1. Research Contributions over the Last Six Years (2007-2013)

Refereed Contributions

Books
Simon, B. *Playing Games with Machines*, proposal reviewed and accepted by MIT Press, manuscript contracted for 2014.

Edited Collections
Simon, B. (ed.) Indie Eh? Being Otherwise in Canadian Digital Game Scenes, special issue of *Loading… The Journal of the Canadian Game Studies Association*, 7:11 (January 2013). http://journals.sfu.ca/loading/index.php/loading/issue/view/11

Simon, B. (ed.) Baudrillard and Game Studies, special issue of *Games and Culture*, Volume 2 (October 2007), 58 pp.

Articles and Book Chapters
Simon, B. "Some Kind of Game Studies" *Loading… The Journal of the Canadian Game Studies Association*, 7:11 (January 2013). http://journals.sfu.ca/loading/index.php/loading/article/view/129/148

Simon, B. "Socialisation et imagination sociale dans les jeux vidéo en ligne" in C. Perraton, M. Fusaro and M. Bonenfant (Eds.) *Socialisation et communicationdans les jeux video*. Montréal QC: Presses de L'Université de Montréal (2011).

Williams, A., Hughes L., and Bart Simon, "Propinquity: Exploring Embodied Gameplay." Proceedings of UbiComp'10, September 26–29, 2010, Copenhagen, Denmark. Pp.387-88. ACM 978-1-4503- 0283-8/10/09.

Simon, B. Wii are out of Control: Bodies, Game Screens and the Production of Gestural Excess. *Loading... The Journal of the Canadian Game Studies Association,* 3:4 (2009). Http://journals.sfu.ca/loading/index.php/loading/article/view/65

Silverman, M/ and Bart Simon, "Discipline and Dragon Kill Points in the Online Power Game" *Games and Culture: A Journal of Interactive Media*, 4:4 (2009), 353-378.

Simon, B., Boudreau, K., and Silverman, M.," Two Players: Biography and 'Played Sociality' in Everquest," *Game Studies*, 9:1 (April 2009). http://gamestudies.org/0901.

Simon, B. "What if Baudrillard was a Gamer?" *Games and Culture: A Journal of Interactive Media*, Volume 2 (October 2007), 355-357.

Simon, B. "Geek Chic: Machine Aesthetics, Digital Gaming, and the Cultural Politics of the Case Mod," *Games and Culture: A Journal of Interactive Media*, 2:3 (July 2007), 175-193.

Simon, B. "Never Playing Alone: The Social Contextures of Digital Gaming," *Loading... The Journal of the Canadian Game Studies Association*, 1:1 (2007).

Other Refereed Contributions

Games and Installations
Lynn Hughes, Bart Simon and the Modern Nomads, Propinquity, sensor based game, selected for Come Out and Play – After Dark, South Street Seaport, New York City, July 12, 2013.

Lynn Hughes, Bart Simon and the Modern Nomads, *Propinquity*, sensor based game, selected for Come Out and Play festival, SOMArts, San Francisco, December 1-2, 2012

Conference Papers
"Pocket Utopias: Digital Gaming as Imaginary Social Action," Digital Games Research Association, Utrecht, Netherlands (Sept 14-17, 2011)

"Playing with Simulated Animals: Nintendogs as Companion Species", Society for Social Studies of Science, University of Tokyo, Tokyo (August 25-29, 2010)

"Games and Narrative – an Analytical Framework Revisited" (with Jim Bizzocchi, Josh Tanenbaum and Jason Camlot), Canadian Game Studies Association, Concordia University, Montreal (May 28-29, 2010).

"Virtual Animals and the Nintendo DS", Conference on Zoontotechnics (Animality / Technicity), Cardiff University, Cardiff (May 12-14, 2010).

"The Light Sabre Experience: Full Body Imagination and Gestural Play in *Star Wars: Force Unleashed* for the Wii," Digital Games Research Association, Brunel University, Uxbridge, UK (Aug 31-Sept 4, 2009).

"Surveillance in Virtual Worlds", State of Play 6, New York City, New York (June 18-21, 2009).

"In Search of the Gaming Imagination: Bodily Enactments and Wii Swordplay", Canadian Game Studies Association Workshop, SFU, Vancouver (Sept 13-15, 2008).

"Human, all too non-Human: Coop AI and the Conversation of Action", Situated Play: Digital Games Research Conference, Tokyo, Japan (Sept 24-27, 2007)

"Against Immersion: Toward a Theory of Gaming as Interactive Performance," Nordic Game Conference. (15-16 May 2007).

Non-Refereed Contributions

<u>Public Lectures</u>
"The Media Mess," Opening remarks for *Experiencing the media mix: manga, anime and videogames*, 5th President's Conference, Concordia University, Montreal, February 5, 2012.

"University – Industry Collaboration for Innovation in the Independent Game Sector," Innovation 2011: Canada's Partnership Conference, Panel on People-Centered Innovation, Montreal, November 20-22, 2011

"Opening Address," Experiencing Stories with/in Digital Games, 24th edition of the Entretiens Jacques Cartier, Concordia University, Montreal, October 1, 2011
http://www.youtube.com/watch?v=0V4nbcINjg0&feature=relmfu

"Homo Proceduralis", Workshop on 'Against Procedurality', IT University, Copenhagen (June 16-17, 2011).

"Taking Indie Seriously," GRAND NCE annual meeting, Vancouver (May 12-14, 2011)

"The Contradictions of Control: On the Utter Failure and Promise of Gestural Games" (keynote), Workshop on Gesture, Technology and Play, UWE Bristol (May 17, 2010)

"Lets give them something to talk about… The social pull of online spaces," Understanding Desire, Concordia University President's Conference Series, Concordia University, Montreal (April 6, 2009).

(with B. Perron) "NHL 2K9 for the Wii: Questions of Embodiment and Questions of Spectacle," TAG/Ludicine Game Studies Symposium, Montreal (February 20, 2009).

"Introduction to Game Studies for the not yet jaded," Technoculture, Art and Games Lecture Series, Concordia University, Montreal (January 23, 2009).

"Next-Gen Gaming and the Place of the Screen: The Case of the Wii," Screen Cultures Lecture Series, Concordia University, Montreal (September 21, 2008).

"The Material Imaginary of the Wii: Bodies, Spaces and the not-at-all Virtually Real," Presentation for the Interfaces series at the Society for Art and Technology (SAT), Montreal, April 8, 2008.

"Geek Chic: Machine Aesthetics, Digital Games and the Cultural Politics of the Case Mod," University of Michigan, Nov. 4, 2007.

"Playing with the Databased Self: Perfect Surveillance in the Age of Virtual Worlds". Queen's University, November 15, 2007.

2. Other Research Contributions

<u>Conference and Workshop Organization</u>
Bart Simon and Lynn Hughes, Gaming Beyond Screens, Concordia University, Montreal February 14-17, 2013,

Bart Simon, Chair and organizer for 'Indie Game Incubation, Cultural Economy and the Role of Universities,' GRAND NCE Workshop, Concordia University, Montreal (May 1, 2012)

Mathew Penny, Bart Simon and Marc Steinburg, Experiencing the Media Mix: Manga, Anima and Games, 5th President's Conference, Concordia University, Montreal February 4 to 6, 2012 [http://www.concordia.ca/now/upcoming-events/presidents-conference-series/2012-event/]

Lynn Hughes, Bart Simon, Jason Della Rocca, Darren Wershler and Bernard Perron. Experiencing Stories with/in Digital Games, 24th edition of the Entretiens Jacques Cartier, Concordia University, Montreal, October 1-2, 2011

2010 Joint LUDICINÉ/TAG Symposium (Co-organizer with Bernard Perron), "Un après-midi dans la pluie battante (Heavy Rain)/An Afternoon in the Heavy Rain", Montreal (May 4, 2010)

<u>Articles, Chapters and Reports</u>
Bart Simon, "What is in a Video Game?" Special Issue on Translating Videogames/La Traduction des Jeux Video, *Circuit*, Fall 2011, No. 113, pp. 10-12.
Gouglas, S., Della Rocca, J., Jenson, J., Kee, K., Rockwell, G., Schaeffer, J., **Simon, B**., and Wakkery,

R. "Computer Games and Canada's Digital Economy: The Role of Universities in Promoting Innovation Report to the Social Science Humanities Research Council Knowledge Synthesis Grants on Canada's Digital Economy." December 2010. White Paper. 65 Pages.

3. Most Significant Research Contributions

1. Simon, B.*, Undead Science: Science Studies and the Afterlife of Cold Fusion*, Piscataway, N.J.: Rutgers University Press (2002), 280 pp. ISBN: 0813531535 - Book length ethnographic study of the scientific controversy over cold fusion. The book was short-listed for the Mullins Prize in the Society for Social Studies of Science in 2004.

2. Simon, B., Didur, J. and Heffernan, T. (eds.) *Posthumanism,* special issue of *Cultural Critique*, 53 (Winter 2003) (primary editor).- Co-edited special issue of the journal *Cultural Critique* which has been widely cited and has set the foundation for the theoretical aspects of my current projects.

3. Simon, B. "Geek Chic: Machine Aesthetics, Digital Gaming, and the Cultural Politics of the Case Mod," *Games and Culture: A Journal of Interactive Media*, 2:3 (July 2007), 175-193. - An article that looks at the aesthetic dimension of computer hardware in the production of gaming experiences. This is one of the first scholarly articles ever to be written on the phenomenon of computer case modding.

4. Simon, B. "Beyond Cyberspatial Flaneurie: On the Analytic Potential of Living with Digital Games," *Games and Culture: A Journal of Interactive Media*, 1:1 (Jan 2006), 62-67. – A small article in the inaugural issue of *Games and Culture* which has become one of the premier journals (and the only print journal) in the field of digital game studies. This article articulates the basic premises of a sociological approach to the study of games and has been widely cited in games research scholarship.

4. Contributions to Training

Postdoctoral Supervisions
Jennifer Whitson, SSHRC postdoctoral award, 2012-2014
Maude Bonenfant, FQRSC postdoctoral award, 2010-2012
Amanda Williams, GRAND-PLAYPR NCE postdoctoral award, 2010-2011
Amanda Williams, Technoculture Art and Games 2009-2010

Graduate Committee Supervisions:

Isaac Lenhart	PhD INDI	in progress
Carolyn Jong	PhD Humanities	in progress
Shanly Dixon	PhD Humanities	graduated, June 2011
Cindy Poremba	PhD Humanities	graduated, June 2011
Walter Gottlich	MA Sociology	in progress
William Robinson	MA SIP	graduated, June 2012
Graham Candy	MA Anthropology	graduated, April 2010
Ben Curtis	MA Sociology	graduated, April 2010
Rob Purangao	MA Sociology	graduated, Sept. 2008
Regina Kneller	MA Sociology	graduated, Sept. 2007
Kelly Boudreau	MA Sociology	graduated, May 2007
Sarah Jane Mathieu	MA Sociology	graduated, Dec. 2006
Mark Silverman	MA Sociology	graduated, Apr. 2006
Daniel Trottier	MA Sociology	graduated, Apr. 2006
Sarah Rayfield	MA Sociology	graduated, Aug. 2005
Shanly Dixon	MA Sociology	graduated, Mar. 2004