

Dr. Johnathan Harrington
www.johnathan-harrington.com
Curriculum Vitae (last updated 10th October, 2022)

EDUCATION

PhD. in Creative Media City University of Hong Kong, Hong Kong SAR, China Doctoral Thesis: <i>Workshops of Our Own: Analysing Constraint Play in Digital Games</i>	2017 – 2020
MSc. In Digital Games Institute of Digital Games, University of Malta, Malta Master's Thesis: <i>Intersections and Intensities: Considering Games Studies Definitions beyond Prototypical Discourse</i>	2014 – 2016
B.A (Hons) English (and Classics) University of Malta	2011 – 2014
TEFL (Teaching English as a Foreign Language) EF Malta, Malta	2011

POSITIONS HELD

Research Assistant Professor Hong Kong Baptist University	2022 – present
Game Designer and Developer Freelance	2016 – present
Lead Game Developer Mighty Boards	2021 – 2022
External Lecturer University of Malta	2022
External Lecturer City University of Hong Kong	2019 – 2020
Teaching Assistant City University of Hong Kong	2017 – 2019
English Language Teacher EF Malta	2011 – 2017

ACADEMIC PUBLICATIONS (PEER REVIEWED)

Theses

- *Workshops of our Own: Analysing Constraint Play in Digital Games* (2020, PhD Thesis)
- *Intersections and Intensities: Considering Games Studies Definitions beyond Prototypical Discourse* (2016, Master Thesis)

Journal Papers

- *Negotiating Chinese Youth Cyber Nationalism through Play Methods* (2022, British Journal of Chinese Studies; co-written with Zimu Zhang)

- *De-Roling from Experiences and Identities in Virtual Worlds* (2017, Journal of Virtual Worlds vol. 10, no. 20; co-written with Stefano Gualeni and Daniel Vella)
- *Memorials, Protests, Ramadan and Fashion: Animal Crossing: New Horizons' Places during Covid-19* (2023, GAME Journal; accepted, under review)

Conference Proceedings

- *Infra-Ordinary Rewritings: Animal Crossing: Pocket Camp as an Introductory Study* (2018, DIGRA)
- *On Buddhist Frogs and Flower Arrangements* (2018, Philosophy of Computer Games)
- *Something Something Game Something: A Visual Approach to Game Definitions* (2017, Philosophy of Computer Games)
- *4x Gamer as Myth: Understanding through Player Mythologies* (2016, FDG DIGRA)
- *Yours Truly: Self Narrative and Narrative Designs of a Self* (2016, Philosophy of Computer Games)
- *Games and the Open World* (2014, Philosophy of Computer Games)

Conference Presentations

- *Board Games in Hong Kong: A Preliminary Comparative Analysis* (2022, CDiGRA)
- *Games and Games: Dota 2, Dota Auto Chess, and Auto Chess* (2019, Chinese Digital Games Research)
- *Play//Make: Media Mix Games as Controlled Open Reading* (2019, DIGRA)
- *Close-Playing as Iterative Design: Oulipo's Iteration as Method* (2019, Games and Literary Theory)
- *Yours Truly: Playing with a Personal Narrative Identity* (2017, Philosophy at Play; co-written with Stefano Gualeni)
- *Leaving Virtual Selves: De-Roling from Play within Digital Games* (2017, Philosophy at Play; co-written with Stefano Gualeni)

PhD Symposia

- *Iterative Play: Methods for Exhaustive Reading* (2019, DIGRA)
- *Game Studies through the OuLiPo* (2017, Chinese DIGRA)

NON-ACADEMIC PUBLICATIONS

Board Games

- *Hamlet* (2022, Lead Developer)
- *Vengeance: Roll and Fight* (2021, Project Manager, Lead Developer)
- *Excavation Earth: It Belongs in a Museum* (2021, Lead Developer)
- *Posthuman Saga* (2019, Developer)
 - *Posthuman Saga: The Journey Home* (2021, Lead Developer)
 - *Posthuman Saga: The Resistance* (2019, Developer)
- *Vengeance* (2018, Developer)
 - *Vengeance: Director's Cut* (2020, Developer)
 - *Vengeance: Rosari* (2018, Developer)
- *The Mountain* (2015, Editor, Narrative Designer – Jury Award Winner, Malta GGJ)

Digital Games

- *Vengeance: Digital* (Q2 2023, Project Manager, Designer)
- *Staterra* (2017, Lead Designer, Developer)
- *Netizen* (2017, Lead Designer, Developer)
- *Something Something Soup Something* (2017, Researcher, Secondary Designer)
- *Tiresias* (2016, Developer, Designer – Jury Award Runner Up, Malta GGJ)

Selected Invited Talks

- *Player Cultures and their Performances* (2022, Institute of Digital Games)
- *Workshops of our Own: Analysing Constraint Play in Digital Games* (2020, University of Jyväskylä)
- *An Introduction to Board Games* (2019, PolyU Design School)

- *On Board Game Development* (2018, OCAT Shenzhen)
- *The Development of Posthuman* (2017, Game Dev Happy Hour, Hong Kong)

TEACHING

Focus Areas: Prototyping, Analysis of Digital Games, Game Design, Player Performativity, Introductions to Game Studies, Board Game Analysis, Player Oriented Research, New Media, Playful Literature, and English as a Foreign Language

<i>Virtual Storytelling</i>	(BA 1 st , 2 nd , 3 rd Year)	2023 – present
<i>From Plato to the Playstation</i>	(Mixed Class)	2022 – 2022
<i>Special Topics in Arts of Game and Play</i>	(BA 2 nd & 3 rd Year)	2020 – 2020
<i>Arts of Game and Play</i>	(BA 2 nd & 3 rd Year)	2019 – 2019
<i>Analysis and Criticism of Computer Games</i> *	(MA 1 st & 2 nd Year)	2018 – 2019
<i>Critical Ludology: Games, Playability and New Media Art</i> *	(MA 1 st Year)	2018 – 2019
<i>Contemporary and New Media Art</i> *	(BA 1 st Year)	2017
TEFL (intermediate, upper intermediate and advanced)		2011 – 2017

* taught tutorials or secondary classes

GRANTS AND AWARDS

Grants

2022, 2021 – UoM Research Excellence Funds (University of Malta; c/o Gordon Calleja)
 2021 – Digital Research and Development Fund (Malta Arts Council; c/o Gordon Calleja)

Awards

2019 – Research Tuition Scholarship (2019-2020)
 2018 – Chow Yei Ching School of Graduate Studies Scholarship (only 5 awardees)
 2018 – Outstanding Academic Performance Award
 2018 – Outstanding Teaching Award for Teaching Assistants
 2016 – Jury Award Runner-Up (Malta Global Game Jam, for *Tiresias*)
 2015 – Jury Award Winner (Malta Global Game Jam, for *The Mountain*)

PROFESSIONAL SERVICE

2022	Track Chair, Reviewer, <i>Foundations of Digital Games</i>
2021 – present	Reviewer, <i>Games and Culture</i>
2018 – present	Reviewer, <i>Games and Literary Theory</i> conference series.
2018 – present	Reviewer, <i>DIGRA</i> Conference series.
2016	Program Committee for <i>Philosophy of Computer games</i>

OTHER SKILLS

Language Proficiencies

- Maltese (Native)
- English (Native)
- Italian (Upper-Intermediate)
- Mandarin (Intermediate)
- French (Intermediate)

Technical Proficiencies

- Competent in Bitsy, Twine, Unity, Asesprite, Nandek & more Game Engines / Prototyping Software