

Matt Knutson  
Curriculum Vitae  
8/28/2024

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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

2024	“Accessible Sport and ‘Wheelchair Romance’: 1980s Pinball and Arcade Tournaments for People with Disabilities” <i>ROMchip</i> , July 2024
2018	“Backtrack, Pause, Rewind, Reset: Queering Chrononormativity in Gaming,” <i>Game Studies</i> , December 2018

### 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*” *Beyond the Deck: Critical Essays on Magic: The Gathering*, 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*

### **Other Publications**

2024 “How people with disabilities got game – the surprisingly long history of broader access to arcade and video sports,” *The Conversation*  
2022 “Fair Play and Perverse Systems in Squid Game,” *In Medias Res*

### **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**

2024-2027 Fulbright Specialist  
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**

2024 Clark University. “How to Successfully build a Collegiate Esports Program: Academics, Varsity, & Club.”

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 (conference cancelled)  
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

2024 Esports Research Network Conference, “Accessible Sport and ‘Wheelchair Romance’: Gaming and Disability in a 1980 Documentary” (accepted)  
2024 Academic Esports Seminar (University of Agder, Norway), “Empowering Youth and Fostering Inclusion: The Role of Esports in Educational Innovation” (co-presenter)  
2024 Society for Cinema & Media Studies 2024 annual conference, “Accessible Sport and ‘Wheelchair Romance’: Gaming and Disability in a 1980 Documentary”  
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 *Melee* 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**

- 2024 “Leveling Up for Collegiate Esports” panel at state high school esports tournament, UND
- 2019 Society for Cinema & Media Studies 2019 annual conference, “Hierarchies of Connectivity in Video Games” panel

### **Posters Presented**

- 2024 American Kinesiology Association’s Annual Workshop, “Addressing Social Justice and Equity Imperatives: Exemplars of Inclusive Excellence” (co-author, not in attendance)

### **CAMPUS TALKS**

- 2024 “Accessible Sport and ‘Wheelchair Romance’: Gaming and Disability in a 1980 Documentary,” 2024 College of Education and Human Development Research Conference
- 2023 “Esports Degree at UND,” UND Admissions Meeting

2023	“Esports Legal Issues,” Technology Law Student Association meeting
2021	“Esports Research,” University of Central Oklahoma Library Staff Meeting guest speaker
2020	“Wasn’t in the Cards: The Proto-Esport of Professional <i>Magic</i> ,” 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 Esports (Spring 2024)  
 Game Design for Esports (Spring 2024)  
 Esports I (*Smash Bros.* Fall 2023 & 2024, *Rocket League* Spring 2024)  
 Introduction to Game Studies (Fall 2023)  
 Esports and Healthy Gaming (Fall 2023 & 2024)

### **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)

### **Graduate Students Supervised**

2024-present Nathaniel Pagel, Experimental Psychology  
2024-present Susan Scoullar, Clinical Psychology

### **SERVICE TO PROFESSION**

2024 Reviewer, Routledge  
2024 Reviewer, Cambridge University Press  
2024 Reviewer, Wiley Blackwell  
2023 Reviewer, *Routledge Handbook of Esports*  
2022 Reviewer, *American Journal of Play*  
2022 Reviewer, manuscript for De Gruyter (Berlin)  
2021 Reviewer, UC Irvine Esports Conference 2021  
2019 Reviewer, UC Irvine Esports Conference 2019  
2019 Reviewer, *Entertainment Computing*

### **UNIVERSITY SERVICE**

2023-present UND Esports Council  
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**

2024 UND Alumni Magazine  
2023 Winnipeg Free Press: “Esports competitions motivating force for First Nations students, educators say”  
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.