

Curriculum Vitae

John Carter McKnight

Doctoral Candidate in Human and Social Dimensions of Science and Technology, Arizona State University. Graduating in Spring 2013.

Research Areas

Science and Technology Studies; legal anthropology; anthropology of online communities; games studies; video game studies; games and culture; management and governance online; ethnographic methodology; gender and identity; privacy; fan studies and transmedia fan production; education technology and theory in higher education.

Education

PhD in Human and Social Dimensions of Science and Technology, Arizona State University.

- Expected completion Spring 2013. Dissertation: [TBA].
- Committee: Clark Miller (chair) (Political Science), Elisabeth Hayes (co-chair) (English), Braden Allenby (Engineering), Alice Daer (English).
- Dissertation prospectus defended Fall 2011.
- Passed comprehensive exams in Science and Technology Studies, Anthropology of Online Communities, New Media and Educational Design, Spring 2011.
- Second Year Project (“A Failure of Convivencia: The Undoing of an Online Community Merger and its Implications for Globalized Politics”) presented Fall 2009, defended Spring 2010.
- Entered Fall 2008.

JD, New York University School of Law.

MIA, Columbia University School of International and Public Affairs.

BA, Honors, University of California, Santa Barbara.

Fellowships and Honors

HASTAC Scholar, 2011-12. Fellowship recipient in the Humanities, Arts, Science, and Technology Advanced Collaboratory sponsored by Duke University, the MacArthur Foundation, and the Arizona State University Department of English.

State of Play Graduate Student Scholarship. Sponsored by New York Law School Institute for Information Law and Policy, to attend State of Play Graduate Student Symposium for the Serious Study of Virtual Worlds at the State of Play VI Conference, July 2009, New York, NY.

Science Foundation Arizona. Graduate Research Fellow 2008-2010.

Publications

Book Review: Noveck, B. *Wiki Government*. AUDEM, The International Journal of Higher Education and Democracy, Vol.1 No. 2, in press.

Invited Talks

The Perky Pug: Engineering Civic Values in World of Warcraft. Virtual Worlds Best Practices In Education 2011, March 2011, *Second Life*[™]

Digital Literacy and the Death of Community. Virtual Worlds Best Practices In Education 2011, March 2011, *Second Life*[™]

Virtual World Governance. IBM Smarter Technology Virtual Conference Series. January 2010, in *Second Life*[™]

The Second Space Age. American Astronautical Society 50th Anniversary Conference, November 2003, Houston TX

Why We Fly. Keynote address, Space Settlement Summit, March 2003, Los Angeles CA

Conference Presentations

A Failed Experiment? Teaching and Learning About Community in World of Warcraft. Games+Learning+Society 7.0, June 2011, Madison WI

Learning About Community in Virtual Worlds. Virtual Worlds Best Practices In Education 2011, March 2011, in *Second Life*[™]

<*The Devils Made Me Do It*> - *A Law School Experiment in Online Community Governance*. Games+Learning+Society 6.0, June 2010, Madison WI

Legal Anthropologist of Gor! a methodological conundrum. Games+Learning+Society 6.0, June 2010, Madison WI

<*The Devils Made Me Do It*> - *A Law School Experiment in Online Community Governance*. Virtual Worlds Best Practices In Education 2010, March 2010, in *Second Life*[™]

Barsoom's Legacy: Mars Through the Lens of the American Southwest. CONTACT XXI, March 2004, NASA Ames Research Center, Mountain View, CA

Conference and Workshop Participation

Session Chair: *Virtual Worlds*. Internet Research 12.0, October 2011, Seattle WA

Invited Workshop Participant: *Explosions of Virtuality*. October 2011, Stanford University, Palo Alto CA

Invited Workshop Participant: *First Annual International Humanitarian Law Workshop*. October 2011, Arizona State University Sandra Day O'Connor College of Law, Tempe AZ

Session Co-Chair (with Elisabeth Hayes, Constance Steinkuehler, Ryan Martinez and Sean Duncan): *Teaching and Learning with the 'Gaming Generation': Using Games in Undergraduate Education Across Disciplines*. Games+Learning+Society 7.0, June 2011, Madison WI

Session Co-Chair (with Lisa Galarneau and Mark Chen): *Big Debate: Are Online Games Building or Destroying Community? And How Mangled Is It?* Games+Learning+Society 7.0, June 2011, Madison WI

Conference Chair: *Governance of Virtual Worlds Conference*. March 2010, Sandra Day O'Connor College of Law, Tempe AZ and in Second Life™

Session Chair: *Governance or Management? Governance of Virtual Worlds Conference*. March 2010, Sandra Day O'Connor College of Law, Tempe AZ and in Second Life™

Session Chair, *Virtual Self-Governance. Governance of Virtual Worlds Conference*. March 2010, Sandra Day O'Connor College of Law, Tempe AZ and in Second Life™

Guest Lectures

Who Cares About Social Games? for CompuGirls: A Social Justice Technology Program For Girls, Arizona State University. July 2011, Tempe AZ

Violence and Conflict in Video Games, for Assistant Professor Lazarina Topuzova ORGL 520, Conflict Resolution, Gonzaga University, Masters in Organizational Leadership Program. June 2011, Spokane WA

Cultural Models: Video Games as Mirrors and Shapers, for Assistant Professor Jameson Wetmore, ASB 344, Technology and Society, November 2010, Tempe AZ

Teaching Experience

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Games and Culture: In Fall 2011, I designed and taught ENG 499/590, an undergraduate/graduate seminar in the Department of English. This course featured intensive discussion and student writing on one book a week on the theory and anthropology of games, across cultures and historical periods.

Computer Gaming, Learning and Literacy: In Spring 2011, I co-developed and co-taught (with Professor Elisabeth Hayes) RDG 440, in the College of Education. This course surveyed games studies from a trans-disciplinary perspective, with a concentration on learning and literacy theory. Students were required to write in a variety of formats weekly, along with gameplay and a major research project, in addition to online and in-class discussion. Course taught again in Spring 2012, with a greater focus on teaching writing in new media.

Discourse, Community & Power in Virtual Worlds: In Spring 2011, I co-developed and co-taught (with Professor Elisabeth Hayes) ENG 654, in the Department of English. This course was built around ethnographic and auto-ethnographic work in *World of Warcraft*, readings across a range of disciplines, and both online and in-class discussion.

Governance of Virtual Worlds: In Spring 2010 I co-developed and co-taught LAW 710/EDT 710, co-listed in ASU's Sandra Day O'Connor College of Law and the Department of Education Technology in the College of Education. This course covered legal, political and economic analysis of virtual worlds in Socratic law-school format, in addition to a practicum in *World of Warcraft*, in which the class had to establish and govern a guild. Major research/writing project required.

Technology and Society: In Fall 2010, I was one of three teaching assistants for Assistant Professor Jameson Wetmore's undergraduate course in Science and Technology Studies, ASB 344 in the Anthropology Department, leading two discussion sections of 25 students each and teaching a guest lecture to the full class.

Professional Service

Consortium for Emerging Technologies, Military Operations and National Security: Thrust Group Leader, Training, Education and Virtuality. 2011-present

Barrett Honors College, Honors Thesis Third Reader, Kari Allan: "*What Every Noob Should Know - A Corpus of World of Warcraft Terminology and Discourse*" Spring 2011

Barrett Honors College, Honors Thesis Third Reader, Sandra Ray, "*Virtual Volunteering for Environmental Change*" Spring 2009

Other Relevant Employment**Arizona State University, Professional Enhancement Programs**

Pre-Law Services Coordinator/Program Development Coordinator
08/2006 to 08/2007

Wrote curriculum for new LSAT and GRE preparatory courses, incorporating research into teaching methodologies and performance enhancement, in conjunction with university psychologists. Developed new pre-law seminars. Conducted marketing, outreach and educational programs. Taught LSAT, GRE, GMAT preparatory courses. Advised students on graduate education; built network of University pre-professional resources. Hired, trained and supervised instructional staff for courses and new workshops. Over 1000 hours of classroom teaching experience. Twice recipient of SUN Award for Outstanding Community Service.

Attorney in Consulting Practice

Transactional Attorney/Legal Consultant
04/1993 to 12/2000

Advised startups and Fortune 100 corporations on corporate, tax and securities law issues. Analyzed impact of new laws and regulations on client businesses. Negotiated contracts, investment agreements. Researched using LEXIS/NEXIS, internet and library search tools. Wrote annual reports and disclosure documents describing clients' technological processes for lay investor audiences. Supervised and trained junior attorneys and support staff.

The Mars Society

Executive Director
11/1998 to 05/1999

Helped build nonprofit organization from post-startup to 80 chapters in 20 countries. Led fundraising effort, drafted proposals, grant applications and budgets for Arctic research station. Gave press interviews on space exploration and Society programs. Conducted briefings for Congressional staff. Recruited, trained and managed global volunteer and advisory network among universities, NASA centers, aerospace industry. Organized conferences and special events. Founded and led multi-national team researching space law issues.

Skadden, Arps, Slate, Meagher & Flom LLP

Corporate Finance Attorney
08/1988 to 05/1991

Drafted and reviewed SEC disclosure documents. Analyzed financial data for compliance with government securities regulations. Negotiated complex financial transactions on behalf of companies and investors. Advised companies on compliance with Federal and State securities, banking and tax laws and

regulations. Co-authored privatization seminar materials for Eastern European government officials. Drafted speeches and articles on current legal topics.