

Dr. Johnathan Harrington

B.A. (Hons) in English, University of Malta

M.Sc in Digital Games, University of Malta

Ph.D. in Creative Media, City University of Hong Kong

Research Assistant Professor, Department of English Language & Literature

Research Interests

My current active research includes:

- Creative Play, Designed Play
- Design Methods and Design Iteration
- Board Games, including communities, production and design
- Online Player Communities, especially creative communities

I am also not actively researching, but interested in

- Language in games
- Philosophical games, Rhetorical game(play)
- Marginalised play, such as queer play, community design, design in greater Asia

I am also always interested in active creative projects that are playful, whether games, gamified, or otherwise encouraging a playful approach.

Selected Publications

- Harrington, J. and Z. Zhang (2022). "Negotiating Chinese Youth Cyber Nationalism through Play Methods." *British Journal of Chinese Studies* 12.
- Gualeni, S., Vella, D., and Harrington, J. (2017). "De-Roling from Experiences and Identities in Virtual Worlds." *Journal For Virtual Worlds Research* 10(2).
- Harrington, J. (2020). *Workshops of Our Own: Analysing Constraint Play in Digital Games*, City University of Hong Kong.
- Harrington, J. (2018). *Infra-ordinary Rewritings: Animal Crossing: Pocket Camp as an Introductory Study*. DiGRA 2018.
- Harrington, J. (2018). *On Buddhist Frogs and Flower Arrangements: Out-of-Game's Spatial Production in Friendship Games*. Philosophy of Computer Games 2018.

Selected Released Games

- *Hamlet* (2022), Mighty Boards. Board Game (lead developer).
- *Posthuman Saga Series* (2019), Mighty Boards. Board Game (lead developer, developer).
- *Vengeance Series* (2017-2021), Mighty Boards
 - *Vengeance: Digital* (Q2, 2023), Digital Game (designer, project manager).
 - *Vengeance: Roll and Fight* (2021), Board Game (lead developer, project manager).
 - *Vengeance* (2017). Board Game (developer).
- *Something Something Soup Something* (2017), Stefano Gualeni. Digital Game (researcher, secondary designer).
- *MITA Series* (2017), Oddingo
 - *Staterra* (2017), Digital Game. (lead designer, developer).
 - *NetizeN* (2017), Digital Game (lead designer, developer).