



Education

- PhD Rhetorics, Communication, and Information Design, Clemson University May 2016
“Identity Design: Challenging Archetypes with Feminist Approaches to Video Game Design”
“The Blood of the Vampire: a text-based game”
- MA English, Clemson University May 2011
“Wounded Planet, Wounded People: The Possibility of Ecological Trauma in *Mister Pip* and *the bone people*”
Fred W. Shilstone Award for Best Graduate Thesis, 2011
- BA English, University of North Carolina May 2007

Publications

Book Chapters

- (Forthcoming) “There is No Planet B: A Milieu-Specific Analysis of *Outer Wilds*’ Unstable Spaces.” *Ecogames*, co-edited by Joost Raessens, Laura op de Beke, Gerald Farca, and Stefan Werning. Expected release date: 2023. <https://greenmedia.sites.uu.nl/ecogames-playful-perspectives-on-the-climate-crisis/>
- (Forthcoming) “Giving Pandemic a Face: Ecophobia in *A Plague Tale: Innocence*.” *End-Game: Apocalyptic Video Games, Contemporary Society, and Digital Media Culture*, co-edited by Lorenzo DiTommaso, James Crossley, Alastair Lockhart, and Rachel Wagner. De Gruyter (Berlin). Expected release date: Fall 2025.
- “Slow Violence in a Digital World: Tarahumara Apocalypse in *Mulaka*.” *Ecofictions, Ecorealities and Slow Violence in Latin America and the Latinx World*. Routledge. November 2019.
- “Where the Wild Games Are: Ecologies in Latin American Video Games” in *Ecomedia: Key Issues*. Routledge. Co-author: Thaiane Oliveira. September 2015.

Video Essays

- “Ecofeminism and Gaia Theory in *Horizon Zero Dawn*.” *TRACE*. Special Issue: “Ecoplay.” October 2018.
- “OOO, It’s *Prey!*, or How Did They Know I Always Wanted To Be a Coffee Cup?” *Textshop Experiments*. August 2018.

“Framing The Blood of the Vampire: A Text-Based Game.” *NYMG Journal: Feminist Game Studies*. April 2018.
<http://www.nymgamer.com/?p=17498>

This publication includes the text-based game I designed for my dissertation; with Marie Jarrell, programmer

Articles

“Game Design as Climate Change Activism.” *Ecozon@: European Journal of Literature, Culture and Environment*. Special Issue: Green Video Games. 2017. <http://ecozona.eu/article/view/1350>

Games

The Blood of the Vampire, 2018

Projects in Process

(Co-edited Collection) *How Do We Want To Do This? Critical Essays on Critical Role*. Co-editors Chris Stuart and T. Passwater. We are in the process of reviewing revisions of chapters for the collection.

(Book chapter) “She’s Inside Me. She’s Inside Everyone: The Monstrous-Feminine in *Resident Evil Biobazard* and *Village*.” *Broadening the Horror Genre: From Gaming to Paratexts*, co-edited by Jamie McDaniel and Andrea Wood. Routledge. Expected release date: Fall 2023.

My Brother’s Wedding, a Twine game (collaboration with Marie Jarrell)

A young woman navigates family drama at her brother’s wedding while trying to keep her anxiety in check: “Survive prickly family social interactions at your brother’s wedding ceremony and reception without maxing out your stress; if you manage not to cause a scene, you ‘win’—but at what cost?”

The Ornithologist, a mobile game (collaboration with Marie Jarrell)

An ornithologist who is blind tracks down birds in the forest: “Navigating only by sound, locate and correctly identify birds in their various habitats to complete your survey.”

This game is currently in experimental phases. We have composed the text and made it playable with plans to incorporate a great deal of research around representing disability in games.

Teaching Experience

Lecturer of Digital Media, Flinders University, 2023-present

My position at Flinders is an even split between research and teaching. For my research, I design interactive experiences using cutting edge technologies and compose text-based scholarly work about design. I teach Interaction Design, Digital Games, and other topics in the Video Editing & Entertainment Design (VEED) Bachelor of Creative Arts program.

Associate Professor, Alma College, 2016-2023

In my first years at Alma, I led a redesign of the New Media Studies major to include my areas of expertise in interactive storytelling, social media, and visual rhetorics. Now as Chair, I am shepherding creation of a new Integrated Marketing Communication major. Program structures in our department focus around learning outcomes of knowing, doing, and making, and individual course pedagogies are collaboration- and project-based. I design and teach courses intended to particularly appeal to students in Communication, New Media Studies, Marketing, Environmental Studies, Business, Art, and Computer Science. (* indicates a course I created)

FYS 101: First-Year Seminar: College and the Good Life

NMS 101: Introduction to Digital Media (podcast, graphic design, video editing, game design)
 NMS 130: Interactive Media*
 NMS 180/380: Ecomedia*
 COM 110: Media Systems and Influence
 NMS 230/330: Game Design I & II*
 NMS 233: Tabletop Role-Playing Games*
 COM 253: Environmental Communication
 NMS 280 (Topics): Interactive Storytelling*
 Social Movements in Social Media* (cross-listed Women's and Gender Studies)
 NMS 300: Media Theory
 NMS 310: Social Media*
 NMS 399: Media Theory II*
 NMS 449: Senior Seminar
 NMS 450: Senior Studio

I directed all of the Honors Theses and Senior Projects focused on interactive and social media.

Summer 2016: McGregor Summer Institute (3 weeks teaching high school students from Detroit)

Mentor (PI), Alma College iGEM team, 2018-present

I mentor the International Genetically Engineered Machine team regarding visual and science communication, graphic design, web design, local outreach, and public presentation. The annual competition involves prizes for best wiki, best presentation, best poster, and best outreach in addition to the science-focused awards. Our team makes podcasts related to their content and areas of interest, and at the 2020 competition, the team won gold. In 2019 and 2021 the team won silver.

Graduate Teacher of Record, Clemson University, 2010-2011, 2012-2015

ENGL 1030: Accelerated Composition
 In-person and Online, development of online course for the university
 ENGL 3140: Technical Writing
 Hybrid course, pilot tested Canvas course management platform
 ENGL 2120: World Literature: Cultural Collisions: Hybridity and Monstrosity
 ENGL 3140: Technical Writing
 In-person and Online teaching certification, development of online course for university
 ENGL 2150: 20th and 21st Century Literature: "Wizards, Starships, and Zombies: Transmediations in Genre Fiction"

Instructor, Lander University, 2011-2016

ENGL 101: Introduction to Composition
 ENGL 102: Introduction to Research
 ENGL 214: World Literature (Themes): Monsters and Monstrosity; Ecocriticism; Overcoming Trauma; Monsters of Empire (For Monsters of Empire, I led a group of twelve students on a Spring Break trip to London.

Administrative Experience

Online Education Coordinator (Quality Matters Coordinator), APPQMR Certified, Alma College, 2022-present

Chair of Communication and New Media Studies programs, Alma College, 2022-present

Founder/Lead Editor, *OneShot: A Journal of Critical Play and Games*, 2018-present

Division Chair, Arts and Humanities, Alma College, AY 2021-2022

Chair, Marketing and PR Search Committee, Alma College, 2021

Chair, Educational Technology Committee, Alma College, 2018-2021

Chair (3-yr term), Council for Play and Game Studies, Conference on College Composition and Communication, 2016-2019

- Organized and led business meeting at CCCC as well as Games Room space, sponsored workshop, and field trip to game design studio (2019 only)
- Planned and executed initiatives to benefit organization members (curation of a Zotero bibliography, list of relevant CFPs, graduate student support, website management, social media)
- Chair of workshop: "Pedagogy and Playfulness," CCCC 2018 and "Remixing Games," CCCC 2019
- Developed mentoring program
- Mentored assigned graduate students through their projects
- Led planning and running of annual meeting at CCCC
- Provided digital support for scholars who cannot attend annual meeting

Writing Center Assistant Director, Clemson University, AY 2015-2016

- Liaison to Pearce Center for Professional Communication, Gantt Multicultural Center, Michelin Career Center, Fullbright Office, Student and Faculty/Staff Government
- Public Relations and Promotional Coordinator
- Mentor Undergraduate and Graduate tutors
- ELL (English Language Learners) Reading/Writing Group Creator/Leader

Conference Coordinator, 8th Annual Carolina Rhetoric Conference, February 2015, Clemson University

Chair, Professional Enrichment Grant Committee, Clemson Graduate Student Government, 2012-2014

Graduate Assistantship, Clemson University, 2009-2010

Administrative Assistant to the Director of the M.A. in English Program, Catherine Paul and Alma Bennet

Professional Development

NetVUE Grant Vocational Education Workshop, first-year seminar design and reading group, January-August 2021

Inclusive Course Redesign Workshop, July 12-16 2021

Kevin Gannon, facilitator

Digital Humanities Summer Institute, Victoria University, Canada, June 2021

DHSI Conference and Colloquium

Courses: Project Management in the Humanities and Open/Social/Digital Humanities Pedagogy, Training, and Mentorship

Week 1 Workshop: Conceptualizing and Managing Your First Project in the Digital Humanities

Rhetorics of Race, Activism, and Survival. 2021 AEIR Camp Rhetoric Lecture Series, Feb 24-25 2021

Talk by Dr. Lisa Flores and Discussion

Talk by Dr. Lou Maraj and Discussion

Disability Visibility Reading Group, Alma College, Winter 2021

Workshop Leader (multiple sessions), Faculty Development for Online Pedagogies, May-August 2020

I am one of the go-to experts on teaching with technology at my institution.

Community Engaged Scholarship and Pedagogy Summer Intensive, Michigan State University Office of Outreach and Community Engagement, June 2019

Mexican Revolution Reacting To The Past game playtest, Alma College, June 2019

Workshop Lead Organizer, "Remixing Performance In Games," CCCC 2019

Meaningful Play Conference, Michigan State University, 2018, 2022

I took two undergraduate students with me to attend panels, speakers, and the games expo and to network about careers in game design.

Unity workshop, Wendi Sierra, Computers & Writing Conference 2018

Workshop Organizer, "Zork's Revenge: The Return of Interactive Fiction Texts (to Writing Courses)"
Computers and Writing Conference, May 2018

Workshop Lead Organizer, "Pedagogy and Playfulness: Exploring Games in the Classroom"
Conference on College Composition and Communication, March 2018

Grants Development Workshop, four sessions, AY 2017-2018

John N. Gardner Institute Gateway Course Experience Conference and various webinars, Las Vegas, NV, Winter 2017

Safe Zone Facilitator Training, Alma College, December 2016

Learning Outcomes Workshop, National Communication Association, October 2016

Online Education Certification, Clemson University, 2015

Service

Disciplinary/National

- Review Board Member, *Game Studies: The International Journal of Computer Games Research*, 2020-present
- Review Board Member, *ISLE: Interdisciplinary Studies in Literature and Environment*, 2019-present
- Manuscript reviews for Routledge and Macmillan, 2016-present
- Conference panel/presentation reviewer for DiGRA, CCCC, and C&W, 2016-present
- Council for Play and Game Studies Chair, 2016-2019

Alma College

- Board of Trustees Faculty Representative, Mission Fulfillment Committee, AY 2022-2023
- Educational Policy Committee, Alma College, AY 2021-2022
- Academic Return to Campus Task Force, summer 2020
- Diversity and Inclusion Advisory Board, 2018-2022

- Educational Technology Committee Chair, 2018-Present
- Educational Technology Committee, 2017-2022
- Venture Committee, 2018-2021
- Multi-Directional Mentoring Program, 2018-2020
- King, Chavez, Parks (KCP) Mentoring Program, AY 2017-present
- Learning Commons Committee, 2020-present
- Educational Policy Committee, Fall 2018 (sabbatical replacement)
- Safe Zone Facilitator, 2016-present
- IT Security and Technology Advisory Committee, AY 2017-2018
- Advisor for student groups: Alma College Gaming Guild and Alma College Action 2017-present
- Curriculum development for New Media Studies major, AY 2016-2017

Search Committees

- COM Marketing and PR, 2020-2021
- Art: 2D Specialist (Drawing and Painting), 2019-2020
- Art/New Media Studies: Graphic Design, 2019-2020
- Art: 3D Specialist (Ceramics, Sculpture), 2019
- Asst. Professor of Biochemistry: Biochemist/iGEM, 2017-2018

Clemson University

- RCID Advisory Council, Graduate Student Representative, Clemson University, AY 2015-2016
- Executive Vice President for Academic Affairs and Provost Search Committee, Graduate Student Representative, Clemson University, 2014
- Clemson Graduate Student Government, Graduate Elections Commissioner, 2014
- Symposium for Next Generation Learning, Clemson University, Graduate student representative, November 2013
- Coordinator and Discussion Leader, RCID Serious Games Colloquium, Spring 2013
- Steering Committee, Clemson Graduate Student Government, 2012-2013
- Clemson Graduate Student Government Senator, Clemson University, 2010-2011 and 2012-2013
- Professional Enrichment Grant Committee, Clemson University, 2010-2011
- Graduate Student Organizations Committee, Clemson University, 2010-2011
- Graduate Academic Grievance Committee, Clemson University, 2010-2011
- M.A. in English Committee, Clemson University, 2010-2011
- Society of English Graduate Students, Clemson University, 2009-2011
Steering Committee, 2010-2011
- Society of English Graduate Students Liaison, Volunteer, Fourth Annual Clemson Literary Festival, April 2011
- Steering Committee Member, Volunteer, Third Annual Clemson Literary Festival, April 2010

Lander University

- General Education/Writing Assessment Committee, Department of English and Foreign Languages, Lander University, 2011-2012
- Events and Public Relations Committee, Department of English and Foreign Languages, Lander University, 2011-2012
- Mission Task Force Committee, Lander University, 2011-2012
- Student Academic Showcase Planning Committee, Lander University, 2012

Conference Presentations

Roundtable on Depictions of Animals in Media, PopMEC 2022 Conference, September 2022

“There is No Planet B: A Milieu-Specific Analysis of *Outer Wilds*’ Unstable Spaces.” Ecogames Conference, Utrecht University, October 2021

“Umbilical Haunting: *Death Stranding* and Geographies of the Sixth Great Extinction,” Speculative Ecomedia stream, co-panelists Madison Myers and Alexandra Reznik, August 2021

“Critical Critters: How Audience Engagement Shapes *Critical Role*,” *The Community’s Critical Role in Twitch’s Most Popular D&D Stream*, Integrated Marketing Communication (IMC) Conference, co-panelists Chris Stuart and Evan Woolbright, June 2021

Accepted 2020, Reaccepted 2021, then canceled due to pandemic, Reaccepted for 2022: “Role-Playing Peer Review: Games and Gatekeepers” interactive panel. Conference on College Composition and Communication (CCCC) 2020

“Shark versus the Fiery Apocalypse: Play as Shark in *Maneater* and *The World of Darkness*.” *Perishing Twice: Elemental Tensions of Fire and Water in Games*. Thirteenth Biennial Association for Studies of Literature and Environment (ASLE) Conference 2019

“Quest With Class: Interactive Fictions and Diversity.” *Interactive Fictions and Accessibility*. Computers & Writing (C&W) 2018

“Video Game Design as Cli-Fi—and Activism.” *Videogames as Ecomedia*. Twelfth Biennial ASLE Conference

“Escort Mission: Navigating the Perils of Gaming with Kids.” *Multi-classing IRL: Gamers, Academics, Mothers*. C&W 2017

“Composing Alternative Identities.” *Writing, Rhetoric, and Role-Play: Cultivating Writing Connections through Role Playing Games in the Classroom and the Workplace*. CCCC 2017

“EcoComposition by Design.” *Cultivating EcoComposition: Enacting, Sustaining, and Innovating Composition Practices in the Anthropocene*. Presenter and Chair: CCCC 2017

“Playing Animal.” *Beyond the Human: Rhetorics of Defining, Becoming, and Playing “Animal.”* Rhetoric Society of America (RSA) 2016

“Designs That Play: Why Scholars Should Design Video Games.” “*Listen!*” *The Legend of the Social Justice Warrior, or: Games and Social Advocacy*. CCCC 2016

“Women Make, Gamers Feel Threatened.” *Altered (By) Women: Crafting, Playing Bodies*. Tenth Biennial Rhetorics and Feminisms Conference (RFC) 2015

“The Siren's Song: Monstrous Women in Video Games.” *Of Dungeon Crawls and Chthonic Uprisings: Unearthing the Ecological Subtexts of Games*. Eleventh Biennial ASLE Conference 2015

“The Vampire in the Video Game: Composing Arguments and Teaching With Video Games.” *Risky Composition: Game Design as Theory and Pedagogy*. CCCC 2015

“Play as Pedagogy.” *Open Axes*. CCCC 2014

“Serious Games and Serious Issues: Ecocriticism in Mojang’s *Minecraft*” Carolina Rhetoric Conference (CRC) 2014

“No Reflection.” *Mystorical Composition*. C&W 2013

“Players Gone Wild: *World of Warcraft*’s Ecological Ethics” Tenth Biennial ASLE Conference 2013

“‘You can understand now?’: The Possibility of Ecological Trauma in *the bone people*” Ninth Biennial ASLE Conference 2011

“What Nature Offers Culture: Slavery, Community, and the Natural World in *Beloved* and *The Known World*”, Acacia Conference 2010

Grants

Applied, NEH Implementation grant, Interdisciplinary Seminar Implementation, 2022

In an effort to fund faculty development of innovative course designs for our new Interdisciplinary Seminar (IS) course, we are applying in the Fall of 2022 for an NEH Implementation grant of up to \$150,000. The IS will work best if taught collaboratively, and the grant will help the institution support co-teaching and development of courses.

CORE grants, Alma College, in support of summer research with student mentees, 2019, 2020, 2021

\$1,500 for instructor, \$4,000 per student + \$750 budget for materials per student

I mentor the graphic design student, social media content creators, and podcasters on the iGEM (International Genetically Engineered Machine) team. I coordinate wiki development and educational community outreach efforts with students working on the human practices aspect of the project. I also mentor the team as they prepare to publicly present the project at the competition.

Applied, NEH Implementation grant, collaborative curricular structures, 2019 & 2020

My proposal for this grant of \$100,000 over three years puts forward a tiered structure of course clusters creating a more intentional Game Design concentration in the New Media Studies major. Collaborators include faculty in Computer Science, Art, and English. My course offerings in the structure would be Game Design I & II, Storytelling for Games, Games and Society first-year seminar, and capstone course.

Unsurprisingly, convincing NEH to support game design as a humanities discipline has proven tricky; I submitted the grant twice before refocusing on other curricular efforts at Alma.

Plaid Connects: First-Year Experience App

As part of a CORE grant and in fulfillment of the internship requirement for his major, one of my students coordinated with external developers to negotiate design of an app to improve engagement and connection for first-year Alma students.

Mellon Foundation Award, in support of curricular innovations at Alma College, NMS 180: Ecomedia in the four course cluster *Environmentalism Now!*, 2017; collaborators: Amanda Harwood and Maya Dora-Laskey

Anderson Teaching and Learning Association Grant, February 2017

John N. Gardner Institute 2017 Gateway Course Experience Conference and to support implementation of at least one strategy for high impact pedagogy in NMS 130: Interactive Media and NMS 310: Social Media

Graduate Student Research Award, College of Arts, Architecture, and Humanities, Clemson University, AY 2015-2016

Pearce Center for Professional Communication Grant, Clemson University, 2014

Graduate Student Research Award, College of Arts, Architecture, and Humanities, Clemson University, AY 2013
2014

Professional Enrichment Grants, Clemson University
Summer 2015, Spring 2015, Summer 2014, Spring 2014, Spring 2013, Spring 2011

Invitations and Awards

Panelist, Cosmos Science City, “The Emerging Video Games Industry” 4 July 2023
<https://cosmosmagazine.com/people/citizenscience/cosmos-science-city/?fbclid=IwAR2eKKoctxfGs-nllGBdfQDLl2IzK8w0HMg3GdaiguD23MhyYuIShiHxpro>

Distinguished Speaker, RCID Homecoming Research Forum, Clemson University, 2022
“Giving Pandemic a Face: Ecophobia in *A Plague Tale: Innocence*”

Andison Award for Excellence in Teaching, Alma College, April 2022

“*Stardew Valley* and Ability”
Guest Speaker, *Magical Mayhem: A Podcast of Disability and Pop Culture*, host Kelsey Taylor, April 2021

The Mixed Realities of Gaming: “Is Green Gaming An Oxymoron?”, “Analog By Design”, “Queer, Feminist, and Race-Conscious Game Studies”, “Games of Emyre (Beyond the USA)”
Invited Contributor, [emyre] listserv conversation, March 2020

“*Mulaka* and Mexican Representations of Indigeneity”
Guest Lecturer, World Languages and Cultures 101, Alma College, February 2019, November 2019, April 2021

“*Eco*: Environmentalism and Gaming”
Guest Streamer, Looking For Good at University of Florida (@lfgatuf), July 17, 2019

“Intersectionality in Action”
Invited Speaker, Diversity Dialogues, Alma College, October 2018

“Feminism Is More Relevant Than Ever”
Invited Speaker, Diversity Dialogues, Alma College, January 2018

“Gaming With Your Kids”
Guest Speaker, *Not Your Mama's Gamer* podcast, episode 149, Samantha Blackmon, Purdue University, April 2017

“Rise of the Mandalorians: A Star Wars Costuming Fandom Reacts to Intersectional New Canon.” *Media Commons: A Digital Scholarly Network*. December 2016.
<http://mediacommons.org/fieldguide/question/what-elements-do-you-believe-motivate-reaction-fan-culture-and-how-do-they-relate-recent--9>

“Creating Inclusive Classroom Environments”
Invited Speaker, Diversity Dialogues, Alma College, September 2016

“Apps to Adventures: Explorations in Video Game Design”
Invited Speaker, Research Forum, RCID Colloquium, Clemson University, April 2015

Distinguished Graduate Student in Research Fellowship, Clemson University, AY 2014-2015

This award is almost never given to students in the humanities, so I was especially honored to receive it.

Presidential Leadership Award, Graduate Student Government, Clemson University, 2014

“Vampires and Video Games”

Invited Speaker, The English Hour, Clemson University, November 2013

Fred W. Shilstone Award, Best Graduate Thesis in the Clemson English Department, 2011

Professional Organizations

Council for Play and Game Studies (CPGS), 2015-present

National Communication Association (NCA), 2016-present

National Council for Teachers of English (NCTE), 2014-present

Society for the Third Sophistic (S3S), Clemson University, 2012-present

Association for the Study of Literature and Environment (ASLE), 2010-present

Charity Work and Volunteering

Mandalorian Mercs Costuming Charity Organization

- Education Team: instructional design, content creation, video production, 2018-2020
- Public Relations and Marketing team: social media management, 2017-2020