Patrick Jagoda

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Co-editor of *Critical Inquiry*
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EMPLOYMENT

2016-present: Associate Professor, University of Chicago, Department of English and
    Department of Cinema and Media Studies
    * Affiliate: Center for the Study of Gender and Sexuality

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

Ph.D. in English, Duke University, 2010
    * With a Graduate Certificate in Information Science and Information Studies (ISIS)

B.A., Pomona College, 2004
    * English and Philosophy majors, Magna Cum Laude, Phi Beta Kappa

RESEARCH AND TEACHING FIELDS

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

PUBLICATIONS

Books

Network Aesthetics. Monograph. (University of Chicago Press, 2016).

The Game Worlds of Jason Rohrer. Exhibition catalog co-authored with Michael Maizels (MIT Press, 2016).

Experimental Games (book project in progress)

Edited Journal Issues

Comics and Media. A Special Issue of <u>Critical Inquiry</u>. Edited and introduced (pp. 1-10) with Hillary Chute (Chicago: The University of Chicago Press, 2014).

New Media and American Literature. <u>American Literature</u> 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:

"Critique and Critical Making." <u>PMLA</u>. March 2017. pp. 356-363.

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

"Game Mechanics, Experience Design, and Affective Play." Co-authored with Peter McDonald. Book chapter for <u>Routledge Companion to Media Studies and Digital Humanities</u>. Ed. Jentery Sayers. Routledge. Forthcoming. pp. 174-182.

"Media Specificity, Comparison, Convergence: Legacies of the Chicago School of Literary Criticism." <u>Modern Philology</u>. Special Issue edited by Frances Ferguson and Ellen MacKay. Forthcoming. 15 MS pages.

"On Difficulty in Videogames: Mechanics, Interpretation, Affect." <u>Critical Inquiry</u>. Accepted and forthcoming. 41 MS pages.

"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. <u>Journal of Science Education and Technology</u> 26 (3), 2017. pp. 295-308.

"Networks in Literature and Media." <u>Oxford Research Encyclopedia of Literature</u>. 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 <u>Alternate Reality Games and the Cusp of Digital Gameplay</u>. Ed. Antero Garcia and Greg Niemeyer. (Bloomsbury Academic, 2017), pp. 31-55.

"Digital Games and Narrative." <u>Cambridge Companion to Narrative Theory</u>. Ed. Matthew Garrett. Forthcoming. 22 MS pages.

"Dark Side of the Digital Humanities" (with Wendy Hui Kyong Chun, Richard Grusin, and Rita Raley). <u>Debates in the Digital Humanities 2016</u>. Ed. Matthew Gold and Lauren Klein (Minneapolis: University of Minnesota Press). 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.

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

"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.

"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 (Forthcoming), 33 MS pages.

"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.

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

"Gamification and Other Forms of Play." <u>boundary 2</u> 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:

"*S.E.E.D.*: Creating and Implementing an Alternate Reality." <u>Kairos: A Journal of Rhetoric, Technology, and Pedagogy</u>. Documentary Film (30 minutes) and essay (12 MS pages). Co-authored with Philip Ehrenberg and Melissa Gilliam. Forthcoming.

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

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

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

Scholarly Interviews:

"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).

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.

"The Transmedia Turn in Popular Culture: The Case of Comic-Con." <u>Post45</u> Contemporaries (2011).

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

Creative Director and Co-Creator (Game Changer Chicago Design Lab Projects)

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

Caduceus Quest (digital roleplaying game prototype for youth underrepresented in STEM fields), 2016-2017

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

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)

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 Parasite (aka Gaming Orientation) (transmedia game with Kristen Schilt and Heidi Coleman), 2016-2017

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

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: **$1,148,640**

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: **$224,876**

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. "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: **$224,998**

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: **$149,972**

Mellon Residential Fellowships in Arts Practice and Scholarship, Richard and Mary L. Gray Center for Arts and Inquiry (for "Imagining Futures" project, Co-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**

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 Teaching Awards

Franke Institute for the Humanities Faculty Fellowship (non-teaching research fellowship), 2016-2017

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

Center for Disciplinary Innovation and Franke Institute for the Humanities, Co-teaching Grant for interdisciplinary graduate course, "Network Aesthetics, Network Cultures" (with Visiting Associate Professor Eivind Rossaak), 2013.

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

Duke English Department Dissertation Fellowship, 2009-10

Stephen J. Horne Undergraduate Teaching Award, 2009

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

Other Awards

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

INVITED TALKS AND KEYNOTES

"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

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

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

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

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

"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

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

"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

"Game Studies: Roundtable with Ian Bogost" and "Parasitical Pedagogies" Society for Science, Literature and the Arts (SLSA) conference, 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." Society for Cinema and Media Studies (SCMS) conference, 2017

"Digital Pedagogies: Networks." Modern Language Association (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

SELECTED READINGS, PERFORMANCES, DEMOS, AND GALLERY SHOWINGS

"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 demo. 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 EXPERIENCE

Co-editor, *Critical Inquiry*, 2012-present

Editorial Assistant, *American Literature*, Duke University Press, 2009-10

Assistant Editor, *Walt Whitman Archive* (online), Duke University, 2005-7

TEACHING EXPERIENCE

University of Chicago Instructorships

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,
        mixed-level seminar and workshop in English, Big Problems curriculum,
        Creative Writing, Cinema and Media Studies, Theater and Performance Studies, and
        Visual Arts)
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 seminar)
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 (undergrad seminar)
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 (undergrad
    seminar)
Winter 2012: Critical Videogame Studies (graduate seminar)
Fall 2011: Digital Storytelling (undergrad seminar)
Winter 2011: New Media Theory (graduate seminar)
Fall 2010: Virtual Worlds (undergrad seminar)

University of Chicago Independent Studies

Winter 2017: Performing Death in Late Capitalism: From Necropolitics to Steve Jobs (graduate)
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 (undergraduate)
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 (graduate independent study)
Winter 2012: The Fiction of David Foster Wallace (undergraduate)
Spring 2011: New Wave Science Fiction (graduate)
Winter 2011: Interdisciplinary Game Design (undergraduate)
Fall 2010: Game Studies (graduate)

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

2017-present: Bradley Spiers (Music), "Music and the Invention of the Mechanical Self"
2016-present: Michelle Skinner (English), "Surveillance in Early America"
2016-present: Bill Hutchison (English), "Reinventing Vitality: Humans and Machines in Anglo-
        American Culture 1940-2020"
2016-present: Dave Thieme (English), "The Shape of Fiction: Complexity and Close Reading in
        the Digital Humanities Era"
2016-present: Nicole Morse (Cinema and Media Studies), "'Those Pieces of Us Will Always
        Exist': Aesthetics, Politics, and Theory in Selfies by Transgender Women"
2015-present: Jean-Thomas Tremblay (English), "Forms of Breathing: Milieu Aesthetics after
        the 1960s"
2014-present: Peter McDonald (English), "The Hermeneutics of Playfulness Understanding the
        Ludic Turn in the Later-half of the Twentieth-Century" (Chair)
2015-present: Julianne Grasso (Music), "Music's Construction of Videogame Experience"
2014-present: Mikki Kressbach (Cinema and Media Studies), "Perfect Contagion Machine"
2013-present: Chris Carloy (Cinema and Media Studies), "True 3D: Form, Concept, and the Rise
        of Three-dimensionality in 1990s Videogames" (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 and 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 (Other), Member

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

2016-present: Whitney Pow (Screen Cultures, Northwestern University), "Illegible Subjects: A
     Phenomenology of the Other in Queer Video Game Studies"
2013-present: Chris Russell (Screen Cultures, Northwestern University), "Nerds: Performing
     Masculinity and Technology"
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

2016: David Thieme (English)
2016: Whitney Pow (Screen Cultures, Northwestern University)
2016: Michelle Skinner (English)
2016: Bill Hutchison (English)
2016: Nicole Morse (Cinema and Media Studies)
2015: Jean-Thomas Tremblay (English)
2014: Peter McDonald (English)
2014: Nova Smith (Cinema and Media Studies)
2014: Mikki Kressbach (Cinema and Media Studies)
2013: Oscar Chavez (English)
2013: Christopher Carloy (Cinema and Media Studies)
2013: Chris Russell (Screen Cultures, Northwestern University)
2013: Richard Davis (Cinema and Media Studies and East Asian Languages and Civilizations)
2013: Clint Froehlich (Cinema and Media Studies)
2012: Matthew Sims (English)
2012: Sean Hutchison (English)
2011: Ian Jones (Cinema and Media Studies)
2011: Dong Liang (Cinema and Media Studies)

MA Theses, Advisor

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: Daniel Lipson, "Beyond Identification: Procedural Rhetoric in Empathy Games"
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

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)

SYMPOSIA ORGANIZED

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 (three-day conference co-organized with Sha Xin Wei and sponsored by the Gray Center for Arts and Inquiry)

COMMITTEE SERVICE

University of Chicago

2016-2018: Media Arts & Design Committee (co-chair, Provost's office)
2015-2017: English Dept. Graduate Admissions Committee
2015-2017: Gray Center for Arts and Inquiry Advisory Council
2015-2017: Faculty Committee on Admissions and Aid
2015-2017: Committee on Creative Writing
2015 and 2016: DAAD and Fulbright Interview Committee (College)
2015-2017: Disciplines, Technologies, and Algorithms Executive Committee
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

2016: 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: MIT Press and University of Chicago Press

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

WORKSHOPS AND STUDENT GROUPS

2015-2017: 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
HTML (HyperText Markup Language) and XML (Extensible Markup Language): Proficient
Processing and Java (Programming Languages): Basic Knowledge

SELECTED MEDIA AND JOURNALISTIC COVERAGE

Claire Zulkey. "Gaming Gateway: Patrick Jagoda Discovers How Transmedia Storytelling Can Empower Adolescents." *UChicago Urban*. 2016.

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

Meg Miller. "Inside The First Museum Retrospective of a Video Game Designer." *Fast Company.* 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.