

Curriculum Vitae

Mikael Jakobsson

Research Coordinator, MIT Game Lab
Lecturer, CMS/W

Massachusetts Institute of Technology
Comparative Media Studies | Writing
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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

2018- Lecturer, Comparative Media Studies/Writing, MIT.

2015-2018 Research Scientist, Comparative Media Studies, 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 & Art Grants

Game History Visualization. USD 2,000. Social Science and Research Council of Canada. 2021. With Carl Therrien, University of Montreal.

Ludus Membership. MTEC. 2019. With MIT Game Lab.

The Customer Journey Game. Sponsored research project in collaboration with Bose Corporation. Boston Consulting Group. 2020-2021. With MIT Game Lab.

Challenging colonialist narratives through board games. USD 30,000. CAST Fay Chandler Creativity Grant. 2020-2021. With Rosa Colón Guerra and Richard Eberhardt.

Playful Augmented Reality Audio Design Exploration. Sponsored research project in collaboration with Bose Corporation. 2019-2020. With MIT Game Lab.

Ludus Membership. Kadokawa. 2018. With MIT Game Lab.

Digital Diversity Space Tool. USD 50,000. Sponsored research project in collaboration with King.com. 2018-2019. With Richard Eberhardt.

Tribes & Game Creations. Creating Indigenous Community Student Engagement with STEM Education Through Game Creation. USD 12,000. STEP. With Richard Eberhardt.

Maria: A Counter Colonialist Board Game. USD 7,500. MIT Center for Art, Science & Technology: Fay Chandler Faculty Creativity Seed Grant. 2018-2019.

Recasting Player Two. USD 9,000. Social Sciences and Humanities Research Council of Canada. 2016.

Teaching and Research Collaboration. USD 12,000. University of Southern Maine. 2017. With Richard Eberhardt and Sara Verrilli.

Bauhaus 100 Year Anniversary Game Proposal. USD 2,000. Goethe Institute. 2017. With Richard Eberhardt.

Martin Luther 500 Year Anniversary Game Jam. USD 7,000. Goethe Institute. 2016. With MIT Game Lab.

Ludus Membership. Tencent. 2016. With MIT Game Lab.

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

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

Flanagan, Mary & Mikael Jakobsson (Forthcoming, 2022) *Playing Oppression. The legacy of conquest and empire in colonial board games*. Cambridge: MIT Press.

Jakobsson, Mikael (Forthcoming: 2022) *Everquest. Game and World*. Ann Arbor: University of Michigan Press.

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

- Doyle Myerscough, K., Eberhardt, R., Jakobsson, M., Lo, C. Jamming for Allies: Finding a Formula for Inclusive Co-design Exploration. In Proceedings of the 2nd Annual International Conference of Game Jams, Hackathons and Game Creation Events. ACM New York, NY, USA. 2017. [Best Paper Award.]
- 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

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

Works

- Promesa (Forthcoming: 2021). Board game.
- Martin Luther Game Prototype (2016). Physical game prototype.
- 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 and Workshops

- “Participatory Design at MIT Game Lab.” MIT Education Arcade, Cambridge, MA. February 2021.
- “Better Board Games Through Cultural Engagement.” MIT Interphase EDGE, Cambridge, MA. August 2020.
- “Better Board Games Through Cultural Engagement.” MIT CoLab, Cambridge, MA. February 2020.
- “Playing Counter-Colonialism Workshop.” MIT CoLab, Cambridge, MA. January 2020.
- “Better Board Games Through Cultural Engagement.” MIT Terrascope, Cambridge, MA. October 2019.
- “Messaging in Games.” MIT Interphase EDGE, Cambridge, MA. August 2019.

- “Better Board Games Through Cultural Engagement.” Game Developer Conference, San Francisco, CA. March 2019. Speaker.
- “Board Games & Counter Colonialism in the Americas Workshop.” MIT CMS/W, Cambridge, MA. January 2019.
- “Recasting the Player: Roles We Can Fit In.” Swedish Games Industry, Stockholm, Sweden. January, 2018. Invited workshop leader.
- “Recasting the Participant.” Department of Informatics, Umeå, Sweden. January, 2018. Invited workshop leader.
- “Stories of Colonialism Retold Somewhat Lovingly.” Department of Informatics, Umeå, Sweden. January, 2018. Invited colloquium speaker.
- “Stories of Colonialism Retold somewhat Lovingly.” Board Game Studies Colloquium XX: Models, Metaphors, Meanings. Copenhagen University, Copenhagen, Denmark. May, 2017. Speaker.
- “Jamming for Allies.” International Conference of Game Jams. GitHub, San Francisco, CA. February, 2017. Speaker.
- “Good Co-Op, Bad Co-Op.” Boston Festival of Independent Games – Talks. Microsoft Research, Cambridge, MA. January, 2017. Speaker.
- “Recasting Player Two: Dynamics of Involvement in Cooperative Play.” MIT Game Lab, Cambridge, MA. November, 2016. Workshop leader.
- “Recasting Player Two: Asymmetric Interaction in Co-op Board Games.” Boston Game Maker’s Guild. Cambridge, MA. October, 2016. Invited workshop leader.
- “A Storm Is 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, MA, January, 2014. Invited speaker.
- “The Second Player: Investigating Asymmetrical Player Representations in Local Co-Operative Games.” Digital Games Research Association Conference. Atlanta, GA. August, 2013. Speaker.
- “Adversarial Co-operative Gaming.” Friday Games, MIT Game Lab, Cambridge, MA. May, 2013. Invited speaker.
- “The Second Player.” Friday Games, MIT Game Lab, Cambridge, MA. 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
- “Playing With Fire: Learning and Unintended Consequences With Mean Mechanics.” Cambridge Science Festival. MIT Museum. April, 2018. Invited speaker.

- “Maria – A Counter Colonialist Board Game.” UNESCO Headquarters. Paris, France. January, 2018. Invited speaker.
- “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

Far Flung – A TED Podcast, “Virtual Worlds,” 2020.

China Daily, “COVID-19: Escape to the cyberzone,” 2020.

Don’t Die – Surviving Videogames, “How does colonialism get expressed in games?,” 2020.

Weather Channel Features. “Playing Through Pandemics,” 2020.

Wired, “Fortnite’s Marshmello Concert is the Future of the Metaverse,” 2019.

China Global TV Network America. “Global Business,” 2018.

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, "Kulturnyheter," 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*.
Book proposal reviewer for MIT Press.
Book proposal reviewer for Palgrave Macmillan.
Curation Committee Boston Festival of Independent Games, 2013-2018.
Program committee Foundations of Digital Games (FDG), 2018.
Program committee International Conference on Game Jams, Hackathons, and Game Creation Events (ICGJ), 2019.
Program committee International Conference on Game Jams, Hackathons, and Game Creation Events (ICGJ), 2018.
Reviewer Digital Arts and Culture.
Reviewer DIGRA Conference.
Reviewer Future and Reality of Games Conference.
Reviewer Internet Research (AoIR).
Reviewer Information Systems Research Seminar In Scandinavia (IRIS).
Reviewer Journal of Computer-Mediated Communication.
Reviewer Journal of Contemporary Ethnography.
Reviewer Journal of Virtual World Research.
Reviewer Nordic DIGRA Conference.
Reviewer Other Player Conferences.
Reviewer SIGGRAPH.
Reviewer Television & New Media.
Reviewer Transactions of DIGRA.
Project advisory board The Geek as gatekeeper? Changing relations between gender, race and technology. 2019-2022.

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 Augmented Reality Audio Design Exploration

Video Games for Social Impact: Design and 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

MIT, USA (2013-present)

Playful Augmented Reality Audio Design Exploration (BA)
Playful and Social Interaction Design (MA & PhD)
Introduction to Video Game Theory (BA & MA)
Introduction to Game Design Methods (BA).

Universidad de los Andes, Colombia (2018)

Video Games for Social Impact: Design and Development (MA & PhD).

Malmö University, Sweden (2001-2012)

Game Design, Interaction Criticism
Exam Projects in Interaction Design (BA & MA)
3D and Digital Environments, Interaction Design, Cultural Theory

Umeå University, Sweden (1995-2000)

Exam Projects in Informatics (BA & MA)
Introduction to Virtual World Design
Information Technology
IT for Communication, Computer Systems Architecture
Studying Virtual World Cultures.

20+ *Bachelor's Theses*

Master's Theses

- Teis Jorgensen. "Changing the Rules of the Game: Collective Decision Making in Tabletop Games." MIT. Advisor. 2021.
- Tricia Shi. "STAR: Interactive Game Exploration Tool." MIT. Advisor. 2018.
- Evan Higgins. "The Allure of Choice: Agency and Worldbuilding in Branching-Path, Transmedia Universes. Advisor. 2017.
- Camilla Juis. "Knot. A signature-based notification system." Malmö University, Sweden. Advisor. 2012.
- Therese Nilsson. "Curio-Urbia. A curiosity exploration of hidden urban interactions." Malmö University, Sweden. Advisor. 2011.
- Matthew Hennessey. "The Brand of Security. Accessing the values of the prompt." Malmö University, Sweden. Advisor. 2011.
- Sunandini Basu. "Crowd Compass. An interaction design exploration of a non-place." Malmö University, Sweden. Advisor. 2010.
- Daniel Brossner. "Achievements. En tillräcklig belöning för spelarna?" Malmö University, Sweden. Advisor. 2008.
- Christo Goosen. "Glow. A design model for group play in MMO games." Malmö University, Sweden. Advisor. 2008.
- Helena Holmström. "Alternativa vägar för systemdesign. Skapandet av en virtuell värld baserat på en legomodell." Umeå University, Sweden. Advisor. 2000.
- Ulf Skoglund. "Design av virtuella miljöer. En analys av ConfUse." Umeå University, Sweden. Advisor. 1999.

PhD Dissertations

- 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.