

José P. Zagal

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Education

- 2008**
(Expected Spring) Ph.D. in Computer Science
Georgia Institute of Technology
Advisor: Dr. Amy Bruckman
- 1999**
M.S. Engineering Sciences
Distinción Máxima (equivalent to Summa Cum Laude or Highest Honors)
Pontificia Universidad Católica de Chile
Advisor: Dr. Miguel Nussbaum
- 1999**
Civil Industrial Engineer with Computer Science Diploma
Distinción Máxima (equivalent to Summa Cum Laude or Highest Honors)
Pontificia Universidad Católica de Chile
- 1997**
Bachelor of Engineering Sciences
Pontificia Universidad Católica de Chile

Professional and Academic Experience

- 2002 - Present Graduate Research Assistant**
Electronic Learning Communities Laboratory
Georgia Institute of Technology (www.cc.gatech.edu/elc)

Explored the creation of new knowledge and reflection for learning about games in the context of a community where novice game studies students collaboratively build new knowledge about games (with Dr. Amy Bruckman).

- 2002 - Present Researcher**
Experimental Game Lab
Georgia Institute of Technology (www.eql.gatech.edu)

Worked on the development of a game ontology to identify the important "parts" of games (e.g. the rules, player activities, presentation and input, entities in the game world), and relationships between them (www.gameontology.org) (with Dr. Michael Mateas).

2005 - 2007
(Summers only)

Director of Community Development
Studiocom (www.studiocom.com)

Assisted in creative strategy and business development as well as the design of a youth-oriented online community (www.MiniEgo.com). Responsibilities included: project direction, strategy and management, information architecture, quality assurance, and interaction design.

2000 - 2002

Director of Content and Community Development
Virtualia S.A.

Participated actively in the creation, design, and development of Chile's (then) largest online community. Managed a multi-disciplinary team whose responsibilities included the administration of the community services, design and specification of new services, and content development.

1999 - 2002

Profesor Instructor Asociado
Department of Computer Science,
School of Engineering, Pontificia Universidad Católica de Chile.

1997 - 1999

Game Designer and Programmer
Eduinnova (www.ing.puc.cl/sugoi)

In charge of design and implementation of educational video games for first grade children using Nintendo Gameboy.

Publications

Journal

- [J.5] Zagal, J. P., Fernandez-Vara, C., Mateas, M. (2008) "Rounds, Levels, and Waves: The Early Evolution of Gameplay Segmentation", *Games & Culture*. Vol. 3. No. 2, 175-198
- [J.4] Zagal, J.P., Rick, J., Hsi, I. (2006) "Collaborative Games: Lessons Learned from Board Games", *Simulation & Gaming* Vol. 37, No. 1, 24-40.
- [J.3] Zagal, J.P., Bruckman, A. (2005) "From Samba Schools to Computer Clubhouses: Cultural Institutions as Learning Environments", *Convergence* 11:1, 88-105.
- [J.2] Zagal, J.P., Santelices, R., Nussbaum, M. (2002) "Maintenance Oriented Design and Development: A Case Study", *IEEE Software* - July-August 2002, 100-106.
- [J.1] Zagal, J.P., Nussbaum, M., Rosas, R. (2000) "A Model to Support the Design of Multiplayer Games", *Presence*, Vol. 9, No. 5, October 2000, 448-462.

Books and Book Chapters

- [B.1] Zagal, J.P., Mateas, M. "Gameplay Segmentation in Vintage Arcade Games", (In Press) Bogost, I and Bittanti, M (Eds), *Ludologica Retro, Volume 1: Vintage Arcade (1971- 1984)*.

Full Conference Publications (refereed)

- [C.6] Zagal, J. P., Bruckman, A. (2008), "The Game Ontology Project: Supporting Learning While Contributing Authentically to Game Studies", *Proceedings of the International Conference of the Learning Sciences ICLS 2008*, Utrecht, The Netherlands.
- [C.5] Zagal, J. P., Mateas, M. (2007), "Temporal Frames: A Unifying Framework for the Analysis of Game Temporality", *Proceedings of the Digital Interactive Games Research Association Conference (DiGRA 2007)*, Tokyo, Japan, 516-523.
- [C.4] Zagal, J. P., Bruckman, A. (2007), "From Gamers to Scholars: Challenges of Teaching Game Studies", *Proceedings of the Digital Interactive Games Research Association Conference (DiGRA 2007)*, Tokyo, Japan, 575-582.
- [C.3] Zagal, J. P., Bruckman, A. (2007), "GameLog: Fostering Reflective Gameplaying for Learning", *Proceedings of the 2007 ACM SIGGRAPH Symposium on Videogames*, San Diego CA, 31-38.
- [C.2] Zagal, J. P., Mateas, M., Fernandez-Vara, C., Hochhalter, B., Lichti, N. (2005) "Towards an Ontological Language for Game Analysis", *Proceedings of the Digital Interactive Games Research Association Conference (DiGRA 2005)*, Vancouver B.C., June, 2005. (Included in the Selected Papers volume).

Reprinted in: Worlds in Play: International Perspectives on Digital Games Research (2007), de Castell, S. and Jenson, J. (Eds), New York, Peter Lang

- [C.1] Fernandez-Vara, C., Zagal, J. P., Mateas, M. (2005). "Evolution of Spatial Configurations in Videogames", *Proceedings of the Digital Interactive Games Research Association Conference (DiGRA 2005)*, Vancouver B.C., June, 2005. (Included in the Selected Papers volume). (**Nominated for Best Paper Award**)

Reprinted in: Worlds in Play: International Perspectives on Digital Games Research (2007), de Castell, S. and Jenson, J. (Eds), New York, Peter Lang

Conference and Workshop Presentations without Proceedings (refereed)

- [CnP.3] Zagal, J. P. (chair), Aarseth, E., Björk, S., Holopainen, J., Mateas, M., "Patterns, Typology and Ontology: An Overview and Discussion of the Formal Analysis of Games and Gameplay", Panel at Digital Interactive Games Research Association Conference (DiGRA 2007), Tokyo, Japan

- [CnP.2] Zagal, J. P., "GameLog: Supporting Reflective Gameplaying Practices in the Context of Learning Games" - Games, Learning and Society 3.0 Conference, Madison WI., July 12-13, 2007

Conference and Workshop Presentations without Proceedings (non-refereed)

- [CnP.1] Zagal, J. P., "Learning About Videogames: Implications for Learning From Videogames", OECD Expert Meeting on Videogames and Learning, Santiago Chile, October 2007

Technical Reports

- [TR.3] Zagal, J.P., Piper, A.M., Bruckman, A. (2006) "Social and Technical Factors Contributing to Successful 3D Animation Authoring by Kids", GVU Tech Report: GIT-GVU-06-14
- [TR.2] Patel, S.N., Kientz, J. A., Zagal, J.P. (2004) "LoCoL: Encouraging Social Interaction and Exploration Through a Distributed, Multi-Media, Location-Based Mobile Game.", GVU Tech Report: GIT-GVU-04-17
- [TR.1] Zagal, J.P., Piper, A.M., Bruckman, A. (2004) "Kids Telling Fables Through 3D Animation", GVU Tech Report: GIT-GVU-04-23

Other Publications

- [O.1] Zagal, J.P. (2007) "Game Studies: Who will continue to blaze the trail?", Column for the Digital Games Research Association (DiGRA), August 2007

Invited Talks

- [IT.6] "Teaching Videogames: Issues and Challenges", School of Computer Science, Telecommunications and Information Systems, DePaul University, March 12, 2008
- [IT.5] "Exploring the Issues and Challenges of Learning about Videogames", Department of Computer Science & Engineering, University of Nevada Reno, March 6, 2008
- [IT.4] "Ambientes Colaborativos Online para Aprender Sobre Videojuegos" (Collaborative Online Environments for Learning About Videogames), Universidad Adolfo Ibañez, Santiago, Chile, January 15, 2008
- [IT.3] "Supporting Learning About Games" – Learning Sciences Research Institute Speaker Series, University of Illinois at Chicago, Chicago, IL, December 11, 2007

- [IT.2] “What is a Game?” – Gamescapes Symposium on New Media, Virtual Environments, and Learning, Georgia Institute of Technology, Atlanta, GA, September 29-30, 2006. Disclosure: José Zagal was the organizer of the Gamescapes Symposium
- [IT.1] “Games and Learning” – Gamescapes Symposium on New Media, Virtual Environments, and Learning, Georgia Institute of Technology, Atlanta, GA, September 29-30, 2006. Disclosure: José Zagal was the organizer of the Gamescapes Symposium

Teaching Experience

- 2002-2007** **Graduate Teaching Assistant** – “Design of Online Communities”
 Supervisor: Dr. Amy Bruckman, Georgia Institute of Technology
- Responsible for grading and student advising for graduate level course of approximately 30 students. Course was offered in 2002, 2005, and 2007.
- 2003** **Graduate Teaching Assistant** – “Introduction to Media Computation”
 Supervisor: Dr. Mark Guzdial, Georgia Institute of Technology
- Responsible for grading and student advising for undergraduate level course of approximately 120 students.
- 2000-2002** **Instructor** – “Design and Development of Videogames”
 School of Engineering, Pontificia Universidad Católica de Chile
- Created, developed and delivered the first university graduate-level course on videogames ever taught in Chile. Course was offered yearly to approximately 30 students on each occasion.
- 1999-2000** **Instructor** – “Introduction to Programming”
 School of Engineering, Pontificia Universidad Católica de Chile
- Developed and delivered course materials, syllabus, assignments, exams, and lectures for undergraduate level course of approximately 120 students. Taught in Fall 1999 and Spring of 2000.
- 1994-2000** **Teaching Assistant** – Multiple Courses
 School of Engineering, Pontificia Universidad Católica de Chile
- Responsible for grading and delivering student recitations for undergraduate level courses including: Introduction to Programming, Fundamentals of Computing, Data Structures and Representation, Thermodynamics, Electromagnetism, and Computer Architecture.

Professional Membership

- Association for Computing Machinery (ACM)
- Digital Games Research Association (DiGRA)
 - Coordinator for the Digital Games Research Association (appointed by the board)

Service and Volunteer Activities

Professional

- Conference Committee Activities
 - Meaningful Play 2008, Program Committee
 - Future Play 2008, Program Committee
 - IGDA Education SIG Summit, Game Developer's Conference 2008, Poster Sessions Chair
 - Future Play 2007, Program Committee

Editorial and Review

- *Editorial Positions*
 - Editorial Board of journal *Loading: Journal of the Canadian Gaming Studies Organization*, 2007 - present
- *Journal Reviewer for:*
 - Games and Culture, 2007 – present
 - Journal of the Learning Sciences, 2007 – present
 - Loading: Journal of the Canadian Gaming Studies Organization, 2007 - present
 - Learning Inquiry, 2006
 - International Journal of Human-Computer Interaction (IJHCI), 2005
 - Simulation & Gaming, 2005
- *Conference Reviewer for:*
 - International Conference on Web Information Systems and Technologies (WEBIST) (2008)
 - International Conference of the Learning Sciences (ICLS) (2004, 2006, 2008)
 - International Conference for Interaction Design and Children (2004, 2005)
 - Computer Supported Collaborative Learning (CSCL) (2005)
 - Computer-Human Interaction (CHI) (2006)
 - Future Play Conference (2007)

Other

- Mentor – Intel Opportunity Scholars Program (2004 to present)
- Judge – Undergraduate Research Symposium, College of Computing Georgia Tech
- Organizer – Gamescapes Symposium on New Media, Virtual Environments, and Learning, Georgia Institute of Technology, September 29-30, 2006
- Judge – Peñalogame Videogame Design Competition
- Consultant – Introduction to Game Development at the Art Institute of Atlanta (2005, 2006)

Students Supervised

Masters Lee Inman

Undergraduate Zeina Atrash, Marlena Frank, Terris Johnson, Peter Kinnaird, Amanda Ladd, Anne Marie Piper, Stephanie Timms, Jenelle Walker, Crystal Wrenn

Awards and Recognition

2007 **Upsilon Pi Epsilon**
International Honor Society for the Computing and Information Disciplines

1999 **Premio Departamento de Ciencia de la Computación**
Pontificia Universidad Católica de Chile. (Awarded to the highest GPA)