

Mathias Crawford

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Education

- Ph.D. **Stanford University** Ph.D. Student, Stanford Graduate Fellow 2011-present
- B.A. **Harvard College** A.B. (Hons), Cum Laude in History of Science 2001-2006

Publications/Presentations

- *The Uncivilized Camera: Television Technology and the Vietnam War.* Forthcoming
Accepted for panel at ICA 2013
- Invited Speaker. *Latour and ANT in Vietnam.* Stanford Humanities Center Interdisciplinary Working Group in Critical Theory October 2012
- Game Developers Conference 2012 Presentation. *From Milan to Abu Dhabi: Games for Change* March 2012
- *Parks and Re-creation.* Kill Screen Magazine, Summer 2011: 58-65. Print. Summer 2011
- West Coast Green 2010 Panel: *Power Up! Changing the Real World with Games.* September 2011

Work Experience

- Research Manager, *The Institute for the Future*, Palo Alto, CA 2008-2011
- Game Designer, *Natron Baxter Applied Gaming*, San Francisco, CA 2009-Present
- Guest Contributor, *GigaOm* 2012-Present
- Staff Writer, *Kill Screen Magazine* 2011-2012
- Contributor, *GOOD Magazine* 2010-2011

Awards

- Stanford Graduate Fellow 2011-Present
- Values in Design Fellow 2012-Present
- Thomas T. Hoopes Prize, Harvard University for Outstanding Scholarly Research for Senior Thesis 2006

Teaching Experience

- TA, Comm. 120: Digital Media and Society (Prof. Fred Turner) Fall 2012
- TA, Comm. 1B: Media, Culture, Society (Prof. Fred Turner) Winter 2013

Professional Development

- Values in Design Workshop, hosted at UC Irvine August 2012
- Reviewer, *2013 ICA Game Studies Special Interest Group Pre-Conference*. 2013
- Ad Hoc Reviewer, *the 14th Annual International Workshop on PRESENCE* 2012

Research Interests

- Infrastructures of Play
- Community Organization and Action
- Game Design
- Futures Thinking
- Community Website Development and Management
- Mobile Communication Technology
- Open Source Collaboration
- Education Technology