

## EXPERIENCE AND ACHIEVEMENTS

### A) Publications

#### RAC

Iantorno, Michael. "GameSound, Quantitative Games Analysis, and the Digital Humanities." *Digital Studies/Le champ numérique*, edited by Constance Crompton, vol. 9, no. 1, 2019.

#### RSC

Iantorno, Michael. "Sub-Versions: Investigating Videogame Hacking Practices and Subcultures." *Concordia University*, 2019.

#### TVU

Iantorno, Michael. "Ephemeral Games and Ambiguous Rights." *Pause Button*, vol.5, 2018, [pausebutton.org/2018/08/01/ephemeral-games-and-ambiguous-rights](http://pausebutton.org/2018/08/01/ephemeral-games-and-ambiguous-rights).

Iantorno, Michael. "Adventures in 8.5x11." *InMediaRes: Fantasy Cartography Week*, 15 Dec. 2017, [mediacommons.org/imr/2017/12/15/adventures-85x11](http://mediacommons.org/imr/2017/12/15/adventures-85x11).

### C) Other Achievements

#### Conference Presentations

Iantorno, Michael. "Fans of the Game: Love for the Code." Fan Studies Network North America Conference, 26 Oct. 2019, DePaul University, Chicago, IL.

Iantorno, Michael. "ROM Hacks, Randomizers, and Retro Games: Challenging Copyright and Remixing Zelda." Digital Games Research Association (DiGRA) Conference 2019, 8 Aug. 2019, Ritsumeikan University, Kyoto, Japan.

Iantorno, Michael. "Randomize, Replay, Repeat: Fan Tactics and Sharing Videogames Online." Canadian Game Studies Association Conference at Congress of the Humanities and Social Sciences, 6 June 2019, University of British Columbia, Vancouver, BC.

Iantorno, Michael. "Tips for Circumventing the Law! Developing Research on Illicit Topics." Performing Justice, 3 May 2019, Concordia University, Montreal, QC.

Iantorno, Michael. "Sub-Versions: Investigating Videogame Hacking Practices and Subcultures." TAG Microtalks, 28 Nov. 2018, Concordia University, Montreal, QC.

Iantorno, Michael and Mony, Melissa. "GameSound - A Ludomusicological Database Prototype." Congress of the Humanities and Social Sciences, 25 May 2018, University of Regina, SK, Digital Demonstration and Poster Presentation. *Co-researcher, sole conference presenter.*

Iantorno, Michael and Mony, Melissa. "GameSound - A Ludomusicological Database Prototype." McGill Music

Graduate Symposium, 23 March 2018, McGill University, Montreal, QC. Poster Presentation. *Co-researcher, sole conference presenter.*

#### Research Activities

**[Sep 2019 - Present] Research Assistantship: Nintendo Wii ROM Hacks Project, Residual Media Depot**

In collaboration with Dr. Darren Wershler and the Residual Media Depot, I am studying the potential of the Nintendo Wii as an emulation platform for fan-made ROM hacks. This research explores the legal implications of repurposing outmoded hardware and the varied fan motivations for hacking videogames.

**[Sep 2019 - Present] Research Assistantship: Class and Videogames, mLab**

Under the supervision of Dr. Mia Consalvo, I am working with a team of mLab researchers to study representations of socio-economic class in videogames, as well as how socio-economic class systems shape the ways in which individuals play and understand games, through qualitative videogame analysis.

**[Sep 2017 - Present] Student Member: Technoculture, Arts, and Game (TAG) Lab**

As a member of TAG, I have collaborated with interdisciplinary scholars to develop panel presentations for the Canadian Game Studies Conference and the Milieux Institute for Arts, Culture, and Technology. This work has allowed me to consider my research beyond the purview of communication studies, providing me with perspectives rooted in game development, archival practice, and research-creation.

**[Apr 2019 - Sep 2019] Research Assistantship: GPS Discoverability Engine, Milieux Institute**

Under the supervision of Dr. Bart Simon, I provided research support for the GPS Discoverability Engine Project — a three year grant conducted in partnership with Concordia University that facilitates onsite research at GamePlay Space and supports the Montreal independent game community.

**[Sept 2017 - April 2019] Student Representative: Media Studies, Department of Communication Studies**

In addition to assisting students on a day-to-day basis, a key task I performed as a student representative was to serve on the Search Committee for the Selection of a Chair in Communication Studies. This involved attending meetings, questioning the candidate, and participating in the final vote. I also served as the lead organizer for Access Points, a student-run conference featuring speakers from across Canada.

**[Sept 2017 - April 2019] Teaching Assistant: Department of Communication Studies**

My teaching experience spans across five undergraduate Communication courses, for which I facilitated classroom discussions, developed lab tutorials, and provided marking support. In 2018, I was awarded the Carolyn & Richard Renaud Teaching Assistantship bursary as an acknowledgement of my contributions in the classroom.

**[Oct 2017 - Jan 2019] Researcher Co-Creator: GameSound**

During my master's degree, I connected with scholars within McGill University's Digital Humanities department and the University of Sydney to create the prototype sound database GameSound, which explores new methods of studying a videogame's audio assets.

**Creative Outputs**

“The Story of Nicholas: Finding a Group Home.” Contact. Accessible Media Inc, Canada, 2016. Radio Documentary.

“An Open Book.” Contact. Accessible Media Inc, Canada, 2016. Radio Documentary.

“Seeing Home with Ed Lucas.” Choice Words. Accessible Media Inc, Canada, 2016. Radio Episode.

“All Those Years Ago.” Contact. Accessible Media Inc, Canada, 2015. Radio Documentary.

“Death of a President: The Moment and the Controversy.” Contact. Accessible Media Inc, Canada, 2014. Radio Documentary.

“New Orleans: The City That Care Forgot.” Contact. Accessible Media Inc, Canada, 2014. Radio Documentary.

Iantorno, Michael. *Hyperbound: A Narrative Game Hack Project*. 2007, Nuit Blanche, Toronto, ON, michaeliantorno.com/item/hyperbound.

Iantorno, Michael. *Hyperbound: A Narrative Game Hack Project*. 2007, Ryerson University Axis Festival, Toronto, ON, michaeliantorno.com/item/hyperbound.