Patrick Jagoda

Professor, English, Cinema & Media Studies, and Obstetrics and Gynecology, University of Chicago
Chair of Cinema & Media Studies
Co-founder of Game Changer Chicago Design Lab, Transmedia Story Lab, and Fourcast Lab
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EMPLOYMENT

2023-present: William Rainey Harper Professor, Department of Cinema & Media Studies and
        Department of English
        * Chair of Cinema & Media Studies (2024-present)
        * Secondary Appointment: Department of Obstetrics and Gynecology (2021-present)
        * Affiliate: Center for the Study of Gender and Sexuality
        * Director: Weston Game Lab and Media Arts and Design program

2019-2022: Professor, University of Chicago, Department of English and
        Department of Cinema & Media Studies

2016-2019: Associate Professor, University of Chicago, Department of English and Department
        of Cinema & Media Studies

2012-2016: Assistant Professor, University of Chicago, Dept. of English

2010-2012: Mellon Postdoctoral Fellow in New Media, University of Chicago, Dept. of English,

EDUCATION

2010: Ph.D. in English, Duke University
        * Graduate Certificate in Information Science and Studies

2004: B.A., Pomona College
        * English and Philosophy majors, Phi Beta Kappa

RESEARCH AND TEACHING FIELDS

Digital Media; 20th and 21st Century American Fiction, Film, & Television; Critical Theory; American & Cultural Studies; Game Studies; Science & Technology Studies; and Game Design.

PUBLICATIONS

Books

Transmedia Stories: Narrative Methods for Public Health and Social Justice. Full length multimedia book with visual/interactive designers Ireashia Bennett and Ashlyn Sparrow (Stanford University Press, December 2022)

Experimental Games: Critique, Play, and Design in the Age of Gamification. Monograph (University of Chicago Press, 2020).
- Reviewed by publications including *American Literary History*, *Ancillary Review of Books*, *Game Studies*, *Los Angeles Review of Books*, *Metascience*, *Organization Studies*, *Qui Parle*, and featured in *The Page 99 Test*

Network Aesthetics. Monograph. (University of Chicago Press, 2016).
- Reviewed by publications including *Los Angeles Review of Books*, *Contemporary Literature*, *American Literary History*, *Novel: A Forum on Fiction*, *Cyborgology*, *Digicult*, and *American Literature*

The Game Worlds of Jason Rohrer. Art exhibition catalog book with essays and interviews co-authored with Michael Maizels (MIT Press, 2016).
- Reviewed by publications including *The Wall Street Journal* and *PopMatters*

Edited Books and Journal Special Issues

American Game Studies. American Literature Special Issue. Edited and introduced with Jennifer Malkowski. Volume 94, Number 1, March 2022.

Surplus Data: On the New Life of Quantity. Critical Inquiry Special Issue. Edited and introduced with Orit Halpern, Jeffrey Kirkwood, and Leif Weatherby. Volume 48, Number 2, Winter 2022.

The Palgrave Handbook of Literature and Science Since 1900. Edited and introduced with Priscilla Wald, Neel Ahuja, Monique Allewaert, et. al. Palgrave Macmillan, 2020.

Comics and Media. A Special Issue of Critical Inquiry. Edited and introduced (pp. 1-10) with Hillary Chute (Chicago: The University of Chicago Press, 2014).
- Reviewed by publications including *Oxford Art Journal*, *Twentieth Century Literature*, and *Times Literary Supplement*

New Media and American Literature. American Literature Special Issue. Edited and introduced (pp. 615-628) with Wendy Chun and Tara McPherson. Volume 85, Number 4, December 2013.

Peer-Reviewed Essays and Book Chapters:

"The Procedural Unconscious: Video Games and the Nonsynchronous Contemporaneity of Racial Capitalism." Co-authored with Ashlyn Sparrow. ROMchip: A Journal of Game Histories (December 13, 2024).

"Literature as, with, and for Artificial Intelligence: Speculative Designs and Provocations for Alien Readers" Co-authored article and AI images Sarah Edmands Martin. Countertext (Accepted and Forthcoming).

"Teaching Systems Thinking Through Game Design Curricula: The Case Study of *Hexacago Health Academy*." Co-authored with Madeleine Quasebarth, Ailea Stites, Jessie Henry, Vanya Manthena, Lee Hasselbacher, and Sophie Knifton. American Journal of Play (Accepted and Forthcoming 2025).

"Using Digital Games to Promote Equity in Career and Health Education: A Prototype of *Caduceus Quest*." Co-authored with Ellen McCammon, Jessica Law, Crystal Tyler, Mason Arrington, and Melissa Gilliam. Urban Education Volume 59, Issue 5 (2024).

"Divergent Pathways: How Pre-Orientation Programs Can Shape the Transition to College for First-Generation, Low-Income Students" Sociological Forum. Co-authored with Lauren Beard and Kristen Schilt, June 2023.

"From Suspension of Disbelief to Production of Belief: The Case of Alternate Reality Games" in The Routledge Handbook of Fiction and Belief. Ed. Alison James, Françoise Lavocat, and Kubo Akihiro. December 2023.

"Pessimistic Futurism: Black Worlding and Better Games." In Imaginable Worlds: Art, Crises, and Global Futures (University of Chicago Press). Co-authored with Ashlyn Sparrow (2023).

"Alternate Reality Games: Transmedia Aesthetics and Other Virtualities." Co-authored with Marc Downie. Théorème. Forthcoming 2024.

"Technologies of Thought and Inventions of Freedoms in Open World Video Games." Side Magazine. Issue 3: The Moped Rider. Magazine of the Bergen Assembly contemporary art triennial. p. 14-25 (2022).

"Body Mapping and Story Circles in Sexual Health Research With Youth of Color: Methodological Insights and Study Findings From *Adolescent X*, an Art-Based Research Project." Co-authored with Adriana Brodyn, Soo Young Lee, Elizabeth Futrell, Ireashia Bennett, Alida Bouris, and Melissa Gilliam. Health Promotion Practice (September 23, 2021).

"Playing Through a Serious Crisis: On the Neoliberal Art of Video Games." Post45. August 31, 2020, Special Cluster on "The 7 Neoliberal Arts," Ed. Lee Konstantinou, online.

"Increasing Anti-Tobacco Industry Attitudes Among Youth: A Pilot Study of a Multiplayer Educational Board Game." Co-authored with Melissa Gilliam, Brandon J. Hill, Erin Jaworski, Ashlyn Sparrow, and Ian Jones. Games for Health Journal. Volume 8, Number 1 (2019), pp. 1-6.

"On Difficulty in Video Games: Mechanics, Interpretation, Affect." Critical Inquiry. Fall 2018, pp. 199-233.

"Introduction: Conceptual Games, or the Language of Video Games." Critical Inquiry. Fall 2018, pp. 130-6.

"Digital Games and Narrative." Cambridge Companion to Narrative Theory. Ed. Matthew Garrett (Cambridge UP, 2018), pp. 231-247.

"Media Specificity, Comparison, Convergence: Legacies of the Chicago School of Literary Criticism." Modern Philology. Special Issue edited by Frances Ferguson and Ellen MacKay. 115.4 (2018): pp. 500-511.

"Embedded Game Design as a Method for Addressing Social Determinants of Health." Co-authored with Melissa Gilliam, Ian Jones, Jennifer Rowley, and Brandon Hill. American Journal of Sexuality Education (2018), pp. 1-21.

"Game-Based Health Education: The Case of Hexacago Health Academy." Co-authored with Megan Macklin, Ian B. Jones, and Melissa Gilliam. Journal of STEM Outreach. Vol. 1, No. 2, April 2018. pp. 13-23.

"Game Mechanics, Experience Design, and Affective Play." Co-authored with Peter McDonald. Book chapter for Routledge Companion to Media Studies and Digital Humanities. Ed. Jentery Sayers (New York: Routledge, 2018), pp. 174-182.

"Critique and Critical Making." PMLA. March 2017. pp. 356-363.

"Videogame Criticism and Games in the Twenty-First Century." American Literary History. January 10, 2017, pp. 205-218.

"Alternate Reality Games as an Informal Learning Tool for Generating STEM Engagement among Underrepresented Youth: A Qualitative Evaluation of *The Source*." Co-authored with Melissa Gilliam, Camille Fabiyi, Phoebe Lyman, Claire Wilson, Brandon Hill, and Alida Bouris. Journal of Science Education and Technology 26 (3), 2017. pp. 295-308.

"Networks in Literature and Media." Oxford Research Encyclopedia of Literature. Ed. Priscilla Wald and Prof. Paula Rabinowitz. February 2017. pp. 1-31.

"From Alternate to Alternative Reality: Games as Cultural Probes." Co-authored with Melissa Gilliam, Peter McDonald, and Ashlyn Sparrow. Book chapter for Alternate Reality Games and the Cusp of Digital Gameplay. Ed. Antero Garcia and Greg Niemeyer. (Bloomsbury Academic, 2017), pp. 31-55.

"Dark Side of the Digital Humanities" (with Wendy Hui Kyong Chun, Richard Grusin, and Rita Raley). Debates in the Digital Humanities 2016. Ed. Matthew Gold and Lauren Klein (Minneapolis: University of Minnesota Press, 2016).
http://dhdebates.gc.cuny.edu/debates/text/89

"Reinvigorating Adolescent Sexuality Education through Alternate Reality Games: The Case of *The Source*." Co-authored with Alida Bouris, Jenny Mancino, Brandon Hill, and Melissa Gilliam. Sex Education. Vol. 16, Issue 4, July 2016, pp. 353-367.

"'Because If We Don't Talk About It, How Are We Going to Prevent It?': *Lucidity*, a Narrative-Based Digital Game About Sexual Violence." Co-authored with Melissa Gilliam, Erin Jaworksi, Luciana Hebert, Phoebe Lyman, and M. Claire Wilson. Sex Education. Vol. 16, Issue 4, July 2016, pp. 391-404.

"*The Source*: An Alternate Reality Game to Spark STEM Interest and Learning among Underrepresented Youth." Essay co-authored with Melissa Gilliam, Alida Bouris, and Brandon Hill. Journal of STEM Education. Vol 17, No 2, April-June 2016, pp. 14-20.

"LifeChanger: A Pilot Study of a Game-Based Curriculum for Sexuality Education." Co-authored with Melissa Gilliam, Stephen Heathcock, Sarah Orzalli, Carolyn Saper, Jessyca Dudley, and Claire Wilson. Journal of Pediatric and Adolescent Gynecology Vol. 29, Issue 2, April 2016: 148-153.

"Network Ambivalence." Contemporaneity. Vol. 4 (2015), pp. 108-118.

"Worlding Through Play: Alternate Reality Games, Large-Scale Learning, and *The Source*." Co-authored with Melissa Gilliam, Peter McDonald, and Chris Russell. American Journal of Play. Volume 8, Number 1 (Fall 2015), pp. 74-100.

"Digital Games and Science Fiction." The Cambridge Companion to American Science Fiction. Ed. Gerry Canavan and Eric Link (Cambridge UP, 2015), pp. 139-152.

"InFection Four: Development and Evaluation of a Youth-Informed Sexual Health Card Game." American Journal of Sexuality Education. Co-authored with Melissa Gilliam, Ainsley Sutherland, and Stephen Heathcock. Volume 9:4 (December 2014), pp. 485-498.

"Gaming the Humanities." differences: A Journal of Feminist Cultural Studies 25.1 (2014), pp. 189-215.

"Speculation: Financial Games and Derivative Worlding in a Transmedia Era." Critical Inquiry. Co-authored with N. Katherine Hayles and Patrick LeMieux. (2014), pp. 220-236.

"Hollywood and the Novel." The American Novel 1870–1940: Volume 6 of the Oxford History of the Novel in English. Ed. Priscilla Wald and Michael A. Elliott (Oxford: Oxford UP, 2014), pp. 501-516.

"Game Changer: Collaborative Alternate Reality Game Design, Transmedia Storytelling, and Health Education." International Journal of Learning and Media. Co-authored with Melissa Gilliam, Ainsley Sutherland, and Stephen Heathcock (Accepted in 2014), 33 MS pages.

"Fabulously Procedural: *Braid*, Historical Processing, and the Videogame Sensorium." American Literature. 85:4 (December 2013), pp. 745-779.

"Gamification and Other Forms of Play." boundary 2 vol. 40, no. 2. Summer 2013, pp. 113-144.

"Speculative Security." <u>Cyberspace and National Security: Threats, Opportunities, and Power in a Virtual World</u>. Ed. Derek S. Reveron (Washington D.C.: Georgetown UP, 2012), pp. 21-36.

"From Intervention to Invitation: Reshaping Adolescent Sexual Health through Storytelling & Games." <u>African Journal of Reproductive Health</u>. Co-authored with Melissa Gilliam, S. Orzalli, S. Heathcock, E. Sutherland, A. Menendez, and O. Ojengbede. Volume 16 Number 2 (June 2012), pp. 189-196.

"Wired." <u>Critical Inquiry</u> 38 (Autumn 2011), pp. 189-199.

"Terror Networks and the Aesthetics of Interconnection." <u>Social Text</u> 105 (2010): pp. 65-90.

"Clacking Control Societies: Steampunk, History, and the Difference Engine of Escape." <u>Neo-Victorian Studies</u> 3:1 (2010), pp. 46-71.

"The Terror Complex: Don DeLillo's *Cosmopolis*." <u>Exit 9: The Rutgers Journal of Comparative Literature</u>, Vol. IX (2008), Special Issue on "Terror and Textuality," pp. 93-116.

Peer-Reviewed Multimedia Publications:

"Transmedia Collage." Co-authored with Ireashia Bennett, Jennifer Brier, Marquez Rhyne, Gary Kafer, and Chelsea Ridley. <u>Thresholds</u>. Issue 3, June 2018. Multimedia essay. http://openthresholds.org/3/transmediacollage

"*S.E.E.D.*: Creating and Implementing an Alternate Reality." Co-authored with Philip Ehrenberg and Melissa Gilliam. <u>Kairos: A Journal of Rhetoric, Technology, and Pedagogy</u>. Issue 22.2, Spring 2018. Documentary Film (30 minutes) and essay (online text). http://technorhetoric.net/22.2/praxis/ehrenberg-et-al/index.html

"*The Portal | The Sandbox:* An Alternate Reality Game Archive as Electronic Literary Narrative." Co-authored with Peter McDonald, Philip Ehrenberg, Ellen Kladky, Bea Malsky, Kalil Smith-Nuevelle, and Ashlyn Sparrow. <u>hyperrhiz: new media cultures</u>. Issue 11, Spring 2015. Short essay and electronic literary work. http://www.hyperrhiz.net/hyperrhiz11/gallery/portal-sandbox.html

"*Nexus X*: An Alternate Archive." Co-authored with Patrick LeMieux. <u>Critical Inquiry</u>, "Comics and Media" Special Issue, 2014. Digital artwork and alternate reality game archive. http://criticalinquiry.uchicago.edu/nexus_x_an_alternate_archive/

"Lucidity: Connected Learning and Transmedia Games." Co-authored with Melissa Gilliam, Stephen Heathcock, and Ainsley Sutherland. <u>Audiovisual Thinking: The Journal of Academic Videos</u>, Issue 5, 2013, Video essay. www.audiovisualthinking.org/videos/gamechanger/

Short Essays and Articles:

"Foreword: The Ambivalence of Interactivity and Potentials of Play." in *Narrative Interplay in the Digital Era: Generative AI, Alternate Reality Games, and the Future of Interactive Pedagogy*. Ed. Andrew Klobucar (Intellect Press, Forthcoming 2025).

"Two Perspectives on Video Games." Co-contributor with Ghenwa Hayek. *Tableau*. Fall 2024.

"Arturo Herrera" in *Monochrome Multitudes*. Ed. Christine Mehring and Orianna Cacchione. University of Chicago Press (Forthcoming).

"Playing at SLSA: A Game Studies Stream Retrospective." Collaborative essay with Edmond Y. Chang, Patrick Jagoda, Julianne Grasso, Peter D. McDonald, Ranjodh Singh Dhaliwal, Stephanie Boluk, Patrick LeMieux, Alenda Y. Chang, Doug Stark, Timothy J. Welsh, Jamal Russell, Ashlee Bird. Configurations. Volume 31, Number 4 (Fall 2023), pp. 351-365

"Artificial Intelligence in Video Games." American Literature, Volume 95, Number 2, June 2023, pp. 435-438.

"Patrick Jagoda's 2021 Games of the Year." Gamers with Glasses, January 4, 2022, online.

"Games of the Year." Gamers with Glasses, December 27, 2020, online.

"*The Legend of Zelda: Breath of the Wild*: Playing Together During the Pandemic." Co-author with Kristen Schilt. Gamers with Glasses, September 11, 2020, online.

"Clinic Quest: A Game and Curriculum to Teach Adolescents About the Prevention and Treatment of Sexually Transmitted Infections." Co-author with Ellen McCammon, Amy Moore, Crystal P. Tyler, Mason Arrington, Ashlyn Sparrow, and Melissa Gilliam. Journal of Adolescent Health. Volume 66, Issue 2, Supplement, February 2020, S3-S4.

"Hearsay: A Storytelling Card Game to Increase Knowledge and Awareness of Contraception and Pre-Exposure Prophylaxis (PrEP) among High School Students." Co-author with Ellen McCammon, Amy Moore, Crystal P. Tyler, Mason Arrington, Ashlyn Sparrow, and Melissa Gilliam. Journal of Adolescent Health. Volume 66, Issue 2, Supplement, February 2020, pp. S114-S115.

"Baby Town: A Role-Playing Board Game and Curriculum to Highlight the Challenges of Teenage Parenthood in a Destigmatizing Manner." Co-author with Ellen McCammon, Amy Moore, Crystal P. Tyler, Mason Arrington, Ashlyn Sparrow, and Melissa Gilliam. Journal of Adolescent Health. Volume 66, Issue 2, Supplement, February 2020, pp. S114.

"Imagining Futures (IF): A Survey." Portable Gray. Co-authored with Thenmozhi Soundararajan. Volume 1, Number 1 (Fall 2018), pp. 27–28.

"The Commons as Network." Contribution to Editor's Forum. ASAP/Journal. Moderator Amy J. Elias. Volume 1, Number 1 (January 2016), pp. 47-9.

"The Transmedia Turn in Popular Culture: The Case of Comic-Con." Post45 Contemporaries (2011), online.

Scholarly Text Interviews:

"Antiracism and Collaborative Worldmaking." In <u>Antiracist Futures: Games, Play, and Speculative Imagination</u>, Ed. TreaAndrea M. Russworm and Soraya Murray. (Under review at Duke University Press). Interview with TreaAndrea M. Russworm.

"Alternate World Design During the Pandemic and Beyond." <u>HowlRound</u> (February 11, 2021). Interview with Heidi Coleman.

"*the parasite*: An Alternate Reality Game for Orientation." <u>HowlRound</u> (January 7, 2018). Interview with Heidi Coleman.

"Playing at Orientation: Interview with the Designers of *The Parasite* at University of Chicago." <u>The Chronicle of Higher Education</u> (November 27, 2017). Interview with Kristen Schilt and Anastasia Salter.

"Insider Insight: Patrick Jagoda on the Value of Gamified Systems." In <u>Designing Gamified Systems: Meaningful Play in Interactive Entertainment, Marketing</u> (Waltham, MA: Focal Press, Forthcoming 2015). Interview with Sari Gilbert.

"An Interview with Dr. Patrick Jagoda about *Lucidity*." <u>Humanities, Arts, Science, and Technology Advanced Collaboratory Blog</u>, Featured Post (May 2013). Interview with Alexandrina Agloro.

"Between: An Interview with Jason Rohrer." <u>Critical Inquiry</u> (Fall 2011).

Podcast and Video Interviews

"A Suspiciously Straightforward Treasure Hunt." <u>Outside</u> podcast, *Outside Magazine*, September 19, 2024.

"Play and Freedom." <u>School of Criticism and Theory</u> podcast, 2024.

"Alternate Reality Games with Patrick Jagoda." <u>Off Center</u> podcast, Center for Digital Narrative. Season 2, Episode 14, March 26, 2024.

"Jung in the World | Technology & the Self 3: Myth, Archetypes, and Avatar Personas in Online Games." <u>Jungianthology</u> podcast. May 15, 2023.

"On the cutting edge of knowledge and aesthetics." <u>The Course</u> podcast. Episode 80. March 30, 2023.

"Video Games and Gamification." <u>The Roundtable Perspective</u> video interview. March 17, 2022.

"How Pac-Man Eats." <u>Gamers with Glasses</u> podcast. November 23, 2021.

"Video Games." <u>Critical Inquiry</u> podcast. June 24, 2021.

"The GameStop Stock Market Special." <u>Gamers with Glasses</u> podcast. February 8, 2021.

"Participatory Theater." <u>Beyond Screens</u> Twitch TV show produced by IndieCade. With the Fourcast Lab. February 3, 2021.

"Hacking the US, Alternate Reality Games, Court Privilege." <u>Top of Mind with Julie Rose</u> radio show and podcast. January 14, 2021.

"How Alternate Reality Games Are Changing The Real World with Patrick Jagoda and Kristen Schilt." <u>Big Brains</u> podcast, Episode 59. December 10, 2020.

"Interview with Patrick Jagoda." <u>The Netprov Provcast</u> podcast, Season 4, Episodes 21 (part 1) and 22 (part 2). December 4 and December 12, 2020.

"Interview with Patrick Jagoda on Experimental Games." <u>Gamers with Glasses</u> podcast. November 30, 2020.

"Playing the Past: Video Games and American History." Guest on the episode of the national podcast <u>BackStory</u> podcast, Episode 261. December 21, 2018.

"Defining the Digital." <u>Critical Inquiry</u> podcast. October 23, 2018

Reviews:

Avant-Garde Videogames: Playing with Technoculture (Brian Schrank). <u>American Journal of Play</u>. Volume 7, Number 2 (Winter 2015), pp. 259-262.

The Culture of Connectivity: A Critical History of Social Media (José van Dijck). Book Review. <u>Critical Inquiry </u>(Winter 2015), pp. 458-9.

"The Next Level: Alexander R. Galloway's *The Interface Effect*." <u>Los Angeles Review of Books</u> January 25, 2013.

From the Civil War to the Apocalypse: Postmodern History and American Fiction (Timothy Parrish); *Local Transcendence: Essays on Postmodern Historicism and the Database* (Alan Liu); and *Postmodern American Literature and Its Other* (W. Lawrence Hogue). <u>American Literature</u> September 2009, pp. 643-6.

Reading Network Fiction (David Ciccoricco) and *This Book Contains Graphic Language: Comics as Literature* (Rocco Versaci). <u>American Literature</u> December 2008, pp. 848-50.

DIGITAL GAME AND NARRATIVE PROJECTS

Co-Director, Designer, and Writer (Fourcast Lab)

Encounter (game-based interactive performance piece), 2024

Cene (transmedia game about climate change), 2022

Duck Variations (transmedia game for a work environment), 2022

ECHO (transmedia game about COVID-19), 2020

A Labyrinth (transmedia game in response to COVID-19), 2020

Terrarium (transmedia game about climate change), 2018-2019

the parasite (aka Gaming Orientation) (transmedia game about diversity), 2016-2017

Co-Director, Designer, and Writer (Weston Game Lab)

Haven (interactive narrative game), 2024

After Life (video game about race and capitalism with Ashlyn Sparrow), ongoing

Creative Director, Co-Creator, or Producer (Game Changer Chicago Design Lab)

Step Up (digital and analog game prototype for youth underrepresented in STEM fields), 2022-2024

Caduceus Quest (digital roleplaying game prototype for youth underrepresented in STEM fields), 2016-2020

Prognosis (digital simulation game prototype about public health), 2017-2018

The Test (digital game prototype about HIV testing), 2016

Hearsay (card game about healthy relationships and sexually transmitted infections), 2016-present

Bystander (digital game about sexual assault), 2014-present

Smoke Stacks (educational board about tobacco use and marketing strategies), 2014-present

A Day in the Life (digital game prototype about decision-making in high school), 2013-2014

Hexacago (educational board game suite about health topics including contraceptive resources and epidemiology), 2013-present

PowerSpots (location-based mobile learning game), 2014

S.E.E.D. (city-wide Chicago Alternate Reality Game created for the Chicago City of Learning), 2014

The Source (city-wide Chicago Alternate Reality Game created for the Chicago Summer of Learning), 2013

InFection Four (educational card game about sexually transmitted infections), 2012-2014

Play as Inquiry (pervasive game created for the "Play as Inquiry" symposium), sponsored by the Gray Center for Arts and Inquiry, 2013

Lucidity (transmedia Flash game about sexual violence), 2012-2014

Stork (transmedia game about reproductive health disparities), 2012

Creative Director and Co-Creator (Transmedia Story Lab Projects)

Queer Speculative Worldbuilding (youth speculative design workshop with Ailea Stites), 2022

Adolescent X (bodymapping project with Melissa Gilliam, Alida Bouris, and Ireashia Bennett), 2018-2019

Transmedia Collage (transmedia project about South Side pasts and futures with Jennifer Brier, Marquez Rhyne, and Melissa Gilliam), 2017-2019

Imagining Futures (transmedia project about future orientation with Thenmozhi Soundararajan and Melissa Gilliam), 2017-2018

Creative Director and Co-Creator (Other Projects)

The Project (Gray Center Alternate Reality Game with Sha Xin Wei), 2013

Speculation (Alternate Reality Game about finance culture and the 2008 economic crisis with Katherine Hayles and Patrick LeMieux), 2012

Oscillation (University of Chicago transmedia game with Ainsley Sutherland), 2011

Other Game Design Experience

Board Member, *GreaterThanGames* Initiative, 2011-2013

Writer, *WHOdunit: The Global Pandemic iPhone Game* (undeveloped learning game about viral networks commissioned by Duke Center for International Studies), 2010

GRANTS, FELLOWSHIPS, AND AWARDS

Project Grants and Research Awards

Franke Institute for the Humanities grants. "The Digital Unconscious" and "Design and Difference" (for collaborative symposia), 2024: **$15,000**

National Institutes of Health (NIH), Small Business Innovation Research (SBIR) Phase II grant. "Step UP for STEM and Health Careers: An Intervention to Reduce STEM-related Biases and

Improve High School STEM Learning Environments" (for Game Changer Chicago Design Lab game project, Co-I with Melissa Gilliam), 2022-2024: **$1,695,489**

Franke Institute for the Humanities. "*Encounter*: Experiments in Transmedia Performance Research." PI, 2022-2023: **$19,000**

National Institutes of Health (NIH), Science Education Partnership Award (SEPA). "Hexacago 2.0: A Board Game and Augmented Reality Game Intervention to Promote STEM and Health Knowledge" (for Game Changer Chicago Design Lab board game project, PI), 2020-2025: **$1,349,983**

Neubauer Family Collegium for Culture and Society Award. "Climate Games." Co-PI with Kristen Schilt and Heidi Coleman, 2021-2022: **$82,300**

Humanities Without Walls Grand Research Challenge and Franke Institute for the Humanities. "Climate Games: Redistributing STEM Resources Through Transmedia Play in Middle Schools" (for Fourcast Lab project), PI, 2021-2022: **$17,000**

University of Chicago Provost's Global Faculty Award. "Gaming Worlds via Alternate Realities: Workshop and Multi-Site Game Project" in Hong Kong, PI, 2021-2022: **$13,000**

Institute on the Formation of Knowledge (SIFK) at UChicago Faculty Seed Grant. "Utopian Vectors: Training Speculative AI for Preferable Worlds" (with Clara del Junco, Bhargav Srinivasa Desikan, and Michael Fisch), 2021-2022: **$5,000**

Adelyn Russell Bogert Fund of the Franke Institute for the Humanities. "MetaMedia" Symposium (with WJT Mitchell), 2021: **$1,500**

National Institutes of Health (NIH), Small Business Technology Transfer (STTR) Phase II grant. "Caduceus Quest: An Interactive Digital Media Resource to Promote Knowledge of Reproductive Health and STEM" (for Game Changer Chicago Design Lab game project, Co-I with Melissa Gilliam), 2020-2022: **$1,475,431**

National Institutes of Health (NIH), Small Business Technology Transfer (STTR) Phase I grant. "Step UP for STEM and Health Careers: An Intervention to Reduce STEM-related Biases Towards Young Women and Minorities" (for Game Changer Chicago Design Lab game project, Co-I with Melissa Gilliam), 2020-2021: **$251,344**

National Institutes of Health (NIH), Science Education Partnership Award (SEPA). "Hexacago: A game-based approach to engaging youth in health and science" (for Game Changer Chicago Design Lab board game project, Co-I with Melissa Gilliam), 2015-2020: **$1,143,967**

University of Chicago Innovation Fund. "Gaming the Future: An Alternate Reality Game for Orientation" (for student internships related to climate change game design project), 2019-2020: **$44,000**

Humanities Without Walls Consortium, The Work of the Humanities in a Changing Climate grant (supported by the Andrew W. Mellon Foundation). "Transmedia Collage" (for Transmedia

Story Lab narrative and speculative design project, PI with Jennifer Brier, University of Illinois at Chicago), 2017-2019: **$110,000**

National Institutes of Health (NIH), Small Business Technology Transfer (STTR) Phase I grant. "Prognosis: a public health and epidemiology simulation game" (for Game Changer Chicago Design Lab game project, Co-I with Melissa Gilliam), 2017-2018: **$108,096**

National Institutes of Health (NIH), Small Business Technology Transfer (STTR) Phase I grant. "Caduceus Quest: A Serious STEM Game to Promote Reproductive Health and STEM and Health Career Interest" (for Game Changer Chicago Design Lab game project, Co-I with Melissa Gilliam), 2016-2017: **$119,114**

National Institutes of Health (NIH), Small Business Technology Transfer (STTR) Phase I grant. "The Test: A Mobile Game to Increase HIV Testing among YMSM" (for Game Changer Chicago Design Lab game project, Co-I with Melissa Gilliam), 2016-2017: **$74,377**

Mellon Residential Fellowships in Arts Practice and Scholarship, Richard and Mary L. Gray Center for Arts and Inquiry (for "Imagining Futures" project, PI with Melissa Gilliam and visiting artist Thenmozhi Soundarajan), 2016-2017: **$65,000**

Neubauer Family Collegium for Culture and Society Award (for the "Gaming Orientation" project, Co-PI with Kristen Schilt and Heidi Coleman), 2016-2019, **$75,000**

Neubauer Family Collegium for Culture and Society Award (for establishing the "Transmedia Storytelling Lab," Co-PI with Melissa Gilliam and Alida Bouris), 2016-2018: **$100,000**

John D. and Catherine T. MacArthur Foundation grant (for supporting the Game Changer Chicago Design Lab, Co-I with Melissa Gilliam), 2015-2017: **$1,000,000**

Hive Fund for Connected Learning at The Chicago Community Trust grant, "In-school Evaluation of Bystander, A Game-Based Intervention for Sexual Violence Prevention" (for Game Changer Chicago Design Lab project, Co-I with Melissa Gilliam), 2015-2017: **$75,000**

University of Chicago Center in Delhi, "Designing Solutions for Adolescent Sexual and Reproductive Health in India" (for Ci3 and Game Changer Chicago Design Lab work with Melissa Gilliam, Alicia Menendez, and John Schneider), 2014-2015: **$30,000**

John D. and Catherine T. MacArthur Foundation (for supporting the Game Changer Chicago Design Lab, Co-I with Melissa Gilliam), 2014: **$300,000**

University of Chicago Innovation Fund Competition, "Lucidity: Game Development and Distribution" (for Game Changer Chicago Design Lab computer game project, Co-PI with Melissa Gilliam) 2014: **$50,000**

Humanities Visiting Committee and the Division of the Humanities Research grant, "S.E.E.D." (for Game Changer Chicago Design Lab alternate reality game summer project), 2014: **$25,000**

Hive Fund for Connected Learning at The Chicago Community Trust grant, "PowerSpots" (for Game Changer Chicago Design Lab project on a citywide mobile game platform), 2014-2015: **$25,000**

Arts|Science Faculty Collaboration Grant, "The Game Changer Chicago Mobile Game Unit and Human Centered Design" (Co-PI with Melissa Gilliam), 2014-2015: **$14,000**

University of Chicago Center in Delhi, Travel and Partnership Planning Grant (for Ci3 and Game Changer Chicago Design Lab work with Melissa Gilliam, Alicia Menendez, and John Schneider), 2014-2015: **$20,000**

National Science Foundation, "Finding the Source: Innovative Methods for Evaluation of Game-Based STEM Learning" (Co-PI with Melissa Gilliam, Alicia Menendez, and Gabriella Conti), 2013-2015: **$299,736**

John D. and Catherine T. MacArthur Foundation (for establishing the Game Changer Chicago Design Lab, Co-PI with Melissa Gilliam), 2013-2014: **$500,000**

Neubauer Family Collegium for Culture and Society Award (for establishing the Game Changer Chicago Design Lab, Co-PI with Melissa Gilliam), 2013-2016: **$250,000**

Hive Fund for Connected Learning at The Chicago Community Trust grant, "Hexacago: A Board Game for Learning" (for Game Changer Chicago Design Lab Collaboration with Gary Comer Youth Center, Co-PI), 2013-2014: **$ 97,087**

Compton Foundation Grant, "A Day in the Life: A Decision-Making Game" (for Game Changer Chicago Design Lab Collaboration, Co-PI), 2013-2014: **$30,000**

Hive Fund for Connected Learning at The Chicago Community Trust grant, "Developing Narrative Trajectories for Summer of Learning" (for Game Changer Chicago Design Lab Collaboration, Co-PI with Melissa Gilliam), 2013: **$99,561**
the
Hive Fund for Connected Learning at The Chicago Community Trust grant, "*The Source*: A Citywide Game" (for Game Changer Chicago Design Lab Collaboration, Co-PI), 2013: **$59,956**

Wohlford Foundation, (for Game Changer Chicago Design Lab evaluation of *Lucidity* and *inFection Four* Games), 2013: **$20,000**

Mellon Residential Fellowships in Arts Practice and Scholarship, Richard and Mary L. Gray Center for Arts and Inquiry (for "Pervasive Play" project, Co-PI with visiting scholar Sha Xin Wei), 2012-13: **$80,000**

Hive Fund for Connected Learning at The Chicago Community Trust grant, "Life Changer: A Youth-Driven Approach to Relationship and Sexual Health" (for Game Changer Chicago Initiative Collaboration), 2012: **$89,237**

Hive Fund for Connected Learning at The Chicago Community Trust grant, "Diagame: A citywide transmedia game" (for *Game Changer Chicago* Initiative Collaboration, Consultant), 2012: **$57,399**

Hive Fund for Connected Learning at The Chicago Community Trust grant, "Changing the Game: A New Approach to Youth Sexual and Reproductive Health" (for Game Changer Chicago Initiative Collaboration, Consultant), 2012: **$52,564**

Office of the Vice President for research grant, University of Chicago (for Game Changer Chicago Initiative card game design workshop), 2012: **$10,000**

Center for the Study of Race, Politics, and Culture Faculty research grant, University of Chicago (for Game Changer Chicago Initiative game workshop), 2011: **$3,000**

Wohlford Foundation, Digital Media & Sexuality Education Program (for Game Changer Chicago Initiative digital storytelling workshop), 2011: **$10,000**

Research Fellowships and Visiting Positions

Visiting Researcher, Center for Digital Narrative, University of Bergen, 2024

John Simon Guggenheim Memorial Foundation Fellowship, (non-teaching research and art fellowship), 2020-2021

Data Consortium Fellowship (learning technologies and games fellowship supported by the National Science Foundation), 2018-2019

Franke Institute for the Humanities Faculty Fellowship (non-teaching research fellowship), 2017-2018

Donald D. Harrington Faculty Fellowship, University of Texas at Austin (non-teaching research fellowship awarded by Office of the President, nominated and sponsored by American Studies), 2014-2015

Duke English Department Dissertation Fellowship, 2009-10

James B. Duke Graduate Fellowship, 2004-09

Humanities, Arts, Science, and Technology Advanced Collaboratory (HASTAC) Scholar Fellowship Program, 2008-09

Duke University Summer Research Fellowship, 2008

Franklin Humanities Institute Mellon Dissertation Group Grant, 2007-8

UC Humanities Research Institute (UCHRI) SECT (Seminar in Critical Theory) Tuition Scholarship, "TechnoSpheres: Futures of Thinking," August 2006

Duke University Center for European Studies Travel Grant, Auschwitz (Poland), June 2006

Foreign Language Area Studies Fellowship (Polish), 2005-2006

Duke Vertical Integration Grant (for digital humanities archive work), Summer 2005

Teaching Awards

Llewellyn John and Harriet Manchester Quantrell Award for Excellence in Undergraduate Teaching, 2021

Center for Disciplinary Innovation and Franke Institute for the Humanities, Co-teaching Grant for interdisciplinary graduate courses, "Network Aesthetics, Network Cultures" (with Eivind Rossaak), "Politics of Media" (with Kristen Schilt), and "Black Game Theory" (with Ashlyn Sparrow), 2013, 2020, and 2024.

Dean's Commendation for Teaching Excellence (Top 5% of Duke Undergrad Evaluations), 2010

Stephen J. Horne Undergraduate Teaching Award, 2009

Other Awards and Distinctions

Award for Best Location Based and Live Play Design, IndieCade Festival, "*Terrarium*: An Alternate Reality Game," 2020

Official Selection, IndieCade Festival, "*Terrarium*: An Alternate Reality Game," 2020

Short List, Electronic Literature Organization Robert Coover Prize for best literary work, *The Portal | The Sandbox*, Patrick Jagoda and Peter McDonald, 2015

Short List Finalist, Science Fiction Research Association (SFRA) Pioneer Award for the Best Academic Essay in the Field of Science Fiction, 2011.

Honorable Mention, Bruns Graduate Essay Prize, SLSA, 2009

SLSA Conference Travel Award, 2009

KEYNOTES

"Collaborative Design for Speculative Sustainability: Transmedia Storytelling and Games." Keynote at "Now is the Time" Symposium at Arizona State University, 2024

"Mediating Climate Futures: Collective Speculative Design through Transmedia Storytelling and Games." Keynote at the "International Conference about Speculative Literary and Visual Narratives on Ecological Crises: Dystopia, Cli-fi, Sci-fi, Climate, and Society" at Shenzhen University Conference, 2023

"The Values of Games: Economics, Art, and Culture." Keynote at E. James Holland University Symposium on American Values at Angelo State University with Ashlyn Sparrow, 2023

"Experimental Videogames, Neoliberalism, and the Right to Failure." Keynote at "Creative Failure in the Digital Arts" conference in Paris, France, 2022

"Transmedia Contagions During COVID-19." Keynote at "Visual Contagions" conference at the University of Geneva, 2021

"Media Fictions and Alternate Realities." Keynote at "After Fiction" symposium hosted at the University of Chicago, 2019

"Networked Borders: Media Experiments in a Closed World." Keynote at "Digital Diaspora" symposium at the University of Rochester, 2019

"How to Make Better Problems: Alternate Reality Games and Speculative Media." Keynote at "Futurity Factory: Science, Technology and Speculative Media" symposium at UC Davis, 2019

"How Video Games Can Help Us Think Through Networks." Keynote at "The Thinking Machine: Interdisciplinary Perspectives on Neural Networks" conference at Aarhus Institute of Advanced Studies in Aarhus, Denmark, 2018

"Atmospheric Design: How Digital Stories and Games Impact Learning." Keynote at *Training* Magazine's Online Learning Conference, 2016

"Affective Experiments: Gamification and Other Forms of Play." Keynote at "In Play: Games, Aesthetics, Performance" interdisciplinary symposium at the University of Maryland, 2016

"Network Aesthetics (or: How to See Anything When Everything is Interconnected)." Keynote at "Debating Visual Knowledge" Graduate Student Symposium at the University of Pittsburgh. History of Art and Architecture Department and the Information Sciences Department, 2014

"Encyclopedic Novels and Network Aesthetics." Keynote at "Networks in American Culture/America as Network" (Mannheim University sponsored symposium), 2012

INVITED TALKS

"Game Studies: From Literature to Digital Media." Invited talk at Shenzhen University, 2024

"The Aims of Education." Invited Talk to University of Chicago incoming students, 2024

"Game Design and Anti-Tobacco Education: The Case of *Smoke Stacks*." Invited talk at the UCM Cancer Center Office of Community Engagement & Cancer Health Equity, 2024

"From Tactical to Strategic Media: Critical Making in Digital Storytelling, Game Design, and Networked Performance." Invited Talk at the University of Gothenburg, Digital Humanities Centre, 2024

"Playing with Rules: Paradigms, Algorithms, and Worlds in the Age of Gamification" (with Sarah Edmands Martin). Invited talk at the University of Gothenburg, Communications Research Seminar, 2024

"Worldbuilding with Rules: From Algorithmic to Paradigmatic Play" (with Sarah Edmands Martin). Invited talk at the University of Bergen, "Platformization: Resistance and Play" symposium, 2024

"Necropolitics and Video Games." Invited presentation "Achille Mbembe and Technology" workshop. University of Bergen, 2024

"Neïl Beloufa's *Growth* (2024) and *Global Agreement* (2018)." A conversation with Neïl Beloufa and Gary Kafer, Renaissance Society, 2024

"Playful Speculations (Zabawne Spekulacje)" (with Sarah Edmands Martin). Invited talk at Rzeszowskie Piwnice, Poland, 2024

"Encounter: Transmedia Storytelling, Interactive Gameplay, and Improvisational Storytelling." Invited Talk at Université Paris Cité, 2024

"Art in the Age of Artificial Intelligence: Pasts, Presents, and Futures" (with Sarah Edmands Martin) and "Video Games and the Digital Unconscious." Invited dialogue and talk at "Matters and Regimes of the sensible in the Digital Arts." Workshop for International Network Creation at Université Paris Cité, 2024

"Reconstituting the Political Through Speculative Design and Rule Set Creation." Invited Talk at the University of Oslo, 2024

"Otherworldly Play, Transmedia Games, and Livestreaming Performance." Invited Talk at the University of Bergen, Center for Digital Narrative, 2024

"On the Art of Making Better Problems: Improvisation, Experiment, and Transmedia Performance Research." Invited talk at Duke University with Heidi Coleman, 2023

"Using Games to Tackle Wicked Problems and Make Worlds" (talk) and "Otherworldly Games: Worldbuilding through Ruleset Design" (participatory workshop with Sarah Edmands Martin). Invited talk at the University of Chicago Hong Kong Center, 2023

"From (Video) Games to Wicked Problems." Invited talk at the University of Chicago Beijing Center, 2023

"Transmedia Storytelling and Live-Action Games." Invited Talk at Adim (entertainment technology company), 2023

"Creativity in the Age of AI." Invited roundtable talk at the "AI Summit" with Johann Diedrick, Joanna Zylinska, and Jon Satrom. Indiana University and the University of Notre Dame, 2023

"Critical Making." Invited talk. New York University, 2023

"Metagames and Media Aesthetics." Invited talk. Intermediations workshop at Stanford University, 2023

"Game Changer Chicago Design Lab." Invited talk with Melissa Gilliam. Stanford Humanities Center, Medical Humanities workshop, and Digital Aesthetics workshop at Stanford University, 2023

"On Climate Change and Experiential Games." Invited talk with Heidi Coleman. Every Wednesday Lecture, Franke Institute for the Humanities, University of Chicago, 2023

"Online Theatre & ARGs: The Case of *Cene*." Invited talk with Ashlyn Sparrow at the "Playable Theatre" symposium hosted by IndieCade, 2022

"Speculative Design: From Problem Solving to the Problems of Scaling." Invited talk at "Re: Compute: Media Technologies and Alternate Futures" symposium at Notre Dame, 2022

"Ludic Climate Change: Science Fiction, Speculative Design, and Alternate Reality Games." Invited talk at East China Normal University, Beyond the Anthropocene: The Future of Science and Literature Series, 2022

"Mediating Climate Futures: Collective Speculative Design through Alternate Reality Games." Invited talk at the University of Iowa Cinematic Arts Speaker Series, 2022

"Video Games: Scholarship, Collection, Preservation, and Outreach." Invited talk with Chris Carloy. University of Chicago Libraries Staff Day featured talk, 2022

"Co-Creating Worlds: Alternate Reality Games, Post-Truth, and Web 3.0." Invited talk at ENSTA Paris and Institut Polytechnique de Paris, 2022

"Alternate Reality Games: An Artist Talk." Invited talk with Kristen Schilt and Ashlyn Sparrow. Paradise Valley Community College, 2022

"Alternate Realities and Virtual Performance." Invited talk with Heidi Coleman. (zero-G)fest sponsored by Arlekin Players Theatre and (zero-G) Virtual Theater Lab (via Zoom), 2021

"Experimental Games: From Theory to Design." University of Sussex Humanities Lab (via Zoom), 2021

"Science + Fiction." Invited presentation and discussion at the Goethe Institut in Chicago (via Zoom), 2021

"Beyond Gamification: Alternate Reality Games as a Mode of Problem Making." Invited Talk at LASER Boston presented by Swissnex in Boston and New York and SciArt Initiative (via Zoom), 2021

"Forms of Difficulty in Videogames: Mechanics, Interpretation, and Affect in a Neoliberal Era." Invited Talk at University of Cambridge, Cambridge Games and Play Research Network (via Zoom), 2021

"Two Recent Books on Digital Culture and Aesthetics." Northwestern University, presentation with Anna Watkins Fisher (via Zoom), 2021

"On Games." Invited panel participant at CultureHub (via Zoom), 2021

"Educating The Next Generation of Makers." Invited panel participant at Everything Immersive's Spring Fling (via Zoom), 2021

"Experimental Games." Invited talk at the Digital Narrative Network at University of Bergen, Norway (via Zoom), 2021

"On Transmedia Tales and Meta-Games." Invited talk at the Speculative Design Workshop at UC San Diego (via Zoom), 2021

"Network Aesthetics" and "Alternate Reality Games." Two Invited Presentations and Conversation at the Academy of Media Arts Cologne (KHM), Germany (via Zoom), 2021.

"Experimental Games." Invited Conversation with Alenda Chang and Ashlyn Sparrow at the Seminary Co-op Bookstore, 2021

"Video Games in an Experimental Age." U.S. Studies Online Book Hour, 2020

"Mixing Realities" and "*Terrarium*: An Alternate Reality Game." IndieCade Festival, 2020

"From Gamification to Experimental Games." Invited talk at the "Resources and Visibility in Digital Humanities Conference" at University of Illinois Chicago, 2020

"Experimental Games: The *Terrarium* Project." Invited talk with Ashlyn Sparrow at the Hammer Museum, 2020

"Terrarium: An Alternate Reality Game about Climate Change" and "Videogame Feel: Affect, Nonsovereignty, Micropolitics." Two invited talks and two workshops at the University of Toronto, 2019

"Experimental Games: Neoliberalism and Other Alternate Realities." Invited talk and workshop at "Media Aesthetics" Rhetoric and Public Culture Summer Institute at Northwestern University, 2019

"Materializing Climate Change through Virtual Communities." Invited talk at "The Sites of the Virtual" International Research Program in Paris, France, 2019

"Game Design for Social Innovation." Invited talk and workshop with Melissa Gilliam at "Social Impact Leadership Series," Hong Kong, 2019

"Exploring the Future of AI Through Science, Art, and Games." Invited presentation and roundtable at Innovation Fest, University of Chicago, 2019

"On Gaming Orientation." Every Wednesday Lecture, Franke Institute for the Humanities, University of Chicago, 2019

"Virtual Play in Alternate Realities: Theory, Practice, Infrastructure." Invited talk at "The Sites of the Virtual" International Research Program in Girona, Spain, 2018

"Serious Game Design: A Workshop." Invited two-day full-faculty game studies overview and hands-on design workshop with Ashlyn Sparrow at Huntingdon College, 2018

"Digital Landscaping." Invited presentation at the Museum of Contemporary Art, Chicago, 2018

"Experimental Games and the Videogame Sensorium." Invited talk at the "Seminar of Aesthetics" at the University of Oslo, 2018

"Gaming the Library: Histories of Videogames and Practices of Play." Invited Talk at the National Library of Norway, 2018

"From Gamification to Experimental Games." Invited talk for the Connection Series at the University of Chicago Center in Delhi, India, 2018

"Serious Games for Change: Design, Development and Evaluation" and "Gaming Orientation: Alternate Reality Games as Cultural Intervention" (with Kristen Schilt). Invited talks at Computational Social Science Workshop, Indraprastha Institute of Information Technology Delhi, 2018

"Gaming Orientation: Alternate Reality Games as Cultural Interventions." Invited talk with Kristen Schilt at DePaul College of Computing and Digital Media, 2018

"Videogame Worlds, Future Hypotheses." Invited talk at "Technocultural Futurisms: Code, Hack, Move" symposium at University of Illinois, Urbana-Champaign, 2018

"Network Aesthetics." Invited talk at the School of Visual Arts, 2018

"Video Games as Experimental Method." Invited talk at Digital Humanities Colloquium, Vanderbilt University, 2018

"Networked Play: Alternate Reality Games as 21st-Century Gesamtkunstwerk." Invited talk at "Urban Art and the Network: Data" symposium, University of Chicago, 2018

"Disorientation: Parasitical Knowledge and Transmedia Storytelling." Invited talk at Literature and Information symposium, Duke University, 2017

"Videogame Feel: Micropolitics of Digital Media from *Candy Crush Saga* to *Dys4ia*." Invited talk at Theory & Media Studies colloquium and the 20th/21st Century colloquium, Yale University, 2017

"On Difficulty in Videogames: Mechanics, Interpretation, Affect." Invited talk at the Americanist Lecture Series, University of Wisconsin-Madison, 2017

"Experimental Games: Neoliberalism, Affect, and Play." Invited talk at the University of Iowa, 2017

"On Difficulty in Videogames: Mechanics, Interpretation, Affect." Distinguished Faculty Lecture Series, Master of Arts Program in the Humanities, University of Chicago, 2017

"Gaming the Medical Humanities" and "Alternate Reality Games: An Artist's Talk" (two public lectures). Invited Series at the Texas Institute for Literary and Textual Studies, University of Texas at Austin, 2017

"Transmedia Interventions and Projects." Invited talk at "Sankofa City: South Side Design Fiction Workshop," University of Chicago, 2017

"Videogames and Modernism." Plenary Roundtable at the Modernist Studies Association (MSA), 2016

"Alternate Reality Games: Experiments in Serious Play." Illinois Humanities sponsored Elective Studies Supper Club Lecture, 2016

"Gamification, Public Humanities, and Ordinary Media Interventions." Invited Talk at "Ordinary Media" series at Northwestern University, 2016

"Game Experiments (or: Playful Ways to Design Serious Research Interventions)." Invited Public Lecture at the Franke Forum, Gleacher Center, University of Chicago, 2016

"Experimental Games: Affect, Neoliberalism, and Play" (public lecture), "Network Aesthetics and Digital Culture" (presentation and roundtable), and "Public Humanities (presentation). Invited Series at the University of Michigan, English department, American Studies Consortium, and Digital Studies, 2016

"Game Changer Chicago: Humanities Laboratory Case Study." Invited Talk at "The Humanities Laboratory" symposium at the National Endowment for the Humanities, 2016

"Amplifying Arts Education: The Case of Hexacago Health Academy." Invited talk (with Megan Macklin) at "Amplify Arts Learning Summit" at the University of Chicago, 2016

"Game Mechanics in Jason Rohrer Videogames." Invited talk at "Thinking in Play" symposium at the Wellesley College Davis Museum, 2016

"Alternate Reality Games as Cultural Probes: Design, Experiment, and Collaboration." Invited talk at York University, Sensorium: Centre for Digital Arts and Technology Research, 2016

"Scaling Gamification: From Game Theory to Videogames." Invited pre-circulated chapter and talk at "Scaling Forms: Dialogues Across Disciplines" symposium at the University of Chicago, 2016

"The Game Worlds of Jason Rohrer." Invited public conversation with Jason Rohrer at the Wellesley College Davis Museum, 2016

"Becoming a Lifelong Leader and Learner: The Role of Digital Technology" (with Harry L. Davis). Invited talk at the "Global Leadership Series" at the Chicago Booth School of Business in London, 2015

"Network Realism and *The Wire*." Invited Talk at "Urban Narratives of Injustice: On *The Wire*" symposium. The Initiative on Race, Gender & Globalization at Yale University, 2015

"Experimental Games: Affect Theory and Non-Sovereign Play." Invited Talk at "Feeling Games" symposium at the Illinois Institute of Technology. Department of Humanities, the Center for Humanities and Technology, and Galvin Library, 2015

"Alternate Reality Games as Cultural Probes: Experimental Design, Practice-Based Research, and Transdisciplinary Collaborations." Invited Talk at Southern Methodist University, 2015

"Game-Based Learning for Social and Emotional Health." Invited Talk at the Harrington Foundation Symposium at Amarillo College, 2015

"Network Aesthetics: Sensing Interconnection through Television and Videogames." Invited Talk at UT Austin, Radio, Television, and Film Department, 2015

"Comics and Media." Invited Presentation at the Seminary Co-op Bookstore, 2014

"What are Artworks for in a Networked Time?: Collective Collaborations and Practices of Failure in the Alternate Reality Game." Invited Talk and seminar session at "Art and Public Life" project supported by the Neubauer Collegium for Culture and Society, 2014

"Designing for Collaboration: Game Changer Chicago and Transdisciplinary Play." Invited Talk at the Humanities Without Walls Consortium "The Global Midwest" Workshop, 2014

"Alternate Reality Games: Network Aesthetics, Ludic Contingencies, and Practices of Failure." Invited Talk and seminar session at the Institute for Virtual Environments and Computer Games at UC Irvine, 2014

"Alternate Reality Games: Networked Cultures and Politics of Play." Invited presentation at the Davis Museum at Wellesley College "New Media Faculty Seminar" and course lecture at the "Virtual Form" studio art course, 2014

"Serious Games (or: American Studies in the Ludic Century)." Invited Presentation for the American Studies department at UT Austin, 2014.

"Gaming the Humanities." Invited Talk at Pomona College, English Department, 2014

"Network Aesthetics." Invited Talk at the Northwestern Institute on Complex Systems, Wednesdays@NICO Speaker Series, 2014

"Videogames and Science Fiction." Invited Talk at Northwestern University for Screen Cultures PhD students, 2014

"How To Do Digital Humanities Right: Humanities With a Maker Spirit" (with Cathy Davidson). Invited to run a core session of the Chicago Humanities Summit (hosted by the Modern Language Association and the American Academy of Arts & Sciences), 2014

"Fireside Chat: Game Changer." Invited Talk hosted by the Chicago Studies Program, 2014

"The Play of Crowds: Alternate Reality Games and STEM Learning." Invited Presentation, The Crowds and Clouds Conference at the Franke Institute for the Humanities at the University of Chicago, 2014

"Game-Based Learning in Sexual and Reproductive Health." Invited Presentation, Ford Seminar, Biological Sciences Division, University of Chicago, 2014

"Animation and Video Games: Theoretical Intersections." Invited Response Society for Cinema and Media Studies (SCMS) Conference, 2014

"Big Games for Citywide Learning." Invited Talk for "Games for Educators" conference at the Chicago Toy and Game Fair, 2013

"Digital Games and Literature: Intersectional Analyses." Invited Talk for "What are the Digital Humanities?" Midwest Faculty Seminar, 2013

"Network Games: Gaming Relationality and Affecting Strangers in *Journey.*" Invited Pre-circulated Essay and Presentation, *Post45* Collective Meeting, 2013

"*The Source*: Connected Learning through Digital Games" (with Melissa Gilliam). Invited Talk, Connected Learning Research Network (sponsored by the MacArthur Foundation, the Digital Media and Learning Initiative, and Mimi Ito), 2013

"Gaming the Humanities: Transmedia Play and Connected Learning." Invited Talk with Melissa Gilliam, Humanities Day (sponsored by the University of Chicago), 2013

"Transmedia Games in Theory, Design, and Play: The Case of *Speculation.*" Invited Talk, DePaul University (sponsored by the College of Computing and Digital Media Research Colloquium), 2013

"On Network Games," Every Wednesday Lecture, Franke Institute for the Humanities, University of Chicago, 2013

"Fabulously Procedural: *Braid*, History, and the Videogame Sensorium." Invited Talk, Concordia University (sponsored by the Canada Research Chair New Media, Topological Media Lab, and Hexagram), 2012

"Gamechanger: Using Game Design to Rethink Sex Education" (with Melissa Gilliam). Pediatric Grand Rounds, Marguerite 'Peggy' Herschel Memorial Lecture, University of Chicago, 2012

"Playing with Time." Invited Participation in Joint Speaker Event for Argonne and Fermilab Scientists, Researchers, and Engineers, 2012

"*Speculation*: A Financial Alternate Realty Game" (with N. Katherine Hayles). Invited Talk and Game Design Workshop, University of Waterloo, 2012

"Alternate Realities: Digital Games and Transmedia Cultures." University of Chicago Cultural Policy Center, Speaker Series, 2012

"Press Start to Continue: Toward a New Video Game Studies," Invited Guest Respondent for HASTAC special forum, 2012.

"*Gamechanger*: Using Game Design to Rethink Sex Education" (with Melissa Gilliam). University of Chicago Family Planning and Contraceptive Research Lecture Series, 2011

"Virtual Worlds." Old Media–Modern (Re)Configurations Faculty Symposium (University of Chicago Center for the Interdisciplinary Research on German Literature and Culture), 2011

"Digital Games and Transmedia Storytelling." Invited Talk, DAAD (Deutscher Akademischer Austausch Dienst) Performance, Media, and Mise-En-Scène Seminar, 2011

"Is This Cinema? Narrative and the Digital" Invited Response to Michelle Citron, Chicago Film Seminar, 2011

"Speculative Security: Science Fiction and the Imagination of Cyberwar." Invited Talk, From Cybersecurity to Cyberwar (U.S. Naval War College sponsored symposium), 2010

"*Emergence*: A Massively Multi-Player Online Game Designed for Public Diplomacy." Invited paper (with Tim Lenoir). Face-off to Facebook: From the Nixon-Khrushchev Kitchen Debate to Public Diplomacy in the 21st Century (Carnegie-funded symposium), 2009

"Second Lives: Online Gaming, Virtual Worlds, and the Ontology of Avatars." Invited Talk, *Interface* Franklin Humanities Institute Faculty Seminar, 2006

SELECTED PAPERS AND PRESENTATIONS

"How Universities Got Game: Expansions of Videogames and Pop Culture." UChi-Con, University of Chicago, 2025

"'Something Like Freedom': Video Games and the Nonsynchronous Contemporaneity of Racial Capitalism" (with Ashlyn Sparrow). "The Digital Unconscious" symposium, University of Chicago, 2024

"Experimental Performance Games in the Making" (with Heidi Coleman and Marc Downie). "Humanities Day" event at the University of Chicago, 2024

"Hexacago Health Academy 2.0: Teacher Professional Development for Game Design and Systems Thinking" (with Vanya Manthena, Yul Stites, Madeline Quasebarth, Jessie Henry, Lee Hasselbacher, and Mason Arrington). Science Education Partnership Award Annual Conference, 2024

"Collaborative Design and Curation as Scholarly Praxis." Modern Language Association (MLA) conference, 2024

"Alternate Reality Games as Research-Creation" and "Otherworldly Games: Rule Sets as Worldbuilding" (with Sarah Edmands Martin). Digital Games Research Association conference in Seville, Spain, 2023

"Tackling Wicked Problems." University of Chicago, Humanities Dean's Salon, 2023

"Hexacago Health Academy 2.0: Leveraging Game Design and a Public Health Curriculum." Co-author with Ailea Stites, Vanya Manthena, Madeline Quasebarth, Alaa Mohammed, Bruno Pasquinelli, and Mason Arrington. Poster presentation. Sci Ed Annual Conference for NIH Science Education Projects, 2023

"*Transmedia Stories: Narrative Methods for Public Health and Social Justice*: Book Event." Presentation with Ireashia Bennett and Ashlyn Sparrow. University of Chicago, 2023

"The Violence of Abstraction (or: On the Nonsynchronous Contemporaneity of Video Games in the Era of Speculative Finance)." Presentation with Ashlyn Sparrow. Society for Cinema and Media Studies (SCMS) conference, 2023

"Horizons of Choice: What Video Games About Slavery Reveal about Freedom." Presentation with Ashlyn Sparrow. SCMS conference, 2023

"Climate Games Experience Design as Experimental Process in the Anthropocene." MLA conference, 2023

"Hopeless Futures: From Afrofuturist toward Afropessimist Media." Presentation with Ashlyn Sparrow. Digital Media Workshop, University of Chicago, 2022

"Utopian Vectors: Word Embeddings and Semantic Change in Speculative Fiction." (presentation with Bhargav Srinivas Desikan, Arianna Gass, and Clara del Junco). Society for Science, Literature, and the Arts (SLSA) conference, 2022

"Hexacago Health Academy 2.0: An Interactive Social Justice science Program to Increase Interest in STEM and Health Careers Among Youth of Color." Co-author with Ailea Stites,

Brandon Dull, Vanya Manthena, Madeline Quasebarth, Crystal Tyler, Mason Arrington, and Melissa Gilliam. Poster presentation. Sci Ed Annual Conference for NIH Science Education Projects, 2022

"Black Speculative Design: Imagining Futures through the *South Side Speculations* Project." SCMS conference, 2022

"Engaging Science in the Arts: Games as the 21st Century Art-Science." Changes of State: A Symposium in Honor of Thomas F Rosenbaum. University of Chicago, 2022

"Utopian Vectors: Machine Reading Utopian Literature" (presentation with Bhargav Srinivas Desikan, Arianna Gass, and Clara del Junco). Institute for the Formation of Knowledge, University of Chicago, 2022

"MetaGames: Expansions of Media Aesthetics." MetaMedia symposium, University of Chicago, 2021

"Introduction to Game Studies in the Twenty-First Century." /pɒp/Asia "Video Games in the United State and Asia" Mini-Series, University of Chicago Yuen Campus Hong Kong, 2021

"*Lineage*: Co-Creation of a Game-Based Educational Intervention with Young People Through the Lens of Reproductive Justice." Co-author with Ailea Stites, Mason Arrington, Jessica Wilks, and Melissa Gilliam. Poster presentation. Sci Ed Annual Conference for NIH Science Education Projects, 2021

"*Trading Races* Discussion event with Kenyatta Forbes." Discussion at the 20th & 21st Century Cultures Workshop and Race and Pedagogy Working Group at the University of Chicago, 2021

"From Climate Modeling to Speculative Media: The Case of *Terrarium*." SCMS conference, 2021

"*A Labyrinth*: Designing and Playing a Collaborative Game During COVID-19." Electronic Literature Organization (ELO) Conference, 2020

"Reality Should Not Hold You Back." US-China Forum: The Matter of Art, 2020

"From Cosplay to Alt Worlds: The Case of Alternate Reality Games" (presentation with Ashlyn Sparrow). Uchi-Con, 2020

"Hearsay: A Storytelling Card Game to Increase Knowledge and Awareness of Contraception and Pre-Exposure Prophylaxis (PrEP) among High School Students." Co-author with Melissa Gilliam, Ashlyn Sparrow, Mason Arrington, Amy Moore, et al. Poster presentation. Society for Adolescent Health and Medicine (SAHM), 2020

"Baby Town: A Role-Playing Board Game and Curriculum to Highlight the Challenges of Teenage Parenthood in a Destigmatizing Manner." Co-author with Melissa Gilliam, Ashlyn Sparrow, Mason Arrington, Amy Moore, et al. Poster presentation. SAHM conference, 2020

"Clinic Quest: A Game and Curriculum to Teach Adolescents About the Prevention and Treatment of Sexually Transmitted Infections." Co-author with Melissa Gilliam, Ashlyn Sparrow, Mason Arrington, Amy Moore, et al. Platform research presentation, SAHM conference, 2020

"Nonsovereign Games: Experiments with Control and Consent in Liz Ryerson's *Problem Attic*." SLSA conference, 2019

"Climate Change and the Humanities." Panel at Humanities Day, University of Chicago, 2019

"Power of Games." Panel discussion at the "We Got Game" symposium at the University of Chicago, 2019

"At War: Alternative Games and Critical Play." Panel discussion at DePaul University Art Museum, 2019

"Queer Dating Sims: *The Last Summer*" (presentation with Ashlyn Sparrow). Uchi-con, 2019

"The Digital Futures of Graduate Study in the Humanities" and "Archives of Images, Archives of Texts: Comics as Sources for Historical Research." Response papers. Modern Language Association (MLA) conference, 2019

"Gamification (or: Neoliberalism at Your Fingertips)." SLSA conference, 2018

"Transforming First-Year Orientation Through Alternate Reality Gaming." With Kristen Schilt. Humanities Day, University of Chicago, 2018

"Disciplines of Experiment: An Introduction" and "Experimental Games: *Dys4ia.*" Disciplines of Experiment Symposium, University of Chicago, 2018

"Serious Games." Exploring Frontiers program, University of Chicago, 2018

"Imagining Futures." Sidebar presentation and discussion at the Gray Center for Arts and Inquiry, University of Chicago, 2018

"Electronic Literature and the Work of the Anthology in American Literature." MLA conference, 2018

"Game Studies: Roundtable with Ian Bogost" and "Parasitical Pedagogies." SLSA conference, 2017

"Not Reading in Media Studies." Roundtable at the English Graduate Conference, University of Chicago, 2017

"Parasitical Pedagogies: Games, Performance, and Alternate Realities." Association for the Study of the Arts of the Present (ASAP) conference, 2017

"Alternate Reality Games and Political Fictions in the Era of Fake News." Neubauer Collegium for Culture and Society sponsored "Fact and Fiction: Creation, Forms, Boundaries" conference, 2017

"Videogames and Affective Politics." Northwestern University "Ordinary Media" symposium, 2017

"Alternate Reality Games as Cultural Probes: Design, Experiment, and Speculation." SCMS conference, 2017

"Digital Pedagogies: Networks." MLA conference, 2017

"Network Aesthetics: Book Salon." Chicago Center for Contemporary Theory (3CT), presentation and roundtable discussion, 2016

"Network Aesthetics." SLSA conference, 2016

"On Media: Specificity, Comparison, and Convergence." University of Chicago Department of English Symposium, "125 Years of Inquiry and Impact: The Chicago School of Literary Studies," 2016

"Hexacago Health Academy (HHA): An innovative game-based science and health curriculum intervention for underrepresented youth" (poster with Melissa Gilliam). Society for Adolescent Health and Medicine, 2016

"Digital Games and Literary Fiction: Toward an Intersectional Analysis." MLA conference, 2016

"From Gamification to Experimental Games." SLSA conference, 2015

"Increasing anti-tobacco industry attitudes among youth through an educational interactive game" (poster with Erin Jaworski, Brandon Hill, Melissa Gilliam, and Ashlyn Sparrow). American Public Health Association (APHA) conference, 2015

"Bystander: Developing a Narrative-Oriented Game-Based Sexual Violence Intervention for High School Youth" (poster with Erin Jaworski, Melissa Gilliam, Luciana Hebert, Brandon Hill, Phillip Ehrenberg, and Ashlyn Sparrow). APHA conference, 2015

"Experimental Games: Gamification, Affect, and Non-sovereign Play." University of Chicago Gender and Sexuality Studies Workshop "Playing in Relation," 2015

"Mapping the Historical Present: Digital Game Culture and the Network Imaginary." ASAP conference, 2015

"Realism in Videogames and New Media." Multimedia Realisms Roundtable. MLA conference, 2015

"*Journey* Stories: Digital Games, Emergent Narratives, and Affective Networks." SCMS conference, 2014

"Public Conversation with D.T. Max." Sponsored by the Dedmon Writers in Residence program and Creative Writing, 2014

"*The Project*: Transmedia Games and Network Aesthetics." MLA conference, 2014

"World Networks: Contemporary Global Novels." Response, Whole Worlds: Systems of Affect, Capital, Aesthetics (U of C English graduate conference), 2014

"*Lucidity*: Transmedia Games and Emotional Health." Chicago Colloquium on Digital Humanities and Computer Science, 2013

"The Project: Transmedia Games and the Politics of Pervasive Play." SLSA conference, 2013

"*The Source*: Transmedia Games as STEAM Learning Engines." SLSA conference, 2013

"Digital Games and Electronic Literature: Toward an Intersectional Analysis." Electronic Literature Organization (ELO) conference, 2013

"Games and Learning: Evaluation of a game-based, middle school, reproductive health curriculum" (poster presentation with Melissa Gilliam, et. al.). University of Chicago Family Planning Research Meeting, 2013

"Evaluating the effectiveness of the alternate reality game as a platform of science, technology, engineering, arts & math (STEAM) education" (poster presentation with Leslie Gailloud and Melissa Gilliam). University of Chicago Katen Fellows in Community and Social Medicine Research Symposium, 2013

"*Speculation*: An Alternate Reality Game." Humanities, Arts, Science, and Technology Advanced Collaboratory (HASTAC) conference, 2013

"Between: Network Aesthetics and Networked Games." SCMS conference, 2013

"Losing the Game: Gamification and the Procedural Aesthetics of Systemic Failure." MLA conference, 2013

"Gamification and the Dark Side of Digital Humanities." MLA conference, 2013

"Speculat1on: Alternate Reality Games and Spatial Storytelling." Chicago Colloquium on Digital Humanities and Computer Science, 2012

"Alternate Reality: A Pervasive Play Project" (with Sha Xin Wei). University of Chicago Logan Center for the Arts Launch lecture, University of Chicago, 2012

"Games of Failure: *Thresholdland* and Transmedia Aesthetics of Play." SLSA conference, 2012

"The Network Novel." *NOVEL* conference: Novel Worlds, 2012

"Games for Learning." Duke University Center for Instructional Technology Showcase, 2012

"Oscillation: Transmedia Storytelling and Narrative Theory by Design." MLA conference, 2012

"Gaming the Humanities Classroom." MLA conference, 2012

"*Gamechanger*: Using Game Design to Rethink Sex Education" (with Melissa Gilliam). Reproductive Health Disparities among Youth conference, 2012

"Digital Diasporic Networks" Response, Cinematic Diasporas: New Media Cultures and Experiences (U of C Cinema and Media Studies) graduate conference, 2012.

"How Videogames Think." American Studies Association (ASA) conference, 2011

"Fabulously Procedural: *Braid* and the Nuclear Sensorium." SLSA conference, 2011

"Gaming the System." SLSA conference, 2011

"Transmedia Comics and Alternate Reality Games." Comic Arts conference, 2011

"Pedagogy by Design: Virtual Worlds in the Transdisciplinary Classroom." Shifting Platforms: New Media, Emerging Literacies, and the Writing Teacher conference, 2011

"Speculative Affects: Nonhuman Emergences in Literature and New Media." Midwest Modern Language Association (M/MLA) conference, 2010

"Processing the System: A Game Studies Approach to Global Networks." SLSA conference, 2010

"Aesthetics of the Weird: Impossible Worlds and Strange Media." American Comparative Literature Association (ACLA) conference, 2010

"Wired: The Social Networks of David Simon's 'Other America.'" SLSA conference, 2009

"From *Virtual Peace* to *Emergence*." Symposium paper with Tim Lenoir at Vectors-IML Summer Institute on Multimodal Scholarship, 2009

"Global Frequencies: Visualizing Networks in the Era of American Superpower." Comic Arts conference, 2009

"Network Aesthetics: American Fictions in the Era of Interconnection." Humanities, Arts, Science, and Technology Advanced Collaboratory (HASTAC) conference: Traversing Digital Boundaries, 2009

"The Terror Complex: Don DeLillo, Finance Capital, and American Literature in a Global Era.'" ACLA conference, 2009

"*The Difference Engine*: Information, Self-Reflexivity, and Steampunk Fiction." SLSA conference, 2008

"Graphic Pedagogies: Visual Studies and Popular Culture in the University Classroom." Comic Arts conference, 2008

"Geohacking, Spatial Specters, and Techno-fiction." HASTAC conference: Techno-travels, 2008

"The Terror Network and Other Fictions." [Re]Inventing Communications and Communities: Transmission, Translation, Transgression conference, 2008

"Stories in the Making: Knowledge, Networks, and Narratives in Amitav Ghosh's *The Calcutta Chromosome*." *NOVEL* conference: Theories of the Novel Now, 2007

"Apocalypse Now: Re-presenting Dystopia in Post-Cold War American Popular Culture." Comic Arts conference, 2007

"Ludic Depths: Games, Narratives, Platforms" Response, Electronic Techtonics: Thinking at the Interface HASTAC conference, 2007

"From Spectacle to Immersion: Mediating Representation and Simulation in Massively Multiplayer Online Games," *Interface* Franklin Humanities Institute Faculty Seminar, 2006

"Picturing Pain: Toward a Visual Language of Torture in *V for Vendetta* and *The Invisibles*." Comic Arts conference, 2006

"The Value of Online Social Networks: Play, Waste, and Other Kinds of Politics." Thinking Through New Media conference (sponsored by HASTAC, ISIS, and the Renaissance Computing Institute), 2006

"*With Walt Whitman in Camden*: A Digital Edition." Duke Visible Thinking showcase, 2006

"In the Shadow of No Representation: Trauma, Irony, and Politics in Art Spiegelman's *In the Shadow of No Towers*." Comic Arts conference, 2005

"The Messiness of Symbiogenesis: Hybridity, Violence, and Transformation in Octavia Butler's *Dawn*." Transformations & Mutations graduate conference, 2005

"Child Discourse During Story Telling: Elaborativeness, Repetitiveness, and Child Memory." Poster with Joelle Greene. Society for Research in Child Development conference, 2003

CREATIVE EXHIBITIONS, PERFORMANCES, DEMOS, AND SCREENINGS

"Encounter." Three live in-person and online performances with the Fourcast Lab, University of Chicago Logan Center, 2024

"Adventure Games." Exhibition of a text anti-adventure game with Sarah Edmands Martin at the Glasshouse at the Center for Digital Narrative at the University of Bergen, Norway, 2024

"Playful Speculations (Zabawne Spekulacje)." Exhibition of an interactive narrative game, 24 performance texts, and 8 prints with Sarah Edmands Martin at Rzeszowskie Piwnice in Rzeszów, Poland, 2024

"Encounter." Virtual performance and playtest with Fourcast Lab. "Entanglement: Strange Life" series at Duke University, 2023

"Professor H.O.R.S.E." Video with Jon Satrom. "Creativity in the Age of AI" Exhibition. The Process Gallery, Cook Center for Arts + Humanities, Indiana University, 2023

"Terrarium: An Alternate Reality Game." IndieCade Festival, 2020

"*Terrarium*: A Climate Change Alternate Reality Game." ACM Hypertext Exhibition. Climates of Change, traveling exhibition at multiple venues, 2020

"Terrarium." Short documentary film screening. Commiserate Chicago New Media Art Festival, 2020

"South Side Speculations" (with Jennifer Brier, Ireashia Bennett, and the Transmedia Collage project team). Exhibition at the Arts Incubator, 2019

"the parasite: Large-scale, Transmedia, Alternate Reality Game" (with David Carlson, Heidi Coleman, Samantha Rausch, and Kristen Schilt). Logan Five Year Bash at the Logan Center for Arts and Inquiry, University of Chicago, 2017

"Speculation" (with Katherine Hayles and Patrick LeMieux). "Chercher le texte" exhibition at the Pompidou Centre and The Cube and "Digital literatures from the past and future" exhibition at the Bibliothèque nationale de France, 2013

"Lucidity" (with Game Changer Chicago Design Lab). Art Exhibition. Games + Learning + Society (GLS) conference, 2013

"Pervasive Play" (with Sha Xin Wei and Alkemie). Installation and Pervasive Game. Gray Center for Arts & Inquiry, 2013

"Lucidity" (with Seed Lynn). Game exhibition. Humanities, Arts, Science, and Technology Advanced Collaboratory (HASTAC) conference, 2013

"The Project" (with Sha Xin Wei and Michael Montanaro). Performance. Gray Center for Arts & Inquiry Logan Center Launch, 2012

"Speculation" (with Katherine Hayles and Patrick LeMieux). E-Literature and the Nonhuman: Juried Reading, SLSA conference, 2012

EDITORIAL WORK

Editor (with Kristen Schilt and Ashlyn Sparrow), <u>Replay</u> book series (University of Chicago Press), 2023-

Executive Editor, <u>Critical Inquiry</u>, 2018-2024
Co-editor, <u>Critical Inquiry</u>, 2012-present

Editorial Assistant, <u>American Literature</u>, Duke University Press, 2009-10

Assistant Editor, <u>Walt Whitman Archive</u> (online), Duke University, 2005-7

TEACHING

University of Chicago Instructorships

Winter 2025: Black Game Theory (co-taught with Ashlyn Sparrow)
Fall 2024: Alternate Reality Games: Theory and Production (co-taught with Heidi Coleman)
Winter 2023: Introduction to Game Design (co-taught with Ashlyn Sparrow, undergraduate)
Winter 2023: Alternate Reality Games: Theory and Production (co-taught with Heidi Coleman)
Fall 2022: Critical Videogame Studies (undergraduate)
Winter 2022: Digital Media Aesthetics: Interaction, Connection, and Improvisation (graduate)
Winter 2022: Digital Media and Social Life: Contemporary Methods (co-taught with
        Kristen Schilt, undergraduate)
Fall 2021: Critical Videogame Studies (undergraduate, co-taught with Ashlyn Sparrow)
Winter 2020: Politics of Media: From the Culture Industry to Google Brain (co-taught with
        Kristen Schilt, PhD seminar)
Winter 2020: Climate Change in Media and Design (co-taught with Benjamin Morgan,
        undergraduate seminar and workshop)
Fall 2019: Critical Videogame Studies (undergraduate)
Winter 2019: Alternate Reality Games: Theory and Production (co-taught with Heidi Coleman,
        mixed-level seminar and workshop in English, Big Problems curriculum, Creative
        Writing, Cinema and Media Studies, Theater and Performance Studies, and Visual Arts)
Fall 2018: Critical Videogame Studies (undergraduate)
Fall 2018: Digital Media Theory (graduate)
Winter 2017: Imagining Futures: Speculative Design and Social Justice (co-taught with
        Thenmozhi Soundararajan, mixed-level seminar and workshop in English,
        Cinema and Media Studies, Theater and Performance Studies, and Visual Arts)
Winter 2017: Advanced Study in Games and Performance (co-taught with Heidi Coleman)
Fall 2016: Alternate Reality Games: Theory and Production (co-taught with Heidi Coleman)
Fall 2016: Media Aesthetics: Image (UChicago "Core" Humanities course)
Winter 2016: Digital Storytelling (undergrad lecture course and workshop)
Winter 2016: Media Aesthetics: Text ("Core" Humanities course)
Fall 2015: Digital Media Theory (graduate)
Fall 2015: Media Aesthetics: Image ("Core" Humanities course)
Winter 2014: Media Aesthetics: Text ("Core" Humanities course)
Fall 2013: Network Aesthetics | Network Cultures (PhD seminar cross-listed in

English, Cinema and Media Studies, and Art History, co-taught with visiting scholar
Eivind Rossaak, supported by the Center for Disciplinary Innovation)
Fall 2013: New and Emerging Genres (undergraduate)
Winter 2013: Media Aesthetics: Text (two sections of "Core" Humanities course)
Fall 2012: Transmedia Games: Theory and Design (co-taught with visiting scholar Sha Xin
Wei, mixed-level seminar and workshop cross-listed in English, Creative Writing,
Cinema and Media Studies, Theater and Performance Studies, and Visual Arts)
Fall 2012: American Television: From Broadcast Networks to the Internet (undergraduate)
Winter 2012: Critical Videogame Studies (graduate)
Fall 2011: Digital Storytelling (undergraduate)
Winter 2011: New Media Theory (graduate)
Fall 2010: Virtual Worlds (undergraduate)

University of Chicago Independent Studies and Reading Courses

Spring 2023: Creating Combat: Embodied Experiences of Fighting Games from 1985–Present
Winter 2022: Game Design: Theory and Application (undergrad)
Fall 2021: Medium Specificity in Video Games: Interaction, Immersion, Storytelling (undergrad)
Spring 2020: Historical Methods in New Media Studies (grad)
Winter 2020: Quantitative Analysis of Massively Multiplayer Online Games (undergrad)
Winter 2019: Graphic Narratives from Historical Fiction to Speculative Storytelling (undergrad)
Winter 2017: Performing Death in Late Capitalism: From Necropolitics to Steve Jobs (grad)
Spring 2014: Network Art: Distance, Intimacy, and Correspondence (graduate/undergraduate
study with historical, theoretical, and practice-based components for 6 students)
Spring 2013: Algorithmic Poetry (undergrad)
Spring 2013: Video Games and Empathy (graduate-level computer science project, design of a
game targeted at caretakers and family members of Alzheimer's patients)
Fall 2012: American Television (grad)
Winter 2012: The Fiction of David Foster Wallace (undergrad)
Spring 2011: New Wave Science Fiction (grad)
Winter 2011: Interdisciplinary Game Design (undergrad)
Fall 2010: Game Studies (grad)

Duke University Instructorships

Summer 2009: Control: Counterculture to Cyberpunk (upper-level English undergrad seminar)
Spring 2009: American Hauntings (gateway English course on 18th-21st century literature)
Spring 2008: Literary Networks (required interdisciplinary freshman writing course)
Fall 2007: Representing Terrorism in Fiction, Film, and Media (elective English seminar)

Duke University Teaching Assistantships

Fall 2008: Contemporary American Writers (Prof. Victor Strandberg)
Spring 2007: Introduction to Film (Prof. Jane Gaines)
Fall 2006: The Pagan Catholic Imagination in American Literature (Prof. Thomas Ferraro)
Fall 2005: The Human Genome in Fiction, Film, and the News (Prof. Priscilla Wald)
Spring 2005: Body Works: Medicine, Technology, and the Body (Prof. Timothy Lenoir)

Pomona College Teaching Assistantships

Spring 2004: Modern-Postmodern Fiction (Prof. Toni Clark)
Fall 2003: Trauma, Time, and Fiction: Time-Travel of the Symptom (Prof. Paul Saint-Amour)

Other Teaching Experience and Mentorships

2010: Instructor, "Apocalypse Soon," Talent Identification Program course for gifted students
2010: Instructor, Capstone Medical Humanities Seminar: "Viral Networks:
  Narrative, Media, and the Affects of Contagion" (course for medical grad students)
2010: Independent Study Supervisor, Nathaniel Donahue, "Genes, Patents, and
  Intellectual Property," Durham Academy.
2009: Mentor, Kenan Fellows Program for Curriculum and Leadership Development
2001: Instructor, Urban Debate League Research Institute, Cal State Fullerton

ADVISING

PhD Dissertation Committee (University of Chicago), Chair or Member

2024-present: Kaelan Doyle-Myerscough (Cinema & Media Studies), "Experiments in Playful
  Worldbuilding" (Chair)
2024-present: Bret Hart (Cinema & Media Studies), "Gaming the Algorithm" (Chair)
2024-present: Zach Yost (Cinema & Media Studies), "Play Programming: Computation, Games,
  and Education" (Chair)
2024-present: Hang Wu (Cinema & Media Studies), "Televisual Mediations: A Format of
  Martial Arts Media"
2024-present: Cecily Chen (English), "The Aesthetics of Opacity in Experimental Asian American
  Literature and Art"
2024-present: Yangqiao Lu (Cinema & Media Studies), "Geo-cosmologies: Media and the
  Ordering of Land"
2022-present: Nicolas Rueda-Sabater (Cinema & Media Studies), "Media and Intermediate
  Space"
2021-present: Basil Dababneh (Cinema & Media Studies), ""Silly Media: Forms and Feelings of
  Queer and Trans Silliness in Media"
2021-present: Evan Wisdom Dawson (English), "Seed Media" (Chair)
2020-present: Zoë Smith (English), "How to Live in a Fictional World: Physics, Aesthetics,
  Ethics" (Chair)
2022-2024: Sasha Crawford-Holland (Cinema & Media Studies), "The Temperature Complex:
  Epistemic Media and the Governance of Perception"
2021-2024: Gabriel Ojeda-Sague (English), "The Gender of Gay Men: Identification, Sexual
  Cultures, and the Afterlives of the Inversion Model"
2021-2023: Ashleigh Cassemere-Stanfield (English), "Touching Menace: Artificial
  Intelligence, Aesthetics, and Synthetic Sense"
2021-2023: Clint Froehlich (Cinema & Media Studies), "Playing with Cinema" (Co-Chair)
2020-2023: Gary Kafer (Cinema & Media Studies), "After Ubiquity: Surveillance Media and the
  Technics of Social Difference in Twenty-First Century United States," (Chair)
2020-2022: Arianna Gass (English and TAPS), "The Body in Play: Performance in and
  Through Video Games" (Chair)

2020-2022: Jordan Pruett (English), "Managed Abundance: A Quantitative History of American Fiction, 1931-2009" (Co-Chair)

2020-2021: Andrew Pettinelli (Cinema & Media Studies), "We Want Everything: Media, Aesthetics, and the Strategy of Refusal after Autonomia" (Co-Chair, not completed)

2019-2021: Khora Martel (Comparative Literature), "On Alien Worlds: Hyperstition, Theory-Fiction, and Mystical Speculation in the Late Anthropocene"

2017-2020: Bradley Spiers (Music), "Music-Making and the Genesis of Artificial Life" (Co-Chair)

2017-2020: Omie Hsu (Political Science), "Democratic Poesis: Thinking Through Publics, Pedagogy, and Play for World-building Politics" (not completed)

2016-2020: Rowan Bayne (English), "On the Spectrum: Genealogy of a Form of Differentiation" (Chair)

2016-2020: Bill Hutchison (English), "Reinventing Vitality: Humans and Machines in Anglo-American Culture 1940-2020"

2016-2020: Dave Thieme (English), "The Shape of Fiction: Complexity and Close Reading in the Digital Humanities Era" (Chair)

2015-2020: Julianne Grasso (Music), "Music's Construction of Videogame Experience"

2016-2018: Nicole Morse (Cinema & Media Studies), "Selfie Aesthetics: Form, Performance, and Transfeminist Politics in Self-Representational Art"

2015-2018: Jean-Thomas Tremblay (English), "Forms of Breathing: Milieu Aesthetics after the 1960s"

2014-2018: Peter McDonald (English), "Playfulness 1947-2017: Hermeneutics, Aesthetics, Games" (Chair)

2013-2018: Chris Carloy (Cinema & Media Studies), "True 3D: The Form, Concept, and Experience of Three-Dimensionality in 1990s Videogames" (Chair)

2014-2017: Mikki Kressbach (Cinema & Media Studies), "Perfect Contagion Machine" (Chair)

2012-2017: Matt Sims (English), "Computing Postmodernism: Narrative, Information Processing, and the Emerging Forms of Order in the 1970s" (Chair)

2014-2015: Haitham Ibrahim (Comparative Literature), "Worlds Unbound: Cybernetics and the Arabesque in Thomas Pynchon and Frank Herbert"

2012-2015: Ian Jones (Cinema & Media Studies), "Enough of a World: A Phenomenology of Videogame *Weltlichkeit*" (Chair)

2011-2012: Mary Cohen (English), "Private Pleasures Under Public Scrutiny: A History of Mobile Media"

PhD Dissertation Committee (External), Member

2016-present: John Landreville (English, Wayne State University), "Aesthetics of Liquidity"

2021-2024: Douglas Stark (English & Comparative Literature, University of North Carolina, Chapel Hill), "Adaptive Play: Biopolitics, Habits, Games"

2013-2024: Chris Russell (Screen Cultures, Northwestern University), "Nerds: Performing Masculinity and Technology"

2023: Alison Humphrey (Cinema & Media Studies, York University), "The Shadowpox Storyworld as Citizen Science Fiction: Building Co-Immunity through Participatory Mixed-Reality Storytelling"

2021: Timothy Lem-Smith (English, University of Toronto), "Collusive Critique: Paranoid Reading and Contemporary American Literature"

2016-2020: Whitney Pow (Screen Cultures, Northwestern University), "Stored in Memory:

Recovering Queer and Transgender Life in Software and Video Game History"
2014-2015: Calvin Johns (Anthropology, UT Austin), "AR Games and World Building"
2014: Madeleine Monson-Rosen (English, University of Illinois, Chicago), "Digital Humanity:
The Novel and the Computer in the Information Age"

PhD Oral Exam Committee, Member

2025: Jiyoon Kim (Cinema & Media Studies)
2025: Ziyi Lin (East Asian Languages and Civilizations)
2024: Bret Hart (Cinema & Media Studies)
2024: Tiya Bolton (Cinema & Media Studies)
2024: Sam Robson (Anthropology)
2023: Cecily Chen (English)
2023: Josh Stadtner (English)
2023: Kaelan Doyle-Myerscough (Cinema & Media Studies)
2023: Zach Yost (Cinema & Media Studies)
2023: Yangqiao Lu (Cinema & Media Studies)
2023: Lilian Kong (Cinema & Media Studies and East Asian Languages and Civilizations)
2022: Hang Wu (Cinema & Media Studies)
2021: Nicolas Rueda-Sabater (Cinema & Media Studies)
2021: Basil Dababneh (Cinema & Media Studies)
2021: Sasha Crawford-Holland (Cinema & Media Studies)
2020: Gabriel Ojeda-Sague (English)
2020: Andrew Pettinelli (Cinema & Media Studies)
2020: Ashleigh Cassemere-Stanfield (English)
2020: Zoe Smith (English)
2020: Arianna Gass (English and Theater & Performance Studies)
2020: Evan Wisdom-Dawson (English)
2019: Gary Kafer (Cinema & Media Studies)
2019: Jordan Pruett (English)
2018: Khora Martel (Comparative Literature)
2018: Jillian Foley (Conceptual and Historical Studies of Science)
2016: David Thieme (English)
2016: Whitney Pow (Screen Cultures, Northwestern University)
2016: Michelle Skinner (English)
2016: Bill Hutchison (English)
2016: Nicole Morse (Cinema & Media Studies)
2015: Jean-Thomas Tremblay (English)
2014: Peter McDonald (English)
2014: Nova Smith (Cinema & Media Studies)
2014: Mikki Kressbach (Cinema & Media Studies)
2013: Oscar Chavez (English)
2013: Christopher Carloy (Cinema & Media Studies)
2013: Chris Russell (Screen Cultures, Northwestern University)
2013: Richard Davis (Cinema & Media Studies and East Asian Languages and Civilizations)
2013: Clint Froehlich (Cinema & Media Studies)
2012: Matthew Sims (English)
2012: Sean Hutchison (English)

2011: Ian Jones (Cinema & Media Studies)
2011: Dong Liang (Cinema & Media Studies)

MA Theses, Advisor

2024-2025: Rachel Andersen, "*Undertale*, Identity, and the Meta-Avatar"
2024-2025: Nessa Ordukhani, "Truth, Conspiracy, and the American Way"
2024-2025: Ethan Werner, "Disenchantment in *Breath of the Wild* and *Red Dead Redemption 2*"
2022-2023: Katelyn Gutierrez, "Access to Gaming"
2022-2023: Wes Mills, "Fear Incarnate: Embodiment, Horror, and Virtual Reality"
2022-2023: Leo Ross, "Jane Schoenbrun and the Phenomenology of the Loading Screen"
2021-2022: Yiran Chi: "In Defense of the Slow Internet: Network Temporalities of Early Internet Art"
2021-2022: Honghan Song, "A Fusion Game: *The Legend of Zelda: Breath of the Wild* — Changing Mechanics and Unchanging Aesthetics"
2021-2022: Theo Unkrich, "Trans Games, Transformed: Reclaiming the Monstrous in Queer Interactive Fiction"
2021-2022: Meixu Zhan, "Seven Days of Destruction: Exploring the Proceduralism of Gun Violence Through Persuasive Game Design"
2020-2021: Joseph Wiltzer, "By the Ocean" (climate change video game design project)
2019-2020: Jiawei Wen, "Politics of Playbour in *Pokémon GO*"
2019-2020: You Wu, "*A Gay's Life*: Gamifying Chinese Queer/Tongzhi Culture"
2019-2020: Brooke Engerman, "Rebooting Nostalgia: On Televisual Memory Production"
2018-2019: Riss Ballard, "Distance in Play: Genre, Choice, and Immersion in *Undertale*"
2018-2019: Nash Jenkins," The Assumption of Saint Dave: Mediated Subjects and DFW"
2017-2018: Daniel Lipson, "Speculative Capacitation: On the Politics of Empathy Games"
2016-2017: Summer Shiyuan Gao, "Histories of Augmentation"
2016-2017: Morgan Lott, "Racial Identity Politics in Fanfiction"
2016-2017: Philip Dinolfo, "Science Fictionality and Genre Positioning in *Gravity's Rainbow*"
2016-2017: Kimberly Mayer, "Hybridity and Queer Love in *Steven Universe*"
2016-2017: Mark Bouchard, "Marvel's *Venom* and Hypermasculinity in Post-Reagan America"
2015-2016: Melanie Decelles, "Empathy and Cultural Affects in Gaming"
2015-2016: Blake Beaver, "Digital Décor: Queer Affect-Spaces in Social Media Art"
2015-2016: Jess Rubin, "Gaming for Gender in *Loved* and *Dys4ia*"
2013-2014: Loreta Lamargese, "Feeling the Digital: Empathy in Sermon's *Telematic Dreaming*"
2013-2014: Emily Schickli, "The [En]Title[d] Pages: Author Attribution in *House of Leaves*"
2013-2014: Andrew Davis, "A Procedural Analysis of *Papers, Please*"
2012-2013: Cody Mejeur, "Interactive Stories in Virtual Worlds"
2012-2013: Maggie Brown, "Death of the Reader in *House of Leaves*"
2011-2012: Logan Bolinger, "Scripting Selves and Scripting History in Don DeLillo's *Libra*"
2010-2011: Nicole Coffineau, "Douglas Gordon and Social Technic Perception"

BA Theses and Senior Projects, Advisor

2023-2024: Nicole Stachowiak (English): "Post-Modern Role-Playing: Perspective and Identity Formation in *NieR Replicant*"
2021-2022: Matheu Boucher (English): "Disobeying the Narrator: How *The Stanley Parable* Informs Our Conception of Narration in Videogames"

2021-2022: Claud Ruder (Gender and Sexuality): "Rebranding Neoliberalism as 'Woke': An Examination of Identity Construction in *The Real World: Homecoming*"
2019-2020: Zara Bamford (Political Science): military-industrial complex and games project
2019-2020: Grace Mayer (Interdisciplinary Studies in the Humanities): Television pilot project
2019-2020: Nicho Alvarado (English): *Dark Souls* and interactive narrative project
2019-2020: Calvin Wang (English): posthuman art project
2018-2020: India Weston, comparative educational Alternate Reality Game project (ISHUM)
2018-2019: Margot Carlson, "Fembots in *Ex Machina*" (Gender and Sexuality Studies and CMS)
2018-2019: Clara Mora, "Magic Realism and Adaptation in *American Gods*" (English)
2018-2019: Elliot Kahn, "Simulation and *Civilization V*" (Fundamentals Junior Paper)
2016-2017: Skylar Liam Spear, "Femininity and Femme Diversity on Television" (Gender and Sexuality Studies)
2016-2017: Miranda Wack, "When the Physical and Virtual Move Together: Bodily Autonomy in *Silent Hill 3*" (Gender and Sexuality Studies)
2015-2016: Noah Christians, "Chatting with Strangers: Anonymity and Community on Twitch TV" (International Studies)
2015-2016: Cynthia Zhang, "'The Womb Could Be Used Both Ways': Media's Potential for Isolation and Community in *Infinite Jest*" (Comparative Literature)
2015-2016: Austin Green, "Nonstandard Procedure: Potentials of Video Game Narratives" (Cinema and Media Studies)
2014-2015: Bea Malsky, "Managing Hearts with Kim and Flo: Casual Games, Affective Labor, and the Postindustrial Work Ethic" (Gender and Sexuality Studies)
2013-2014: Alessio Franko, "Brands of Participation: Seeing through Transparent Marketing on Social Media" (Cinema and Media Studies)
2013-2014: Ava Woychuk-Mlinac, "The Superficially Evolving Sitcom" (Theater and Performance Studies)
2012-2013: Charlyn Magnus, "Uncanny Subjects: A Study of Things and Thingness in Vince Gilligan's *Breaking Bad*" (English)
2012-2013: Nicholas Cassleman, "The Design, Analysis, and Theory of *Æffect*" Game and Analytical Paper (Interdisciplinary Studies in the Humanities)
2011-2012: William Bishop, "Performance as New Media: The Remediation of Digital Media Techniques in Theater" (Theater and Performance Studies)
2010-2011: Catherine Lee, "Interactive Architecture: How new media technologies are redefining experiences of art and space" (Cinema/Media Studies and Art History)
2010-2011: Ella Christoph, "Giving Birth to the Past: Black Mothers and Historical Memories of Childbirth" (English)

CONFERENCES AND SYMPOSIA ORGANIZED

2024: "The Digital Unconscious" (three-day symposium organized with Université Paris Cité)
2021: "MetaMedia" (one-day symposium organized with WJT Mitchell and Hillary Chute)
2021: "Video Games in the United States and Asia" (three-part /pɒp/Asia mini-Series with the University of Chicago Yuen Campus Hong Kong)
2021: "Midwest Media Aesthetics" (one-day graduate symposium organized with James Hodge and Tung-Hui Hu and sponsored by Center for Global Culture and Communication at Northwestern University)
2019: "Speculative Design: Post-Petroleum Utopias" (one-day symposium and workshop

organized with Shannon Dawdy and sponsored by the Chicago Center for Contemporary and Media Arts, Data, and Design Center)

2018: "Disciplines of Experiment" Symposium and Practicum (two-day symposium co-organized with David Simon and sponsored by the Franke Institute for the Humanities, Gray Center for Arts and Inquiry, Arts, Science, and Culture Initiative, and Nicholson Center)

2014: "Practices of Play" Symposium (one-day conference organized at UT-Austin in conjunction with the Donald D. Harrington Faculty Fellowship)

2013: "Play as Inquiry" Symposium and Practicum (three-day conference co-organized with Sha Xin Wei and sponsored by the Gray Center for Arts and Inquiry)

SELECT COMMITTEE SERVICE

University of Chicago

2024-present: Chair of Cinema & Media Studies
2021-present: Director of Studies for the Media Arts and Design program
2024-2026: University Board of the Library Committee
2022-2024: Arts Labs Committee
2018-2024: Digital Studies of Language, Culture, and History Committee
2021-2023: Associate Chair of English and Alumni Development
2021-2022: Chair, Cinema and Media Studies Assistant Professor Search Committee
2021-2022: Member, OBGYN Research Assistant Professor Search Committee
2019-2022: University Board of Computing Activities and Services Committee
2019-2020: English Dept. Job Placement Committee
2019-2020: English Public Sphere Committee
2019-2020: Cinema & Media Studies committees (various)
2018-2020: Experimental Performance Committee (Provost's Office)
2015-2022: Faculty Committee on Admissions and Aid
2015-2020: Gray Center for Arts and Inquiry Advisory Council
2018-2019: English Dept. Graduate Admissions Committee
2018-2019: English Dept. Undergraduate Advising Committee
2016-2019: Media Arts & Design Committee (co-chair, Provost's office)
2015-2019: Disciplines, Technologies, and Algorithms Executive Committee
2015-2017: English Dept. Graduate Admissions Committee
2015-2017: Committee on Creative Writing
2015 and 2016: DAAD and Fulbright Interview Committee (College)
2012-2016: Arts, Science, and Culture Initiative Faculty Advisory Committee
2013-2014 (elected): English Dept. Policy Committee
2013-2014: English Dept. Events Committee
2013-2014: Study Chicago Program Committee
2013-2014: Faculty Committee on Admissions and Aid
2012-2014: Committee on Creative Writing
2012-2013: Disciplines and Technologies Executive Committee
2012-2013: Executive Board of the Center for Interdisciplinary Inquiry & Innovation in Sexual & Reproductive Health (Ci3)
2013: Stuart Tave Student Fellowship Selection Committee
2012-2013: English Dept. Graduate Admissions Committee

2011-2012 (consulting): English Dept. Program Review Committee

Profession and Other

2024: Consulting Curator, American Writer's Museum, "Level Up: Writers & Gamers" exhibit
2022: Advisory Board Member, McLuhan Centre for Culture and Technology, University of
    Toronto
2016-2019: Selection Committee, New Directions Fellowship, Mellon Foundation
2014-2017 (elected): Executive Committee of the Modern Language Association (MLA)
    Division on Literature and Other Arts
2014: Judge, Electronic Literature Organization, N. Katherine Hayles Award for Criticism
2013 (and 2011): Judge, SLSA Bruns Essay Prize Contest
2003-2004: Member of Academic Search Committee, Pomona College

UNIVERSITY PRESS AND JOURNAL MANUSCRIPT REVIEW WORK

University Presses: Duke University Press, MIT Press, University of Minnesota Press, and University of Chicago Press

Journals: American Literature, Contemporary Literature, Convergence, Critical Inquiry, Games and Culture, Journal of Visual Culture, New Media & Society, Post45 (journal affiliate), Novel: A Forum on Fiction, Public: the e-journal of Imagining America, Artists, and Scholars in Public Life, and several others.

WORKSHOPS AND STUDENT GROUPS

2019-2025: Co-Sponsor, Digital Media Workshop, UC
2021-2022: Sponsor, UChicago Genshin Impact Society student group, UC
2015-2018: Co-Sponsor, 20th and 21st Century Workshop, UC
2015-2016: Co-Sponsor, "Alternate Realities and Virtual Worlds," Gender Studies series, UC
2015: Sponsor, Gender and Sexuality Studies Workshop, UC
2014-2015: Co-Sponsor, Post-1945 Workshop, UC
2012-2014: Sponsor, Ludic Union for the Investigation of Gaming Interfaces student group, UC
2011-2013: Co-sponsor, New Media Workshop, UC
2010-2011: Sponsor, Speculative Fiction Undergraduate Reading Group, UC
2009-2010: Member, "Experiencing Virtual Worlds" Workshop, Duke
2009-2010: Member, "Visual Studies Rendez-vous" Working Group, Duke
2006: Participant, UCHRI Summer Seminar in Experimental Critical Theory, UC Irvine.

LANGUAGE BACKGROUND

Polish: Fluent
German: Proficient
Norwegian: Beginner

SELECTED MEDIA AND JOURNALISTIC COVERAGE

Casey Mendoza. "The Valuable Role Video Games Play in the Classroom." Video news report. <u>Scripps News</u> (broadcast via local TV stations including in California, Michigan, Montana, Missoula, and Oklahoma,). August 20, 2024.

Sara Patterson. "Serious Gaming in China: Humanities Professor's Journey to the No. 1 Mecca of the Gaming Industry." <u>UChicago Humanities News</u>. February 5, 2024.

Tori Lee. "Middle schoolers tackle climate change in a new alternate reality game." <u>UChicago News</u>. November 15, 2022.

Darcel Rockett. "*Grand Theft Auto* Blamed for Recent Surge in Carjackings in Chicago. Gaming Experts Object to Proposed Illinois Sales Ban." <u>Chicago Tribune</u>. February 25, 2021.

Clare Austen-Smith. "*ECHO* game brings students together—and keeps them safe." <u>UChicago News</u>. November 18, 2020.

Ellen Wiese. "Alternate reality game *A Labyrinth* offers a model for new media in a distanced age." <u>UChicago Arts Blog</u>. June 24, 2020.

"Sanford Biggers and Zoe Leonard Among 2020 Guggenheim Fellows." <u>Artforum</u>. April 9, 2020.

Emily R. Ehret. "Alternate Reality Game Sparks Innovative Student Ideas About Climate Change." <u>UChicago News</u>. October 9, 2019.

Eric Thurm. "An Alternate Reality Game That Takes Freshman Orientation to A New Level." <u>Wired</u>. March 25, 2018.

Rachel Stone. "A Video Game That Wants to Stop Sexual Harassment." <u>The New Republic</u>. May 15, 2018.

Amanda Holpuch. "Can VR Teach Us How to Deal with Sexual Harassment?" <u>The Guardian</u>. May 1, 2018.

Juli Rose. "Teens Explore Science and Health through Game Design." <u>Biomedical Beat</u>. June 13, 2018.

Claire Zulkey. "Gaming Gateway: Patrick Jagoda Discovers How Transmedia Storytelling Can Empower Adolescents." <u>UChicago Urban</u>. 2016.

"A 'Game Changer' on Teen Health and Empowerment." <u>MacArthur Foundation</u>. https://www.macfound.org/press. September 7, 2016.

Maxine Joselow. "Labs Are for the Humanities, Too." <u>Inside Higher Ed</u>. July 26, 2016

Meg Miller. "Inside the First Museum Retrospective of a Video Game Designer." <u>Fast Company</u>. February 24, 2016.

Keith Blanchard. "Must-Read Books for Geeks." Wall Street Journal, January 20, 2016.

Karis Hustad. "UChicago's Game Changer Lab Is Developing a Video Game to Prevent Sexual Assault." ChicagoInno. June 15, 2015.

Meg Graham. "Game Changer lab uses games to help teens navigate tough social issues." Chicago Tribune. May 26, 2015.

Alex Dueben. "*Critical Inquiry* Merges Comics And Academia." Interview with Hillary Chute and Patrick Jagoda. Comic Book Resources. November 28, 2014.

Lauren Williamson. "The Alternate-Reality Games that Teach Kids the Cause and Effect of Their Circumstances." Fast Company. October 8, 2014.

Sue Ontiveros. "Teens Take on Serious Games." Chicago Sun-Times, August 4, 2014.

Jake Bittle. "Learning Through Play: Game Changer Chicago studies how immersive games can enhance learning." University of Chicago News Feature, August 25, 2014.

Jessica Kim Cohen. "Program serves local, adventuresome youth." Hyde Park Herald, July 29, 2014.

Derek Tsang. "X marks the spot: Playing UChicago's latest alternate reality game." The University of Chicago Magazine, June 6, 2014.

Kim O'Connor. "Playing with the Truth: When Alternate Reality Gets Real." Pacific Standard Magazine, October 24, 2013.

Nat Soti. "Chicago Summer of Learning: *The Source*." CSOL video report, July 27, 2013.

Hannah Nyhart. "Down the Rabbit Hole." Grey City, June 4, 2013.

Patrick Jagoda (with Chris Carloy, Kalisha Cornett, Clint Froehlich, Ian Jones, Nicholas Cassleman, Marley-Vincent Lindsey, Lyndsey Moulds). "Videogame collection supports scholarly study." The University of Chicago Library News. May 25, 2012.