NOEL BRETT

Canadian Citizen
noel.brett6@gmail.com

EDUCATION

2015 **B.A.Sc. Computer Science, McMaster University**
Selected projects:
- Influence of Immersion in Navigation for 3D Environments
- Buzzr – The Smart Enterphone System for Tenant
- My Shuttle – Mobile Application for Real-Time Bus Schedules

PEER REVIEWED PUBLICATIONS

Book Chapters

2024 **Brett, N.,** Soraine, S. "Pandemic Gaming and Wholesome Philosophy: How New Players Reimaged Gaming Practices" In *Bloombury Game Studies Series: Gaming and Gamers in Times of Pandemic*.

2021 **Brett, N**. "Moments of Political Gameplay: Game Design as a Mobilization Tool for Far-Right Action." In M. Devries, J. Bessant, & R. Watts. (Eds.) R*ise of the Far Right: Technologies of Recruitment and Mobilization,* (pp. 215-236). London: Rowman & Littlefield.

Conference Proceedings

2018 **Brett, N.** Revision of Queer Bodies: Modifications of Sexual Affordances in World of Warcraft. *Proceedings of the Digital Games Research Association (DiGRA)*.

2018 **Brett, N.**, & Hugelmann, C. Restricted affordances: Avatar models and capacities for identity. *Proceedings of the Digital Games Research Association.*

2017 **Brett, N**., Siddique, U., & Bonakdarpour, B. (2017). Rewriting-based runtime verification for alternation-free HyperLTL. In *International Conference on Tools and Algorithms for the Construction and Analysis of Systems* (pp. 77-93). Springer, Berlin, Heidelberg.

Articles in Journals

2022 **Brett, N.** Why Do We Only Get Anime Girl Avatars?: Collective White Heteronormative Avatar Design in Live Streams. *Television & New Media. Special Issue: Gender and Live Streaming. Eds. Ruberg, B., & Brewster, J.*

Articles Published in Online Academic Forums

2021   Devries, M., **Brett, N**. Processes of Authentication Make "Fake News" Stick. How do we Gain Access? *Items - Insights from the Social Science in the SSRC Digital Forum*. https://items.ssrc.org/beyond-disinformation/processes-of-authentication-and-fake-news-on-gaining-system-access/

2019   **Brett N.** Hetero-Comfortable Avatars. Platypus - The Committee on the Anthropology of Science, Technology, and Computing Blog. https://blog.castac.org/2019/08/hetero-comfortable-avatars/

NON-PEER REVIEWED PUBLICATIONS

White Papers

2019   **Brett, N.,** Carette, J., Dalimonte, G., Olejarz, A., Smith, G., & Soraine, S. "Discussing the Effects of Visual Scaling on Games." G-ScalE Lab Project Report.

On-going Research Articles

2024/2025 Book Chapter (Accepted and In Progress)   **Brett, N.,** Kowert, R. **"**Morel Panics in Black Mirror" In *ETC Press Psychgeist of Pop Culture: Black Mirror*.

2024/2025 Book Chapter (Accepted and in Progress)   **Brett, N.,** "My Game, My Rules: Micro-Fascist Gameplay and Toxic Practices." In *The Post Gamer Turn*.

2024/2025 Manuscript (In Progress)   **Brett, N.,** Carette, J. "On Seeing Integral Calculus in Programming." To be submitted to the *Journal of Functional Programming*.

2025 Conference Proceeding (in Progress)   **Brett, N.,** Smith, G.M., Soraine, S. "In Between Mobile and PC: Exploring the Scalability of Player Experience." To be submitted to: *CHIPLAY.'25*.

CONFERENCES, WORKSHOPS & SYMPOSIUMS

Conference & Panel Presentations (Peer-reviewed)

May 2023   "Political Conversations with Games" – *International Conference on Games and Narrative*, University of Waterloo, Waterloo, Canada.

May 2023	"'Azeroth As It Was': Trans Futures at the Beginning of Times" – *International Communication Association - Pre-conference on Games*, University of Toronto, Mississauga, Canada
March 2023	"Collectively Building Avatar Bodies: The Relationship Between Audiences, Designers, and Games" *Ready Avatar One,* McMaster University and Virginia Commonwealth University, Hybrid.
July 2022	"Discrete and Continuous Becoming: Temporality, and Design Practices in VRChat and World of Warcraft." – *Digital Games Research Association (DiGRA) Conference*, Krakow, Poland,
May 2021	"Moments of Political Gameplay: Far-Right Gameplay and Political Becoming." *Joint Conference for Research on Male Supremacism and Conference on Right-Wing Studies*, Online Conference.
November 2019	"The Becoming of Avatar Bodies." *American Anthropological Association Annual Meeting*, Vancouver, Canada.
June 2019	"Affective Avatar Creation: Character Customization Practices and Emotional Affordances" *Media Ethics Association Conference*, Toronto, Canada.
November 2018	"Deprecating Queerness: VRChat Vs. Performing Avatars" *American Anthropological Association Annual Meeting*, San Jose, USA.
July 2018	"Revision of Queer Bodies: Modifications of Sexual Affordances in World of Warcraft" *DiGRA Conference*, Turin, Italy.
April 2017	"Rewriting-Based Runtime Verification of Alternation-Free HyperLTL Formula" *International Conference on Tools and Algorithms for the Construction and Analysis of Systems,* Uppsala, Sweden.

Workshops & Symposiums Presentations (Peer Reviewed)

July 2022	"Political Play with Games: Relationalism and Becoming Political" *Politicizing Agency in Digital Play After Humanism Workshop.* Digital Games Research Association (DiGRA) Conference, Krakow, Poland.
July 2022	"Relational Avatar Bodies". *The State of the Avatar Research Workshop*. DiGRA Conference, Krakow, Poland.
May 2022	"Rise of the Far-Right: Technologies of Recruitment and Mobilization Round Table". Canadian Communication Association. Online.
February 2022	"'Azeroth As It Was': Is World of Warcraft Classic Really *Vanilla*?" Queering Game Studies Online Symposium. Virtual Symposium: Canterbury Christ Church University, England.
October 2020	"Political Authentication Protocols: Epistemic Logic, Computer Networks, and Political Identities.*" SSRC Media & Democracy and the*

Digital Democracy Group's Beyond Disinformation. Authenticity and Trust in the Online World. Online.

Invited Talks (Industry)

April 2023	"Games & (Problematic?) Culture" *XP Game Developer Summit*. Toronto, Canada

Academic Posters

October 2016	"Monitoring HyperLTL Properties." Computing and Software Department. McMaster University

Other Talks

November 2018	"Computer (Bio)Analyzers: Formal Method Techniques for Monitoring and Analyzing Cancer Cell Growth." Computing and Software Department. McMaster University
November 2016	"Formal Methods for Analysis in Systems Biology". Computing and Software Department. McMaster University

ACADEMIC SERVICE (TO THE FIELD)

Peer Reviewer for Academic Manuscripts

May 2023	Journal article reviewer	Visual Communications
April 2022 & September 2022 & January 2023 & October 2023	Journal article reviewer	Big Data & Society
January 2022	Journal article reviewer	New Media & Society
October 2017, November 2017 & October 2018	Journal article reviewer	Press Start Journal
May 2017	Conference proceedings reviewer	International Conference on integrated Formal Methods (iFM)
March 2017	Conference proceedings reviewer	International Conference on Formal Techniques for Distributed Objects (FORTE)

Journal Volunteer

November 2022 - Today	Technical Editor	Journal of Games Criticism

Workshop & Panel Organization

May 2023 **Panel Co-Organizer –** "Conversations with Games: Emergent Narratives and Gameplay Experience" *International Conference on Games and Narrative*, Games Institute at University of Waterloo. Waterloo, Canada

July 2022 **Panel Organizer – "**Versioning Worlds: Digital Histories, Temporalities, and Change" *DiGRA*. Krakow, Poland

July 2022 **Workshop Co-organizer** – "DiGRA Diversity Workshop: Bringing Together, Diversifying, and Decolonizing Game Worlds Workshop" *DiGRA*. Krakow, Poland

November 2019 **Panel Co-organizer** – "Evolving Worlds: Digital Historicity, Temporality, and Change". *American Anthropological Association.* Vancouver, Canada

June 2019 **Panel Co-organizer** – "Confronting Ecologies of Emotion: Design, Implementation, and the [Social] User Experience". *Media Ecology Association*. Toronto Canada

August 2019 **Workshop Co-organizer** – "DiGRA Diversity Workshop: Social Justice Tactics in Today's LudoMix." *DiGRA*. Kyoto, Japan

November 2018 **Panel Chair & Co-organizer** – Becoming (in)visible: Avatars, digital practice, and embodied life online, *American Anthropological Association*, San Jose, California

Research Groups

September 2023 – Today Games Institute. University of Waterloo.

Jan 2017 - Today Games Scalability Lab (G-ScalE). McMaster University.

April 2021 - Today McMaster Centre for Software Certification (McSCert). McMaster University.

Academic Groups

May 2019 - August 2024 Digital Games Research Association Diversity Working Group.

NON-ACADEMIC SERVICE TO THE UNIVERSITY

McMaster University

May 2018 - July 2020	**President** – Life in Computing and Software. Student Group.
July 2018 - Sept 2020	**Co-organizer** – Queer Graduate Student Welcome Reception. Dates: September 2018, 2019, & 2020
October 2020 - February 2021	**Hiring Committee Student Representative** – Department of Computing and Software
October 2019	**Poster Competition Co-organizer** – Department of Computing and Software Third Annual Poster Competition.
February 2019	**Focus Group Co-organizer** - *Student Needs of Assessment* – Computing and Software Department.
May 2017 - December 2019	**Travel Awards Committee** – Engineering Graduate Society (EGS) Student Group.
May 2017 - September 2018	**Student Life & International Officer** – EGS. Student Group.
May 2017 - May 2018	**VP Finance** – Life in Computing and Software. Student Group.
May 2017 – September 2018	**METRIC Conference Organizing Committee** – EGS. Student Group. Conference Dates: September 2017 & September 2018
May 2017 - December 2017	**Online Content Committee** – EGS. Student Group.

TEACHING EXPERIENCE

Undergraduate Instructor at The University of Waterloo

Fall 2023	**DAC 305 "Designing and Evaluating Digital Games"** Department of Communication Arts. Upper-division course; 25 students. Teaching fundamental design skills for two-dimensional digital games, practical insights into the emotional and cognitive impacts of gameplay, and user experience assessment within iterative design and development. Original Syllabus.

Undergraduate Instructor at McMaster University

Winter 2023	**ARTSSCI 4ST3 "Selected Topics in Inquiry: Where Game Design Meets Culture."** Department of Arts and Science. Seminar Course. Upper-division course; 25 students. Teaching to play and make games like feminists. Original syllabus; new course topic.
Fall 2021	**CS/SE 3GC3 "Computer Graphics"** Department of Comping and Software. Technical Elective. Upper division course; 57 students. Teaching graphics pipeline with OpenGL & C++ Management and mentorship of one TA. Online
Fall 2020	**CS/SE 3GC3 "Computer Graphics"** Department of Comping and Software. Technical Elective. Upper division course; 57 students. Teaching graphics pipeline with OpenGL & C++ Management and mentorship of one TA. Online
Fall 2019	**CS/SE 3GC3 "Computer Graphics"** Department of Comping and Software. Technical Elective. Upper division course; 57 students. Teaching graphics pipeline with OpenGL & C++ Management and mentorship of one TA. Significant redesign of syllabus

Teaching Assistantships at McMaster University

Fall 2022	**CAS 701 "Discrete Mathematics for Software Engineering"** – Department of Comping and Software. Graduate Course. Instructor: Dr. William Farmer
Fall 2020	**CS/SE 4F03 "Parallel Computing"** – Department of Comping and Software. Undergraduate Course. Instructor: Dr. Asghar Bokhari
Fall 2019	**CS/SE 2FA3 "Discrete Mathematics"** – Department of Comping and Software. Undergraduate Course. Instructor: Dr. William Farmer
Winter 2019	**CS/SE 4F03 "Parallel Computing"** – Department of Comping and Software. Undergraduate Course. Instructor: Thomas Gwosdz
Winter 2019	**CS 3SH3 "Operating Systems"** – Department of Comping and Software. Undergraduate Course. Instructor: Dr. Bojan Nokovic
Fall 2018	**CS/SE 3GC3 "Computer Graphics"** – Department of Comping and Software. Undergraduate Course. Instructor: Thomas Gwosdz
Winter 2018	**CS 3SH3 "Operating Systems"** – Department of Comping and Software. Undergraduate Course. Instructor: Dr. Neerja Mhaskar
Fall 2017	**CS/SE 3GC3 "Computer Graphics"** – Department of Comping and Software. Undergraduate Course. Instructor: Thomas Gwosdz

Fall 2016	**CAS 701 "Discrete Mathematics for Software Engineering"** – Department of Comping and Software. Graduate Course. Instructor: Dr. Borzoo Bonakdarpour
Fall 2016	**CS/SE 3GC3 "Computer Graphics"** – Department of Comping and Software. Undergraduate Course. Instructor: Thomas Gwosdz
Fall 2015	**CS/SE 3GC3 "Computer Graphics"** – Department of Comping and Software. Undergraduate Course. Instructor: Thomas Gwosdz
Winter 2015	**CS/SE 2TB3 "Binding Theory to Practice"** – Department of Comping and Software. Undergraduate Course. Instructor: Dr. Reza Samavi

Guest Lecturer

November 2022	**SOC475 "Contemporary Sociology"** – Department of Sociology. Toronto Metropolitan University. Lecture: "Digital Embodiment in Games" **Instructor**: Melody Devries
February 2020	**SE 4GC3 "Sensory Perception, Cognition and Human-Computer Interaction for Game Design"** – Department of Computing and Software. McMaster University. Lecture: "Avatars, Virtual Reality, and Embodiment" **Instructor**: Sasha Soraine

AWARDS & SCHOLARSHIPS

2023	**Macademics Teaching Award – Nominated** Top nominee from all instructors at McMaster
2015-2020	**McMaster University Fellowship** Valued at about $20,000 every year
2018 & 2019	**Engineering Graduate Society Travel Award** Valued at $750 & $700 (CAD)
2018	**Fourth Place** 3MT Presentation for the Computing And Software Department
2017	**Runner-up for the Computing And Software Poster Competition**
2017	**ETAPS Travel Award** Valued at €600
2015	**Indellient Prize in Software Entrepreneurship** $1,000(CAD)

PROFESSIONAL MEMBERSHIP

2018-Present	Digital Game Research Association (DiGRA)
2021-Present	Canadian Communications Association (CCA)
2018-2020	American Anthropological Association (AAA)
2019	Media Ethics Association (MEA)

NON-ACADEMIC EMPLOYMENT

Past Appointments

April 2013-December 2016	**Database Manager & Web Developer.** Program in Evidence-Based Care. Juravinski Hospital. Hamilton, ON.
August 2016 – December 2016	**Database Developer (Contract).** Ryerson United Church. Hamilton, ON.
September 2012 – March 2014	**IT Support University Technology Services.** University Technology Services. McMaster University. Hamilton, ON.
April 2012 – September 2012	**Junior Developer (Co-op).** Ministry of Health. Government of Canada. Toronto, ON.

RESEARCH AND TEACHING AREAS

Game Design and Studies
- Games User Research, Game Design, Game Development, Player Perception, Online Games, Avatars, Social Games, Social Impact of Games, Games and Culture, Persuasive Games, Games History.

Digital Studies and Methodologies
- Digital Politics, Digital Ethnography, Digital Humanities, Critical Software Design and Development, Critical Technology Studies, Science and Technology Studies.

Computer Science
- Computer Graphics, Programming Languages, Meta-Mathematics, Formal Methods, Functional Programming, Software Design, Virtual Reality.

Feminist and Cultural Studies
- Queer Digital Futures, Queer Theory, Gender, Sexuality, Trans Theory, LGBTQ+ and Technology, Feminist Media Studies, Critical Race Theory.

LANGUAGES

Spanish: Maternal Tongue – Fluent

English: Fluent

French: Intermediate Listening, Intermediate Reading, Beginner Speaking, and Beginner Writing.