Mark R Johnson PhD
CURRICULUM VITAE

Lecturer in Digital Cultures | Discipline of Media & Communications | University of Sydney
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Academic Appointments

2019 - Present University of Sydney, Lecturer in Digital Cultures, Discipline of Media and Communications.

2017 - 2019 University of Alberta, Killam Postdoctoral Fellow, Department of Political Science.

2017 - 2017 Goldsmiths, University of London, Postdoctoral Fellow, Department of Computing.

2015 - 2017 University of York, AHRC / EPSRC Postdoctoral Fellow, Department of Sociology.

Education

2011 - 2015 PhD in Science & Technology Studies, University of York (UK).

2008 - 2011 BA (Hons) Politics & Sociology (First Class), University of York (UK).

Books

- **Johnson, M. R.** (Forthcoming). *Twitch.* Digital Media & Society Series, Polity: Cambridge, UK.
- **Johnson, M. R.** (2018). *The Unpredictability of Gameplay*. Bloomsbury Academic: London, UK; New York, NY, USA.

Refereed Articles

- **Johnson, M. R.** (Under Review at *Computers in Human Behavior)*. Time Slots, Time Zones, and Twitch: When do Game Live Streamers Go Live, and Why?
- Soligo, M., Abarbanel, B. & **Johnson, M. R.** (Under Review at *Media, Culture and Society*). Exploring the Concept of "Authenticity" Among Esports Brands and Marketers.
- Stanton, R. & **Johnson, M. R.** (Under Review at *Journal of Gaming and Virtual Worlds*). Inclusivity and Diversity in "Actual Play": Studying "The Adventure Zone".
- **Johnson, M. R.** (2022). Humour and Comedy in Digital Game Live Streaming. *New Media and Society,* first published online.
- **Johnson, M. R.** & Abarbanel, B. (2022). Ethical Judgments of Esports Spectators Regarding Cheating in Competition. *Convergence,* first published online.
- **Johnson, M. R. &** Jackson, N. (2022). Twitch, Fish, Pokémon and Plumbers: Game Live Streaming by Nonhuman Actors. *Convergence,* 28(2): 431-450.
- Anderson, S. & **Johnson, M. R.** (2022). Cultivation Play: Video Games and the Labor of Character Progression. *Journal of Gaming and Virtual Worlds,* 13(3): 233-248.
- Brock, T. & **Johnson, M. R.** (2021). Videogaming as Craft Consumption. *Journal of Consumer Culture,* first published online.
- **Johnson, M. R.** & Woodcock, J. (2021). Work, Play and Precariousness: An Overview of the Labour Ecosystem of Esports. *Media, Culture and Society,* 43(8): 1449-1465.
- Anderson, S. L. & **Johnson, M. R.** (2021). Gamer Identities of Video Game Live Streamers with Disabilities. *Information, Communication and Society,* first published online.
- **Johnson, M. R.** (2021). Behind the Streams: The Off-Camera Labour of Twitch.tv Live Streamers. *Games and Culture,* 16(8): 1001-1020.

- Brock, T. & **Johnson, M. R.** (2021). The Gamblification of Digital Games. *Journal of Consumer Culture,* 21(1): 3-13.
- **Johnson, M. R.** & Brock. T. (2020). The "Gambling Turn" in Digital Game Development. *Journal of Gaming and Virtual Worlds*, 12(2): 145-163.
- **Johnson, M. R.** (2020). Playful Work and Laborious Play in Super Mario Maker. *Digital Culture & Society,* 5(2).
- Abarbanel, B. & **Johnson, M. R.** (2020). Gambling Engagement Mechanisms in Twitch Live Streaming. *International Gambling Studies,* 20(3), 393-413.
- **Johnson, M. R.** & Woodcock, J. (2019). "And today's top donator is": How Live Streamers on Twitch.tv Monetise and Gamify Broadcasts. *Social Media + Society,* 5(4).
- Luo, Y. & **Johnson, M. R.** (2019). How do Players Understand Video Game Hardware: Tactility or Tech-Speak? *New Media and Society*, 22(8): 1462-1483.
- **Johnson, M. R.** (2019). Deep Play and Dark Play in Contemporary Cinema. *New Review of Film and Television Studies*, 17(4): 405-422.
- Woodcock, J. & **Johnson, M. R.** (2019). Live Streamers on Twitch.tv as Social Media Influencers: Chances and Challenges for Strategic Communication. *International Journal of Strategic Communication,* 13(4), 321-335.
- **Johnson, M. R.,** Carrigan, M. & Brock, T. (2019). The Imperative to be Seen: The Moral Economy of Celebrity Video Game Streaming on Twitch.tv. *First Monday,* 24(8).
- Woodcock, J. & **Johnson, M. R.** (2019). The Affective Labour and Performance of Live Streaming on Twitch.tv, *Television and New Media*, 20(8): 813-823.
- **Johnson, M. R.** (2018). Inclusion and Exclusion in the Digital Economy: Disability and Mental Health as a Live Streamer on Twitch.tv. *Information, Communication and Society*, 22(4): 506-520.
- **Johnson, M. R.** & Woodcock, J. (2018). The Impacts of Live Streaming and Twitch.tv on the Video Game Industry. *Media, Culture and Society,* 41(5): 670-688.
- Abarbanel, B. & **Johnson, M. R.** (2018). Esports Consumer Perspectives on Match-Fixing: Implications for Gambling Awareness and Game Integrity. *International Gambling Studies,* 19(2): 296-311.
- **Johnson, M. R.** (2018). Casual Games before Casual Games: Historicizing Paper Puzzle Games in an Era of Digital Play. *Games and Culture*, 14(2): 119-138.
- **Johnson, M. R.** (2018). "The Biggest Legal Battle in UK Casino History": Processes and Politics of "Cheating" in Sociotechnical Networks. *Social Studies of Science*, 48(2): 304-327.
- **Johnson, M. R.** & Mejia, R. (2017). Making Science Fiction Real: Neoliberalism, Real-Life and Esports in Eve Online. *The Journal of Virtual Worlds Research*, 10(3).
- **Johnson, M. R.** & Luo, Y. (2017). Gaming-Value and Culture-Value: Understanding how Players Account for Videogame Purchases. *Convergence: The International Journal of Research into New Media Technologies*, 25(5-6): 868-883.
- **Johnson, M. R.** & Woodcock, J. (2017). "It's like the Gold Rush": The Lives and Careers of Professional Video Game Streamers on Twitch.tv. *Information, Communication and Society*, 22(3): 336-351.
- Woodcock, J. & **Johnson, M. R.** (2017). Gamification: What It Is, and How to Fight It. *The Sociological Review*, 66(3), 542-558.
- **Johnson, M. R.** & Woodcock, J. (2017). Fighting Games and Go: Exploring the Aesthetics of Play in Professional Gaming. *Thesis Eleven*, 138(1): 26-45.

- **Johnson, M. R.** (2015). The Use of ASCII Graphics in Roguelikes: Aesthetic Nostalgia and Semiotic Difference. *Games and Culture*, 12(2): 115-135.

Edited Collections
- **Johnson, M. R.** (Ed). (2022). *The Casino Game and Classic Card Game Reader: Communities, Cultures, and Play.* 'Play Beyond the Computer', Volume I. Bloomsbury Academic: London UK; New York, NY.

Book Chapters
- Brock, T. & **Johnson, M. R.** (Forthcoming). "Esports Gambling and Fantasy Esports". In *Handbook of Esports,* Routledge.
- **Johnson, M. R.** (Forthcoming). "Depictions of Cyberwarfare and Military Media Strategy in "Command and Conquer". In Dor, S. (Ed), *Depictions of Power: Strategy and Management Games*, Bloomsbury Academic.
- **Johnson, M. R.** (Forthcoming). "Esports and Game Streaming". In Bowman, N. (Ed), *Handbook of Media Entertainment*, De Gruyter Publishing.
- **Johnson, M. R.** & Williams, P. (Forthcoming). "Top-Down and Bottom-Up: Esports Tensions in Australia and Singapore". In Gilardi, F. & Martin, P. (Eds), *Esports in the Asia-Pacific – Governance, Labour, Identity*, Palgrave Macmillan.
- Siuda, P. & **Johnson, M. R.** (2022). "Microtransaction politics in FIFA Ultimate Team: game fans, Twitch streamers, and Electronic Arts". In Lowood, H. E. et al (Eds), *Feeling the Game: Thinking Critically about EA Sport's FIFA Series*, Bloomsbury Academic.
- **Johnson, M. R.** (2020). "The Place of Culture, Society and Politics in Video Game World-Building". In Wolf, M. J. P. (Ed), *World-Builders on World-Building: An Exploration of Subcreation,* Routledge, 110-132.
- Ceuterick, M. & **Johnson, M. R.** (2019). "Space Tourism in Contemporary Cinema and Video Games". In Cohen, E. & Spector, S. (Eds), *Space Tourism: The Elusive Dream*, Emerald Group Publishing, 93-117.
- **Johnson, M. R.** (2019). "Fifteen Million Merits: Gamification, Spectacle, and Neoliberal Aspiration". In McSweeney, T. & Joy, S. (Eds), *Through the Black Mirror: Deconstructing the Side Effects of the Digital Age,* Palgrave Macmillan, 33-42.
- **Johnson, M. R.** (2018), "Megastructures, Superweapons and Global Architectures in Science Fiction Computer Games". In Davies, W. (Ed.), *Economic Science Fictions*, Goldsmiths Press, 237-257.
- **Johnson, M. R.** (2017), "Names and Labels: Strategic (De)Identification" and "Glitches and Lag: Unexpected Variables". In Banks, J. (Ed) *Avatar, Assembled: The Sociotechnical Anatomy of Digital Bodies*, Peter Lang Press, 81-89; 217-225.
- **Johnson, M. R.** (2017), "The History of Cyberspace Aesthetics in Video Games". In Murphy, G. & Schmeink, L. (Eds) *Cyberpunk and Visual Culture*, Routledge, 139-155.
- **Johnson, M. R.** (2017), "Capsuleer", "Gandhi" and "Kane". In Banks, J, Mejia, R. & Adams, A. (Eds), *100 Greatest Video Game Characters*, Rowman & Littlefield, 29-30; 63-64; 93-95.
- **Johnson, M. R.** (2017), "Command and Conquer", "Dark Souls", "Half Life", "Halo" and "Roguelikes". In Mejia, R., Banks, J. & Adams, A. (Eds), *100 Greatest Video Game Franchises*, Rowman & Littlefield, 27-29; 32-33; 78-80; 80-82; 150-152.
- **Johnson, M. R.** (2017), "Worlds", "AI" and "Meaning". In Short, T. & Adams, T. (Eds), *Procedural Generation in Game Design*, CRC Press, 97-106; 133-142; 301-312.

- **Johnson, M. R.** (2017), "Integrating Procedural and Handmade Level Design", in Totten. C. (Ed), *Level Design: Processes and Experiences*, CRC Press, 217-243.
- **Johnson, M. R.** (2016), "Bullet Hell: The Globalized Growth of *danmaku* games and the Digital Culture of High Scores and World Records", in Pulos, A. & Lee, A. (Eds.), *Transnational Contexts of Culture, Gender, Class, and Colonialism of Play: Video Games in East Asia*, Palgrave Macmillan, 17-42.

Published Conference Proceedings
- Salge, C., Aranha, C., Brightmoore, A., Butler, S., Canaan, R., Cook, M., Green, M. C., Fischer, H., Guckelsberger, C., Hadley, J., Herve, J-B., **Johnson, M. R.,** Kybartas, Q., Mason, D., Preuss, M., Smith, T., Thawonmas, R. & Togelius, J. (2022), "Impressions of the GDMC AI Settlement Generation Challenge in Minecraft", Foundations of Digital Games (FDG) Conference, Athens, Greece.

Other Publications
- **Johnson, M. R.** (2017). "Comparing the Professionalization of Pro Gamblers and Pro Video Game Players". Occasional Paper Series, 40. Las Vegas: Center for Gaming Research, UNLV University Libraries.

Keynotes, Invited Lectures, Public Presentations
- **2022:** "Cheating in Esports vs Cheating in Sports: How and Why do Spectators' Ethics Differ?", MultiPlay World Cup Conference, Online.
- **2022:** "Python and Game Development", University of Sydney Google Developer Student Clubs.
- **2021:** "The Professor is In: UNLV's Latest Research on Brands & Authenticity", *Esports Business Summit,* Las Vegas, NV. (With Dr Brett Abarbanel and Dr Marta Soligo)
- **2021:** "Gambling live streams: what are they, and why do they matter?", *Victoria Responsible Gambling Foundation*, Victoria, Australia.
- **2021:** "Gamblification in video game streaming platforms", Technology, risk and gambling seminar series, University of Sydney, Australia.
- **2021:** "Labour and Skills in Twitch Live Streaming", University of Abertay, United Kingdom.
- **2021:** "Ethical judgements of esports spectators on cheating in competitions", Esports Research Network, University of Siegen, Germany.
- **2019:** "Speech Generation in a Procedurally Generated World", Roguelike Celebration 2019, GitHub Headquarters, San Francisco.
- **2019:** "'And today's top donator is': How Live Streamers on Twitch.tv Monetise and Gamify Broadcasts", University of Siegen.
- **2019:** "De/Constructing a Gaming Gambling Experience", Discovery 2019, Toronto.
- **2018:** "Why do People Watch Other People Playing Video Games? The Rise of the Broadcasting and Spectating of Digital Play", Whitehead Lectures in Cognition, Computation and Culture, Department of Computing, Goldsmiths College, University of London.
- **2018:** "The Blurring of Video Games and Gambling", Department of Computer Science, Queen Mary University of London.
- **2018:** "Why do People Watch Other People Playing Video Games? The Rise of the Broadcasting and Spectating of Digital Play", Department of Science and Technology Studies, University College London.
- **2018:** "Careers in Gaming", Pelican Falls First Nations High School, Sioux Lookout, Ontario, Canada.

- **2018:** "From Digital Play to Digital Labour: The Lives and Careers of Professional Video Game Streamers on Twitch.tv", School of Labour Studies & Department of Communications, McMaster University.
- **2018:** "The Life of a Twitch Streamer", Emerson College Pre-College Esports Program.
- **2018:** "Loot Boxes: Video Game Gambling, Paying to Win, and the Question of Game Design", Concordia University, Pleasure Consuming Games II Seminar. (With Dr Tom Brock)
- **2018:** "The Gamblification of Live Streaming on Twitch.tv", Concordia University, Pleasure Consuming Games II Seminar.
- **2018:** "Loot Boxes: Video Game Gambling, Paying to Win, and the Question of Game Design", Faculty of Information, University of Toronto. (With Dr Tom Brock)
- **2018:** "Loot Boxes: Video Game Gambling, Paying to Win, and the Question of Game Design", Lyle S Hallman Lecture, Faculty of Leisure Studies, University of Waterloo. (With Dr Tom Brock)
- **2018:** "Loot Boxes: Video Game Gambling, Paying to Win, and the Question of Game Design", Gambling Research Exchange Ontario / GREO. (With Dr Tom Brock)
- **2018:** "The Blurring of Video Games and Gambling: Daily Fantasy, Esports, Live Streaming, and Loot Boxes", Alberta Gambling and Liquor Commission.
- **2018:** "Esports and Live Streaming: Lives, Careers, and Labour", Rio Esports Forum, Rio de Janeiro, Brazil. **(Keynote)**
- **2018:** "The Importance of Gambling to Game Studies", Games Research Network, Manchester Metropolitan University.
- **2017:** "Understanding the Origins of Video Game Gambling", 5th Annual GambleAware Harm Minimisation Conference, London, England. **(Keynote)**
- **2017:** "Comparing the Professionalization of Pro Gamblers and Pro Video Game Players", Center for Gaming Research, University of Nevada Las Vegas.
- **2017:** "Labour, Play and Technology in Professional Video Game Competition and Broadcast", University of Macau.
- **2017:** "Rules, Norms, Structures and Strictures: Thinking about Laws in Games and Play", Yeshiva University.
- **2017:** "High-Speed, High-Volume, Transient, and Opaque: The Ethnographic Challenge of "Social Media Entertainment"". Hong Kong Polytechnic University.
- **2017:** "Esports, Streaming, and the Future of Digital Labour and Play", New York University, NY.
- **2017:** "Blurring the Boundaries between Video Games and Gambling: China, the West, and the Future of Commercialised Play", University of Alberta, Edmonton.
- **2017:** "A Changing World: Power Shifts in 2017 and Beyond", European eSports Conference, London. (With Dr Jamie Woodcock)
- **2017:** "The Future of Video", Insight 2017, London. (With Dr Jamie Woodcock and Tom Williams)
- **2017:** "World-Class Bullet Hell Play: Playthrough and Commentary". Guest Lecture on Undergraduate Game Design Course, University of South Wales. (With Dr Madelon Hoedt)
- **2017:** "Industry-Academic Partnerships" (Panel Speaker), University of Swansea.
- **2017:** "Ultima Ratio Regum: Qualitative Procedural Generation and Playing with Society". Guest Lecture to Games and Playable Media research group, University of California, Santa Cruz.
- **2016:** "Esports and Competitive Gaming in the UK: A Summary and Future Possibilities". Varsity Games Winter Launch, Gfinity Arena, London.

- **2016:** "An Introduction to Professional Gaming and Esports: Past, Present, and Future", York Geekfest, University of York.
- **2016:** "Procedural Dialect Generation". International Roguelike Developer Conference (North America), NYU Game Center, New York University, New York.
- **2015:** "Procedural Language Generation". International Roguelike Developer conference, National Video Game Arcade, Nottingham.
- **2015:** "Algorithmic Generation of Global Racial, Cultural, Religious, Architectural and Linguistic Variation." GameCity Nights, National Video Game Arcade, Nottingham.
- **2015:** "A Brief History of Psychology and Video Game AI." Guest Lecture on Undergraduate Psychology Course, University of Bedfordshire.
- **2015:** "The Procedural Generation of Culture". Norwich Gaming Festival, Norwich.
- **2015:** "Codifying the abstract: Defining and Programming a Procedurally Generated Renaissance World." Guest Lecture on Undergraduate Game Design Course, University of Lincoln.
- **2014:** "Playing with Scale in Procedural Generation: Linking World History to Individual Characters." Procedural Generation Game Jam ("ProcJam") Conference, Goldsmiths, London.
- **2014:** "Procedural Graphic Generation." International Roguelike Developer Conference, Co-Up Hackerspace, Berlin.

Conference Presentations
- **2023:** "Time and Temporality in Game Streaming on Twitch", DiGRA Australia, Macquarie University, Australia.
- **2023:** "Gambling Streams on Twitch: Cravings, Motivations, and Problem Gambling", 18th International Conference on Gambling & Risk Taking, Las Vegas, Nevada (With Raymond Wu, Dr Brett Abarbanel, Dr Luke Clark)
- **2022:** "Microtransaction Politics in FIFA Ultimate Team: Game Fans, Twitch Streamers, and Electronic Arts", MultiPlay World Cup Conference, Online (With Dr Piotr Siuda)
- **2022:** "Gambling Live Streams: What are they, and why do they matter?", National Association for Gambling Studies, Sydney, Australia (With Dimitrios Avramidis, Dr Brett Abarbanel, Dr Luke Clark)
- **2022:** "Understanding Game Time in Game Live Streaming on Twitch", Affecting Game Time, University of Edinburgh, United Kingdom
- **2022:** "Ideologies of Scale in Procedural Content Generation", Foundations of Digital Games (FDG) Conference, Athens, Greece (With Dr Aleena Chia, Dr Michael Cook, Dr Paolo Ruffino, Charlene Putney)
- **2022:** "So you're a gambling researcher who wants to study computer games? Five tips for tackling the field.", Alberta Gambling Research Institute Conference, Banff, Alberta.
- **2022:** "Monetization and Gamification in Twitch Game Live Streaming", Digital Games Research Association (DiGRA) Conference, Krakow, Poland (With Dr Jamie Woodcock)
- **2022:** "Esports Viewer Perspectives on Cheating in Competition" (With Dr Brett Abarbanel)
- **2022:** "Videogaming as Craft Consumption", Digital Games Research Association (DiGRA) Conference, Krakow, Poland (With Dr Tom Brock)
- **2022:** "Perspectives of esports spectators regarding cheating in esports competitions", Canadian Game Studies Association (CGSA) Conference (With Dr Brett Abarbanel)
- **2022:** "Exploring Comedy and Humour in Twitch.tv Game Live Streaming", Canadian Game Studies Association (CGSA) Conference

- **2022:** "Exploring Comedy and Humour in Twitch.tv Game Live Streaming", DiGRA Australia, University of Melbourne, Australia.
- **2021:** "Twitch, Fish, Pokémon and Plumbers: Game Live Streaming by Nonhuman Actors", Reconfigurations: New Narrative Challenges of the Moving Image.
- **2021:** "Videogaming as Craft Consumption", European Sociological Association, (With Dr Tom Brock)
- **2021:** "Game Live Streaming in the Japanese Context: Initial Findings", Replaying Japan 9th Annual Conference, Edmonton, Canada.
- **2021:** "Behind the Streams: The Off-Camera Labour of Game Live Streaming", BDiGRA (British Digital Games Research Association) Conference, United Kingdom / Online.
- **2021:** "The Codifying and Congealing of Live Streaming Culture on Twitch.tv", Australian and New Zealand Communication Association Conference, Melbourne, Australia.
- **2021:** "Mental Health and the Digital Economy of Live Streaming", GameSym, London, United Kingdom.
- **2021:** "From Seriousness to Frivolity: How Live Streamers Transform Game Narratives into Comedies", International Conference on Games and Narrative, Online.
- **2021:** "Behind the Streams: The Off-Camera Labour of Twitch.tv Live Streamers", Besides the Screen: Geographies, Spaces, and Places Outside the Screen, University of Nottingham Ningbo China.
- **2021:** "The Professor is in: UNLV's latest research on brands and authenticity", Esports Business Summit.
- **2021:** "Behind the Streams: The Hidden Labour of Game Live Streaming", Canadian Game Studies Association Conference, Edmonton, Canada.
- **2021:** "Twitch, Fish, Pokémon and Plumbers: Game Live Streaming by Nonhuman Actors", Canadian Society for Digital Humanities Conference, Edmonton, Canada.
- **2021:** "Music and Copyright in YouTube and Twitch Gaming Videos", Ludo2021: Conference on Video Game Music and Sound, Online.
- **2021:** "Behind the Streams: The Hidden Labour of Game Live Streaming", DiGRA Australia, University of Melbourne, Australia.
- **2020:** "What can we learn from livestreamers? Teaching, researching, and the dynamics of videogame livestreaming", Digital Intimacies 6, University of Technology Sydney, Sydney, Australia.
- **2020:** "Disability and Mental Health as a Professional Live Streamer", Association of Internet Researchers (AOIR) Conference, Online.
- **2020:** "Sociality and Monetization on Live Streaming Platforms", Association of Internet Researchers (AOIR) Conference, Online.
- **2020:** "Mental Health and the Digital Economy of Live Streaming", GAMESYM: Gaming, Mental Health and Esports for Livestreaming Youth Conference, University of Leicester, United Kingdom. **[Cancelled due to COVID-19]**
- **2020:** "Videogaming as Craft Consumption", Digital Games Research Association (DiGRA) Conference, Tampere, Finland. (With Dr Tom Brock) **[Cancelled due to COVID-19]**
- **2020:** "The Social Experiences of Digital Game Live Streaming", Digital Games Research Association (DiGRA) Conference, Tampere, Finland. **[Cancelled due to COVID-19]**
- **2020:** "Monetization and Gamification in Twitch Game Live Streaming", Digital Games Research Association (DiGRA) Conference, Tampere, Finland. (With Dr Jamie Woodcock) **[Cancelled due to COVID-19]**

- **2020:** "Esports Viewer Perspectives on Cheating in Competition", Digital Games Research Association (DiGRA) Conference, Tampere, Finland. (With Dr Brett Abarbanel) **[Cancelled due to COVID-19]**
- **2020:** "The Imperative to be Seen: The Moral Economy of Celebrity Video Game Streaming on Twitch.tv", Transformations in Celebrity Culture: The Fifth International Celebrity Studies Conference, Winchester, United Kingdom. **[Cancelled due to COVID-19]**
- **2020:** "And today's top donator is": How Live Streamers on Twitch.tv Monetize and Gamify their Broadcasts", DiGRA Australia Conference, Brisbane, Australia. (With Dr Jamie Woodcock)
- **2019:** "Constructing, Maintaining and Profiting from Fan Communities on Twitch.tv", Fan Studies Australasia Conference, Swinburne University, Melbourne, Australia.
- **2019:** "What do game developers think about loot boxes?", National Association for Gambling Studies 2019, Hobart, Australia. (With Dr Tom Brock)
- **2019:** "Gambling Engagement Mechanisms in Twitch Live Streaming", National Association for Gambling Studies 2019, Hobart, Australia. (With Dr Brett Abarbanel)
- **2019:** "The Imperative to be Seen: The Moral Economy of Celebrity Video Game Streaming on Twitch.tv", Celebrities of Gaming Conference, University of Jyväskylä, Finland. (With Dr Mark Carrigan & Dr Tom Brock)
- **2019:** "Disability and Mental Health as a Video Game Live Streamer", 14th Conference of the European Sociological Association, Manchester, UK.
- **2019:** "Super Mario Poker: Bluffs, Tells and Reading in Super Mario Maker Level Design", Replaying Japan, Kyoto, Japan.
- **2019:** "What do Game Developers Think about Loot Boxes?", Digital Games Research Association (DiGRA) Conference, Kyoto, Japan. (With Dr Tom Brock)
- **2019:** "Revisiting Playbor: Extending the Ludo Mix into Media Industries", Digital Games Research Association (DiGRA) Conference, Kyoto, Japan.
- **2019:** "The Impacts of Live Streaming on the Video Game Industry", Digital Games Research Association (DiGRA) Conference, Kyoto, Japan. (With Dr Jamie Woodcock)
- **2019:** "Skill, Streaming and Sociality in Contemporary Esports", Digital Games Research Association (DiGRA) Conference, Kyoto, Japan.
- **2019:** "Gaming, Gambling & the New Monetization of Digital Play", Digital Games Research Association (DiGRA) Conference, Kyoto, Japan.
- **2019:** "Norms of Gaming Competition and the Challenge from Pay-to-Win", Digital Games Research Association (DiGRA) Conference, Kyoto, Japan.
- **2019:** "The Impacts of Live Streaming and Twitch.tv on the Video Game Industry", International Communication Association Conference, Washington DC.
- **2019:** "Contemporary Playbor in Esports, Live Streaming, and Daily Fantasy". CounterPlay 2019: Playing at the Edge, International Play Festival. Aarhus, Denmark.
- **2019:** "Loot Boxes and the Gamblification of Digital Game Design", Alberta Gambling Research Institute Conference, Banff, Alberta. **(Invited)**
- **2018:** "Panel on Esports, Exergaming and Fantasy Leagues", Seminar on eSports, Exergames and Fantasy Leagues, University of Jyväskylä, Finland.
- **2018:** "Daily Fantasy Sports Betting and The Rise of Instrumental Fandom", Seminar on eSports, Exergames and Fantasy Leagues, University of Jyväskylä, Finland.
- **2018:** "Toward a Theory of Cultivation Play: Character Progression Work in Video Games as Autonomy, Engagement, and Praxis", National Communication Association, Game Studies Division, Salt Lake City, Utah (With Dr Sky Anderson) **(Winner of Top Paper Award).**

- **2018:** "The Socio-Technical Entanglements of Live Streaming on Twitch.tv", Association of Internet Researchers (AOIR) Conference, Montreal, Canada.
- **2018:** "'And today's top donator is': How Live Streamers on Twitch.tv Monetise and Gamify Broadcasts", Going Live AOIR Pre-Conference, Montreal, Canada.
- **2018:** "Esports Commentators: Media Roles, Career Labour, and Game Management", International Media Management Academic Association Conference, Stuttgart, Germany.
- **2018:** "Player and Fan Perspectives on Cheating in Esports: Implications for Gambling Awareness and Integrity", 12th European Conference on Gambling Studies and Policy Issues, Valetta, Malta. (With Dr Brett Abarbanel)
- **2018:** "Labour, Leisure, Work and Culture on Twitch.tv", All the World (Wide Web)'s A Stage: A Twitch Workshop, Foundations of Digital Games Conference, Malmö, Sweden.
- **2018:** "Conversation, Discourse and Play: Interaction and Moderation in Twitch.tv Live Streaming", Digital Games Research Association (DiGRA) Conference, Turin, Italy.
- **2018:** "Paper Puzzle Games: The Original "Casual Games"", Digital Games Research Association (DiGRA) Conference, Turin, Italy.
- **2018:** "The Influence of Live Streaming and Twitch.tv on the Games Industry: Initial Findings", Canadian Game Studies Association Conference, Regina, Canada.
- **2018:** "Paper Puzzle Games: The Original "Casual Games"", Canadian Game Studies Association Conference, Regina, Canada.
- **2018:** "Game Studies and Daily Fantasy: Playing Sports Management Games for Real", Canadian Game Studies Association Conference, Regina, Canada.
- **2018:** "Transforming Play Into Work: The Careers of Video Game Live Streamers on Twitch.tv", Canadian Association for Leisure Studies Conference, Regina, Canada.
- **2018:** "Transforming Play Into Work: The Careers of Video Game Live Streamers on Twitch.tv", Canadian Association for Work and Labour Studies Conference, Regina, Canada.
- **2018:** "Conversation, Discourse and Play: Interaction and Moderation in Twitch.tv Video Game Live Streaming", Canadian Society for Digital Humanities Conference, Regina, Canada.
- **2018:** "Conversation, Discourse and Play: Interaction and Moderation in Twitch.tv Video Game Live Streaming", Canadian Communication Association Conference, Regina, Canada.
- **2018:** "Communication, Interaction and Platform Dynamics in Video Game Live Streaming on Twitch.tv", Digital ⇌ Culture 2018 Conference, Nottingham, United Kingdom.
- **2018:** "Disclosure Statements in Video Game and Gambling Reviews", Alberta Gambling Research Institute Conference, Banff, Alberta. (With Dr Fiona Nicoll) **(Invited)**
- **2018:** "Exploring Interaction and Moderation in Twitch.tv Video Game Live Streaming", HuCon 2018 Conference, University of Alberta, Canada.
- **2017:** "Gaming Skill and the Development of Ability: A Five-Part Typology", Mediating Cultural Work Conference, University of Leicester, England.
- **2017:** "Live Streaming and the Public Mediation of Cultural Value", Cultural Mediators in the Digital Age Symposium, King's College London. (With Dr Jamie Woodcock)
- **2017:** "Researching Content Creation in the Digital Economy: Opportunities, Challenges, and Experiences", Digital Economy Crucible 2017, Digital Catapult, London. **(Invited)**
- **2017:** "Managing Play: The Management of Competitive and Professional Gaming", 10th International Critical Management Studies (CMS) Conference, Liverpool. (With Dr Jamie Woodcock)
- **2017:** "Live Streaming, Twitch.tv, and the Games Industry", Multiplatform 2017, Manchester Metropolitan University. (With Dr Jamie Woodcock)

- **2017:** ""Oh my god, this is beautiful": Game-Changing Discourse and Action in Esports Tournaments", The Money Shot Revisited: Changing Dynamics of Media Spectacle, Leicester.
- **2017:** "Playing for Profit: The Lives and Careers of Professional Video Game Streamers", Canadian Game Studies Association Conference, Ryerson University.
- **2017:** ""The biggest legal battle in British casino history": the technical politics of cheating in games", Canadian Game Studies Association Conference, Ryerson University.
- **2017:** "The Future's Old Problems: Making Meaningful Procedurally Generated Content", Canadian Game Studies Association Conference, Ryerson University. (With Rob Parker)
- **2017:** "Gaming-Value and Culture-Value: Understanding Pre-order, Sales, and how people purchase Video Games", International Communication Association, San Diego. (With Yinyi Luo)
- **2017:** "Live-Streamed Performance and Talk on Twitch", Capitalism, Marketing, Critique Conference, London.
- **2017:** ""It's like the Gold Rush": The Lives and Careers of Professional Video Game Broadcasters", DiGRA UK Meeting, University of Salford. (With Dr Jamie Woodcock)
- **2017:** "Exploring the Spectacle of Skill: Esports, Speedrunning and Arcade Games", Spectating Play – 13th Annual Game Research Lab Spring Seminar, University of Tampere, Finland. (With Yinyi Luo)
- **2017:** "The Contemporary Challenges of Gambling in Digital Play", Alberta Gambling Research Institute Conference, Banff, Alberta **(Invited)**
- **2016:** "Professional Gaming Through the Ages: Poker, Esports, and the Dynamics of Skilled Play"**.** Esports and the Future of Sport Symposium, University of Salford **(Invited)**
- **2016:** "Professional gaming and eSports in the UK: Digital labour and the blurring of work and play". Work, Employment and Society Conference, University of Leeds. (With Dr Jamie Woodcock)
- **2016:** "World-Class Bullet Hell Play: Playthrough and Commentary". DiGRA-FDG First Joint Conference, University of Dundee. (With Dr Michael Cook)
- **2016:** "Procedural Generation of Linguistics, Dialects, Naming Conventions and Spoken Sentences", DiGRA-FDG First Joint Conference, University of Dundee.
- **2016:** "Deep Play and Dark Play in Contemporary Cinema". DiGRA-FDG First Joint Conference, University of Dundee.
- **2016:** "Towards Qualitative Procedural Generation". International Conference on Computational Creativity, Pierre and Marie Curie University. **(Invited)**
- **2016:** "Remix Design: Towards Participatory Game Design". Poetics of the Algorithm Conference, University of Liege. (With Dr Darren Reed)
- **2016:** "The Algorithmic Generation of Conversational Dialects". Canadian Digital Humanities Association Conference, University of Calgary.
- **2015:** "Hand-Made Detail in a Procedural World". Game Developers Conference Europe, Cologne.
- **2015:** "Generating Global Cultures and Characters in *Ultima Ratio Regum*". Nucl.ai Artificial Intelligence Conference, Vienna. **(Invited)**
- **2015:** "Asymmetric Warfare in Video Games: A Military Force without Economic Capital in *Command and Conquer*." Canadian Game Studies Association Conference, University of Ottawa.
- **2015:** "The Drones Need You: Communication and Information in *Sid Meier's Alpha Centauri."* Canadian Communication Association Conference, University of Ottawa.
- **2015:** "Algorithmic Generation of Global Racial, Cultural, Religious, Architectural and Linguistic Variation." Canadian Digital Humanities Association Conference, University of Ottawa.

- **2015:** "Bullet Hell: The Globalized Growth of *danmaku* games and the Digital Culture of High Scores and World Records." DiGRA 2015, Lüneburg.
- **2015:** "Dusk Hour: Depictions of Ecological Collapse and Posthuman Survivalist Ideologies in *Command and Conquer: Tiberian Sun*." Brave New Worlds: The Dystopia in Modern and Contemporary Fiction Conference, University of Newcastle.
- **2015:** "Modelling Cultural, Religious and Political Affiliation in Artificial Intelligence Decision-Making." AISB AI and Games Conference, University of Kent.
- **2014:** "Predicting Play: The Expectations of Game Playtesting". Repeat! The Logics of Exercises, Trainings, Tests and Rehearsals Conference, Goldsmiths, London.
- **2014:** "The Semiotics of the Roguelike". Canadian Game Studies Association Conference, Brock University, Ontario.
- **2013:** "Self-Definition, Ownership and Player Expectations: An Independent Video Game Development Autoethnography". Digital/Moving Images Conference, University of Warwick.

Funding, Fellowships, Awards
- **2021:** ¥1,800,000 (~$23,000), Project Grant, "Live Streaming Audiences in Japan and Australia: A Comparative Study", Hoso Bunka Foundation.
- **2020:** ¥2,000,000 (~$25,000), Project Grant, "The Professionalization of Amateur Live Streaming Broadcasters", Hoso Bunka Foundation.
- **2019:** €271,732, Marie Skłodowska-Curie Postdoctoral Fellowship, "The Blurring of Video Games and Gambling in Daily Fantasy Sports", European Union (Declined)
- **2019:** $4,200, Refiguring Innovation in Games (ReFIG) Grant, "Videogame Gambling and Gender: A Life History Analysis of Players, Communities and Practices" (as Principal Investigator)
- **2019:** $24,941, SSHRC Connection Grant, "New Critical Directions in Gambling Studies: An International Conference for Early Career Scholars" (as Co-Investigator)
- **2018:** $13,000, Postdoctoral Research Funding, "Loot Boxes: Industry and Player Perspectives", Gambling Research Exchange Ontario (GREO) & Evening Gambling Recovery Intensive Program (EGRIP) (as Principal Investigator)
- **2017:** $10,000, "Gaming the Law: The Blurring of Gambling and Video Games in Fantasy Sports", AGRI Research Chair in Gambling Policy, University of Alberta.
- **2017:** $2,500, Dorothy J Killam Memorial Postdoctoral Fellow Prize, "Gaming the Law: The Blurring of Gambling and Video Games in Fantasy Sports", Killam Laureates Trust
- **2017:** £332,251, British Academy Postdoctoral Fellowship, "Playing in Los Alamos: Controversial Science and Technology in Video Games", British Academy (Declined)
- **2017:** $110,000, Alberta Gambling Research Institute Postdoctoral Fellowship, "The Blurring of Video Games and Gambling in Daily Fantasy Sports", University of Alberta (Declined).
- **2017:** $97,000, Killam Postdoctoral Fellowship, "The Blurring of Video Games and Gambling in Daily Fantasy Sports", University of Alberta.
- **2017:** $3,000, Visiting Scholar at University of Nevada at Las Vegas (Awarded through "Eadington Gaming Research Fellowships")
- **2017:** Visiting Scholar at Chinese University of Hong Kong (Awarded through World Universities Network "Inbound Mobility Scheme")
- **2017:** $3,343, Visiting Scholar at University of Alberta (Awarded by Department of Political Science and Office of Interdisciplinary Studies) **(Invited)**

- **2017:** £1,336, *The Sociological Review* Seminar / Symposium Series Funding, "The Future of eSports: Challenging Work and Gender Issues in the UK's Professional Computer Gaming Industry" seminar, MadLab, Manchester (as Co-Investigator)
- **2017:** £2,000, London School of Economics and Political Science "Knowledge Exchange and Impact Public Funding" (as Co-Investigator).
- **2017:** £18,384, "The Exploration of *Donatsu* Arithmetic Puzzles", "Integration and Interaction of Multiple Mathematical Reasoning Processes" Platform Grant, Heriot-Watt University, University of Edinburgh, Goldsmiths College London (as Co-Investigator)
- **2017:** £24,268, secondment as "Researcher in Residence" at UK Digital Catapult, awarded for project "The Future of Content Creation: Regulation, Community, and Monetisation" (as Sole/Principal Investigator)
- **2016:** £4,750, Digital Economy Crucible "Research Priming" Award, for project "eSports Streaming and the Digital Economy: A Study of Twitch.tv" (as Principal Investigator)
- **2016:** £2,442, University of York "Creativity Theme" Priming Fund, for project "Creative Game Analytics in eSports" (as Co-Investigator)
- **2016:** Approx. £2,500, University of York Sociology Priming Fund, for project "University of York Data Dive Event" (as Co-Investigator)

Dissemination
- **2015-2019:** Co-host of *Roguelike Radio* game design podcast (1,000,000+ lifetime hits).
- **2011-Present:** Sole writer of game design and game studies blog (1,500,000+ lifetime hits).

Interviews, Articles, Coverage, Media Engagement
- **Interview:** "Sex, hate and Trainwreck: Aussie gambling billionaire's links to Twitch's controversial competitor", *Crikey,* March 3rd, 2023.
- **Interview:** "Fortnite and Microtransactions", *CBC Radio,* January 31st, 2023.
- **Interview:** "Fortnite and FTC Fine", *ABC News Live*, December 20th, 2022.
- **Interview:** "Are in-game 'loot boxes' a gambling gateway for children?", *Deseret News,* December 7th, 2022.
- **Interview:** "Success on Twitch No Longer Comes on Twitch", *WIRED,* October 3rd, 2022.
- **Interview:** "Expert warns Twitch gambling ban won't mark end of Slots hype in streaming", *Dexerto,* September 21st, 2022.
- **Interview:** "Global success of Cult of the Lamb showcases Australia's video games development talent", *The Guardian*, August 21st, 2022.
- **Interview:** "What does the future of in-game advertising look like?", *Canvas8,* August 18th, 2022.
- **Interview:** "What does the future of in-game advertising look like?", *Dexerto*, August 17th, 2022.
- **Interview:** "The Games Industry in China", *BBC World Service,* August 11th, 2022.
- **Interview:** "The risks behind addictive Slots streams taking Twitch by storm", *Canvas8*, July 15th, 2022.
- **Interview:** "Dans les recoins de Twitch, le monde étrange des streams automatiques sans joueur et sans streamer", *Le Monde*, April 8th, 2022.
- **Coverage:** "Video gamers the next generation of gamblers", *Asia Gaming Brief,* March 30th, 2022.
- **Coverage:** "Netflix's Squid Game guards spotted fighting on Google Maps by eagle-eyed TikToker", *Daily Star*, October 21st, 2021.

- **Interview:** "Twitch", *Australian Broadcasting Corporation*, October 15th, 2021.
- **Interview:** "Squid Game owes its popularity to anxieties of modern life", *The Guardian*, October 9th, 2021.
- **Coverage:** "Twitch Leak: Il Sistema Della Donazioni Crollera?", *Dr Commodore,* October 8th, 2021.
- **Article:** "5 ways Twitch's massive data leak might change live streaming as we know it", *The Conversation (& Kotaku Australia)*, October 7th, 2021.
- **Article:** "Gambling live streams on Twitch: What are they and why do they matter?", *The Conversation (& The National Post)*, September 16th, 2021.
- **Interview:** "Gaming offers escape and empowerment", *The Australian,* July 24th, 2021.
- **Coverage:** "Think, fight, feel: how video game artificial intelligence is evolving", *The Guardian*, July 19th, 2021.
- **Interview:** "Gamblers in the stream: making celebrities — and money — out of people who film themselves betting", *Crikey*, July 15th, 2021.
- **Coverage:** "Twitch hasn't kept its promises to disabled streamers", Input Magazine, March 12th, 2021.
- **Interview:** "Video Games and Gambling", *2SER Radio*, April 29th, 2021.
- **Interview:** "The Future's Biggest Stars Are Born on Twitch", *W Magazine,* March 11th, 2021.
- **Interview:** "Major Streaming Site Offers Social Slots Betting", *VIXIO,* January 22nd, 2021.
- **Interview:** "On Twitch, Online Casino Streamers Promote Gambling to Their Audience While Taking on Little Risk", *Paste Magazine*, December 21st, 2020.
- **Interview:** "Why loot box games like FIFA should be regulated by the UK Gambling Commission", *Compare.bet,* October 27th, 2020.
- **Interview:** *10 News First Sydney,* July 6th, 2020.
- **Coverage:** "History of Gambling in Video Games", *VGR*, July 6th, 2020.
- **Interview:** "Loot boxes: A gamer's friend or foe?", *Calgary Journal*, April 5th, 2020.
- **Interview:** "Gaming and Gambling", *Eastside Radio*, January 24th, 2020.
- **Interview:** "Commodore 64, Nintendo and Nokia join turntables in retro revival", *The Australian*, November 21st, 2019.
- **Coverage:** "Victoria investigates Overwatch esports league", *Casino Aus*, October 3rd, 2019.
- **Coverage:** "Police launch enquiries into Overwatch and CS:GO teams over 'complaints'", *Esports Junkie*, September 26th, 2019.
- **Coverage:** "Australian police investigating CS:GO and Overwatch teams over corruption complaints", *PC Gamer*, September 24th, 2019.
- **Interview:** "Australian esports criminal investigation reveals video game industry is ripe for corruption", *Australian Broadcasting Corporation*, September 22nd, 2019.
- **Interview:** "Match-fixing, doping becoming prevalent in esports", *Australian Broadcasting Corporation,* August 30th, 2019.
- **Coverage:** "Esports is big business", *Gaming Today*, July 31st, 2019.
- **Coverage:** "Esports fans not interested enough in games' integrity", *Gambling News*, June 3rd, 2019.
- **Coverage:** "Esports poses additional challenge to states entering legalized sports betting", *Las Vegas Review Journal,* June 1st, 2019.
- **Interview:** "How gamers with disabilities find community, and sometimes cash, livestreaming on Twitch", *The Star*, April 10th, 2019.

- **Interview:** "More than fun and games: Why an increasing number of people with disabilities are finding a safe space and income potential on Twitch", *Folio*, April 5th, 2019.
- **Interview:** "The WSOP fights back", *Gambling Insider*, January 9th, 2019.
- **Interview:** "Catching up with esports", *Gambling Insider*, November 30th, 2018.
- **Interview:** "PFFNHS, SNHS students learn effects of video gaming during workshop", *Sioux Bulletin*, November 21st, 2018.
- **Interview:** "Loot boxes – is it time to regulate?", *Gambling Insider,* November 1st, 2018.
- **Coverage:** "How to Make a Roguelike", *Gamasutra,* October 29th, 2018.
- **Interview:** "This millennial is making $560K a month playing a video game on Twitch — here's how", *Global News*, August 21st, 2018.
- **Interview:** "Gaming Addiction", *BBC Radio Scotland,* June 18th, 2018.
- **Videos:** "Five Dangers of Loot Boxes", *BBC Own It*, June 15th, 2018.
- **Coverage:** "A blurred line between work and play could cause trouble for the Overwatch League", *Dot Esports*, May 24th, 2018.
- **Interview:** "Desire, competition, or addiction - why do we buy loot boxes?", *PCGamesN,* April 3rd, 2018.
- **Coverage:** "O maior desafio dos e-Sports é como se tornar mainstream", *Torcedores.com,* March 22nd, 2018.
- **Interview:** "Interview with Mark R Johnson", *Checkpoints Podcast*, February 6th, 2018.
- **Interview:** "The Life of an Esports Caster", *Daily Mail,* February 3rd, 2018.
- **Interview:** *CBC Edmonton,* December 13th, 2017.
- **Coverage:** "Studie: So hart arbeiten Streamer für ihren Erfolg", *Giga.de*, November 11th, 2017.
- **Interview:** "'Aspiring Streamers are willing to push themselves hard' – new study looks at what makes a successful streamer", *eSports News*, December 10th, 2017.
- **Interview:** "Daily Fantasy Sports, Gambling and Video Games", *News Talk 770 Radio,* October 26th, 2017.
- **Interview:** "Daily fantasy sports: Is it gambling?", *Edmonton Metro,* October 22nd, 2017.
- **Interview:** "Interview with Mark R Johnson", *Gambling with an Edge* Podcast, July 25th, 2017.
- **Interview:** "Comparing the Professionalization of Pro Gamblers and Pro Video Game Players", *UNLV Gaming Podcast*, July 14th, 2017.
- **Interview:** "7 roguelikes that every developer should study", *Gamasutra*, June 12th, 2017.
- **Interview:** "Understanding Classic Roguelikes - An Interview with Dr. Mark R Johnson", *IndieHaven*, April 22nd, 2017.
- **Interview:** "A gathering of masters @IEM", *Digital Jam Podcast*, March 5th, 2017.
- **Article:** "An Insider Look into the World of Competitive Bullet Hells", *Waypoint*, February 3rd, 2017.
- **Coverage:** "Pricing a Roguelike", *Gamasutra,* January 31st, 2017.
- **Article:** "Understanding Twitch Chat: New Forms of Digital Community and Play", *Discover Society*, January 3rd 2017.
- **Article:** "High-Stakes Gamblers, Game Design, and the Meaning of Cheating", *First Person Scholar*, November 30th, 2016.
- **Coverage:** "LSE win Varsity Games Dota 2 University Tournaent", *eSports News,* November 29th, 2016.
- **Coverage:** "Roguelikes aren't done with ASCII art yet", *Kill Screen*, October 17th, 2016.
- **Interview:** "Computer bluffen nicht", *Frankfurter Allgemeine Zeitung*, September 19th, 2016.
- **Article:** "Procedural Generation's Future", *Rock Paper Shotgun,* September 16th, 2016

- **Coverage:** "The Crusader Kings II Mod capable of generating huge, alternate histories", *Kill Screen,* September 19th 2016.
- **Article:** "How to Create Cultures", *Rock Paper Shotgun*, September 2nd, 2016
- **Article:** "The Sociology of 'Streaming'", *Sociological Imagination Blog*, August 22nd, 2016
- **Coverage:** "'No Mans's Sky': El videojugeo de nunca acabar", *El Pais*, August 10th, 2016.
- **Article:** "How Games Benefit from Procedurally Generated Lore", *Rock Paper Shotgun*, August 5th, 2016
- **Article:** "You can spin your own Sci-Fi Tale in RimWorld", *Vice Gaming*, July 27th 2016.
- **Article:** "How to Generate A Religion", *Rock Paper Shotgun*, July 22nd, 2016.
- **Article:** "Researching the Growth of eSports in the UK", *eSports News*, May 31st, 2016.
- **Interview:** *BBC World News*, May 2016.
- **Interview:** "Overwatch seeks esports domination", *BBC News Online*, May 24th, 2016.
- **Coverage:** "Magic Pony's neural network dreams up new imagery to expand an existing picture", *TechCrunch,* April 14th, 2016.
- **Interview:** "Interview: Mark R Johnson, creator of Ultima Ratio Regum", *Heidelberg Journal of Religions and the Internet*, 2016.
- **Interview:** "Prozedurale Welten", *Golem.de, August* 3rd, 2015.
- **Article:** "Civilian Targets", *Five out of Ten Magazine*, July 28th, 2015.
- **Article:** "Seeing Green", *Five out of Ten Magazine*, July 28th, 2015.
- **Article:** "Before Spelunky and FTL, there was only ASCII", *Paste Magazine*, July 22nd, 2015.
- **Article:** "The Demonic Properties of an Ampersand", *Kill Screen*, July 2nd, 2015.
- **Interview:** "Generation Game: Mark R Johnson on Ultima Ratio Regum", *Ready-Up.net*, June 19th, 2015
- **Article:** "Alternate History Aesthetics in Red Alert", *Memory Insufficient,* June 16th, 2015.
- **Article:** "Warning Forever: A Danmaku Dialogue", *First Person Scholar*, June 15th, 2015.
- **Article:** "How integral are letters and text to ASCII gaming?", *Imaginary Realities*, May 25th, 2015.
- **Interview:** "Ultima Ratio Regum: Wie das Spiel eines 25-Jährigen komplette Welten simuliert", *Der Standard,* May 10th, 2015
- **Interview:** "Ultima Ratio Regum, A Generated 4X Roguelike", *Rock Paper Shotgun,* October 18th, 2013

Teaching and Supervision
University of Sydney:
- UG (Module Convenor): ARIN3640, "Games and Play" – 2022-Present.
- UG (Module Convenor): SLAM4004, "Working the Arts and Humanities" – 2021-Present.
- PG (Module Convenor): ARIN6905, "Digital Creators and Audiences" – 2020-Present.
- UG (Module Convenor): ARIN3620, "Researching Digital Cultures" – 2020-2021.

University of Alberta:
- Postgraduate (Module Convenor): "Game Design in Different Media" – 2019.
- Postgraduate: "Data Visualization" – 2018.
- Postgraduate (Module Convenor): "Game Design in Theory and Practice" – 2018.
- Undergraduate: "Computers and Games" – 2017-2018.
- Postgraduate: "Securing a Postdoc in the Arts" – 2017.

University of York:
- Supervisor: "York Centre for Complex Systems Analysis Summer School" – 2016.
- Undergraduate: "Gaming: Industry and Culture" – 2016.
- Undergraduate: "Science and Society" – 2013-2014.
- Postgraduate: "Contemporary Social Media" – 2013.
- Undergraduate: "Cultivating a Sociological Imagination" – 2012-2013.

Professional Service / Roles
- **Reviewer for** New Media & Society, Information Communication and Society, Computers in Human Behaviour, Media Culture and Society, Social Media and Society, Convergence, Television and New Media, Games and Culture, Game Studies, Journal of Consumer Culture, Journal of Virtual Worlds Research, Feminist Media Studies, International Gambling Studies, Journal of Cultural Economy, Sexualities, Journal of Broadcasting and Electronic Media, Journal of Gaming and Virtual Worlds, Frontiers in Psychology, Qualitative Sociology, Journal of Retailing and Consumer Services, Telematics and Informatics, etc.
- **2022-Present:** Outreach and Engagement for Discipline of Media and Communications.
- **2021-Present:** Convenor of Media@Sydney seminar series.
- **2019-2022:** Board Member of Digital Games Research Association.
- **2018-2022:** Series Editor of "Play Beyond the Computer" edited collection series with Bloomsbury Academic.
- **2018-Present:** Board Member & Judge on "Generative Design in Minecraft" competition (New York University).
- **2018-2021:** Special Issue Editor for "Journal of Consumer Culture" with Dr Tom Brock, for special issue 'Transformations in Gaming and Gambling Consumption'.
- **2018-2020:** Co-editor of *Journal of Critical Gambling Studies.*
- **2015:** Organized, hosted, and curated visual design exhibition for *International Roguelike Developers Conference* in association with the National Video Game Arcade (Nottingham, UK).
- **2012-2013**: Research Assistant for *'Habitele'* project (€434,000), Sciences-Po Paris.

Memberships
- Member of **Digital Games Research Association.**
- Member of **Games Research Network.**
- Member of **Alberta Gambling Research Institute.**
- Member of **Canadian Game Studies Association.**
- Member of **Canadian Society for Digital Humanities.**

Other Activities
- **2011-Present: Independent Game Developer**
  Ultima Ratio Regum (2011-Present). Roguelike / puzzle-solving game featuring innovative "qualitative" procedural generation systems, over 125,000 downloads to date.