Rainforest Scully-Blaker Ph.D.
Curriculum Vitae

Employment:

2023-	**Tampere University – Centre of Excellence in Game Culture Studies** Postdoctoral Research Fellow
2022-2023	**Uppsala University – Department of Game Design** Visiting Lecturer in Game Design

Education:

2017-2022	**UC Irvine – School of Information and Computer Science** PhD and MS in Informatics, Dissertation Title: *Combatting Exhaustion and Reclaiming Leisure: Radical Slowness and the (Re)Generative Potential of Play* Final GPA: 4.0
2014-2016	**Concordia University – Communication Studies** MA in Media Studies, Thesis Title: *Re-curating the Accident: Speedrunning as Community and Practice* Final GPA: 4.0
2010-2014	**Concordia University – Liberal Arts College** Honours Bachelor of Arts in Western Society and Culture, Minor in Creative Writing, Thesis Title: *Idées Reçues and Poshlost in Madame Bovary and Lolita* Graduated with Great Distinction Final GPA: 4.09

Selected Honours, Scholarships, and Awards.:
SSHRC Doctoral Fellowship (2020-2022)
FQRSC Doctoral Research Scholarship (2017-2019)
FQRSC Doctoral Research Scholarship (In name only) (2016)
ICA 2016 Conference Best Paper Prize
Joseph-Armand Bombardier Canada Graduate Master's Scholarship (2015-2016)
Concordia University Merit Scholarship (2014-2015)
Concordia Faculty of Arts and Science Scholar (2012-2013)
Concordia University Dean's List (2011, 2012, 2013)
Lois and Stan Tucker Scholarship (2012, 2013)
Concordia Undergraduate Student Research Award (2013)
Liberal Arts College Contribution to Student Life Award (2013)
Liberal Arts College In-Course Scholarship (2013)
Liberal Arts College Entrance Scholarship (2011)

Refereed Journal Articles:

Scully-Blaker, Rainforest. "The Politics of Wholesome Games: Conservative Comforts and Radical Softness." *Configurations* Vol 32, No 2, Spring 2024.

Cullen, Amanda, R. Scully-Blaker, I. Larson, K. Brewster, R. R. Aceae, and W. Dunkel. "Game studies, futurity, and necessity (or the game studies regarded as still to come)." *Critical Studies in Media Communication*, DOI: 10.1080/15295036.2022.2080845, June 2022.

Ruberg, Bonnie and Rainforest Scully-Blaker. "Making Players Care: The Ambivalent Cultural Politics of Care and Video Games." *International Journal of Cultural Studies*, Vol. 24, Issue 4, June 2021.

Scully-Blaker, Rainforest. "On Seeing and Being Seen: Perception and Visibility in Video Games." *Digital Culture and Society*, Vol. 5, Issue 2/2019, 2020.

Scully-Blaker, Rainforest. "Stasis and Stillness: Moments of inaction in Games." *Press Start*, Vol. 6, No. 1, 2020.

Scully-Blaker, Rainforest. "Buying Time: Capitalist Temporalities in *Animal Crossing: Pocket Camp*." *Loading…* Vol. 12, No. 20, 2019.

Scully-Blaker, Rainforest. "The Speedrunning Museum of Accidents." *Kinephanos*, Special Issue August 2018. [Also translated into Japanese]

Begy, Jason, M. Consalvo, R. Scully-Blaker, S. C. Ganzon. "Methodological Considerations in the Study of Tandem Play." *Loading…* Vol. 12, No 16, 2017.

Scully-Blaker, Rainforest. "A Practiced Practice: Speedrunning Through Space With De Certeau and Virilio." *Game Studies* Vol. 14, No. 1, 2014. [Translated into Russian, Italian, Japanese, and French]

Book Chapters:

Scully-Blaker, Rainforest and Harrer, Sabine. "The Politics of Games, Play, and Critical Game Studies" *Cultural Game Studies*. Eds. F. Mäyrä and R. Koskimaa. Forthcoming 2025.

Scully-Blaker, Rainforest. "Re-framing the Backlog: Radical Slowness and Patient Gaming" *Ecogames. Playful Perspectives on the Climate Crisis.* Eds. J. Raessens, L. op de Beke, G. Farca, and S. Werning. Amsterdam: Amsterdam University Press, 2024.

Consalvo, Mia, Jason Begy, Sarah Christina Ganzon, and Rainforest Scully Blaker. "Tandem Play: Theorizing Sociality in Single Player Gameplay" *Video Games: A Medium That Demands Our Attention*. Ed. N. Bowman. New York: Routledge, 2018. 146-160.

Scully-Blaker, Rainforest. "A Practiced Practice: Speedrunning Through Space With De Certeau and Virilio" *Giochi Video: Performance, Spectacle, Streaming*. Eds. M. Bittanti and E. Gandolfi. Milan: Mimesis Editione, 2018. 157-175. (Italian translation of earlier journal article).

Scully-Blaker, Rainforest. "A Practiced Practice: Speedrunning Through Space With De Certeau and Virilio" *Mediophilosophy XII. A game or a reality? Experience in computer games research.* Ed. V.V. Savchuk. St. Petersburg: Fund for Development of Conflictology, 2016. 448-472. (Russian translation of earlier journal article).

Book Reviews:

Scully-Blaker, Rainforest. "How Pac-Man eats". *Critical Studies in Media Communication*, Vol. 37, Issue 3, 2020.

Refereed Conference Proceedings:

(July 2020) On Seeing and Being Seen: Perception and Visibility in Video Games. Digital Games Research Association Conference. Tampere, Finland. [*Cancelled due to COVID-19, but still published in proceedings*]

(July 2018) Stasis and Stillness: Moments of Inaction in Videogames. Digital Games Research Association Conference. Torino, Italy.

(January 2018) Finding Sociality in Single-Player Games: A Case Study of Tandem Play Amongst Friends and Couples. Hawaii International Conference on System Sciences. Waikoloa Village, United States. (Not first author).

(January 2017) Playing Along and Playing For on Twitch: Livestreaming from Tandem Play to Performance. Hawaii International Conference on System Sciences. Waikoloa Village, United States.

(June 2016) Tandem play: Theorizing sociality in single-player gameplay. International Communication Association. Fukuoka, Japan. [Not first author, won best paper game studies division].

Conference Presentations:

(July 2025) Loser-y Attitude: Nu-metal and the reinforcement of white, male anger in gaming culture. Ludo 2025 Conference on Video Game Music and Sound. London, UK. [with Dr. Thomas Apperley]

(June 2025) From AI to FAQs: Games, Late Capitalism, and Fear. Canadian Game Studies Association Conference 2025. Montreal, Canada.

(May 2025) Critical Game Studies and the Politics of Hope. Nordic DiGRA 2025. Turku, Finland [With Dr. Sabine Harrer]

(April 2025) Happiness is a Warm Mug? Coziness as Late Capitalist Power Fantasy. SCMS 2025. Chicago, USA.

(October 2024) Games, Capitalism, and Fear. Central and Eastern European Game Studies Conferences. Nafplio, Greece.

(June 2024) Trucks in Sims and Sims in Trucks: The Blur-ification of Work and Play. Canadian Game Studies Association Conference. Montreal, Canada.

(May 2024) Keep on Truckin': The Blur-ification of Work and Play. 20th Annual Tampere University Game Lab Spring Seminar. Tampere, Finland.

(April 2024) Getting the Dice Rolling: An Investigation into the Player Perception of Gateway Games. Board Game Studies Colloquium. Tampere, Finland.

(March 2024) On Zugzwang: Video Games and Systemic Exhaustion. 2024 Pop Culture Association National Conference. Chicago, United States.

(February 2024) For whom were the good ol' days actually good? The Conservative Comfort of Wholesome Games. Time in a Bottle Symposium. Montreal, Canada.

(October 2023) On Zugzwang: Games and Exhaustion. Phenomenology, Hermeneutics and Existentialism for Games Workshop. Jyväskylä, Finland.

(June 2023) On Zugzwang: Games and Exhaustion. Canadian Game Studies Association Conference. Toronto, Ontario (Online due to COVID-19).

(April 2023) On Zugzwang: Games and Exhaustion. Nordic DiGRA. Digital Games Research Association. Uppsala, Sweden.

(November 2022) The Ambivalent Politics of Wholesome Games: Conservative Comforts and Radical Softness. National Communication Association. New Orleans, United States.

(September 2022) /r/patientgamers and the Transactional Nature of Play. Affecting Game Time: Theory and Practice. Edinburg, Scotland. (Online due to COVID-19)

(June 2022) /r/patientgamers and the Transactional Nature of Play. Canadian Game Studies Association Conference. Online.

(October 2021) Re-Framing the Backlog: Radical Slowness and Patient Gaming. Ecogames 2021 Conference. Utrecht, Netherlands.

(October 2021) Nostalgia and the Backlog: /r/patientgamers and the Transactional Nature of Leisure. Association of Internet Researchers. (Online due to COVID-19).

(May-June 2021) Radical Slowness and the Critical Potential of Play. Canadian Game Studies Association Conference. Edmonton, Alberta (Online due to COVID-19).

(November 2019) Playing and Failing in Time: Towards a Radical Slowness. Society for Literature, Science, and the Arts. Irvine, United States.

(November 2019) Power to the Player: Literacy, Legibility, and Play as Critique. Society for Literature, Science, and the Arts. Irvine, United States.

(June 2019) Now You're Playing with Power: Literacy and Legibility in Play. Canadian Game Studies Association Conference. Vancouver, Canada.

(April 2019) Stasis and Stillness: Moments of Inactions in Games. Visual and Cultural Studies Graduate Conference. Rochester, United States.

(September 2018) Save Points: Video Games and the Preservation of Play [Panel Discussion]. FLOW Conference 2018, Austin, United States.

(July 2018) Make Tents Not War: Queer Play as Play-That-Critiques. Digital Games Research Association Conference, Torino, Italy.

(May/June 2018) Buying Time: Capitalist Temporalities in *Animal Crossing: Pocket Camp*. Canadian Game Studies Association Conference. Regina, Canada.

(May/June 2017) The Speedrunning Museum of Accidents: Preserving Games Through (Glitchy) Gameplay. Canadian Game Studies Association Conference. Toronto, Canada.

(August 2016) On Becoming "Like eSports": Twitch as a Platform for the Speedrunning Community. First Joint International Conference of the Digital Games Research Association and Foundations of Digital Games, Dundee, Scotland.

(August 2016) Smash Mods, Smash Creativity: Nintendo, *Project M*, and Enclosure. First Joint International Conference of the Digital Games Research Association and Foundations of Digital Games, Dundee, Scotland.

(June 2016) Speedrunning as Museum of Accidents: Contesting Virtual Spaces with Speed and Tactics. History of Games Symposium, Montreal, Canada.

(March 2016). Play/Fast-Forward: Speedrunning as a Community of Practice. Communication Graduate Caucus Conference, Ottawa, Canada.

(June 2015). Gotta Go Fast: Speedrunning as Community and Practice. Canadian Game Studies Association Conference 2015, Ottawa, Canada.

(May 2015). Gotta Go Fast: A Study in Speedrunning. Digital Games Research Association Conference 2015, Lüneburg, Germany.

(March 2015). A Practiced Practice: Speedrunning Through Space With De Certeau and Virilio. Society for Media and Communication Studies Conference, Montreal, Canada.

(February 2015). Mobile Methods in Virtual Space. The Building Blocks of Life: A Minecraft Colloquium, Montreal, Canada.

<u>Invited Guest Lectures and Public Talks:</u>

(February 2025) "Games and Capitalism: Transactions, Investments, and Dead Games" for the Games as Art Centre's Speaker Series. Tampere, Finland.

(September 2024) "Critical and Humanistic Approaches to Games Research" For Prof. J. Blom in GS.300: *Theoretical Approaches to Game Studies* at Tampere University, Finland.

(March 2024) "Exhaustion and Rest in Games and Digital Culture." Invited Lecture for Waterloo University's Department of Communication Arts. Waterloo, Canada.

(February 2024) "Games and Crisis: Making Do and Very Late Capitalism" for the Games as Art Centre's Speaker Series. Tampere, Finland.

(November 2023) "Games and Exhaustion" for the Tampere University Game Lab OASIS Talk Series. Tampere, Finland.

(May 2020) ""Buying Time: Capitalist Temporalities in *Animal Crossing: Pocket Camp*" For Prof. A. Trammell in Information & Computer Science 62: *Game Technology and Interactive Media* at University of California, Irvine, United States.

(November 2019) "Buying Time: Capitalist Temporalities in *Animal Crossing: Pocket Camp*" For Prof. R. Crooks in Informatics 161: *Social Analysis of Computing* at University of California, Irvine, United States.

(May 2018) "Consumption and Naturalism in *Animal Crossing: Pocket Camp*" For Prof. A. Trammell in Information & Computer Science 62: *Game Technology and Interactive Media* at University of California, Irvine, United States.

(February 2017) "The Speedrunning Museum of Accidents" For Prof. Y. Glick in Sociology/Anthropology 349: *Youth: Anthropological and Sociological Perspectives* at Concordia University, Montreal, Canada.

(November 2016) "Speedrunning as Community and Practice" For Prof. B. Simon in Sociology 498*: Advanced Topics in Sociology – Play and Games* at Concordia University, Montreal, Canada.

Teaching Experience:

Instructor for the following courses at Tampere University:

Winter 2025: VIM.MT.310 – Game Project
Winter 2024: VIM.MT.310 – Game Project

Instructor for the following courses at Uppsala University:

Winter 2023: Test-Driven Game Design 2, Game Design 6 - Experimental Game Design, and Game Design 2 - Game Development.

Fall 2023: Game Design 3 - Systems Design, Game Design 1 – Introduction, Test-Driven Game Design 1.

Instructor for the following courses at UC Irvine:

Winter 2022: GDIM 25 – Game Design Fundamentals
Spring 2021: ICS 62 – Game Technology and Interactive Media

Teaching Assistant for the following courses and instructors at UC Irvine:

Winter 2020: INF 161 – Social Analysis of Computing – P. Dourish
Fall 2020: INF 161 – Social Analysis of Computing – R. Crooks
Spring 2020: ICS 62 – Game Technology and Interactive Media – A. Trammell
Winter 2020: INF 161 – Social Analysis of Computing – B. Ho
Fall 2019: INF 161 – Social Analysis of Computing – R. Crooks
Spring 2018: ICS 62 – Game Technology and Interactive Media – A. Trammell
Winter 2017: ICS 61 – Game Systems and Design – K. Salen
Fall 2017: ICS 139W – Critical Writing on Information Technology – D. Denenberg

Professional Training:

Certificate in Student-Centered Course Design with the UCI Division of Teaching Excellence and Innovation (September 2020)

Additional Research Experience:

2015-2017   **Concordia University - TAG Research Centre**
                Responsible for administrating a computer/game lab, organizing public-facing workshops on game making, and acting as a resource for undergraduate seminars on games.

| 2014–2015 | **Concordia University - Research Assistant to Mia Consalvo** |
| | Conducted research with the Canada Research Chair for Game Studies and Design that led to multiple presentations and several peer-reviewed publications. Research methods included interview, participant observation, and observations of play sessions. |

| May-August 2013 | **Independent Research – A Study in Speedrunning** |
| | A project of my own design made possible through the Concordia Undergraduate Student Research Award. The research was supervised by Canadian Research Chair of Game Studies, Professor Mia Consalvo. |

Academic Service:

Communication Officer and Conference Co-Organizer of the Canadian Game Studies Association (2021-Present)

Co-Editor of *GAMES: Research and Practice* Special Issue on Meta (2025)

Co-Organizer of 20th Annual Tampere University Game Research Spring Seminar (2024)

Co-Editor of *Loading…* Vol. 13 No. 22 – "Animal Crossing Special Issue" (2020)

Member of Reviewer Board for the journal *Game Studies*.

Reviewer for *Games and Culture*, *New Media and Society*, *Media+Environment*, *Popular Communication*, *Media and Communication*, the Canadian Game Studies Association Conference, Nordic DiGRA, Hawaii International Conference on System Sciences, and the iConference

Volunteer Work/Extracurricular Activities:

| Summer 2024 | **Indiecade 2024 Festival – Game Awards Jury Member (Systems)** |
| | Responsible for collaborating with other scholars, designers, and industry professionals to play and evaluate submitted games based on their systems design, and to compile a shortlist of nominees. |

| Summer 2023 | **Indiecade 2023 Festival – Game Awards Jury Member (Systems)** |
| | Responsible for collaborating with other scholars, designers, and industry professionals to play and evaluate submitted games based on their systems design, and to compile a shortlist of nominees. |

| Summer 2022 | **Indiecade 2022 Festival – Game Awards Jury Member (Story)** |
| | Responsible for collaborating with other scholars, designers, and industry professionals to play and evaluate the narratives of submitted games, and to compile a shortlist of nominees. |

June 2012- June 2013	**Liberal Arts Society - President** Responsible for overseeing all aspects of Student Council in consultation with VPs.
June 2011- August 2012	**Liberal Arts Society – VP Communications** Responsible for all public communications of Student Council.
September 2010- June 2011	**Liberal Arts Society – First Year Representative** Representative in Student Council

Professional Associations:

Member of the Digital Games Research Association
Member of the Canadian Game Studies Association
Member of the Society for Cinema and Media Studies
Member of the Association of Internet Researchers
Member of the National Communication Association
Alumnus of the Critical Approaches to Technology and the Social (CATS) Lab
Alumnus of the Technoculture, Art, and Games (TAG) Lab and the mLab

Nationality:

Canadian Citizen

Languages:

English (native), French (fluent)