

OTHER WORK

TALKS

- Panelist: EA sponsored forum on diversity within the workplace
EA RELATE May 2012
- Lecture: Sporadic Play-Game Update, the Latest Developments in Games for Busy People
GDCOnline, October 2010
- Lecture: Sporadic Play – The History and Future of Making Games for Busy People
GDC Social &Online Game Summit, March 2010

PUBLICATIONS

- Chapter co-author: *Designing Games for Ethics: Models, Techniques, and Frameworks*, Dec 2010
- Paper co-author: *Oops, I learned something: Teaching via game mechanics*,
Games+Learning+Society Conference, June 2012

AWARDS

- Serious Play Awards, 2013 Silver Medal for TUNNEL TAIL
- Serious Games Challenge, 2012 Finalist for TUNNEL TAIL
- Meaningful Play, 2012 Runner-Up for Best Digital Game for TUNNEL TAIL
- JaysGames.com, Simulation Game, Best of Casual Gameplay and Audience Choice Award 2008 for SKYRATES
- Wizards of the Coast, International Games Festival, 2nd Place Gleemie Award for Strategic Gameplay for SKYRATES

INTERESTS

- Theater, Carnivorous Plants, Board Games, Korean History