

Matt Knutson
Curriculum Vitae
7/20/2023

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EDUCATION

2020	Ph.D. in Visual Studies, UC Irvine Dissertation title: Frame-Perfect: Temporalities in Competitive Gaming Thesis adviser: Braxton Soderman
2014	M.A. in English, Boston College
2009	M.Ed. in Secondary Education, University of Minnesota Twin Cities
2007	B.A. in English, University of Wisconsin Madison

PROFESSIONAL APPOINTMENTS

2023-Present	Assistant Professor University of North Dakota, College of Education and Human Development
2020-2023	Assistant Professor University of Central Oklahoma, Department of Mass Communication

PUBLICATIONS

Refereed Journal Articles

2018	“Backtrack, Pause, Rewind, Reset: Queering Chrononormativity in Gaming,” <i>Game Studies</i> , December 2018
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Book Chapters

2024	Esports Production (Forthcoming in <i>The Routledge Handbook of Esports</i> , Taylor & Francis)
2023	“Shout-Outed: Pronoun Hazards in Live-Streamed Esports Events (A Conversation with Sasha ‘Magi’ Sullivan)” <i>Life in Real Time: Live Streaming Culture</i> , MIT Press
2023	“Wasn’t in the Cards: The Proto-Esport of Professional Magic” <i>Beyond the Deck: Critical Essays on Magic: The Gathering</i> , McFarland

Conference Proceedings

- 2020 “Living By the Code: Drafting and Enacting Community Guidelines for a More Inclusive Esports Environment,” UC Irvine Esports Conference
2019

Book Reviews

- 2020 “Review: *Intermedia Games: Games Inter Media* (2019),” *American Journal of Play*

Manuscripts in Preparation

- 2023 “Accessible Sport and ‘Wheelchair Romance’: 1980s Pinball and Arcade Tournaments for People with Disabilities” (*ROMchip* Materials submission)

HONORS AND AWARDS

- 2020 Graduate Student Research and Travel Award, UC Irvine School of Humanities
2019 Graduate Student Research and Travel Award, UC Irvine School of Humanities
2013 Henry Blackwell Prize for essays in cultural studies, Boston College

GRANTS AND FELLOWSHIPS

- 2022 New Faculty Start Up Grant, University of Central Oklahoma
2022 RCSA Presentation Grant, University of Central Oklahoma
2017 Research Fellowship, The Strong Museum of Play, Rochester NY
2014-2019 Dean’s Fellowship, School of Humanities at UC Irvine
2013 Teaching Fellow, Boston College
2012 Academic scholarship, Boston College

INVITED TALKS

- 2019 International Game Developers Association, Orange County chapter meeting: “Living by the Code: Drafting and Enacting Community Guidelines for a More Inclusive Esports Environment”

CONFERENCE ACTIVITY

Conferences Organized

2023	Emerging Esports Leaders Conference, steering committee
2021	UC Irvine Esports Conference 2021, co-organizer
2018	UC Irvine Esports Conference 2018, peer review coordinator
2017	UCI Esports Symposium, streaming and social media
2016	UC Irvine Visual Studies Graduate Student Conference, co-chair

Papers Presented

2023	Society for Cinema & Media Studies 2023 annual conference, “Topomania: Ludic Self-Aggrandizement in Participatory Media” (chair)
2022	Affecting Game Time conference, The University of Edinburgh, “Presently Asynchronous Presence: Illusory Liveness in Live-Streaming”
2022	Society for Cinema & Media Studies 2022 annual conference, “Wasn’t in the Cards: The Proto-Esport of Professional Magic” (chair)
2021	UC Irvine Esports Conference, “Wasn’t in the Cards: The Proto-Esport of Professional Magic”
2021	Society for Cinema & Media Studies 2021 annual conference, “‘Golden Age’ Pros: An Archival Study of the Pre-History of Esports” (co-chair)
2020	Queerness and Games Conference, “He/She/They: The Risks of Being Outed on Stream” (accepted but the event was cancelled)
2020	UC Irvine Esports Conference, “He/She/They: The Risks of Being Outed on Stream”
2020	Dreamhack Anaheim, “Varsity and Beyond: Administrators and Athletics,” panel discussion
2020	Society for Cinema & Media Studies 2020 annual conference, “‘Golden Age’ Pros: An Archival Study of the Pre-History of Esports” (accepted; conference delayed due to COVID-19)
2019	Society for Literature, Science, and the Arts annual conference, “The Distributed Ethos of <i>Melee</i> Netplay”
2019	UCI Esports Conference 2019, “Living By the Code: Drafting and Enacting Community Guidelines for a More Inclusive Esports Environment”
2019	Game Developers Conference 2019, “Diversity and Inclusion in Esports: Where It Is, Where It’s Going, and How It’s Being Done”
2018	Society for Cinema & Media Studies 2018 annual conference, “Buffered Time: Connected Asynchronicity on Twitch” (presented remotely)
2017	Society for Cinema & Media Studies 2017 annual conference, “Frame Perfect: Optimization in the Micro-Temporality of Skillful Play”
2016	Subjected to Play Conference at University of Southern California, “Playing Roles: Games as Sites of Identificatory Performance”

- 2016 Extending Play Conference at Rutgers University, “Frame Perfect: Optimization in the Micro-Temporality of Skillful Play”
- 2016 The SOCIAL Conference at Boston University, “Algorithm and Architecture: The Persistence of Disciplinarity in Informatic Control”
- 2016 Significations Conference at California State University – LA “Raster Romance: Compulsive Heterosexuality in the 1980s Arcade”
- 2015 Media Fields Conference at University of California – Santa Barbara, “The Dehumanized and the Nonhuman: Empathetic Play in Lucas Pope’s Papers, Please”

Discussant

- 2019 Society for Cinema & Media Studies 2019 annual conference, “Hierarchies of Connectivity in Video Games” panel

CAMPUS TALKS

- 2021 “Esports Research,” University of Central Oklahoma Library Staff Meeting guest speaker
- 2020 “Wasn’t in the Cards: The Proto-Esport of Professional *Magic*,” College of Liberal Arts new faculty lecture series
- 2019 Discussant, UCI Esports Conference
- 2019 Guest lecturer, Social Science, Introduction to Video Gaming, “An Overview of Video Game History”
- 2019 Inclusive Streaming Initiative workshop, UC Irvine
- 2019 Guest lecturer, Information and Computer Science, Internet Technologies and Their Social Impact, “Time in Online Games”
- 2018 Discussant, UCI Esports Conference
- 2018 Discussant, Music and Games guest panel
- 2018 Guest lecturer, Film and Media Studies, Introduction to Broadcast Media, “Hackers and Media Policy, Then and Now”
- 2017 Presenter, Technology Skill Share: Twine in the Classroom, Digital Humanities Working Group
- 2017 Poster presentation, UCI Esports Kick-off 2017
- 2017 Presenter, Critical Game Studies Symposium at UC Irvine, Coerced Play workshop
- 2016 Guest lecturer, Film and Media Studies, The Contemporary Era, “Modern Distribution: Digital Film, Games, and Transmediation”
- 2016 Poster presentation, UCI Esports Kick-off 2016

INSTRUCTIONAL EXPERIENCE

Courses Taught at the University of North Dakota, Program in Esports

Introduction to Game Studies (Fall 2023)
Esports and Healthy Gaming (Fall 2023)

Courses Taught at the University of Central Oklahoma, Department of Mass Communication

Introduction to Media Studies (Fall 2020, Spring 2021, Fall 2021, Spring 2022, Fall 2022, Spring 2023)
Gender, Race, Class and Media (Fall 2020, Spring 2021, Fall 2021, Spring 2022, Fall 2022, Spring 2023)
Introduction to Film Studies (Fall 2022, Spring 2023)
Masculinity in the Media (Fall 2021, Spring 2023)
Intro to Esports (Fall 2020, Spring 2021)
Esports and Media (Fall 2020, Fall 2021)
Queer Studies and Media (Spring 2021)
LGBTQIA+ Representations in Film and Media (Spring 2022)
English Composition (Spring 2022 – Department of English)
Fundamentals of Speech (Fall 2022)

Courses Taught at Laguna College of Art and Design, Department of Liberal Arts

History of Game Art (Fall 2019, Spring 2020)

Courses Taught at UC Irvine, Department of Film and Media Studies

Introduction to Digital Media (Summers 2017 and 2018)
Introduction to Film Analysis (Summer 2019)

Courses Taught at Boston College, Department of English

First-Year Writing Seminar (Fall 2013)

SERVICE TO PROFESSION

2023	Reviewer, <i>Routledge Handbook of Esports</i>
2022	Reviewer, <i>American Journal of Play</i>
2022	Reviewer, manuscript for De Gruyter (Berlin)
2021	Reviewer, UC Irvine Esports Conference 2021
2019	Reviewer, UC Irvine Esports Conference 2019
2019	Reviewer, <i>Entertainment Computing</i>

UNIVERSITY SERVICE

2023-present Director, UND academic program in Esports
2022-2023 Director, UCO Film Studies Minor
2022 Adviser, McNair Scholars Program, UCO
2021-2023 Film Studies Curriculum Committee, UCO
2020-2023 Central Gaming Community Faculty Sponsor, UCO
2020-2023 UCO Esports Committee
2018-2020 UC Irvine Esports: Community Guidelines Committee
2016 UC Irvine Visual Studies Graduate Student Association, co-chair
2015-2020 UC Irvine Digital Humanities Working Group, member

MEDIA COVERAGE

2022 *SciFi Gangstas* podcast: “Talking Meritocracy, Neoliberalism, and Squid Game with Dr. Dongjoon Lee and Dr. Matt Knutson”
2021 *Gay For Play: A Video Game Podcast*, episode 9, “Time is a Heteronormative Construct”
2019 “The Problem of Toxicity in Esports (and Two Solutions),” *Variety*

PROFESSIONAL MEMBERSHIPS AND AFFILIATIONS

Video Game Studies Scholarly Interest Group, Society for Cinema and Media Studies.