

# Nicholas L. Matthews

## Curriculum Vita

DigiPen Institute of Technology  
9931 Willows Rd  
Redmond, WA 98052  
425.558.0299  
nicholas.matthews@digipen.edu

9210 Redmond-Woodinville Rd NE  
Apt B312  
Redmond, WA 98052  
Cell: 912.228.3196  
nic-matthews.com

### EDUCATION

Ph.D. Mass Communications, 2016  
Telecommunications Department  
Indiana University  
Dissertation: *The moral mind: An investigation of human moral decision making in a virtual environment*  
Advisor: Andrew Weaver, Ph.D.  
Minor: Psychology

M.A. Telecommunications, 2011  
Department of Telecommunications  
Indiana University  
Thesis: *Skill gap: Quantifying violent content in video game play between variably skilled users*  
Advisor: Andrew Weaver, Ph.D.

B.A. Telecommunications, 2007  
Department of Telecommunications  
University of Georgia  
Thesis: *The mod effect: The influence of game modifications on the game industry*  
Advisor: Anandam (Andy) Kavoori, Ph.D.

### RESEARCH INTERESTS

- Mass communication processes and effects
- The relationship between morality and media technology
- Processing and effects of video games (particularly violence)
- Media psychology (particularly moral and social psychology)
- Bio/psycho/social approaches to media research
- Dynamic & complex systems
- Human cooperation and conflict

## ACADEMIC APPOINTMENTS

- 2016-present**      **Assistant Professor**  
DigiPen Institute of Technology  
Department of Humanities and Social Sciences
- 2016**              **Visiting Instructor**  
University of Connecticut  
Department of Communication

## PUBLICATIONS

### Refereed Journal Articles

- Matthews, N. L.**, Lynch, T., Martins, N. (2016). Real ideal: Investigating how normal and ideal video game bodies affect men and women. *Computers in Human Behavior*, 59, 155-164. doi: 10.1016/j.chb.2016.01.026
- Martins, N., **Matthews, N. L.**, & Rabindra, R. (2015). Playing by the rules: Parental mediation of video game play. *Journal of Family Issues*. doi: 10.1177/0192513X15613822
- Matthews, N. L.** (2015). Too good to care: The effect of skill on hostility and aggression following violent video game play. *Computers in Human Behavior*, 48, 219-225. doi: 10.1016/j.chb.2015.01.059
- Matthews, N. L.** & Weaver, A. J. (2013). Skill gap: Quantifying violent content in video game play between variably skilled users. *Mass Communication and Society*, 16(6), 829-846. doi: 10.1080/15205436.2013.773043
- Matthews, N. L.**, Speers, L M., Ball, J. M. (2012). Bathroom banter: Sex, love, and the bathroom wall. *Electronic Journal of Human Sexuality*, 15.

### Book Chapters

- Matthews N. L.** (Forthcoming). The Interplay between Games and Morality. In J. Breuer, D. Pietschmann, B. Liebold, & B. P. Lange (Eds.), *Evolutionary Psychology and Digital Games: Digital Hunter-Gatherers*. Routledge.
- Lynch, T. & **Matthews N. L.** (Forthcoming). Life and Death. In S. Jones (Ed.), *Avatars, Assembled: The Sociotechnical Anatomy of Digital Bodies*. New York, NY: Peter Lang Publishing.
- Matthews, N. L.** (In Press). Levels of Measurement. In *International Encyclopedia of Communication Research Methods*. (Vol. Forthcoming). Hoboken, NJ: Wiley.

## Refereed Published Abstracts

Potter, R., Falk, M., Bae, S., Lynch, T., **Matthews, N. L.**, Kraus, A., Mayell, S. (2012). Does the orienting response habituate to repeating auditory structural features that vary in semantic content? *Society for Psychophysiological Research. Psychophysiology*, 49, S74. doi: 10.1111/j.1469-8986.2012.01440.x

## Submitted Manuscripts

Read-Bullock, G., Lynch T., **Matthews, N. L.** (initial review). Title omitted for blind review. *Sex Roles*.

**Matthews, N. L.**, Lynch, T., Weaver, A. J. (initial review). Title omitted for blind review. *Human Communication Research*.

Jensen, J. D., Christy, K. R., **Matthews, N. L.**, Martins, N., & Britt, R. (initial review). Title omitted for blind review. *Education Research*.

## Other Publications

**Matthews, N.L.** (April 2, 2013). *Video games, violence, and common sense*. Gamasutra.com & MotivatePlay.com.

## AWARDS AND HONORS

- |      |  |
|------|--|
| 2017 | Top Paper Award<br>BEA Symposium   |
| 2016 | Excellence in Teaching<br>University of Connecticut  |
| 2016 | “Rookie [Professor] of the Year”<br>Student Communication Society, University of Connecticut |
| 2014 | College of Arts and Sciences Dissertation Fellowship, \$20,000<br>Indiana University         |
| 2014 | Top Student Paper Award, \$75<br>AEJMC, Mass Communication & Society Division                |

- 2014 Graduate Student Travel Award, \$750  
AEJMC, Mass Communication & Society Division
- 2010-2014 Merit Fellowship, \$1,000 per annum  
Indiana University
- 2008-2015 Graduate Tuition Scholarship, \$11,500-15,500 per annum  
Indiana University
- 2013 College of Arts and Sciences Travel Award, \$250  
Indiana University

## CONFERENCE ACTIVITY

### Papers Presented

**Matthews, N. L.** (to be presented April 2017). *Investigating how non-player characters influence socially-strategic moral decisions*. The Broadcast Education Association, Vegas. **\*Top Paper Award**

**Matthews, N. L.**, Falcão, T., Rangel, L. T. (November 2016). *Visualizing Competition and Metagaming as Behavioral Marks*. National Communication Association, Philadelphia.

Wu, Y., & **Matthews, N. L.** (November 2016). *Investigating Skill's Effect on Eye Movement Strategy in Violent Video Games*. National Communication Association, Philadelphia.

**Matthews, N. L.**, Lynch, T., Read, G. (June 2016) *Experiencing games: Investigating what influences the adverse effects of game violence*. International Communication Association, Fukuoka, Japan.

Read, G., Lynch T., **Matthews, N. L.** (June 2016) *Playing versus watching a sexualized female avatar under varied cognitive load*. International Communication Association, Fukuoka, Japan.

**Matthews, N. L.** (November 2015). *The moral middle ground: Moral disengagement in morally incongruent interactive scenarios*. National Communication Association, Las Vegas.

Martins, N., **Matthews, N. L.**, & Rabindra, R. (November 2014). *Playing by the rules: Parental mediation of video game play*. National Communication Association, Chicago.

**Matthews, N. L.** (August 2014). *Too good to care: The effect of skill on hostility and aggression following violent video game play*. Association for Education in Journalism and Mass Communication, Montréal. **\*Top Student Paper**

Weaver, A. J., **Matthews, N. L.**, Lewis, N., Fangxin, X. (May 2014). *Narrative and Moral Perspective-Taking as Determinants of Players' Antisocial Behavior*. International Communication Association, Seattle.

**Matthews, N. L.**, & Lynch, T. (November 2013). *Not to be misconstrued: Using construal level theory to investigate the effects of narrative and avatar identification on aggression, hostility, and prosocial outcomes*. National Communication Association, District of Columbia.

**Matthews, N. L.**, Jensen, J. D., Martins, N., Ivec, R. (August 2013). *Handheld Media Use at School: Increased Use Negatively Impacts Reading Outcomes*. Association for Education in Journalism and Mass Communication, District of Columbia.

**Matthews, N. L.**, Lynch, T., Martins, N. (June 2013). *Real ideal: The effects of attainable and unattainable video game bodies on users' body-image disturbance*. International Communication Association, London (PDF).

Potter, R., Falk, M., Bae, S., Lynch, T., **Matthews, N. L.**, Kraus, A., Mayell, S. (September 2012). *Does the orienting response habituate to repeating auditory structural features that vary in semantic content?* Society for Psychological Research, New Orleans.

Potter, R., Falk, M., Bae, S., Lynch, T., **Matthews, N. L.**, Kraus, A., Mayell, S. (August 2012). *Does Automatic Attention Allocation to Auditory Structural Features Habituate?* Association for Education in Journalism and Mass Communication, Chicago.

**Matthews, N. L.** (November 2011). *Skill gap: quantifying the amount and type of generated violent content in video game play between variably skilled users*. National Communication Association, New Orleans.

Spears, L. M., **Matthews, N. L.**, Ball, J. M. (November 2010). *Bathroom banter: Sex, love, and the bathroom wall*. National Communication Association, San Francisco.

## **Panel Organization & Participation**

*Working smarter, not harder: Examples and tips for how research and teaching can complement one another*. (To be presented April 2017). With Coronado, K., Eden, A., Lynch, T., Matthews, C., Matthews, N., Rubenking, R. Broadcast Education Association, Las Vegas.

*Applying Dynamic, Complex Systems Approaches in Communication Research*. (November 2016). With Almond, A., Boyan, A., Lang, A., Lynch, T., Matthews, N., & Sherry, J. National Communication Association, Philadelphia.

*Exploring New Terrain in the Processing of Moral Content in Media Messages*. (November 2016). With Eden, A., Grizzard, M., Hahn, L., Krakowiak, M., Lewis, R., Matthews, N. L., Raney, A., Sanders, M., Tamborini, R., Tsay-Vogel, M., & Weaver, A. J. National Communication Association, Philadelphia.

*Communicating Open Science: What the Communication Field Has to Offer to the Next Scientific Revolution* (June 2016). With Elson, M., Ivory, J., Kalyanaraman, S., Lynch, T., Matthews, N. L., & Sarge, M. International Communications Association, Fukuoka, Japan.

*Theories and considerations for bridging moral psychology and communications research.* (November 2015). With Bowman, N. D., Grizzard, M., Lewis, R., Matthews, N. L., & Weaver, A. J. National Communication Association, Las Vegas.

*Psycho/biological considerations for human interactions within video games.* (November 2014). With Bowman, N. D., Cummings, J., Grizzard, M., Huskey, R., Lynch, T., & Matthews N. National Communication Association, Chicago.

*Methods and considerations for measuring media responses.* (April 2013). With Bailey, R., Keene, J., Lewis, N., Lynch, T., Matthews, N., & Westcott-Baker, A. Broadcast Education Association, Las Vegas.

## **Other Presentations**

**Matthews, N. L.** (2012). Halfway there: The historic marriage and (possible) future divorce of tenure and academic freedom. Poster presented at *Understanding Academic Freedom: History, Purpose, Threats, and Successes* at Indiana University.

**Matthews, N. L.** (2007). The mod effect: How user created game modifications affect the gaming industry. Poster presented at the *Grady Communication Research Symposium* at the University of Georgia.

## **CAMPUS TALKS**

- |      |   |
|------|---|
| 2016 | Making Cooperation/Conflict<br>University of Connecticut, COMM Speaker Series                             |
| 2014 | Modding Skyrim for video game research<br>Indiana University, Graduate Game Design group                  |
| 2014 | Current trends in social scientific research on video games<br>Indiana University, Games Research Seminar |

## **TEACHING EXPERIENCE – COURSES TAUGHT**

### **DigiPen Institute of Technology**

Media & Ethics: A Social Science Perspective, SP2017  
Interpersonal and Work Communication, SP2017, FA2016

Introduction to Popular Culture, FA2016

### **University of Connecticut**

Effects of Mass Media, SP2016

Research Methods in Communication, SP2016

Television Production, SP2016

Research Practicum in Communication, SP2016

### **Indiana University**

Introduction to Design and Production, FA2015

## **TEACHING EXPERIENCE – GUEST LECTURES**

### **DigiPen Institute of Technology**

Video Games as Popular Culture, SP2017

### **University of Connecticut**

Dynamic Coordination Theory, SP2016

### **Indiana University**

Processing and effects of media violence, FA2015

A moral mashup: Reflections on game violence, SP2015

Video games as art: The ethics of pushing the envelope, SP2015, SP2014

The video game industry: Structure, strategies, & trends, FA2015, SU2015, SU2014

Everyday ethics: Bridging ethics and moral psychology, SP2014

Metacoverage: Issues and ethics, SP2014

Content analysis crash course, SP2014

Violence, morality, & enjoyment in video games, FA2012

Video games: Content, effects, & concerns, FA2011, SP2011

## **RESEARCH EXPERIENCE**

### **Research Assistantships**

SP2013      Nicole Martins, Indiana University

Co-conceptualized and co-authored a survey to assess children-parent mediation of video games using Amazon's Mechanical Turk

FA2012      Nicole Martins, Indiana University

Co-authored a paper on children's literacy and video game usage

SP2012 Robert Potter, Indiana University  
Cleaned psychophysiological data and designed the website for Indiana University's Institute for Communication Research

## **SERVICE TO THE FIELD**

### **Journal Reviewer**

2016 Communication Research Reports  
2016 Journal of Broadcasting & Electronic Media  
2013 Human Ethology Bulletin  
2012-2013 Cyberpsychology, Behavior, and Social Networking

### **Pre-conference organization**

2016 Just Games?  
International Communication Association, Game Studies Division, Japan  
  
2015 Gaming Bodies  
International Communication Association, Game Studies Division, Puerto Rico

### **Conference Reviewer**

2014-2017 National Communication Association  
2013-2017 International Communication Association  
2012 Foundation for Digital Games

## **SERVICE TO THE UNIVERSITY**

2013-2014 Graduate & Professional Student Organization (GPSO) Representative  
2013-2014 GPSO Programming Sub-Committee

## **SERVICE TO THE DEPARTMENT**

2015 Navigating Graduate School - Co-op Session Leader  
2014, 2010 Assistant Instructor Training Leader  
2012-2013 Graduate Student-Faculty Liaison  
2012 Webmaster for the Institute for Communication Research  
2011-2012 Faculty Search Committee Graduate Student Representative  
2010-2014 Departmental Graduate Ambassador

## **SERVICE TO THE COMMUNITY**

2015            Event Volunteer – WonderLab Museum’s *Real Life Science: Get Techie*

## **MEDIA COVERAGE**

11/21/14        Expert opinion for The Atlantic (theatlantic.com)  
*Behind the Writing on the Stalls*

1/20/13        Expert opinion for the London Free Press (lfpress.com)  
*Western U. loo an impromptu confessional*

## **RELATED PROFESSIONAL SKILLS**

Video game modding (Skyrim Creation Kit – intermediate)  
Amazon’s Mechanical Turk (intermediate)  
MediaLab (intermediate)  
DirectRT (intermediate)  
Online survey software (proficient)  
Flash (intermediate)  
Photoshop (proficient)  
HTML (proficient)  
InDesign (proficient)  
Action Script (intermediate)  
Java (beginner)

## **TEACHING AREAS**

Introduction to Mass Communications  
Introduction to Design and Production  
Applied and theoretical ethics  
The Science of Morality  
Media Psychology  
Media Processing and Effects  
Media and Society  
Quantitative Research Methods and Analyses  
Communication Theory  
Moral Psychology  
Technology and Society

## **PROFESSIONAL MEMBERSHIPS**

International Communication Association  
National Communication Association  
Broadcast Education Association

## **PROFESSIONAL EXPERIENCE**

### **Web design/webmaster**

2012            Institute for Communication Research at IU  
2010            Bitterroot Hardwoods & Dimension  
2010            Mattewagner.com  
2008            Fabrika Fine Fabrics  
2006            Deacy Welding Supply  
2005            The Inkwell

### **Graphic Design and Prepress Management**

2008            Bryan County News (regional newspaper)

### **Advertising editor and columnist**

2004-2005    The Inkwell (student newspaper)

## **REFERENCES**

Andrew J. Weaver  
Associate Professor  
Director of Graduate Studies  
Indiana University  
1229 E 7th St  
Bloomington, IN 47405  
weaveraj@indiana.edu  
(812) 856-2552

Annie Lang  
Distinguished Professor  
Indiana University  
1229 E 7th St  
Radio/TV Building, Rm 316  
Bloomington, IN 47405  
anlang@indiana.edu  
(812) 855-5824

Maria E. Grabe

Professor  
Associate Dean of The Media School  
Indiana University  
1229 E 7th St  
Bloomington, IN 47405  
mgrabe@indiana.edu  
(812) 856-2460

Nicole Martins  
Associate Professor  
Indiana University  
1229 E 7th St  
Bloomington, IN 47405  
nicomart@indiana.edu  
(812) 855-7720

Robert F. Potter  
Associate Professor  
Indiana University  
1229 E 7th St  
Bloomington, IN 47405  
rfpotter@indiana.edu  
(812) 856-2546