

## Comparative Media Studies

Established as a graduate program in AY2000 and as an undergraduate major in AY2008, Comparative Media Studies (CMS) infuses the study of contemporary media (including film, television, and digital systems) with both a broad historical understanding of older forms of human expression and an awareness of the constant interplay of emerging technology and new media. The program embraces theoretical and interpretive principles drawn from the central humanistic disciplines of literary study, history, anthropology, art history, and film studies and aims for a comparative synthesis that is responsive to the distinctive emerging media culture of the 21st century. Students in the program are taught to explore the complexity of our media environment by learning to think across media and to see beyond boundaries imposed by older medium-specific approaches to the study of audiovisual and literary forms.

The comparative and cross-disciplinary nature of both the graduate and undergraduate programs is embodied in a faculty drawn from the Anthropology; Foreign Languages and Literatures (FLL); History; Architecture and Art; Literature; Music and Theater Arts (MTA); Philosophy; Writing and Humanistic Studies (PWHS); Science, Technology, and Society; Media Arts and Sciences; Political Science; and Urban Studies and Planning programs. Approximately 25 faculty members teach subjects in CMS.

The graduate program consists of a two-year course of study leading to a master of science degree. The program aims to prepare students for careers in fields such as journalism, teaching and research, government and public service, museum work, information science, corporate consulting, media industry marketing and management, and educational technology. Our recent graduates are working in fields such as higher education, teaching, journalism, and photojournalism, and at media and technology consulting firms, media production companies, and software firms. The undergraduate program, formally approved by the Institute's faculty as an interdisciplinary major in 2008, mirrors the graduate program in concept and ambition and has been experiencing steady growth since its inception. As in the past, CMS has an impressive roster of funded research projects and outreach activities.

The program is still regrouping from the a turning point reached in 2009, when, despite great achievement, CMS was still unable to grow beyond its initial two full-time faculty members and lack of section status. As a result, it lost professor Henry Jenkins, founder and one of two directors/faculty members. Graduate admissions have been frozen for AY2010 and AY2011 while the undergraduate program continues unaffected.

## Research

### Themes

CMS research themes cross academic disciplines and involve both traditional and emerging communications media, establishing a focus for public presentations, research agendas, and curricular initiatives. The primary research themes are:

- The GAMBIT Lab—creation and study of innovative entertainment digital gaming
- Convergence culture—understanding the new media landscape
- The education arcade—pedagogical potentials of computer and video games
- Informed citizenship and the culture of democracy
- Global culture and media
- Media in transition
- Transforming humanities education

These research themes infuse our academic program, help to shape our outreach activities, and attest to our commitment to bridging disciplines within the Institute and between the Institute and the world. The themes find tangible form in the research projects described below.

### Projects

The Singapore-MIT GAMBIT Game Lab (<http://gambit.mit.edu/>) is a five-year research initiative that addresses important challenges faced by the global digital game research community and industry. This initiative focuses on identifying and solving research problems using a multidisciplinary approach that can be applied by Singapore’s digital game industry. Funded by the Media Development Authority of Singapore, the initiative builds collaborations between MIT students, faculty, and staff and their counterparts in Singapore, who bring a range of competencies, including technical skills, conceptual design, game design, visual arts, and sound design in order to translate research into small, polished, playable games. Sister laboratories in Cambridge and Singapore facilitate the necessary multidisciplinary interaction, creative exchange, and agile software development among GAMBIT’s international researchers, students, and developers.

In 2010, the Princeton Review and *GamePro Magazine* identified GAMBIT as the 8th Top Game Design School in a survey of 500 schools across the US and Canada. Microsoft will distribute the sequel of “CarneyVale: Showtime,” GAMBIT’s grand prize winner in Microsoft’s 2008 Dream-Build-Play Challenge and finalist in the 2009 Independent Games Festival. “CarneyVale: Showtime” was also selected the winner of the 2009 PAX 10 Independent Games Showcase at the Penny Arcade Expo in Seattle. Developed with CMS’s Education Arcade, the educational game Waker was a finalist for the 2009 Indie Game Challenge in Las Vegas. Waker and Dearth, a puzzle game developed with CSAIL, were also selected for the Boston Indie Showcase at PAX East, a Boston game convention with over 60,000 attendees in 2010. Snap Escape, GAMBIT’s photography game for Facebook, was nominated for Best Social Game at the Flash Game Awards in San Francisco.

These projects and others—including research on new animation tools and applications of artificial intelligence, digital games for the blind, emotion and metaphor in games, cultural differences in aesthetics, and games for learning—have led GAMBIT to be featured in *The New York Times*, *The Wall Street Journal*, *MIT’s Technology Review*, *USA*

Today, *The Chronicle of Higher Education*, *The Boston Globe*, *Wired*, *bOING bOING*, *The Onion*, *EDGE*, *Gamasutra*, and *Kotaku*, and on the Discovery Channel, National Public Radio, MTV, and CNN. GAMBIT's researchers, developers, and students have presented their work at SIGGRAPH, DiGRA, the Game Developers Conference, FuturePlay, Media in Transition, the Computer Supported Cooperative Work Conference, and the Foundations of Digital Games conference, and have contributed essays to such peer-reviewed publications as *ACM Transactions on Graphics*, *Computer Graphics Forum*, the *Symposium on Computer Animation*, the *Journal of Communication*, *Games and Culture*, *New Media & Society*, *Eludamos: the Journal for Computer Game Culture*, and *The Journal of Transformative Works and Cultures*. GAMBIT researcher Jesper Juul has published *A Casual Revolution: Reinventing Video Games and their Players* with MIT Press. Series editors William Uricchio, Geoffrey Long, and Jesper Juul are planning to launch the *Playful Thinking* series of short books with MIT Press in 2011.

The MIT Center for Future Civic Media (<http://civic.mit.edu/>) was established in 2007 as a joint effort between the MIT Media Lab and CMS, bridging two established programs at MIT—one known for inventing alternate technical futures and the other for identifying the cultural and social potential of media change. Funded by a four-year grant from the Knight Foundation, the center is developing technical and social systems for sharing, prioritizing, organizing, and acting on information to support the flow of news in local communities. Examples include developing new technologies to support and foster civic media and political action, serving as an international resource for study and analysis of civic media, and coordinating community-based test beds both in the US and internationally. The center hosts weekly research meetings at MIT, community forums and public events, and the annual Knight News Challenge winners' conference in June. Highlights from this year include "The Future of Civic Engagement in a Broadband-enabled World" (<http://civic.mit.edu/event/the-future-of-civic-engagement-in-a-broadband-enabled-world/>), "Communications Forum: Government Transparency and Collaborative Journalism" (<http://civic.mit.edu/event/communications-forum-government-transparency-and-collaborative-journalism/>), "Communications Forum: Civics in Difficult Places" (<http://civic.mit.edu/watchlistenlearn/video-civics-in-difficult-places/>), "Using the Web to Connect Your Community and Encourage Civic Engagement in Cambridge" (<http://civic.mit.edu/event/using-the-web-to-connect-your-community-encourage-civic-engagement-in-cambridge/>), "The Emerging Fifth Estate: Can the Likes of Twitter, YouTube, and Other Social Networks Help Solve Real Government Problems?" (<http://civic.mit.edu/event/the-emerging-fifth-estate-can-the-likes-of-twitter-youtube-and-other-social-networks-help-so/>), and "The Future of News and Civic Media: Knight News Challenge Winners" (<http://civic.mit.edu/conference2010/>). The center's research has also been mentioned widely in the press, including Boston television station WBZ, *The New York Times*, *Dan Rather Reports*, *Philadelphia Metro*, and *The Boston Globe*.

The Education Arcade (<http://www.educationarcade.org/>) seeks to identify the pedagogical potential of games as a medium and to find ways to use games for learning both in and out of the classroom. This year, the Education Arcade completed work on the Kids' Survey Network, with support from the National Science Foundation. The project developed games that introduced young players to concepts related to the

collection and display of data. Lure of the Labyrinth, an online game for middle school math and literacy learning targeted toward underserved populations, has been seeing increasing numbers of adoptions nationwide, and receiving favorable notice in academic publications. Research completed by the Education Arcade and sponsored by NBC News on high school students' use of social networking, games, and new media in their academic studies continues to inform NBC's development of iCue, a suite of online learning tools and games that gives students access to NBC archives as a supplement to their studies. Also, in the past year, the Education Arcade began a major collaboration with the Smithsonian Institution, creating an online game/event that will be played by middle school students nationwide in spring 2011. This game, developed with a grant from the National Science Foundation, raises issues related to climate change and biodiversity.

Project New Media Literacies (NML, <http://www.newmedialiteracies.org/>), sponsored by the MacArthur Foundation, was here in fall 2009 before it moved to University of Southern California in 2010. It explores participatory culture with an eye toward identifying the social and cultural skills that young people must learn and practice to successfully navigate the contemporary media culture, under the belief that young people should both make and reflect upon media, and through that process, acquire important skills in teamwork, leadership, problem solving, collaboration, brainstorming, communications, and creating projects. NML has developed a range of materials that have been taken up by educators internationally. Resources can be found at NML's Community Site (<http://projectnml.ning.com/>); they include two Teachers' Strategy Guides: Reading in a Participatory Culture and Mapping in a Participatory Culture. They also include development of the Media Makers Challenge Collection, which seeded content for the Learning Library, an NML-designed distributed application. We also collaborated with Harvard University's GoodPlay Project on a digital media and ethics casebook called *Our Space*. NML is part of a larger initiative that MacArthur has launched to explore social and educational opportunities in the new media landscape.

The mission of the Convergence Culture Consortium (C3, <http://www.convergenceculture.org/>) is to track new ways of storytelling, advertising, and branding; analyze them; and examine how they can be placed in a larger artistic and commercial context. Turner Broadcasting is a corporate founding partner of the consortium; international partners include Petrobras (Brazil), Internet Grupo (Brazil), The Alchemists (Brazil), and Nagravision SA, a Kudelski Group Company (Switzerland). The project's team members have authored a series of white papers and research memos, operate a project-related blog, and hosted a highly influential annual conference on the topic of media convergence entitled Futures of Entertainment. The consortium continues to attract new members and to generate significant interest from the public and industry alike.

### **HyperStudio**

HyperStudio, directed by principal research associate Kurt Fendt, organized its first biennial humanities + digital conference in May 2010. Focusing on the topic of visual interpretations, the conference's goal was to get beyond the notion that information exists independently of visual presentation, and to rethink visualization as an

integrated analytical method in humanities scholarship. HyperStudio's three-day Visual Interpretations conference brought more than 250 digital practitioners, computer scientists, and humanities scholars together with experts in art and design to consider the past, present, and future of visual epistemology in digital humanities. More than 60 presentations, papers, demonstrations, workshops, and poster sessions, in conjunction with four keynote talks, provided the intellectual context for stimulating discussions throughout the conference. By fostering a rich dialogue and critical engagement, the conference was able to explore new ways to design data and metadata structures so that their visual embodiments function as "humanities tools in digital environments" (Johanna Drucker). The keynote speakers, all prominent experts in the field, included Johanna Drucker (University of California, Los Angeles), Lev Manovich (University of California, San Diego), Ben Shneiderman (University of Maryland), and Fernanda Viégas and Martin Wattenberg (flowing media).

Feedback from the audience and the speakers was extremely positive. Lev Manovich called it a "historical conference," the first of its kind and one that happened at a crucial moment in the discussion about the visual in digital humanities. It is fair to say that this conference established HyperStudio, the School of Humanities, Arts, and Social Sciences (SHASS), and MIT as a leader in digital humanities research and development, with a distinct cross-disciplinary and applied approach. All keynote talks are available on MIT World (<http://mitworld.mit.edu/series/view/161>) and will be available at iTunes U MIT as well. In addition, all other presentations will be available on MIT's TechTV (<http://techtv.mit.edu/collections/hyperstudio:1184>). At this point, we are not planning a separate conference publication. The 2010 Visual Interpretations conference covered one of the declared research areas of HyperStudio: visualization. Due to the great success and feedback, HyperStudio is planning a follow-up workshop in spring 2011, and has already started conceptualizing the second humanities + digital conference in 2012, focusing on another one of HyperStudio's research areas: collaboration. The working title for the 2012 conference is "Participatory Humanities." The website, program, and all other information about the conference can be accessed at <http://hyperstudio.mit.edu/h-digital/>.

### *Studio Talks*

Started in fall 2007, these regular talks by leading experts and practitioners in the field of digital humanities have attracted a wide audience from SHASS and other parts of the Institute. This past year, HyperStudio organized the following Studio Talks:

- Howard Eiland (Literature faculty) on palimpsests in Walter Benjamin's *Arcades Project* as a model for digital humanities concepts
- Madeleine Clare Elish (HyperStudio) and Alise Uptis (MIT Program in Art, Culture and Technology) on Re-Imagining the Archive—The Role of Process and Documentation in Creative Work/A Case Study of MIT ACT'S Future Archive Project
- Ann Whiteside (MIT Libraries) spoke on the SAHARA Initiative—Transforming the Field of Architectural History through Collaboration

HyperStudio projects and research activities were presented at the following conferences:

- Digital Humanities 101 Symposium at the University of North Carolina at Charlotte, October 2009
- Annual Chicago Colloquium on Digital Humanities and Computer Science, Illinois Institute of Technology, Chicago, November 2009
- NERCOMP conference on Digital Scholarship in the Humanities and Beyond, Holy Cross, Worcester, MA, February 2010
- Journée d'étude "Base de données prosopographiques" Clermont-Ferrand— Centre d'Histoire Espaces et Cultures, France, June 2010

Selected work on digital humanities projects includes the Comédie-Française Registers Project. This project, undertaken in close collaboration with History professor Jeffrey Ravel, the Comédie Française theater troupe in Paris, and the Universités Paris III (Sorbonne) and Paris X (Nanterre), seeks to make the rich performance history of the Comédie Française accessible to theater historians through a publicly accessible repository of digitized performance records and innovative scholarly tools. Since this project focuses on the detailed analysis of daily performance data, HyperStudio is developing innovative visualization tools that allow scholars to flexibly apply different criteria to view performance data—for example, ticket sales per category in a variety of graphical representations. In addition, HyperStudio is developing collaboration tools that allow scholars to jointly transcribe information on digitized facsimile pages (an approach known as crowd-sourcing), which can then be used by data visualization and browsing tools.

### *Serial Experience*

This collaboration, led by professor James Buzard of Literature and the University of Virginia seeks to develop innovative ways to engage readers and students of literature with the experience of reading Victorian-era serial novels. HyperStudio's first prototype, developed by former CMS graduate student Whitney Trettien, includes information on the publication dates and frequencies for more than 60 novels. Sample facsimiles from several actual serial novel installments are already included in the prototype. Currently, a proposal for a National Endowment for the Humanities (NEH) Digital Start-Up grant is being prepared for a fall 2010 deadline. With this grant, we seek to explore the reception of serial media more generally, using Victorian novels as a primary example. A prototype of the project can be accessed at <http://web.mit.edu/hyperstudio/serialexperience/>.

### *Edgerton Digital Collections Project*

HyperStudio has been collaborating with the Edgerton Center, the MIT Museum, and MIT's Libraries and Institute Archives to develop and implement user interface and interaction designs for the Edgerton digital collections. HyperStudio team members Suzana Lisanti and Brett Barros have been involved in this project. The project can be accessed at <http://edgerton-digital-collections.org/>.

### *New HyperStudio Website*

In 2009, HyperStudio redesigned its website to better showcase our range of activities. This includes research and development activities, both in terms of projects and software tools and platforms, and outreach activities such as StudioTalks, workshops,

and conferences. In addition, research ideas, new developments, and considerations for future HyperStudio works should be communicated via regular blog entries so that HyperStudio's website, would also turn into a resource in digital humanities. The site was designed by Oat Creative, a Boston-area web design company and implemented as a Wordpress site by HyperStudio's user interface developer Brett Barros. Former HyperStudio research assistant Whitney Trettien, now a PhD student in English at Duke University, continues to be a regular blogger, writing about current and emerging issues in digital humanities. The website can be accessed at <http://hyperstudio.mit.edu/>.

## **Finances and Funding**

In AY2010, CMS continued its fundraising activities with a total volume of over \$4 million, most of it research funds. The research volume represents a decrease over previous years due to the CMS staffing situation. With only one full-time faculty member, CMS directed several projects to other universities or restructured them to operate outside the Institute. In addition, CMS had to turn away an offer of funding because of intellectual property disagreements.

GAMBIT received its third installment of \$2.9 million to continue researching and creating games. The program moved forward with increased staff, several faculty-led research projects, and the third year of a successful summer program in which more than 40 Singaporean students resided in Cambridge to work and study with MIT students, faculty, and staff.

The Center for Future Civic Media saw a significant improvement in project development through consistent researchers who were able to work on their projects over a sustained period. The center received its third installment of \$1.25 million. This year the center hired more administrative staff to manage the deployment of tools and applications into communities and to host more public events, better positioning itself as an international resource for the study and analysis of civic media. The center projects also received more mentions in the press.

C3 signed on two more international members—the Alchemists from Brazil and Nagravision from Switzerland—for an increase of \$93,332, while maintaining three existing members, bringing our total fundraising for this project to date to \$1,523,333. We also continued to charge admission for the annual Futures of Entertainment conference, filling a unique niche in the field and generating publicity for the consortium.

CMS received the fourth \$100,000 installment from an anonymous donor who pledged \$500,000 over five years in support of the program. The new fund supported two and a half graduate students who excelled in their studies here and benefited enormously from the freedom to pursue their true interests.

The Chris Pomiecko Memorial fund, recognizing outstanding media productions by CMS undergraduates, graduates, and the MIT community, was established in honor of longtime CMS program administrator Chris Pomiecko. The fund continued to grow, with an annual endowment income close to \$1,000.

The Greg Shaw Technologist in Residence Fund—an endowment fund established by Greg Shaw, an electrical engineering and computer science alumnus and early supporter of CMS—continued to accrue endowment for an additional \$46,000.

Gerald Katell, an MIT alumnus and CMS Advisory Group member, continued payment on the \$1 million pledged to endow the Gerald L. Katell (1962) Fellowship and Education Fund in Comparative Media Studies. The fund helps support our programmatic needs such as lectures, conferences, and student fellowships.

## **Governance**

Following the 2009 departure of professor Henry Jenkins, professor William Uricchio (Literature, FLL, and CMS) remains as director. James Paradis, Robert M. Metcalfe professor of writing and humanistic studies, will be interim director for AY2011. Professor Ian Condry was named associate director in fall 2009, but will be on leave during fall 2010. The program is under the auspices of three Humanities programs: Literature, PWHS, and FLL. Administratively, CMS is housed in Literature. The program is governed by a steering committee chaired by Professor Uricchio. Other committee members for AY2010 were section and program heads James Buzard, Literature; Shigeru Miyagawa, FLL; James Paradis, PWHS; and Janet Sonenberg, MTA. An administrative management team comprised of affiliated faculty and administrators also guides CMS.

## **Staffing**

CMS decreased overall staffing levels in AY2010 due to the departure of professor Henry Jenkins and some of his research groups. We did, however, add and change some staffing. Mia Consalvo, hired by PWHS as visiting associate professor of media studies, taught courses for CMS and conducted research in the MIT-Singapore GAMBIT Game Lab. The Game Lab also hired Jason Begy, a CMS alumnus, as a research associate. The Center for Future Civic Media hired CMS alumna Audubon Dougherty to conduct research. Erin Reilly, former project manager for Project New Media Literacies, was hired as a temporary visiting lecturer in the fall to teach a course on media and gender. Scot Osterweil, research staff in the Department of Urban Studies and Planning, also appointed a visiting lecturer, cotaught a course on video games.

## **Visiting Scholars**

This year's visitors have continued to reinforce CMS's commitment to cross-cultural approaches to media study. Visiting scholars included Tatiani Rapatzikou (Greece) and Fong-Gong Wu (Taiwan). Other visitors, all from the US, included visiting lecturers Chris Weaver and Erin Reilly; associate visiting professor Mia Consalvo; and visiting student Matthew Gaydos.

## **Postdoctoral Program**

The CMS postdoctoral program recruits younger scholars and media makers to support both teaching and research activities. Continuing appointments were awarded to Joshua Green (Australia), working in the area of creative industries and convergence culture, and Doris Rusch (Austria), working in the area of games. Other postdoctoral



appointments included Konstantin Mitgutsch (Austria) and Clara Fernández-Vara (Spain), both working in the area of games.

### **Graduate Program**

During AY2010 there were 10 students enrolled in the CMS graduate program, which offers a master of science degree. This group included seven women as well as an international student from Belgium. Eight students will receive degrees in AY2010. As in 2009, no students were admitted to the graduate program in 2010, pending a reorganization of resources within SHASS and greater support for CMS.

Members of this year's graduate class presented talks or posters at various conferences, including the Games Learning Society conference at the University of Wisconsin-Madison; the International Conference for the Fantastic in Arts 31: Race and the Fantastic; the Digital Media and Learning Conference 2010: Diversifying Participation; and Medialab-Prado Interactivos. CMS graduate student Madeline Flourish Klink was selected as an MIT Graduate Woman of Excellence.

Graduates of the CMS master's program have worked at companies such as HBO, Midway Studios, Razorfish, Etsy.com, Deloitte Consulting, Nickelodeon, PBS, NPR, WHERE (a leading location media company), and Greenovate, in positions such as creative strategist, game designer, television producer, documentary filmmaker, and project manager. Others have gone on to PhD programs at such schools as Duke University; the University of Southern California; Columbia University; University of California, Irvine; the University of California, Los Angeles; and the University of Wisconsin-Madison; as well as MIT's Program in Science, Technology, and Society. Graduates are now in faculty positions at Simon Fraser University, the University of Michigan, and the University of Illinois at Urbana-Champaign. For more information on the CMS graduate program, see [http://cms.mit.edu/academics/graduate\\_program.php](http://cms.mit.edu/academics/graduate_program.php).

### **Undergraduate Program**

In its second academic year as a permanent major, the CMS undergraduate program grew to 26 majors, its highest enrollment to date. Of this group, 10 were women and approximately 10 were minority students. Five CMS majors were pursuing a double degree, and six a double major. One student graduated in February 2010 and 11 in June 2010, which brings the number of students who have graduated from the CMS undergraduate program from its inception as an experimental major in 2003 through 2010 to 53. As of June 2010, CMS had 9 minors and 55 concentrators. CMS graduates have gone on to careers in global digital commerce, video game production, marketing, research, graphics, and social networking software design at companies such as Nike, Electronic Arts, MTV, Microsoft, Google, Pipeworks Software, and the Congressional Quarterly; others have pursued studies in theater arts or law. Undergraduate involvement in CMS research continues to be strong. During AY2010, CMS sponsored 61 Undergraduate Research Opportunities Program (UROP) positions for pay or credit, and another 14 students will participate in summer UROPs. For further information about the CMS undergraduate program, see [http://cms.mit.edu/academics/undergrad\\_program.php](http://cms.mit.edu/academics/undergrad_program.php).

## Events

CMS maintained a high level of outreach activities with numerous lectures, conferences, and other activities. These events are widely promoted on and off campus. Audio and/or video podcasts of each event are produced and publicized for outreach and archival purposes. Most of the research groups also have active and well-trafficked blogs and Twitter feeds.

## Colloquia, Conferences, and Special Events

This past fall's weekly colloquium series included:

- "Fantasy Freaks and Gaming Geeks." with popular author Ethan Gilsdorf
- "How Not to Be Seen," featuring Hanna Rose Shell, a historian, media artist, and assistant professor in the Program in Science, Technology and Society
- "Political Remix Video: A Participatory Post-Modern Critique of Popular Culture," with video remix artist, hacktivist, and writer Elisa Kreisinger
- "Transatlantic Acousmatics," a discussion with John Picker, visiting associate professor of literature, who has ongoing interests in sound studies, media history, and the literature and culture of the Victorian era
- "Cinematic Games," featuring game designer and writer Richard Rouse
- "Booklife: The Private and the Public in Transmedia Storytelling and Self-Promotion," a conversation between writer/publisher Jeff VanderMeer and BookTour.com CEO Kevin Smokler
- "Western Otaku: Games Crossing Cultures," with visiting associate professor Mia Consalvo

The spring colloquium series likewise featured top MIT talent, including:

- "Old-fashioned Futures and Re-fashionable Media," with MIT's Mellon Fellows in the Humanities Joel Burges and Wayne Marshall
- "Mutiny: Asians Storm British Music," co-organized with the MIT Writers Series to feature a documentary by and discussion with affiliate professor Vivek Bald
- "Code and Platform in Computational Media," with associate professor of digital media Nick Montfort
- "Robots and Media: Science Fiction, Anime, Transmedia, and Technology," with Ian Condry and the Media Lab's Cynthia Breazeal
- "Exit Zero: Documentary Filmmaking, Historical Memory, and Personal Voice," about deindustrialization in Chicago as presented by documentarians Chris Boebel of MIT Libraries and associate professor of anthropology Christine Walley

Other events included:

- Futures of Entertainment 4, an influential two-day conference hosted by C3 that brings together scholars and key thinkers from television, advertising, marketing, and entertainment industries to discuss the unfolding future of the entertainment landscape

- The Future of News and Civic Media conference, hosted by the Center for Future Civic Media and at which sponsor The John S. and James L. Knight Foundation made international headlines by announcing the year's Knight News Challenge grant winners
- "The Future of Civic Engagement in a Broadband-Enabled World," a symposium held in association with the Center for Future Civic Media, at which the Federal Communications Commission unveiled its National Broadband Plan
- The first biannual humanities + digital conference, a three-day international event on aesthetics, methods, and critiques of information visualization in the humanities, arts, and social sciences, organized by the CMS HyperStudio
- A Comparative Media Insights speakers series employed to feature public lectures by finalists in the CMS directorship search, including Siva Vaidhyanathan, Angela Ndalianis, Mia Consalvo, Stephen Duncombe, Ken Wark, and Lisa Nakamura
- Nick Montfort's Purple Blurb reading series highlighting digital writing at MIT
- A special screening of the film *Summer Wars*, featuring a question and answer session with its Japanese director Mamoru Hosoda, hosted by Ian Condry jointly with CMS and the MIT/Harvard University Cool Japan research project
- The sixth annual MIT European Short Film Festival, cosponsored by CMS, HyperStudio, FLL, MIT European Club, and the Goethe-Institut, Boston
- The Complete Game-Completion Marathon for Haiti, a weekend-long fundraiser organized by staff of CMS's Singapore-MIT GAMBIT Game Lab
- The Global Game Jam, for which GAMBIT played a role as a host location
- The Sandbox Summit, hosted by CMS's Education Arcade, a conference created to ensure that the next generation of players becomes active innovators rather than passive consumers of technology
- ROFLcon, a wildly popular two-day conference on internet culture
- The 12th annual Media Spectacle, a showcase of the finest video projects created by MIT students, staff, and faculty, founded by late CMS administrator Chris Pomiecko
- The CMS 10th anniversary symposium, a day-long celebration and reunion looking back over the past 10 years and forward to the program's future

### Communications Forum

Directed by professor David Thorburn and coordinated by Brad Seawell, the Communications Forum sponsors lectures, panel discussions, and conferences on all aspects of technology and communications, public policy, and media in transition.

The forum continued its civic media series, cosponsored with the MIT Center for Future Civic Media, with:

- Juan Williams of National Public Radio and Fox News and Philip Thompson of the Department of Urban Studies and Planning discussing “Race, Politics and American Media”
- “What’s New at the MIT Center for Future Civic Media?” highlighting the center’s most promising new projects
- “Government Transparency and Collaborative Journalism,” with Linda Fantin of Minnesota Public Radio and Ellen Miller of the Sunlight Foundation
- “Civics in Difficult Places,” a call-in show hosted by Center for Future Civic Media fellow Ethan Zuckerman, who moderated live video reports from Brenda Burrell and Bev Clark (Zimbabwe), Huma Yusuf (Pakistan), Georgia Popplewell (Haiti), Lova Rakotomalala (Madagascar), Cameran Ashraf and Mehdi Yahyanejad (Iran), and Ruthie Ackerman (Liberia), each of whom discussed utilizing new technologies to gather information in contentious geographic regions.

The year’s other Communications Forums included:

- “The Culture Beat and New Media: Arts Journalism in the Internet Era,” with William Marx of Theartsfuse.com and Doug McLennan of Artsjournal.com
- “The Gutenberg Parenthesis: Oral Tradition and Digital Technologies,” with Thomas Pettitt of the University of Southern Denmark, Peter Donaldson of the Literature Section, and James Paradis
- A formal farewell address by longtime CMS director Henry Jenkins

For more information about the forum, see <http://web.mit.edu/comm-forum/>.

### Honors and Awards

Professor Nick Montfort was elected president of the Electronic Literature Organization, and international organization. Lecturer Ed Barrett was made director of undergraduate studies at CMS and was a faculty mentor for users of the interactive software EventHive, acquired through a grant from the Singapore-MIT Alliance for Research and Technology.

Professor Beth Coleman was awarded a residency at the Centre International d’Accueil et d’Echanges des Récollets, Paris.

Professors Stefan Helmreich and Heather Paxson were awarded a grant from the Andrew W. Mellon Foundation to fund a 2010–2011 Sawyer Seminar on the Comparative Study of Cultures entitled Sensing the Unseen (<http://web.mit.edu/unseen/index.html>).

Lecturer Wyn Kelly organized the second annual gathering of the Melville Electronic Library research team in April at Hofstra University. This project is supported by a two-year \$175,000 NEH grant and is mounting digital texts and producing topic “rooms” in the library in its first year. Wyn is associate editor on the project, working with John Bryant. In June she was nominated president of the Melville Society.

## Publications and Related Activities

The academic and creative work of the faculty members affiliated with CMS appears in more complete form on their departmental reports. Highlights appear below.

Professor William Uricchio published the following articles:

- “Contextualizing the Broadcast Era: Nation, Commerce and Constraint” in *Annals of the American Academy of Political and Social Science*, 625:1 (2009)
- “The Future of Television?” in Pelle Snikkars and Patrick Vonderau, ed., *The YouTube Reader* (London: Wallflower Press, 2009)
- “Moving Beyond the Artefact: Lessons from participatory culture” in Marianne van den Boomen, et al., eds., *Digital Materials* (Amsterdam: University of Amsterdam Press, 2009)
- “Batman’s Gotham City™: Style, Ideology and Performance” in Jorn Arhens and Arno Metzner, eds., *Comics and the City: Urban space in print, picture and sequence* (London: Continuum, 2009)
- “Télévision: l’institutionnalisation de l’intermédialité” in Mireille Berton et Anne-Katrin Weber (eds.) *La télévision du Téléphonoscope à YouTube. Pour une archéologie de l’audiovision* (Lausanne: Éditions Antipodes, 2009)
- “Woord vooraf” in Bert Hogenkamp and Herman de Wit, *Film en Bioscoop in Utrecht* (Amsterdam: Boom, 2009)

Uricchio also serves as book series editor for *Playful Thinking* (MIT Press), associate editor for *The International Journal of Cultural Studies*, and contributing editor for *Northern Lights*, and serves on the editorial boards of *Culture Unbound: Journal of Current Cultural Research*, *Journal of E-Media Studies*, *Games and Culture*, *Scope: An Online Journal of Film Studies*, *E-VIEW: een elektrtronisch magazine over theater, film, televisie & digitale media*, and *Mediawissenschaft: Rezensionen*.

Professor Beth Coleman published the following articles:

- “GeoFilm” in *Arkitip* No. 0053X, X: Mark of Collaboration, Arkitip, Inc., Hollywood, California, December 2009
- “Using Sensor Inputs to Affect Virtual and Real Environments” in *IEEE Pervasive Computing*, vol. 8, no. 3, July-Sept
- “Race as Technology” in *Camera Obscura: Feminism, Culture, and Media Studies*, Volume 24, Number 170

Visiting professor Mia Consalvo published the following articles:

- “Where Is My Montage? The Performance of Hard Work and Its Reward in Film, Television and MMOGs.” Consalvo, Mia, Timoth Alley, Nathan Dutton, Matthew Falk, Howard Fisher, Todd Harper, and Adam Yulish. *Games and Culture*, February 2010

- “Looking for Gender: Gender roles and behaviors among online gamers.” Williams, Dmitri, Mia Consalvo, Scott Caplan, and Nick Yee. *Journal of Communication*, Vol. 59, No. 4, December 2009
- “There is No Magic Circle.” *Games and Culture*, Vol. 4, No. 4, October 2009
- “The virtual census: Representations of gender, race and age in video games.” Williams, Dmitri, Nicole Martins, Mia Consalvo, and James Ivory. *New Media & Society*, Vol. 11, No. 5, August 2009

Professor Nick Montfort published the book chapter “Portal of Ivory, Passage of Horn” in *Well Played 1.0: Video Games, Value, and Meaning*, Drew Davidson, Ed, (ETC Press, 2009). Montfort, with Ian Bogost, also published the journal article “Random and Raster: Display Technologies and the Development of Videogames,” in the *IEEE Annals of the History of Computing* 31:3, (July-September 2009).

Professor Irving Singer published *Meaning in Life: Vol. 1: The Creation of Value*, with a new preface by the author (The Irving Singer Library, MIT Press); *Meaning in Life: Vol. 2: The Pursuit of Love*, with a new preface by the author (The Irving Singer Library, MIT Press); *Meaning in Life: Vol. 3: The Harmony of Nature and Spirit*, with a new preface by the author (The Irving Singer Library, MIT Press); and *Mozart and Beethoven: The Concept of Love In Their Operas*, with a new preface by the author (The Irving Singer Library, MIT Press).

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