter from Forthcoming Co-Authored Book


- A practical handbook on the application of ethnographic methods to virtual worlds research.