Refereed Publications:

Refereed Chapters:


Refereed Journal Articles:


Refereed Reference Work Contributions:

**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.
   - Developer install: [http://inke.acadiau.ca/newradial-dev](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](http://playground.acadiau.ca:7000)

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.
   - A Blake example: [https://tinyurl.com/ydxb45v7](https://tinyurl.com/ydxb45v7)
   - A Rossetti example: [http://tinyurl.com/pkmkxb8](http://tinyurl.com/pkmkxb8)

**Book and Conference Reviews:**


**Plenary Talks:**


2. “Digitizing Disneyland: Applying Imagineering Aesthetics to Virtual World Design.” Plenary Paper given at the Canadian Federation for the Humanities and Social

Conference Papers and Presentations:

7. “Are there (can there be/should there be) feminist war games?” CGSA Annual Conference. University of Ottawa, 2-5 June 2015.


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.


Invited Talks:
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 *Virtuosos research centre* (UMontreal) 20 April 2016. McGill University.


9. Interview: Video games in humanities research and teaching broadcast on CBC Radio (Shift Program), June 2, 2011.

**Conference Digital Demonstrations and Posters:**


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.

