

CURRICULUM VITAE

Jack perse (they/them)

also known as Jack Hart

School of Journalism & Communication
University of Oregon

CONTACT INFORMATION

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Education

Ph.D. Communication & Media Studies, (July, 2026), University of Oregon

Dissertation: *Gamebodies: Affective relationships between players and videogames.*

Committee: Maxwell Foxman (Chair), Whitney Philips, Gabriela Martínez, Quinn Miller

MSc Game Science & Design, (2019). Northeastern University

Thesis: *Backtracking: An Ecological Investigation to Contextualize Rewards in Games*

BSc Psychology (2017), University of Central Florida

Publications

- (3) **Jack perse.** (2024). Unsweet Tea: Games as Bodies. In *Abstract Proceedings of DiGRA 2024 Conference: Playgrounds.*
- (2) Sam Snodgrass, Omid Mohaddesi, Guillermo Romera Rodriguez, **Jack Hart**, Christoffer Holmgård, and Casper Harteveld. (2019) Like PEAS in PoDS: The Player-Environment-Agents-System Framework for the Personalization of Digital Systems. In _The 2019 International Conference on the Foundations of Digital Games (FDG).
- (1) Harteveld, C., Snodgrass, S., Mohaddesi, O., **Hart, J.**, Corwin, T., & Romera Rodriguez, G. (2018). The Development of a Methodology for Gamifying Surveys. In Proceedings of the 2018 Annual Symposium on Computer-Human Interaction in Play Companion Extended Abstracts (pp. 461-467). ACM.

Manuscripts in preparation and Review

- (3) Jack perse. (Under Review at Convegence) Playing with Underwear and Hammers: Queering Games at the Surface
- (2) Jack perse (Under Review, Well Played Journal) Spirit Farer, Grievability, and Dealing with Death.
- (1) Jack perse. & Bri Sonner. (In Preparation) Trans Glitches and Patching Out Gender Disruptions

Video Game Projects

- (5) Our Lady, Devour (In development) experimental game about family archives and embodiment
- (4) Poke. Stroke. Grasp. (2022) An experimental poem on body dysphoria
- (3) A Museum of Self & Space (2022) A First Person Narrative Exploration game about our inner demons and how they're reflected in the world around us.
- (2) A Museum of Self (2019) An experimental autobiographical game about depression and creating art.
- (1) The Bad Games Trilogy (2019) A series of games created to explore what makes classic games good and how to disrupt the state of flow they elicit: bad Tetris, brick breaker, and Frogger.

Peer-Reviewed Conference Presentations

- (8) Jack perse (2026, April). Epiphany-Led Practice as Scholarly Research. Presented at What is Research, Portland, OR
- (7) Jack perse (2026, February) Buggy Bodies and Skinless Faces: Repairing and Reinforcing Normativity in Assassin's Creed Unity
- (6) Jack perse (2025, November). The Videogame Controller is a Dildo: Queering Games at the Surface. Presented at the National Communication Association, Denver, CO
- (5) Jack perse (2025, June) The Videogame Controller is a Dildo. Presented at 2025 International Communications Research, Denver, CO
- (4) Jack perse (2024, June) Unsweet Tea: Games as Bodies. Presented at 2024 Digital Games Research Association, Guadalajara, Mexico
- (3) Jack perse (2024, March) Hegemonic Aesthetics of Cozy Videogames. Presented at 2024 Society for Cinema and Media Studies Conference, Boston, Massachusetts

- (2) Jack perse (2023, November) Attacking Bats with Bones: Wholesome and Cozy Games. Presented at the 109th Annual National Communication Association Convention, National Harbor, Maryland
- (1) Jack perse & Rye Davies (2023) The Queer Games Box: How to Choose What Matters. Presented at Data|Media|Digital Symposium. Eugene, Oregon

Public-Facing Exhibitions and Presentations

- (10) Jack perse (2025, September) The Videogame Controller is a Dildo: Queering Games at the Surface. Presented at Queer Games Conference, Montreal, Québec
- (9) Jack perse. *Poke. Stroke. Grasp.* (2025) at Queerness in Games Conference, Montreal, CA
- (8) Jack perse. *Poke. Stroke. Grasp.* (2024) at Avant Beetle, Atlanta, GA
- (7) Jack Hart (2023) Experimental Games Workshop, Presented at Game Developers Conference
<https://www.gdevault.com/play/1029048/Experimental-Game>
- (6) Jack perse *Poke. Stroke. Grasp* (2023) at Portland Retro Game Expo with Portland Indie Game Squad, Portland OR
- (5) Jack Hart (2021) Creating Games With The Parasocial In Mind, Presented at Freeplay Independent Games Festival. <https://www.youtube.com/watch?v=7uRTVPUJ6GE>
- (4) Jack perse *A Museum of Self & Space* (2019) at Portland Retro Game Expo with Portland Indie Game Squad
- (3) Jack Hart (2020) My Loved Ones Don't Know The Games I Make, Presented at PixelPop Festival https://www.youtube.com/watch?v=tIrS6YwCtoY&t=1s&ab_channel=PixelPopFestival
- (2) Jack Hart (2019) Duckhunt Dogme 95: A Dogmatic Approach to Building Rad Games, Presented at PixelPop Festival
https://www.youtube.com/watch?v=Dknj4WQwzEQ&ab_channel=PixelPopFestival
(presentation starts ~ 10-minute mark)
- (1) Jack perse *A Sad Day* (2019) at PixelPop Festival with STL Game Dev

Panels Moderated

- (3) September 2025 “Recreating the Self in Digital Space(s)” at Queerness in Games Conference, Montreal, CA. Moderator
- (2) September 2025 “Queering Control” at Queerness in Games Conference, Montreal, CA. Moderator
- (1) September 2025 “This Bed We Made: In Conversation” at Queerness in Games Conference, Montreal, CA. Moderator

Grants Awarded

- (6) University of Oregon Center of Women and Gender Studies 2023-2024
 - **The Invisible Labor of Personal Gender-Queer Video Games**, \$3000
- (5) Columbia Scholarship 2022-2026 \$4000
- (4) University of Oregon School of Journalism and Communications Travel Grant, 2025 \$1200
- (3) University of Oregon School of Journalism and Communications Travel Grant, 2024 \$1200
- (2) University of Oregon School of Journalism and Communications Travel Grant, 2023 \$1200
- (1) University of Oregon School of Journalism and Communications Travel Grant, 2022 \$1200

Awards

- (2) National Communication Association Game Studies Division Top Student Paper Award 2025
- (1) University of Oregon, School of Journalism & Communications Outstanding Doctoral Teaching Award 2024-2025

Teaching Experience

Primary Instructor, Graduate Employee (2022-2025)
J211 Gateway to Media

- Introduction to media production, including written, photo, audio, and video production for Journalist, PR, Advertising, and Media Studies majors.

J249 Studying Games

- Introductory course for Game Studies minor. Introduces concepts to analyze games.

JCOM 203 Writing As Practice

- Introductory writing course for journalists, PR, Advertising, and Media Studies majors. Students develop personal writing practices while learning professional writing skills.

Academic & Public Service

- (2025-Current) Founder and organizer of the SOJC Graduate Research Forum
- (2024) SOJC Incoming PhD Student Mentor
- (2024) Hiring Committee member for Game Studies Assistant Professor
- (2023-2024) Co-VP for Diversity, Equity, and Inclusion. Graduate Teaching Fellowship Federation

Relevant Professional and Academic Appointments

University of Oregon Graduate Teaching Fellow - Sept. 2022 - Current

Northeastern Game Studio Oct. 2017 - August 2019

- Researcher and Lead Game Designer on StudyCrafter

UCF Institute for Simulation and Technology/Army Research Laboratory Aug. 2016 - June 2017

- Research Assistant for Jessie Y.C. Chen

UCF PeRL Lab January 2016 - October 2016 - Research Assistant

Design Interactive Inc. Feb. 2015 - June 2016 - Scientist Intern

Other fun skills

- Proficient in C#, Unity Game Engine, Adobe Creative Suite
- Knowledgeable in Unreal, Blender, Godot, Game Maker, Audacity