

Refereed Publications:

Refereed Chapters:

1. Gregory MacKinnon, Rohan Bailey, Patricia Livingston, Vernon L. Provencal and Jon Saklofske "Predispositions to Concept Mapping: Case Studies of Four Disciplines in Higher Education." *Digital Knowledge Maps in Education*. Eds. Dirk Ifenthaler and Rita Hanewald. New York: Springer, 2014. (371-392).
2. Jon Saklofske, Estelle Clements and Richard Cunningham "They Have Come, Why Don't We Build It? On the Digital Future of Humanities." *Digital Humanities Pedagogy: Practices, Principles and Politics*. Ed. Brett D. Hirsch. U.K.: Open Book Publishers, 2012. 332-351.
3. "Plays well with Others: The Value of developing Multiplayer Digital Gamespaces for Literary Education" In *Literary Education and Digital Learning: Methods and Technologies for Humanities Studies* (Willie van Peer, Sonia Zyngier and Vander Viana, eds.) IGI Global, 2010. 130-156. Print.
4. "Between History and Hope: The Urban Centre of William Blake and William Wordsworth." in *City Limits*. Glenn Clark and Judith Owens, Eds. Montreal: McGill-Queens UP, 2010. 300-324. Print.
5. "The Motif of the Collector and Implications of Historical Appropriation in Ondaatje's Novels" *Comparative Cultural Studies on Michael Ondaatje*. Ed. Steven Totosty. Purdue UP. 2005. Print.

Refereed Journal Articles:

1. Robinson, Amy & Jon Saklofske and the INKE Research Team. "Connecting the Dots: Integrating Modular Networks and Narrativity in Digital Scholarship." Submitted to *Digital Studies / Le champ numérique* in October 2015. Published in the Congress 2015 Special Issue, Feb. 2017.
2. "Digital Theoria, Poiesis and Praxis: Activating Humanities Research and Communication through Open Social Scholarship Platform Design." *Scholarly and Research Communication*. 7.2 (2016).
3. "Gaming the Edition: Modelling Scholarly Editions through Videogame Frameworks" (with Nina Belojevic, Alex Christie, Sonja Sapach, John Simpson, INKE Research Team). *Digital Literary Studies* 1.1 (2016).
4. "Playing with Independence: Using multiplayer online narratives to explore independent and interdependent tensions in Romantic period literature." *Romantic Circles Pedagogy Commons* "Romantic Education: Romantic Pedagogies and New Approaches to Teaching Romanticism." May 2016.
https://www.rc.umd.edu/pedagogies/commons/romantic_education/pedagogies.romantic_education.2016.saklofske.html
5. "Digital doors of perception: Illuminating Blake through new knowledge environments" (Part of an article cluster with articles and responses from Roger Whitson and Ashley Reed). *Essays in Romanticism* 23.1 (2016).
6. "NewRadial: Challenging scales and standards of humanities scholarship through new knowledge environment prototypes." *Digital Studies/ Le champ numérique*. 2014. Published December 2015.
http://www.digitalstudies.org/ojs/index.php/digital_studies/article/view/301/390

7. "Humanities Scholarship in a Vast Universe: Modelling integrated scholarly opportunities between scales of digital information and meaning." *Scholarly Research and Communication "Building Partnerships to Transform Scholarly Publishing."* 5.4 (2014).
8. Nina Belojevic, Alyssa Arbuckle, Matthew Hiebert, Ray Siemens, Shaun Wong, Alex Christie, Jon Saklofske, Jentery Sayers, Derek Siemens, INKE Research Group and ETCL Research Group. "A Select Annotated Bibliography Concerning Game-Design Models for Digital Social Knowledge Creation." *Mémoires du livre / Studies in Book Culture*. "Book and Videogame." 5.2 (2014). Web.
9. "Exploding, Centralizing and Reimagining: Critical Scholarship Refracted Through the NewRadial Prototype." *Scholarly and Research Communication*, 5.2 (2014). Web.
10. Arbuckle, Alyssa, Nina Belojevic, Matthew Hiebert, and Ray Siemens, with Shaun Wong, Derek Siemens, Alex Christie, Jon Saklofske, Jentery Sayers, and the INKE and ETCL Research Groups. 2014. "Social Knowledge Creation: Three Annotated Bibliographies." *Scholarly and Research Communication* 5.2 (2014). Web.
11. Jon Saklofske, Jake Bruce and the INKE Research Team. "Beyond Browsing and Reading: The Open Work of Digital Scholarly Editions." *Scholarly and Research Communication*, 4.3 (2013). Web. 13 pp.
12. "Fluid Layering: Reimagining Digital Literary Archives Through Dynamic, User-generated Content." *Scholarly and Research Communication*, 3.4 (2012). Web. 11 pp.
13. Gregory MacKinnon and Jon Saklofske. Evaluating the Pedagogical Impact of a Virtual World Using Concept Mapping. *Journal of Educational Multimedia and Hypermedia*, 20.3 (2011). 267-281. Print.
14. "Remediating William Blake: Unbinding the Narrative Architectures of Blake's Songs" *European Romantic Review* 22.3 (June 2011): 381-88. Print.
15. "NewRadial: Re-visualizing the Blake Archive." In *Poetess Archive Journal (PAJournal)* 2.1 (2010). Web.
16. Gregory MacKinnon and Jon Saklofske. "Mapping Conceptual Change: A Unique Approach for Measuring the Impact of Virtual Learning." In *Ubiquitous Learning: An International Journal* 2.2 (2010). 77-86. Print.
17. "'Tales Worked in Blood and Bone': Words and Images as Scalpel and Suture in Graphic Narratives." *ImageText* 4.1 (2008). Web.
18. "Conscripting Imagination: The National "Duty" of William Blake's Art." In *Romanticism on the Net*. Issue 46. (2007). Web.
19. "Thoughtless Play: Using William Blake to illuminate authority and agency within Grand Theft Auto: San Andreas." *Games and Culture*. 2.2 (2007) 134-148. Print.
20. "The Motif of the Collector and Implications of Historical Appropriation in Ondaatje's Novels" *CLCWeb: Comparative Literature and Culture*. 6.3 (2004) 15 Oct 2004. Web.
21. "A Fly in the Ointment: Exploring the Artistic Relationship between William Blake and Thomas Gray," *Word & Image* 19.3 (2003). 166-179. Print.
22. "Voices of the Dispossessed: An Examination of Dual Resistance in Contemporary Native Canadian Writing." *Humanity and Society* 19.3 (1995). 83-89. Print.

Refereed Reference Work Contributions:

23. Entries on Percy Shelley's "Ozymandias" and William Blake's "The Tyger," for Facts on File's *Companion to Literary Romanticism* (Ed. Andrew Maunder), 2010.

Digital Tools:

1. NewRadial:

NewRadial is a web-based digital environment for humanities research and collaboration that encourages users to occupy, search, sort, and annotate database content in a visual field. It has been designed to function as a workspace in which primary objects from existing databases can be browsed, gathered, correlated, and commented on by multiple users in a dynamic visual environment. In addition, NewRadial offers a space in which secondary scholarship, exchange and debate can be centralized and mapped onto the primary data without deforming or destabilizing the original databases.

- Sourceforge: <http://sourceforge.net/projects/newradial-inke/>
- Developer install: <http://inke.acadiau.ca/newradial-dev>
- Twitter: @NewRadial

2. Golgonooza 1 &2:

Golgonooza is a game-based storytelling multi-user online environment (modified from the open source enCore Xpress platform) for use in my classes. This platform is designed to support the hosting, building and archiving of multimedia educational simulations and materials by both faculty and student users.

- Golgonooza v1: <http://playground.acadiau.ca:7000>
- Golgonooza v2: <http://playground.acadiau.ca:7001>

3. Cross-Fade:

Cross-fade is a prototype, html-based image cross-fade tool used to examine similarities between similar images. Primarily designed to examine the edition differences between William Blake's illuminated books (which combine mechanically reproduced etchings with unique modifications in each instance) and Dante Gabriel Rossetti's paintings, this tool can be used with any pair of images.

- Cross-fade website: <http://inke.acadiau.ca/sandbox/custom-fade/index.html>
 - A Blake example: <https://tinyurl.com/ydxb45v7>
 - A Rossetti example: <http://tinyurl.com/pkmkxb8>

Book and Conference Reviews:

1. Book Review: Isbister, Katherine. *How games move us: emotion by design*. MIT, 2016 (Published in the Dec. 2016 CHOICE issue.)
2. Book Review: Damrosch, Leo. *Eternity's sunrise: the imaginative world of William Blake*. Yale, 2015. (Published in June 2016 CHOICE issue.)
3. Book Review: Flanagan, Mary and Nissenbaum, Helen. *Values at Play in Digital Games*. MIT 2014. (Published in May 2015 CHOICE issue.)
4. Book Review: Mikics, David. *Slow reading in a hurried age*. Belknap/Harvard, 2013. (Published in April 2014 CHOICE issue.)

5. Book Review: Francis, James, Jr. *Remaking horror: Hollywood's new reliance on scares of old*. McFarland, 2013. (Published in December 2013 CHOICE issue).
6. Book Review: Berry, David M., ed. *Understanding Digital Humanities*. Palgrave MacMillan, 2012 (Published in September 2013 CHOICE issue).
7. Book Review: Allmer Patricia; Brick Emily, and Huxley, David, eds. *European nightmares: horror cinema in Europe since 1945* (Wallflower Press, 2012). (Published in March 2013 CHOICE issue).
8. Book Review: Holmevik, Jan Rune. *Inter/vention: free play in the age of electracry*. (Cambridge: MIT, 2012). (Published in January 2013 CHOICE issue).
9. Book Review; Jones, Steven E and Thiruvathukal, George K. *Codename revolution: The Nintendo Wii Platform*. (Cambridge: MIT, 2012). (Published in November 2012 CHOICE issue).
10. Book Review: Briefel, Aviva and Sam Miller. *Horror after 9/11: World of Fear, Cinema of Terror*. (Austin: University of Texas Press, 2011). (Published in June 2012 CHOICE issue).
11. Book Review: Susanin, Timothy S. *Walt before Mickey: Disney's early years, 1919-1928*. (University Press of Mississippi, 2011). (Published in May 2012 CHOICE issue).
12. Book Review: Bartscherer, Thomas and Coover , Roderick, Eds. *Switching codes: thinking through digital technology in the humanities and the arts*. (University of Chicago Press, 2011) (Published in January 2012 CHOICE issue).
13. Book Review: McGonigal, Jane. *Reality is broken: why games make us better and how they can change the world*. (Penguin, 2011). (Published in October 2011 CHOICE issue).
14. Book Review: Brookey, Robert Alan. *Hollywood Gamers: Digital Convergence in the Film and Video Game Industries*. (Indiana UP, 2010). (Published in June 2011 CHOICE issue).
15. Book Review: Rovira, James. *Blake and Kierkegaard: Creation and Anxiety*. (Continuum, 2010). (Published in April 2011 CHOICE issue).
16. Book Review: Bowman, Sarah Lynne. *The functions of role-playing games: how participants create community, solve problems and explore identity*. (McFarland, 2010). (Published in February 2011 CHOICE issue).
17. Book Review: Fang, Karen. *Romantic writing and the empire of signs: periodical culture and post-Napoleonic authorship*. Virginia, 2010. (Published in November 2010 CHOICE issue).
18. Book Review: Jesper Juul. *A Casual Revolution* (MIT, 2010). CHOICE Reviews (Published in August 2010 CHOICE issue).
19. Book Review: Mary Flanagan. *Critical Play: Radical Game Design*. (MIT, 2009). CHOICE Reviews (Published in May 2010 CHOICE issue).
20. Book Review: Neils Clark and P. Shavaun Scott. *Game Addiction* (MacFarland, 2009). CHOICE Reviews (Published in March 2010 CHOICE issue).
21. Book Review: Pat Harrigan and Noah Wardrip-Fruin, Eds. *Third Person: authoring and exploring vast narratives* (MIT, 2009). CHOICE Reviews (Published in December 2009 CHOICE issue).
22. Book Review: Julian McDougall. *Studying Videogames* (Auteur, 2008). CHOICE Reviews (Published in September 2009 CHOICE issue).

23. Book Review: Yasmin Kafai, Carrie Heeter, Jill Denner and Jennifer Sun, Eds. *Beyond Barbie and Mortal Kombat: New Perspectives on Gender and Gaming*. (MIT, 2008). CHOICE Reviews (Published in August 2009 CHOICE issue).
24. Book Review: James Newman. *Playing with Videogames*. (Routledge, 2008). CHOICE Reviews (Published in June 2009 CHOICE issue).
25. Book Review: Tyrone L. Adams and Stephen A. Smith, eds. *Electronic tribes: the virtual worlds of geeks, gamers, shamans, and scammers*. (Texas, 2008). CHOICE Reviews. (Published February 2009 CHOICE issue).
26. Book Review: Steven Jones. *The Meaning of Video Games* (Routledge, 2008) CHOICE Reviews. (Published in November 2008 CHOICE issue).
27. Book Review: Ian Bogost. *Persuasive Games: The Expressive power of Video Games* (MIT, 2007). CHOICE Reviews. (Published in September 2008 CHOICE issue).
28. Book Review: Sam McKegney's *Magic Weapons: Aboriginal writers remaking community after residential school*. (University of Manitoba, 2007) CHOICE Reviews. (Published in August 2008 CHOICE issue).
29. Book Review: C. T. Funkhouser's *Prehistoric Digital Poetry: An Archaeology of Forms, 1959-1995*. (University of Alabama, 2007) (Published in March 2008 CHOICE issue).
30. Book Review: Alan Rawes' *Romanticism and Form*. (Palgrave Macmillan, 2007). CHOICE reviews. (Published in January 2008 CHOICE issue).
31. Book Review: McKenzie Wark's *Gamer Theory*. (Harvard UP, 2007). CHOICE Reviews. (Published in November 2007 CHOICE issue).
32. Book Review: Pat Harrigan and Noah Wardrip-Fruin's *Second Person: Role Playing and Story in Games and Playable Media*. (MIT, 2007). CHOICE reviews. (Published in October 2007 CHOICE issue).
33. Book Review: Christopher R. Miller's *The Invention of Evening* (Cambridge UP, 2006). CHOICE Reviews. (Published in September 2007 CHOICE issue).
34. Book Review: Jason Allen Snart's *The Torn Book: Unreading William Blake's Marginalia* (Susquehanna UP, 2006). CHOICE Reviews. (Published in April 2007 CHOICE issue).
35. Book Review: Henry Jenkins' *Fans, Bloggers and Gamers: Exploring Participatory Culture* (NYUP, 2006). CHOICE Reviews. (Published in April 2007 CHOICE issue).
36. Book Review: James Galloway's *Gaming: Essays on Algorithmic Culture* (U of Minnesota, 2006). CHOICE Reviews. (Published in Jan. 2007 CHOICE issue).
37. Conference review: Romantic Spectacle conference (Roehampton, 2006). *BARS Bulletin and Review*. September 2006.

Plenary Talks:

1. "Prototyping Resistance: Wargame Narrative and Inclusive Feminist Discourse" Plenary Paper and panel discussion (with Stephanie Boluk (Pratt Institute), Diane Jakacki (Bucknell U), Elizabeth Losh (UC San Diego), and Anastasia Salter (U Central Florida)) given at joint plenary session for *DHSI 2016*, the 2016 *Electronic Literature Organization Conference* and *INKE Innovative Interrogations Conference*. University of Victoria: Victoria, BC. June 2016.
2. "Digitizing Disneyland: Applying Imagineering Aesthetics to Virtual World Design." Plenary Paper given at the *Canadian Federation for the Humanities and Social*

Sciences Congress 2011 (Co-sponsored by SDH/SEMI and CGSA). UNB:
Fredericton, NB. June 2011.

Conference Papers and Presentations:

1. "Playful Instruments: Reimagining Games as Tools for Research and Scholarly Communication." DH2017. Montréal, QC. 8-11 August 2017.
2. "Playful lenses: Open social scholarship through game-based inquiry, research and scholarly communication." *Sustaining Partnerships to Transform Scholarly Production Conference (INKE)*. Victoria, BC. 19 January 2017.
3. "Modelling, Mentoring, and Motivating: Teaching Towards Scholarly Self-Actualization and Critical Humanism" Mount Allison University: Sackville, New Brunswick. November 21, 2016.
4. "Confronting Complexity, Integrating Data and Engaging Publics." Forum: The INKE Partnership for Open Social Scholarship. University of Toronto Scarborough. September 8, 2016.
5. "Inhabitable visualizations: Rethinking scholarly communication through innovative digital frames." *Innovative Interrogations: Modelling, Prototyping and Making*. University of Victoria: Victoria, BC. June 11, 2016.
6. "Digital Theoria, Poiesis and Praxis: Activating Humanities Research and Communication through Open Social Scholarship Platform Design." *Sustaining Partnerships to Transform Scholarly Production Conference (INKE)*. Whistler, BC. 19 January 2016.
7. "Are there (can there be/should there be) feminist war games?" *CGSA Annual Conference*. University of Ottawa, 2-5 June 2015.
8. "Connecting the Dots: Integrating Modular Networks and Narrativity in Digital Scholarship." (with Amy Robinson). *CSDH/SCHN & ACH Joint Conference*. University of Ottawa, 1-3 June 2015.
9. "On the Edge: Activating the Networked and Narrative Natures of Humanities Data." *Sustaining Partnerships to Transform Scholarly Production Conference (INKE)*. Whistler, BC. 27 January 2015.
10. "Connecting the Dots: Promoting the Integration of Modularity and Narrativity in Digital Scholarship." *INKE: Research Foundations for Understanding Books and Reading in the Digital Age: Emerging Reading, Writing, and Research Practice (Birds of a Feather)*. Sydney, Australia. 8 December 2014.
11. "Prototyping Perception: Utopia as method in Digital Humanities and digital gaming practices." *Society for Utopian Studies, 39th Annual Meeting*. Montreal, QC. 23-26 October 2014.
12. "NewRadial: Challenging scales and standards of humanities scholarship through new knowledge environment prototypes." Paper Presentation. *Experimental Interfaces for Reading 2.0 Conference*. Chicago, Illinois. 18-20 Sept. 2014.
13. "Digital doors of perception: Illuminating Blake through new knowledge environments." Paper Presentation. *NASSR 2014*. Bethesda, Maryland. 10-13 July 2014.
14. "Close Encounters - Preserving human perspectives and the potential for meaningful work within big data sets." Paper Presentation. *CSDH/SCHN 2014*. Brock University. 28-30 May 2014.

15. "Meta-adapters: Mediating compatibility to enhance the scholarly potential of scattered humanities data." Paper Presentation. *CSDH/SCHN 2014*. Brock University. 28-30 May 2014.
16. "Humanities Scholarship in a Vast Universe: Modelling integrated scholarly opportunities between scales of digital information and meaning." Paper Presentation. *Building Partnerships to Transform Scholarly Publishing Conference*. INKE, Whistler, B.C. 5-6 February 2014.
17. "Exploding, Centralizing and Reimagining: Critical Scholarship Refracted Through the NewRadial Prototype." Paper Presentation. *Research Foundations for Understanding Books and Reading in the Digital Age: E/Merging Reading Writing and Research Practices*. NYU, 26-27 September 2013.
18. "Centre and Circumference: Modeling and Prototyping Digital Knowledge Environments as Social Sandboxes." Long Paper presentation. *DH 2013*. University of Nebraska–Lincoln, 16-19 July 2013.
19. "Citizen Player: Reimagining players as acknowledged legislators of the game world." Paper Presentation. CGSA 2013. *University of Victoria*. June 3-5, 2013.
20. "Terra Incognita: Modelling digital scholarly editing as a form of hyperreal cartography." Paper Presentation. CSDH/SCHN 2013. *University of Victoria*. June 3-5, 2013.
21. "Gaming the Scholarly Edition: Opening the Private Sphere of Academic Scholarly Editing to Public Apprenticeship via Digital Game Paradigms." Sonja Sapach, Jon Saklofske (co-authors and co-presenters) and the INKE Research Team. Paper Presentation. *Media in Transition 8*. MIT. May 3-5, 2013. (<http://web.mit.edu/comm-forum/mit8/papers/SapachandSaklofske.pdf>)
22. "Beyond Browsing and Reading: The Open Work of Digital Scholarly Editions." Jon Saklofske and Jake Bruce (co-authors and co-presenters). Paper Presentation. *INKE: Research Foundations for Understanding Books and Reading in a Digital Age: E/Merging Reading, Writing, and Research Practices (Birds of a Feather)*. Havana, Cuba. 11-14 December 2012.
23. "SEEDS: Integrating Discourses of Editing and Computer Science into One Environment." Harvey Quamen (presenter), Jon Saklofske, Jon Bath (co-authors) and the INKE Research Team. Paper Presentation. *From Text(s) to Book(s) conference*. Nancy, France. June 21-23, 2012.
24. "Changing the Climate: Alternative Approaches to the Scholarly Edition in Digital Environments." Paper Presentation. *Beyond Accessibility Conference*. University of Victoria, Victoria, BC. June 8-10, 2012.
25. "Play-editing: Recognizing the Player as Editor in Digital Environments" Paper Presentation. *Canadian Game Studies Association Symposium*. Wilfred Laurier University, Waterloo, ON. May 29-30, 2012.
26. "Gaming the Edition: Applying a Digital Game Framework to Digital Editions." Paper Presentation. *Society for Digital Humanities (SDH/SEMI) Conference*. Wilfred Laurier University, Waterloo, ON. May 28-30, 2012.
27. "Fluid Layering: Reimagining digital literary archives through dynamic, user-generated content." Paper Presentation. *INKE: Research Foundations for Understanding Books and Reading in a Digital Age: Text and Beyond Conference (Birds of a Feather)*. Kyoto, Japan. November 2011.

28. "Fearful Asymmetries: Reinventing the William Blake Archive." Paper Presentation. *ICR2011: Reinventing Romanticism*. Montreal, Quebec. November, 2011.
29. "Playing with independence: Using multiplayer online narratives to explore independent and interdependent tensions in Romantic period literature." Paper Presentation. *NASSR Annual Conference*, Park City, Utah. August 2011.
30. "Inb4 404: Using 4chan.org to Challenge the Stasis Quo Illusion of Media Stability." Paper Presentation. *MIT7: Unstable Platforms: The Promise and Peril of Transition*. MIT: Cambridge, Mass. May 2011 . (<http://web.mit.edu/comm-forum/mit7/papers/Saklofske%20MIT7%20Paper.pdf>)
31. "NewRadial: Using Collaborative Data Visualisation as a Digital Humanities Research Lab." *Acadia's Research Summit: Research Presentation*. Acadia University. March, 2011.
32. "Remediating William Blake: Unbinding the Network Architectures of Blake's Songs." Paper Presentation. *NASSR 2010*. Vancouver, BC. August, 2010.
33. "Corrected Misunderstandings: Fortifying connections between Game Studies, Literary Studies and Digital Humanities." Paper Presentation. *Society for Digital Humanities (SDH/SEMI) Conference*. Concordia University, Montreal, QC. May 31–June 2, 2010.
34. "When Games Cheat: The Transformative and Subversive Power of Unreliability." Paper Presentation. *Canadian Game Studies Association Conference*. Concordia University, Montreal QC. May 28-29, 2010.
35. "Evaluating the Impact of a Virtual Environment Tool for the English Classroom" with Gregory MacKinnon. Paper Presentation. *Society for Information Technology and Teacher Education (SITTE) 21st International Conference*. San Diego, CA. March 29-April 2, 2010.
36. "Driven by Distraction: Harnessing Video Games to Engage and Empower Learners in the Post-Secondary Classroom." Paper Presentation. *AAU Teaching Showcase*. Acadia University, Wolfville NS. Oct. 2009.
37. "Virtual Revolutions: Evaluating the Digital Humanities Manifesto." Paper Presentation. *Atlantic Provinces Political Science Association Conference*. Acadia University, Wolfville, NS, Oct. 2009.
38. "NewRadial: Revisualising the Blake Archive." Paper Presentation. *DH2009*, University of Maryland, College Park, MD, June 2009.
39. "Blake Unbound: Modding the Blake Archive." Paper Presentation. *SDH-SEMI Conference* (At the Social Sciences and Humanities Congress). Carleton University, Ottawa, ON, May 2009.
40. "Interfacelift: Modding the Doors of Perception to the William Blake Archive," Paper Presentation. *MIT6: Stone and Papyrus, Storage and Transmission*. MIT: Cambridge, Mass. April 2009.
41. "Plays Well with Others: [The Value of](#) developing [Multiplayer Digital Gamespaces](#) for [Humanities Teaching and Research](#)." Paper Presentation. *SDH-SEMI Conference*. University of British Columbia, Vancouver, BC, June 2008.
42. "ALT/CTRL, SHIFT/CTRL, CTRL/DELETE: Public knowledge, Digital Spaces and the Continuing Erosion of Authorial Traditions." Paper Presentation. *SDH-SEMI Conference*. University of Saskatchewan, Saskatoon, SK, May 2007.

43. "Beyond the Archive: Using New Media to Illuminate William Blake's Narrative Play." Paper Presentation. *Congress 2007*. "Romanticism and the Media" panel. University of Saskatchewan, Saskatoon, SK, May 2007.
44. "CTRL/DELETE: The necessity of collaboration, conversation, complexity and conflict in the constitution of digital culture(s)." Paper Presentation. *MIT5: Creativity, Ownership and Collaboration in the Digital Age*. MIT: Cambridge, Mass. April 2007.
45. "Narrative Play: Using MOO technology in the classroom to enhance learning, understanding and critical response." Paper Presentation. *AAU Teaching Showcase*. Memorial University, St. John's, NFLD. October 2006.
46. "Conscripting Imagination: The National "Duty" of William Blake's Art." Paper Presentation. *Romantic Spectacle Conference*. Roehampton University: London UK. July 2006.
47. "ECO/ICO: The Romantic roots of 21st century critical contraries." Paper Presentation. *Romanticism, Environment, Crisis*. University of Wales: Aberystwyth, UK. June 2006.
48. "Digitizing William Blake: Narrative Resistance in New Media Re-presentations." Paper Presentation. *Narrative Matters*, Acadia University: Wolfville, NS. May 2006.
49. "Open Ended: Critical Theory and the New Textuality." Paper Presentation. *MLA Conference*. Washington, D.C. December 2005. (co-authored with Dr. Struan Sinclair, University of Manitoba).
50. "The Seductive Storyteller: Authorial Decentralisation and the Questionable Invitation to Play within Contemporary Narratives." Paper Presentation. *MIT4: The Work of Stories*. MIT: Cambridge, Mass. May 2005.
51. "Between History and Hope: The Urban Centre of William Blake and William Wordsworth." Paper Presentation. *City Limits?: The European City, 1400-1900*. University of Manitoba: Winnipeg, MB. October 2004.
52. "Serving New Historicism." Paper Presentation. *Romanticism, History, Historicism*. University of Wales: Aberystwyth, UK. June 2004.
53. "Artistic Friends, Enlightened Enemies: The Composite Paradox of William Blake and Thomas Gray." Paper Presentation. *Friendly Enemies: Blake and the Enlightenment*. The University of Essex Millennium Conference: Colchester, UK. August, 2000.
54. "Tales Worked in Blood and Bone": Visual Images and Text as Scalpel and Suture." Paper Presentation. *Body Projects III Conference*. University of Saskatchewan: Saskatoon, SK. August, 2000.
55. "The Fragmented Subject: An Examination of the Problematic Search for Identity in Joan Crate's Breathing Water." Paper Presentation. *Defining the West Conference*. University of Calgary: Kananaskis, AB. October, 1995.
56. "Voices of the Dispossessed: An Examination of Dual Resistance in Contemporary Native Canadian Writing." Paper Presentation. *Changing the Climate Conference*. University of Saskatchewan: Saskatoon, SK. March 1995.

Invited Talks:

1. "NewRadial: Prototyping Networked Open Social Scholarship." Public Lecture at Digital Humanities Summer Institute (Atlantic). 12 May 2016. Dalhousie University.

2. “NewRadial: Prototyping Networked Open Social Scholarship” Invited talk with Tilar Mazzeo sponsored by the *Centre de recherche interuniversitaire sur les humanités numériques* (UMontreal) and the *Virtuoso research centre* (UMontreal) 20 April 2016. McGill University.
3. “NewRadial and Linked Open Data.” Invited presentation and demonstration relating to *Linked Modernisms* gathering. University of Victoria: Victoria BC. 1 May 2015.
4. “Playing with War: Unconventional Representations of Conflict in Video Games.” Invited Talk given in conjunction with the Acadia Art Gallery’s Fall 2014 exhibit, *Consuming Conflict*. Wednesday, 19 November 2014. 7pm. Acadia University. Beveridge Arts Centre.
5. “Rapid Research: From New Media Journalism to the Digital Humanities” Roundtable talk between myself and David Plotz (Slate Magazine), Michael Sinatra, Carolyn Guertin, Jason Boyd and Geoffrey Rockwell. *Congress 2014*. Brock University: St. Catharines, ON. 27 May 2014.
6. “The NewRadial Environment.” Invited presentation and demonstration. ARC Executive Meeting. NSCU: Raleigh, North Carolina. 13 November 2013.
7. “Players and Builders: Digital Games and University Learning.” *Refresh Annapolis Valley*. Wolfville, Nova Scotia. 13 August 2013.
(<http://www.slideshare.net/refreshannapolisvalley/refresh-talk-ppt>).
8. “Creating Worlds Together: Collaborative Research with Undergraduate Students.” *TEDxBishopsU: Illuminating Education*. Bishop’s University, Sherbrooke QC. February 9, 2013. (http://www.youtube.com/watch?v=rFI_QVQVizY) .
9. Interview: Video games in humanities research and teaching broadcast on CBC Radio (Shift Program), June 2, 2011.

Conference Digital Demonstrations and Posters:

1. “NewRadial: A Digital Humanities Platform for Networked Open Social Scholarship” WISE Acadia. *It all Computes: Celebrating Diversity in Computing*. Acadia University. October 18th, 2016.
2. “Collecting and Curating Digital Exhibits Using the NewRadial Prototype.” Sustaining Partnerships to Transform Scholarly Production Conference (INKE). Whistler, BC. 27 January 2015.
3. “Resisting Standards, Simplicity and Automation: Prototyping utopia as method through the design and use of the NewRadial digital environment.” Society for Utopian Studies, 39th Annual Meeting. Montreal, QC. 23-26 October 2014.
4. “Prototyping Perception: Constellating meaningful critical paths through large data sets within the NewRadial environment.” Digital Demonstration. *Experimental Interfaces for Reading 2.0 Conference*. Chicago, Illinois. 18-20 Sept. 2014.
5. “Big Love: The fruitful marriage of ARC, DPLA and Europeana content within the NewRadial environment.” Jon Saklofske, Marc Muschler (co-authors and co-presenters) and the INKE Research Team. Digital Demonstration. *CSDH/SCHN 2014*. Brock University. 28-30 May 2014.
6. "The INKE NewRadial Prototype: Evolving the Space and Nature of Digital Scholarly Editions" Jon Saklofske (Acadia), Jake Bruce (Acadia), and the INKE M&P team. Poster Presentation and Digital Demonstration. *DH 2013*. University of Nebraska–Lincoln, 16-19 July 2013.

7. “NewRadial: Using Collaborative Data Visualisation as a Digital Humanities Research Lab.” *Acadia’s Research Summit: Poster Session*. Acadia University. March 22, 2011.
8. “Connections: Acadia’s First Year Alternative.” *Transforming Canadian University Undergraduate Education: An AUCC Workshop*. Halifax, NS. March 7, 2011.
9. “Evaluating the Impact of a Virtual Environment Tool for the English Classroom” with Gregory MacKinnon. *Society for Information Technology and Teacher Education (SITE) 21st International Conference*. San Diego, CA. March 29-April 2, 2010. Poster received **Honourable Mention Award** (*Second-best poster out of 111 participants in the showcase*).