

**JERREMIE CLYDE, MA, MLIS**  
CURRICULUM VITAE

Librarian | Co-PI Playing and redesigning culturally relevant tabletop games | Libraries  
and Cultural Resources | University of Calgary  
email: [jvclyde@ucalgary.ca](mailto:jvclyde@ucalgary.ca)

**HIGHLIGHTS**

**Mentoring/Supervision/HQP:** PhD Committees 1, PhD External examiner 1, Post Doc 1, Graduate Research Assistants 7, Directed Readings 2, LIT Practicums 12

**Scholarly Impact:** The term that Jerremie and his co-authors Wilkinson and Hopkins coined, “the Gamic Mode” is recognized as an influential theory. Featured in Robert Houghton’s *Teaching the Middle Ages Through Modern Games* (2022) and built upon by other scholars such as Manuel Alejandro Cruz Martinez in his exploration of using games to express deconstructionist history. Currently there are 3 papers in process that further explore the application of the gamic mode.

**Academic Administration & Leadership:** Jerremie was head/director of the Library and Archives at the Military Museums for six years. In this head equivalent position Jerremie was the primary contact for negotiating and managing the ongoing relationship with the Department of National Defence. Jerremie is responsible for the creation of UofC’s games collection and was the lead in using and supporting its use in research and teaching across campus, from classics to gender studies.

**FUNDING: GRANTS \$972,898 | SCHOLARSHIPS \$30,000 | AWARDS \$1,500**

- |      |  |
|------|--|
| 2019 | <b>\$1,5000</b> Alternative Land Use Society (ALUS) Dave Reid Award. In recognition of land stewardship, innovative work in producing ecosystem services, and community education and service on the same. Jerremie has been operating a sustainable mixed farm for over fifteen years. It allows him to engage with climate change in a positive way and he works with partner organizations to offer instruction, field days, workshops, and mentoring in sustainable agriculture. |
| 2019 | <b>\$96,134</b> SSHRC Insight Grant (CO-PI)<br>Playing and redesigning culturally-relevant tabletop games: Sustaining cultural and linguistic pluralism in public learning environments.   |
| 2018 | <b>\$37,149.70</b> Canadian Agricultural Partnership – Environmental Stewardship and Climate Change Program. Funding to establish and report on modified paddock based sustainable intensive grazing systems for alternate livestock (yak).  |
| 2018 | <b>\$15,949.75</b> Young Canada Works in Heritage Organizations (Director)   |

Canadian Council of Archives for two positions at The Military Museums Library and Archive – work experiencing and mentoring.

- 2018 **\$2,985.51** Alternative Land Use Services & Mountain View County – silviculture and riparian grazing establishment and community outreach.
- 2017 **\$193,000** Virtual Exhibit Investment Program (PI)  
The Great War in Translation: seeing WWI propaganda and documents through interactive media through student created art and Minecraft.
- 2016 **\$7,392** Canadian Summer Jobs Summary Temporary Employment Program
- 2015 **\$17,846** Alternative Land Use Services & Mountain View County – Riparian area protection and woodland restoration projects
- 2014 **\$11,500** SSHRC Outreach Grant (PI)  
First World War Re-examined: Material Culture, Memory, Media and Canada's Great War
- 2014 **\$12,490** Werklund Teaching Innovation Grant (Co-Applicant)  
Creating a Playful Culture of Learning with Gameful Assessment.
- 2013 **\$552,500** SSHRC Partnership Development Grant (PI)  
A two-year project to investigate a long term teaching and research collaboration involving game based peace officer training between Calgary Police Service, Youthlink, and the University of Calgary. The project funding included \$186,000 from SSHRC, \$150,000 from CPS, \$216,500 from Youthlink
- 2011 **\$16,350** URGC Seed Grant (PI)  
The Gamic Mode of History
- 2010 **\$1,751** URGC Travel Grant  
Interdisciplinary Social Sciences, 5th International Conference
- 2008 **\$850** LCR Travel Grant  
Canadian Library Association Conference
- 2007 **\$6,000** Teaching and Learning Centre (PI)  
Inquiry and Blended Learning Course Development and Enhancement Project
- 2007 **\$1,000** LCR Travel Grant  
Canadian Higher Education and Information Technology Conference

- 1998        **\$12,000** Canada-China Scholar Exchange  
Research at the No.2 archives in Nanjing, and Advanced Scholar studies at Nanjing Normal University for 12 months.
- 1998        **\$18,000** Canada-Taiwan Scholarship  
Research at the Taiwan National Archives and advanced study

## **ACADEMIC & ADMINISTRATIVE APPOINTMENTS**

- 2019 -       Associate Librarian (tenured faculty),  
Libraries and Cultural Resources (LCR), University of Calgary, Calgary
- 2014 - 2019 Head, Military Museums Library and Archives  
Associate Librarian (tenured Faculty),  
Libraries and Cultural Resources (LCR), University of Calgary, Calgary
- 2006 - 2014 Associate Librarian (tenured faculty),  
Centre for Arts & Culture: Games and Related Media  
Libraries and Cultural Resources (LCR), University of Calgary, Calgary
- 2006        Instructor (sessional)  
St. Mary's University College, Calgary  
HIST 383 Topics in the History of Post Imperial China
- 2004 - 2006 Director of Library Services (tenure-stream)  
St. Mary's University College, Calgary  
Managed migration from DOS based integrated library system to SIRSI
- 2002 – 2004 Database Licensing Coordinator  
The Alberta Library. Negotiated and managed over 9 million dollars of consortia databases licenses for Alberta and took the lead on several national licenses.
- 2002        Reference Librarian (sessional)  
J.W. Scott Health Sciences Library, University of Alberta, Edmonton
- 2000 - 2001 Reference Librarian (internship)  
Cameron Science and Technology Library, University of Alberta,  
Edmonton

## **EDUCATION**

### **Master of Business Administration (2019- )**

Thompson Rivers University Master of Business Administration distance program. Focusing on public administration and sustainability. Ongoing.

**International Society of Sustainability Professionals (2014-15)**

ISSP Short course in sustainability and courses on life cycle assessment, greening operations, and managing for sustainability

**Master of Library and Information Studies (1999-2000)**

University of Alberta, School of Library and Information Studies

**Advanced Scholar (1998)**

Nanjing Normal University and the No.2 Archives studying sectarian militia republican China. Nanjing, Jiangsu, PRC

**Master of Arts, History (1996-1998)**

University of British Columbia, University of Alberta  
Dissertation title: "Defending Home & Village: Red Spear Movement in Republican China." Completed Chinese Language Translation exam.

**Harbin Normal University Language Program (1996)**

Harbin Normal University, Harbin, Heilongjiang, PRC

**Bachelor of Arts, Honours History (1992-1996)**

University of Calgary, Calgary, Alberta

**PUBLICATIONS: Book Chapters 2 | Peer Reviewed Journal Articles 11 | Professional 4**

- 2022 REFERRED – "Intergenerational Conversations Through Redesigning Tabletop Games: Playing, Designing, and Learning with Canadian Families." Proceedings International Society of Learning Sciences Proceedings, co-authored with Beaumie Kim, Reyhaneh Bastani, and Justin Acton.
- 2019 REFERRED - "Rhetorical Replay and the Challenge of Gamic History: Silencing the Siren Song of Digital Simulation" pgs 170-186 in Kim Becnel, ed. Emerging Technologies in Virtual Learning Environments. IGI Global, June 2019. Co-authored with Glenn Wilkinson
- 2016 REFERRED – "Gamefulness in Designing Digital Game-Based Learning Through a Role-Playing Game" Proceedings of the IDEAS: Designing Responsive Pedagogy Conference. co-authored with Beaumie Kim, and Diali Gupta.
- 2015 REFERRED – *Gameful Space. Activities and Assessment for Game-Based learning*. Proceedings IDEAS 2015, co-authored with Beaumie Kim, and Dalia Gupta.
- 2014 Greening Knowledge and Sustainable 21<sup>st</sup> Century Competencies. Informed Librarian Online, June 2014
- 2013 REFEREED - "The Siren Song of Digital Simulation: Games, Procedural Rhetoric, and the Process of Historical Education" pages 52- 62 in Michael

- Thomas, ed. Technologies, Innovation, and Change in Personal and Virtual Learning Environments. IGI Global. Co-authored with Glenn Wilkinson
- 2013 REFEREED – *Game as Book, Player as Scholar: A Basis for Selection based on Content over Format*, College & Research Libraries, *in process*, co-authored with Chris Thomas – in print
- 2012 REFEREED – More Than a Game....Teaching in the Gamic Mode of History. The History Teacher. Vol 46, Issue 1, co-authored with Glenn Wilkinson
- 2012 REFEREED – Beyond the Historical Simulation: Scholarly Arguments through a Gamic Mode, Loading..., V.6, Issue 9, co-authored with Glenn Wilkinson
- 2011 REFEREED – *More Than A Game... Teaching In The Gamic mode: Disciplinary Knowledge, Digital Literacy, and Collaboration*, History Teacher, *in press*, co-authored with Glenn Wilkinson
- 2011 REFEREED – *The Siren Song of Digital Simulation: Games, Procedural Rhetoric and the Process of Historical Education*, International Journal of Virtual and Personal Learning Environments, Vo. 2 Issue 2; co-authored with Glenn Wilkinson
- 2011 REFEREED – *Embedded Reference to Embedded Librarianship – Six Years at the University of Calgary* Journal of Library Administration, Vo. 51 Issue 4; co-authored with Jennifer Lee
- 2008 REFEREED – *Information Literacy Through Digital Games*, Partnership: The Canadian Journal of Library and Information Practice and Research, Vo. 3 Issue 2; co-authored with Chris Thomas
- 2008 REFEREED – *Building an Information Literacy First-Person Shooter*, Reference Services Review, Vol. 36, Issue 4, pp. 381-388; co-authored with Chris Thomas
- 2008 PEER REVIEWER – Loading... Journal of the Canadian Gaming Studies Organization
- 2006 REVIEW – Dennis Blasko's *The Chinese Army Today* Journal of Military and Strategic Studies, Vol. 9, Issue 1, 6 pages
- 2002 *Meeting Information Needs in the Inner City*, Feliciter, Vol.48, Issue 3 pp. 40-41; co-authored with Naomi Castle
- 2002-2003 REVIEW – multiple books reviewed for the Canadian Book Review Annual

**CONFERENCE PRESENTATIONS: Refereed 14 | Non-Refereed 17**

- 2022 *Intergenerational Conversations Through Redesigning Tabletop Games: Playing, Designing, and Learning with Canadian Families*. ISLS Annual Meeting,

- Hiroshima, Japan, June 6-10, Poster Presentation. With Beaumie Kim, Reyhaneh Bastani, and Justin Acton.
- 2016 *Gamefulness in Designing Digital Game-Based Learning Through a Role-Playing Game* IDEAS: Designing Responsive Pedagogy Conference. Calgary. With Beaumie Kim, and Diali Gupta.
- 2015 *Gameful Space, Activities and Assessment for Game-Based Learning* IDEAS Conference. With Beaumie Kim, and Diali Gupta.
- 2015 *The Bureaucratic Library: Agent for Change*, CAPAL Meeting, Congress of the Humanities, Ottawa, Ontario. With John Wright.
- 2015 *21<sup>st</sup> Century Competencies, Developing Resilience and Ethical Alternatives*. Alberta Association of Library Technicians. Canmore, Alberta.
- 2015 *Who is Growing in your Community, New Agrarianism, Libraries, and Food Security*. Alberta Association of Library Technicians. Canmore, Alberta.
- 2015 *Gameful Space, Activities and Assessment for Game-Based Learning*. IDEAS 2015, Calgary, Alberta, with Beaumie Kim and Diali Gupta
- 2015 *The Great War and Memory in Entertainment Media*, Material Culture and the First World War, Calgary, Alberta. With John Wright, Jim Grey, and Kristian McKinnis
- 2014 *Enhancing Community Policing through Digital Simulations*. Designing Libraries, Calgary, Alberta, with Zehra Akyol
- 2014 *Transitioning from Local Stake Holders to Global Citizenship: making informed print and digital collection decisions in the light of local mandates and global ethics*. Learning, Leadership, and Practice: Educating Global Citizens Conference, Calgary, Alberta. With Laura Koltusky, Sabrina Wong, and John Wright.
- 2011 *Context in Motion: A History of Motion Control Systems Before the Crash*, Exergaming Symposium: Active Gaming for Adults, Children and Special Populations. Calgary, Alberta
- 2011 *Games in Libraries*. Alberta Association of Library Technicians 2011 Conference, Edmonton Alberta
- 2011 *Narrative Pleasures: Providing the Building Blocks of Explanatory Narrative in Digital Gamic Environments*. Canadian Game Studies Association 2011 Conference, Fredericton, New Brunswick, in conjunction with Glenn Wilkinson

- 2011 *Digital Games and Libraries in a Three Session Series: Collection, Description, and Access* Scholarship, Learning and the Digital Video Game, Calgary, Alberta – with collections and technical services staff
- 2011 *Teaching by Building: Game Design, Epistemic Awareness, and History*, Scholarship, Learning and the Digital Video Game, Calgary, Alberta – with Glenn Wilkinson
- 2010 *The Digital Mode of History: An Immersive Computer-Assisted Approach to the Historical Narrative* 5<sup>th</sup> International Conference on Interdisciplinary Social Sciences, Cambridge, U.K., in conjunction with Glenn Wilkinson
- 2010 *More Than a Game... Teaching in the Digital Mode* Library Orientation Exchange (LOEX) of The West, Calgary, Alberta, in conjunction with Glenn Wilkinson
- 2010 *Games, Procedural Literacy, and The Process of Historical Education* Game Based Learning 2010, London, U.K.
- 2009 *Re-Visioning Military History through a Digital Mode: The Second World War, Seventy Years On: New Perspectives on the Second World War*, Lake Louise, Alberta, in conjunction with Glenn Wilkinson
- 2008 *Benevolent Blue: Playing with Information Literacy*, Library Orientation Exchange (LOEX) of The West, Las Vegas, Nevada, in conjunction with Chris Thomas
- 2008 *Game as Book, Designer as Author, Player as Scholar*, Canadian Library Association Annual Conference (CLA), Vancouver, British Columbia, in conjunction with Chris Thomas
- 2008 *Benevolent Blue: Playing with Information Literacy* Workshop on Instruction in Library Use (WILU) 37, Kelowna, British Columbia
- 2008 *Copyright Update* Alberta Library Association (ALA) Jasper Conference in conjunction with Rob Tiessen, and Andrew Waller
- 2008 Calgary Libraries In Action – Foothills Library event, - debater with John Wright regarding control of patron behavior in libraries
- 2007 *Copyright in a Digital World* NetSpeed, in conjunction with Rob Tiessen
- 2007 *Digital Games Based Learning, Information Literacy and Library Advocacy* NetSpeed, in conjunction with Chris Thomas

- 2007 *Hard Play: Digital Game Based Learning and Information Literacy* Canadian Higher Education and Information Technology conference (CANHEIT) in conjunction with Chris Thomas
- 2005 *Licensing – Intermediate Session* NetSpeed in conjunction with Andrew Waller
- 2005 *Copyright Update* NetSpeed in conjunction with Rob Tiessen
- 2005 *Trends and Transformations in E-Resources* CLA National Conference Calgary in conjunction with Andrew Waller and Ed Roche
- 2004 *Licensing – Basic Session* NetSpeed in conjunction with Andrew Waller

#### **INVITED LECTURES, PANELS, & TEACHING**

Jerremie's regular duties include instruction in research methods and the creation and use of citations in the humanities and social sciences. Each of these individual sessions on research methods are not listed. Below is a list of more substantial teaching, lectures and panel participation.

- 2016 EDER679 – Worked with Beaumie Kim to design and modify the course to include structured game play and game design. Worked with the class from 2pm to 5pm for two weeks to teach and facilitate the play session.
- 2016 *WWI Participation of Women and First Nations*. Jr. High School Students from Strathmore – 80 junior high learners were facilitated in a project to create their own propaganda dealing with gender and the First Nations in WWI. This project took place over several weeks in the Fall and Winter of 2016.
- 2011 *Development of a Games and Related Media Collection at the University of Calgary* School of Library and Information Studies, University of Alberta
- 2011 *Dealing with the Complexities of Interactive and Mixed Digital Collections: Content, Application, Format*. SLIS 583, School of Library and Information Studies, University of Alberta
- 2011 *Dealing with Microforms, Archives and Digital Collections For Family History Research*. Calgary Board of Education Retired Educators Genealogy Group, Calgary, Alberta
- 2010 *Gaming and Libraries Round Table*. Panel Participant. Libraryfutures.ca, University of Alberta



- 2010 *Producing and Sourcing Local Food in Calgary*. Panel Participant. Community Gardens Fair and Symposium, Community Garden Resource Network, Calgary Horticultural Society. Calgary, Alberta
- 2010 *Unique and Hard to Find Family History Resources*, Alberta Family Histories Society, Calgary, Alberta, in conjunction with Christine Hayes
- 2009 *The Digital Mode of History*, Action Group for Information Literacy, University of Calgary, Calgary, Alberta in conjunction with Glenn Wilkinson
- 2009 *Resources for Military Research in Calgary*, Alberta Family Histories Society, Calgary, Alberta in conjunction with John Wright
- 2009 *Benevolent Blue Hands On* Information Literacy Symposium, Lois Hole Campus Alberta Digital Library, Calgary, Alberta in conjunction with Chris Thomas
- 2008 *Digital Game Based Learning and Information Literacy* Innovation Lab, University of Calgary, Calgary, Alberta, in conjunction with Chris Thomas
- 2007 *C-64 to Club Penguin: Dawn of the Digital Natives* Association of Alberta Charter Schools Administrators Conference, in conjunction with Chris Thomas
- 2007 *Hard Play: Demonstration of DGBL Research for Libraries* University of Alberta, Edmonton, Alberta, in conjunction with Chris Thomas
- 2007 *Hard Play: Design and Development of Games for Libraries* University of Waterloo, Waterloo, Ontario, in conjunction with Chris Thomas

### **SUPERVISION & MENTORSHIP (HQP)**

- 2023 SAIT LIT Program Advisory Committee member
- 2023 D'Arcy Normans CMD PhD Thesis Defense external examiner
- 2022-23 Mentoring 1 Post-doc Werklund School of Education
- 2020 Zack McKendrick's CMD PhD Committee
- 2014-22 Supervised 12 SAIT LIT Practicum Students
- 2013 Lead 2 directed reading courses, Museum and Heritage Studies
- 2011-22 Supervised 7 graduate research assistants

**OTHER SCHOLARLY ACTIVITIES & SERVICE**

- 2022 Program Committee – International Society of Learning Sciences 2023 Annual Meeting.
- 2021 Young Canada Works in Heritage Organizations (for libraries operating in English) Grant Evaluator.
- 2020 Young Canada Works in Heritage Organizations (for libraries operating in English) Grant Evaluator.
- 2019 Young Canada Works in Heritage Organizations (for libraries operating in English) Grant Evaluator.
- 2015-2017 Creation Matters Working Group – Anglican Church of Canada. Local representative as well as providing producer representation.
- 2015-2017 Canadian Food Grains Bank Volunteer – Volunteer educator
- 2015 Co-CHAIR – Sharing Bread – Exploring Local and Global Food Security. Calgary, Bergen, Sundre, Alberta. Organized with representatives from Canadian Foodgrains Bank, Hillhurst Sunnyside Community Association, Calgary Foodbank, YYC Growers, and Primate’s World Relief and Development Fund.
- 2014 CO-CHAIR – Material Culture and The First World War. Calgary, Alberta, with Annie Murray and Rory Cory.
- 2012 Guest Editor – Loading... - Journal of game studies
- 2011 CO-CHAIR – Exergaming Symposium: Active Gaming for Adults, Children and Special Populations. Calgary, Alberta, in conjunction with Dr. Larry Katz
- 2011 CO-CHAR – Scholarship, Learning and the Digital Video Game. An Interactive Media Symposium. Calgary, Alberta, in conjunction with Leeanne Morrow