**Application Letter**

To the application panel at the University of Tampere,

I write to apply for the position of lecturer in game studies. Given the interdisciplinary and forward-thinking nature of the department, foundational as it is to the creation of game studies as a discipline, I believe I am an ideal candidate for the role. My future research plans, teaching experience in computer game design and media studies, publication record and place within the academic community would allow me add value to the game studies and internet masters programme but also to enrich the research profile of the institution. At present, I am working on a series of projects (outlined in detail in other areas of my application), all of which push at the cutting-edge of game studies research. Chiefly, I believe my value comes from a belief in game design as an exploratory method. There is a wealth of information about how games shape our culture and experience to be gained from a closer understanding of current and future game design practices. I have explored this idea in my published research but I believe that it would also make for an engaging module within the masters programme, have an impact on the perception of Tampere as an international institution and give students the opportunity to embrace a novel method for exploring games as texts.

Beyond my research I have three years teaching experience including my current role at the University of Wilfrid Laurier, Canada. There, I am teaching a course digitally, using their My Learning Space technology, similar to the Moodle technology I have used in several UK institutions (Glasgow, Fife and Stirling Universities). Engaging with students digitally through learning platforms has become second nature to me, as has the extra-curricular engagement by creating supplementary websites for students, active GitHub repositories and social media platforms such as YouTube on which, lecture recordings can be placed.

A further strength is my interest in project work such as web design and game design which I have begun to expand upon through collaborative works with The University of Glasgow and the independent publishers Vagabond Voices. These projects take the form of small web applications that combine artists ambitions with my knowledge of digital technology.

I am an active member of the game studies community, as a member of the Philosophy of Computer Games group, British DiGRA and the editorial board of Glasgow’s own Press-Start journal founded by Matthew Barr.

I hope you will peruse the rest of my application and not hesitate to get in touch if you have any questions. I look forward to the opportunity to meet you and discuss my application in person.