

MATTHEW PERKS

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WATERLOO, ON N2L 3G1

EDUCATION

2017 - Present	PhD	University of Waterloo, Sociology Thesis: “Inside the “New” Game Studio: How Platform Capitalism Transforms Software Development into Community Management” Supervisor: Dr. Jennifer R. Whitson
2017	MA	Concordia University, Sociology Thesis: “Indexing Behaviours Indicative of Eco-Citizenship in the Canadian Population” Advisors: Dr. Katja Neves & Dr. Danielle Gauvreau
2014	BA	Concordia University, Specialization in Sociology

HONORS AND AWARDS

2017	Refiguring Innovation in Games (ReFiG) Graduate Student Grant
2017	Dr. Andrés Petrasovits Award for Excellence in Public Health
2016	Concordia University Arts and Science Faculty Conference Support
2016	Concordia Conference and Exposition Award
2015	Cary Boucock Memorial Award
2015	Quebec Inter-University Centre for Social Statistics (QICSS) Entrance Scholarship

RESEARCH EXPERIENCE

2017 – Present	Research Assistant , University of Waterloo, Waterloo, ON Indie Interfaces: Examining Independent Game Development Support Networks, SSHRC Insight Development Grant, PI: Dr. Felan Parker, http://indieinterfaces.com <ul style="list-style-type: none">• Conduct ethnography with independent game developers and intermediaries on sustainability and networks in the industry.• Co-author and copy-edit papers based on data collected from ethnography and interviews.• Represented project at international games conferences, presenting on our work with cultural intermediaries in the independent game development industry.• Operate research project’s newsletter to keep collaborators and stakeholders, both academic and industry, engaged in research.
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- 2017 – Present **Research Assistant**, York University, Toronto, ON
 Refiguring Innovation in Games, SSHRC Insight Partnership Grant,
 PI: Dr. Jennifer Jensen, <http://refig.ca>
- Conduct interviews with independent game developers on gender equity policies linked to federal government arts funding opportunities.
 - Organized and received funding for a workshop for graduate research assistants to and begin drafting papers.
- 2015 – 2017 **Project Assistant / Analyst**, Public Health Agency of Canada,
 Montreal, QC, Social Determinants and Science Integration
 Directorate, Health Inequality Reporting Initiative
- Cleaned and analyzed data collected from Statistics Canada to create a database capturing health inequality in Canada.
 - Drafted chapters related to food insecurity, disability, and working poor population inequality for national report.
 - Prepared presentations for provincial public health agencies.
- 2015 – 2017 **Research Assistant**, Concordia University, Montreal, QC
 Research Chair on Gambling, Lifestyle and Addiction Lab
- Organized a symposium on the convergence of data and gambling bringing together over 40 international scholars
 - Drafted a paper that examined the differences between indexed scores based on different types of gambling activity on the Canadian index for problem gambling
- 2015 **Research Assistant**, Concordia University, Montreal, QC
 Dr. Katja Neves
- Collect information on bio-diversity governance, including partnerships and international agreements involving botanical gardens primarily located in Europe, Asia, and Canada.

TEACHING EXPERIENCE

- September 2017 to June 2019 **University of Waterloo**, Waterloo, ON
Teaching Assistant, Sociology & Legal Studies
- Introduction to Sociology (SOC 101); Introduction to Research Methods (SOC/LS 221); Law & Society (SOC 370/LS 300)
- May 2015 to December 2016 **Concordia University**, Montreal, QC
Teaching Assistant, Sociology & Anthropology
- Social Demography (SOC 358); Self and Society (SOC 275); Social Construction of Sexualities (SOC/ANTH 375)

PUBLICATIONS

Journal Publications

Perks, M., Parker, F., Whitson, J., Simon, B., Lavenir, G., Yolgoromez, C., Browne, P., & Schram, B. (forthcoming, 2019). Autonomy, Integration, and the Work of Cultural Intermediation in Indie Games. *Media Industries*.

Monson, E., Kairouz, S., **Perks, M.**, & Arsenault, N. (2019). Are General and Activity-Specific PGSI Scores Consistent? *Journal of Gambling Issues*. Online First. <https://jgi.camh.net/index.php/jgi/article/view/4039>

Perks, M. (2015). Composting Program Participation and Availability Across Canada. *Sojourners: Undergraduate Journal of Sociology*. 6/7:42-57.

Journal Papers in Review

Perks, M. How Does Games Journalism Impact Game Design Decisions? A Case Study of Monetization and Loot Boxes. *Games and Culture*.

Perks, M. Configure, Disrupt and Challenge: The Role of Patch Notes in User Engagement Under Games-as-Service. *Game Studies*.

Browne, P., Schram, B., Whitson, J., Simon, B., Parker, F., **Perks, M.**, Yolgoromez, C., & Lavenir, G. Hosting a Symposium as Data Collection: Combining Para-site, Rapid Ethnographic Assessment and Swarm methods to generate fast data from ephemeral events. *Canadian Journal of Sociology*.

Book Reviews

Perks, M. (2018). Review of Tusikov, Natasha. 2016. *Chokepoints: Global Private Regulation on the Internet*. Surveillance and Society. 16(2). 263-265. <https://ojs.library.queensu.ca/index.php/surveillance-and-society/article/view/11624>

Conference Papers

(Peer-Reviewed)

Perks, M. and Whitson, J., "Counting, Categorizing, and Representing: Gender Diversity Initiatives in Canadian Game Industry Funding," ReFiG 4.0: Places and Spaces, October 2018

(Abstract-Reviewed)

Perks, M. and Parker, F., “Balancing Emotional Labor, Autonomy, and Integration in the Cultural Intermediation of Indie Games” 2019 Meeting of the Society for the Social Studies of Science, September 2019.

Perks, M. and Parker, F., “Are game streamers cultural intermediaries?: Perceptions from independent game developers” 2019 Canadian Sociological Association (CSA-SCS) Conference, June 2019.

Perks, M., “Regulation in Modern Virtual Economies: Regulatory Pluralism and Capitalism in Monetization” Canadian Game Studies Association Annual Conference, June 2019.

Perks, M. and Whitson, J., “Refuse, Remediate, REFIGure: Making Games Sustainable for Women: Indie Interfaces,” Digital Games Research Association Conference, July 2018.

Perks, M., “The Modern-Day Patch Note: Technical Communication to the Configuration of Player Communities,” Digital Games Research Association Conference, July 2018.

Perks, M., “The Role of Criticism in Shifting Monetization of Video Games,” Canadian Game Studies Association Annual Conference, May 2018.

Perks, M., “Gambling in Modern Virtual Economies, Unknowable, Unregulated, Unaccountable,” Canadian Game Studies Association Annual Conference, June 2017.

Perks, M., “I Only Have 3 Points of Food Left: Examining the Gamification of Big Data,” ESS Digital Sociology Mini-Conference at the ESS Annual Meeting, March 2016

Perks, M., “Just One More: Gambling Within Modern Virtual Economies,” Big Data & Risk Workshop, November 2015

Perks, M., “Gamification of Our Health, Behaviour and Data,” Brave New Worlds: Sociology & Anthropology in the Digital Age, October 2015

PROFESSIONAL AFFILIATIONS

Society for the Social Studies of Science, 2019-Present
Association of Internet Researchers, 2018-Present
International Game Developers Association, 2017-Present
Digital Games Research Association, 2017-Present
Canadian Game Studies Association, 2016-Present
Canadian Sociological Association, 2015-Present

PROFESSIONAL SERVICE

Symposium Co-Organizer

Summer Interactive Symposium – Research 2.0, Symposium, 2015

Sociology and Anthropology Graduate Student Conference, Symposium, 2015

Peer-Reviewed Articles for:

- Loading... Journal of the Canadian Game Studies Organization

COMMUNITY SERVICE

First Person Scholar, <http://www.firstpersonscholar.com>

Volunteer Copy-Editor, Waterloo, ON, September 2017 to Present

- A middle-state publication aimed at accessible, critical games scholarship articles.

LANGUAGES

English: Native Language

French: Intermediate Listener, Novice Speaker, Advanced Reading and Writing