

# ANASTASIA SALTER

Assistant Professor  
University of Central Florida  
School of Visual Arts and Design

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Twitter: @anasalter

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## ACADEMIC APPOINTMENTS

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**Assistant Professor** (2014 to present)  
Digital Media, School of Visual Arts and Design, University of Central Florida  
Faculty, Text and Technology PhD Program

**Assistant Professor** (2011 to 2014)  
Science, Information Arts and Technologies, University of Baltimore.

Director of Graduate Programs (2013 to 2014)

D.S. in Information and Interaction Design  
M.S. in Interaction Design and Information Architecture  
Certificate in Information Design  
Certificate in Digital Media Production  
Certificate in Library Technologies

**Visiting Assistant Professor** (2010 to 2011)  
Information Arts and Technologies, University of Baltimore.

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## EDUCATION

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D.C.D., Communications Design (Spring 2010). University of Baltimore.

M.F.A., Children's Literature (Fall 2011). Hollins University.

M.A., Communication, Culture, and Technology (Spring 2007). Georgetown University,

B.A., Digital Narrative Studies (Spring 2005). University of Maryland, College Park.

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## PUBLICATIONS

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### Books

**Salter, A.** (2014). *What is Your Quest? From Adventure Games to Interactive Books*. University of Iowa Press.

**Salter, A.** and Murray, J. (2014). *Flash: Building the Interactive Web*. Platform Studies Series, MIT Press.

## Sections in Books

- Salter, A.** (2016). "Building Interactive Stories." Forthcoming in *The Routledge Companion to Media Studies and Digital Humanities*. Edited by Jentery Sayers. Routledge Press.
- Salter, A.** (2015). "Comics and Art." Forthcoming in *The Routledge Companion to Comics*. Edited by Frank Bramlett, Roy Cook, and Aaron Meskin. Routledge Press.
- Salter, A.** (2015). "Educational Games." Forthcoming in *Debugging Game History: A Critical Lexicon*. Edited by Raiford Guins and Henry Lowood. MIT Press.
- Salter, A.** (2014). "Writing Under Constraint" and "Mobile Entertainment." In *The Johns Hopkins Guide to Digital Media*. Edited by Lori Emerson, Marie-Laure Ryan, and Benjamin Robertson. Johns Hopkins University Press.
- Salter, A.** (2013). "Hacking the Dissertation." In *Hacking the Academy*, edited by D. Cohen and T. Scheinfeldt. University of Michigan Press.
- Salter, A.** (2011). "Closed Minds: Tamora Pierce's Teenagers and the Problem of Desire." *Supernatural Youth*. Ed. Jes Battis. Lexington Press.

## Articles in Refereed Journals

- Salter, A.** (2015). "Alice in Dataland 2.0." Forthcoming in *Kairos: A Journal of Rhetoric, Technology, and Pedagogy*. Inventio.
- Salter, A.** (2015). "Learning Through Making: Notes on Teaching Interactive Narrative." *Syllabus Journal*, 4:1. <<http://www.syllabusjournal.org/article/view/14485>>
- Salter, A.** (2015) "Convergent Devices, Dissonant Genres: Tracking the 'Future' of Electronic Literature on the iPad." *Electronic Book Review*. <<http://www.electronicbookreview.com/thread/electropoetics/convergent>>
- Salter, A.;** Blodgett, B. (2012) "Hypermasculinity & Dickwolves: The Invisibility of Women in the New Gaming Public." *Journal of Broadcasting & Electronic Media*. <<http://www.tandfonline.com/doi/full/10.1080/08838151.2012.705199>>
- Salter, A.** (2012). "Quest for Love: Playing the Women of King's Quest." *Well-Played*. Romance Special Issue: Ed. Jane Pinckard. <<http://www.etc.cmu.edu/etcpress/content/volume-1-number-4-romance>>
- Salter, A.** (2011). "Ugly Bodies, Pretty Bodies: Scott Westerfeld's *Uglies* and the Inhumanity of Culture." *StoryTelling: A Critical Journal of Popular Narrative*. Winter.
- Salter, A.** (2011). "Virtually Yours: Desire and Fulfillment in Virtual Worlds." *The Journal of Popular Culture*, 44: 1120–1137. doi: 10.1111/j.1540-5931.2011.00891.x
- Salter, A.** (2011). "Adventurers turned Tale-Tellers: The Emergence of an On-line Folk Art Community." *Rhizomes*. Winter Special Issue: Hives, Tribes, Assemblages: New Collectivities. <<http://rhizomes.net>>
- Salter, A.** (2009). "Once More a Kingly Quest." *Journal of Transformative Works and Cultures*. Special Issue: Games. <<http://journal.transformativeworks.org/>>

## Articles in Refereed Conference Proceedings

**Salter, A.;** Murray, J. (2014). "Marking New Ground: Flash, HTML5 and the Future of the Web Arcade. Foundations of Digital Games 2014.

Blodgett, B.; **Salter, A.** (2014). "#1ReasonWhy: Game Communities and the Invisible Woman." Foundations of Digital Games 2014.

Blodgett, B.; **Salter, A.** (2013). "Hearing 'Lady game Creators' Tweet: #1ReasonWhy, Women and Online Discourse in the Game Development Community." Selected Papers of Internet Research 14. <<http://spir.aoir.org/index.php/spir/article/view/694>>

Bonsignore, E.; Hansen, D.; Troups, Z., Nacke, L.; **Salter, A.;** Lutters, W. "Mixed Reality Games."(2012). Workshop paper. ACM Computer Supported Collaborative Work Conference Proceedings. <[doi.10.1145/2141512.2141517](https://doi.org/10.1145/2141512.2141517)>

Livermore, J.; **Salter, A.** (2011). "What is the Student Recruitment Value of the CAE Designation?" 15th Colloquium for Information Security Systems Education Proceedings.

## Edited Collection

**Salter, A.;** Whitson, R. (forthcoming 2014). "Comics as Scholarship." *Digital Humanities Quarterly*. Proposal and works accepted; works undergoing revisions.

## Non-Refereed Articles and Reviews

**Salter, A.;** Murray, J. (2014). "How Flash Games Shaped the Internet." *The Atlantic: Tech*. November 29. <<http://www.theatlantic.com/technology/archive/2014/11/how-flash-games-shaped-the-internet/383136/>>

**Salter, A.** (2012). "Playing Through the "Art of Video Games" Exhibit at the Smithsonian American Art Museum." *Journal of Digital Humanities* Vol 1, No 2, Spring 2012. <<http://journalofdigitalhumanities.org/1-2/playing-through-the-art-of-video-games-exhibit-by-anastasia-salter/>>

**Salter, A.** (2012). "To Be A Mighty Pirate: Guybrush Threepwood, Indiana Jones and a misspent youth of unintentional learning." *The Looking Glass: New Perspectives on Children's Literature*. New Media Special Issue: Vol 16 Issue 2. <<http://www.the-looking-glass.net/index.php/tlg/article/view/321/318>>

**Salter, A.** (2011). "Learning by gaming in a high-tech world." *The Baltimore Sun*. April 11. <<http://www.baltimoresun.com/news/opinion/oped/bs-ed-video-games20110411,0,2388042.story>>

## Other Online Publications

**Salter, A.** (2011-2015). ProfHacker Staff Contributor (3 posts/month). Group blog on technology and pedagogy hosted by the Chronicle of Higher Education. Topics include games in the classroom, technology and scholarly writing, mobile tools and development,

open access, learning and teaching programming.  
<<http://chronicle.com/blogs/profhacker/author/asalter>>

**Salter, A.;** Roy, M. (2013) "Games with a Purpose: Interview with Anastasia Salter." Transformations: Games in Education. The Academic Commons.  
<<http://www.academiccommons.org/2013/09/interview-with-anastasia-salter/>>

**Salter, A.** (2011). "A Silver Lining for Fan-Made Indie Games." In Media Res: A Media Commons Project. August 19. <<http://mediacommons.futureofthebook.org/imr/>>

**Salter, A.** (2010-2012). "Future Fragments." CC2K Pop Culture Editor and Columnist. Topics included future of the book, pop culture and gender, electronic literature, games.

Pionke, J.; **Salter, A.** (2010). "Hackgender." Co-editor, website creator. Digital collection of reflections on gender. <[Hackgender.org](http://Hackgender.org)>

**Salter, A.** (2010). "Rethinking the Humanities Dissertation." *Hacking the Academy*. Ed. Tom Scheinfeldt and Dan Cohen. <[Hackingtheacademy.org](http://Hackingtheacademy.org)>

**Salter, A.** (2007). "Avatara: Woman and Goddess." Winter Special Issue "Digital Eyes: Transgression/Transcendence in Cyberspace." <[WomenWriters.net](http://WomenWriters.net)>

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## CREATIVE WORK

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### Curatorial

Flores, L.; **Salter, A.;** Boluk, S.; Garbe, J. (2014-2015). Editorial Team for the Electronic Literature Collection Volume 3. Ongoing curatorial work: volume expected 2016. Accompanying exhibition in construction for the Electronic Literature Conference 2015, August, Bergen, Norway.

### Games and Exhibits

Salter, A.; Murray, J. (2014) "View from Within." (Mac version) Displayed at the SVAD Faculty Art Show, UCF, October.

Salter, A. "Digerati versus the Board of Gamers." (Alternate reality game) Run at the North American Simulation and Gaming Association conference, October 11.

**Salter, A.** (2014) "Nowhere." In the "Ethan has nowhere to go" multimedia exhibit. Art game, built in Construct 2. *Unlikely Stories: Episode IV*.  
<<http://www.unlikelystories.org/ethan/ethan-salter.shtml>>

**Salter, A.;** Murray, J. (2014). "View from Within." (Virtual reality headset version) Displayed at the "Hold the Light" Electronic Literature Organization Media Arts Show (juried), June 18-12.

**Salter, A.** (2014). "Alice in Dataland." Digital project built on University of Florida's *Afterlife of Alice & Her Adventures in Wonderland*. <<http://aliceindataland.net>>

Brower, K.; Needleman, C.; **Salter, A.** (2013). "Playing the Future: An Asteroid Adventure." Simulation session at the North American Simulation and Gaming Association Conference (reviewed), October 22-16.

**Salter, A.**; Visconti, A. (2012). "THATCamp Quest." (Alternate reality game) Run at THATCamp: Center for History and New Media, George Mason University, June.  
<<http://storify.com/anasalter/thatcamp-chnm-2012-arg-experiment-postmortem>>

**Salter, A.**; Visconti, A. (2012). "THATCamp Games Invasion." (Alternate reality game) Run at ThatCamp Games, University of Maryland, College Park, January.  
<<http://selflound.net/?p=163>>

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## INVITED TALKS

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**Salter, A.** (2015). "Weaving Humanities with Twine." Digital Currents: Institute for the Humanities, University of Michigan. March 20.

**Salter, A.** (2015). "Thinking Outside the Screen: Creativity in a Digital World." EURECA Conference, American University in Cairo. February 22-25.

**Salter, A.**; Elshimi, G.; Pandeli, G.; Mostafa, M. (2015). Forum: "Cultivating Creative thinking in Student Scholarship." EURECA Conference, American University in Cairo. February 22-25.

**Salter, A.** (2015). "Beyond the Bridgekeeper: Exploring Narrative Games on the Margins." Digital Assembly "Changing the Game," University of Florida. February 19.

**Salter, A.** (2014). "Guardians of the Classroom: Transformative Play for Learning." Academic Technology Innovation Symposium, University of North Florida, October 15.

**Salter, A.** (2014). "Learning in a Game World." American Psychological Association Education Leadership Conference. Washington, DC, September 13-16.

Smith, M.; King, K.; **Salter, A.** (2014). Digital Humanities Scholarship Panel. Women's Studies Summer Technology Institute. University of Maryland, College Park, May 28.

**Salter, A.** (2014). Keynote and workshop on Games in the Classroom. American International Consortium of Academic Libraries (AMICAL), Athens, Greece, May 14-17.

Black, J.; Duncan, R.; Lee, J.; **Salter, A.**; Zimmerman, E. (2014). The CUNY Games Festival Plenary, City University of New York, January 17.

Alexander, B.; **Salter, A.** (2013). "Games in Education: A Cultural Perspective." Online Seminar, National Institute for Technology in Liberal Education, October 24.

**Salter, A.** (2013). "Play to Learn: Games in the Classroom and Beyond." Martha A. Mitten Speaker Series, Towson University, October 17.

**Salter, A.** (2013). "Gaming for a Classroom (R)evolution: Transforming Learning through Play." Baker-Nord Center for the Humanities, Case Western Reserve University (THATCamp Games 2013), April 18.

**Salter, A.** (2012). Panelist, Close Playing Roundtable. Honors Humanities dialog series. University of Maryland, College Park, MD, September 28.  
<<http://www.umd.edu/fyi/index.cfm?id=152480>>

**Salter, A.** (2012). "Playing with Data: Visual Interfaces and Game Design." Presenter and panelist at CYBERLINX2, National Security Agency, Fort Meade, MD, May 22.

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## CONFERENCE ACTIVITY

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### Awards

Blodgett, B.; **Salter, A.** (2014). Foundations of Digital Games. Exemplary paper for "#1ReasonWhy: Game Communities and the Invisible Woman."

**Salter, A.** (2012). Rising Star Award for best presentation by early career / newcomer for "Building a Better Reality, Together: Alternate Reality Games as Shared Worlds." North American Simulation and Gaming Association Conference, Columbus, OH, November 7-10.

### Conference Presentations

**Salter, A.;** Watson, K. (2015). "Playing Art Historian: Designing an Adventure Game for 20<sup>th</sup>-Century Art History Courses." HASTAC: The Arts and Science of Digital Humanities, May 27-30.

Koh, A.; Dwyne, E.; Pionke, J.; **Salter, A.;** Humphreys, S. (2015). "Social Media for Activist Pedagogy." HASTAC: The Arts and Science of Digital Humanities, May 27-30.

**Salter, A.** (2015). "Playing Social Justice Warrior: Critiquing the Avatar in Cory Doctorow and Jen Wang's *In Real Life*." UF Comics Conference, University of Florida, April 10-12.

**Salter, A.** (2015). "Come Get Some: Duke Nukem, Damsels in Distress, and the Default Avatar." Popular Culture Association Conference, April 1-4.

Chen, M.; **Salter, A.;** Ramirez, D.; Peterson, M.; Salter, A.; LaLone, N.; Danilovic, S. "Gameception: The Game A Week Challenge." North American Simulation and Gaming Association, Baltimore, MD, October 8-12.

**Salter, A.** (2014). "Unraveling Twine: Open Platforms and the Future of Hypertextual Literature." Hold the Light: the Electronic Literature Organization Conference, Milwaukee, Wisconsin, June 19-21.

**Salter, A.;** Koh, A.; Chang, E.; Chow, E. (2014). "Hard Mode: Games and Narratives of Marginalization." Roundtable coordinator and participant: part of Presidential Theme, "Vulnerable Times." Modern Language Association Convention, Chicago, January 9-12.

**Salter, A.** (2014). "Bonfires, Lesbians, Depression and Rape: Twine, Feminist Voices and Agency in Game Narratives." As part of "Lit Misbehaving: Responding to New and Changing Modes of Creative Production," organized by R. Sullivan: part of Presidential Theme, "Vulnerable Times." Modern Language Association Annual Convention, Chicago, January 9-12.

- Salter, A.** (2013). "Spirals of Meaning: Exploring Nonlinearity through Prezi's Infinite Canvas." Electronic Literature Organization Conference, Paris, France, September 24-27.
- Salter, A.** (2013). "Choose a New Adventure: *39 Clues*, *The Amanda Project*, and the Evolution of Multiplatform Narrative." Children's Literature Association Conference, University of Southern Mississippi, June 13-15.
- Salter, A.;** Blodgett, B. (2013). "#1ReasonWhy Gamers <3 Dickwolves: Understanding Sexism in the Gaming Community." Computers & Writing, Frostburg, June 6-9.
- Blodgett, B.; **Salter, A.** (2013). "Being Effie: The Hunger Games and War as a Form of Entertainment Media Consumption." Media and Transition 8, MIT, May 3-5.
- Salter, A.** (2013). "The Digital Lorax: Re-inventing the Picture Book for the iPad Generation." Popular Culture Association National Conference, March 28-30.
- Salter, A.** (2013). "Building Your World: Inform 7, Text-Based Games and the Craft of Storytelling." Teaching with Games Roundtable, organized by B. Croxall. Modern Language Association Conference, Boston, MA, January 3-6.
- Salter, A.** (2012). "Building a Better Reality, Together: Alternate Reality Games as Shared Worlds." North American Simulation and Gaming Association Conference, Columbus, OH, November 7-10.
- Sousanis, N.; **Salter, A.;** Tritter, P.; Neville, T. (2012). "Expanding Forms of Scholarly Inquiry within the Academy." Imagining America, New York, NY, October 5-7.
- Salter, A.** (2012). "Beyond Backstory: Rethinking Narrative in Games and Simulations." Connections Wargaming Conference, National Defense University, July 23-26.
- Salter, A. (2012). "My House, Your Faction: Constructing Group Identity in *Harry Potter* and *Divergent*." Ascendio: A Harry Potter Symposium, Orlando, Florida, July 12-15.
- Salter, A.;** Murray, J. (2012). "Being Harry Potter: Playing at Wizardry Across Platforms." Ascendio: A Harry Potter Symposium, Orlando, Florida, July 12-15.
- Salter, A.** (2012). "Convergent Devices, Dissonant Genres: Tracking the 'Future' of Electronic Literature on the iPad." Electronic Literature Organization Conference, West Virginia, June 20-23.
- Salter, A.;** Bonsignore, B. (2012). "Gameful Learning and Assessment." Mixed Reality Games Workshop, Computer Supported Collaborative Work Conference. Seattle, February 11-15.
- Sample, M.; Chang, E.; Jones, S.; Rhody, J.; **Salter, A.;** Welsh, T.; and Whalen, Z. (2012). "Close Playing: Literary Methods and Videogame Studies." Organized by Sample M. Roundtable at Modern Language Association. Seattle, January 5-8.
- Salter, A.;** Nix, B.; Gilliam, J. and Gillespie, L. (2011). "Collaborative Student-centered Pedagogies for Cross-disciplinary Mobile Apps." Session coordinator and presenter: Panel presented at MobilityShifts: An International Future of Learning Summit. New School, October 14.

- Salter, A.** (2011). "Digital Natives, the Mushroom Kingdom and the Global Village: Re-imagining Virtual Citizenship in Cory Doctorow's *For the Win*." Children's Literature Association Conference. Roanoke, VA, June 23-25.
- Salter, A.** (2011). "Leveling up in the Classroom." Computers & Writing Conference: Writing in Motion, Traversing Public/Private Spaces, Ann Arbor, MI, May 19-22.
- Salter, A.** (2011). "Real Names, Virtual Orcs: The Real ID Battle in World of Warcraft." Pop Culture Association Conference: Communication and Digital Culture track, San Antonio, April 20-23.
- Salter, A.** (2011). "#DearJohn, Don't be a Dickwolf; or, A Rape in Twitterspace." Theorizing the Web Conference, University of Maryland, April 9.
- Salter, A.** (2011). "Thinking Beyond 'Gamification' for Learning." North American Simulation and Gaming Association, Pennsylvania, October 5-8.
- Salter, A.** (2011). "Learning to Love the Beast: The De-fanging of the Wild in Postmodern Retellings of 'Beauty and the Beast.'" International Conference for the Fantastic in the Arts, Orlando, March 15-19.
- Salter, A.** (2010). "To Be A Mighty Pirate: Digital Adventures, 'Edutainment' and the Shaping of Virtual Self." Children's Literature Association Conference, June 10-12.
- Salter, A.** (2010). "Places Marked Unexplored: Marking the Boundaries of Real and Fantastic in Arthur Ransome's *Swallows and Amazons*." International Conference for the Fantastic in the Arts, Orlando, March 16-20.
- Salter, A.** (2009). "Ugly Bodies, Pretty Bodies: Scott Westerfeld's *Uglies* and Inhuman Teens." Children's Literature Association Conference, Charlotte, NC, June 11-14.
- Salter, A.** (2009). "King's Quest Eternal: Fan Adventure Games and the Never-ending Classical Era." Popular Culture Association Conference, New Orleans, April 11-18.
- Salter, A.** (2008). "Queen's Quest: Gender and the Heroic Quest in Adventure Games." Academic programming track of WisCon 32. Madison, Wisconsin, May.
- Salter, A.** (2008). "Virtually Yours: Desire and Fulfillment in Virtual Worlds." Popular Culture Association Conference, San Francisco, March 19-22.
- Salter, A.** (2007). "Queen's Quest: Gender and the Heroic Quest in Adventure Games." Popular Culture Association Conference: Digital Games track, Boston, April 4-7.
- Salter, A.** (2007). "Girls Can't Be Knights! Veiled and Unveiled Challenges to Patriarchy in Tamora Pierce's *Tortall* Novels." Northeast Modern Language Association Conference.
- Salter, A.** (2006). "Look at My Magic Wand: Gender Performativity and Harry Potter Slash Fanfiction." Academic programming track of WisCon 30. Madison, Wisconsin, May.
- Salter, A.** (2006). "Avatara: The Linguistics of the Avatar in Virtual and Mythic Space." American Comparative Literature Association Conference, Princeton University, March 24.

## Workshops

**Salter, A.** (2015). "Designing an Educational Board Game." EURECA Conference, American University in Cairo. February 22-25.

**Salter, A.** (2014). "Digital Game Tools." North American Simulation and Gaming Association Conference, October 8-12.

**Salter, A.** (2014). "Games in the Classroom." Full week workshop for faculty on making and teaching with games. Humanities Intensive Learning & Teaching. Maryland Institute for Technology in the Humanities, University of Maryland, August 4-8.

**Salter, A.** (2013). "Altering Reality through Play: Designing Alternate Reality Games for Learning and Training." Full-day invited workshop complete with sample game experience designed for the audience: North American Simulation and Gaming Association Conference, Sarasota, FL, October 23-26.

**Salter, A.** (2013). "Designing Board Games with a Purpose." THATCamp Games 2013, Case Western Reserve University, April 19-22.

**Salter, A.** (2012). "Building your first board game." THATCamp Games, University of Maryland, January 20-22.

Pionke, J.J; **Salter, A.** (2010). "Bootcamp Workshop: Introduction to Omeka." THATCamp Chicago, Northwestern University, November 20.

## **Campus Talks**

Blodgett, B.; **Salter, A.**; Wood, J.; Carton, S.; O'Neill, N.; Walsh, P. (2014). "Plenary Fishbowl: Living and Learning in a Digital World." College of Arts and Sciences Scholarship Day, March 4.

Blodgett, B.; **Salter, A.**; Walsh, G.; Shrestha, S. (2014). "Game Studies Across Society." College of Arts and Sciences Scholarship Day, March 4.

**Salter, A.** (2013). "Games in the Cross-Disciplinary Classroom." University of Baltimore Networked Learning series. May 15.

**Salter, A.** (2013). "Thinking Outside the Course Management System." University of Baltimore Networked Learning series. April 3.

**Salter, A.** (2011). "Epic Adventures: The Rise of the Reader-Player." Faculty Brown Bag Research Forum. November 17.

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## **CONSULTING**

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2015. Consultant for Anne Sarah Rubin on developing a history game and syllabus, spring semester.

2014. Consultant, web design and digital product release. Seebright head-mounted augmented and virtual reality display, GDC launch, March.

2013. Consultant on “Harry Potter as Storytelling,” an experimental online course taught by J. Krasner at the University of New Hampshire, July. Assisted in designing a game layer and added graphical elements, navigation, and badges to course implementation.

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## **GRANTS**

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2014. Collaborator (PI Keri Watson), “Playing Art Historian: Designing an Adventure Game for 20<sup>th</sup> Century Art History Courses. College of Arts & Humanities Research Initiative Seed Funding, \$7900.

2013. Co-Principal Investigator (with Bridget Blodgett), Fund for Excellence Grant. (UB Internal). “Becoming Agile: Faculty Training and Curriculum Updates to Incorporate Industry Standards.”

2013. Principal, Provost Technology Grant. (UB Internal) “WordPress Infrastructure.” \$15,000.

2012-2013. Contributor, UB21 Grant. (UB Internal) “Networked Learning Workshops.” Taught two workshops on games and digital pedagogy open to all faculty at the university.

2011-2012. Principal Investigator, “Interactive Media Production Professional Development.” (External) From the Maryland State Department of Education supporting teaching workshops and curriculum development for high-school game design and interactive media teachers. \$25,000 per year.

2012. Co-Principal Investigator (with Stephanie Gibson), Provost’s Technology Grant (UB Internal) supporting the development of a Rapid Prototyping Lab.

2012. Contributor, Provost’s Technology Grant (UB Internal) supporting the development of a games library for use by SDE students and faculty.

2011. Contributor, Provost’s Technology Grant (UB Internal) supporting summer collaborative teaching project, “Learning Public History with iPads”

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## **TEACHING EXPERIENCE**

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### **Undergraduate**

University of Central Florida

User Centered Design

Web Design Workshop

Rapid App Web Design

University of Baltimore

Introduction to Game Design

Game Concept & Design  
Applied Simulation  
Interactive Narrative  
Games Journalism  
Community-Focused Game Design  
Social Media and Games  
Design of Multiplayer Games  
Games, Simulations and Society  
Game Development Project I + II  
Introduction to Cyberpunk  
History of Video Games  
Comics as Literature

Corcoran College of Art + Design (adjunct, 2005-2007)

Cyborgs, Gods and Dwarves: The Myths of Cyberspace  
Sequential Art: A Serious Look at Comics  
Politics, Advertising and Mass Media

## **Graduate**

University of Baltimore

Designing for Mobile Web  
Interactive Multimedia  
Information Culture  
Interactive Design for Education

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## **SERVICE**

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### **Leadership Positions**

2014 to present. Board member, North American Simulation and Gaming Association.  
2014 to present. THATCamp Coordinating Council, elected member.  
2014. Co-organizer (w/ M. Peterson), THATCamp Games: NASAGA Edition unconference.  
2014. Conference Chair, North American Simulation and Gaming Association.  
2013 to 2014. Chair, North American Simulation and Gaming Association.

2012 to 2013. Board Member, North American Simulation and Gaming Association.  
2013 to present. Editorial Board, Comics Grid: Journal of Comics Scholarship.  
2012. Co-organizer (w/ A. Visconti), THATCamp Games unconference

## **Profession**

2015. Proposal Reviewer, Electronic Literature Organization Conference.  
2014. Peer Reviewer, Journal of Broadcasting and Electronic Media.  
2014. Grant Proposal Reviewer, Towson University.  
2014. Media Arts Show Jury, Electronic Literature Organization Conference.  
2014. Peer Reviewer, Feminist Media Studies Journal.  
2013. Paper Reviewer, ACM CHI Conference on Human Factors in Computing Systems.  
2013. Peer Reviewer, West Virginia University Press.  
2013. Proposal Reviewer, Computers & Writing Conference.  
2013. Proposal Reviewer, PEEK arts-based research funding.  
2013. Peer Reviewer, Journal of Broadcasting and Electronic Media.  
2013. Technical Reviewer, Maryland Industrial Partnerships Program.  
2012. Member, Interactive Media Production Advisory Council, Baltimore County Schools.  
2012. Judge, Serious Games Showcase & Challenge  
2012. Co-chair of Formal Programming, Ascendio: A Harry Potter Symposium.  
2011. Reading Committee, Children's Literature Conference.  
2011. First Reader, Jimenez Porter Writer's House Prose Contest.  
2008. Peer Reviewer, Transformative Works and Cultures.

## **University**

### University of Central Florida

2015. Adler Family Fund for Excellence Scholarship Committee.  
2015. Text & Technology Program Core Faculty Member.  
2015. Text & Technology Program Admissions Committee.  
2015. Search Committee Member, Art Studio Instructor.  
2015. Web Design Curriculum Committee.  
2015. Ad hoc Graduate Committee Chair.

### University of Baltimore

2014. M.S. Thesis Advisor, Tiffany Aiken.

2014. M.S. Thesis Advisor, Melda Washington.  
2014. University Advertising and Marketing Retreat Participant.  
2014. Judge, Global Game Jam competition, University of Baltimore.  
2013 to present. College Realignment Workgroup, College of Arts and Sciences.  
2013 to present. Graduate Curriculum Committee Member, College of Arts and Sciences.  
2013 to present. Academic Support Committee Member, University Faculty Senate.  
2011 to 2014. Doctoral Committee Member, Laura Gillespie.  
2011 to 2014. Doctoral Committee Member, Julie Gilliam.  
2010 to present. Faculty Advisor and Game Jam Judge, Digital Designer's Guild.  
2013, 2012. Search Committee Member, Science, Information Arts and Technologies.  
2011 to 2013. Cybersecurity Poster Contest Committee.  
2012. Faculty Member, Cyber Discovery Summer Camp.  
2012. M.S. Thesis Advisor, Erin Cahill.  
2012. M.S. Thesis Advisor, Margo Kabel.  
2011. Writing Committee, College of Arts and Sciences.  
2011. M.S. Thesis Advisor, Michelle Chin.  
2011. STEM learning team member, AACU Engaging Departments Institute.

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## **AFFILIATIONS**

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Electronic Literature Organization  
North American Simulation and Gaming Association  
Modern Language Association  
Popular Culture Association  
Children's Literature Association