

Jérémie Pelletier-Gagnon, PhD

Curriculum Vitae

June, 2020

EDUCATION

Ph.D., Digital Humanities and Comparative Literature, University of Alberta, Department of Modern Languages and Cultural Studies/Office of Interdisciplinary Studies, 2019.

Dissertation: “Playing in Public: Technological Trajectories and Gamers’ Strategies in Japanese Game Centers”

Thesis advisor: Dr. Geoffrey Rockwell

M.A., East Asian Studies, McGill University, 2011.

B.A., History and East Asian Studies, *Université de Montréal*, 2009.

PUBLICATIONS

Refereed Journal Articles

Rockwell, Geoffrey, Greg Whistance-Smith, **Jérémie Pelletier-Gagnon** and John Szczepaniak.

“Archiving an Untold History of Japanese Game Developers” *Loading... The Journal of the Canadian Game Studies Association* (upcoming 2020).

Okabe, Mimi and **Jérémie Pelletier-Gagnon**. “Playing with Pain: The Politics of *Asobigokoro* in *Enzai Falsely Accused*” *Journal of the Japanese Association for Digital Humanities*, Vol. 4, No. 1, 2019. p.37-59.

Pelletier-Gagnon, Jérémie. ““Very much like any other Japanese RPG you’ve ever played’: using undirected topic modeling to examine the evolution of JRPGs’ presence in Anglophone web publications” *The Journal of Gaming and Virtual Worlds* 10:2, June 2018.

Pelletier-Gagnon, Jérémie and Axel Pérez Trujillo Diniz. “Colonizing Pepe: Internet Memes as Cyberplaces.” *Space and Culture*, June 2018.

Pelletier-Gagnon, Jérémie. « La langue comme marqueur générique. Réaffectation de la langue japonaise dans la traduction amateur du *visual novel* » (Language as a Generic Marker:

Repurposing the Japanese Language in Visual Novel Fan Translation) *Kinephanos* 3.1, 2012. p. 70-91.

Invited Publications

Jérémie Pelletier-Gagnon. “Players, Cabinets, and the Space In-between: Case Studies of Non-ludic Negotiation of Video Game Cabinet Spaces in Japanese Game Centers” *The Replaying Journal* 1:1, 2019. p. 29-39.

Edited Collections

Issue Co-editor, *The Journal of Replaying Japan*, Vol 2, 2020.

Issue Co-editor, *The Journal of Japanese Association for Digital Humanities*, “Special Issue: Bringing Japan Game Studies and Digital Humanities”, Vol. 4, No. 3, 2019.

Issue Co-editor, *Kinephanos*, “Geemu and Media Mix: Theoretical Approaches to Japanese Video Games”, Vol. 5, No. 1, 2015.

Book Chapters

Pelletier-Gagnon, Jérémie and Martin Picard. “Beyond *Rapelay*: Reassessing the Place of Japanese Erotic Video Games” *Rated M for Mature: Sex and Sexuality in Video Games*. Edited by Matthew Wysocki. New York: Bloomsbury. October 2015. p. 28-41.

Picard, Martin et **Jérémie Pelletier-Gagnon.** « Remise en cause des modèles et quête de soi chez l'adolescent japonais dans Neon Genesis Evangelion » (Interrogating Role Models and the Quest for Self-Discovery : Japanese Teenagers and Neon Genesis Evangelion) *Séries cultes et culte de la série chez les jeunes*. Martin Julier-Costes, eds., Québec: Les Presses de l'Université Laval, 2014. p. 203-220.

Non-refereed publications

Pelletier-Gagnon, Jérémie and Geoffrey Rockwell. “The Replaying Japan Conference: Bringing Japan Game Studies and Digital Humanities” *The Journal of the Japanese Association for Digital Humanities*, Vol. 4, No. 1, 2019. p. 1-4.

Uemura, Masayuki. “Replaying Japan and the Famicom” Trans. **Jérémie Pelletier-Gagnon** and Mimi Okabe, *The Journal of the Japanese Association for Digital Humanities* Vol. 4, No. 1, 2019. p. 5-6.

Nakazawa, Shin'ichi. “Game Freaks Play with Bugs - In Praise of the Video Game *Xevious*” Translated by **Jérémie Pelletier-Gagnon** and Tsugumi Okabe. *Kinephanos* 5.1, 2015. p. 175-201.

Picard, Martin and **Jérémie Pelletier-Gagnon**. “Introduction: Geemu, media mix, and the state of Japanese game studies” *Kinephanos* 5.1, 2015. p. 1-19.

Picard, Martin and **Jérémie Pelletier-Gagnon**. « Introduction: Geemu, media mix, et les études du jeu vidéo au Japon » *Kinephanos* 5.1, 2015. p. 20-39.

Book Reviews

Pelletier-Gagnon, Jérémie. “Review of *Atari to Zelda: Japan's Videogames in Global Contexts* by Mia Consalvo” *Asiascape: Digital Asia* 4 (2017). p. 143-146.

Reports

Pelletier-Gagnon, Jérémie, Geoffrey Rockwell and the Replaying Japan 2014 Committee. *Replaying Japan 2014: 2nd International Conference on Japanese Game Studies Conference Report*. University of Alberta, Edmonton. November 30, 2014. 12 pages.

RESEARCH PROJECTS

Principal investigator for the postdoctoral project “**Recensement et catégorisation de données massives et d’outils d’analyse quantitative de textes en contexte vidéo-ludique**”.

(Census and categorization of big data and quantitative textual analysis tools in the context of game studies) Funded by les Fonds de recherche du Québec – Société et culture.

Université du Québec à Montréal, 2019-2021.

Researcher for **HomoLudens**. Research group directed by Prof. Maude Bonenfant and Prof. Gabrielle Trépanier. Université du Québec à Montréal. 2017-.

Research Assistant and Webdesign for **Ecopoesia.com: Mapping Poetry and Environment in Latin America**. Funded by SSHRC. Project Director Prof. Odile Cisneros. University of Alberta. 2017-2019.

Research Assistant for **NovelTM: Text Mining the Novel**. Funded by SSHRC. Project Director Prof. Andrew Piper. Worked under Project Co-Investigator Prof. Geoffrey Rockwell. University of Alberta. 2015-2017.

Research Assistant for **GRAND NCE**. Worked under Prof. Geoffrey Rockwell, University of Alberta. 2013-2015.

Research Student. **Faculty of Representational Studies (hyōgengakubu)**. Supervisor: Prof. Toshiya Ueno. Wako University. 2012-2013.

AWARDS AND FELLOWSHIPS

Major

Postdoctoral research fellowship, Fonds de recherches du Québec – Société et Culture, 2019 (90,000\$).

Joseph-Armand Bombardier CGS Doctoral Scholarship, Social Sciences and Humanities Research Council of Canada, 2015 (\$105,000).

President's Doctoral Prize of Distinction, University of Alberta, 2015-2017 (\$22,000).

Graduate Student Fellowship, University of Alberta (\$40,000), 2013-2015.

GRAND Graduate Scholar Award, GRAND Network Center for Excellence, 2014 (\$30,000 awarded).

Monbukagakusho Research Student Fellowship, Ministry of Education, Culture, Sports, Science and Technology of Japan (MEXT), 2012-2014 (\$40,000, transportation and tuition).

Minor

Michael Smith Foreign Study Supplements, Social Sciences and Humanities Research Council of Canada, 2015 (\$5,600).

Varela Travel Award, Faculty of Arts, University of Alberta, 2014 (\$250).

McBain Fellowship, McGill University, 2009-2010 (\$5,000).

Provost Fellowship, McGill University, 2009 (\$5,000).

Principal's Graduate Fellowship, McGill University, 2009 (\$5,000).

Iwaki Program Fellowship, Université de Montréal, Tokyo, 2008 (housing, per diem and travelling expenses for two months).

INVITED TALKS

Pelletier-Gagnon, Jérémie. « Étudier la mise en commun de l'expérience ludique: la fouille de texte appliquée aux réseaux socionumériques en contexte vidéoludique » Public talk. UQAM. March 5, 2020.

Pelletier-Gagnon, Jérémie. “Between Performance and Intimacy – Methodology and Case Studies in the Study of Japanese Game Center” *Hucon 2018: Digital Fringe –Humanities on the Edge*. University of Alberta. March 9, 2018.

Pelletier-Gagnon, Jérémie. “Teaching Games/Gamic Teaching: *Passage, We Wait and Ren'pie*” *CTL+ALT+DEL: English and Film Studies Graduate End-of-Year Symposium*. University of Alberta. April 21, 2017.

Pelletier-Gagnon, Jérémie. «Jouer en public: le *game center* japonais entre culture locale et réseau national» *Regards sur le Japon populaire/Eyes on Popular Japan Symposium*. Université de Montréal. 12 Novembre 2016.

Pelletier-Gagnon, Jérémie. “Gēmusementā ni okeru gēmupurē no puroseshu bunseki: gēmu, kyōtai, kūkan wo chūshin ni” (Analysis of the Game Playing Process Occurring in Game Centers: Centering Around Games, Cabinets and Space) *Ritsumeikan Center for Game Studies 2015 nendō dai yon kai teireikenkyūkai 2015* (RCGS 4th Annual Regular Study Group 2015). Ritsumeikan University, Kyoto. March 11, 2016.

Pelletier-Gagnon, Jérémie. “Japan’s Game Centers – A Quick Historical Overview”. *Press Start: Culture, Industry, and Innovation in Japanese Gaming*. University of British Columbia, Vancouver. February 27, 2015.

CONFERENCES

Conferences/Symposia Organized

- Replaying Japan: The International Japan Game Studies Conference*. Coordinator, Communications, Webmaster, Committee member and Co-chair. 2014-
- Digital Narratives Around the World: Symposium on the Global Encounters of Computing and Storytelling*. Co-organizer and webmaster. University of Alberta, Edmonton. May 18. 2017
- Thinking Video Games in Japan: Towards Collaboration in Game Research*. Co-organizer. The Japan Foundation, Tokyo. December 7. 2012

Conference Panels Organized

- Pelletier-Gagnon, Jérémie, Benoît Bottos and Yasuo Kawasaki.** *Examining a Century of Public Gaming – Past and Contemporary Perspectives on the Study Gamer Centers and Amusement Parks in Japan*, Replaying Japan Conference. Kyoto, Japan. August 10. 2019

Selected Papers Presentations

- Pelletier-Gagnon, Jérémie, Alexandra Dumont, Antoine Jobin, Patrick Deslauriers and Maude Bonenfant.** “Finally! My first shiny!”: Social Media, Gameplay Mechanics and Production of the Self in #PokémonSwordShield on Twitter” *The Replaying Japan Conference 2020*. Liège, Belgium. August X, 2020.
- Pelletier-Gagnon, Jérémie, Alexandra Dumont, Antoine Jobin, Patrick Deslauriers and Maude Bonenfant.** “Finally! My first shiny!”: Social Media, Gameplay Mechanics and Production of the Self in #PokémonSwordShield on Twitter” *Canadian Society for Digital Humanities Conference 2020*. Western University, London, Canada. June X, 2020.
- Pelletier-Gagnon, Jérémie, Alexandra Dumont, Antoine Jobin, Patrick Deslauriers and Maude Bonenfant.** “Finally! My first shiny!”: Social Media, Gameplay Mechanics and Production of the Self in #PokémonSwordShield on Twitter” *Canadian Game Studies Association Conference 2020*. Western University, London, Canada. 2020 (conference cancelled).
- Pelletier-Gagnon, Jérémie.** “Delinquent Players, Dangerous Spaces and Suspicious Games: An Examination of the Episteme of Game Centers from the 1980s to the early 2000s” *The Replaying Japan Conference*. Kyoto, Japan. August 10, 2019.

- Pelletier-Gagnon, Jérémie.** “Spatial Narrative Fragments: Contemporary Media Integration and Spatiality in Game Centers through the Case Study of SEGA GIGO Ikebukuro” *DiGRA 2019*. Kyoto, Japan. August 6, 2019.
- Pelletier-Gagnon, Jérémie.** “Textual Data in Game Research: Benefits, Limits, and Challenges” Metadata in Game Studies Workshop. *DiGRA 2019*. Kyoto, Japan, August 5, 2019
- Odile Cisneros and the **Ecopoesia Team.** “Ecopoesia.com: Mapping Eco-poetic Voices from Latin America” 2019 ASLE Conference. University of California, Davis. June 28, 2019.
- Pelletier-Gagnon, Jérémie.** «« Comme n’importe quel autre RPG japonais auquel vous avez déjà joué »»: Étude de l’appropriation générique du jeu de rôle japonais et de la formation du « JRPG » dans le web Anglophone à travers la modélisation de sujets non-dirigée». *Electronic Literature Organization Conference 2018: Mind the Gap!/Attention à la marche!*. Montréal. August 14, 2018.
- Selman Palmer, Zachary; Andrea Budac; Rob Budac; **Jérémie Pelletier-Gagnon** and Geoffrey Rockwell. “Political Mobilization in the Gamergate Community” *Canadian Game Studies Association Conference 2018*. Regina. 2018.
- Whistance-Smith, Greg; **Jérémie Pelletier-Gagnon**; Geoffrey Rockwell; John Szczepaniak. “Archiving an Untold Story” *Canadian Society for Digital Humanities Conference 2018*. Regina. 2018.
- Pelletier-Gagnon, Jérémie.** “Playing in Public: Japanese Game Centers Between Local Culture and National Network” *Replaying Japan 2017*. The STRONG Museum of Play. August 22, 2017.
- Pelletier-Gagnon, Jérémie & Axel Pérez Trujillo Diniz.** “Colonizing Memes: Towards a Framework for Cyberplaces” *Idea of Place Conference*. University of Alberta, Edmonton. May 7, 2017.
- Pelletier-Gagnon, Jérémie.** “Uncovering a Genre (2): Unsupervised Topic Modelling and Genre Discourse Analysis” *(Dis)connections: MLCS Graduate Student Conference 2017*. University of Alberta, Edmonton. February 3, 2017.
- Pelletier-Gagnon, Jérémie.** ““Very much like any other Japanese RPG you’ve ever played’: Text Analyzing 22 Years of JRPG Discourse” *Replaying Japan 2016*. University of Leipzig. August 15, 2016.

Pelletier-Gagnon, Jérémie. “Preserving Chirashi: Reading and Curating the Paratext of Game Centers” *Game History Symposium 2016*. Montréal. June 28, 2016.

Gouglas, Sean, Geoffrey Rockwell, Florence Chee, Todd Suomela, Bettina Berendt, Robert Budac, Zachary Palmer, Evgeniya Kuznetsova, Maren Wilson, Andrea Budac and **Jérémie Pelletier-Gagnon.** “GameGate Origins” *Canadian Game Studies Association Conference 2016*. Calgary. June 1, 2016.

Pelletier-Gagnon, Jérémie. “Adventures from a Distant Land: Analyzing JRPG as a Western Discourse” *Mechademia: SGMS Conference on Asian Popular Cultures*. Aoyama Gakuin University, Tokyo. March 18, 2016.

Pelletier-Gagnon, Jérémie. “At the Time of the Famicom: Cultural and Technical Challenges in Designing Nintendo’s Family Computer” *Canadian Game Studies Association Conference 2015*. University of Ottawa. June 2, 2015.

A. Budac, **J. Pelletier-Gagnon**, R. Chartier, T. Suomela, Z. Palmer, S. Gouglas and G. Rockwell. “#GamerGate: Distant Reading Game Discourse” *Canadian Game Studies Association Conference 2015*. University of Ottawa. June 3, 2015.

Uemura Masayuki, Koichi Hosoi, **Jérémie Pelletier-Gagnon**, Geoffrey Rockwell and Akinori Nakamura. “In the Time of the Famicom: Keynote Presentation” *Replaying Japan 2015 The International Conference on Japan Game Studies*. Ritsumeikan University, Kyoto. May 21, 2015.

Pelletier-Gagnon, Jérémie. “Interchangeable Avatars: Investing Metamorphosis in Japanese Video Games” *Replaying Japan 2015 The International Conference on Japan Game Studies*. Ritsumeikan University, Kyoto. May 22, 2015.

Pelletier-Gagnon, Jérémie. “Mining the Text Sands: What Can Text Mining Do for Your Research?/Uncovering a Genre: Defining JRPGs Using Mallet”. *Connections Through Discourses: MLCS Graduate Student Conference 2015*. University of Alberta, Edmonton. February 6, 2015.

Pelletier-Gagnon, Jérémie. “Game Freaks and Mythopoetics - Contemporary Game Centre Culture in the Light of Nakazawa Shin’ichi’s *Game Freaks Play with Bugs - In Praise of the Video Game Xevious*” *Replaying Japan 2014*. University of Alberta, Edmonton. August 22, 2014.

- Pelletier-Gagnon, Jérémie.** “Self-Regulation as a System: Policing Pornographic Video Games in Japan” *Canadian Game Studies Association Conference 2014*. Brock University, St. Catharines. May 29, 2014.
- Pelletier-Gagnon, Jérémie.** “Modernism, Speciesism and Bishôjo: Reading *Sakura Taisen* as a National Text” *Popular Culture Association/American Culture Association Conference 2014*. Chicago Marriott Downtown Magnificent Mile Hotel, Chicago. April 16, 2014.
- Pelletier-Gagnon, Jérémie.** “JRPG: Transnationalism and Genre in Video Game Culture” *East Asian Studies Conference Japan*. J.F. Oberlin University, Tokyo. June 2013.
- Pelletier-Gagnon, Jérémie.** “Mapping the Game Center Space: An Analysis of Arcade Game Cabinets” *International Conference on Japan Game Studies*. Ritsumeikan University, Kyoto. May 25, 2013.
- Pelletier-Gagnon, Jérémie.** “Computers and Trading Card Games: *Sengoku Taisen* and the Game Center Play Space” *Thinking Video Games in Japan: Towards Collaboration in Game Research*. Japan Foundation, Tokyo. December 7, 2012.
- Pelletier-Gagnon, Jérémie.** “Towards New Dynamics of Circulation and Transfiguration: The Case of Japanese Video Games in North America” *East Asian Studies Department Graduate Student Conference Series*. McGill University, Montréal. March 17, 2011.

TEACHING

Principal Instructor

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| <i>Japanese Language Instructor</i> . Académie Linguistique Internationale. | 2018-2019 |
| <i>Fairy Tales and Folk Tales</i> (C LIT 243). University of Alberta. | 2017 |
| <i>Cyberliterature</i> (C LIT 210). University of Alberta. | 2017 |

Guest Lectures, Teaching Assistantships and Others

- Guest Lecturer, *Language(s) of Culture* (MLCS 210). Lecture Title: “From Books to Computer: Understanding Roland Barthes’s notion of Text through Cyberliterature”. Instructor: Dr. Elena Siemens. University of Alberta. October 5, 2017.
- Guest Lecturer, *Language(s) of Culture* (MLCS 210). Lecture Title: “Issues in Cyberliterature”. Instructor: Dr. Elena Siemens. University of Alberta. March 28, 2017.

Guest Lecturer, *From Masterpieces to Bestsellers* (C LIT 243). Lecture Title: “*Space Invaders - Interactive Masterpiece*”. Instructor: Andreas Stuhlmann. University of Alberta. October 11, 2016.

Teaching Assistant, *Introduction to Fairy Tales* (C LIT 243). Instructor: Dr. Irene Sywenky. University of Alberta. Fall term, 2016.

Guest Lecturer, *Introduction to Fairy Tales* (C LIT 243). Lecture Title: “*La Chasse Galerie, a French-Canadian Folk Story or Fairy Tale?*” Instructor: Dr. Irene Sywenky. University of Alberta. November 15, 2016.

Guest Lecturer, *Introduction to Fairy Tales* (C LIT 243). Lecture Title: “*Orientalism and Antoine Galland’s Prince Ahmed and the Fairy Pari-badou*” Instructor: Dr. Irene Sywenky. University of Alberta. September 20, 2016.

Guest Lecturer, *Cyber Literature* (CLIT 210). Lecture title: “*Close Reading Video Games*”. Instructor: Phd Candidate Amir Khadem. University of Alberta. March 26, 2015.

Guest Lecturer, *Smells Like Teen Spirit – Youth and Subcultures* (MLCS 299). Lecture title: “*Japanese Subcultures From Surfing to Gaming*”. Instructor: Phd Candidate Lars Richter. University of Alberta. March 19, 2015.

Workshop Organizer and Presenter, *Digital Mapping Using Google Map*. University of Alberta. March 20, 2014.

Guest Lecturer, *Special Topics in Interdisciplinary Studies: Understanding Japanese Game Culture* (INT D 225). Lecture title: “*Arcade Culture in Japan*”. Instructor: Dr. Geoffrey Rockwell and Dr. Akinori Nakamura. Ritsumeikan University. June 6, 2013.

Teaching Assistant, *Introduction to East Asian Culture: Japan* (EAST 212). Instructor: Phd Candidate Brian Bergstrom. McGill University. Fall term, 2010.

SKILLS

Language: French (native), English (native level), Japanese (advanced).

Software and Coding: working knowledge of HTML, CSS, PhP, XML, R Studio, Python, panda, database management (MySQL).

DIGITAL TOOLS AND PROJECTS

Webmaster. *Replaying Japan Conference's Webpage*. 2016-. <<http://replaying.jp>>.

Project initiator and database designer, *The Arcade and Game Center Chirashi Database*.
<www.arcadechirashi-db.net>.

Initiator and administrator, *Japan Game Studies Mailing List*,
<japangamestudies@mailman.srv.ualberta.ca>.

Project initiator and coordinator, *Edmonton Environmentally Sensitive Sites Digital Mapping URI Project*. University of Alberta. January to April 2014.

MASTER CLASSES, ADDITIONAL FORMATION AND SPECIAL EVENTS

Higher education teaching certificate, **Graduate Teaching and Learning: Level 3**, University of Alberta. 2017

Novel™ Text Mining Workshop. McGill University. October 26-27. 2017

Novel™ Text Mining Workshop. Banff Conference Center. October 20-22. 2016

Media Mix Summer Program 2014, organized by the Kadokawa Culture Promotion Foundation Media-Content Research Project and the University of Tokyo. University of Tokyo. July 14-26. 2014

Anime Mix Master Class, organized by Mark Steinberg and Matthew Penny. Concordia University, January 14. 2012

ASSOCIATIONS MEMBERSHIP

Digital Games Research Association (DiGRA)

Electronic Literature Organization (ELO)

Canadian Game Studies Association/l'Association canadienne d'études vidéoludiques (CGSA/ACÉV).

Canadian Society for Digital Humanities/Société canadienne des humanités numériques (CSDH/SCHN).

Humanistica: l'Association francophone des humanités numériques.

Japan Studies Association

SERVICE AND PUBLIC WRITING

Associate Editor (English) of the *Journal of Replaying Japan*. Ritsumeikan University, 2019-
DiGRA Program Committee Member, 2019-2020.

Manuscript reviewer for *Gamenvvironments*. University of Bremen, 2018.

Special collaborator: Japanese popular culture, *Montréal Bulletin: The Japanese Canadian and Nikkei Community Journal*, 2018.

Member of the Editorial Board and manuscript reviewer for the *Journal of Gaming and Virtual Worlds*, 2017-.

Webmaster and blogger, *Playing in Public/Jouer en public: A Jérémie Pelletier-Gagnon Research Blog*, 2015 to present, <<http://www.jeremiepgagnon.wordpress.com>>.

Guest blogger, *Kineblog*, 2013 to present, <<http://www.kinephanos.ca/blogue/>>.

DEPARTMENTAL SERVICE

Initiator, team captain and coordinator, *The Fluffy Roasters*, MLCS (Modern Language and Cultural Studies) department graduate hockey team. 2015-2017.

Vice-President, *MLCS Department Graduate Student Association*. 2014-2016.

Manuscript reviewer for *Inquire: Journal of Comparative Literature*. University of Alberta, 2013.

MEDIA APPEARANCES/OUTREACH

Published interview. “Interview mit Jérémie Pelletier-Gagnon” (Interview with Jérémie Pelletier-Gagnon). Interviewer: Mathias Micheel. Level Up! Ein Deutsches RPG-Ezine <<http://levelupzine.de/2017/06/28/interview-mit-jeremie-pelletier-gagnon/>>. June, 2017.

Published interview. “Feels Bad, Man: Pepe the Frog is now a Hate Symbol”. Interviewer: Jonah Angeles. *The Gateway*. <<https://thegatewayonline.ca/2016/10/rare-pepe-hate-symbol/>>. October, 2016.

REFERENCES

Geoffrey Rockwell, Doctor of Philosophy
3-37 Arts & Convocation Hall, University of Alberta
T6G 2E7, Edmonton, Alberta, Canada
780-492-6436, geoffrey.rockwell@ualberta.ca.

Thomas Lamare, Doctor of Philosophy
Art History & Communications Studies, McGill University
3434 McTavish Street, Montréal, Québec, Canada, H3A 1X9, thomas.lamarre@mcgill.ca

Maude Bonenfant, Doctor of Philosophy
Département de communication sociale et publique, Université du Québec à Montréal
Pavillon Judith-Jasmin, 405 rue Sainte-Catherine Est Montréal, Québec, H2L 2C4
(514) 987-3000 poste 3392, bonenfant.maude@uqam.ca