

## Curriculum Vitae

### Mikael Jakobsson

Research Coordinator, MIT Game Lab  
Research Scientist & Lecturer, CMS

Massachusetts Institute of Technology  
Comparative Media Studies | Writing  
77 Massachusetts Avenue, E15-320C  
Cambridge, MA 02139 USA  
617-452-3218  
mjson@mit.edu

Mikael Jakobsson conducts research at the intersection of game design and game culture. With a foundation in interaction design, he explores research questions that are best answered through design experimentation. He also investigates how gaming activities fit into social and cultural practices, and how this knowledge can inform the design and development process. His research often involves collaboration with the game development community. As Research Coordinator for the MIT Game Lab, he is responsible for its research strategy. He also teaches classes on undergraduate and graduate level in game studies, game design, and interaction design. He has twenty years of experience in teaching, course development, research project management, collaboration with external funders and stakeholders, as well as advising Master's and PhD students.

### Education

Ph.D., Informatics, Umeå University, 2006. Dissertation: Virtual Worlds and Social Interaction Design. Advisor: Erik Stolterman.

B.S., Computer Science, Umeå University, 1995.

### Academic Appointments

- 2015-present Research Scientist and Lecturer, Comparative Media Studies, MIT.
- 2014-present Research Coordinator, MIT Game Lab, MIT.
- 2013-2015 Research Scientist, Comparative Media Studies, MIT.
- 2012-2013 Project Manager, Imagination, Computation, and Expression Laboratory, MIT.
- 2012-2013 Visiting Associate Professor, Comparative Media Studies, MIT.
- 2006-2012 Lektor (Associate Professor), School of Arts and Communication, Malmö University.
- 2004-2006 Visiting Lecturer, School of Arts & Communication, Malmö University.
- 1996-2004 Adjunkt (Assistant Professor), Informatics, Umeå University.

### Research Grants

Deep Playability. Investigating the Boundary Between Game Development and Player Communities. 3,100,000 SKR (USD 470,000). The Knowledge Foundation. 2007.

Malmö University Center for Game Studies. 180,000 SKR (USD 27,000). The Knowledge Foundation. 2007.

Malmö University Center for Game Studies. 60,000 SKR (USD 9,000). Malmö University. 2006.

Participatory Game Design. 55,000 SKR (USD 8,000) Sparbanksstiftelsen – Skåne (Scania Savings Bank Foundation). 2006.

Travel grant. 37,000 SKR (5,000 USD). The Swedish Transport and Communications Research Board. 1999.

## **Published Work**

### *Books*

Jakobsson, Mikael (2006) *Virtual Worlds and Social Interaction Design*. Dissertation. Umeå: Umeå University.

### *Refereed Journal Publications*

Jakobsson, Mikael (2011) The Achievement Machine. Understanding Xbox 360 Achievements in Gaming Practices. *Game Studies*. 11(1).

Jakobsson, Mikael & T.L. Taylor (2003). The Sopranos meets EverQuest. Social networking in massive multiplayer online games. *fineArt forum*. 17:8. August 2003.

Croon Fors, Anna & Mikael Jakobsson (2002). Beyond use and design – the dialectics of being in virtual worlds. *Digital Creativity*. 13:1. March 2002.

### *Book Chapters*

Jakobsson, Mikael (2016) Achievements. In Raiford Guins & Henry Lowood (eds.) *Debugging Game History: A Critical Lexicon*. Cambridge, MA: MIT Press.

Jakobsson, Mikael (2007) Activity Flow Architecture. Environment design in Active Worlds and Everquest. In Friedrich von Borries, Steffen P. Walz & Matthias Böttger (eds.) *Space Time Play. Computer Games, Architecture and Urbanism: The Next Level*. Basel: Birkhäuser.

Jakobsson, Mikael (2006) Questing for Knowledge – Virtual Worlds as Dynamic Processes of Social Interaction. In Schroeder, Ralph & Ann-Sofie Axelsson (eds.) *Avatars at work and play: Collaboration and interaction in shared virtual environments*. London: Springer.

Jakobsson, Mikael (2003). A virtual realist primer to virtual world design. In Ehn, Pelle & Jonas Löwgren (eds.). *Searching voices - towards a canon for interaction design. Studies in Arts and Communication #01*. Malmö: Malmö University.

Jakobsson, Mikael (2001). Rest in peace, Bill the bot. Death and life in virtual worlds. In Schroeder, Ralph (ed.). *The social life of avatars. Presence and interaction in shared virtual environments*. London: Springer.

Grönlund, Åke & Mikael Jakobsson (1999). Electronic Services to Citizens – Usable and Useful? In Karlsson, Marianne & Britt Östlund (eds.). *Users in Action. Stories of Users and Telematics in Everyday Life*. Stockholm: Kommunikationsforskningsberedningen.

### *Conferences Papers*

Jakobsson, Mikael (2007) Playing with the Rules: Social and Cultural Aspects of Game Rules in a Console Game Club. In Akira, Baba (ed.) *Proceedings of DiGRA 2007 Conference: Situated Play*. Tokyo, Japan.

Jakobsson, Mikael (2002). From architecture to interacture. *Proceedings of Internet Research 3.0: Net / Work / Theory*. Maastricht, The Netherlands.

Jakobsson, Mikael & Daniel Skog (2001). What makes a house? Approaching architectural design in virtual worlds. *Proceedings of Information Systems Research Seminar in Scandinavia*. Ulvik, Norway.

Holmström, Helena & Mikael Jakobsson (2001). Using models in virtual world design. *Proceedings of Hawaii International Conference on System Sciences 34*. Maui, HI.

Croon Fors, Anna & Mikael Jakobsson (2000). Beyond use and design – The dialectics of being in virtual worlds. *Proceedings of Internet Research 1.0: The state of the interdiscipline*. Lawrence, KS.

### *Book Reviews*

Review of Jesper Juul's *Half-Real: Video Games Between Real Rules and Fictional Worlds* (Cambridge, MA:MIT Press, 2005). *Digital Creativity*. Vol. 18:3. 2007.

Review of Byron Reeves and Clifford Nass' *The Media Equation: How People Treat Computers, Television, and New Media Like Real People and Places* (Stanford: CSLI Publications, Stanford, 1996). *Resource Center for Cyberculture Studies*. 2001.

### *Software and Digital Systems*

Ogel (1999). *Active Worlds*. Public 3D virtual world for free form building.

ConfUse (1999). *Active Worlds (EduVerse)*. 3D virtual world for conference use and teaching.

VMIT (1997). *The Palace*. 2D virtual world for teaching and social interaction.

Badis (1997). *Authorware*. Multimedia application for higher education teaching.

### **Academic Presentations**

"A Storm In Coming. Reflections on using games as learning materials." Teaching Videogames Workshop. Department of East Asian Languages and Civilizations, Harvard University. April, 2016. Invited speaker.

"Here Be Dragons: Exploring Uncharted Interaction Modes and Game Mechanics." Irish Symposium on Game Based Learning. Dun Laoghaire Institute of Art, Design and Technology, Ireland. June, 2015. Keynote.

"Co-Op Game Design." Push Button. Examining the Culture, Platforms, and Design of the Arcade. Workshop and lectures series. Cambridge, USA, January, 2014. Invited speaker.

"The Second Player: Investigating Asymmetrical Player Representations in Local Co-Operative Games." Digital Games Research Association Conference. Atlanta, USA. August, 2013. Speaker.

"Adversarial Co-operative Gaming." Friday Games, MIT Game Lab, Cambridge, USA. May, 2013. Invited speaker.

"The Second Player." Friday Games, MIT Game Lab, Cambridge, USA. December, 2012. Invited speaker.

"You Are What You Play: Understanding Xbox 360 Achievements in Gaming Practices." Magis Spring School IX. Gorizia, Italy. April, 2011. Invited speaker.

"Achievement Design." Game Developers Conference Europe. Cologne, Germany. August, 2010. Speaker.

"Reward Systems in Games." School of Arts and Communication. Malmö, Sweden. April, 2010. Colloquium with Olli Sotamaa.

"Deep Playability." Nordic Game Conference. Malmö, Sweden. April, 2010. Panel presentation with Simon Niedenthal (Malmö University) and Martin Hultberg (Ubisoft Massive).

Game Research Methods Seminar. Tampere, Finland. April, 2010. Invited commentator.

"The Achievement Machine: Understanding the Xbox Live Metagame." Gothenburg Science Festival. Gothenburg, Sweden. April, 2008. Invited speaker. Digital Games Research Association Conference. London, UK. September, 2009. Speaker. Department of Informatics. Umeå, Sweden. December 2009. Invited speaker.

"Hyper-Diaper-Lotto-Skillz." Nordic Game Conference. Malmö, Sweden. September, 2006. Speaker.

"The Social Dimension of Digital Gaming." Game Developer Conference. San Jose, California. March, 2006. Invited speaker.

"The Narrative Toys Project." Interactive Institute. Malmö, Sweden. September, 2003. Invited commentator.

"Playing With Everquest - Weaving Socio-technical Super Structures Around Norrath." Spillere & spillerpositioner. IT-University, Copenhagen, Denmark. January, 2003. Invited speaker.

"The Games as Inspirational Materials Project." Last Thursday seminar series, Malmö, Sweden. November, 2002. Invited speaker.

"The Solitary Performer." Dramaturgy Workshop. Malmö, Sweden. May, 2002. Invited speaker.

"The Secret Life of Non-Player Characters." The GIMP Workshop. Malmö, Sweden. April, 2002. Organizer/Speaker.

"A Virtual Realist Primer to Virtual World Design." Department of Informatics, Umeå, Sweden. Oct, 2001. Colloquium.

Computer Games and Digital Textualities. Copenhagen, Denmark. March, 2001. Session chair.

"New Arenas for Social Interaction." Department of Informatics, Umeå, Sweden. May, 1998. Colloquium. Department of Sociology, Umeå, Sweden. January, 2000. Colloquium.

### **Private and Public Sector Presentations**

"Using Design Experimentation as a Tool for Education and Research at MIT Game Lab." Lab presentation to visiting United States Congress staff. August, 2015.

"The Second Player: Investigating Asymmetrical Player Representations in Local Co-Operative Games." Boston Indie Game Collective. Boston, USA. July, 2015.

"Spelkultur." Malmöfestivalen. Malmö, Sweden. August, 2008. Invited speaker.

"The Achievement Machine: Understanding the Xbox Live Metagame." Library and Information Technology Services, Malmö University. Malmö, Sweden. April, 2008. Invited speaker.

"Online Communities." Ericsson Consumer Lab. Malmö, Sweden. December, 2007. Invited speaker.

"Spelens rum." Swedish Architect Association. Malmö, Sweden. November, 2005. Invited speaker.

"Taking Games Seriously: An Introduction to Games Research." Högaborgsskolan, Simrishamn, Sweden. August, 2003. Invited speaker with T. L. Taylor.

### **Consulting**

Smart Design. San Fransisco, USA. 2013.

Eonblast. Atlanta, USA. 2010.

### **Selected Media Appearances**

Sydsvenska Dagbladet, 100+ game reviews, 2002-2012

Swedish Radio, "P4 Morgon i Sjuhärad," 2012.

ABC TV (Australia). "Good Game," 2010.

Swedish Radio, "Morgon i P4 Malmöhus," 2010.

Swedish Radio, "Lunchboxen," 2009.

Sveriges Radio, "Vetenskapsradion," 2008.

PC för Alla, "Skapa dig ett bättre liv på nätet," 2006.

Dagens Nyheter, "Alldeles vanligt folk lever och älskar i den virtuella världen," 2006.

Ny Teknik, "Det virtuella är verkligt," 2006.

Metro Sverige, "Andra statusregler på nätet," 2006.

Swedish Television, "Sverige!," 2006.

Swedish Television, "Kulturnyheterna," 2005.

Boing Boing, "Everquest social networks need the Mafia," 2003.

Slashdot, "The Mafia Everquest Connection," 2003.

### **External Service**

Editorial board member for *Games and Culture*.

Board of reviewers for *Game Studies*.

Reviewer for *Journal of Virtual World Research*, *Journal of Computer-Mediated Communication*, *Journal of Contemporary Ethnography*, *Television & New Media*, *Transactions of DIGRA*, *Digital Arts and Culture*, *DIGRA Conference*, *Nordic DIGRA Conference*, *SIGGRAPH*, *Foundations of Digital Games*, *Internet Research (AIR)*, *Future and Reality of Games (FROG) Conference*, *Other Player Conferences*, and *Information Systems Research Seminar In Scandinavia (IRIS)*.

Curation committee, Boston Festival of Independent Games, 2013-2015.

Guest editor of special issue of *Simulation & Gaming* with Frans Mäyrä and Jussi Holopainen. 2012.

Final review opponent, Fatima Jonsson, Department of Computer and System Sciences, Stockholm University. 2012.

Guest editor of special issue of *Game Studies* with Olli Sotamaa. 2011.

Assessment committee, associate professor hire at The IT University of Copenhagen. 2010.

Final review committee, Daniel Skog, Department of Informatics, Umeå University. 2009.

Assessment committee, assistant professor hire at Roskilde University. 2009.

Assessment committee, associate professor hire at The IT University of Copenhagen. 2008.

Program committee *IADIS Gaming: Design for Engaging Experience and Social Interaction Conference*. 2008.

Assessment committee, associate professor hire at The IT University of Copenhagen. 2007.

External referee, post-doc application assessment for The Research Council of Norway. 2007.

Head organizer of academic track, Nordic Game Conference, Malmö. 2006-2007.

## **University Service**

2015	Graduate Admissions Committee. Comparative Media Studies, MIT.
2007-2012	Curriculum committee. School of Arts and Communication, Malmö University.
2012	Academic appointments board. Faculty of Culture and Society, Malmö University.
2010-2011	Academic appointments board. Faculty of Culture and Society, Malmö University. Substitute.
2010	Study board. Faculty of Culture and Society, Malmö University.
2006-2009	Coordinator for Malmö University Center for Game Studies.
2008	Steering group for School of Arts and Communication, Malmö University.

## **Teaching Experience**

### *Course Development*

Playful and Social Interaction Design, Introduction to Game Design Methods, Game Design, Research in Interaction Design, Interaction Criticism, Development of Games for Learning, Introduction to Design of Virtual Worlds, Information Technology, Studying Virtual World Cultures.

### *Teaching*

Introduction to Video Game Theory (BA & MA), Introduction to Game Design Methods, Game Design, Interaction Criticism, Exam Projects – Interaction Design (BA & MA), 3D and Digital Environments, Interaction Design, Cultural Theory, Exam Projects – Informatics (BA & MA), Introduction to Virtual World Design, Information Technology, IT for Communication, Computer Systems Architecture, Studying Virtual World Cultures.

### *Master's Supervisor*

Camilla Jusis. "Knot. A signature based notification system." Malmö University, Sweden. 2012.

Therese Nilsson. "Curio-Urbia. A curiosity exploration of hidden urban interactions." Malmö University, Sweden. 2011.

Matthew Hennessey. "The Brand of Security. Accessing the values of the prompt." Malmö University, Sweden. 2011.

Sunandini Basu. "Crowd Compass. An interaction design exploration of a non-place." Malmö University, Sweden. 2010.

Daniel Brossner. "Achievements. En tillräcklig belöning för spelarna?" Malmö University, Sweden. 2008.

Christo Goosen. "Glow. A design model for group play in MMO games." Malmö University, Sweden. 2008.

Helena Holmström. "Alternativa vägar för systemdesign. Skapandet av en virtuell värld baserat på en legomodell." Umeå University, Sweden. 2000.

Ulf Skoglund. "Design av virtuella miljöer. En analys av ConfUse." Umeå University, Sweden. 1999.

### *PhD supervisor*

Åsa Harvard. "Designing for Peer Learning. Mathematics, Games, and Peer Groups in Leisure-time Centers" Lund University. Co-supervisor 2008-2012 with Professor Peter Gärdenfors. 2015.

Maria Bäcke. "Power Games. Rules and Roles in Online Worlds." Blekinge Technical University. Co-supervisor with Professor Jay David Bolter. 2011.