

stephanie boluk

ASSISTANT PROFESSOR
GRADUATE PROGRAM IN
MEDIA STUDIES
PRATT INSTITUTE

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BROOKLYN, NY
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COMPARATIVE MEDIA STUDIES, GAME STUDIES, CRITICAL THEORY, UTOPIAN STUDIES; ELECTRONIC LITERATURE, VIRTUAL ECONOMIES, DIGITAL LABOR, ALT-CURRENCIES

Education

Ph.D. in English (Film and Media Studies), University of Florida (2011)
M.A. in English, McGill University (2004)
B.A. in English and Western Society & Culture, Concordia University (2002)
D.E.C. in Health Sciences, International Baccalaureate Program, Champlain College (1998)

Teaching

Assistant Professor, Pratt Institute, 2013-

• Currently teaching in the [Graduate Program in Media Studies](#) in the Humanities and Media Studies Department. See <http://stephanieboluk.com> for blogs and complete syllabi.

HMS 540 – Metagames Special Topic: Gender & Videogames

In the past year gender has become a flashpoint within the videogame community. This class will engage in a semester-long examination of how technology and gender operate not only in videogames, but also within the history of digital media and computation more broadly. Richard Garfield writes, “a game without a metagame is like an idealized object in physics. It may be a useful construct but it doesn't really exist.” And although the term *metagame* has a long history in strategy games and tabletop roleplaying, more recently, it has become a common label for describing min-maxing in massively multiplayer online games, the latest exploits discovered in speedrunning, and the ever-shifting strategies in competitive games and e-sports, it is important to remember that the metagame also includes the most toxic elements of videogame culture (sexual harassment, doxxing, griefing, etc.). What the metagame identifies is not the history of the *game*, but the history of *play*. Within this history of play, however, issues of gender, race, sexuality, class, and ability are not often regarded as elements that are as important to the game as mouse, keyboard, console, and controller.

HMS 540 – Money as Medium

This course investigates the first digital medium, the one which now appears necessary and universal, and which radically impacted the emergence of culture, subjectivity, objectivity and “civilization”: money. We will investigate the current co-evolution of aesthetics and financialization in what has come to be called “digital culture.” We begin reading Marx’s analysis of capital and his theories of money. In order to better understand the nature and effects of the emerging world money-system we will also explore the growing technologies of finance (from ancient coins and paper currency to credit economies, derivatives, and ultrafast algorithmic trading), transformations in perception (fetishism, visibility, attention economies), shifts in the built environment (urbanism, gentrification, the slum, digital spaces, and augmented realities), aspects of the geo-political (colonialism, racism, imperialism, globality, rentier capitalism), and a brief history of philosophical modes of abstraction. Money will also be considered alongside other media of exchange and mobilization including print, photography, the road, the railroad, cinema, and networked and programmable technology. Students will be expected draw on their reading and research in order to realize a project of their own design using money as a medium.

HMS 440 – Surveillance Cultures

From surveillance to sousveillance to dataveillance the course will examine how societies of control are shaped through governmental, political, social, and cultural forms of monitoring. We will survey theories ranging from Bentham’s “Panopticon,” Orwell’s “Big Brother,” Deleuze’s “Societies of Control” and Galloway and Thacker’s “Protocological Control” in an attempt to think about our contemporary moment of financialization, securitization, and informatization.

HMS 549 – Media Studies Thesis Workshop

This course prepares students for the production of a scholarly thesis or critical media project. It is run as a workshop and requires active participation and engagement in the form of attendance, continuous research and work on your thesis. Students will be expected to engage in rigorous peer review and critique. During the semester, students are responsible for revising their thesis prospectus, completing a proposal, detailed timeline, annotated bibliography and, eventually, a partial draft of thesis work.

HMS 549 – Media Studies Core Seminar: Mediologies II

Mediologies II provides a survey of contemporary media theory based on specific case studies drawn from a diverse archive of media artifacts, industries, and technologies. Moving from orality and print to software and wetware while examining objects such as bookrolls, GUIs, and Brain-Machine interfaces, the objective of the course is to (1) examine the historical and material specificity of different media technologies and the forms of social life they enable; (2) engage critical debates about media, culture and power; and (3)

consider problems of reading posed by specific media objects and processes. Our goal throughout is to develop the research tools, modes of reading, and forms of critical practice to better understand both our present media ecology as well as the past.

HMS 540 – Electronic Literature

What is electronic literature? This course analyzes the institutional authorities, historical genealogies, theoretical interests, critical audiences, and market values that have produced this constellation of "digital-born" writing practices on both page and screen. Readings cover the history of computational media accompanied by the writing of information and media theorists (e.g., Bush, Turing, McLuhan, Hayles, Hansen, etc.), alongside literary and artistic precedents of electronic literature (e.g., Tzara, Burroughs, Borges, Perec, Queneau, etc). Works examined will potentially include net art, hypertext fiction, generative poetry, alternate reality games, interactive fiction, videogames, and digital-born print novels.

HMS 549 - Encounters

Encounters allow Media Studies graduate students to explore the intellectual, artistic, and political life of New York through a program of events, including speakers, films, presentations, projects, outings, gallery shows and various other activities designed to introduce a widely varied set of media practices and theories. Seminar-style discussions will be held during weeks in which events are not scheduled.

HMS 540 – Metagames

At the start of the twenty-first century, games have been rapidly expanding to become a dominant cultural interface. From romhacking to raiding and from esports to experimental artgames, this course will explore the way in which play and production are entangled in contemporary gamespaces. By thinking in terms of metagames: games about games, games within games, and the games around games we will play with practice and practice play.

HMS 440 – Contemporary Media Theory

Contemporary Media Theory surveys key critical approaches in media studies anchored around a diverse archive of media artifacts, industries, and technologies: from orality to software to wetware, from bookrolls to GUIs to Brain Machine Interfaces. We examine the historical and material specificity of different media technologies and the forms of social life they enable. The class will engage critical debates about media, culture and power and consider problems of reading posed by specific media objects and processes. Our goal throughout is to develop the research tools, modes of reading, and forms of critical practice to better operate within the current world-media system.

Postdoctoral Fellow, Vassar College, 2011-2013

MEDS 250: Digital Arts/E-Poetries

This course explores the relationship between digital art and electronic literature. Material examined includes generative poetry, netart, hypertext fiction, codework, interactive fiction, locative narratives (ARGs), bioart, database art, critical interface design, and videogames.

MEDS 250: Virtual Worlds and Utopia

This course explores experimental and critical forms of game design and game space in conjunction with philosophical and literary text on theories of utopia and the virtual.

MEDS 160: Approaches to Media Studies

This course offers a survey of theoretical approaches and practice-based methodologies in Media Studies.

Instructor, University of Florida, 2007-2010

• Designed and taught courses in composition, literature, film and digital media to classes of 19-35 students. See <http://stephanieboluk.com> for blogs and complete syllabi.

EUS/LIT 4930: Plague and European Culture

This course examines the history of European plague and the tradition of plague writing that developed around biological epidemics.

LIT 3003: Forms of Narrative

This course investigates the various historical definitions of narrative and applies methodologies for critically analyzing storytelling in multimodal forms with the goal of developing a transmedial narratology.

ENG 2300: Intro to Film Analysis

This course traces the history of film and film theory and teaches students to master film language and terminology.

AML 2070: Tourists, Travelers and Expats—The American Abroad

This survey of American literature examines American travel writers and the formation of national identities in conversation with issues such as dislocation, cosmopolitanism, and globalization.

Teaching Assistant, McGill University, Fall 2004-Winter 2004

• Teaching assistant to Professors Derek Nystrom and Ned Schantz.

ENG 275: Introduction to Cultural Studies
ENG 276: Methods of Cultural Analysis

Grading Assistant, McGill University, Summer 2004

ENG 430: Comedy

Books

Electronic Literature Vol. 3. Co-edited with Leonardo Flores, Jacob Garbe, and Anastasia Salter. Published by the Electronic Literature Organization. (forthcoming Fall 2015)

Metagames: Videogames and the Practice of Play. (Under advance contract with University of Minnesota Press). Co-authored with Patrick LeMieux (in progress)

Generation Z: Essays on the Living Dead in Modern Culture. Stephanie Boluk and Wylie Lenz, eds. Jefferson, NC: McFarland & Co. (2011). Includes essay "Generation Z—The Age of Apocalypse" (avail. here: http://stephanieboluk.com/docs/Boluk-Lenz_Zombies.pdf)

Book Chapters

"Love's Labor's Lost: Procedural Love and Political Games." *The Next Generation: Emerging Voices in Utopian Studies*. Wegner, Phillip E., Ed. Ralahine Utopian Studies series. Oxford: Peter Lang, (Forthcoming 2016)

"Metagames." *Debugging Game History: A Critical Lexicon*. Eds. Raiford Guins and Henry Lowood. Cambridge, MA: MIT Press (Forthcoming Fall 2015). With Patrick LeMieux.

"Serial Death and the Zombie: The Networked Necronomics of *Left 4 Dead*" *Birthing the Monster of Tomorrow: Unnatural Reproductions*. Eds. Brandy Shillace and Andrea Wood. Cambria Press (2014).

"Dwarven Epitaphs: Procedurally-Generated Storytelling in Videogames." *Comparative Textual Media: Interplays Between Making and Critique*. N. Katherine Hayles and Jessica Pressman (eds). Minneapolis: University of Minnesota Press (2013). With Patrick LeMieux.

Journals (Refereed)

"Blondie and the End of History." (in progress for special issue of *Extrapolation*, on "Late Capitalism and Mere Genre," guest edited by Gerry Canavan and Ben Robertson).

"Just Humanities." *Electronic Book Review*. March 2014.
www.electronicbookreview.com/thread/electropoetics/JH

"Stretched Skulls: Anamorphic Games and the *Memento Mortem Mortis*." *Digital Humanities Quarterly* 6.2 (Fall 2012). Co-authored with Patrick LeMieux.
<http://www.digitalhumanities.org/dhq/vol/6/2/000122/000122.html>

"Hundred Thousand Billion Fingers: Seriality and Critical Game Practices." *Leonardo Electronic Almanac*. 17.2, 10-31 (MIT Press). Co-authored with Patrick LeMieux.
<http://www.leoalmanac.org/vol17-no2-hundred-thousand-billion-fingers/>

"Annotating *Adventure*." *Electronic Book Review* (May 2011). Co-authored with Patrick LeMieux.
<http://www.electronicbookreview.com/thread/firstperson/colossalintro>

"Infection, Media, and Capitalism: From Early Modern Plagues to Postmodern Zombies." *Journal for Early Modern Cultural Studies*. 10.2 (Fall/Winter 2010): 127-148. Co-authored with Wylie Lenz.
<http://muse.jhu.edu/journals/jem/summary/vo10/10.2.boluk.html>

"Anthological and Archaeological Approaches to Digital Media: A Review of Electronic Literature and Prehistoric Digital Poetry." *Postmodern Culture*, 19.2 (2009). <http://elmcp.net/critical-writing/anthological-and-archaeological-approaches-digital-media-review-electronic>

"Critical Cyberculture Studies." (book review) *New Media & Society*, 9.6 (2007): 1037-1039.
<http://www.forum.newmediaandsociety.com/wp-content/uploads/2008/01/9-6.pdf>

"Marcel O'Gorman. *E-Crit: Digital Media, Critical Theory and the Humanities*." (book review) *Journal of Visual Culture*, 6.2 (2007): 306-309. <http://vcu.sagepub.com/content/6/2.toc>

"Editor's Introduction." *ImageText*. 2.2 (Winter 2006). [Editorial Introduction to Issue]
http://www.english.ufl.edu/imagetext/archives/v2_2/welcome.shtml

Proceedings

"Money as Medium, *Speculation* and *Script*." *Lateral 3* (Spring 2014).
<http://lateral.culturalstudiesassociation.org/issue3/ecologies/boluk/main>

"Seriality, the Literary and Database in *Homestar Runner*: Some Old Issues in New Media." *Proceedings of the 8th Digital Arts and Culture Conference, After Media: Embodiment and Context*. University of California Press: Irvine (2009).
<http://www.escholarship.org/uc/item/07z9459z?display=all> [Peer Reviewed]

"Eccentric Spaces and Filmic Traces: Portals in Aperture Laboratories and New York City." *Proceedings of the 8th Digital Arts and Culture Conference, After Media: Embodiment and Context*. University of California Press: Irvine (2009). Co-authored with Patrick LeMieux.
<http://www.escholarship.org/uc/item/95b6t1cm?display=all> [Peer Reviewed]

Invited Talks

"Welcome to Flatland: Money, Metagames, and Valve's Digital Economy." School of Media Studies' Monday Night Lecture Series. The New School. NYC, NY. April 20, 2015

"Metagaming: Videogames and the Practice of Play." University of Florida. Digital Assembly Workshop. February 19-20, 2015. <https://www.facebook.com/events/319631098237580/>

"Breaking the Metagame: 17 Seconds in *Dota 2*." With Patrick LeMieux. Drexel University, ExCite Center. Philadelphia, PA. October 21, 2014.

"Symbolic Xchanges: Poetry, Money, ARGs." Network Ecologies Symposium Duke University, Durham, NC, October 18-19, 2013. http://sites.fhi.duke.edu/ecologyofnetworks/network_ecologies-symposium/

"Metagames: Alternative Histories of Play." Plenary Keynote for Interface 2013: Creative and Critical Approaches to the Digital Humanities" Videogames & the Humanities." Carleton University, Ottawa, Ontario, Canada. May 3-4, 2013. <http://interface2013.wordpress.com/schedule/>

"Videogames & the Humanities." Exploring the [Digital] Medium: Gaming the Humanities. Speaker and respondent. Uppsala, Sweden. Uppsala University. May 28, 2012.
http://peterwaites.com/edm/event_052812_symposium.html

IRQ Panelist. Interrupt II. Brown University, Providence, RI, February 10-12. <http://literalart.net/>

"On Kawara and Long Duration." Lecture in the On Kawara room at Dia Beacon. Beacon, NY. (Nov 12, 2011)

"Minimal, Serial, Procedural: Video Game Post-Histories." Experiencing Virtual Worlds Working Group, Duke University, Durham, NC, October 6, 2010.

"Minimal, Abstract, Eccentric, and Procedural: Game Genres." Spring 2010. Invited to DIG6647, University of Central Florida, Orlando, FL, April 7, 2010.

Presentations

"Of Mice and Manicules: Making History and Race Visible in the Right White Hand of Games and GUIs" Interrupt III. Brown University. Providence, RI. March 13, 2015. (Invited IRQ Presenter)
<http://www irq3.interrupt.xyz/>

"Introduction To Game Analysis: Book Launch Panel for Clara Fernández-Vara." NYU Game Center. November 6, 2014.

"Welcome to Flatland: Valve's Productivity Wager." [28th Annual Conference of the Society for Literature, Science, and the Arts](#). Dallas, TX. October 6-8, 2014.

"Immaterial Labour Roundtable" [28th Annual Conference of the Society for Literature, Science, and the Arts](#). Society for Utopian Studies. Montreal, QC. October 23-26, 2014.

"From steam powered to Steam Powered: Valve's Post-Industrial Management Philosophy" [28th Annual Conference of the Society for Literature, Science, and the Arts](#). Society for Utopian Studies. Montreal, QC. October 23-26, 2014.

"Roundtable Discussion with Khavn De La Cruz on *Squatterpunk*" With Jonathan Beller, James Hannaham, and Ethan Spigland. Pratt Institute. August 29, 2014.

"Echo Chambers: The Colossal Cave within House of Leaves" Hold the Light: Electronic Literature Organization. University of Wisconsin-Milwaukee. June 19-21, 2014.

“Money as Medium: Financial Ecologies and Poetic Practices.” Cultural Studies Association: Ecologies: Relations of Culture, Matter, and Power University of Utah, Salt Lake City. May 29-31, 2014.

“ARGHHHH!: The Joys and Frustrations of Teaching with Alternate Reality Games” [Roundtable at the Resistance + Appropriation: Association of Internet Researchers \(AoIR\)](#), Denver, CO. October 24-27, 2013.

“The Language of Finance: Money and Poetry in Speculation” [Society for Utopian Studies \(38th Annual Meeting\)](#), Charleston, South Carolina, November 14-17, 2013.

“What Should We Do With our Games?” [27th Annual Conference of the Society for Literature, Science and the Arts \(SLSA\)](#) Notre Dame, South Bend, IN WI. October 3-6, 2013.

“Symbolic Xchanges: Poetry, Money, ARGs” [27th Annual Conference of the Society for Literature, Science and the Arts \(SLSA\)](#) Notre Dame, South Bend, IN WI. October 3-6, 2013.

“The Phantom Pain, The Helen Keller Simulator, and Disability in Games” [Chercher le texte: manifestation internationale de littérature numérique](#). Electronic Literature Organization. Paris, France, September 23-28.

“Speculation: An Alternate Reality Game.” Humanities, Arts, Science, and Technology Advanced Collaboratory (HASTAC). York University, Toronto, On. April 25-28, 2013.
<http://hastac2013.org/schedule-2/stephanie-boluk/> 90 Minute presentation + performance with Patrick LeMieux and Patrick Jagoda.

“Lens Caps: The Dark Side of Digital Games.” [The Dark Side of the Digital. A Center for 21st Century Studies Conference](#). University of Wisconsin-Milwaukee: May-2-4, 2013

“What Should We Do With Our Games?” in “Practicing Digital Theory; Theorizing Digital Practice.” Modern Language Association (MLA 2013), Boston, Mass (Jan 3-7 2013)

“Of Metagames, Metafiction, and Money: Towards a Statistical Hermeneutics and a Nonhuman Model of Spectatorship” Society for Utopian Studies (37th Annual Meeting). Toronto, Ontario, Oct 4-7, 2012.

“Dwarven Epitaphs: Procedurally-Generated Storytelling in *Dwarf Fortress*.” The Nonhuman: 26rd Annual Conference of the Society for Literature, Science and the Arts (SLSA), Milwaukee, WI: Sept 27-30, 2012.

“The Turn of the Tide: E-Sports and *Moneyball*” The Nonhuman: 26rd Annual Conference of the Society for Literature, Science and the Arts (SLSA), Milwaukee, WI: Sept 27-30, 2012.

Panelist on “The Future of the Electronic Literature Organization.” Electronic Literature 2012: Electrifying Literature. Morgantown, WV, June 20-23, 2012.

“Dwarven Epitaphs: Procedurally-Generated Storytelling in Dwarf Fortress.” Electronic Literature 2012: Electrifying Literature. Morgantown, WV, June 20-23, 2012.

“Stretched Skulls: Anamorphic Games and the *Memento Mortem Mortis*.” The Nonhuman Turn in 21st Century Studies. A Center for 21st Century Studies Conference. University of Wisconsin-Milwaukee, May 3-5, 2012.

Invited thread leader for Critical Code Studies Working Group 2012: Reading Code in Context. Online. Feb 14-21, 2012.

“State of Play: Procedural Love and Ludic Labor.” Marxism and New Media. Duke University, Durham, NC. March 19-21, 2012.

“Make *Love*, Not *Warcraft*: Virtual Worlds and Utopia” in the Digital Humanities Panel “Transmedia Storytelling and Literary Games” at MLA 2012. Seattle, WA. Jan 5-8, 2012.

“Work, Games, and Utopia.” Society for Utopian Studies (36th Annual Meeting): Archiving Utopia-Utopia as Archive. State College, PA. Oct 20-23, 2011

“Stretched Skulls: Anamorphic Games and the *Memento Mortem Mortis*” 25rd Annual Conference of the Society for Literature, Science and the Arts Kitchener, ON. Sept 22-25, 2011.

“On Kawara and Kawara Machines: Data and Data Analytics.” Duration Before (and After) Media. OCAD University, Toronto, ON, Aug 10-12.

"The End of Time: On Kawara and Kawara Machines." E-Poetry 2010: International Digital|Arts|Poetics Festival. SUNY Buffalo, NY, May 18-21, 2011.

"Pedagogies of Play: Roundtable with Stephanie Boluk (University of Florida), Patrick LeMieux (Duke University), Patrick Jagoda (University of Chicago), Victoria Szabo (Duke University)." Shifting Platforms: New Media, Emerging Literacies, and the Writing Teacher, North Carolina Writing Symposium. North Carolina State University. Raleigh, NC, February 4-5, 2010.

"End Games." Duke University, Visual Studies Rendez-Vous. Durham, NC. Dec. 2, 2010.

"The Disenchantment of Time': Seriality and Procedurality in On Kawara's *Today* series." 24th Annual Conference of the Society for Literature, Science and the Arts. Indianapolis, IN, October 28-31, 2010.

"Hundred Thousand Billion Fingers: Seriality and Critical Game Practices" Electronic Literature Organization: Archive and Innovate, The 4th International Conference and Festival of the Electronic Literature Organization" Brown University, Providence, RI, June 3-6, 2010.

"Anamorphic Subjectivity: Simulating the Digital Any-Space-Whatever in Eccentric Games." Futures of Digital Studies 2010, 5th Annual Digital Assembly Conference. University of Florida, Gainesville FL, February 25-27, 2010.

"Seriality, the Literary and Database in *Homestar Runner*: Some Old Issues in New Media." Digital Arts and Culture 2009. Irvine, CA, December 12-15, 2009.

"Eccentric Spaces and Filmic Traces: Portals in Aperture Laboratories and New York City." Digital Arts and Culture 2009. University of California, Irvine, CA, December 12-15, 2009.

"Database Aesthetics and Homestarrunner.com." 23rd Annual Conference of the Society for Literature, Science and the Arts. Atlanta, GA, November 5-8, 2009.

"*Blondie* and the End of History." Society for Utopian Studies. New Orleans, LA, October 29-Nov 1, 2009.

"*Blondie*: The Cultural Logic of Late Capitalism." PCA/ACA. New Orleans, LA, April 8-11, 2009.

"Linguistic Games in the Work of Ousmane Sembène." Metropolis and Colony, University of Florida, Gainesville, FL, March 20-21, 2009.

"Media, Capitalism, and Infection" Rhetorics of Plague: Early/Modern Trajectories of Biohazard, SUNY – University at Albany, Albany, NY, February 26-27, 2009.

"Juche's Promise Lands: The Worker's Paradise and the Dream of Reunification." 9th Annual Marxist Reading Group Conference, Gainesville, FL, March 29-31, 2007.

"Language, Culture and Kinship in Ousame Sembene's *Faat Kiné*." 8th Annual Marxist Reading Group Conference, Gainesville, FL, March 30-April 1, 2006.

"Jesus! What's the Matter with You?": Serialization in Chester Brown's *Yummy Fur*." 2006 PCA/ACA Conference, Atlanta, GA, April 12-15, 2006.

"The Archive and the Exhibit: Working with Special Collections." 4th Annual UF Comics Conference, Gainesville, FL, February 23-25, 2006.

"75 Years of *Blondie*: 1930-2005." UF EGO Conference, Gainesville, FL, October 27-28, 2005.

"Roadblocks: Resisting the Reader in *Palestine* and *Louis Riel*." 10th Annual Graduate Symposium on Language and Literature, Montreal, QC, March 20-21, 2004

Organizer & Panel Chair

"The Posthuman" Pratt Download 2014. Pratt Institute. Brooklyn, NY. October 18, 2014. Participants: Anthony Antonellis, Meredith Bak, Zach Blas, and Ursula Endlicher.

Critical Games Studies track. Co-organized series of panels with Patrick Jagoda (University of Chicago). 27th Annual Conference of the Society for Literature, Science and the Arts Notre Dame, South Bend, IN WI. October 3-6, 2013.

Critical Games Studies track. Co-organized series of panels with Patrick Jagoda (University of Chicago). 26th Annual Conference of the Society for Literature, Science and the Arts Milwaukee, WI. Sept 27-30, 2012.

Critical Games Studies track. Co-organized series of panels with Patrick Jagoda (University of Chicago). 25th Annual Conference of the Society for Literature, Science and the Arts Kitchener, ON. Sept 22-25, 2011.

"The Arts II: Digital Media." 24th Annual Conference of the Society for Literature, Science and the Arts. Indianapolis, IN, October 28-31, 2010

"Projecting the Self Online." 4th Annual Digital Assembly Conference. University of Florida, Gainesville, FL, March 6-7, 2009.

"Modernism." 11th Annual Marxist Reading Group Conference. University of Florida, Gainesville, FL, March 26-28, 2009.

"Representation in the Americas." 7th Annual Comics Conference. University of Florida, Gainesville, FL, March 21-22, 2009.

"Graphical Representations In/Of Fantasy." 2007 Annual EGO Conference, Gainesville, FL, Oct 18-19, 2007.

Second Annual Game Studies Conference. Gainesville, FL, April 6-7, 2005.

"Of Mice, Men and Supermen: Comics and the Representation of History." 10th Annual Graduate Symposium on Language and Literature, Montreal, QC, March 20-21, 2004

"Beyond Surveillance." [CTRL] Conference. Montreal, QC, October 22-23, 2004.

Radio & Newspaper

Reporter, National Public Radio, 2006-2007

- Wrote and delivered the following pieces for *Recess!*, a daily, three minute radio show about children's culture broadcasted on NPR stations across the United States:

"Comics Artists Tom Hart and Leila Corman." *Recess!* NPR WUFT-FM, Gainesville, FL. July 17, 2007.

"The Comics Code." *Recess!* NPR WUFT-FM, Gainesville, FL. June 21, 2007.

"Dylan Horrocks." *Recess!* NPR WUFT-FM, Gainesville, FL. May 17, 2007.

"Nate Powell." *Recess!* NPR WUFT-FM, Gainesville, FL. May 16, 2007.

"EduComics." *Recess!* NPR WUFT-FM, Gainesville, FL. November 30, 2006.

"Happy Pepero Day." *Recess!* NPR WUFT-FM, Gainesville, FL. November 9, 2006.

"Bone." *Recess!* NPR WUFT-FM, Gainesville, FL. August 15, 2006.

"Tale of Tales/Little Grey Wolf." *Recess!* NPR WUFT-FM, Gainesville, FL. August 3, 2006.

"Good Ol' Jeffrey Brown." (Cover Story) *The Satellite*. August 2006.

Professional Experience

Production Editor, *ImageText* (<http://www.english.ufl.edu/imagetext/>), September 2008-2010

- Assisted in management and publication of an interdisciplinary academic journal
- Duties included overseeing editorial staff in copyediting, proofing and formatting articles
- Built new production tools

Editorial Staff, *ImageText*, September 2005-2010

- Peer reviewed, copyedited and formatted articles for publication

Writing Tutor, UF Reading & Writing Center (<http://www.at.ufl.edu/rwcenter/>), Spring 2009

- Taught writing skills for professional and academic contexts
- Assisted second language students in improving communication and writing abilities
- Prepared students for standardized writing, grammar and reading exams (e.g. CLAST)

Editorial Assistant, *World Development*, September 2004-August 2005

- Assisted in the management of an international, multi-disciplinary journal devoted to the study and promotion of world development

Copyeditor, Department of Chemistry, McGill University, August 2005-2007

- Proofread and edited articles and book chapters in preparation for their publication.

Exam Invigilator, McGill University, 2002-2004

- Administered final exams

Research Assistant to Dr. Katherine Addleman, a freelance medical writer, 2003-2004
• Gathered information and assist in the writing of articles in the field of health and medicine

Research Assistant to Dr. Ariela Freedman, Concordia University, Fall 2000-Fall 2002
• Research focused on British modernism, WWI and contemporary Indian postcolonialism
• Performed editorial work such as the reviewing, indexing and proofreading of manuscripts
• Investigated publication laws and guidelines; communicated with publishing houses

Service

Arts Papers Primary Reviewer/Juror for SIGGRAPH 2015 special issue of *Leonardo* (MIT Press).
March 20-22. The Art Papers Jury Meeting. Chicago, IL.

Juror for “2015 Electronic Literature Conference: The Ends of Electronic Literature.” Electronic Literature Organization. Bergen, Norway.

Judge for Edward F. Bruns essay award: Awarded for the best essay by graduate student member of SLSA.

2014 Judge for “The N. Katherine Hayles Award for Criticism of Electronic Literature.” Electronic Literature Organization.

Juror for “Hold The Light: Media Arts Show” at the Electronic Literature Organization conference. Milwaukee, WI. July 19-21, 2014.

Carolyn Grant Faculty Conversations Grant. Co-organized with Tom Ellman and Eva Woods.
“Physical Computing for Projects in Art, Science and Media Studies” April 4, 2012.

Conference Organizer. 5th Annual Digital Assembly Conference: Futures of Digital Studies. February 25-27, 2010.

Conference Organizer. 4th Annual Digital Assembly Conference: Media and Materiality. March 6-7, 2009.

Conference Organizer. World Building: 2007 Joint UF Conferences on Games & Digital Media and Comics & Graphic Novels. March 1-2 and 3-4, 2006.

Conference Organizer. “Comics and Childhood: The 4th Annual UF Comics Conference.” February 24-25, 2006.

Exhibitions/ Curation

Artist Residency. “Tilt/Shift.” Cannon Gallery of Art, University of Western Oregon. Monmouth, OR. September 15-October 8, 2014 <https://www.wou.edu/las/creativearts/art/gallery/tilt-shift.php>

Curatorial Assistant, “Text Fields.” J. Wayne Reitz Union Gallery. Feb 25-27, 2010.

Curator, “Digital Assembly 2009: Digital Materiality” WARP Haus. March 6-7, 2009.

Curator. “Comics and Childhood from Katzenjammer Kids to Klarion.” Special and Area Studies Collections, University of Florida, February-March, 2005.

Curator. “75 Years of Blondie: 1930-2005.” Special and Area Studies Collections, University of Florida, October 2005.

Awards

Carolyn Grant Faculty Conversations Grant (2012).

Vassar Faculty Research Grant (2011-2012, funding to write and program for *Metagames*)

University of Florida Alumni Doctoral Fellowship, 2005-2009

Fonds de recherche sur la société et la culture (FQRSC) Doctoral Research Scholarship, 2005-2008

SLSA Travel Grant (2010)

Arthur O. Lewis Award (best essay by an untenured scholar, Society for Utopian Studies, 2009)

Bruns Essay Prize (best essay by graduate student member of SLSA, 2009, reviewed by Eugene Thacker)

M. Thomas Inge Award for Comics Scholarship (2009)

European Studies Course Development Grant (2009)

University of Florida Graduate Travel Grant (2009-2010)

Concordia University Medal for English, 2002 (most outstanding graduating student)

Undergraduate Research Scholarship, 2002

George Rude Scholarship, 1999