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RESEARCH, DESIGN AND DEVELOPMENT EXPERIENCE

Research Projects

2011-present

Feminists in Games

Collaborating Researcher. This SSHRC-funded partnership development grant is aimed at creating more equitable conditions for women in the fields of game studies and design, through a series of joint academy/industry initiatives.

2009-2012

Virtual Environment/Real User Study (VERUS)

Post-doctoral researcher and project manager. An international study sponsored by the U.S. government, the VERUS study connects the activities of avatars in massively multiplayer online games (MMOGs) to players' real world attributes.

2010

Peel District School Board Review of Technology for Teaching and Learning

Research associate. This review, funded by the Director's Office of the Peel District School Board, examines the current state of technology-based teaching and learning in the board; conducted through interviews, school-based observations, and surveys.

2009-2010

Critical Review and Analysis of the Issue of "Skills, Technology and Learning"

Research associate. Funded by the Ontario Ministry of Education, this is an investigation of recent policy shifts, both globally and nationally, in the area of technology-based formal education.

2008-2009

Smarter Than She Looks: Next-Gen Studies of Gender and Gaming

Senior research assistant. Supervised by Dr. Jennifer Jenson, Faculty of Education, York University. Funded by the Social Sciences and Humanities Research Council, this research examined gender differences in the cultivation of technical and game-related expertise in a school-based digital gaming club.

2002-2003

Charting Emerging Educational Discourses

Research assistant. Supervised by Dr. Suzanne de Castell, Faculty of Education, Simon Fraser University. This study, funded by the Social Sciences and Humanities Research

Council, investigated verbal and non-verbal educational communications in non-formal contexts, including zoos and art galleries.

Design and Development Projects

- 2010-2012** **Digital Games for Learning and Training**
Post-doctoral researcher. For this initiative, funded by the Graphics, Animation and New Media Network Center for Excellence, I was part of an interdisciplinary team developing and assessing innovations in game-based learning.
- 2008-2009** **Epidemic: Self-care for Crisis**
Project manager. This online learning resource is a Flash-based environment in which players aged 13-18 can learn about contagious disease prevention and self-care through a variety of play-based activities, including avatar creation and animated comic book production. Funded by the Inukshuk Wireless Partnership.
Online at: <http://contagion.edu.yorku.ca/epidemic-dev/login.php>
- 2007-2008** **TafelKIDS: Quest for the Arundo Donax**
Project manager. This Flash-based educational video game for children aged 8-13 provides a play-based introduction to Baroque music and cultural forms. Funded by the Tafelmusik Baroque Orchestra.
Online at: <http://contagion.edu.yorku.ca/Tafelmusik/login/login.html>
- 2006-2007** **Learning Advanced Essential Skills Online**
Instructional designer. For this initiative, I was responsible for development of two online learning resources, presented in French and English, designed to instruct cultural industry professionals in advanced skills related to their professions. Funded by the Cultural Human Resources Council of Canada.
Online at: <http://www.culturalhrc.ca/e-learning/cultural/>
- 2004-2007** **Simulation and Advanced Gaming Environments for Learning**
Project manager and content developer. For this research and development initiative funded by the Social Sciences and Humanities Research Council, I was part of a team that developed *Contagion*, a Flash-based adventure game for learning contagious disease prevention and treatment.
Online at: <http://contagion.edu.yorku.ca/>
- 2004-2005** **ELSE: Ethics and Legal Studies in Education.**
Project manager and content developer. This tutorial is designed for York University teachers in training to become familiar with legal issues related to the teaching profession, and has been used by over 4000 students.
Funded by the Faculty of Education, York University.
Online at: <http://ysimste.ca/else/else.php>

EDUCATION

- 2004-2009** Ph.D, Language, Culture and Teaching, York University.
Dissertation: *Power play: Digital gaming goes pro*.
Committee members: Jennifer Jenson (York University), Suzanne de Castell (Simon Fraser University), Ron Owston (York University), TL Taylor (IT University, Copenhagen)
- 2003** M.A., Joint Program in Communication and Culture, Ryerson University and York University.
- 2001** B.Hum. (Honours), College of Humanities, Carleton University.

TEACHING EXPERIENCE, GUEST LECTURES, WORKSHOPS, AND AWARDS

Teaching Experience

North Carolina State University, Department of Communication. Raleigh, NC, 2012-13

Course director. Teaching a graduate course in the Department of Communication entitled "Gaming and Social Networks". Undergraduate and graduate courses will focus on qualitative studies of new media use, with an emphasis on digital gaming production and play.

York University, Faculty of Education. Toronto, ON, 2007, 2008, 2011.

Course director and teaching assistant. Co-taught an undergraduate course in the Faculty of Education entitled "New Media Literacies and Culture". Undergraduate courses taught also include "Studies in Popular Culture." Co-director with Suzanne de Castell on graduate course, "Qualitative Research Methods in Education" and to Taline Kavoukian for teacher training course, "Practicum Seminar in Language, Culture and Teaching".

Guest lecturer. I have given guest lectures on gender and technology, game-based learning, and qualitative research methods for graduate and undergraduate courses including "Re-tooling the Learning Game" (Jennifer Jenson, course director), "Research Ethics in Education" (Katrin Berdelmann, course director) and "Studies in Popular Culture" (Margaret Manson, course director).

Ryerson University, Faculty of Arts. Toronto, ON, 2005-2007.

Course director and senior teaching assistant. Directed the undergraduate course, "Writing as a Cultural Act" in 2007. Served as senior teaching assistant for the same course in 2005-2006, for Kate Eichorn and Stuart Murray.

Invited talks and Workshops

I have been invited to give invited talks to scholars in the fields of new media studies, gender and technology, education, and digital gaming. These include a keynote address to the "Scholarship, Learning and the Digital Video Game" symposium at the University of Calgary in Alberta (Winter 2011), an invited talk for the University of West of England's "Play Research Group" at the UWE Bristol (Fall 2010), and an invited talk for the IT University's "Speaker Series in Digital Games", in Copenhagen (Fall 2010).

I have also had the opportunity to run workshops on educational game theory and design for audiences including librarians and library scientists (Toronto Public Library, "Console Gaming @ Your Library", Toronto, ON, Fall 2010); e-Learning scholars, educators and industry workers (Advanced Broadband-Enabled Learning

Summer Institute, Toronto, ON, 2010 and 2011); and new media researchers and professionals (2010 INPlay Conference, 2010, Toronto, ON).

Professional Service

- 2012** *Vice-president.* Canadian Game Studies Association.
- 2010-2012** *Conference co-chair.* Canadian Games Studies Association Conference.
- 2011** *Program committee member.* Digital Games Research Association 2011 Conference.
- 2008-2011** *Secretary-treasurer.* Canadian Games Studies Association.
- 2005-2011** *Reviewer and moderator.* Digital Games Research Association (DiGRA); Association of Internet Research (AoIR); American Educational Research Association (AERA); Human-Computer Interaction (CHI); Canadian Society for the Study of Education (CSSE).

Awards

- May 24, 2009** Winner, Best Paper Award. Canadian Games Studies Association (CGSA) Conference, 2009, Carleton University

SELECTED PUBLICATIONS, PAPERS & PRESENTATIONS

Book Chapters

- Taylor, N. (Accepted). "A silent team is a dead team": Communicative norms in team-based *Halo 3* play. In G. Voorhees, (Ed.), *Guns, grenades and grunts: First person shooter games*. New York: Continuum.
- Jenson, J., de Castell, S., Taylor, N., Droumenva, M. & Fisher, S. (In press). Learning instruments: Baroque culture gets game. In J. Fromme & A. Unger (Eds.), *Computer games, game cultures: A handbook on the state and perspectives of digital games studies*. New York, NY: Springer.
- de Castell, S., Jenson, J., and Taylor, N. (2010). Educational games: Moving from theory to practice. In D. Kaufman and Louis Sauvé, (Eds.), *Educational gameplay and simulation environments* (133-145). Hershey, PA: Information Science Reference.
- Taylor, N. Jenson, J., and de Castell, S. (2005). Pimps, players and foes: Playing *Diablo II* 'outside the box'. In Nathan Garrets, (Ed.), *Digital gameplay: Essays on the nexus of games and gamer*. Jefferson, NC: McFarland.

Refereed Journal Articles

- Jenson, J., Taylor, N. & de Castell, S. (2011). Epidemic: Learning Games Go Viral. *Journal of the Canadian Association for Curriculum Studies*, 8 (11).
- Taylor, N. (2011). Play globally, act locally: The standardization of pro *Halo 3* gaming. *International Journal of*

Gender, Science and Technology, 3(1), 228-242.

Taylor, N. (2009). Cheerleaders, booth babes, *Halo* hoes: pro-gaming, gender and jobs for the boys. *Digital Creativity*, 20(4), 239-252.

Taylor, N. (2008). Periscopic play: Re-positioning "the field" in MMO studies. *Loading... Journal of the Canadian Games Studies Association*, 2(3).

de Castell, S. & Jenson, J., & Taylor, N. (2007). Digital games for education: When meanings play. *Intermedialities*, 9, 45-54.

Taylor, N. (2007). Mapping gendered play. *Loading... Journal of the Canadian Games Studies Association*, 1(1).

Jenson, J., Taylor, N., and de Castell, S. (2007). Shifting design values: A playful approach to serious content. *E-Learning*, 4(4), 497-507.

Taylor, N. (2007). Charting a Field in Play. *Communication Review*, 10, 77-87.

Refereed Conference Proceedings

Taylor, N., McArthur, V., and Jenson, J. (2012). Virtual postcards: Multimodal stories of online play. *Alt.chi '12 Extended Abstracts on Human Factors in Computing Systems*. Austin, TX: May 6-10, 2012.

Taylor, N., de Castell, S., Jenson, J. and Humphrey, M. (2011). Modeling play: Re-casting expertise in MMOGs. *Proceedings of the SIGGRAPH2011 Conference*, Vancouver, BC.

Research Reports

Jenson, J., Taylor, N., and Fisher, S. (2011). *Peel District School Board Technology Review*. Report prepared for the Director's Office, Peel District School Board.

Jenson, J., Taylor, N., and Fisher, S. (2010). *Critical Review and Analysis of the Issue of "Skills, Technology and Learning"*. Report prepared for the Province of Ontario Ministry of Education. Online at http://www.edu.gov.on.ca/eng/research/Jenson_ReportEng.pdf.

Conference Presentations

Taylor, N. (2011). *Re-assembling the ludic: The multiple realities of virtual worlds*. Panel chair. Association of Internet Researchers Conference, Seattle, WA.

Taylor, N. (2011). *Playing in public: A latitudinal look at LANS*. Paper presented at the Digital Games Research Association 2011 Conference, Hilversum, Netherlands.

Taylor, N. (2011). *High fidelity: Avatars and their players*. Paper presented at the Videogame Cultures and the Future of Interactive Entertainment Conference, Oxford, England.

Taylor, N. (2011). *'Getting tested': Diagnosing learning and engagement in "Epidemic: Self-Care for Crisis"*. Paper presented at the American Educational Research Association (AERA) Conference, New Orleans, LA.

Taylor, N. (2010). *Reactivity, reflexivity and reciprocity in ethnographic work with pro-gamers*. Plenary talk

presented at Canadian Games Studies Association 2010 Conference, Montreal, QC.

Taylor, N. (2009). *Where the women aren't*. Paper presented at the Digital Games Research Association (DiGRA) Conference, London, UK.

Taylor, N. (2008). *Accountable play*. Paper presented at the 2nd Annual Canadian Games Studies Association 2008 Conference, Vancouver, BC.

de Castell, S., Jenson, J., Taylor, N., and Lindo, L.M. (2007). *Transvaluing communicative discourse: Using new media for new knowledge construction*. Panel presented at the Society for the Social Studies of Science Conference, Montreal, QC.

Taylor, N. (2007). *S(t)imulating learning: Contagion and the question of content*. Paper presented at the Simulation and Advanced Gaming Environments for Learning Student Videoconference, Toronto, ON.

Taylor, N. (2006). *Devaluating pedagogic interactivity: The case of ELSE*. Paper presented at the MERLOT International Conference, Ottawa, ON.

Taylor, N. (2006). *Literacies at play: Re-working the gender gap*. Paper presented at the Society for the Study of Social Problems (SSSP) Annual Conference, Montreal, QC.

Taylor, N. (2006). *Powerful pedagogies: Play, videogames and education*. Paper presented at the Ontario Library Association Super Conference, Toronto, ON.

Taylor, N. (2005). *A closer Look at boredom: 'Behavioral enrichment' and serious play*. Paper presented at the Society for Social Studies of Science (4S) Annual Conference, Pasadena, CA.

Taylor, N. (2005). *Megamen: Masculinities at play in a campus arcade*. Paper presented at the Digital Games Research Association (DiGRA) Conference, Vancouver, BC.

Taylor, N. & Jenson, J. (2004). *Playing by design: Putting 'serious play' to work*. Paper presented at the Association of Media and Technology in Education in Canada Conference, Sudbury, ON.