Dave Jones

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Appointments

CeME Lab Graduate Research Assistant
Old Dominion University │ Fall 2009 to Present
Co-Directors Dr. Kathie Gossett & Dr. Liza Potts
Lead research assistant for interaction design in games and social networking systems

Graduate Teaching Assistant
Old Dominion University │ Spring 2009
Teaching Introduction to Technical and Scientific Writing

Graduate Assistant
Morehead State University │ Fall 2001 to Spring 2003

Education

PhD Professional Writing and New Media (anticipated 2012)
Advisor: Dr. Liza Potts
Old Dominion University

MA English, Creative Writing emphasis (2003)
Advisor: George Eklund, MFA
Committee: Dr. L. Layne Neeper & Dr. Nancy Peterson
Morehead State University

BA English (2001)
Double-major: English and Philosophy │ Minor: Creative Writing
Morehead State University

Publications

Peer Reviewed Journal Articles & Proceedings Papers
Potts, L. & Jones, D. (2011, forthcoming). Contextualizing experience: Tracing the relationships between people and technologies in the social web. *Journal of Business and Technical Communication*.

Jones, D. & Potts, L. (2010). *Best practices for designing third-party applications for contextually-aware tools.* In Proceedings of ACM SIGDOC 2010. Sao Paul, Brazil. Available in ACM Digital Library

Jones, D. (2009). *Accounting for affective experiences in video games*. Proceedings of ACM SIGDOC 2009. Indiana University. Bloomington, IN. Available in ACM Digital Library.

Jones, D. (2008). Narrative reformulated: Videogames and storytelling. *CEA Critic (70)*3, 20-34.

Jones, D. (2008). *Games as texts: Semiotics in gameplay and cutscenes*. In Proceedings of Meaningful Play 2008. Michigan State University. Lansing, MI.

Encyclopedia Articles
Jones, D. (2012, forthcoming). Games communities. In *Encyclopedia of Social Networking*. SAGE Publications, anticipated 2012.

Book Reviews
Jones, D. (2010, forthcoming). *Digital Literacy for Technical Communication*, Rachel Spilka (Ed.). For the *Journal of Rhetoric, Professional Communication, and Globalization*.

Jones, D. (2009). *The Pleasures of Computer Gaming: Essays on Cultural History, Theory, and Aesthetics*. For the Resource Center on Cyberculture Studies.

Presentations

Conference Presentations
Jones, D. (2010). Convergence.Economy.Activity: What Interaction Design Can Add to the Study of Convergence Cultures. *Mid-Atlantic Popular/American Culture Association*. Alexandria, VA. Panel Chair.

Jones, D. (2010). Designing for the Moral Economy of Co-Creation in Games. *Meaningful Play 2010*. Michigan State University, Lansing, MI. Poster Session.

Jones, D. (2009). Accounting for Affective Experiences in Video Games. *ACM SIGDOC 2009*. Indiana University. Bloomington, IN.

Jones, D. (2008). Narrative Refigured: What Videogames are Doing to Dtorytelling. *CEA 2008: College English Association's Annual Conference*. St. Louis, MO.

Jones, D. (2007, October 26). Grand Theft Narrative. *USI Faculty Colloquium Series*. Evansville, IN.

Invited Presentations
"Writing Lit Reviews and Working With a Mentor." Invited Lecture in Dept. of English seminar Empirical Research Methods. 2010.

Awards

ATTW 2010 │ March 17-18, 2010
Research Committee Travel Stipend, $200

Old Dominion Research Travel Grant | Fall 2010
Travel Grant to give poster presentation at Meaningful Play 2010, $500

English Department Pegasus Award | Fall 2010
Given for poster presentation at Meaningful Play 2010, $350

Research

Primary Area: Technical Communication and Experience Design in Games and Social Media

Secondary Interests: Cultural Studies, Moral Economies, Participatory Cultures, Activity Theory, Actor Network Theory

Research Position
Graduate Research Assistant, CeME Lab at Old Dominion University
Co-Directors Dr. Liza K. Potts & Dr. Kathie Gossett

Twitter Tools and Context
> Designing and prototyping a third-party social networking client to better aggregate and organize dispersed social networking activities. Includes analysis of Twitter and the usability of third-party clients as communication channels in light of Actor Network Theory and Activity Theory.

Kairos Editorial Redesign
> Redesigning and wireframing the editorial portal for *Kairos*.

Disaster Downtown
> Interaction and interface design for iPhone applications that can crowd source information during times of disaster.

New Media Composition Tools
> Researching current free and open-source tools that support new media composition practices for students.

ACM SIGDOC Information Flow
> Assessing and designing the web presence for ACM SIGDOC. We are reconfiguring information flow by using social media and blogs, wikis, and other social media applications.

Workshops Attended
Analyzing Literate Activity, by Paul Prior
ATTW 2010 │ March 18, 2010 │ Louisville, KY
Using Cultural-Historical Activity Theory to analyze streams of situated discourse and activity.

Teaching

Old Dominion University │ January 2010 to Present
ENGL 131C Introduction Scientific and Technical Writing (Instructor)
ENGL 4/595 Information Architecture and Design (Teaching Assistant to Dr. Liza Potts)

Owensboro Community and Technical College │ Summer 2007 to Fall 2009
ENC 090 Basic Composition
ENGL 101 Argument
ENGL 102 Writing
ENGL 161 Introduction to Literature

University of Evansville │ Fall 2006 to Spring 2009
WRTG 104 Exposition
WC 110 World Cultures I: The Ancient World to the Reformation
WC 120 World Cultures II: Emergence of the Modern World
FYS 120 First-Year Seminar: Image and Interactive Culture

Kentucky Wesleyan College │ Fall 2006 to Spring 2009
ENG 1301 Writing Workshop I
ENG 1302 Writing Workshop II
PC 1101 Writing Lab

University of Southern Indiana │ Fall 2003 to Fall 2009
ENG 100 Introduction to Rhetoric and Composition
ENG 101 Rhetoric and Composition I: Writing
ENG 201 Rhetoric and Composition II: Argument
ENG 105 Introduction to Literature

Industry

Freelance Research and Design
LifeDash
Junior Experience Design Researcher │ January 2010 to Present
Developing and conducting research on the architecture and design of social networking systems, as well as the user experience of social media participants.

Researching, wireframing, and writing specifications for a social networking systems and social media applications.

Conducting usability testing for prototype features and applications for the system.

Recent Service

Organizations
SIGDOC ODU student organization │ Fall 2009 to Present

Conference Panel Chairs
Chair, Technical Culture 2, Establishing Communities/Creating New Worlds: Technological Mediation and Cultural Expression. *Mid-Atlantic Popular/American Culture Association*. Alexandria, VA.

Reviewer
Reviewer, *Eludamos: Journal for Computer Game Culture* │ 2009 to Present
Reviewer, IPCC 2010
Reviewer, SIGDOC 2010

Professional Organizations

Officer Positions
Chair, SIGDOC ODU | Fall 2010 to Present
Vice Chair, SIGDOC ODU | Fall 2009 to Fall 2010

Memberships
ACM SIGDOC | December 2009 to Present
SIGDOC ODU | Fall 2009 to Present

Coursework

Experience Design
@PW: Social Media Theory
Culture, Media, Participation
Game Design and Cultural Studies
Visual Rhetoric and Document Design
Digital Authorship
New Media Theory and Practice I
New Media Pedagogy
Discourse, Rhetoric, and Culture
Empirical Research Design
Major Debates in English Studies
Classical Rhetoric