

SCOTT DEJONG

CONTACT

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EDUCATION

Doctor of Philosophy, Communication

Concordia University | Ongoing

Supervisor: Dr. Mia Consalvo.

Master of Arts, Media Studies

Concordia University | 2020

Supervisor: Dr. Mia Consalvo.

Bachelor of Education Primary/Junior

Nipissing University | 2018

Honor's Bachelor of Arts in

Contemporary Studies

Wilfrid Laurier University | 2018

GRANTS/ SCHOLARSHIPS

2024 Fulbright Student Scholarship |
25'000 USD

2022 Concordia Public Scholar | 10'000
CAD

2022 Fonds de Recherche du Québec-
Société et Culture (FRQSC) | 84'000
CAD

2022 Trudeau Doctoral Scholarship
Finalist | 5'000 CAD

2020 Concordia Doctoral Scholarship |
54'000 CAD

2018 Canadian Graduate Scholarship |
17'500 CAD

Paid Positions

Game Designer / Researcher (2023 –2024) Ethical AI Research Project
Concordia University, Montreal

Course Instructor (2024) COMS 319 – Media Literacy
Concordia University Montreal

Game Design Consultant (2023 – Present) Imaginetic
Montreal, QC

Game Designer (2023) Royal Military College of Canada
Kingston, ON

Research Assistantships (2018 – 2024) Various Projects
Disinformation and Games Research Project
Class and Games Research Project
Ageing Communication and Technologies Lab
Canadian Election Memes Research Project
Participatory Liveness Research Project
Seniors, Fitness, and Technology Project

Teaching Assistant (2021) Games and Culture
Concordia University Montreal

Theses

(Masters) DeJong, S. (2020). "Generational Controls: Designing and implementing a serious intergenerational escape game that analogizes data personalization, filter bubbles and echo chambers". Concordia University, Communications. Montreal.

(Current PhD) DeJong, S. (In Progress). "Media Literacy and Disinformation at Play: How fake news and educational games play with audiences for control." Concordia University, Communications. Montreal.

Forthcoming Publications:

DeJong, S., & Iantorno, M. (TBD). Gaming to the Bottom: Precarity and Freelance Game Design on Fiverr. Media Industries.

DeJong, S. (TBD). "Play or be Played: Theorizing disinformation through a framework of play". In Bessma Momani & Shelly Ghai Bajaj The Weaponization of Digital Disinformation in Canada.

DeJong, S. & Lajeunesse, M. (TBD). *Their System, Our Game: Homebrew and the World of Pathfinder*. University of Michigan Press.

Blamey, C., DeJong, S., Lajeunesse, M., and Consalvo, M. (2024). "Disinformation and Games White Paper". Concordia University

Book Chapters:

Sawchuk, K., DeJong, S., Maude, G., (2021). "Faking Age?: Ageing and the Algorithmic Assemblage". In Rambukkana, Nathan (Eds), *Intersectional Automations: Robotics, AI, Algorithms, and Equity*. Lexington University Press. Lanham, MD. (Co-author)

CREATIVE OUTPUTS

- DeJong, S. (2024). Feed the Machine: Playing with AI Ethics. OBVIA funded project. Game.
- Hunt, R., DeJong, S., and Balska, N. (2022) Siliconned. Game.
- DeJong, S. (2022). Lizards and Lies.
- DeJong, S., Lajeunesse, M., and Zanescu, A. (2021 – Ongoing). Humor and Games Podcast. Co-producer.
- DeJong, S. (2019) Reactile. Concordia University. Game.
- DeJong, S., Lafontaine, C., and Sawchuk, K. (2019). Sandra's Keys: Serious Escape Room Around Older Adult Mistreatment. Ageing, Communication, Technologies (ACT project). Game

EVENTS

- (2024) Game Design for Regenerative Futures. Concordia University 4th Space.
- (2024) Co-Operative Play with AI: What are the ethics?. Concordia University
- (2023) Disinformation Games: Good, Bad, and Ugly. Concordia University
- (2023) Bad Game Arcade: Exploring the Challenges of Educational Games. Concordia University.

Journal Articles:

- DeJong, S. (2023). Playing With Fake News: State Of Fake News Video Games: The International Journal of Games and Social Impact, 1(1), Article 1.
- McKelvey, F., DeJong, S., Kowalchuck, S., & Donovan, E. (2022). Is the Alt-Right Popular in Canada? Image Sharing, Popular Culture, and Social Media. Canadian Journal of Communication, 47(4), 702–729. <https://doi.org/10.3138/cjc.2022-0021>
- DeJong, S., Kowalchuk, S., and McKelvey, F. (2022). Who to Blame This Pandemic On: A Qualitative Study of the Politicization of COVID-19 through Political Memes in Canada. Global Media Journal, 14(1).
- DeJong, S. & Blamey, C. (2022). Top Shelf Drinks, Bottom Line Play: Examining Representations of Class in Bartending and Mixology Games. Games and Culture.
- DeJong, S., & Souza, A. B. de M. (2022). Playing Conspiracy: Framing Conspiracy Theory Analogies within Research-Creation Board Game Design. M/C Journal, 25(1), Article 1. <https://doi.org/10.5204/mcj.2869>
- McKelvey, F., DeJong, S., and Frenzel, J. (2021). Memes, scenes and #ELXN2019s: How partisans make memes during elections. New Media & Society, 14614448211020690. <https://doi.org/10.1177/14614448211020690> (Co-author)
- Lafontaine, C., Sawchuk, K., & DeJong, S. (2020). Social Justice Games: Building an Escape Room on Elder Abuse through Participatory Action Research. *The Computer Games Journal*, 9(2), 189–205. <https://doi.org/10.1007/s40869-020-00105-5>
- Khalili-Mahani, N., De Schutter, B., Mirgholami, M., Holowka, E. M., Goodine, R., DeJong, S., McGaw, R., Meyer, S., & Sawchuk, K. (2020). For Whom the Games Toll: A Qualitative and Intergenerational Evaluation of What is Serious in Games for Older Adults. *The Computer Games Journal*, 9(2), 221–244. <https://doi.org/10.1007/s40869-020-00103-7>

Policy Documents:

- Sawchuk, K., Lafontaine, C., DeJong, S., and Brek, N. (2019). “Meeting the needs of all Canadians: Older adults, affordability and mobile, wireless services”. Submitted to the CRTC. Ageing Communication Technologies (ACT Project). (Third Author)
- Sawchuk, K., Lafontaine, C., Besanger, K., Brek, N. and DeJong, S. (2018). “Listen to Vulnerable Consumers: Systemic Abuses in the Canadian Telecommunication Industry”. Submitted to the Ageing Communication Technologies (ACT Project). (Contributor)

Conference Papers

- Consalvo, M., and DeJong, S. (2024). "Class Tourism, Empathy Machines, and Videogames." Digital Internet Games Research Association. Guadalajara, Mexico.
- DeJong, S. (2023). Making the Digital Tangible Through Analog Games: Design Retrospective of Digital Literacy Games. HCI in Games: 5th International Conference, , Copenhagen, Denmark, Proceedings Part I, 66–80.

Conferences/ posters:

- DeJong, S. (2024). "The Truth Lies in Serious Games: Tensions of play fictions and realities". Serious Play. Toronto
- DeJong, S. and Lajeunesse, M. (2024). "The Beauty of the Brew: How TTRPGs structure creative co-design". Analog Game Studies. Online.
- DeJong, S. (2024). "The Playfulness of Disinformation: How Entertainment, Humour, and Performance Proliferate Misleading Content". Canadian Communications Association. Montreal.
- DeJong, S. (2024). "Learning to Code Games and Politics: Misinformation within Scratch Studios". Digital Internet Games Research Association. Guadalajara.
- DeJong, S. (2024). "Minigames and Disinformation: Lessons Learned". Connections North 2024.
- DeJong, S. (2023). "Serious Games for Disinformation". Connections North 2023. Ottawa.
- DeJong, S., and Scheiding, R. (2023). "Improving Educational Game Design: Agency and Possibility through serious game design retrospectives". Canadian Game Studies Association. Online.
- DeJong, S. (2023). "Media Literacy Games: Forgotten audiences, skills, and new directions." Media Education Summit.
- DeJong, S., Lafontaine, C., and Sawchuk, K. (2022) "Unlocking Serious Games: Adapting Serious Design to Pandemic Friendly Game Mediums". Meaningful Play. Lansing, Michigan
- DeJong, S. (2022). "Lizards and Lies Disinform the Internet: Designing a boardgame about online fallacy". MisDoom 2022. Online
- DeJong, S. (2022). "Playing Conspiracy: Designing Analogy in Boardgames". Canadian Game Studies Association.
- DeJong, S., and Blamey, C. (2021). "Cocktails, Clients, and Class-Narratives in VA-11 Hall-A: Cyberpunk Bartender and Red Strings Club." International Conference on Narratives and Games.
- DeJong, S., Kowalchuk, S., and McKelvey, F. (2021). "Canadian Political Memes During COVID-19" Canadian Communication Association.
- DeJong, S. (2019). "Data-Manipulating Play: How Player Data can be used to Alter Play Patterns", Canadian Game Studies Association.
- Sawchuk, K., Lafontaine, C., and DeJong, S. (2019). "Co-designing an escape room on elder abuse with older adults" Canadian Association of Gerontology. (Co-Author)
- DeJong, S. (2019). "Designing an Analog Game on a Sensitive Issue". TAG Microtalks.

INVITED TALKS

- DeJong, S. (2024). "Understanding AI: How do we teach about it?". Evidence for Democracy.
- DeJong, S. (2024). "What is all the fuss? Disinfo, Misinfo, and Fake News". Seniors Action Quebec.
- DeJong, S. (2023). "How Play Weaponizes Disinformation". Weaponization of Disinformation in Canada. Waterloo, ON.
- DeJong, S. (2023). "Lizards and Lies: Simulating Disinformation Online". International Forum for Peace and Prosperity. Sicily.
- DeJong, S. (2022). "Boardgames to counter disinformation: Canadian approaches and comparative directions". Lithuanian Ministry of Defense.
- DeJong, S. (2022). "What Makes a Good Educational Game?". English Montreal School Board.
- DeJong, S. (2022). "How do we game disinformation?". Embassy of Canada to Lithuania. Vilnius.
- DeJong, S. (2022). "Boardgames and Media Literacy: Canadian Perspectives" Embassy of Canada to Ireland. Dublin.
- DeJong, S. (2021). "Serious Game Design and Critical Play: Steps for Success". Concordia University.
- DeJong, S. (2020) "Fact Checking the Infodemic: Fake News, Myth, Misinformation and Disinformation". Ageing Communication Technologies (ACT) Partnership Workshop.

News and Magazine articles:

- DeJong, S. (2022). Opinion: Teaching fact-checking won't suffice in battle against fake news. Montrealgazette. <https://montrealgazette.com/opinion/opinion-teaching-fact-checking-wont-suffice-in-battle-against-fake-news>
- DeJong, S. (2022). 'Stranger Things' shows how conspiracy theories take hold and do harm. The Conversation. <https://theconversation.com/stranger-things-shows-how-conspiracy-theories-take-hold-and-do-harm-186536>
- DeJong, S. (2022). The Playful Undertones of Radicalization. The Monitor. (Magazine). <https://monitormag.ca/articles/the-playful-undertones-of-radicalization>
- McKelvey, F., & DeJong, S. (2021). From sunny ways to pelted with stones: Why do some Canadians hate Justin Trudeau? The Conversation. <http://theconversation.com/from-sunny-ways-to-pelted-with-stones-why-do-some-canadians-hate-justin-trudeau-167607> (News)

Media Featuring My Work:

- Tunney, C. (2024, January 18). AI-powered disinformation is spreading—Is Canada ready for the political impact? CBC News. <https://www.cbc.ca/news/politics/ai-deepfake-election-canada-1.7084398>
- Campbell, C. (2023, April 5). Games are a weapon in the war on disinformation. The Economist. <https://www.economist.com/culture/2023/04/05/games-are-a-weapon-in-the-war-on-disinformation>
- Bird, C., and McIntyre, D. (2023). "Videogames in the classroom? With Scott DeJong". 630 CHED Morning Show.
- Heurtel, David. (2023) "Concordia Student Makes Boardgame about Misinformation" CJAD Montreal. Radio.
- De Rosa, N. (2022, December 24). "Un jeu de société sur la désinformation créé à Montréal. Radio-Canada.ca. <https://ici.radio-canada.ca/nouvelle/1943468/lizards-and-lies-jeu-societe-desinformation-decrypteurs>
- Rand, A. (2022). "Boardgames about media literacy with Scott DeJong" Iheartradio,
- Carter, A. (2022). "Using games to Counter Conspiracy Theory with Scott DeJong". Andrew Carter Morning Show. Iheartradio. <https://www.iheart.com/podcast/962-the-andrew-carter-podcast-62506089/episode/the-andrew-carter-morning-show-thursday-98101730/> (Radio)
- Karnick, S. (2022). "New board game 'Lizards and Lies' pits facts against conspiracy theories with Scott DeJong." All in a Weekend with Sonali Karnick.(Radio)
- Fraleigh, T. (2021). "The Game Makers Guide – Scott DeJong".