IAN BOGOST
CURRICULUM VITAE

Ivan Allen College Distinguished Chair in Media Studies
Professor of Interactive Computing
Professor, Scheller College of Business
Professor of Architecture
Georgia Institute of Technology

Founding Partner, Persuasive Games LLC
Contributing Editor, *The Atlantic*

CONTACT

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I.   EARNED DEGREES

Ph.D., Comparative Literature, University of California, Los Angeles, 2004.
M.A., Comparative Literature, University of California, Los Angeles, 2001.
B.A., Philosophy & Comparative Literature, University of Southern California, 1998.
    Magna Cum Laude, Phi Beta Kappa
Diplôme Approfondi de Langue Français, Centre International d'Etudes
Pédagogiques, 1997.

II.   EMPLOYMENT

2019–2022
    Adjunct Professor (not in residence)
    Centre for Digital Humanities
    Brock University
    St. Catherines, Ontario, Canada

2013 – present
    Contributing Editor
    The Atlantic

2012 – present
    Ivan Allen College Distinguished Chair in Media Studies
        School of Literature, Media, and Communication, Ivan Allen College

Professor of Interactive Computing
    School of Interactive Computing, College of Computing
Professor of Business (2014–)
    Scheller College of Business
Professor of Architecture (2019–)
    School of Architecture, College of Design
Georgia Institute of Technology
- Director, Center for Media Studies
- Affiliated Faculty, Graphics Visualization and Usability Center (GVU)
- Affiliated Faculty, Center for 21st Century Universities (C21U)
- Affiliated Faculty, Center for the Development and Application of Internet of
    Things Technologies (CDAIT)

2011 – 2012
Professor of Digital Media, School of Literature, Communication, and Culture
Adjunct Professor of Interactive Computing, College of Computing (2012)
Georgia Institute of Technology
- Director of the Graduate Program in Digital Media (2010–2012)
- Affiliated Faculty, Graphics Visualization and Usability Center (GVU)
- Affiliated Faculty, Center for 21st Century Universities (C21U)

2008 – 2011
Associate Professor
School of Literature, Communication, and Culture
Georgia Institute of Technology
  - Affiliated Faculty, Graphics Visualization and Usability Center (GVU)

2009 (summer)
Visiting Professor
Faculty of Engineering and Information Technology
University of Technology Sydney

2004 – 2008
Assistant Professor
School of Literature, Communication, and Culture
Georgia Institute of Technology.
  - Affiliated Faculty, Graphics Visualization and Usability Center (GVU)
  - Director, Experimental Game Lab, 2005-2006

2003 – present
Founding Partner, Chief Designer
Persuasive Games LLC, Atlanta, GA (independent videogame developer)
  - 2003 – 2010 Founding Partner, Persuasive Games Latin America SA

2002 – 2013 (when the company was successfully sold)
General Partner
Open Texture LLC, Highland Park, CO (educational and media publishing)

1999 – 2003
Vice President, Chief Technology Officer
Media Revolution LLC, Santa Monica, CA (eBusiness, games, and technology services)

1998 – 1999
Digital Media Consultant (specializing in advertising and eBusiness applications in the advertising, automotive, and entertainment industries)

1995 – 1998
Interactive Media Developer
Digital Evolution / US Interactive, Los Angeles, CA (Internet and interactive services, advertising, automotive, eBusiness)

III. SCHOLARLY ACCOMPLISHMENTS

A. PUBLISHED BOOKS AND PARTS OF BOOKS

A1. BOOKS

Bogost, Ian. *Play Anything: The Pleasure of Limits, the Uses of Boredom, and the Secret of Games*. New York: Basic Books, 2016.
—Translations: Chinese

Bogost, Ian. *How to Talk About Videogames*. Minneapolis: University of Minnesota Press, 2015.

Bogost, Ian. *The Geek's Chihuahua: Living with Apple*. Minneapolis: University of Minnesota Press, 2015.

Nick Montfort, Patsy Baudoin, John Bell, Ian Bogost, Jeremy Douglass, Mark Marino, Michael Mateas, Casey Reas, Mark Sample, and Noah Vawter. *10 PRINT CHR $(205.5+RND(1)); : GOTO 10*. Cambridge, Mass: MIT Press, 2012.

Bogost, Ian. *Alien Phenomenology, or What It's Like to Be a Thing*. Minneapolis: University of Minnesota Press, 2012.
—Translations: Russian (forthcoming)

Bogost, Ian. *A Slow Year: Game Poems*. Highlands Ranch, CO: Open Texture, 2011.

Bogost, Ian. *How To Do Things With Videogames*. Minneapolis: University of Minnesota Press, 2011.

Bogost, Ian, Simon Ferrari, and Bobby Schweizer. *Newsgames: Journalism at Play*. Cambridge, MA: MIT Press, 2010.
—Translations: Polish, *Gry inoformacyjne: Dziennikarstwo epoki cyfrowej*. Kraków: Wydawnictwo Uniwersytetu Jagiellońskiego, 2012.

Montfort, Nick and Ian Bogost. *Racing the Beam: The Atari Video Computer System*. Cambridge, MA: MIT Press, 2009.

Bogost, Ian. *Persuasive Games: The Expressive Power of Videogames*. Cambridge, MA: MIT Press, 2007.

Bogost, Ian. *Unit Operations: An Approach to Videogame Criticism*. Cambridge, MA: MIT Press, 2006.

A2. BOOK SERIES

Bogost, Ian and Nick Montfort, series editors. Platform Studies, MIT Press. 2008–.

- Series titles:
    - *Welcome to the Internet: The Minitel*, by Julien Mailland and Kevin Driscoll (2017)
    - *Super Power, Spoony Bards, And Silverware: The Super Nintendo Entertainment System*, by Dominic Arsenault (2017)
    - *Now the Chips are Down: The BBC Micro*, by Alison Gazzard (2016)
    - *Peripheral Vision: Bell Labs, the S-C 4020 and the Origins of Computer Art*, by Zabet Patterson (2015)
    - *I Am Error: The Nintendo Entertainment System*, by Nathan Altice (2015)
    - *Flash: Building the Interactive Web*, by Anastasia Salter and John Murray (2014)
    - *The Future Was Here: The Commodore Amiga*, by Jimmy Maher (2012)
    - *Codename Revolution: The Nintendo Wii Platform*, by Steven E. Jones and George K. Thiruvathukal (2012)
    - *Racing the Beam: The Atari Video Computer System*, by Nick Montfort and Ian Bogost (2009)

Bogost, Ian and Christopher Schaberg, series editors. Object Lessons. Bloomsbury Publishing. 2013–.

- Series titles:
    - *Remote Control*, by Caetlin Benson-Allott
    - *Golf Ball* by Harry Brown
    - *Driver's License* by Meredith Castle
    - *Drone* by Adam Rothstein
    - *Silence*, by John Biguenet
    - *Glass* by John Garrison
    - *Phone Booth* by Ariana Kelly
    - *Refrigerator* by Jonathan Rees
    - *Waste* by Brian Thill
    - *Hotel* by Joanna Walsh
    - *Hood*, by Alison Kinney
    - *Dust* by Michael Marder
    - *Shipping Container* by Craig Martin
    - *Cigarette Lighter*, by Jack Pendarvis
    - *Bookshelf*, by Lydia Pyne
    - *Password*, by Martin Paul Eve
    - *Questionnaire* by Evan Kindley
    - *Hair* by Scott Lowe
    - *Bread*, by Scott Shershow

- *Sock* by Kim Adrian
- *Tree* by Matthew Battles
- *Earth* by *Jeffrey Jerome Cohen and Lindy Elkins-Tanton*
- *Eye Chart* by William Germano
- *Shopping Mall* by Matthew Newton
- *Blanket,* by Kara Thompson
- *Veil*, by Rafia Zakaria
- *Traffic*, by Paul Josephson
- *Egg*, by Nicole Walker
- *Tumor*, by Anna Leahy
- *Personal Stereo*, by Rebecca Tuhus-Dubrow
- *Jet Lag*, by Christopher J. Lee
- *High Heel*, by Summer Brennan
- *Whale Song*, by Margret Grebowicz
- *Burger*, by Carol J. Adams
- *Rust*, by Jean-Michel Rabaté
- *Toilet*, by Matthew Pearson
- *Souvenir*, by Rolf Potts
- *Luggage*, by Susan Harlan
- *Train*, by A.N. Devers
- *Pixel*, by Ian Epstein
- *Fog*, by Steven Sparks
- *Fat*, by Hanne Blank
- *Fake*, by Katherine Stevens
- *Doctor*, by Andrew Bomback
- *Bicycle*, by Jonathan Maskit
- *Email*, by Randy Malamud
- *Hashtag*, by Liz Losh
- *Axe*, by Jonny Diamond
- *Coffee*, by Dinah Lenney
- *Potato*, by Rebecca Earle
- *Coffee*, by Dinah Lenney
- *Wheelchair*, by Christopher R. Smit
- *Cell Tower*, by Steven Jones
- *Ocean*, by Steve Mentz
- *Office*, by Sheila Liming
- *Compact Disc*, by Robert Barry
- *Magnet*, by Eva Barbarossa
- *Snake*, by Erica Wright
- *Kevlar*, by Kenneth Rosen
- *Bird*, by Erik Anderson
- *Signature*, by Hunter Dukes
- *Gin*, by Shonna Milliken Humphrey
- Chinese and Korean editions of many titles in print or forthcoming
- Companion essay series in *The Atlantic;* as of summer 2019, ~300+ essays have been published and/or are in production.
- All books and essays can be found at http://objectsobjectsobjects.com.

A3.   BOOK FOREWORDS AND AFTERWORDS

Bogost, Ian (afterword). *INTER/VENTION*. Jan Rune Holmevik. Cambridge, Mass: MIT Press, 2012.

Bogost, Ian (foreword). *Joystick Soldiers: The Politics of Play in Military Videogames*. Nina B. Huntemann and Matthew Thomas Payne, eds. New York & London: Routledge, 2009.

A4.   REFEREED BOOK CHAPTERS

Bogost, Ian. "Playing Debt." In *Hacking Finance*, vol 1, Leslie campisi, Erika Shepley, and Sarah J. Robbins, eds., 80–91.

Bogost, Ian. "Persuasive Games, Ten Years Later." In *Persuasive Gaming*, Teresa de la Hera and Joost Raessens, eds. Amsterdam: Amsterdam University Press, forthcoming.

Bogost, Ian. "Object-Oriented Ontology as a Design Philosophy." In *The Secret Lives of Buildings*, edited by Michael Benedikt and Kory Bieg. Austin, Center for American Architecture and Design, 2018.

Bogost, Ian. "*Pelé Soccer* and Platform." In *How to Play Video Games*, edited by Nina Huntemann and Matthew Payne. New York: NYU Press, in press.

Bogost, Ian. "The Secret Lives of MOOCs." In *The MOOC Moment: Experiments in Scale and Access in Higher Education*, edited by Elizabeth Losh. Chicago: University of Chicago Press, 2017.

Bogost, Ian. "Dragon." In *Some Pigeons Are More Equal Than Others*, edited by Cassandra Edlefsen Lasch and Eric Ellingsen. Zürich: Lars Müller, 2015.

Bogost, Ian. "The Squalid Grace of Flappy Bird." In *The State of Play: Sixteen Voices on Video Games*, edited by Daniel Goldberg and Linus Larsson. New York: Seven Stories Press, 2015.

Богост Яан. Видеоигры — это бардак / Пер. с англ. М. М. Скоморох, А. Р. Латыповой; под ред. А. С. Ленкевича // Медиафилосфия X: Компьютерные игры: стратегии исследования / Под ред. В. В. Савчука. СПб.: Издательство Санкт-Петербургского философского общества, 2014. C. 292–319. (Bogost Ian. Videogames Are a Mess / Transl. from English by M. M. Skomorokh, A. R. Latypova; ed. A. S. Lenkevich // Media Philosophy X. Computer games: research strategies / Ed. V. V. Savchuk. St. Petersburg: St. Petersburg Philosophical Society, 2014. P. 292–319.)

Bogost, Ian. "The Aesthetics of Philosophical Carpentry." In *The Non-Human Turn*, edited by Richard Grusin. Minneapolis: University of Minnesota Press, 2015.

Bogost, Ian. "Beyond the Elbow-Patched Playground." In *Humanities and the Digital*, edited by David Goldberg and Patrick Svensson. Cambridge, Mass.: MIT Press, 2015.

Bogost, Ian. "Rhetoric and New Media." In *The Oxford Handbook of Rhetorical Studies*, edited by Michael MacDonald. Oxford: Oxford University Press, 2015.

Bogost, Ian. "Panexperientialism." In John Brockman, ed. *What to Think About Machines That Think* (New York: Harper Perennial, 2015), 467-470.

Bogost, Ian. "Inhuman." In *Inhuman Nature*, edited by Jeffrey Jerome Cohen. Brooklyn, NY: Punctum Press, 2014.

Bogost, Ian. "Why Gamification is Bullshit." In *The Gameful World: Approaches, Issues, Applications*, edited by Steffen P. Walz & Sebastian Deterding. Cambridge, MA: MIT Press, 2014.
—Also in Wendy Chun, ed. *Old Media, New Media*. New York & London: Routledge, 2015.

Bogost, Ian. "'Science.'" In John Brockman, ed. *This Idea Must Die* (New York: Harper Perennial, 2014), 132-134.

Bogost, Ian "What Are Sports Videogames?" In *Sports Videogames*, edited by Mia Consalvo, Konstantin Mitgutsch, and Abe Stein. NY/London: Routledge, 2013.

Bogost, Ian. "Exploitationware." In *Rhetoric/Composition/Play through Video Games: Reshaping Theory and Practice of Writing*, edited by Richard Colby, Matthew S. S. Johnson, and Rebekah Shultz Colby. London: Palgrave, 2013.

Bogost, Ian. "A Portrait of the Artist as a Game Studio." In *The Best Writing From The Atlantic's Technology Channel 2012*, edited by Megan Garber, Alexis C. Madrigal, and Rebecca J. Rosen. Washington, D.C.: Atlantic Media, 2012.

Bogost, Ian. "The Broken Beyond." In *The Best Writing From The Atlantic's Technology Channel 2012*, edited by Megan Garber, Alexis C. Madrigal, and Rebecca J. Rosen. Atlantic Media, 2012.

Bogost, Ian. "The Turtlenecked Hairshirt." In *Debates in the Digital Humanities*, edited by Matthew K. Gold. Minneapolis: University of Minnesota Press, 2012.

Bogost, Ian, Simon Ferrari, and Bobby Schweizer. "Newsgames." In *News Online: Transformation and Continuity*, edited by Graham Meikle and Guy Redden. London: Palgrave, 2011.

Bogost, Ian. "Ian became a fan of Marshall McLuhan on Facebook and thinks you should too." In *Facebook and Philosophy: What's on Your Mind?*, edited by D.E. Wittkower. Chicago: Open Court, 2010.

Bogost, Ian. "The Simulation of Everyday Life." In *Play and Politics: Games, Civic Engagement, and Social Activism*, edited by Douglas Thomas and Josh Fouts. Ann Arbor: Michigan University Press, 2010.

Bogost, Ian. "The Phenomenology of Videogames." In Espen Aarseth et al, eds. *The Philosophy of Computer Games*. Berlin: Springer, 2009.

Bogost, Ian, and Cindy Poremba. "Can Games Get Real? A Closer Look at "Documentary" Digital Games." In *Computer Games as a Sociocultural Phenomenon: Games without Frontiers, War without Tears* edited by Andreas Jahn-Sudmann and Ralf Stockmann. London: Palgrave Macmillan, 2008.

Bogost, Ian. "Persuasion and Gamespace." In *Space Time Play: On the Synergy Between Computer Games, Architecture, and Urbanism*, edited by Friedrich von Borries, Steffen P. Walz, and Matthias Böttger. Basel: Birkhäuser Publishing, 2007.

Bogost, Ian. "Game States: Power, Politics, and the Rhetorics of Play." In *The Ecology of Games (MacArthur Series on Digital Media and Learning)*, edited by Katie Salen. Cambridge, MA: MIT Press, 2008.

Bogost, Ian. "Simulation and Bias." In Ted Nelson, *Computer Lib / Dream Machines*, edited by Noah Wardrip-Fruin and Jill Walker. Cambridge, MA: MIT Press, forthcoming (in press).

Bogost, Ian. "Persuasive Games on Mobile Devices" In *Mobile Persuasion: 20 Perspectives on the Future of Behavior Change*, edited by B.J. Fogg and Dean Eckles, Palo Alto: Stanford Captology Media, 2007.

Bogost, Ian, and Gonzalo Frasca. "Videogames Go to Washington: The Story Behind Howard Dean's Videogame Propaganda." In *Second Person: Roleplaying and Story in Games and Playable Media*, edited by Pat Harrigan and Noah Wardrip-Fruin. Cambridge, MA: MIT Press, 2007.

Bogost, Ian, and Daniel Klainbaum. "Experiencing Place in Los Santos and Vice City." In *The Culture and Meaning of Grand Theft Auto*, edited by Nathan Garrelts. Jefferson, NC: McFarland, 2006.

Bogost, Ian. "Frame and Metaphor in Political Games." In *Worlds in Play*, edited by Suzanne de Castell and Jen Jenson. Berlin & New York: Peter Lang, 2006. Also in *Digra 2005 Selected Papers*, edited by Suzanne de Castell and Jen Jenson.
—Japanese Translation, Bogost, Ian. イアン・ボゴスト「ポリティカル・ゲームのフレームとメタファー」『InterCommunication』59 号、守岡桜訳、NTT 出版、二〇〇六年。[Bogost, Ian, "Frame and Metaphor in Political Games," trans. by Sakura Morioka, *InterCommunication*, No.59, NTT Publishing Co., Ltd., Tokyo, 2006.]

Bogost, Ian. "Licensed Aesthetics: Implications of FPS Game Engining." In *Doom: The First-Person Reader*, edited by Matteo Bittanti and Sue Morris. Milan: Costa & Nolan, 2005.

A4.   OTHER PARTS OF BOOKS

Bogost, Ian. "Cow Clicker." In Encyclopedia of Video Games (second edition), Mark J.P. Wolf, ed. New York: Greenwood, 2020.

Ferrari, Simon and Ian Bogost. "Procedural Rhetoric." In Encyclopedia of Video Games, Mark J.P. Wolf, ed. New York: Greenwood, 2012.

Schweizer, Bobby and Ian Bogost. "Unit Operations." In Encyclopedia of Video Games, Mark J.P. Wolf, ed. New York: Greenwood, 2012.

Bogost, Ian (interview). In Paul J. Ennis, *Post-Continental Voices: Selected Interviews*. Hampshire, UK: Zero Books, 2010.

Bogost, Ian. "Videogames and Ineffability." In Brenda Brathwaite and Ian Schreiber. *Challenges for Game Designers*. Boston: Charles River Media, 2008.

Bogost, Ian. "Persuasive Games." In Tracy Fullerton, *Game Design Workshop, Second Edition: A Playcentric Approach to Creating Innovative Games*. New York: Morgan Kaufman, 2008.

Bogost, Ian. "An Introduction to Persuasive Games." In *Digital Think: An Anthology of New Media Thinkers*, edited by Nora Paul. Washington D.C.: American Press Institute, 2005.

B.   REFEREED PUBLICATIONS

B.1. REFEREED JOURNAL PUBLICATIONS
Bogost, Ian. "Curiosity Journalism, or the First Decade of Newsgames."
    Convergence (pending review).
Bogost, Ian. "A fenomenologia do videogame." *Revista ECO-Pós* 21:2 (2018)
    "Realismo Especulativo." A fenomenologia do videogame.
Montfort, Nick and Ian Bogost. "Random and Raster: Display Technologies
    and the Development of Video Games." *IEEE Annals of the History of
    Computing* 31:3 (July-September 2009), 34-43.
Bogost, Ian. "Playing Politics: Videogames for Politics, Activism, and
    Advocacy." *First Monday* 11:Special Issue Number 7 (September 2006),
    http://firstmonday.org/issues/special11_9/bogost/index.html.
Bogost, Ian. "Videogames and Ideological Frames." *Popular Communication*
    4, no. 2 (2006).
Murray, Janet, Ian Bogost, Michael Mateas, and Michael Nitsche. "Game
    Design Education: Integrating Computation and Culture." *IEEE
    Computer Society* 39, no. 6 (2006): 43-51.
Bogost, Ian. "Comparative Videogame Studies." *Games and Culture* 1, no. 1
    (2006): 41 – 46.
Bogost, Ian. "Procedural Literacy: Problem Solving with Programming,
    Systems, and Play." *Journal of Media Literacy* 52, no. 1-2 (2005): 32-36.
Bogost, Ian. "Videogames and the Future of Education." *On the Horizon* 13,
    no. 2 (2005): 119-25.
Bogost, Ian, Janet Murray, Michael Mateas, and Michael Nitsche. "Asking
    What Is Possible: The Georgia Tech Approach to Game Research and
    Education." *International Digital Media & Arts Association Journal* 1,
    no. 2 (2005): 59-68.

B.2. OTHER REFEREED PUBLICATIONS
Jenkins, Tom and Ian Bogost. "Escaping the Sandbox: Making and Its Future."
    Proceedings of the Ninth International Conference on Tangible,
    Embedded, and Embodied Interaction (TEI '15), San Francisco, 2015.
Jenkins, Tom and Ian Bogost. "Designing for the Internet of Things:
    Prototyping Material Interactions." ACM Conference on Human Factors
    in Computing Systems (alt.chi 2014), Toronto, Canada, 2014.
Treanor, Mike, Bobby Schweizer, Ian Bogost, and Michael Mateas, "The
    Micro-Rhetorics of Cartoonist." 7th Foundations of Digital Games
    Conference. Raleigh, NC, May 29– June 1, 2012.
Treanor, Mike, Bobby Schweizer, Ian Bogost, and Michael Mateas.
    "Proceduralist Readings: How to Find Meaning in Games with Graphical
    Logics." 6th Foundations of Digital Games Conference. Bordeaux,
    France, June 28-July 1, 2011.
Petter Gratton. "Interview with Ian Bogost." Speculations 1:1 (2010), 110–
    117.
Bogost, Ian and Nick Montfort. "Platform Studies: Frequently Questioned
    Answers." Paper presented at the Digital Arts and Cultures Conference
    2009, Irvine, California December 12 – 15, 2009.

Bogost, Ian. "You Played That? Game Studies Meets Game Criticism." Proceedings of the Digital Game Research Association Conference, 2009.

Bogost, Ian. "Fine Processing." Lecture Notes in Computer Science, Proceedings of the Third Annual Conference on Persuasive Technology.

Reese, Debbie, Ian Bogost, Will Hankinson, Matthew Gilbert, Debbie Reese, Charles Wood. "Selenology Exploration, Ludic Environments, Networked Education (SELENE)." Association for Educational Communications and Technology (AECT), Anaheim, CA, October 24-27, 2007.

Bogost, Ian and Nick Montfort. "Platform Studies: Computing and Creativity on the VCS, MPC, and Wii". Paper presented at the Digital Arts and Cultures Conference 2007, Melbourne, Australia September 14 – 18 2007.

Bogost, Ian. "Procedural Rhetoric: An Approach to Understanding Persuasion in Videogames and Software," Second Annual Persuasive Technology Conference, Stanford University, April 26-27, 2007.

Bogost, Ian. "The Rhetoric of Exergames." Paper presented at the Digital Arts and Cultures Conference 2005, Copenhagen, Denmark, December 1 – 3 2005.

Bogost, Ian. "Frame and Metaphor in Political Games." Paper presented at the Digital Games Research Association Annual Conference, Vancouver, BC, June 16 - 20 2005.

Bogost, Ian. "Asynchronous Multiplay: Futures for Casual Multiplayer Experience." Paper presented at the Other Players Conference on Multiplayer Phenomena, Copenhagen, Denmark, December 1 - 3 2004.

Bogost, Ian. "The Muse of the Video Game." *IGDA Ivory Tower*, March 2004 (2004), http://www.igda.org/columns/ivorytower/ivory_Apr04.php

Bogost, Ian. "Charles Bukowski at Home and Abroad." Paper presented at the UCLA Humanities Symposium, Los Angeles, CA, November 2000.

Bogost, Ian. "Mutable Marketing and Disoriented Design: Web Theory, Art, and Advertising." Paper presented at the Interactive Frictions, Los Angeles, CA, June 20 1999.

Bogost, Ian. "Relationships Seeking a Form: Internet Technology and the Global Village." Paper presented at The New Babel: Conference on the Idea of the Global, Los Angeles, CA, May 5, 1998.

C.   OTHER PUBLICATIONS

C.1. ARTWORK IN INSTITUTIONAL COLLECTIONS
Bogost, Ian. *A Slow Year* (Videogame): Smithsonian American Art Museum (Washington, D.C.); Museum of Contemporary Art, Jacksonville (Jacksonville, Florida); Strong Museum of Play (Rochester, New York).

C.2. JURIED SHOWS AND EXHIBITIONS OF ARTWORK
Bogost, Ian. *A Slow Year* (Videogame). International Literary Festival Ha!wangarda, Kraków, Poland, October 1-3, 2015.

Bogost, Ian. *Guru Meditation* (Videogame). "Ahhhcade," San Francisco
    Museum of Modern Art (SFMOMA), San Francisco, CA, March 28,
    2013.
Bogost, Ian. *A Slow Year* (Videogame). Game On 2.0 Exhibition, Ontario
    Science Centre, Toronto, Ontario, Canada, March 9, 2013 – September 2,
    2013.
Bogost, Ian. *Simony* (Videogame Installation). Museum of Contemporary Art,
    Jacksonville, Jacksonville, FL, November 17 2012 – March 10, 2013.
Bogost, Ian. *A Slow Year* (Videogame). Transbay Festival game exhibition,
    San Francisco, CA, October 2012.
Bogost, Ian. *A Slow Year* (Videogame). "Reset: Post-Consumer Gamer
    Culture" exhibition, Platform Centre for Photographic + Digital Arts,
    Winnipeg, Canada, June 21-July 28, 2012.
Bogost, Ian. *A Slow Year* (Videogame). "Level" exhibition, The Arts Center,
    Troy, NY, April 23-May 25, 2012.
Bogost, Ian. *A Slow Year* (Videogame). Morris Museum, Augusta, GA, April
    10-May 1, 2012.
Bogost, Ian. *A Slow Year* (Videogame). "Game Change: Video Games as Art
    and Inspiration." Telfair Museum Jepson Center, Savannah, Georgia,
    February–April, 2012.
Bogost, Ian (designer, programmer). *Disaffected!* (Videogame). "Matrix City,"
    IMPAKT Festival 2010, Utrecht, Netherlands, October 13-17 2010.
Bogost, Ian. *A Slow Year* (Videogame). PLAYFUL & Playable Exhibition,
    Amarika Aretoa, Vitoria, Spain, June 24, 2010–September 15, 2010.
Bogost, Ian. *A Slow Year* (Videogame). The Independent Game Festival
    (finalist), San Francisco, CA, March 11-13, 2010.
Bogost, Ian. *Guru Meditation* (Videogame). "The International New Media
    Art Festival Pixxelpoint," Kulturni Dom Nova Gorica, Nova Gorica
    Slovenia, December 4–11 2009.
Bogost, Ian. *A Slow Year* (Videogame). "The International New Media Art
    Festival Pixxelpoint," Kulturni Dom Nova Gorica, Nova Gorica
    Slovenia, December 4–11 2009.
Bogost, Ian. *Jetset: A Game for Airports* (designer, programmer)*, Killer Flu*
    (designer) (Videogame). " Mediateca Expandida," LABoral Centro de
    Arte y Creación Industrial, Gijón-Asturias Spain, October 2 – December
    7, 2009.
Bogost, Ian. *Guru Meditation* (Videogame). "Indiecade," Electronics
    Entertainment Expo, Los Angeles, CA, June 2–4, 2009.
Bogost, Ian (designer, programmer). *Airport Secruity*, *Disaffected!*
    (Videogames). "Play Cultures," Museum of Contemporary Art,
    Bratislava, Slovakia, April 14 2009.
Bogost, Ian (designer, programmer). *Airport Secruity*, *Disaffected!*
    (Videogames). "Play Cultures," Museum of Contemporary Art,
    Belgrade, March 7 - April 8, 2008.
Poster art by Ian Bogost published in *Envision in Depth* (New York: Pearson
    & Longman), 2008.

Bogost, Ian (designer, programmer). *Airport Secruity*, *Disaffected!*
(Videogames). "Play Cultures," Museum of Contemporary Art
Vojvodina, Novi Sad, Serbia, October 5 – 25, 2007.

McGonigal, Jane and Ian Bogost. *Cruel 2 B Kind* (Pervasive Game). "Indie
Games Showcase," Electronic Entertainment Expo, Santa Monica, CA,
July 11-13, 2007.

Bogost, Ian (designer, programmer). *The Arcade Wire* (Series of Four
Videogames). "Indie Games Showcase," Electronic Entertainment Expo,
Santa Monica, CA, July 11-13, 2007.

Bogost, Ian (designer, programmer), *Points of Immigration* (Videogame). *The
New York Times*, June 22, 2007.

Bogost, Ian (designer, programmer). *Airport Security* (Videogame). "Games
for Change Festival," New York, NY, June 11-12, 2007. Winner: Best
Social Commentary/ Art Game**.**

Bogost, Ian (designer, programmer), *Food Import Folly* (Videogame). *The
New York Times*, May 24, 2007.

Bogost, Ian (designer, programmer). *Arcade Wire* (Series of Four
Videogames). "Gameworld," Laboral Centro del Arte, Madrid Spain,
March 30 – June 30, 2007.

Bogost, Ian, and Calvin Ashmore. *Airport Insecurity* (Videogame). "Forbidden
Games," Israeli Center for Digital Art, Holon Israel, December 2, 2006 –
January 27, 2007.

Bogost, Ian. *Disaffected!* (Videogame). "Medi@terra," Fournos Centre for
Digital Culture, Athens, Greece, October 4-8, 2006.

McGonigal, Jane and Ian Bogost. *Cruel 2 B Kind* (Pervasive Game). "Come
Out and Play Festival," Eyebeam Center, New York, NY, September 22-
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Bogost, Ian. "Why We Need More Boring Games." Persuasive Games column, *Gamasutra*, May 21 (2007), http://www.gamasutra.com/view/feature/1417/persuasive_games_why_w e.php.

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Bogost, Ian. "The Right to Bore Arms." Persuasive Games colum, *Gamasutra / Serious Games Source*, September 25 (2006), http://seriousgamessource.com/features/feature_092506_nra.php.

Bogost, Ian. "Event Wrap Up: Games for Health 2005." *Gamasutra*,
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Bogost, Ian. "Building a Google Search Application with Macromedia Flash
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Bogost, Ian. "A Response to Critical Simulation." *Electronic Book Review*
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D. PRESENTATIONS

D.1. KEYNOTE PRESENTATIONS
Bogost, Ian. Keynote. CHI Play: the ACM SIGGCHI Annual Symposium on
    Human-Computer Interaction in Play. Amsterdam, Netherlands, October
    15–18, 2017.
Bogost, Ian. Keynote. Southwest English Symposium, University of Arizona.
    Tempe, Arizona, February 20, 2016.
Bogost, Ian. "Can Games be Literary?" Ludic Literature: Literary Games. The
    British Library, London, England, December 7, 2015.
Bogost, Ian. "Gamification vs. Game Design: What's the Difference?" The
    International Conference on E-Learning in the Workplace, Columbia
    University, New York NY, June 8-9, 2015.
Bogost, Ian. "The Mistrust of Things." 25th Annual Louisiana State University
    English Department Mardi Gras Conference. Baton Rouge, LA, February
    12-13, 2015.
Bogost, Ian. "The Real Power of Games for Learning." DevLearn 2013. Las
    Vegas, NV, October 23, 2013.
Bogost, Ian. Keynote Presentation. 10th Annual Games for Change Festival.
    New York, NY, June 17-19, 2013.
Bogost, Ian. "Inhuman." Ecologies of the Inhuman Symposium. Medieval and
    Early Modern Studies Institute, George Washington University, April 5,
    2013.
Bogost, Ian. "What is Fun?" 2nd Annual IEEE Games Innovation Conference
    (2012). Strong Museum of Play, Rochester, NY, Sept 7-9, 2012.
Bogost, Ian. "The Aesthetics of Philosophical Carpentry." The Nonhuman
    Turn in 21st Century Studies. Center for 21st Century Studies (C21)
    University of Wisconsin- Milwaukee, May 3-5, 2012.
Bogost, Ian. "Shaka, When the Walls Fell: Appearance Versus Behavior in
    Computational Mimesis." Mimesis Now, University of Rochester,
    Rochester, NY, April 5–7, 2012.
Bogost, Ian. "The Pentad: McLuhan and Metaphysics." McLuhan 100 Then,
    Now Next International Conference, University of Toronto, Toronto,
    ON, Canada, November 7– 11, 2011.
Bogost, Ian. "Fun and Play: A Proceduralist Perspective." GAME Conference,
    Macquarie University, Sydney Australia, October 26-29, 2011.

Bogost, Ian. "Material and Computation." Tech Day, Tulane Innovative Learning Center, Tulane University, New Orleans, LA, September 30, 2011.

Bogost, Ian. "What is a Sports Videogame?" Keynote, 4th Annual Vienna Games Conference: Future and Reality of Games, Vienna, Austria, September 24-26, 2010.

Bogost, Ian. "The World is a Mess." Keynote, MoblEd, Pasadena Community College, Pasadena, CA, April 29, 2010.

Bogost, Ian. "How to Do Things with Videogames." Keynote, Exposicion de Videojuegos Argentina (EVA) 2009, Buenos Aires, Argentina, December 4-5, 2009.

Bogost, Ian. "Alien Phenomenology: Toward a Pragmatic Speculative Realism." Plenary, Society for Literature, Science, and the Arts annual conference, Atlanta, GA, November 5-7, 2009.

Bogost, Ian. "Videogames are a Mess." Keynote, Digital Games Research Association conference, Uxbridge, UK, September 2-5, 2009.

Bogost, Ian. "Serious Games." X Media Lab Sydney: Serious Games, Sydney, Australia, July 11, 2009.

Bogost, Ian. "Videogames and Learning." Keynote, 5th Annual NM Media MIX, Albuquerque, NM, January 17, 2009.

Bogost, Ian. "The Unknown Possibilities of Existence." Keynote, Meaningful Play Conference, Michigan State University, October 9, 2008.

Bogost, Ian. "Design: the Good, the Bad, and the Ugly." Plenary panel with Brenda Brathwaite and Daniel Greenberg. Southern Interactive Entertainment Expo 2008, Marietta, GA, October 4, 2008.

Bogost, Ian. "Fine Processing." Persuasive Technology 2008 Conference. Keynote, University of Oulu, Finland, June 4, 2008.

Bogost, Ian. "The Phenomenology of Videogames." Keynote, Philosophy of Computer Games Conference, Potsdam Germany, May 8, 2008.

Bogost, Ian. "Convergence As..." Keynote, Deutsche Gamestage Convergence Day, Berlin Germany, May 6, 2008.

Bogost, Ian. "Not Interdisciplinarity, but Love." Keynote, Game Developers Conference 2008, IGDA Education Summit, San Francisco, CA, February 18, 2008.

Bogost, Ian. "Videogames, Learning, Interdisciplinarity." Keynote, University of Arkansas Sim U 2007, Fayetteville AK, September 7, 2007.

Bogost, Ian. "Videogames Beyond Entertainment." Keynote, Colorado University Spring Symposium, Denver, CO, May 16, 2007.

Bogost, Ian. "Casual Games, a New Perspective." Keynote, Nokia Game Day, Helsinki, September 4, 2006.

Bogost, Ian. "Persuasive Games, or How to Resist Serious Games." Taking Games Seriously Symposium, Ohio University, May 19, 2006.

Bogost, Ian. "Anamorphic Nostalgia." Keynote, Playing the Past: Nostalgia in Videogames and Electronic Literature, University of Florida, February 2005.

D.2. INVITED PRESENTATIONS

Bogost, Ian. "Play as Design." Fitch Colloquium, Columbia University Graduate School of Architecture, Planning, and Preservation, New York, NY, February 14-15, 2019.

Bogost, Ian. "Techlash." Brandstand 2018, School of Visual Arts, New York, NY, December 7, 2018.

Bogost, Ian. "How to Have Fun At Work, At Home, And Anywhere Else." Georgia Tech Research Institute, Atlanta, GA, October 26, 2018.

Bogost, Ian. Deep Vista: a series of panels on architecture and technology. Texas A&M University, April 27–28, 2018.

Bogost, Ian, Sonya Collins, Amy Stone, and David Terrasso. "The Bread and Butter Panel: Writing for Non-Technical Audiences." ComSciCon Atlanta, Atlanta, Georgia, March 2, 2018.

Bogost, Ian. "Have Persuasive Games Failed?" Persuasive Gaming Conference. Amsterdam, Netherlands, October 15, 2017.

Bogost, Ian. "Object-Oriented Ontology as a Design Philosophy." Baumer Lecture Series, Knowlton School of Architecture, Ohio State University, August 30, 2017.

Bogost, Ian, Steve Gaynor, Geoff Manaugh, and Liam Young. "Speculation," at Telling Traces: Moving through the City in Literature, Film and Art., Harvard Graduate School of Design/Harvard-Mellon Urbanism Initiative, Harvard University, February 25, 2017.

Bogost, Ian. Panel on Games and Politics. Wilton Park/Improbable Forum on Artificial realities: politics, persuasion and storytelling. Los Angeles, CA, February 23-24, 2017.

Bogost, Ian. "Object-Oriented Ontology and Architecture." MIT School of Architecture, December 2, 2016.

Bogost, Ian. "Play Anything." Google Talks, Google Cambridge, December 1, 2016.

Bogost, Ian and Max Temkin. "Play Anything." Chicago Humanities Festival, Chicago, IL, December 5, 2016.

Bogost, Ian. "Play Anything. Seattle Town Hall, Seattle, WA, September 15, 2016.

Bogost, Ian, Annie Eaton, Peter Stolmeier, Dale Adams, Gaspar Ferreiro, and Erick Lorenzo. "Ethics of VR." Terminus Festival 2016. Atlanta, Georgia, June 16–19, 2016.

Bogost, Ian. PLASMA Series (Performances, Lectures, and Screenings in Media Art), University of Buffalo Department of Media Study. Buffalo, New York, April 11, 2016.

Bogost, Ian. "Ironoia: The Mistrust of Things." Rocky Mountain College of Art and Design Visiting Artist and Designer Lecture Series. Denver, Colorado, November 9, 2015.

Bogost, Ian. "Smartwhatevers, or, Living Inside Computation." Sawyer Seminar Lecture. Rice University, Houston, Texas, September 17, 2015.

Bogost, Ian. "Fabrications: The Internet of Things." The Terms of Media, Leuphana Centre for Digital Cultures, Lüneburg, Germany, June 17-29, 2015.

Bogost, Ian. "The Mistrust of Things." Gilbert Lecture Series, Southern Methodist University, Dallas, TX, April 16, 2015.

Bogost, Ian. "Speculative Design as Speculative Philosophy." Matter(ing) by Design Symposium, Parsons The New School for Design, New York, NY, April 10-11, 2015.

Bogost, Ian, Elizabeth LaPensée, Richard Lemarchand, Diana Santiago, Daphny David, Mattie Brice. "Why _____ Matters" (panel). Indiecade 2014, Los Angeles, CA, October 10-12, 2014.

Bogost, Ian. "The Design of Fun." Wired by Design (Condé Nast/Wired Magazine), Marin, CA, September 30-October 1, 2014.

Bogost, Ian. "A Material World." The English Institute 73rd Annual Meeting, Harvard University, September 19-21, 2014.

Bogost, Ian. "Technology and the Soul of Higher Education." Critical Conversations and Bold Ideas, The Harvard Graduate School of Education, Harvard University, September 19, 2014.

Bogost, Ian. "Games and the End of Conceptual Art." Visiting Artist Lecture Series, University of Nevada, Reno, May 5, 2014.

Bogost, Ian. "How Successful Videogames Explain Society." Indiana University The College Arts & Humanities Institute Lecture & Workshop Series, Bloomington, IN, March 26, 2014.

Bogost, Ian. "Strange Games: Computer Gaming and Media Ecosystems." University of South Carolina Future Knowledge Lecture Series. Columbia, SC, March 7, 2014.

Bogost, Ian. "Algorithmic Culture Does Not Exist." LIFT Conference 2014, Geneva, Switzerland, February 5-7, 2014.

Bogost, Ian. "What Are Game Developers? A View From the Future." Game Developers Conference 2014, San Francisco, CA, March 21-23, 2014.

Rutgers Center for Cultural Analysis Seminar, Rutgers University, New Brunswick, NJ, January 22, 2013.

Bogost, Ian. "Philosophical Carpentry" (workshop). Concordia University, Montréal, Canada, November 8, 2013.

Bogost, Ian. "Smithfield half hams, One Direction duct tape, and Cheeseburger Pringles." Concordia University, Montréal, Canada, November 7, 2013.

Bogost, Ian. "Is Game Design R&D Even Possible?" Concordia University Hexagram Lab, Montréal, Canada, November 7, 2013.

Bogost, Ian, Brian Croxall, TyAnna Herrington, Stewart Varner, and Robin Wharton. "Open Access and the Digital Humanities" (panel). *Open Access Week 2013*, Georgia Tech, Atlanta, GA, October 25, 2013.

Bogost, Ian. "You gave me your mud and I've turned it to mud, or, the weird futility of game design R&D." The New York Times R&D lecture series. New York, NY, September 19, 2013.

Bogost, Ian. "Fun." UX Week 2013, San Francisco, CA, August 22-24, 2013.

Bogost, Ian. "I Kickstarted Your Project And I Didn't Even Get The Lousy T-Shirt." Maryland Institute for Technology and the Humanities (MITH) Digital Dialogues. University of Maryland. April 30, 2013.

Bogost, Ian. "Living with Things." 2013 Winton Tolles Lecture. Hamilton College, Clinton, NY. April 18, 2013.

Bogost, Ian. "Games as Commentary." Panel at Indiecade East. New York, NY, February 15-17, 2013.

Bogost, Ian. "Simony: Artist's Lecture" Museum of Contemporary Art, Jacksonville. November 17, 2012.

Bogost, Ian. "Fun." Loyola University, New Orleans. November 29, 2012.

Bogost, Ian. "Making Games as Fast as You Can Think of Them." Adobe Educators Conference, Toronto, Canada. November 9, 2012.

Bogost, Ian. "Videogames and the Arts." The Pew Center for Arts & Heritage, Philadelpha, PA. October 18, 2012.

Bogost, Ian. "Persuasive Games: Or Drilling for Whale." American University, Washington, DC. October 17, 2012.

Bogost, Ian. "How to do things with videogames." World Knowledge Forum. Seoul, Korea, October 9-11, 2012.

Bogost, Ian. "Procedural Rhetoric." Media Systems Workshop, UC Santa Cruz, Santa Cruz, CA, August 26-29, 2012.

Bogost, Ian. "Graham Harman's *The Quadruple Object*." Pressses Universitaires de France (PUF) anniversary celebration, MaMa, Zagreb, Croatia, June 22-23, 2012.

Bogost, Ian. "Alien Phenomenology." WebVisions Forum. Portland, OR, July 17-19, 2012.

Bogost, Ian. "A Slow Year." Art Now Lecture Series. Morris Museum of Art. Augusta, GA, April 26, 2012.

Bogost, Ian. Turing @ Tech Panel Discussion. Georgia Institute of Technology, April 20, 2012.

Bogost, Ian. "Making Videogames Ordinary." Georgia Tech Computing Alumni Association. Georgia Institute of Technology, April 10, 2012.

Bogost, Ian. "Humility and Ordinariness, or the Future of Videogames." University of Texas, Dallas, March 28, 2012.

Bogost, Ian. "Humility and Ordinariness, or the Future of Videogames." Emory University, March 27, 2012.

Bogost, Ian. "A Selection of Artisanal Learning Games." Parsons The New School for Design, New York, NY, March 2, 2012.

Bogost, Ian. "A Slow Year." Game Change: Videogames as Medium and Inspiration artist's panel. Telfair Museum, Savannah, GA, March 1, 2012.

Bogost, Ian. *A Slow Year* reading, Electronic Literature Organization Reading, Modern Language Association Conference, Seattle, WA, January 6, 2012.

Bogost, Ian. "The Cartoonist and the Whaler: Notes on the Future of Journalism and Other Media." MIT, Cambridge, MA, December 12, 2011.

Bogost, Ian. "The Cartoonist and the Whaler: Two Tales of Journalism's Future." University of Virginia, Charlottesville, VA, December 8, 2011.

Bogost, Ian. "Newsgames." Oi Futuro, Rio de Janeiro, Brazil, November 16, 2011.

Bogost, Ian. "Words, Images, Computation, and Other Materials." University of California, Davis, October 10, 2011.

Bogost, Ian. "Rusty Machines and Fairy Tales." Technology, Globalization, and Culture series, Iowa State University, September 27, 2011.

Bogost, Ian. "How do Leaders Learn?" Annual Meeting of the New
    Champions, the World Economic Forum, Dalian China, September 13-
    16, 2011.
Bogost, Ian. "IdeaLab on Persuasive Games." Annual Meeting of the New
    Champions, the World Economic Forum, Dalian China, September 13-
    16, 2011.
Bogost, Ian. "Gamification is Bullshit." Wharton Gamification Symposium,
    Wharton School, University of Pennsylvania, August 9-10, 2011.
Bogost, Ian. "How to do things with videogames." TTI/Vanguard Serious Fun.
    Chicago, May 3-4, 2011.
Bogost, Ian. "Social Game Developers Rant Back." 2011 Game Developers
    Conference, San Francisco, CA, February 28-March 4, 2011.
Bogost, Ian. "Are Social Games Worthy?" Social and Online Game Summit,
    2011 Game Developers Conference, San Francisco, CA, March 1, 2011.
Bogost, Ian. "Dark Horse: The Parimutuel Future of Procedural Rhetoric."
    DeRoy Lecture Series, Wayne State University, Detroit, MI, January 22,
    2011.
Bogost, Ian. "Beyond Transmedia: Gamifying Major Media Properties."
    Gamification Summit, San Francisco, CA, January 21, 2011.
Bogost, Ian. "Process vs. Procedure." Metaphysics and Things: The Fourth
    International Conference of the Whitehead Research Project. Claremont
    Graduate School, Claremont, CA, December 2-4, 2010.
Bogost, Ian. "Object-Oriented Ontogeny." Hello, Everything: Speculative
    Realism and Object-Oriented Ontology. UCLA, Los Angeles, CA,
    December 1, 2010.
Bogost, Ian. "Newsgames: Journalism at Play." Journalism Director's Forum,
    USC Annenberg School for Communication. Los Angeles, CA,
    November 30, 2010.
Bogost, Ian. "Phosphor and Dust: Simulating the Cathode Ray Tube for
    Computer and Video Media." Digital Media in Cultural Heritage: New
    Preservation Technologies sessions, Eastern Analytical Symposium.
    Somerset, NJ, November 14-17, 2010.
Bogost, Ian, Simon Ferrari, and Bobby Schweizer. "Newsgames." Southern
    Interactive Entertainment and Gaming Expo. Atlanta, GA, October 1-3,
    2010.
Bogost, Ian. "Project Next." Indiecade Conference. Culver City, CA, October
    7-10, 2010. Bogost, Ian. "Ruminations on Cow Clicker." Game
    Developers Conference. Austin, TX, October 5-7, 2010.
Bogost, Ian. "Social Games on Trial," NYU Video Game Seminar Series, New
    York University, New York, NY, July 16, 2010.
Invited Expert, Humanities Gaming Institute (sponsored by the National
    Endowment for the Humanities), University of South Carolina, June 7–
    25, 2010.
Bogost, Ian. "We Live in Public." Time Will Tell, But Epistemology Won't: In
    Memory of Richard Rorty. UC Irvine, Irvine, CA, May 14, 2010.
Bogost, Ian. "The Flavors of Procedural Rhetoric." PRE/TEXT Games and
    Rhetoric Symposium, Clemson University, April 8, 2010.

Bogost, Ian. "A Slow Year." Nuovo Sessions, 2010 Game Developers
    Conference, San Francisco, CA, March 12, 2010.
Bogost, Ian, and Nick Montfort. "Think Inside the Box: Platform Studies."
    Center for Computer Games and Virtual Worlds Speaker Series, UC
    Irvine, Irvine, CA, December 11, 2009.
Bogost, Ian. "Mobile Games." UCLA Mobile Media Symposium, Los
    Angeles, CA, November 13, 2009.
Bogost, Ian. "Gaming, Marketing, and Advertising." American Marketing
    Association of Atlanta, Atlanta, GA, September 24, 2009.
Bogost, Ian and Clive Thompson. " Games and the News." Games for Change
    Annual Festival, New York, May 28-29, 2009.
Bogost, Ian, Gary Brubaker, Andrew Phelps, Walker White, Jim Whitehead,
    Michael Zyda. " Creating and Managing an Academic Games Program."
    Foundations of Digital Games Conference, April 26-30, 2009.
Bogost, Ian. " Bone of My Bones and Flesh of My Flesh: The Genesis of Ms
    Pac-Man." GDX Conference, Savannah College of Art and Design, April
    16-17, 2009.
Bogost, Ian. "Interface and Platform Studies." NC State University College of
    Design, April 3, 2009.
Bogost, Ian. "Models, Rhetoric, Platforms." NYU Game Center Lecture
    Series. New York, March 5, 2009.
Bogost, Ian. "From Pac-Man to E.T.: Lessons in Family Play and Experience
    Design from the Atari VCS." Interactive Ontario GTalk Seminar, St.
    Catherines, Ontario, December 10, 2008.
Bogost, Ian. "Games and Public Health." Harvard School of Public Health,
    November 13, 2008.
Bogost, Ian. "Games and Politics." Harvard Kennedy School of Government,
    November 13, 2008.
Bogost, Ian. "Students and Gaming." University System of Georgia Vice
    Presidents for Academic Affairs and Student Affairs Annual Meeting,
    Lake Oconee, GA, July 14, 2008.
Bogost, Ian. "Games and Corporate Learning." TAG Workplace Learning
    Society, Atlanta GA, June 24, 2008.
Bogost, Ian. "Persuasive Games." Social Media Strategy Workshop, American
    Heart Association, Dallas, TX, June 19, 2008.
Bogost, Ian. "Platform Studies." Software Studies Workshop, University of
    California San Diego, May 20, 2008.
Bogost, Ian. Plenary Panel. Game Developers eXchange 2008, Savannah
    College of Art and Design, Atlanta, GA, April 11, 2008.
Bogost, Ian. "News Games" International Symposium on Online Journalism.
    Austin, TX, April 3, 2008.
Bogost, Ian. "Can Advergaming Spur Creativity?" Interactive Content
    Exchange 2008, Toronto, Ontario, March 26, 2008.
Bogost, Ian. "Workshop on Wellness and Well-Being." Institute for the Future,
    Palo Alto, CA, March 25, 2008.
Bogost, Ian. "Designing Outreach in Virtual Worlds." Panel at the 2008
    Politics Online Conference, Institute for Policy, Democracy, and the
    Internet, Washington DC, February 23, 2008.

Bogost, Ian. " Participant Journalism & Journalism Participation: Interacting & Authoring in New Media." Symposium on Computation and Journalism, The Georgia Institute of Technology, Atlanta, GA, February 22-23, 2008.

Bogost, Ian. "Platform Studies, Creative Computing and Constraint: the Atari VCS (1977) and beyond." HUMlab, Umeå University, Sweden, February 12, 2008.

Bogost, Ian. Seminar on Procedural Rhetoric. Concordia University, Montreal, QC, November 29, 2007.

Bogost, Ian. "Computers and Other Neglected Topics in Game Studies." New York University, New York City, November 13, 2007.

Bogost, Ian. "Games and Civic Engagement." Knight Center Communications Forum, Massachusetts Institute of Technology, Boston, MA, November 8, 2007.

Bogost, Ian, Daniel Greenberg, and Ernest Adams. Plenary Panel, First Annual Southern Interactive Entertainment & Game Expo, Atlanta, GA, October 6, 2007.

Bogost, Ian. "Serious Games and Learning," LeapFrog Enterprises, Emeryville, CA, September 21, 2007.

Bogost, Ian. "Videogames, Learning, and Youth." The National Academies Standing Committee on Technology Insight-Gauge, Evaluate, and Review (TIGER), Washington, DC, August 22, 2007.

Bogost, Ian, "Persuasive Games: The Expressive Power of Videogames." Microsoft Research, June 21, 2007.

Bogost, Ian. "A Moment of Crisis! A Case Study of Airport Security." Games for Change 2007 Festival, New York, NY, June 11-12, 2007.

Bogost, Ian. "Health Games & Persuasion." The Institute for the Future, San Francisco, CA, May 23, 2007.

Bogost, Ian, "Building Powerful Online Communities: Best Practices." Personal Democracy Forum, New York, NY, May 18, 2007.

Bogost, Ian. "From Atari VCS to Nintendo Wii: Platform Studies as an Approach to Videogame Criticism and Design." UCLA, Los Angeles, CA, May 14, 2007.

Bogost, Ian. "Persuasive Games: Introduction to Procedural Rhetoric." UC Santa Cruz, Santa Cruz, CA, February 5, 2007.

Bogost, Ian. "Persuading with Mobile Games." Mobile Persuasion Conference, Stanford University, Palo Alto, CA, February 2, 2007.

Bogost, Ian. "Platform studies: computers and other neglected topics in game research." Playing the Field: An Interdisciplinary Game Researchers Summit. IT University Copenhagen, Copenhagen, Denmark, December 6, 2006.

Bogost, Ian. "Persuasive Games, or How Videogames Make Arguments and How Players Respond," University of California, San Diego, November 17, 2006.

Bogost, Ian. "Introduction to Platform Studies." Duke University, John Hope Franklin Humanities Institute Seminar, Durham, NC, November 15, 2006.

Bogost, Ian. "Political and Activist Gaming." Duke University, John Hope Franklin Humanities Institute, Durham, NC, November 13, 2006.

Bogost, Ian. "Introduction to Games for Health." The Centers for Disease Control and Prevention (CDC), Atlanta, GA, July 19, 2006.

Bogost, Ian. "Persuasive Games and Social Change." The Hollywood Hill, Los Angeles, CA, May 9, 2006.

Bogost, Ian. "How to Do Things with Videogames" *3rd Annual Game Festival and Symposium*. Rensselaer Polytechnic Institute, School of Humanities & Social Sciences, April 28-29, 2006.

Bogost, Ian. "What do Educational Games Teach?" *The Age of Simulation*. Ars Electronica, Linz Austria, January 2006.

Bogost, Ian. "The Future of Advertising in Games." *European Advertising in Games Forum*. London, England, November 2005.

Bogost, Ian. "Social Issues Games." *Games for Change Annual Conference*. New York, NY, October 2005.

Bogost, Ian. "Designing for Reproach." Baltimore, MD: University of Baltimore, September 2005.

Bogost, Ian. "Digital Gaming as Pedagogy and Activism." Middlebury, VT: Middlebury College, July 2005.

Bogost, Ian. "Virtual Worlds, Real Money." San Francisco, CA: Supernova 2005 Conference, June 2005.

Bogost, Ian. "Playing Politics: Videogames for Politics, Activism, and Advocacy." Paper presented at the Command Lines: The Emergence of Governance in Global Cyberspace, Milwaukee, WI, April 29 - 30 2005.

Bogost, Ian. "At This Moment: Representation of Events in Videogames." Maastricht, Netherlands: Innovative Game Design Symposium, Jan van Eyck Academie, February 2005.

Bogost, Ian. "Playing the News." Washington DC: American Press Institute, August 2004.

Bogost, Ian. "Digital Futures for Television." Los Angeles, CA: Writers Guild of America Symposium, March 2004.

Bogost, Ian. "Simulation Fever: An Approach for Game Criticism." Dallas, TX: University of Texas at Dallas, February 2004.

Bogost, Ian. "Simulation Fever: An Approach for Game Criticism." Atlanta, GA: The Georgia Institute of Technology, January 2004.

Bogost, Ian. "Persuasive Games: Advocacy and Activism in Electronic Games." Copenhagen, Denmark: IT University, November 2003.

D.3. CONFERENCE PRESENTATIONS

Bogost, Ian, Stephanie Boluk, Alenda Chan, Edward Chan, Heidi Coleman, Patrick Jagoda, Patrick Lemieux, Timothy Welsh. "Game Studies 1: Roundtable with Ian Bogost." Society for Science Literature and the Arts (SLSA) annual conference, Tempo, AZ, November 10, 2017.

Bogost, Ian, Susana Morris, Molly Wright Steenson, Whitney Trettien. "Speculation in Digital Humanities and Design." DH+Design Symposium. Atlanta, Georgia, May 4–5, 2017.

Bogost, Ian, David Theo Goldberg, Rebecca A. Lippmann. "Connected Academics: Humanists at Work." Modern Language Association Conference 2016. Austin, Texas, January 7–10, 2016.

Anthony, Jason, Ian Bogost, Gregory Grieve, Owen Gottlieb, Michael Houseman, Kerstin Radde-Antweiler, Michael Waltemathe, Rachel Wagner, and Xenia Zeiler. Video Gaming and Religion Seminar: Crafting the Study of Religion and Video Games. American Academy of Religion Annual Conference, Atlanta GA, November 21-24, 2015.

Englehardt, Kirk, Ian Bogost, Daniel Goldman, and Mark Prausnitz. "Building Faculty Communication Plans." University Research Magazine Association Annual Meeting, Atlanta GA, June 7-9, 2015.

Bloom, Michael, Colin Dunn, and Ian Bogost. "Serious Games: Crafting Sustainable Solutions Through Play." American Institute of Architects Convention 2015, Atlanta, GA, May 15-17, 2015.

Jenkins, Tom, and Ian Bogost. "Tiny Tinkering Platforms." Open Hardware Summit, Boston, Massachusetts, 2013.

Bogost, Ian, Mattie Brice, Frank Lantz, and Tim Rogers. "Critical Condition" (panel). Indiecade 2013, Los Angeles, CA, October 4, 2013.

Bogost, Ian, Mia Consalvo, Michael Mateas, and Miguel Sicart. "Play and Procedurality" (panel). Digital Games Research Association Conference 2013, Atlanta, GA, August 25-29, 2013.

Bogost, Ian, Mike Capps, and Daniel Greenberg. "Scapegoats no More: Improving the Public Image of Games." Game Developers Conference 2013, San Francisco, CA, March 27-30, 2013.

Benson-Allott, Caetlin, Ian Bogost, Jonathan Sterne, Steven Jones, and Peter Krapp. "Platform Studies: Debating the Future of a Field." Panel at the Society for Cinema and Media Studies Conference 2013, Chicago, IL, March 5-9, 2013.

Bogost, Ian. "Beyond Screen Convergence." Respondent. Society for Cinema and Media Studies Conference 2013, Chicago, IL, March 5-9, 2013.

Bogost, Ian. "Philosophy vs. Carpentry: What's the Difference?" 26th Society for Science, Literature and the Arts (SLSA) Conference, Milwaukee, WI, September 27-30, 2012.

Bogost, Ian. "The Genesis of Ms. Pac-Man." 26th Society for Science, Literature and the Arts (SLSA) Conference, Milwaukee, WI, September 27-30, 2012.

Bogost, Ian. "Game-o-Matic: A Tool for Generating Journalistic Games on the Fly." 9th Annual Games for Change Festival. New York, NY, June 18-20, 2012.

Bogost, Ian. "Making Games as Fast as You Can Think of Them." 2012 Game Developers Conference, San Francisco, CA, March 5, 2012.

Bogost, Ian. "Game Educators Rant." 2012 Game Developers Conference, San Francisco, CA, March 6, 2012.

Bogost, Ian. "The Aesthetics of Procedural Content." Procedural Content Generation Workshop, 6th Foundations of Digital Games Conference. Bordeaux, France, June 28, 2011.

Bogost, Ian et al. "The Great Gamification Debate." Serious Games Summit, 2011 Game Developers Conference, San Francisco, CA, March 1, 2011.

Bogost, Ian (respondent). "Object-Oriented Feminism." Panel at 2010 Society for Literature Science and the Arts Conference, Indianapolis, IN, October 28-31, 2011.

Bogost, Ian. "Why We Should Stop Writing: Carpentry and the Future of Philosophy." The Rocky Mountain Modern Language Association Conference. Albuquerque, NM, October 14-16, 2010.

Bogost, Ian, Simon Ferrari, and Bobby Schweizer. "Newsgames." Southern Interactive Entertainment and Game Expo. Atlanta, GA, October 5-7, 2010.

Bogost, Ian. "The Fever for Flu Games." 6th Annual Games for Health Conference. Boston, MA, May 25-27, 2010.

Bogost, Ian and Michael Mateas. "Cartoonist." 2010 Future of News and Civic Media Conference, MIT Center for Future Civic Media, June 16-18, 2010.

Bogost, Ian. "Cakes, Chips, and Calculus." Object-Oriented Ontology Symposium, The Georgia Institute of Technology, Atlanta, GA, April 23, 2010.

Bogost, Ian, Mia Consalvo, Michael Mateas, Jane McGonigal. "Game Studies Download 5.0." 2010 Game Developers Conference, San Francisco, CA, March 13, 2010.

Bogost, Ian. "Microtalk: Play with Us." 2010 Game Developers Conference, San Francisco, CA, March 12, 2010.

Bogost, Ian, Paolo Pedercini, Jason Rohrer. "Seriously, Make YOUR Game!" Serious Games Summit, at the 2010 Game Developers Conference, San Francisco, CA, March 11, 2010.

Bogost, Ian, Barbara Chamberlin, Sheryl Flynn, Ernie Medina, Stephen Yang. "Over a Billion Dollars Can't Be Wrong: Is Exergaming Success a Victory for Serious Games?" Serious Games Summit, at the 2010 Game Developers Conference, San Francisco, CA, March 10, 2010.

Aarseth, Espen, Ian Bogost, Fox Harrell, and Janet Murray. "How to Think About Narrative and Interactivity." Panel Symposium, Georgia Tech, October 20, 2009.

Sharp, John, Ian Bogost, Michael Nitsche, and Peter Weishar. "The Art History of Games." Panel presented at SIGGRAPH 2009, August 2009.

Bogost, Ian, William Huber, Genivieve Yeo. "Fatal Frames." Panel presented at the Society for Cinema & Media Studies Annual Conference, May 2009.

Bogost, Ian, Gary Brubaker, Andrew Phelps, Walker White, Jim Whitehead, Mike Zyda. " Creating and Managing an Academic Games Program." Panel presented at the Foundations of Digital Games Conference, April 26, 2009.

Bogost, Ian. "Bone of My Bones, and Flesh of My Flesh: The Genesis of Ms. Pac-Man." Paper presented at the Game Developers Exchange (GDX), Savannah College of Art and Design, Savannah GA, April 16, 2009.

Bogost, Ian, Mia Consalvo, and Jane McGonigal. "The Game Studies Download." Panel presented at the Game Developers Conference, San Jose, CA, March, 2009.

Bogost, Ian. "Learning from Atari 2600." Paper presented at the Game Developers Conference, San Jose, CA, March, 2009.

Bogost, Ian. "Public Gaming." Integrated Media Association Conference, Atlanta GA, February 21, 2009.

Bogost, Ian. "The City as Gameboard." Living Game Worlds IV, Georgia Tech, December 1, 2008.

Bogost, Ian. "What Makes Social Gaming Fun?" Panel at the Social Gaming Summit, San Francisco, CA, June 13, 2008.

Bogost, Ian. "Designing Outreach in Virtual Worlds." Politics Online Conference. Washington, D.C., March 4, 2008.

Bogost, Ian. "Participant Journalism & Journalism Participation: Interacting & Authoring in New Media." Symposium on Computation and Journalism, Atlanta, GA, March 4, 2008.

Bogost, Ian. Meditation Games Panel. Game Developers Conference, Serious Games Summit, San Francisco, CA, February 17-18, 2008.

Bogost, Ian. "Introduction to Persuasive Games." Modern Language Association annual conference, Chicago, IL, December 27, 2007.

Bogost, Ian. "The Present and Future of Game Criticism," Montreal International Games Summit, Montreal, QB, November 29, 2007.

Bogost, Ian. "Procedural Rhetoric: Code as Argument," 21st Society for Science, Literature and the Arts (SLSA) Conference, Portland, ME, November 1-3, 2007.

Bogost, Ian and Eric Zimmerman. "Making Games Persuasive" (workshop), Games Learning and Society 2007, University of Wisconsin, Madison, WI, July 12-13, 2007.

Bogost, Ian, and Nick Montfort. "New Media as Material Constraint: An Introduction to Platform Studies." Paper presented at the First Annual HASTAC Conference, Durham, NC, April 19-21, 2007.

Bogost, Ian, Mia Consalvo, and Jane McGonigal. "Game Studies Download" Presentation at the Game Developers Conference, San Francisco, CA, March 7-9, 2007.

Bogost, Ian, "Persuasive Games: Introduction to Procedural Rhetoric." Paper presented at the Serious Games Summit, San Francisco, CA, March 5-6, 2007.

Bogost, Ian. "K-16 Education Group Gathering" Discussion led at the Serious Games Summit DC, Washington, D.C., October 30-31, 2006.

Bogost, Ian. "Celebration as Positive Dissent: Reclaiming the Commons with a Sense of Humor." Panel presented at the Bioneers Southeast Forum, Atlanta, GA, October 21, 2006.

Bogost, Ian. "Brave New Interactive World: The Art of the Game." Panel presented at the Atlanta Film Festival, Atlanta, GA, June 11, 2006.

Bogost, Ian. "Using Games to Deliver Key Health Messaging." Paper presented at the Games for Health Day, Los Angeles, CA, May 9, 2006.

Bogost, Ian and Michael Mateas. "Politics, Religion, and Ideology: New Approaches to Biased Games." Paper presented at the Serious Games Summit 2006, San Jose, CA, March 2006.

Bogost, Ian, Mary Flanagan, Caitlin Kelleher, John Maloney, and Ken Perlin. "Serious Play: At the Edge of Education Gaming." Panel presented at the Serious Games Summit 2006, San Jose, CA, March 2006.

Bogost, Ian. "Good Design for In-Game Advertising." Paper presented at the Game Developers Conference, San Jose, CA, March, 2006.

Bogost, Ian, Mia Consalvo, and Jane McGonigal. "The Game Studies Download." Panel presented at the Game Developers Conference, San Jose, CA, March, 2006.

Bogost, Ian. "Procedural Rhetoric as Experience Design for Technology-Mediated Politics." Paper presented at the Digital Arts and Cultures Workshop on Experience Design, Copenhagen, Denmark, November 30, 2005.

Bogost, Ian. "Project Management for Serious Games: Avoiding Mistakes." Panel presentation at the Serious Games Summit DC, Washington, DC, October 31 – November 1, 2005.

Bogost, Ian. "Advocacy and Public Policy Games." Paper presented at the Game Developers Conference, San Francisco, CA, March 7 - 11 2005.

Bogost, Ian. "In-Game Advertising Workshop." Workshop presented at the Electronic Entertainment Expo (E3), Los Angeles, CA, May 17 - 20 2005.

Bogost, Ian. "Advergaming for Public and Private Interests." Paper presented at the Game Developers Conference, San Francisco, CA, March 7 - 11 2005.

Bogost, Ian. "Current Issues in Advergames." Paper presented at the Advertising in Games Forum, New York, NY, April 14 2005.

Bogost, Ian. "Decoction and Community in Games." Paper presented at the Living Game Worlds Symposium, Atlanta, GA, March 15 - 16 2005.

Bogost, Ian. "In-Game Advertising Workshop." Paper presented at the Electronic Entertainment Expo Conference, Los Angeles, CA, May 16 - 19 2005.

Bogost, Ian. "Political Videogames." Paper presented at the International Simulation and Gaming Association Annual Conference, Atlanta, GA, June 27 - July 1 2005.

Bogost, Ian. "Advergaming for Prescription Medicine." Paper presented at the Games for Health Annual Conference, Baltimore, MD, September 22 - 23 2005.

Bogost, Ian. "Simulation Fever: An Approach for Game Criticism." Paper presented at the Second Cyberspace @ UCLA Symposium on Playing, Gaming, and Learning, Los Angeles, CA, January 16 2004.

Bogost, Ian, and Gonzalo Frasca. "Political Games: A Case Study of the Howard Dean for Iowa Game." Paper presented at the Serious Games Summit, San Jose, CA, March 13 - 15 2004.

Bogost, Ian. "Videogames as Mass Media Dialogue Devices." Paper presented at the Serious Games Summit DC, Washington DC, October 30 - 31 2004.

Bogost, Ian. "Project Connect a to Z: Developing Educational Games." Paper presented at the Serious Games Summit DC, Washington, DC, October 2004 2004.

Bogost, Ian. "Persuasive Games: Play in Advocacy and Pedagogy." Paper presented at the Cyberspace @ UCLA Symposium on Playing, Gaming, and Learning, Los Angeles, CA, October 23 2003.

E.   OTHER SCHOLARLY ACCOMPLISHMENTS

Bogost, Ian. "Designing and Developing Ben's Game." In *Game Design Complete*, by Patrick O'Luanaigh. Phoenix, AZ: Paraglyph Press, 2006.

Bogost, Ian (Reader), and Christine Gatchell. *Elementary Greek: Koine for Beginners, Year Two*. Albuquerque, NM: Open Texture, 2006.

Bogost, Ian (Reader), and Christine Gatchell. *Elementary Greek: Koine for Beginners, Year One*. Albuquerque, NM: Open Texture, 2005.

Bogost, Ian. Interview on Videogames. In *Difficult Questions about Videogames*. edited by James Newman and Iain Simons. Nottingham, UK: Suppose Partners, 2004.

Bogost, Ian and Gonzalo Frasca (co-editors). *Water Cooler Games*, popular website on "videogames with an agenda," http://www.watercoolergames.org, 2003-2007.

Bauer, Susan Wise, Barabara Alan Johnson (reader), Ian Bogost (producer). *The Story of the World, Volume 3: Early Modern Times* (audiobook). Albuquerque, NM: Open Texture, 2005.

Bauer, Susan Wise, Barabara Alan Johnson (reader), Ian Bogost (executive producer). *The Story of the World, Volume 2: Medieval Times* (audiobook). Albuquerque, NM: Open Texture, 2004.

Bauer, Susan Wise, Barabara Alan Johnson (reader), Ian Bogost (executive producer). *The Story of the World, Volume 1: Ancient Times* (audiobook). Albuquerque, NM: Open Texture, 2003.

IV.   TEACHING

A.   COURSES TAUGHT

LMC 6325 Game Design and Analysis, Fall 2019 (6 students)
LMC 4725 Game Design as a Cultural Practice, Fall 2019 (6 students)
CS 4401 Computing, Society, & Professionalism, Spring 2019 (40 students)
LMC 6325 Game Design and Analysis, Fall 2018 (4 students)
LMC 4725 Game Design as a Cultural Practice, Fall 2018 (12 students)
LMC 4400 Game Design Capstone, Spring 2018 (12 students)
LMC 2700 Introduction to Computational Media, Fall 2017 (70 students)
LMC 6325 Game Design and Analysis, Spring 2017 (12 students)
LMC 8000 PhD Proseminar, Fall 2016 (3 students)
LMC 4400 Senior Seminar, Spring 2016 (9 students)
LMC 6316 Historical Approaches to Digital Media, Fall 2015 (5 students)
CS 4803/8803 (with Blair MacIntyre) Game Studio, Spring 2015 (8 students)
LMC 2813 Introduction to Game Design, Spring 2015 (8 students)
LMC 4725 Game Design as a Cultural Practice, Fall 2014 (15 students)
CS 4803/8803 (with Blair MacIntyre) Game Studio, Fall 2014 (12 students)
CS 4803/8803 (with Blair MacIntyre) Game Studio, Spring 2013 (11 students)

LMC 6316 Historical Approaches to Digital Media, Spring 2014 (8 students)
CS 4803/8803 (with Blair MacIntyre) Game Studio, Fall 2013 (6 students)
LMC 2700 Introduction to Computational Media, Fall 2013 (89 students)
LCC 6316 Historical Approaches to Digital Media, Spring 2012 (10 students)
LCC 6650 The Philosophy of Sports, Fall 2011 (10 students)
LCC 6650 Design of Newsgames, Spring 2011 (7 students)
LCC 3843 Special Topics in Communication, Spring 2010 (6 students)
LCC 8823 Special Topics in Game Design and Analysis, Spring 2010 (9 students)
LCC 6650 Project Studio, Spring 2010 (5 students)
LCC 2700 Introduction to Computational Media, Fall 2009 (90 students)
LCC 6650 Project Studio, Fall 2009 (7 students)
LCC 6325 Game Design and Analysis, Spring 2009 (5 students)
LCC 4725 Game Design as a Cultural Practice, Spring 2009 (20 students)
LCC 6650 Project Studio, Spring 2009 (7 students)
LCC 6650 Project Studio, Fall 2008 (10 students)
LCC 2700 Introduction to Computational Media, Fall 2007 (90 students)
LCC 6650 Project Studio, Fall 2007 (5 students)
LCC 6650 Project Studio, Spring 2007 (4 students)
LCC 3710 Interaction Design, Spring 2007 (11 students)
LCC 8823 Special Topics in Game Design and Analysis, Spring 2007 (10 students)
LCC 2700 Introduction to Computational Media, Fall 2006 (34 students)
LCC 6325 Game Design and Analysis, Fall 2006 (13 students)
LCC 4725 Game Design as a Cultural Practice, Fall 2006 (10 students)
LCC 4699 Undergraduate Research (CM Capstone), Fall 2006 (4 students)
LCC 6650 Project Studio, Fall 2006 (4 students)
LCC 2700 Introduction to Computational Media, Spring 2006 (24 students)
LCC 8910 Special Problems in Physical Interfaces, Spring 2006 (2 students)
LCC 6314 Design of Networked Media, Spring 2006 (7 students)
LCC 6650 Project Studio, Spring 2006 (1 students)
LCC 2700 Introduction to Computational Media, Fall 2005 (25 students)
LCC 8823 Special Topics in Game Design and Analysis, Fall 2005 (8 students)
LCC 6650 Project Studio, Fall 2005 (1 student)
LCC 6613 Principles of Information Design, Spring 2005 (26 students)
LCC 4402 Basics of Multimedia Design, Spring 2005 (21 students)
LCC 4402 Basics of Multimedia Design, Fall 2004 (19 students)

B.   INDIVIDUAL STUDENT GUIDANCE (GEORGIA TECH)

Member, Digital Media Ph.D. committee, Alyssa Rumsey (2018–)
Chair, Digital Media M.Sc. committee, Edward Zhang (2017–2018)
Chair, Digital Media HCI committee, Yichi (Lyric) Yu (2017–2018)
Chair, Digital Media M.Sc. committee, Hayden Russell (2016–2018)
Chair, Digital Media M.Sc. committee, Mariam Naziripour (2015–2018)
Chair, Digital Media Ph.D. committee, Devin Wilson (2014–)
Chair, Digital Media Ph.D. committee, Albith Delgado (2014–2016)
Chair, Digital Media Ph.D. committee, Sarah Shoemann (2013–)
Member, Computer Science Ph.D. committee, Mark Nelson (2014–2015)

Dissertation: "Representing and Reasoning about Videogame Mechanics for Automated Design Support."

Member, Digital Media Ph.D. committee, Thomas Lodato (2011-2015)
Dissertation: "The Work of User Experience Design: Materiality and Cultures in Designing"

Chair, Digital Media M.Sc. committee, Michael Vogel (2013–2016)

Chair, Digital Media M.Sc. committee, Michael Madaio (2013–2015)
Thesis: "Cybernetic Autonomy: An Analysis and Critique of Adaptive Learning Systems"
Accepted into CMU PhD program in HCI.

Member, Digital Media M.Sc. committee, Kristjen Kjems (2013–2015)
Thesis: "Designing Through Research; Paranoia, Alternate Reality Games, Their Tropes And Mixed Reality"

Member, Digital Media M.Sc. committee, Jesse Shedd (2013–2015)
Thesis: "Portrait of an Anonymous Image Board: The Board-tans of 4chan"
Accepted job at Isobar, New York City.

Chair, Digital Media M.Sc. committee, William Tsikerdanos (2013–2015)
Thesis: "Headmaster System: An Adaptive Approach to Ability Progression"

Chair, Digital Media M.Sc. committee, Joe Peters (2012–2014)

Member, Digital Media Ph.D. committee, Tom Jenkins (2012–)

Chair, Digital Media M.Sc. committee, Jeffrey Bryan (2011-2013)
Thesis: The Dynamics Of The Player Narrative How Choice Shapes Videogame Literature

Chair, Digital Media M.Sc. committee, Chris Deleon (2010-2011)
Thesis: Pinball and Arcade Game History
Accepted into Georgia Tech Ph.D. program in Digital Media.

Chair, Digital Media M.Sc. committee, Hank Whitson (2010-2011)
Thesis: "Iterative Interpretation"

Chair, Digital Media M.Sc. committee, Chris Sumsky (2010-2011)
Thesis: "Encouraging Participation through Context with the Location-based Game Overworld"
Accepted job at Turner/Cartoon Network.

Chair, Digital Media M.Sc. committee, Jing Li (2010-2011)
Thesis: "Playable Infographics for Recycling"

Member, Digital Media M.Sc. committee, Lauren Langley (2010-2011)
Thesis: "Environmental Science"

Member, Digital Media M.Sc. committee, Andrew Ho (2010-2011)
Thesis: "Social Interactions"
Accepted job at PopCap Games.

Chair, Digital Media M.Sc. committee, Don Fernandez (2010-2011)
Thesis: "JournAlert"

Chair, Digital Media Ph.D. committee, Simon Ferrari (2010–2016)

Member, Digital Media Ph.D. committee, Bobby Schweizer (2009–2014)
Thesis: "Videogame Cities in Motion"
Tenure-track faculty at Texas Tech

Chair, Digital Media M.Sc. committee, Jason Lee (2010-2011)
Thesis: "200 Deaths"

Chair, Digital Media M.Sc. committee, Thomas Gibes (2009-2011)

Thesis: "Rethinking the RPG"
Chair, Digital Media M.Sc. committee, Mariam Asad (2009-2011)
    Thesis: "Game-Poems"
Member, Digital Media Ph.D. committee, Sergio Goldenberg (2009–)
Chair, Digital Media M.Sc. committee, Simon Ferrari (2008–2010)
    Thesis: "The Judgment of Procedural Rhetoric"
    Accepted into the Ph.D. program in Digital Media at Georgia Tech.
Member, Digital Media M.Sc. committee, Audrey Whitman (2009-2010)
    Thesis: "MAST (Metaphoric Adventure-Scripting Tool): A User-Facing Tool
    for Creating Multiplayer MMO Narratives"
Advisor, Computer Science Capstone project "Stella for iPhone" (2009)
Advisor, Computer Science Capstone project "CRT Simulator" (2008-2009)
Advisor, Digital Media Ph.D. student, Douglas Wilson (2008)
Member, Digital Media M.Sc. committee, Evan Mandel (2008-2009)
    Thesis: "The Ungrind: Softening Achievement-centric Gameplay Techniques"
Member, Digital Media M.Sc. committee, Bobby Schweizer (2008-2009)
    Thesis: "Representations of the City in Video Games"
    Accepted into the Ph.D. program in Digital Media at Georgia Tech.
Member, Digital Media M.Sc. committee, Veronica Peshterianu (2006)
    Thesis: "Townbuilder: An Asynchronous Multiplayer Casual Game Site"
    Accepted job at Microsoft Game Studios
Member, Digital Media M.Sc. committee, Will Riley (2006-2008)
    Thesis: "We the Undersigned: Anonymous Dissent and the Struggle for
    Personal Identity in Online Petitions."
    Accepted job at Center for History and New Media, George Mason University.
    Simultaneously, entered the Ph.D. program at the University of Michigan
    School of Information.
Chair, Digital Media M.Sc. committee, Walter Kim (2006-2008)
    Attended law school.
Chair, Digital Media M.Sc. committee, Robert Fitzpatrick (2006-2007)
    Founded technology start-up Fuzzwich.
Member, Digital Media M.Sc. committee, Nathan Olson (2006)
Member, Digital Media M.Sc. committee, Manu Kapoor (2006-2007)
    Thesis: "Modeling causality and inferences in detective fiction"
Member, Human Computer Interaction M.Sc. committee, Judith Siegel (2005-
2007)
    Thesis: "I'd Rather Play 'Guitar Hero': User Responses to Content in Three
    Political Games."
    Accepted job at VMWare
Chair, Digital Media M.Sc. committee, Dakota Brown (2005-2007)
    Thesis: "Pervasive Games Are Not A Genre, they are a sub-genre: A
    theoretical model for the genre of appropriative games and a technical
    approach to a single- player appropriative gaming experience."; Accepted job
    as Senior User Experience Designer at Popular Front; founded game studio
    Pathfindr.
Member, Digital Media Ph.D. committee, David Jimison (began advisement 2005)
Chair, Information Design & Technology M.Sc. committee, Jeffrey Crouse (2006)

Thesis: "Switchboard: A Real Time Art Toolkit"; accepted digital art fellowship at Eyebeam, NYC

Chair, Information Design & Technology M.Sc. committee, Daniel Klainbaum (2006)
Thesis: "Representing Place in Digital Media"; accepted job at Disney Imagineering

Chair, Information Design & Technology M.Sc. committee, Natalie Funk (2006)
Thesis: "The Waste Land Tarot"

Member, Information Design & Technology M.Sc. committee, Benjamin Tomasetti (2006)
Thesis: "Analog Touchpad Controller: An Alternative Videogame Controller"

Member, Information Design & Technology M.Sc. committee, Katherine Compton (2006)
Thesis: "Procedural Generation of Platform Game Levels"
Accepted job as Technical Artist at Maxis/Electronic Arts

Member, Information Design & Technology M.Sc. committee, Calvin Ashmore (2006)
Thesis: "Key and Lock Puzzles in Procedural Gameplay"
Entered Ph.D. program in Digital Media at Georgia Tech

Research Advisor, Human Computer Interaction M.Sc. student Allison Sall (2006)
Thesis: "Lets get physical: in, out and around physical gaming in the home"
Accepted job as Interaction Designer at Moment (New York)

Chair, Information Design & Technology M.Sc. committee, Mayhew Seavey (2005)
Thesis: "Song Canvas"; accepted job as Associate Producer at Electronic Arts

Chair, Information Design & Technology M.Sc. committee, Engin Ergodan (2005)
Thesis: "An On-Demand Advertising Model for Digital Television"
Accepted job at IDEO

Chair, Information Design & Technology M.Sc. committee, Tom Banaszewski (2005)
Thesis: "Towards Digital Literacy: Implementing Digital Storytelling in Grades 4-12"
Middle school teacher in Massachusetts

Member, Information Design & Technology M.Sc. committee, Lakshmi Jayapalan (2005)
Thesis: "Wide-Ruled: A Generative, Interactive Story Authoring Environment"
Accepted job as Associate Producer at Electronic Arts

Member, Information Design & Technology M.Sc. committee, Alcides Velasquez (2005)
Thesis: "Graphic Tool for Literary Analysis from a Network Perspective of the Text"

Member, Information Design & Technology M.Sc. committee, Zuley Clarke (2005)
Thesis: "S.U.D.S.: Soap Opera Update System"
Accepted job as Interactive Producer at Schematic

C. INDIVIDUAL STUDENT GUIDANCE (OTHER)

Ph.D. Committee Member, Evander Price, Harvard University, 2019.
 Dissertation: Future Monumentality.
Ph.D. Adviser, Venus Torabi, Brock University, 2018–.
Ph.D. External Examiner, Tessa Leach, University of Melbourne, 2018.
Ph.D. Committee, Joshua Daniel-Wariya, Texas Christian University, 2013-2014.
 Dissertation: Ludic Rhetoric and the Language of Play.
Ph.D. Defense Committee Member, Olivier Mauco, Université de Paris 1, La
 Sorbonne, 2012.
Ph.D. Committee, Aaron Pedinotti, New York University, 2011–2015.
Ph.D. Committee, Steven Pustay, Georgia State University, 2011–2015.
Opponent, Ph.D. defense, Petri Lankoski, Aalto University, Finland, 2010.
Topic Consultant, External Committee Member, MFA Committee, David
 McDonough, Savannah College of Art and Design, Savannah, GA, 2008-2009.
External Examiner, Ph.D. Committee, Pippin Barr, Victoria University, Wellington
 NZ, 2008.
Opponent, Ph.D. Committee, Miguel Sicart, IT University, Copenhagen, 2006.

D. OTHER TEACHING ACTIVITIES

Led overhaul of Digital Media MS curriculum, 2011-2012.
Contributed to new curriculum, Computational Media B.S., 2004–2007.
Redesigned course curriculum, LCC 2700 Introduction to Computational Media
Developed new course curriculum, LCC 8803 Topics in Game Design and
Analysis
Developed new course curriculum, LCC 8823 Advanced Topics in Game Design
and Analysis
Contributed to revised curriculum, Information Design & Technology M.Sc., 2004
- 2005

V. SERVICE

A. PROFESSIONAL CONTRIBUTIONS

Editorial Board, *The Journal of Sociotechnical Critique*, 2019–.
Program Committee, "Les langages du jeu vidéo : codes, discours et images en
 jeu," Université de Lausanne, 2019.
Reviewer, *The Sociological Review*.
Reviewer, DiGRA Nordic 2019.
Reviewer, CHI 2018.
Program Committee, Foundations of Digital Games 2017.
Program Committee, Digital Games Research Association 2017.
Editorial Advisory Board, *American Journal of Play*, 2007–.
External Academic Program Review committee, University of Central Florida
 School of Visual Arts and Design, 2016.
Advisory Board, University of Florida Department of English TRACE Innovation
 Initiative
Selection Committee, World Video Game Hall of Fame, Strong Museum of Play,
 Rochester, NY

Program Committee, Digital Games Research Association 2015.
Program Committee, Foundations of Digital Games 2015.
Advisory Board, Political Arts book series (Bloomsbury).
Program Co-Chair, Foundations of Digital Games 2014.
Advisory Council, Excelsior University Center for Game and Simulation-Based Learning
Program Co-Chair, Game Studies and Game Design, Foundations of Digital Games 2014.
Advisory Board, metaLAB projects (book series), Harvard University Press.
Editorial Board, *Configurations* (journal).
Editorial Board, *Informatics* (journal).
Member, White House Office of Science and Technology Policy (OSTP) Academic Consortium on Games for Impact
Editorial Board, *Rhetoric Review* (journal).
Program Committee, Foundations of Digital Games 2012 Procedural Content Generation Workshop.
Program Committee, Foundations of Digital Games 2012.
Panels Chair, Foundations of Digital Games 2012.
Advisory Board, Zobee, Inc. (social games), 2011–2015.
Advisory Board, Dygest, Inc. (mobile applications for news), 2011–.
Advisory Board, *O-Zone: A Journal of Object-Oriented Studies*, 2011–.
Advisory Board, Rhizome Digital Art Archive, 2011–.
University Press Reviewer, Harvard University Press, MIT Press, Routledge
Co-organizer, Serious Games Summit 2011 (Game Developers Conference).
Reviewer, International Journal of Communication.
Reviewer, Technical Communication Quarterly (journal).
Persuasive Technology Conference, Academic Advisory Board, 2010–2011.
Program Committee, Persuasive 2014.
Program Committee, Philosophy of Computer Games International Conference, 2010–2011.
International Advisory Board, *Eludamos* (peer-review open-access journal), 2010–.
Co-organizer, Serious Games Summit 2010.
Advisory Board, Romero Archives (videogame archive), 2010–.
Advisory Board, International Center for the History of Electronic Games, Strong National Museum of Play (Rochester, NY), 2010–.
Member, International Choice Awards Network (Game Developers Choice Awards jury).
Advisory Board, Preserving Virtual Worlds II project (Maryland Institute for Technology in the Humanities, the Rochester Institute of Technology, Stanford University Libraries, and the Graduate School of Library & Information Science at the University of Illinois), 2009-2010.
Advisory Board, The Landmark Video Games book series (University of Michigan Press).
Editorial Board, Speculations: The Journal of Object Oriented Ontology.
Reviewer, National Endowment for the Humanities.
Reviewer, Political Studies.
Panels Chair, Foundations of Digital Games Conference 2010.

Microsoft Imagine Cup 2009 (international student technology competition), official judge, gaming category.
Foundations of Digital Games Conference 2009 Doctoral Consortium mentor.
Jury, Jennifer Ann's Group Life Love Game Design Challenge, 2009.
Co-organizer, Serious Games Summit, 2009.
Program Committee, Foundations of Digital Games Conference 2009.
Program Committee, Persuasive Technology 2009.
Microsoft Imagine Cup 2008 (international student technology competition), official judge, gaming category.
Editorial, Board, Historical Studies of Digital Entertainment (journal), 2008–.
Program Committee, Fourth Annual Fundamentals of Digital Games Conference, 2009.
Reviewer, AIS journals, 2008.
Jury, Jennifer Ann's Group Life Love Game Design Challenge, 2008.
Program Committee, Persuasive Technology 2008.
Program Committee, Meaningful Play Conference, Michigan State University, 2008.
Co-organizer, Serious Games Summit, 2008.
Editorial Board, The Journal of Digital Culture & Education, 2008 –.
Editorial Board, The Journal of e-Media Studies, 2007 –.
Editorial Board, Games & Culture (journal), 2007 –.
Program Committee, Persuasive Technolgoy 2007.
Reviewer, Games and Culture (journal), 2006-2007.
Co-Series Editor, "Platform Studies," MIT Press, 2006 –.
Program Committee, Cybergames 2007 Conference.
Reviewer, CHI 2006.
Editor, Game Studies (journal), 2006 –.
IEEE Computer Society Task Force on Gaming, 2006 –.
Advisory Panel, 7th Digital Arts and Culture Conference.
Official Judge, PoV Game Art Exhibit, DiGRA International Conference 2005.
Advisory Board, Games for Change, 2005–.
Advisory Board, Serious Games Summit, 2005–.
Official Judge, Independent Games Festival (IGF), 2003 – 2004.
Advisory Board, Macromedia Flash MX Pro (2002 – 2005).
Educational Advisor, Kellogg Creek Software.
Member, Board of Reviewers, Game Studies (journal) (2004 – 2006).
Member, Advisory Board, Games for Change Association.
Member, Gerson Lehrman Group Media Council.
Member, Advisory Board, Teamcomplete LLC.

B.   CAMPUS CONTRIBUTIONS

Faculty Senate, Georgia Tech, 2018–.
Chair, School of Literature Media and Communication RPT Committee , 2017-2018.
School of Interactive Computing Chair Search Committee, 2016–2017.
School of Literature Media and Communication MS Strategy Committee, 2015-2016.

School of Literature Media and Communication Executive Committee Chair, 2015-2016.

Chair, School of Literature Media and Communication Digital Media Hiring Committee, 2014-2015.

School of Literature Media and Communication Periodic Peer Review Committee, 2013-2014.

School of Literature Media and Communication Graduate Admissions Committee, 2013-2014.

Co-organizer, Computation + Journalism Symposium 2013.

Georgia Tech Council of the Arts, 2012–.

School of Literature Media and Communication Graduate Curriculum Committee, 2012-2013.

School of Literature Communication and Culture Chair Search Committee, 2011-2012.

School of Literature Communication and Culture Reorganization Task Force, 2011.

School of Literature Communication and Culture Director of Graduate Studies, 2010–.

Ivan Allen College Liberal Arts Committee, 2010-2011.

School of Literature Communication and Culture/Ivan Allen College LCC Task Force, 2011.

School of Literature Communication and Culture Executive Committee (ex officio), 2010-2011.

School of Literature Communication and Culture Search Committee, 2010-2011.

Organizer, Object-Oriented Ontology Symposium (2010).

Co-Organizer, The Art History of Games Symposium (2010).

Chair, School of Literature Communication and Culture Graduate Planning Committee, 2009-2010.

Chair, Ivan Allen College Review, Promotion, and Tenure Committee, 2009-2010.

School of Literature Communication and Culture Review, Promotion, and Tenure Committee, 2009-2010.

Chair, School of Literature Communication and Culture Executive Committee, 2009-2010.

Presentation to Georgia University System Board of Regents, August 2009, on the uses of videogames.

School of Literature Communication and Culture Ph.D. Admissions Committee, 2008-2009.

School of Literature Communication and Culture M.Sc. Admissions Committee, 2008-2009.

T-Square Priorities Committees, 2007–2008.

Organizer, Dwelling Machines Symposium, hosted by the James and Mary Wesley Center for New Media Research and Education, January 14, 2008.

Featured Speaker, Georgia Tech Advisory Board (GTAB), September 2007.

Featured Speaker, Georgia Tech President's Retreat, August 2007.

School of Literature Communication and Culture Faculty Search Committee, 2007 – 2008.

School of Literature Communication and Culture Executive Committee, 2006-2007.

School of Literature Communication and Culture Faculty Search Committee, 2006 – 2007.

Director, LCC Experimental Game Lab, 2006 – 2007.

School of Literature Communication and Culture M.Sc. Admissions Committee, 2005 – 2006.

School of Literature Communication and Culture Faculty Search Committee, 2005 – 2006.

Organizing Committee, Living Game Worlds Symposium (February 2006)

Ivan Allen College Technology Council, 2005 – 2006.

School of Literature Communication and Culture / College of Computing Computational Media Undergraduate Curriculum Committee, 2005 – .

Organizing Committee, Living Game Worlds Symposium (March 2005)

School of Literature Communication and Culture Graduate Strategic Planning Committee, 2004 – 2005.

School of Literature Communication and Culture Ph.D. Admissions Committee, 2004 – 2005.

Member, Georgia Tech Experimental Game Lab, 2004 -.

C. OTHER CONTRIBUTIONS

Member, Institute of Electrical and Electronics Engineers (IEEE)

Member, National Council of Teachers of English

Member, Association of Internet Researchers

Member, Society for Literature Science and the Arts

Member, Digital Games Research Association

Member, International Game Developers Association

Member, Modern Language Association

Member, International Simulation and Gaming Association

VI. GRANTS AND CONTRACTS

A. AS PRINCIPAL AND CO-PRINCIPAL INVESTIGATOR

(with Meltem Alemdar, Kim Cobb, David Hu, Aaron Levine, and Philip Shapira) National Science Foundation, IGE, for "Creating Transformative STEM Communicators," $499,411 (under review).

(with Christopher Schaberg) National Endowment for the Humanities, for "Object Lessons: Current Topics for a General Readership," $249,680.

(with Blair MacIntyre) The Georgia Lottery, for "Lottery Game Design," $94,100.

(with Michael Mateas, UC Santa Cruz) The John S. and James L. Knight Foundation, for "Cartoonist," $378,941.

The John S. and James L. Knight Foundation, for "Understanding Newsgames," $142,165.

Humana, for "Health Game Infrastructures," $50,000.

(with Blair McIntyre), Microsoft Research, for "Playing With Game Education: XNA-Based Support For Game Development Throughout the Curriculum," $25,000 (not awarded).

NSF REESE, for "SELENE: Selenology Exploration – Ludic Environments – Networked Education," $91,480 (not awarded).

Intel Research, for "Serious Games: Game Based Application Innovation Roadmap, Roadmap Survey Effort for Serious Games and Related Game Innovation," $24,000.

Georgia Tech Foundation International Travel Grants, $3,000 (2004, 2006, 2008).

Ivan Allen College Curriculum Development Grant, $2,000.

B. AS INVESTIGATOR

(with Carl DiSalvo, Chris LeDantec) Intel Science and Technology Center in Social Computing, $1,675,000.

NASA Classroom of the Future Project (subaward), for "Lunar Geography Game," $29,942.34.

VII. HONORS AND AWARDS

Higher Education Video Game Alliance (HEVGA) Lifetime Fellow, 2016–.

DiGRA Distinguished Scholar, 2016.

Faculty Associate, Berkman Center, Harvard University, 2012–2013.

Time Magazine Best 50 Websites 2012, for persuasivegames.com.

Winner, Vanguard and Virtuoso Awards, Indiecade Festival 2010 (for *A Slow Year*).

Finalist, Indiecade Festival 2010 (for *A Slow Year*).

ELearners.com Mindshare Awards, first place, gaming category, for website bogost.com, 2010.

Finalist, Independent Game Festival 2010, Nuovo category.

Visiting Professor, 2009 (summer), Faculty of Engineering and Information Technology, University of Technology Sydney.

Finalist, 2009 Game Developer Front Line Award, book category, for Racing the Beam. NSF Science and Engineering Visualization Challenge, semifinalist for Selene,
http://www.nsf.gov/news/special_reports/scivis/index.jsp?id=challenge.
ELearners.com Mindshare Awards, first place, gaming category, for website bogost.com.

NSF Science and Engineering Visualization Challenge, semifinalist for *Selene*,
http://www.nsf.gov/news/special_reports/scivis/index.jsp?id=challenge.