

Joshua Jackson

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Business Address

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Education

North Carolina State University

Raleigh, NC

PhD, Communication, Rhetoric, & Digital Media.

Expected Defense: March 2020.

Dissertation: *Passion Traps: Cruel Optimism in Videogame Production*

Committee: Drs. Helen Burgess (North Carolina State), Nicholas Taylor (North Carolina State), Andrew Johnston (North Carolina State), Stacey Pigg (North Carolina State) and Anastasia Salter (University of Central Florida).

University of North Carolina: Wilmington

Wilmington, NC

MA, Instructional Design. January 2020.

DePaul University

Chicago, IL

MA, New Media Studies (concentration: Videogame Culture). June 2016.

University of North Texas

Denton, TX

BA, Technical Writing. May 2014

BA, English (concentration: Creative Writing: Poetics). May 2014.

Teaching

Communication 427: Game Studies. Spring 2019

English 331: Communication for Engineering and Technology:

Spring 2018, Summer 1 2018, Summer 1 2019, Summer 2 2019, Fall 2019

English 367: Multimedia Production and Digital Culture: Fall 2019, Spring 2020

Interdisciplinary Studies 201: Environmental Ethics: Spring 2018

Supervision

Communication 495: Internship: Fall, 2019. I am supervising a senior Communication Studies student whose goal is to go into videogame production. The terms of this internship are that she creates a critically-engaged game, completes a 10-pager and develops an elevator pitch for her game, and provides substantial documentation of design choices, rhetorical choices, and process. We are working closely with a contact I have at Riot Games to make sure that this work is following industry best practices.

Refereed Publications

Jackson, Joshua. "Videogame Production How the Capitalist Socius and Platformization Subjectivate." *Loading...*, vol. 12, no. 19, 2019.

Jackson, Joshua. "A Shack, a House, a Prison: the analogy of the shack, and videogame production." *First Person Scholar*, 2019.

Jackson, Joshua. "When Trash-talk becomes Abuse: Examining Problematic Speech and Behavior in *World of Warcraft*." *Technoculture*, vol. 8, 2018.

Jackson, Joshua. "Wizards, Aliens, and Starships, oh my! How College-level Algebra and Physics Disproves Your Favorite Sci-Fi Stories." *Technoculture*, vol. 6, 2016.

Jackson, Joshua. "Seeing' Videogame Production: Institutional Awareness, feminist objectivity, and embodied experience as methodology." *Media Industries*. Accepted on December 29, 2019.

Jackson, Joshua. "Towards the Erasure of Erasure: A Student-Minded, Open-Source, Diversity Archive for Game Studies." *Loading...* Accepted on December 28, 2019.

Jackson, Joshua. "De-Walling' Union Rhetoric in Videogame Production." *Unbound: A Journal of Digital Scholarship*. Conference Proceeding. Accepted on December 2, 2019.

Jackson, Joshua. "The Capitalist Socius and Videogame Production: Autopoietic Subjectivation Monsters." *Rhizomes*. Accepted on November 18, 2019.

Jackson, Joshua. "Vec-Tech: Educational technology, gamified pedagogy, and vectoralist control in K-12 education." *Unbound: A Journal of Digital Scholarship*. Accepted on July 21, 2019.

Jackson, Joshua. "Passion Traps." *Hyperrhizē*. Accepted on June 29, 2019.

Jackson, Joshua. "The Road to Hell is Paved with Good Intentions: on technology, games-based learning, and erasure." *Hybrid Pedagogy*. Accepted on April 2, 2019.

Jackson, Joshua. "The Matilda Effect in Game Studies: A Citational Analysis of *Game Studies* Articles." *Game Studies*. Submitted August 2, 2019.

Presentations

Jackson, Joshua. "Seeing' Videogame Production: Institutional Awareness, feminist objectivity, and embodied experience as methodology." Media Industry Studies 2020. King's College London. London, UK. April 17, 2020. Accepted Conference presentation.

Jackson, Joshua. "Can I Be In the Union?: Videogame Production and the Case for a Proper Vocabulary of Union-eligible Bodies." Popular Culture Association. Denver, CO. April 15, 2020. Accepted Conference presentation.

Jackson, Joshua. "Toward the Erasure of Erasure: Updates and Ongoing Work." ReFiG. OCADUniversity. Toronto, Ontario, Canada. November 8, 2019. Accepted Conference presentation.

Jackson, Joshua. "Unionization in Videogame Production: dismantling exploitive work practices." Digital Frontiers. University of Texas: Austin. Austin, Texas. September 27, 2019. Accepted Conference presentation.

Jackson, Joshua. "Rhetorics of Unionization: how union efforts are enforcing marginalization that unions are meant to usurp in videogame production." Carolina

Rhetorics Conference. North Carolina State University. Raleigh, North Carolina. April 12, 2019. Conference presentation.

Renner, Max, and **Joshua Jackson**. "Intentional Tension: Architecture, Intersectionality and Public Interest Design." Southern States Communication Conference. Montgomery, AL. April 4, 2019. Conference presentation.

Jackson, Joshua. "Ed-Tech, Gamified Classrooms, and Queer Erasure: an examination of power relations in the classroom." Queertopia. Northwestern University. Chicago, Illinois. March 2, 2019. Conference presentation.

Jackson, Joshua. "Towards the Erasure of Erasure: a Student-Minded, Open-Source, Diversity Archive for Game Studies." ReFiG. University of British Columbia, Vancouver, BC, Canada. October 20, 2018. Conference presentation regarding work on grant funded project.

Jackson, Joshua. "Josh Replied All to the Listserv: A phenomenological analysis of performing-drama in PhD programs." Digital Frontiers. Kansas University, Kansas City, Kansas. October 5, 2018. Conference presentation.

Elam, Jessica, **Joshua Jackson**, Sarah Evans, Edwin Lohmeyer. "Building Supportive Communities: Methods and Perspectives on Promoting Inclusivity, Intersectionality, and Interdisciplinarity in the Digital Humanities." Digital Frontiers. Kansas University, Kansas City, Kansas. October 4, 2018. Panel presentation.

Jackson, Joshua. "Durable Citations; Fragile Cycles." Temporal Belongings: The social life of time: power, discrimination and transformation. University of Edinburgh, Edinburgh, Scotland. June 6, 2018. Creative work display.

Jackson, Joshua. "Popular Games Journalism and the Production of Anti-Feminism, Hypermasculinity, and Toxicity." Popular Culture Association. Indianapolis, IN. March 30, 2018. Conference presentation.

Jackson, Joshua. "Towards a Groszian Understanding of Body and Diversity." Digital Frontiers. University of North Texas, Denton, TX. September 22, 2017. Conference presentation.

Jackson, Joshua. "The Capitalist Socius and Corporatized Videogame Production: Autopoietic Subjectivization Monsters." CRDM Symposium. North Carolina State University, Raleigh, NC. March 24, 2017. Conference presentation.

Wiley, Stephen, **Joshua Jackson**, and Jeonghyun Lee. "Storymap: A Community Mapping Tool For Participatory Urban Planning". Urban Communication Foundation Pre-Conference. Philadelphia, PA. November 9, 2016. Conference presentation.

Jackson, Joshua. "Putting the 'Good' in 'Good Game:' Speech and Behavior Patterns of Professional Gamers." Spread the WRD Conference. DePaul University, Chicago, IL. May 14, 2016. Conference presentation.

Jackson, Joshua. "Negativity in Online Gaming." Spread the WRD Conference. DePaul University, Chicago, IL. May 16, 2015. Conference presentation.

Workshops

Gallagher, Victoria, Max Renner, Ragan Glover-Rijkse, **Joshua Jackson**, Candice Edrington. “vMLK Workshop: Digital Humanities project of MLK’S ‘FILL UP THE JAILS’ SPEECH.” North Carolina State in partnership with NEH. North Carolina State University, Raleigh, NC. September 13-14th, 2019. Workshop event.

Evans, Sarah, Emma Vossen, Elyse Janish, **Joshua Jackson**, Alisha Karabinus. “A Field of our Own: Toward a Millennial Feminist Game Studies”. Canadian Game Studies Association. University of British Columbia, Vancouver, BC. June 6th, 2019. Workshop.

Grants

ReFiG 2017-18; awarded \$1500 CAD to work on “Towards the Erasure of Erasure: a Student-Minded, Open-Source, Diversity Archive for Game Studies.”

ReFiG 2016-17; awarded \$2500 CAD with co-PI Krystin Gollihue (North Carolina State) to work on “Allied Bots.”

Work History

North Carolina State University

Lecturer

Raleigh, NC

Hours per week: 30 (2970 hours total)

June 2018 – Current

Instructor of note on the following classes:

Communication 427: Game Studies. Spring 2019

English 331: Communication for Engineering and Technology:

Spring 2018, Summer 1 2018, Summer 1 2019, Summer 2 2019, Fall 2019

English 367: Multimedia Production and Digital Culture: Fall 2019, Spring 2020

Interdisciplinary Studies 201: Environmental Ethics: Spring 2018

Research Assistant

Raleigh, NC

Hours per week: 30 (1440 hours total)

August 2016 – June 2017,

Assisted Dr. Stephen Wiley on on a \$50,000 USD grant for a locative media app for ethnographers.

August 2018 – Current

Hours per week: 10 (910 hours total)

Assisting Dr. Victoria Gallagher on a total of \$110,000 USD grants for her ongoing efforts with The Virtual Martin Luther King Project. Specifically, conducting user testing and implementation for a website component to supplement the in-person virtual reality experience.

DePaul University

Graduate Assistant

DePaul, IL

Hours per week: 25 (2575 hours total)

August 2014 – June 2016

Worked in InDesign and Photoshop to produce department-wide materials such as visiting scholar announcements and posters, style-sheets and assets for when our department reached out to industry professionals, and letterheads.

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Consultant
Hours per week: 50-55 (Approximately 1850 hours total)
March 2013 – September 2013
Consulted for a large triple-A videogame production company in Austin, TX with the goal of assisting them in streamlining their technical documentation process and creating engaging social media content.

Dallas, TX

Consultant
April 2014 – October 2014
Hours per week: 30-50 (Approximately 1450 hours total)
Consulted for a large triple-A videogame development company in Guilford, UK with the goal of assisting them in reconfiguring inter-office stylesheets, technical specs and documentation standards, and style guides.

Chicago, IL

Consultant
November 2015 – June 2016
Hours per week: 45-50 (Approximately 1600 hours total)
Consulted for a large media production company in Chicago, IL with the goal of assisting them in creating learning material and public outreach material for new hires, creating user personas, and streamlining interoffice documentation.

Chicago, IL

Consultant
May 2017 – December 2017
Hours per week: 45-50 (Approximately 1700 hours total)
Consulted for a large media production company in Raleigh, NC with the goal of assisting them in creating project-based learning and onboarding experiences for interns and new hires, developing a cohesive research plan for expanding their public market presence, and helping to develop systems for documentation.

Raleigh, NC

Consultant
January 2018 – December 2018
Hours per week: 55-60 (Approximately 3000 hours total)
Consulted for a triple-A videogame development company in Raleigh, NC with the goal of assisting them in creating new documentation standards, new interoffice stylesheets, and creating learning material that reflects those aforementioned changes.

Raleigh, NC

Research

North Carolina State University Raleigh, NC

Advisers: Drs. Helen Burgess, Nicholas Taylor, Andrew Johnston, Stacey Pigg, Anastasia Salter

Dissertation; this work examines precarity in videogame production by exploring how passion is used as a recruitment and retention method. Using interviews from 6 current videogame production workers, along with my own experience in videogame production, I leverage feminist objectivity, institutional ethnography, and feminist ethnography to (re)tell my informants' stories regarding their experiences with passion, precarity, and labour. The goal of this project is not to create a sweeping, generalizable corpus regarding precarity in videogame production. Instead, the goal is to provide a platform in which bodies are allowed to share their objective truths regarding their experiences in the hopes that giving visibility to those stories will encourage further critical investigation and activism towards precarity in videogame production. (February 2018 – Present)

Research Assistantship; assisting Dr. Victoria Gallagher on a total of \$110,000 USD grants for her ongoing efforts with The Virtual Martin Luther King Project. Specifically, conducting user testing and implementation for a website component to supplement the in-person virtual reality experience. Co-authoring with Dr. Gallagher, looking at what affordances can be determined from examining the VR rendering of White Rock Baptist Church as a racialized assemblage that is put on display for predominantly white onlookers to re-experience Dr. King’s speech at White Rock Baptist Church. Expected to be submitted to *Public Culture* sometime in late 2019. (August 2018 – Present)

ReFiG Grant - \$1500 CAD; assembling PoC, queer, and female scholars into a student-minded database that allows for easy accessibility through taxonomical tagging choices and layout. Final product will be an ongoing, crowdsourced database of PoC, queer, female, differently abled, and otherwise marginalized scholars where learners of any distinction can find rigorously theorized, responsibly researched scholarship with which to diversify their own scholarship. This project has been submitted to *Journal of Electronic Publishing* on June 3, 2019. (August 2017 – Present)

ReFiG Grant - \$2500 CAD; looking at the intersection of bots/autonomous agency as a tool for allyship in online spaces. Final product was a markup and recommendations regarding a possible model of bot that polices online gamic spaces for abusive language and instances of griefing pulled from Rubin and Camm’s “Heuristic of Griefing (2015).” (November 2016 – Present)

DePaul University

Chicago, IL

Advisers: Lisa Dush, Mischa Heissboeck

Thesis Project; studying how gender and perception affect reactions to negative situations in *World of Warcraft*. Research included participant interviews to create a taxonomy of common negative behaviors based on Rubin and Camm’s “Heuristic of Griefing.” This project was accepted to *Technoculture* on October 22, 2018. (August 2015 – April 2016)

Awards

North Carolina State University’s Graduate School Summer Fellowship (2019)
North Carolina State University’s Certificate of Teaching Excellence (2019)
North Carolina State University’s Provost Doctoral Fellowship (2016-2017)
DePaul’s New Media Studies Graduate Assistantship recipient (2014 – 2016)
Delta Epsilon Iota (National Honor Society) Featured UNT Member (May 2014)
UNT President’s List (Spring 2012-Spring 2014)
UNT Dean’s List (Fall 2012)

Appointments

Editor of Book Reviews & Notes for *Unbound: A Journal of Digital Scholarship* (2019 – present)
Reviewer for *Unbound: A Journal of Digital Scholarship* (2019 – present)
Reviewer for *Foundations of Digital Games* conference (2019 – present)
Reviewer for *Loading...* (2018 – present)
Reviewer for *Carolina Rhetoric Convention* (2018 – present)
Reviewer for *First Person Scholar* (2017 – present)
Science and Technology Studies’ course adviser (August 2017 – August 2018)
Student Representative, *Digital Frontiers* Conference Board (2017 – present)
Reviewer for *Digital Frontiers* (2017 – present)
Guest Reviewer, *First Person Scholar* (Fall 2016)

Activities

Member, Dames Making Games (DMG)
Member, Society of Cinema and Media Studies (SCMS)
Member, Digital Games Research Association (DiGRA)
Member, Popular Culture Association (PCA)
Member, International Game Developer Association (IGDA)
Member, CRDM Student Association (CRDMSA)
Member, Rhetoric Society of America (RSA)
Member, HASTAC Scholars (September 2016 – September 2018)
Member, Society for Technical Writers (STW)
Member, Delta Epsilon Iota (National Honor Society)

References

Dr. Helen Burgess
Associate Professor of English
North Carolina State University
hjborges@ncsu.edu
1-304-216-9018

Dr. Nicholas Theil Taylor
Associate Professor of Communication
North Carolina State University
ntaylor@ncsu.edu

Dr. Stacey Pigg
Director, Professional Writing Program
North Carolina State University
slpigg@ncsu.edu