

## Ian Larson, Ph.D

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### AREAS OF RESEARCH

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Video games, game studies, video game history, sociology, class inequality, science and technology studies, and digital cultures.

### EDUCATION

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- 2024            **Ph.D Informatics**, University of California, Irvine.  
**Dissertation:** "Bootleg Consoles: Culture, History, and Legitimacy at the Margins Of Gaming."  
**Committee:** Bo Ruberg (Chair), Aaron Trammell, Braxton Soderman
- 2018            **M.A. Sociology**, San Diego State University.  
**Masters Thesis:** "Physical Gaming Spaces."  
**Committee:** Minjong Kim (Chair), Audrey Beck, Bernard Dodge
- 2012            **B.A. Sociology**, University of California, Berkeley.

### EMPLOYMENT (Academic and Related)

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- 2018 - 2024    **Graduate Student Instructor & Associate Lecturer, University of CA, Irvine**  
Department of Informatics.  
Donald Bren School of Information and Computer Sciences
- 2021 - 2022    **Project Researcher, Electronic Arts Games in Collaboration with UCI**  
Contracted with industry partners to research how social connections in multiplayer games are formed and how to support marginalized players best.
- 2016 - 2018    **Graduate Student Instructor, San Diego State University**  
Department of Sociology.  
The College of Arts and Letters

### TEACHING EXPERIENCE & COURSE DEVELOPMENT ( Instructor of Record)

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- 2024            **I&CS3: Internet, Technology & Society.** School of I&CS.  
Large lecture course for lower-division undergraduates; 225 students; significant redesign of the existing syllabus, course development for new topics (AI, Social Media, and Video Games); management of 3 TAs.
- 2022            **GDIM 41/I&CS 60: Games and Culture.** School of I&CS.  
Asynchronous virtual lecture course for lower-division undergraduates; 100 students; Redesign of the existing syllabus to fit with the virtual format, management of 2 TAs and Reader.

## TEACHING EXPERIENCE (Teaching Assistant/ Graduate Student Instructor)

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2019 - 2024	<b>GDIM 61. Introduction to Game Development.</b> UCI, School of I&CS.
2024	<b>I&amp;CS 167: Multiplayer Game Systems.</b> UCI, School of I&CS
2023	<b>GDIM 49: Games and Representation.</b> UCI, School of I&CS.
2021	<b>I&amp;CS 3: Internet, Technology, &amp; Society.</b> UCI, School of I&CS.
2021	<b>I&amp;CS 60: Games and Society.</b> UCI, School of I&CS.
2018 - 2020	<b>I&amp;CS 139W: Critical Writing.</b> UCI, School of I&CS.
2017 - 2018	<b>SOC 101: Introduction to Sociology.</b> SDSU, Department of Sociology.
2018	<b>SOC 406: Intermediate Social Statistics.</b> SDSU, Department of Sociology.
2018	<b>SOC 607: Advanced Quantitative Methods.</b> SDSU, Department of Sociology.

## PUBLICATIONS

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2024	Salen-Tekinbas, K., Grace, T., Jagannath, K., & <b>Larson, I.</b> “Designing Care(full) Online Play Communities for Youth.” in <i>Youth Wellbeing in a Technology-Rich World</i> . James, C., & Ito, M. (Eds.). MIT Press. <a href="https://wip.mitpress.mit.edu/pub/6kj51uj4/release/1">https://wip.mitpress.mit.edu/pub/6kj51uj4/release/1</a>
2022	<b>Larson, Ian.</b> Privileging the Past: Problematic and Gendered Rhetoric in Retrogaming Content. <i>Foundations of Digital Gaming 2022 Proceedings</i> . <a href="https://dl.acm.org/doi/10.1145/3555858.3555861">https://dl.acm.org/doi/10.1145/3555858.3555861</a>
2022	Grace, T., <b>Larson, I.R.</b> , Salen-Tekinbas, K. Policies of Misconduct: A Content Analysis of Codes of Conduct for Online Multiplayer Games. <i>CHI-Play Proceedings</i> . <a href="https://doi.org/10.1145/3549513">https://doi.org/10.1145/3549513</a>
2022	<b>Larson, Ian.</b> The Bootleg Connection: Micro Genius and the Transnational Circulation of Early Clone Consoles. <i>ROMchip</i> . 4(1) <a href="https://romchip.org/index.php/romchip-journal/article/view/143">https://romchip.org/index.php/romchip-journal/article/view/143</a>
2022	Cullen, A. L., Scully-Blaker, R., <b>Larson, I. R.</b> , Brewster, K., Aceae, R. R., & Dunkel, W. Game studies, futurity, and necessity (or the game studies regarded as still to come). <i>Critical Studies in Media Communication</i> , 1-10. <a href="https://doi.org/10.1080/15295036.2022.2080845">doi.org/10.1080/15295036.2022.2080845</a>
2022	Abel, C., Pei, L, <b>Larson, I.</b> , Olgado, B., &, Turner, B. “Tinder Will Know You Are A 6”: Users’ Perceptions of Algorithms on Tinder. <i>Hawaii International Conference on System Sciences Proceedings</i> . <a href="http://hdl.handle.net/10125/79685">http://hdl.handle.net/10125/79685</a>
2021	<b>Larson, Ian.</b> Remaking Legitimacy in Final Fantasy VII. <i>First Person Scholar</i> . <a href="http://www.firstpersonscholar.com/remaking-legitimacy-in-final-fantasy-vii/">http://www.firstpersonscholar.com/remaking-legitimacy-in-final-fantasy-vii/</a>

- 2020 **Larson, Ian** Platforms at the Peripheries: A Case Study Analysis of Historic Bootleg Consoles. *Digital Games Research Association 2020 Proceedings*.  
<https://dl.digra.org/index.php/dl/article/view/1263>
- 2018 **Larson, Ian.** Physical Gaming Spaces. San Diego State University Department of Sociology. Montezuma Publishing, San Diego, California.  
<https://digitalcollections.sdsu.edu/do/f8b14666-a8cf-4c19-97b4-9e780afdda12>
- 2017 San Diego State University Sociology. "Confronting Wage Theft: Barriers to Claiming Unpaid Wages in San Diego." San Diego State University Department of Sociology, San Diego Employee Rights Center, and Center on Policy Initiatives.  
[https://ccre.sdsu.edu/\\_resources/docs/reports/labor/Confronting-Wage-Theft.pdf](https://ccre.sdsu.edu/_resources/docs/reports/labor/Confronting-Wage-Theft.pdf)

## FELLOWSHIPS, AWARDS, & GRANTS

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- 2023 Informatics Dissertation Completion Fellowship
- 2022 Best Paper Award. Foundations of Digital Games Conferences.
- 2022 Spring Graduate Teaching Fellowship.
- 2022 & 2020 Graduate Assistance in the Areas of National Need (GAANN) Fellowship
- 2019 Council on Research, Computing, and Libraries Grant for "Bootleg Games" Project
- 2018 Graduate Opportunity Fellowship, UC Irvine.
- 2017 John O. and Mary L. Anderson Memorial Endowed Scholarship in Sociology

## CONFERENCE PRESENTATIONS

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- August 2024 **"Save the Clones! The Growing Imperative to Archive Bootleg and Clone Video Game Consoles."** Save the Games Symposium. Strong Museum of Play. Rochester, NY.
- May 2024 **"Bootlegs, Jackals, and Clones: An Analysis of Early Video Game History Through the Lens of the Bootleg."** History of Games Conference. Birmingham, United Kingdom.
- March 2024 **"Making Video Games of the Past Accessible: Video Game Emulation and Accessibility."** Pacific Sociological Association. San Diego, California.
- November 2022 **"Policies of Misconduct: A Content Analysis of Codes of Conduct for Online Multiplayer Games."** CHI-Play 2022. Bremen, Germany.
- October 2022 **"Bootleg Histories."** History of Games Conference. Virtual Conference.

- September 2022 **"Privileging the Past: Problematic and Gendered Rhetoric in Retrogaming Content."** Foundation of Digital Games Conference. Athens, Greece.
- July 2022 **"Privileging the Past: Problematic and Gendered Rhetoric in Retrogaming Content."** Foundation of Digital Games Conference. Athens, Greece.
- July 2022 **"Tending and Befriending: Designing for Equity and Inclusion."** Roundtable held at Games for Change Festival 2022. New York City, NY.
- June 2022 **"Problematic and Gendered Rhetoric in Retrogaming Content."** Console-ing Passions. Orlando, FL.
- April 2022 **"Problematic and Gendered Rhetoric in Retrogaming Content."** Pacific Sociological Association. Sacramento, CA.
- August 2020 **"Gaming Tastes: Cultural Hierarchies Amongst Video Game Consoles & Devices."** American Sociological Association. San Francisco, CA.\*
- June 2020 **"Platforms at the Peripheries: A Case Study Analysis of Historic Bootleg Consoles."** Digital Games Research Association. Tampere, Finland.\*
- August 2019 **"Bootleg Consoles: Constructing an Alternative Gaming History."** Higher Education Video Game Alliance Summer School. Skovde, Sweden.
- April 2019 **"No Skin = No Skill: Reproduction of Meritocracy and Capitalist Hierarchy in Free-To-Play Video Games."** Southern Sociological Society. Atlanta, GA.
- August 2018 **"No Skin = No Skill: Reproduction of Meritocracy and Capitalist Hierarchy in Free-To-Play Video Games."** Summer Student Research Symposium. Irvine, CA.
- April 2018 **"Now You're Playing With Power: Video Games and Capitalism."** SDSU Capitalism: Culture and the Individual Conference. San Diego, CA.
- March 2018 **"A Call for the Sociology of Video Games."** Pacific Sociological Association. Long Beach, CA.
- November 2017 **"A Call for the Sociology of Video Games."** California Sociological Association. Sacramento, CA.
- April 2017 **"The Digital Divide: Race and the Internet in 2017."** San Diego State Student Research Symposium. San Diego, CA.

*\*Canceled due to Covid-19.*

## GUEST LECTURES & INVITED TALKS

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- Winter 2024 **"Emulation and Gaming."** GDIM 49: History of Games Guest Lecture: University of California, Irvine.

Summer 2022	<b>"The History of Video Games."</b> Camp Kiki: Gaming and Esports Camp. Guest workshop. The University of Kentucky & Niantic Inc.
Spring 2021	<b>"CounterGaming."</b> I&CS 62: Game Technology and Interactive Media Guest Lecture. University of California, Irvine.
Fall 2020	<b>"Games and the Internet."</b> I&CS 3: Internet Technology and Society Guest Lecture. University of California, Irvine.
Spring 2019	<b>"Indie Developers."</b> I&CS 62: Game Technology and Interactive Media Guest Lecture. University of California, Irvine.
Spring 2019	<b>"Video Game Monetization and Cosmetic Skins".</b> I&CS 3: Internet Technology and Society Guest Lecture. University of California, Irvine.

### INVITED MEDIA CONTRIBUTIONS (Interviews, podcasts, blog contributions)

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2024	<b>Interview.</b> "Silent but Deadly: Changing Social Dynamics in Online Video Games." <a href="#">Slate</a> .
2024	<b>Interview.</b> "Why Play Final Fantasy VII Remake When You Could Play FFVII Demake?". <a href="#">Nintendolife</a> .
2024	<b>Interview.</b> "Curious Video Game Machines: A Compendium of Rare and Unusual Consoles, Computers and Coin-Ops." White Owl Publishing. 2024.
2023	<b>Interview.</b> "How Do You Build a (Digital) City?" <a href="#">Bloomberg</a> .
2020	<b>Blog Contribution.</b> "Theme Parks Go Virtual: An Analysis of Gaming Simulations of Theme Parks." <a href="#">In Media Res</a> .
2020	<b>Blog Contribution.</b> Clones in the Archives: Console and Software Cloning Practices in the Early Years of Video Games." <a href="#">Strong Museum of Play's Stuff Blog</a> .
2018	<b>Interview.</b> "Gaming Blind" Documentary." <a href="#">Accessible Media Inc</a> .

### ACADEMIC SERVICE (Conference and Event Planning)

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2022 - 2023	<b>Logistics Assistant.</b> Game User Research Summit. Seattle, WA.
2022 - 2023	<b>Social Chair.</b> Informatics Graduate Student Association. Irvine, CA.
2017 - 2018	<b>Coordinator.</b> "Capitalism: Culture and the Individual Conference" San Diego State University. San Diego, CA.
2017 - 2018	<b>Event Chair.</b> SDSU Graduate Sociology Student Association. San Diego State University. San Diego, CA.
2017	<b>Coordinator.</b> "Popular Culture and New Technology Panels"

California Sociological Association. Sacramento, CA.

## ACADEMIC SERVICE (Peer Reviews and Book Reviews)

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2024	<b>Article Reviewer.</b> Foundation of Digital Games.
2022 -2024	<b>Article Reviewer.</b> Press Start Journal.
2022 -2024	<b>Article Reviewer.</b> New Sociological Perspectives.
2021 -2024	<b>Article Reviewer.</b> Sociological Focus.
2020 -2024	<b>Article Reviewer.</b> Loading.
2020 -2024	<b>Article Reviewer.</b> Hawaii International Conference on System Sciences Proceedings.

## CERTIFICATIONS & SPECIAL TRAINING

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Fall 2024	<b>Accelerate 2 Industry Certificate of Completion.</b> University of California, Irvine.
Spring 2019	<b>Mentoring Excellence Program Certificate of Completion.</b> University of California, Irvine.
Summer 2018	<b>Competitive Edge Program Certificate of Completion.</b> University of California, Irvine.

## PROFESSIONAL ASSOCIATIONS

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UCI Informatics CATS Lab  
 California Sociological Association  
 Pacific Sociological Association  
 American Sociological Association  
 Digital International Games Research Association  
 Games User Research Network

## RELATED RESOURCES

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Website	<b>Online Blog/Website; Owner and Author.</b> The Sociology of Video Games <a href="https://sociologyofvideogames.com/">https://sociologyofvideogames.com/</a>
Linkedin	<a href="#">Linkedin</a>