

Sean C. Duncan

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Curriculum Vita February 2010

Research Interests

Digital media and learning; interactive media and educational technology; gaming and games studies; new literacies and fan studies; informal scientific reasoning and argumentation; digital media literacy and online participatory culture; cognitive science and computational modeling.

Education

Ph. D. (December 2009), University of Wisconsin-Madison, Curriculum & Instruction (Major: Educational Technology; Distributed Minor: Learning With New Media). Thesis title: *Gamers As Designers: Online Communities As Informal Design Spaces For Learning and Literacy*. Committee: Constance Steinkuehler (Chair), Kurt Squire, James Paul Gee, Dawnene Hassett, Erica Halverson.

M.A. (December 1997), Bowling Green State University, Cognitive Psychology. Advisor: Ryan D. Tweney.

B. Phil. (May 1993), Miami University. Major: Interdisciplinary Studies (Cognitive Science). Advisor: Christopher R. Wolfe.

Selected Publications & Manuscripts

Duncan, S. C. and Hayes, E. R. (in preparation, to appear in 2011). *Videogames, affinity spaces, and new media literacies*. Edited volume in *New Literacies and Digital Epistemologies* series. New York: Peter Lang.

Duncan, S. C. (in preparation). What makes *Rock Band* work? Manuscript for D. Davidson (Ed.), *Well-Played 2.0*. Pittsburgh: ETC Press.

Duncan, S. C. (in preparation). To play is to design: An analysis of player/designer interactions In *World of Warcraft*. Manuscript for T. Wright, D. Embrick, and A. Lukacs (Eds). *Utopic Dreams and Apocalyptic Fantasies: Playing In Virtual Realms*. New York: Lexington Press.

Duncan, S. C. (in preparation). Gamers as designers: Tracking design literacies within online communities. Manuscript for *E-Learning*, upcoming special issue on game design literacy.

Duncan, S. C. (2009). Remaking Azeroth: On knowledge, reflection, and design. In L. Cuddy (Ed.), *World of Warcraft and Philosophy*. Chicago: Open Court.

Duncan, S. C. (accepted for publication). Paradigmatic and narrative thought In *Zelda* timeline debates. Submitted to the *International Journal of Gaming and Computer-Mediated Simulations*.

Duncan, S. C. and Gee, J. P. (2008). The hero of timelines: Argumentation and epistemology in *Zelda* chronology debates. In L. Cuddy (Ed.), *The Legend of Zelda and Philosophy*. Chicago: Open Court, 85-101.

Squire, K., Duncan, S. C., DeVane, B., Wolfenstein, M. and Hunter, R. (2008). Gamer communities, design, and learning. In K. Schrier, C. Swain, and M. Wagner (Ed.), *Proceedings of Sandbox 2008: An ACM SIGGRAPH Videogame Symposium*. New York: Association for Computing Machinery, 31-33.

Steinkuehler, C. A. and Duncan, S. C. (2008). Scientific habits of mind in virtual worlds. *Journal of Science Education and Technology*, 17 (6), 530-543.

Steinkuehler, C. A., Duncan, S. C., and Simkins, D. W. (2007). Massively multiplayer online games & education: An outline of research. In C. Chinn, G. Erkins, and S. Puntambekar, (Eds.) *Proceedings of the Eighth Conference of Computer Supported Collaborative Learning*, New Brunswick, NJ: Rutgers University, 674-684.

Duncan, S. C. & Tweney, R. D. (1997). *Mathematica*: A flexible design environment for neural networks. *Behavior Research Methods, Instruments, & Computers*, 29, 194-199.

Online and Other Publications

Contributing Writer (2010- present), *Antenna: Responses to Media and Culture* (<http://blog.commarts.wisc.edu>) media and culture collaborative weblog.

Contributor (2006-2009), *Joystick101* (<http://joystick101.org>) games and learning collaborative weblog.

Blogger, *SE4N* (<http://se4n.org>) personal weblog.

Invited Presentations

Duncan, S. C. (April 2010). Why look for learning in online gaming communities? Invited talk, to be presented at Miami University Center for Human Development Learning and Technology, Oxford, OH.

Duncan, S. C. (March 2010). Uncovering learning and literacy in "gamer communities." Invited talk, to be presented at University of Texas-San Antonio, San Antonio, TX.

Duncan, S. C. (November 2009). Preparing for a successful academic job interview using social media. Invited talk, presented in University of Wisconsin-Madison Spencer Foundation Doctoral Research Program lecture series, Madison, WI.

Duncan, S. C. (October 2009). New literacies and design in online gaming communities. Invited Presidential Session, presented at 41st Annual Conference of the International Visual Literacy Association, Chicago, IL.

Games, I. A., and Duncan, S. C. (May 2009). Videogames and 21st century education. Invited keynote and workshops, presented at Area IV Learning Technology Center, Rantoul, IL.

Duncan, S. C. and Games, I. A. (November 2008). Enhancing education with online and electronic games. Invited keynote and workshops, presented at Networking For Information 2008, Galena, IL.

Duncan, S. C. (September 2008). Designed narrative In games and online communities. Invited talk, presented to University of Wisconsin Learning Technology and Distance Education (Engage) Group.

Duncan, S. C. and Dikkers, S. (April 2008). Games, libraries, and learning. Invited talk, presented to American Association Of School Librarians (Region III), Madison, WI.

Duncan, S. C. and Steinkuehler, C. A. (July 2007). Learning in virtual worlds and fan communities. Invited talk, presented to AT&T Research, Morristown, NJ.

Recent and Upcoming Presentations

Duncan, S. C. (April 2010). Fandom for fandom's sake: Games and a new critical media literacy. Roundtable paper to be presented at Annual Meeting of the American Educational Research Association, Denver, CO.

Duncan, S. C. and Harel Caperton, I. (April 2010). Understanding and fostering online communities for game design. Roundtable paper to be presented at Annual Meeting of the American Educational Research Association, Denver, CO.

Duncan, S. C. (April 2010). Scaffolding d/Design in a gaming affinity space. Interactive poster to be presented at Annual Meeting of the American Educational Research Association, Denver, CO.

Hayes, E. R., Duncan, S. C., Robison, A., and Durga, S. (February 2010). Investigating multiple channels for participation in online gaming communities. Panel to be presented at Macarthur Foundation Digital Media and Learning Conference, San Diego, CA.

Duncan, S. C. (October 2009). Game design communities as critical spaces for learning and literacy. Paper presented at Internet Research 10: Internet Critical, Milwaukee, WI.

Duncan, S. C. (June 2009). "Here's My Shootorial!": The scaffolding of game design on *Kongregate*. Paper presented at Games+Learning+Society 5.0, Madison, WI.

Games, I. A., Duncan, S. C., and Wolfenstein, M. (May 2009). Promoting a designer mindset with games. Panel presented at Games For Change, New York, NY.

Duncan, S. C. (April 2009). Gamer communities as design spaces. Paper presented at the American Educational Research Association, San Diego, CA.

Duncan, S. C. (April 2009). Narrative and paradigmatic thinking in informal design spaces. Paper presented in symposium entitled "Design thinking in new media spaces" at the American Educational Research Association, San Diego, CA.

Steinkuehler, C., Duncan, S., King, E., Simkins, D., Fahser-Herro, D., and Alagoz, E. (April 2009). Mixed methods research in virtual worlds. Poster presented in symposium entitled "Tracing learning across, within, and between 'real' and 'virtual' worlds: A discussion of methods, ethics, and findings" at the American Educational Research Association, San Diego, CA.

Steinkuehler, C. and Duncan, S. C. (August 2008). Informal scientific reasoning in online game forums. Presented at the annual meeting of the American Psychological Association, Boston, MA.

Duncan, S. C. (August 2008). The hero of timeline(s): Gamers, designers, and *The Legend of Zelda*. Panel presentation at Sandbox 08 (ACM SIGGRAPH co-located event), Los Angeles, CA.

Duncan, S. C. (July 2008). Design, in and around games. Panel organized and presented at Games+Learning+Society 4.0, Madison, WI.

Duncan, S. C. (July 2008). Toward a taxonomy of gamer forums. Presented at Games+Learning+Society 4.0, Madison, WI [Poster]. Awarded Outstanding Student Poster Award (Theoretical).

Duncan, S. C. and Gaydos, M. (July 2008). What it means to rock? A cognitive analysis of expertise in Guitar Hero II. Presented at Games+Learning+Society 4.0, Madison, WI.

Duncan, S. C. (March 2008). Literacy implications of online fan debates. Roundtable presentation at American Educational Research Association, New York, NY.

Steinkuehler, C. A., Simkins, D. W., Duncan, S. C., Johnson, B. & King, E. (July 2007). Mixed-methods research in virtual worlds. Presented at the 2007 Games+Learning+Society Conference, Madison, WI.

Steinkuehler, C. A., Simkins, D. W., & Duncan, S. C. (July 2007). Pop cosmopolitanism in virtual worlds. Presented at the 2007 Games+Learning+Society Conference, Madison, WI.

Steinkuehler, C. A., Duncan, S. C., and Simkins, D. W. (July 2007). Massively multiplayer online games & education: An outline of research. Presented at the 2007 Computer Supported Collaborative Learning Conference, New Brunswick, NJ.

Steinkuehler, C. A. & Duncan, S. C. (February 2007). Working with forum data: Methods, analysis, pitfalls, and successes. Presented at Games+Learning+Society brownbag, University of Wisconsin-Madison, Madison, WI.

Steinkuehler, C. A. & Duncan, S. C. (February 2007). Scientific habits of mind in virtual worlds. Presented at the 2007 Meeting of the American Association for the Advancement of Science, San Francisco, CA.

Selected Teaching Experience

Professor, Interactive Media Studies: "Games and Learning," Miami University (January – May 2010). Taught interactive media studies course on intersections and tensions between digital games, learning, and literacy.

Professor, Interactive Media Studies: "Narrative and Digital Technology," Miami University (January – May 2010). Taught interactive media studies course covering narrative in digital media, focusing on narrative in interactive digital games.

Instructor, Educational Psychology: "Human Abilities and Learning," University of Wisconsin-Madison (August – December 2009). Taught educational psychology course on learning theory and curricular design to pre-service teachers.

Guest Lecturer, University of Wisconsin-Madison (June - December 2008). Invited lectures on games, virtual worlds, and learning for courses on Human Abilities and Learning (Educational Psychology), Critical Internet Studies (Media & Cultural Studies), and The Role of Play in Child Development (Educational Psychology).

Advisor, School of Interdisciplinary Studies, Miami University, Oxford, OH (January 2002 – May 2005). Individualized degree advising and advising of year-long interdisciplinary senior theses (ranging in topics from cognitive science to filmmaking to game studies).

Visiting Instructor, Social Systems I: "Stuff: The Life Cycle of Material Goods", Miami University (August 2003 – December 2003; August 2005 – December 2005). Team-taught interdisciplinary first-year course on social scientific interpretations of consumerism and consumption.

Visiting Instructor, Interactive Media Studies Practicum, Miami University (August 2004 – December 2004). Assisted senior-level capstone course in interactive media studies.

Visiting Instructor, Advanced Seminar: "Comics & Sequential Art", Miami University (January 2004 – May 2004). Junior-level seminar on cognitive and social interpretations of graphical narratives.

Visiting Instructor, Social Systems I: "The Self", School of Interdisciplinary Studies, Miami University (August 2002 – December 2002). Team-taught first-year interdisciplinary course on self and identity.

Visiting Instructor, Interdisciplinary Technology: "Webs We Weave", School of Interdisciplinary Studies, Miami University (August 2001 – December 2001; August 2002 – December 2002). Team-taught first-year course on the social, cultural, and educational impact of information technologies.

Selected Research and Professional Experience

Project Assistant, University of Wisconsin-Madison (August 2006 – May 2009). Employed under a John D. and Catherine T. MacArthur Foundation Digital Media Literacy Grant grant (for Dr. Constance Steinkuehler) to investigate informal scientific reasoning in virtual worlds.

Manager of Digital Technology, Project *Dragonfly*, Miami University, Oxford, OH (February 2005 – May 2006). Management and development of collaborative web platform utilized for distance learning in educator professional development.

Usability Intern, Microsoft Corporation, Redmond, WA (May 2001 – August 2001). Usability assessment and analysis of user interfaces on Microsoft web properties (MSN.com, Carpoint.com, MSN Explorer web browser).

Research Analyst, Study Skills Laboratory, Bowling Green State University (May 2000 – August 2000). Conducted outcome analyses to assess effectiveness of peer mentoring programs.

Service

Reviewer, International Conference of the Learning Sciences, June 2010 (Chicago, IL).

Reviewer, Games+Learning+Society 5.0 Conference, June 2009 (Madison, WI)

Reviewer, 4th Annual International Conference on the Foundations of Digital Games, April 2009 (Port Canaveral, FL).

Reviewer, International Conference on Facets of Virtual Environments, July 2009 (Berlin, Germany)

Reviewer, Annual Meeting of the American Educational Research Association, April 2009 (San Diego, CA)

Reviewer, International Conference on Advances in Computer Entertainment Technology, December 2008 (Yokohama, Japan)

Coordinator, Games+Learning+Society 4.0 Poster Session, July 2008 (Madison, WI)

Conference Staff, Games+Learning+Society 4.0 Conference, July 2008 (Madison, WI)

Reviewer, Games+Learning+Society 3.0 Conference, July 2007 (Madison, WI)

Conference Staff, Games+Learning+Society 3.0 Conference, July 2007 (Madison, WI)

Selected Media & Press

Thompson, C. (September 9 2008) "Games without frontiers: How videogames blind us with science." *Wired*. Available online:
http://www.wired.com/gaming/gamingreviews/commentary/games/2008/09/gamesfrontiers_0908

LeBlanc, S. (August 17 2008). "Studies: Video games can aid students, surgeons." *Associated Press* (Massachusetts and national news wires). Redistributed widely, including on CNN.com, MSNBC.com, NPR.com, Yahoo! News, USAtoday.com, FoxNews.com, Guardian.co.uk, and gaming blogs (including Kotaku.com, Gamepolitics.com, and WoWInsider.com). For example:
http://www.usatoday.com/tech/gaming/2008-08-18-video-games-learning_N.htm

Thomas, R. (November 27 2007). "Video games move off the couch." *Capital Times* (Madison, WI).

Koskovich, E. (June 23 2007). "Video game addictions? A medical disorder?" *NBC 15* (Madison, WI television affiliate). Transcript available online: <http://www.nbc15.com/home/headlines/8142547.html>

Additional information

References and course syllabi provided upon request.