



# Scott DeJong

Designer • Educator • Researcher

## Education

Doctor of Philosophy, Communication

Concordia University | Ongoing Supervisor: Dr. Mia Consalvo

Master of Arts, Media Studies | 2020

Concordia University | Supervisor: Dr. Mia Consalvo

Bachelor of Education, Primary/Junior

Nipissing University | 2018

Honor's Bachelor of Arts, Contemporary Studies

Wilfrid Laersity | 2018

## About

I study information manipulation and games as an educational solution. From research, education, and game design, I strive to help us understand social issues through playful frames.

## Contact

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## Honours and Awards

2025 Foundry10 - Teacher Education  
Project Support

20'000 USD

2024 Fulbright Student Scholarship

25'000 USD

2022 Concordia Public Scholar

10'000 CAD

2022 Fonds de Recherche du Québec-  
Société et Culture (FRQSC)

84'000 CAD

2022 Trudeau Doctoral Scholarship  
Finalist

5'000 CAD

2020 Concordia Doctoral Scholarship

54'000 CAD

2018 Canadian Graduate Scholarship

17'500 CAD

## Research Experience

(2024-2025) RA - Game Production, Project Lead, and Analysis

Project Title: Feed the Machine (Game on ethical AI)

(2023-24) Research Lead - Project Organization and Qual Research

Project Title: Disinformation and Games

(2023-24) RA - Project Design and Research Facilitation

Project Title: Ethical AI Innovations

(2019-2023) RA - Game Analysis and Qual Research

Project Title: Class and Games

(2019-2022) RA - Social Media Analysis and Methods Design

Project Title: Canadian Election Memes

(2019-2022) RA - Designer and Research Creation

Project Title: Participatory Liveness Research Project

(2018 - 2021) RA - Design and Mixed-Methods Research

Project Title: Ageing, Communication, and Technologies

## Teaching Experience

(2025) Co-Instructor - PhD Level Course, INSC 508

University of Washington, Information Science

Games and Play-based Interventions for Supporting Media and  
Information Literacy

(2024) Instructor - 3rd Year Undergrad, COMS 319

Concordia University, Communication

Media Literacy

(2022 / 2023) Guest Lecture - Mixed Level Undergrad, COMS 354

Concordia University, Communication

Youth and Media

(2022) Guest Lecture - Mixed Level Undergrad, COMM 210

John Molson School of Business, Marketing Communication

Contemporary Business Thinking

# Thesis

(Current PhD) DeJong, S. (In Progress). "Media Literacy and Disinformation at Play: How fake news and educational games play with audiences for control." Concordia University, Communications. Montreal.

(Masters) DeJong, S. (2020). "Generational Controls: Designing and implementing a serious intergenerational escape game that analogizes data personalization, filter bubbles and echo chambers". Concordia University, Communications. Montreal.

# Books and Book Chapters

DeJong, S. & Lajeunesse, M. (Forthcoming). Their System, Our Game: Homebrew and the World of Pathfinder. University of Michigan Press.

DeJong, S. (Forthcoming). "Play or be Played: Theorizing disinformation through a framework of play". In Bessma Momani & Shelly Ghai Bajaj The Weaponization of Digital Disinformation in Canada.

Sawchuk, K., DeJong, S., Maude, G., (2021). "Faking Age?: Ageing and the Algorithmic Assemblage". In Rambukkana, Nathan (Eds), Intersectional Automations: Robotics, AI, Algorithms, and Equity. Lexington University Press. Lanham, MD. (Co-author)

# Journal Articles

DeJong, S., & Iantorno, M. (2024). Game Design for a Fiverr: Precarity, Regionality, and Platform-Mediation in the Gig Economy. Media Industries, 11(1). [https://journals.publishing.umich.edu/mij/article/id/3870/?trk=public\\_post\\_comment-text](https://journals.publishing.umich.edu/mij/article/id/3870/?trk=public_post_comment-text)

DeJong, S. (2023). Playing With Fake News: State Of Fake News Video Games: The International Journal of Games and Social Impact, 1(1), Article 1.

McKelvey, F., DeJong, S., Kowalchuk, S., & Donovan, E. (2022). Is the Alt-Right Popular in Canada? Image Sharing, Popular Culture, and Social Media. Canadian Journal of Communication, 47(4), 702–729. <https://doi.org/10.3138/cjc.2022-0021>

DeJong, S., Kowalchuk, S., and McKelvey, F. (2022). Who to Blame This Pandemic On: A Qualitative Study of the Politicization of COVID-19 through Political Memes in Canada. Global Media Journal, 14(1).

DeJong, S. & Blamey, C. (2022). Top Shelf Drinks, Bottom Line Play: Examining Representations of Class in Bartending and Mixology Games. Games and Culture.

DeJong, S., & Souza, A. B. de M. (2022). Playing Conspiracy: Framing Conspiracy Theory Analogies within Research-Creation Board Game Design. M/C Journal, 25(1), Article 1. <https://doi.org/10.5204/mcj.2869>

McKelvey, F., DeJong, S., and Frenzel, J. (2021). Memes, scenes and #ELXN2019s: How partisans make memes during elections. New Media & Society, 14614448211020690. <https://doi.org/10.1177/14614448211020690> (Co-author)

Lafontaine, C., Sawchuk, K., & DeJong, S. (2020). Social Justice Games: Building an Escape Room on Elder Abuse through Participatory Action Research. The Computer Games Journal, 9(2), 189–205. <https://doi.org/10.1007/s40869-020-00105-5>

Khalili-Mahani, N., De Schutter, B., Mirgholami, M., Holowka, E. M., Goodine, R., DeJong, S., McGaw, R., Meyer, S., & Sawchuk, K. (2020). For Whom the Games Toll: A Qualitative and Intergenerational Evaluation of What is Serious in Games for Older Adults. The Computer Games Journal, 9(2), 221–244. <https://doi.org/10.1007/s40869-020-00103-7>

# Policy Documents and Reports

Consalvo, M., DeJong, S., Lajeunesse, M., and Blamey, C. (Forthcoming). Memes, Mods and Minigames: A Whitepaper on Videogames and Disinformatio. Concordia University.

Akutsu, H., Bae, M., Booth, R., Brynen, R., DeJong, S., Downes-Martin, S., Garber, R., Howard, M., Karasick, A., Reddie, A. (2025). Wargaming Deception. Wargaming Deception Working Group. Report. PaxSims.

Sawchuk, K., Lafontaine, C., DeJong, S., and Brek, N. (2019). "Meeting the needs of all Canadians: Older adults, affordability and mobile, wireless services". Submitted to the CRTC. Ageing Communication Technologies (ACT Project). (Third Author)

Sawchuk, K., Lafontaine, C., Besanger, K., Brek, N. and DeJong, S. (2018). "Listen to Vulnerable Consumers: Systemic Abuses in the Canadian Telecommunication Industry". Submitted to the Ageing

## Conference Papers

Consalvo, M., and DeJong, S. (2024). "Class Tourism, Empathy Machines, and Videogames." Digital Internet Games Research Association. Guadalajara, Mexico.

DeJong, S. (2023). Making the Digital Tangible Through Analog Games: Design Retrospective of Digital Literacy Games. HCI in Games: 5th International Conference, Copenhagen, Denmark, Proceedings Part I, 66–80.

## Conferences and Posters

DeJong, S. (2024). "The Truth Lies in Serious Games: Tensions of play fictions and realities". Serious Play. Toronto

DeJong, S. and Lajeunesse, M. (2024). "The Beauty of the Brew: How TTRPGs structure creative co-design". Analog Game Studies. Online.

DeJong, S. (2024). "The Playfulness of Disinformation: How Entertainment, Humour, and Performance Proliferate Misleading Content". Canadian Communications Association. Montreal.

DeJong, S. (2024). "Learning to Code Games and Politics: Misinformation within Scratch Studios". Digital Internet Games Research Association. Guadalajara.

DeJong, S. (2024). "Minigames and Disinformation: Lessons Learned". Connections North 2024.

DeJong, S. (2023). "Serious Games for Disinformation". Connections North 2023. Ottawa.

DeJong, S., and Scheiding, R. (2023). "Improving Educational Game Design: Agency and Possibility through serious game design retrospectives". Canadian Game Studies Association. Online.

DeJong, S. (2023). "Media Literacy Games: Forgotten audiences, skills, and new directions." Media Education Summit.

DeJong, S., Lafontaine, C., and Sawchuk, K. (2022) "Unlocking Serious Games: Adapting Serious Design to Pandemic Friendly Game Mediums". Meaningful Play. Lansing, Michigan

DeJong, S. (2022). "Lizards and Lies Disinform the Internet: Designing a boardgame about online fallacy". MisDoom 2022. Online

DeJong, S. (2022). "Playing Conspiracy: Designing Analogy in Boardgames". Canadian Game Studies Association.

DeJong, S., and Blamey, C. (2021). "Cocktails, Clients, and Class-Narratives in VA-11 Hall-A: Cyberpunk Bartender and Red Strings Club." International Conference on Narratives and Games.

DeJong, S., Kowalchuk, S., and McKelvey, F. (2021). "Canadian Political Memes During COVID-19" Canadian Communication Association.

DeJong, S. (2019). "Data-Manipulating Play: How Player Data can be used to Alter Play Patterns", Canadian Game Studies Association.

Sawchuk, K., Lafontaine, C., and DeJong, S. (2019). "Co-designing an escape room on elder abuse with older adults" Canadian Association of Gerontology. (Co-Author)

DeJong, S. (2019). "Designing an Analog Game on a Sensitive Issue". TAG Microtalks.

## Creative Outputs

DeJong, S. and Lee, S. (Forthcoming). The Feed: A Game of Media Mischief.

DeJong, S. (Forthcoming). Zarhi's Gone.

DeJong, S. (In Review). Wispervine Estate: A Pathfinder Campaign Guide.

DeJong, S. (In Review). Dawn of the Roil: A Pathfinder Campaign Guide.

DeJong, S. (2025). Your Guide to Making Games about Disinformation. Global Game Jam.

DeJong, S., and Davidson, A. (2024). Feed the Machine: Playing with AI Ethics. OBVIA funded project. Game.

Hunt, R., DeJong, S., and Balska, N. (2022) Siliconned. Game.

DeJong, S. (2022). Lizards and Lies.

DeJong, S., Lajeunesse, M., and Zanescu, A. (2021 – Ongoing). Humor and Games Podcast. Co-producer.

DeJong, S. (2019) Reactile. Concordia University. Game.

DeJong, S., Lafontaine, C., and Sawchuk, K. (2019). Sandra's Keys: Serious Escape Room Around Older Adult Mistreatment. Ageing, Communication, Technologies (ACT project). Game

# News and Magazine Articles

DeJong, S. (2022). Opinion: Teaching fact-checking won't suffice in battle against fake news. Montrealgazette. <https://montrealgazette.com/opinion/opinion-teaching-fact-checking-wont-suffice-in-battle-against-fake-news>

DeJong, S. (2022). 'Stranger Things' shows how conspiracy theories take hold and do harm. The Conversation. <https://theconversation.com/stranger-things-shows-how-conspiracy-theories-take-hold-and-do-harm-186536>

DeJong, S. (2022). The Playful Undertones of Radicalization. The Monitor. (Magazine). <https://monitormag.ca/articles/the-playful-undertones-of-radicalization>

McKelvey, F., & DeJong, S. (2021). From sunny ways to pelted with stones: Why do some Canadians hate Justin Trudeau? The Conversation. <http://theconversation.com/from-sunny-ways-to-pelted-with-stones-why-do-some-canadians-hate-justin-trudeau-167607> (News)

## Media Featuring My Work

Tunney, C. (2024, January 18). AI-powered disinformation is spreading—Is Canada ready for the political impact? CBC News. <https://www.cbc.ca/news/politics/ai-deepfake-election-canada-1.7084398>

Campbell, C. (2023, April 5). Games are a weapon in the war on disinformation. The Economist. <https://www.economist.com/culture/2023/04/05/games-are-a-weapon-in-the-war-on-disinformation>

Bird, C., and McIntyre, D. (2023). "Videogames in the classroom? With Scott DeJong". 630 CHED Morning Show.

Heurtel, David. (2023) "Concordia Student Makes Boardgame about Misinformation" CJAD Montreal. Radio.

De Rosa, N. (2022, December 24). "Un jeu de société sur la désinformation créé à Montréal. Radio-Canada.ca. <https://ici.radio-canada.ca/nouvelle/1943468/lizards-and-lies-jeu-societe-desinformation-decrypteurs>

Rand, A. (2022). "Boardgames about media literacy with Scott DeJong" Iheartradio,

Carter, A. (2022). "Using games to Counter Conspiracy Theory with Scott DeJong". Andrew Carter Morning Show. Iheartradio. <https://www.iheart.com/podcast/962-the-andrew-carter-podcast-62506089/episode/the-andrew-carter-morning-show-thursday-98101730/> (Radio)

Karnick, S. (2022). "New board game 'Lizards and Lies' pits facts against conspiracy theories with Scott DeJong." All in a Weekend with Sonali Karnick.(Radio)

Fraleigh, T. (2021). "The Game Makers Guide – Scott DeJong".

## Invited Talks

DeJong, S. (2024). "Understanding AI: How do we teach about it?". Evidence for Democracy.

DeJong, S. (2024). "What is all the fuss? Disinfo, Misinfo, and Fake News". Seniors Action Quebec.

DeJong, S. (2023). "How Play Weaponizes Disinformation". Weaponization of Disinformation in Canada. Waterloo, ON.

DeJong, S. (2023). "Lizards and Lies: Simulating Disinformation Online". International Forum for Peace and Prosperity. Sicily.

DeJong, S. (2022). "Boardgames to counter disinformation: Canadian approaches and comparative directions". Lithuanian Ministry of Defense.

DeJong, S. (2022). "What Makes a Good Educational Game?". English Montreal School Board.

DeJong, S. (2022). "How do we game disinformation?". Embassy of Canada to Lithuania. Vilnius.

DeJong, S. (2022). "Boardgames and Media Literacy: Canadian Perspectives" Embassy of Canada to Ireland. Dublin.

DeJong, S. (2021). "Serious Game Design and Critical Play: Steps for Success". Concordia University.

DeJong, S. (2020) "Fact Checking the Infodemic: Fake News, Myth, Misinformation and Disinformation". Ageing Communication Technologies (ACT) Partnership Workshop.

## Events Organized

(2025) Serious Game Arcade: CGSA Pre-conference. Concordia University 4th Space

(2024) Game Design for Regenerative Futures. Concordia University 4th Space.

(2024) Co-Operative Play with AI: What are the ethics?. Concordia University

(2023) Disinformation Games: Good, Bad, and Ugly. Concordia University

(2023) Bad Game Arcade: Exploring the Challenges of Educational Games. Concordia University.

(2019) Creative Methods Showcase: A twist to Qualitative Methods. Milieux Institute