

# INDIE INTERFACES



## Guest List:



**Anita Cavaleiro** is a media arts researcher, curator and artist-educator from São Paul. She has a Masters degree in Visual Arts/Multimedia (USP - University of São Paulo), and her dissertation was about experimental games curatorship. She works as Arts & Technology Educator at Sesc SP, organizing indie devs meetups, jams and workshops about games, illustration, animation and interactive storytelling, previously worked as Game Curator for FILE - Electronic Language International Festival (2013-2015). Her current research interests are interactive storytelling, experimental games, interactive zines and visual narratives of all sorts. [anitacavaleiro@gmail.com](mailto:anitacavaleiro@gmail.com)



**Astrid Rosemarin** is the Communications Manager at the Rogue Factor, a Montreal-based video game development studio. They are currently working on the first video game adaptation of the cult tabletop game: Mordheim: City of the Damned. She has previously been the Community Developer at Execution Labs in Montreal. [astrid.rosemarin@gmail.com](mailto:astrid.rosemarin@gmail.com)



**Bart Simon** is the current director of Milieux and Associate Professor in the Department of Sociology and Anthropology. His areas of expertise include game studies, science and technology studies and cultural sociology. His game studies and design research crosses a variety of genres and platforms looking at the relation of game cultures, socio-materiality and everyday life. Some of his work is represented in journals such as Games and Culture, Game Studies and Loading. His current research on the materialities of play, indie game scenes and player-makers is funded by the Social Science and Humanities Council of Canada. [bart.simon@concordia.ca](mailto:bart.simon@concordia.ca)



**Casey O'Donnell** is an Associate Professor in the Department of Media and Information at Michigan State University. His research examines the creative collaborative work of videogame design and development. This research examines the cultural and collaborative dynamics that occur in both professional "AAA" organizations and formal and informal "independent" game development communities. His first book, "Developer's Dilemma" is published by MIT Press. Casey is also an active game developer, releasing "Osy," in 2011, "Against the Gradient," in 2012, "GLITcH" in 2013 and "Sparks of Eternity," in 2014. [caseyod@msu.edu](mailto:caseyod@msu.edu)



**Catalina Briceno** is the Director of Industry and Market Trends at the CMF, has over 17 years of experience in the audiovisual and new media industry. Her role is to ensure that the policies for supporting the production of Canadian television and digital media content are aligned with emerging developments in Canada and internationally. Catalina provides the CMF with all the market intelligence necessary to develop effective policies and plays an instrumental role in developing and incubating strategic funding partnerships and initiatives. [cbriceno@cmf-fmc.ca](mailto:cbriceno@cmf-fmc.ca)



**Ceyda Yolgörmez** is a doctoral student in Social and Cultural Analysis program of Concordia. She is interested in the questions posed through actor-network theory and the so-called material turn. She is critical of sociology's assumption of the human as the center of social relations. So, her PhD project works along the lines of machine agency, and she wonders whether and how it is possible to talk about nonhuman sociality, especially in the context of artificial intelligence research. She completed her Bachelor's and M.Sc. degrees at Middle East Technical University's Department of Sociology. She studied construction of common sense knowledge and everyday reality in World of Warcraft for her M.Sc. thesis. [ceyda.yol@gmail.com](mailto:ceyda.yol@gmail.com)



**Christopher Floyd** is a Developer at Radial Games, who just released Fantastic Contraption on PlayStation VR. He has worked all over the video game industry and its various sectors. In his spare time, Christopher has organized Dota 2 eSports tournament 'The Rektreational', and is an active member of Seattle Indies. He currently runs a co-working office for game developers in Seattle, Indies Workshop. [hello@christopherfloyd.net](mailto:hello@christopherfloyd.net)



**Chris J. Young** is a Ph.D. candidate in the Faculty of Information, University of Toronto. His work is focused in the areas of grassroots media and maker cultures within the wider cultural industries and creative economies, with a special focus on cultural theories of technology and digital games. His recent research involved a two-year ethnography of the Toronto game developer scene, focusing on the resources and working conditions in which everyday gamemakers develop their digital games and creator practices. His project explores how local gamemakers make-do with industry-developed tools and resources to establish grassroots practices and norms that contribute to the development of the wider videogame industry. [christopher.young@utoronto.ca](mailto:christopher.young@utoronto.ca)



**Daniel Joseph** is a freelance writer and recent PhD graduate studying distribution platforms, digital labor, and play at Ryerson University & York University in Toronto, Ontario. His recent dissertation was a materialist analysis of steam as a distribution platform with established control over the production, design, and use of digital games. [daniel.joseph@ryerson.ca](mailto:daniel.joseph@ryerson.ca)



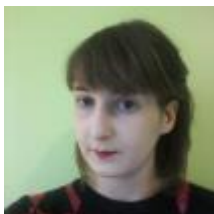
**Enric Llagostera.** Independent game maker and educator from São Paulo, Brazil. He has taught courses in game design, game development and game analysis at the PUC-Campinas University and at local cultural centers. He completed his masters degree in Games at the IT University of Copenhagen, Denmark, in 2012. He has a background in programming and social communication. Some of his topics of interest are alternative controls, local multiplayer games, political and transformative play, and game design as critical practice. [enricllagostera@gmail.com](mailto:enricllagostera@gmail.com)



**Felan Parker** is an Assistant Professor of Book & Media Studies at University of St. Michael's College, University of Toronto. He is an interdisciplinary scholar of media and culture, specializing in digital media, games, and film. Supported by a SSHRC Insight Development Grant, his research explores the production, distribution, and reception of independent or "indie" digital games. He is the current President of the Canadian Game Studies Association and a co-founder of Toronto Outdoor Picture Show. [felan.parker@outlook.com](mailto:felan.parker@outlook.com)



**Fenwick McKelvey** studies the Internet as Things. Investigating the machines, bots, artificial intelligence, algorithms, and daemons that make up the Internet's infrastructure, his research takes him from debates at the CRTC to data centres and from Gilles Deleuze to John Dewey. His recent and ongoing studies have focused on the daemons that manage Internet flows and their role in Network Neutrality debates, the new software and social media platforms that mediate political engagement, and the algorithms and AIs that govern the discoverability of online content. McKelvey is an Assistant Professor in Information and Communication Technology Policy in the Department of Communication Studies at Concordia University. [fenwick.mckelvey@concordia.ca](mailto:fenwick.mckelvey@concordia.ca)



**Gabrielle Lavenir** is a PhD student in Concordia's Social and Cultural Analysis program. Her research focuses on older women who play videogames and « silver gamers » in general. Though not a gamer herself, she is endlessly curious about people who play, and especially about those who defy expectations about who is allowed to play. Her research work revolves around videogames as an archetype of new(ish) technology with an ambiguous relationship to cultural legitimacy and a high cost of entry for marginalized groups. She holds a master in sociology from Sciences Po Paris and is a member of the Observatoire des Mondes Numériques en Sciences Humaines (Paris). [gabrielle.lavenir@gmail.com](mailto:gabrielle.lavenir@gmail.com)



**Helana Santos** is a games programmer and Technical Director at Modern Dream and part of the Arch Creatives board. Selected as a 30 Under 30 in 2014, she has Triple A and Indie dev experience including Epic Mickey 2 & Ace of Spades. The Cat that Got the Milk, The Button Affair & LA COPS. Helana served as an elected UKIE Board Member, the UK Games Trade Body. [helana@moderndream.com](mailto:helana@moderndream.com)



**Hovig Ter Minassian** is a member of CITERES Laboratory and lecturer at the University François-Rabelais of Tours (France). His researches focus on videogame practices as well as socio-geographical dimensions of the videogame industry. He led the collective research project LUDESPACE on videogame publics and practices in France [hovig.terminassian@univ-tours.fr](mailto:hovig.terminassian@univ-tours.fr)



**Jason Della Rocca** is a globally recognized and connected expert in the games industry in addition to the co-founder of Execution Labs in Montreal. He brings his unmatched network to Execution Labs, working with portfolio studios on business development and corporate strategy. Previously, Jason consulted with governments of all levels to build lasting gaming ecosystems, and was executive director of the IGDA for nearly 9 years. He received a GDC Ambassador Award for his industry building efforts. [jason@executionlabs.com](mailto:jason@executionlabs.com)



**Jennifer R. Whitson** studies the secret life of software, mostly at the nexus of digital games and Surveillance Studies, and has been conducting ethnographic fieldwork with game developers since 2012. Her research centres on the shifting production models of the global game industry, tracing how both social and technological practices shape developers' creative work and the larger cultural role of games and play. More generally, she studies digital media surveillance, social influences on software development processes, gamification, and governance in online domains. She is an Assistant Professor at the University of Waterloo in the Department of Sociology & Legal Studies, on the board of the University of Waterloo's Games Institute and is a faculty advisor for the FirstPersonScholar publication. [jwhitson@uwaterloo.ca](mailto:jwhitson@uwaterloo.ca) @jen\_whitson



**Jim Munroe** has been an independent cultural worker for over 20 years, working with collaborators to realize creative projects on shoe-string budgets while also building arts community. He is also one of the founders of the Hand-Eye Society, a Toronto not-for-profit dedicated to supporting and showcasing video games made primarily as a form of creative expression. Recently he's been bringing his varied writing, producing, designing, and administrative skills to other people's projects. [jim@handeyesociety.com](mailto:jim@handeyesociety.com)





**John Banks** is an Associate Professor in the Creative Industries Faculty, Queensland University of Technology (QUT). He researches and publishes on media co-creativity and innovation (user-led innovation, user-created content, online social networks) in the creative industries, especially videogames and interactive entertainment. He is particularly interested in the relationships among industry professionals and innovative, creative users and consumers. He also researches policy and economics of the creative economy. Recent work includes exploring evolutionary economics and complexity science approaches to modeling and understanding creative industries phenomenon such as co-creativity. [ja.banks@qut.edu.au](mailto:ja.banks@qut.edu.au)



**John Polson** is the Publishing Lead at Humble Bundle and has formerly worked with Indie Fund, IndieGames.com, and Nintendo. He has previously launched a new vertical with software, Software-as-a-service (SaaS) promotions, along with video game promotions and publishing Humble Originals. He has also co-founded the Media Indie Exchange, an event allowing press, publishers, and indie developers to meet and play games, and the hugely popular alt.ctrl.GDC. [john.polson@humblebundle.com](mailto:john.polson@humblebundle.com)



**John Vanderhoef** is an Assistant Professor of Media Studies in the Communications Department at California State University, Dominguez Hills. He holds a Ph.D from the Department of Film and Media Studies at the University of California, Santa Barbara. His research interests include digital game production, media industries, and independent media. He has published work in journals like *Television and New Media* and *Ada*. He also has chapters in edited collections like *Fans and Videogames: Histories, Fandom, Archives* and *The Routledge Companion to Video Game Studies*. [jvanderhoef@csudh.edu](mailto:jvanderhoef@csudh.edu)



**JP van Seventer** is the Managing Director of the Dutch Game Garden. JP left his mark on the very early phases of the Dutch games industry as a designer for console, PC and handheld games. Head of production at W! Games (now Vanguard Games) and professor at the HKU are just a few of his contributions to the field. JP started with the DGG as Development Director, where his experience and knowledge helped many starting companies grow. These days, he is the final boss that guides the strategic direction. [jp@dutchgamegarden.nl](mailto:jp@dutchgamegarden.nl)



**Kelly Wallick** is the founder and President of the Indie MEGABOOTH – a showcase that brings indie games into the heart of conferences previously dominated by AAA budgets and an initiative that works to create support networks for small development teams. The Indie MEGABOOTH works with hundreds of game studios across multiple global showcases per year, including industry events such as the Game Developers Conference and E3, along with their first ever co-organized indie convention with BitSummit in Kyoto, Japan. She's involved in local community building along with creating cross community networks and acts as an advocate for indie developers with platform holders, distributors, publishers and press. With her recent appointment as chairperson of the Independent Games Festival she's expanded her role to include the professional industry event dedicated to encouraging innovation in game development and recognizing the best independent game developers each year. [kelly@indiemegabooth.com](mailto:kelly@indiemegabooth.com)



**Liv Lunde** has a background in both social justice and independent music, but never intended to work in tech. Liv's roles as entrepreneur, tour manager, AAA studio manager, and now executive director at GamePlay Space, are all informed by and have evolved from the punk ethos she was borne of. She is deeply committed to her job, her co-workers, her community and growing both as a person and as a leader. [liv@gameplayspace.com](mailto:liv@gameplayspace.com)



**Lynn Hughes** is a digital media researcher, artist and teacher who holds the Chair of Interaction Design and Games innovation at Concordia University. She was instrumental in the founding and financing of the Hexagram Institute for Media Art and Technology which is now Milieux, the largest new media hub in Canada. In 2008 she co-founded the Technoculture, Art and Games (TAG) research group (now a formal Research Centre). Lynn's production currently focuses on the design of full body, sensor based games. In 2012 she curated (with Heather Kelley and Cindy Poremba) a major, fully playable exhibition on game culture at the Gaîté lyrique in Paris. *Joue le jeu / Play Along* set out to position game culture as absolutely central to contemporary Culture -as the broad, diversified, exceedingly dynamic and evolving cultural field it is becoming. [Lynn.Hughes@concordia.ca](mailto:Lynn.Hughes@concordia.ca)



**Matthew Perks** is a first-year Ph.D. student at University of Waterloo (B.A and M.A. Concordia University) focusing on game culture and industry. His research interests broadly cover co-creative development, online community formation, monetization strategies, e-sports, and content creators. His dissertation research focuses on the shift from player-based experiences in video game development to spectacle and audience-based experiences and spaces alongside the growth of user-generated content. [mperks@uwaterloo.ca](mailto:mperks@uwaterloo.ca)



**Mia Consalvo** is Professor and Canada Research Chair in Game Studies and Design at Concordia University in Montreal. Mia runs the mLab, a space dedicated to developing innovative methods for studying games and game players. She's a member of the Centre for Technoculture, Art & Games (TAG). She is the Past President of the Digital Games Research Association, and has held positions at MIT, Ohio University, Chubu University in Japan and the University of Wisconsin-Milwaukee. [Mia.Consalvo@concordia.ca](mailto:Mia.Consalvo@concordia.ca)



**Nathan Vella** is co-founder & president of Toronto-based independent developer, Cappy (short for Cappybara Games). Since 2005, the team at Cappy have created games for nearly every platform – PC, consoles, handhelds and mobile. Cappy is presently working on BELOW, their roguelike-inspired adventure game about exploration, survival and discovery for Xbox One & Steam. Nathan is also a partner in Indie Fund, a group of independent game developers investing in games in order to help developers become financially independent and stay that way. [nathan.v@capybaragames.com](mailto:nathan.v@capybaragames.com)



**Oliver Clarke** is the director of Modern Dream. He thrives on creating great 3D experiences. His development experience includes 20+ released games and he has led production on 6 released games. Selected as a BAFTA Breakthrough Brit in 2013 he co-founded Modern Dream and released *Typing of the Dead: Overkill* for SEGA. Ollie is proud to be an ambassador for Special Effect, a registered charity that enables the otherwise disabled to play video games and access the Internet. [ollieclarkesjournal@gmail.com](mailto:ollieclarkesjournal@gmail.com)



**Olli Sotamaa** is an Associate Professor of game culture studies at the University of Tampere, Finland. His publications cover user-generated content, player cultures, game industry analysis and player-centred design and research methods. Sotamaa has published in and edited special issues for several scholarly journals including *Convergence*, *Fibreculture*, *First Monday*, *Games & Culture*, *Game Studies*, *International Journal of Arts and Technology*, and *Simulation & Gaming*. Sotamaa's current research interests include game production studies and creative labour. [olli.sotamaa@uta.fi](mailto:olli.sotamaa@uta.fi)



**Patrick Healy** is a game designer, user experience designer (UX), and mobile platform specialist with Loto-Québec. His work with Loto-Québec is focused on innovation research and analysis within the Strategy, Innovation and Business Intelligence department at Loto-Québec. His previous work has been in user centered design, user research, mobile ergonomics, and in usability testing methods. [Patrick.Healey@loto-quebec.com](mailto:Patrick.Healey@loto-quebec.com)



**Pierson Browne** is a second-year Ph.D. student who has arrived in the Games Institute by way of Concordia University's M.A. Media Studies program, during which he was an active contributor in two games research institutions: the mLab and the Centre for Technoculture, Art, and Games. Pierson's history as an aficionado of competitive card games and competitive digital strategy games has guided his academic interest towards metagames—the compelling product of collisions between competitiveness and sociality in the context of play. [pbrowne@uwaterloo.ca](mailto:pbrowne@uwaterloo.ca)



**Pippin Barr** is a videogame maker and critic who works and teaches in the Department of Design and Computation Arts at Concordia University in Montréal, and is the associate director of the centre for Technoculture, Art, and Games. His games address everything from airplane safety instructions to contemporary art and his diverse collaborations include performance artist Marina Abramovic and the International Federation for Human Rights (FIDH). Pippin has a Ph.D. in Computer Science from Victoria University of Wellington in New Zealand and has taught game design at institutions including the IT University of Copenhagen and the University of Malta. [pippin.barr@concordia.ca](mailto:pippin.barr@concordia.ca)



**Rilla Khaled** is an associate professor at the Department of Design and Computation Arts at Concordia University, and is the director of the centre for Technoculture, Art, and Games. Her research focuses on the design of learning and persuasive games, the interactions between games and culture, and the practices involved in new forms of game design. She was the lead designer for the award-winning learning game Village Voices, developed as part of the EU FP7 SIREN project on games and conflict resolution. She is also the lead designer for the learning game Words Matter, targeted towards dyslexic players and supported by the EU FP7-funded ILearnRW project. [rilla.khaled@concordia.ca](mailto:rilla.khaled@concordia.ca)



**Sagan Yee** is a Toronto-based 2D animator and occasional indie game perpetrator. Her work experience includes TV animation and storyboarding, video game concept art and design, illustration, motion graphics and even machinima. Currently Sagan is Executive Director of the Hand Eye Society, and a community member of Dames Making Games. is the Executive Director of the Hand-Eye Society, a Toronto not-for-profit dedicated to supporting and showcasing video games made primarily as a form of creative expression. [sagan@handeyesociety.com](mailto:sagan@handeyesociety.com)





**Stephanie Barish** is the founder of IndieCade, the leading stand-alone international festival of independent games. She is an award-winning producer and a prominent figure behind leading initiatives that are guiding games, digital media, interactive arts, and those who make them, into the future. Stephanie continues to foster innovation as founder of Creative Media Collaborative, which established IndieCade: The International Festival of Independent Games in 2005. [sbarish@indiecade.com](mailto:sbarish@indiecade.com)



**Tali Goldstein** is a co-founder and CEO of Casa Rara team, devoted to creating meaningful virtual reality experiences aimed at attracting a broad audience while having a positive impact on society. In her role as Minority Media's producer, she shipped many games, including the critically-acclaimed *Papo & Yo*, the App Store chart topper *Loco Motors*, and the ground-breaking *Spirits of Spring*. Her most recent project, *Time Machine VR*, was praised by the industry and gaming press, and nominated for a 2016 NUMIX award. [tali@weareminority.com](mailto:tali@weareminority.com)



**Tanya X. Short** has helped design worlds for over seven years, including Funcom's *The Secret World* and *Age of Conan*, as well as the more indie *Dungeons of Fayte* and *Aetolia: The Midnight Age*. Tanya is currently the creative director at Kitfox Games, an independent Montreal-based games company and is the co-founder of Pixelles, a non-profit committed to supporting women in game development. [tanya@kitfoxgames.com](mailto:tanya@kitfoxgames.com)



**Thorsten S. Wiedemann** is the founder and director of A MAZE.. He produces and curates festivals, exhibitions and workshops on the intersection of games, games culture and playful media. With "A MAZE. / Berlin" and "A MAZE. / Johannesburg" he created two annual international festivals to present artistic independent games and virtual reality. He generates new controversial formats (e.g. A MAZE. Magazine, A MAZE. Pop-ups) and gives room for experimentation, collaboration and exchange. Thorsten established since 2012 the A MAZE. Awards, which goes to unique, thought-provoking and artistic games in six categories. His focus is on the interdisciplinary discourse and in filling the gaps between games, art and culture. He is also spent 48hrs in VR straight! Currently he lives and works in Berlin. [thorsten@a-maze.net](mailto:thorsten@a-maze.net)



**Vinciane Zabban** is a member of EXPERICE Laboratory and lecturer at the University Paris 13 (France). Her researches focus on the socioeconomical and sociotechnical dimensions of the production and uses of games. She is an active member of the French-speaking game research network and participated in the coordination of a thematic issue of the journal *Réseaux* titled: *The playful forms of the digital: Markets and practices of video game*. [vinciane.zabban@gmail.com](mailto:vinciane.zabban@gmail.com)

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**Harry Smoak** is a media researcher and producer presently based in Montréal. He is a doctoral candidate in Fine Arts at Concordia University where he is also an adjunct faculty in the Department of Design and Computation Arts. His current research interests lie in phenomenology of lighting, networked sensor technologies, urban media ecologies, and technologies of performance. Recently he founded the LiveMatter project to pursue opportunities in developing the new forms of content and capabilities necessary to the digital-physical convergence in the entertainment, culture, and architectural design sectors. [harrycs@harrysmoak.com](mailto:harrycs@harrysmoak.com)



**Kathryn Jezer-Morton** runs communications at the Milieux Institute, and is pursuing a PhD in Sociology at Concordia University. [kathryn.jezermorton@concordia.ca](mailto:kathryn.jezermorton@concordia.ca)



**Rebecca Good** is a Master of Design student at Concordia University studying emotion, meaning, and learning in digital games. In 2016 she completed her Media Arts and Cultures undergraduate degree from the University of New Brunswick where she was a founding member of UNB's Games and Cultures Research Group. Following her graduation she acted as a researcher in residence at the Zurich University of the Arts in Switzerland where she studied emotion and embodiment in virtual reality. Rebecca has previously worked as a lead game designer on mobile titles for Fredericton's "First Mobile Education," and her most ambitious game design project, Guide, aims to promote understanding of social anxiety among children and youth. [rebecgood@gmail.com](mailto:rebecgood@gmail.com)

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