JEFF WATSON – CURRICULUM VITAE

Assistant Professor (Tenure Track) – University of Southern California School of Cinematic Arts
Director, Situation Lab
(323) 649-2972 | jeff.watson@cinema.usc.edu | Website: http://remotedevice.net | Twitter: @remotedevice

EDUCATION

University of Southern California, Los Angeles, CA
Ph.D. in Media Arts and Practice   **2012**

York University, Toronto, Ontario, Canada
M.F.A. in Film and Video   **2004**

McGill University, Montreal, Quebec, Canada
B.A. in English (Cultural Studies)   **1997**

PROFESSIONAL APPOINTMENTS

Full-time Tenure-Track Assistant Professor, Interactive Media and Games
University of Southern California   2014 - present
Full-time Tenure-Track Assistant Professor, Digital Futures
OCAD University   2013 - 2014
Affiliate Faculty Status, Digital Arts and New Media
University of California, Santa Cruz   2013 - present
Postdoctoral Research Associate & Lecturer, Game Innovation Lab
University of Southern California   2012 – 2013

PUBLICATIONS AND PAPERS

Watson, Jeff. *The Uses of Play.* Book in progress.

Watson, Jeff. "Games Beyond the ARG." *Alternate Reality Games and
the Cusp of Digital Gameplay.* Forthcoming.   2016

Watson, Jeff. "Reality Ends Here." *Reading Contemporary Performance*,
Ed. Meiling Cheng, Ed. Gabrielle Cody. London: Routledge. Forthcoming.   2014

Watson, Jeff. *Reality: The Manual.* Los Angeles: The Reality Committee.   2013

Stokes, Benjamin, Jeff Watson, Simon Wiscombe, and Tracy Fullerton. "A
Reality Game to Cross Disciplines: Fostering Networks and
Collaboration." *Proceedings of the Digital Games Research Association
Conference*.   2013

Watson, Jeff. "Reality Ends Here: Environmental Game Design and
Participatory Spectacle." Dissertation. Los Angeles: USC School of
Cinematic Arts.   2012

Watson, Jeff. "Reality Ends Here Case Study." *Proceedings of the 8th
Annual Games+Learning+Society Conference.* Madison: Games,
Learning, and Society Group.   2012

Stokes, Benjamin and Jeff Watson. "Games for Direct Action: Local Scale
and Social Impact." *Ideas for Impact Games: I4IG* (2012). White House

Office of Science and Technology Policy (OSTP)/Arizona State
University.   2012

McVeigh-Schultz, Joshua, Jennifer Stein, Jeff Watson, and Scott Fisher.
"Extending the Life Log to Non-human Subjects: Ambient Storytelling for
Human-Object Relationships." *Proceedings of the 20th ACM Multimedia
Conference.* Nara: Association of Computing Machinery.   2012

Ruiz, Susana, Benjamin Stokes, and Jeff Watson. "The Civic Tripod for
Mobile and Games: Activism, Art, and Learning." *International Journal of
Learning and Media 3.3* (2011). MIT Press.   2012

Watson, Jeff. "Fandom Squared: Web 2.0 and Fannish Production."
Transformative Works and Cultures 5 (2010). Organization for
Transformative Works.   2010

Watson, Jeff. "The Games of Nonchalance." *In Media Res.*
MediaCommons, 15 Oct. 2010. Web.   2010

Watson, Jeff. "ARG 2.0 (Part One)." *Confessions of an Aca/Fan: The
Official Weblog of Henry Jenkins.* 7 July 2010. Web.   2010

Watson, Jeff. "Trans-Canada Transmedia: Christopher Bolton's Multi-
platform Search for Identity, Sound, and Story." *Culture Hacker.* The
Workbook Project, 12 Apr. 2010. Web.   2010

AWARDS, GRANTS, AND FELLOWSHIPS

Most Significant Futures Work, *Association of Professional Futurists*	2015
Teaching Excellence Award (nomination), *OCAD University*	2014
Research Gift ($10k), *Microsoft Research/OCAD University*	2013
Research Gift ($50k), *Microsoft Research/USC Cinematic Arts*	2012
Impact Award, *IndieCade International Festival of Independent Games*	2012
Annenberg Graduate Fellowship ($30k/year), *University of Southern California*	2008 – 2012
Award for Excellence in Teaching, *University of Southern California*	2011
Educational Technology Grant ($15k), *Center for Scholarly Technology*	2011
Research Grant ($5k), *Intel People and Practices/IXR*	2011
Canadian Feature Film Fund Script Development Award ($70k), *Telefilm Canada*	2005
Production Grant ($16k), *Foundation to Assist Canadian Talent (VideoFACT)*	2002
Media Arts Grant ($16k), *Canada Council for the Arts*	2002

INVITED TALKS, PANELS, AND PRESENTATIONS

Invited Talks

Watson, Jeff. "The Future of Participation." *Stanford d.school.* 8 May 2014.

Watson, Jeff and Stuart Candy. "Doc Accelerator: The Film From The Future." *Hot Docs
International Documentary Festival.* 28 Apr. to 2 May 2014.

Watson, Jeff. "Pervasive and Environmental Game Design Workshop." *THATCamp
IMMERSE.* Waterloo, 12 Jul. 2013.

Watson, Jeff. "Environmental Game Design and Participatory Spectacle." *Transmedia Berlin.*
Berlin, 4 Jun. 2012.

Watson, Jeff. "Pervasive Games for Experiential Media Arts Education." *Parsons The New School for Design.* New York, 27 Feb. 2012.

Watson, Jeff. "Transforming Community Through Pervasive Play." *University of California Berkeley Center for New Media.* Berkeley, 2 Feb. 2012.

Watson, Jeff. "Collaborative Production Game Design." *Digital Hollywood Content Summit.* Marina del Rey, California. 19 Oct. 2011.

Watson, Jeff. "Transmedia Storytelling and Alternate Reality Games." Keynote address. *Annenberg Fellows Symposium.* Los Angeles, 10 Oct. 2009.

Watson, Jeff. "Alternate Reality Games Primer." *University of Lethbridge Guest Speaker Series.* Lethbridge, Alberta, 20 Nov. 2009.

<u>Panels and Presentations</u>
Dutta, Mohini, Nick Fortugno, Shoshanna Kessock, Kristjen Kjems and Jeff Watson. "Pervasive Games Panel." *Different Games*. New York, 12 Apr. 2014.

Tindale, Adam and Jeff Watson. "New School." *GamerCamp*. Toronto, 1 Nov. 2013.

Watson, Jeff. "Designing Games for Emergence." Workshop. *DIY Days Toronto*. Toronto, 19 Oct. 2013.

Watson, Jeff and Simon Wiscombe. "(Re)conquering Space: A Reality Game Workshop." Workshop. *Digital Games Research Association Conference*. Atlanta, 27 Aug. 2013.

Stokes, Benjamin, Jeff Watson, Simon Wiscombe, and Tracy Fullerton. "A Reality Game to Cross Disciplines: Fostering Networks and Collaboration." *Digital Games Research Association Conference*. Atlanta, 26 Aug. 2013.

Watson, Jeff. "Pervasive and Environmental Game Design." Workshop. *Meaningful Play.* East Lansing, 18 Oct. 2012.

Fullerton, Tracy and Jeff Watson. "Case Study: Reality Ends Here." Conference presentation. *Games for Change (G4C)*. New York, 18 Jun. 2012.

Watson, Jeff. "Reality Ends Here: Transforming Learning Communities Through Pervasive Play." *Games+Learning+Society Conference 8.0*. University of Wisconsin-Madison. Madison, 14 Jun. 2012.

Fullerton, Tracy and Jeff Watson. "Reality Ends Here." On the panel, "This is Not an Orientation: Gameful Layers for the Freshman Experience." *Game Developers Conference (GDC)*. San Francisco, 6 Mar. 2012.

Fullerton, Tracy and Jeff Watson. "Reality Ends Here." On the plenary panel, "Featured Session RML: This is Not an Orientation: Gameful Layers for the Freshman Experience." *Digital Media and Learning Conference.* San Francisco, 2 Mar. 2012.

Watson, Jeff. "Cross-platform Interaction Design Case Study: Placemaking, Data Visualization, and Alternate Reality Games." On the panel, "Playing With Reality: Alternate Reality Games, Urban and Serious Play." *IEEE International Games Innovation Conference*. Orange, California, 2 Nov. 2011

Watson, Jeff. "Ambient and Environmental Interaction Design Across and Beyond Screens." On the panel, "No Screens." *IndieCade International Festival of Independent Games.* Culver City, California, 8 Oct. 2011.

Watson, Jeff. "Sensor- and Profile-driven Experience Design in Urban Space" on the panel, "TransGenre: City Gaming and Public Art." *ARG Fest-o-Con.* Atlanta, 16 Jul. 2010.

Watson, Jeff. "CityStory: An Experiment in Crowdsourced Cinema." On the panel, "The future of the story." *Cinegrid Workshop.* La Jolla, CA. 10 Dec. 2008.

<u>Organizing and Panel Moderation</u>
Watson, Jeff. "Out of the Box and Onto the Block" and "ARG Finalists Panel." Moderator. *IndieCade International Festival of Independent Games.* Culver City, California, 11 Oct. 2010.

Watson, Jeff. "Digital Storytelling: Purpose, Practice, and Potential." Moderator. *HASTAC Scholars Forum.* Web, 7-12 Dec. 2009.

RESEARCH EXPERIENCE

OCAD University DMRII Director Situation Lab	2013 - present
University of Southern California Postdoctoral Research Associate Game Innovation Lab	2012 – 2013
University of Southern California Research Assistant Game Innovation Lab	2011 – 2012
University of Southern California Research Assistant Mobile and Environmental Media Lab	2009 – 2011

MEDIA COVERAGE

Forbes
Fast Company
Wired Magazine
Culture Hacker
ARGNet
Engine 29
Henry Jenkins
Out Front

MEMBERSHIPS

Association of Internet Researchers (AoIR)
Digital Games Research Association (DiGRA)
International Choice Award Network (ICAN/GDC)
International Game Developers Association (IGDA)
Society for Cinema and Media Studies (SCMS)