

This is a pre-print version of Jennifer deWinter and Stephanie Vie's webtext "Sparklegate: Gamification, Academic Gravitas, and the Infantilization of Play" published in *Kairos: Rhetoric, Technology, Pedagogy*, 201(1), available at <http://kairos.technorhetoric.net/20.1/topoi/dewinter-vie>.

Scott Reed talking:

And I don't even . . . I don't even. I can't begin to tell you. We meet, on average, once every other week, um, to . . . for about 60–90 minutes at any given time. And that's kind of our time to discuss issues and talk about what needs to be talked about to build the game to what it needs to be. Um, that's on average. The pace usually tends to pick up when we get to the fall because by then we're really identifying what needs to happen. Most of our work, though, is really tough to gauge because we work asynchronously most of the time. We have our hour meeting to talk to one another but then we go off into our respective lives. And so we've made a lot of use of Google Docs and Dropbox and a wiki space that we set up to work at our own pace on things.

Just from my personal experience, to give you a sense of how the hours might spike up at any given time, um, I probably spent last year something in the neighborhood of thirty hours over two weeks designing the trading cards. So, a deck of 54 cards probably . . . between 54 cards, there's 50–51 unique designs in there . . . and most of them are off a template, but still, it's a lot of work to get the photos and process them and lay out the text and try to make it all even. I'm not saying I did a great job, but it took about thirty hours over two weeks. And that was pretty intense.

I can tell you that this year, since rolling into the president position, I've probably spent something like twenty to thirty hours just writing emails to people. So, there's . . . the labor happens in these weird fits and starts, and it's difficult to measure. But, um, by the time we reach spring semester I figure all of us are dropping five hours or so on average. On average. That's going to spike up at times, and when it's worse, it's going to get worse. Because a lot of times we just need to get things to press, and we need to make a lot of quick decisions and when we're all fighting against personal and professional busyness, then . . . you know, sometimes it's all going to end up hitting you at one time, and we have to deal with that.