

COURTNEY BLAMEY

Montreal, QC

- ✉️ upon request
- ✉️ courtney.blamey@outlook.com
- 🌐 www.courtneyblamey.com

AWARDS

- Doctoral Fellowship (\$56k)
- Behaviour Interactive Design Scholarship (\$15k)
- Tuition Award of Excellence (\$38k)

CONFERENCES & TALKS

- MIGS 2024 Keynote Queer Screens - Redefining and Advocating for Queer and Trans Voices in Video Games
- CGSA 2024 Right in the Feels: A Series of Emotional Game Design Analyses

SELECT PUBLICATIONS

- Blamey, C. (2022). One Tricks, Hero Picks, and Player Politics: Highlighting the Casual-Competitive Divide in the Overwatch Forums. In M. Ruotsalainen, M. Törhönen, & V.-M. Karhulahti (Eds.), Modes of Esports Engagement in Overwatch (pp. 31–47). Springer International Publishing. [One Tricks, Hero Picks, and Player Politics: Highlighting the Casual-Competitive Divide in the Overwatch Forums](#)
- Iantorno, M., Blamey, C., Dwyer, L., & Consalvo, M. (2021). All in a day's work: Working-class heroes as videogame protagonists. *Nordicom Review*, 42(s3), 88–110. <https://doi.org/10.2478/nor-2021-0028>

SKILLS

- Game analysis
- Textual analysis
- Interviews (group and solo)
- Postmortems
- Jira and Notion
- NVivo
- Microsoft Office

HEADLINE

A detail-oriented and analytical games scholar and designer invested in helping developers reach their gameplay goals.

WORK EXPERIENCE

- **RESEARCH ASSISTANT | 2018 - NOW**
Concordia University - Multiple contracts
 - **Games as Research:** Did qualitative analysis on developer repositories to trace design trajectories of game projects from start to publication.
 - **Disinformation in Games:** Conducted research on Discord servers to discover any presence of disinformation connected to gaming community spaces.
 - **Measure Up!:** Created a dress-up game around the double standard of women's outfits.
 - **Social Class and Games:** Analysed dozens of games for representations of socioeconomic class and created the game *It Comes in Waves* about frontline workers during the pandemic.

CO-DIRECTOR AND ORGANISER | 2020 - NOW

GAMERella

- Organised annual diversity-focused game jam for early career game-makers.
- Pitched to and co-ordinated with industry sponsors for funding and mentors.
- Managed annual budget and write additional grants to bolster company revenue and initiatives.

COURSE INSTRUCTOR | JAN 2023 - DEC 2023

Mass Media and Games, Media, and Culture.

- Taught cross-listed course on Mass Media, with emphasis on models of communication and methods of analysis for social media and media consumption.
- Instructed only games-focused course in the department which introduced students to the history of games, playfulness, game analysis, and player studies.

EDUCATION

- **2019 - Aug 2025**
CONCORDIA UNIVERSITY | COMMUNICATION PHD
“Once More with Feeling”: Bridging the Gap Between Player Developer Understandings of Value-Driven Design in Emotional Games
- **2017 - 2019**
CONCORDIA UNIVERSITY | MEDIA STUDIES MA
“Bringing Down the Banhammer”: Understanding the Impact of Competitive Players on Moderation Tactics in Overwatch
- **2014 - 2017**
BRUNEL UNIVERSITY LONDON | GAME DESIGN AND CREATIVE WRITING BA (HONS)