

# Josef Nguyen

(he/him/his)

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## ACADEMIC APPOINTMENT

### Assistant Professor

School of Arts, Technology, and Emerging Communication (ATEC)  
The University of Texas at Dallas

Fall 2016–Present

## EDUCATION

### University of California, Davis

Ph.D. in English, June 2016

Dissertation Title: “Creative Makings of the Digital Generation”

Committee: Colin Milburn (chair), John Marx, and Michael Ziser

### University of California, Irvine

M.S. in Information and Computer Sciences, Sept 2009

with a concentration in Arts Computation Engineering (ACE)

### University of the Pacific, Stockton, CA

B.A. in English, May 2007

B.S. in Computer Science, May 2007

Phi Beta Kappa: Inducted 2007

## PEER-REVIEWED PUBLICATIONS AND PROCEEDINGS

**Nguyen, Josef**, and Bonnie Ruberg. “Challenges of Designing Consent: Consent Mechanics in Video Games as Models for Interactive User Agency.” *CHI '20: Proceedings of the 2020 CHI Conference on Human Factors in Computing Systems*, [<https://doi.org/10.1145/3313831.3376827>]

- Honorable Mention for Best Paper Award

**Nguyen, Josef**. “How Makers and Preppers Converge in Premodern and Post-Apocalyptic Ruin.” *Lateral* 7.2 (2018), [<https://doi.org/10.25158/L7.2.7>]

**Nguyen, Josef**. “Digital Games about the Materiality of Digital Games.” Special issue on “Green Computer and Video Games.” Guest eds. John Parham and Alenda Y. Chang. *Ecozon@* 8.2 (Nov 2017), 18–38, [<https://doi.org/10.37536/ecozone.2017.8.2.1347>]

**Nguyen, Josef**. “*Minecraft* and the Building Blocks of Creative Individuality.” *Configurations* 24.4 (Fall 2016), 471–500, [<https://doi.org/10.1353/con.2016.0030>]

**Nguyen, Josef**. “Performing as Video Game Players in Let’s Plays.” *Transformative Works and Cultures* no. 22 (Sept 2016), [<https://doi.org/10.3983/twc.2016.0698>]

- Italian translation and reprint as “Esibirsi come Videogiocatori nei Let’s Play” in *Giochi Video: Streaming, Spettacolo, Performance*. Eds. Matteo Bittanti and Enrico Gandolfi. Milan: Mimesis Edizioni (2018), 81-101

**Nguyen, Josef**. “*Make* Magazine and the Social Reproduction of DIY Science and Technology.” *Cultural Politics* 12.2 (July 2016), 233–252, [<https://doi.org/10.1215/17432197-3592124>]

## PEER-REVIEWED WORK IN PROCESS

Nguyen, Josef. "Painful Games, Sporting Practices, and Enduring Masculinities." Accepted for publication by *Journal of Cinema and Media Studies* on 26 August 2020

Nguyen, Josef. *The Makings of Creative Digital Youth in Early Twenty-First-Century America*. Book under contract with University of Minnesota Press as of 2 April 2020

Nguyen, Josef. "Reconsidering Lost Opportunities for Diverse Representation." Submitted to *American Literature* special issue on "American Game Studies" for review on 16 March 2020

## OTHER PUBLICATIONS

Shaw, Adrienne, Alexandrina Agloro, Josef Nguyen, Amanda Phillips, and Bonnie Ruberg. "Feminist and Queer Game Studies." *Oxford Bibliographies in Communication*. Oxford University Press (2019), [<https://doi.org/10.1093/obo/9780199756841-0235>]

Nguyen, Josef. "Minecraft and Robinson Crusoe" (interview). *JHU Press Blog*. 10 February 2017 [<https://www.press.jhu.edu/news/blog/minecraft-and-robinson-crusoe>]

As a member of SP&CE Media. "Campus Carry Doorbell," *Disobedient Electronics: Protest*. Ed. Garnet Hertz. The Studio for Critical Making, 2017: 41–42 [<http://www.disobedientelectronics.com>]

## INVITED PRESENTATIONS

"Challenges of Designing Consent: Consent Mechanics in Video Games as Models for Interactive User Agency." #CHIversity 2020 Virtual Panel Series. fempower.tech: 5 May 2020.

"Crusoe, Minecraft, and Patent Epistemologies of Invention." *Comparative Perspectives on the Robinsonade 1719-2019*. Johannes Gutenberg University Mainz, Mainz, Germany: 12 July 2019.

"Mechanics and Modular Game Design." *Board Game Make-a-Thon*, hosted by Escape Sacramento. Hacker Lab, Sacramento, California: 20 March 2016

"Make Magazine and the Reproduction of DIY Science Workshops." *Garages, Kitchens, and Hackerspaces: Spaces and Narratives of the New Innovation*. European University at St. Petersburg, St. Petersburg, Russia: 26–27 September 2014

## CONFERENCE PRESENTATIONS

"Playing with Digital Technologies and Analog Consent." Pre-constituted panel: "Embodied Knowledge: Experiments with Feeling(s) in Games." *Society for Literature, Science, and the Arts 2019 Conference: Experimental Engagements*. Irvine, California: 7–9 November 2019

"Digital Technologies of Consent." Track: "Media Studies Interruptions of STS." *2019 Annual Meeting of the Society for Social Studies of Science*. New Orleans, Louisiana: 4–7 September 2019

"Digital Technologies of Consent and Control." *Informed Experiences, Designing Consent*. Illinois Institute of Technology, Chicago, Illinois: 6 April 2019

"I Have No Queers, and I Must Speculate." Pre-constituted panel: "The End of Queerness: Confronting Queer Loss, Erasure, Disavowal, and Death in Video Games." Sponsored by the Queer and Trans Caucus and the Video Game Studies Scholarly Interest Group. *Society for Cinema and Media Studies 2019 Conference*. Seattle, Washington: 13–17 March 2019

Roundtable on Emerging Digital Humanities, Digital Humanities Caucus. *2018 Annual Meeting of the American Studies Association: States of Emergence*. Atlanta, Georgia: 8–11 November 2018.

- “Design Fiction and the Imagination of Futures Near and Far.” Pre-constituted seminar: “Temporalities.” *American Comparative Literature Association’s 2018 Annual Meeting*. Los Angeles, California: 29 March–1 April 2018
- “Painful Games and Enduring Masculinities.” Pre-constituted panel: “Gaming Bodies as Techniques of Corporeal Mediation.” Sponsored by the Video Game Studies Scholarly Interest Group. *Society for Cinema and Media Studies 2018 Conference*. Toronto, Ontario: 14–18 March 2018
- Roundtable on Games Pedagogy, Video Game Studies Scholarly Interest Group Meeting. *Society for Cinema and Media Studies 2018 Conference*. Toronto, Ontario: 14–18 March 2018
- “The Great Unfriending: The Politics of Networks, Field Guides, and Digital Withdrawal,” with Andrew Culp. *Fifteenth Annual Conference of the Cultural Studies Association: Culture in the Age of Mass Debt*. Washington, District of Columbia: 25–27 May 2017
- “Reframing Consent through Debates on Control in Games.” Pre-constituted panel: “Consent and Control in and around Gaming.” *QGCON: The Queerness and Games Conference 2017*. Los Angeles, California: 1–2 April 2017
- Roundtable: “Supporting Queer Students as Game Makers & in Games Studies in the Age of 45.” *QGCON: The Queerness and Games Conference 2017*. Los Angeles, California: 1–2 April 2017
- Roundtable: “Creative Disciplines, Disciplining Creativity.” *Society for Literature, Science, and the Arts 2016 Conference: Creativity*. Atlanta, Georgia: 3–6 November 2016
- “How Western Making Imagines Premodern Post-Apocalyptic Geographies.” Track: “Innovation, Economic Driver, Disruption: Utopias and Critiques of Making and Hacking.” *2016 Annual Meeting of the Society for Social Studies of Science*. Barcelona, Spain: 31 August–3 September 2016
- “Valuing Work and Play in Steam Trading Cards.” Pre-constituted panel: “Pushing the Limits of Game Studies.” *Popular Culture Association/American Culture Association 2015 Annual Conference*. New Orleans, Louisiana: 1–4 April 2015
- “Liveness and the Performance of the Videogame Player in We Plays [Let’s Plays].” Pre-constituted panel: “Para-gaming: Gaming beside Itself.” Sponsored by the Video Game Studies Scholarly Interest Group. *Society for Cinema and Media Studies 2015 Conference*. Montréal, Quebec: 25–29 March 2015
- “Crafting Islands and Innovation in Survival-Sandbox Videogames.” *Society for Literature, Science, and the Arts 2014 Conference: Fluid*. Dallas, Texas: 9–12 October 2014
- “Crowdsourcing the Future and the Deferral of Philanthropy and Pleasure.” Pre-constituted panel: “The Cloud and the Crowd.” *2013 Annual Meeting of the Society for Social Studies of Science*. San Diego, California: 9–12 October 2013
- “*Make* Magazine and the Instruction of Social Reproduction.” Pre-constituted panel: “Public Engagement and the Emergent Politics of Public Mediation.” *Science in Public 2013: Critical Perspectives on Making Science Public*. Nottingham, United Kingdom: 22–23 July 2013
- “Prototyping Designs for Future Object(ive)s.” *Society for Literature, Science, and the Arts 2012 Conference: Nonhuman*. Milwaukee, Wisconsin: 27–30 September 2012

## PROJECTS AND EXHIBITIONS

[Redacted December 2017]. *HASTAC 2019: Decolonizing Technologies, Reprogramming Education*. University of British Columbia, Vancouver, British Columbia: 17–18 May 2019.

*The Great Unfriending: A Player's Handbook*, with Andrew Culp. *QGCON: The Queerness and Games Conference 2017*. Los Angeles, California: 1–2 April 2017

*The Limits of Civility: Testing a Concept, Imagining a Community, Tracing a History*, with Lia Winfield. Exhibited online as part of *The Civility Project*. University of California, Davis: October 2011

*freak!*. *Arts Computation Engineering 2009 Thesis Show*. University of California, Irvine: 9–12 June 2009

*LoRy: A Locative Story Game to Encourage Playful and Social Learning*, with Nick Noack, Silvia Lindtner, and Gillian Hayes. *Conference on Interaction Design for Children*, Chicago, Illinois: 11–13 June 2008

## FELLOWSHIPS AND GRANTS

Humanities and Emerging Arts Seed Grant. Project: *Patching Default Settings: Radical Feminist Gameplay*, co-directed with Hong-An Wu under The Studio for Mediating Play. Office of Research, UT Dallas: Summer 2019–Spring 2021

Departmental Dissertation Fellowship. Department of English, UC Davis: Summer 2015, Summer 2014

Summer Research Fellowship. Mellon Research Initiative in Digital Cultures, UC Davis: Summer 2014

Margrit Mondavi Summer Fellowship. UC Davis Humanities Institute, UC Davis: Summer 2014

Provost's Dissertation Year Fellowship. Office of Graduate Studies, College of Letters and Science: Division of Humanities, Arts and Cultural Studies, UC Davis: AY 2013–2014

HASTAC Scholar Fellowship. Humanities, Arts, Science, and Technology Alliance and Collaboratory and UC Davis: AY 2013–2014

Graduate Scholarship. Phi Beta Kappa Northern California Association: 2013

Medical Humanities Research Grant. UC Medical Humanities Consortium, UC Davis: AY 2011–2012

## WORKSHOPS, JAMS, AND JURIES

**Juror** for IndieCade Summer 2020  
Summer 2019

**Organizer** for the ATEC IndieCade Jury Hub. UT Dallas Summer 2019

**Co-Organizer** for the ATEC Jam the System Game Jam, hosted by ATEC and the Narrative Systems Research Lab. UT Dallas Fall 2016

**Organizer** for the Race and Gaming Wikipedia Edit-a-thon Workshop, hosted by ATEC, the Eugene McDermott Library, and the Feminist Makerspace. UT Dallas 14 October 2016

**Co-Organizer and Juror** for the UC Davis GameCamp! Game Design Workshop Series and Game Jam, hosted by ModLab. UC Davis Fall 2015–Spring 2016  
Fall 2014–Spring 2015

**Juror** for the Board Game Make-a-Thon, hosted by Escape Sacramento. Hacker Lab, Sacramento, California 20 March 2016

# TEACHING AND MENTORSHIP

The University of Texas at Dallas

Fall 2016–Present

## Graduate Courses

Media, Culture, and Economy: The Work of Care in Digital Cultures, ATCM  
Tactical Media, ATCM  
Virtual Worlds and Communities, ATCM  
Experimental Games Studio, ATCM  
Critical Game Studies, ATCM  
History and Culture of Interactive Media: Social Technologies and Games, ATEC

## Undergraduate Courses

Political Economy of Digital Media, ATCM  
Reading Media Critically, ATCM  
Advanced Topics in ATEC: Games and Social Justice, ATCM  
Game Studies I, ATCM  
Game Studies II: About and Beside Games, ATCM  
Game Design II: Rapid Digital Prototyping, ATEC

## Graduate-Level Mentorship

### PhD

Cameron Irby

Qualifying Examination on “Queer Theory,” Fall 2020  
Independent Study on “Queer Theory,” Summer 2020  
Research Mentor, Fall 2018–Summer 2019

Mohammed Mizanur Rashid

Qualifying Examination on “Queer Theory,” Fall 2020  
Independent Study on “Queer Theory,” Summer 2020  
HASTAC Mentor, Fall 2019–Present

David Adelman

Qualifying Examination on “Critical Sexuality Studies,” Fall 2020

Stephen Mallory

Dissertation Committee Member  
Qualifying Examination on “Game Studies,” Fall 2018  
HASTAC Mentor, Fall 2018–Summer 2020

Cynthia O’Neill

HASTAC Mentor, Fall 2019–Present

Letícia Ferreira

HASTAC Mentor, Fall 2019–Present  
Qualifying Examination on “Mediated Subjects,” Fall 2018  
Independent Study on “Mediated Subjects,” Spring 2018

Cenk Kökner

Dissertation Chair  
Teaching Mentor, Game Studies I, Spring 2019  
HASTAC Mentor, Fall 2018–Summer 2020

Qualifying Examination on “Audience, Reception, and Fan Studies,” Fall 2017  
Independent Study on “Audience, Reception, and Fan Studies,” Fall 2017  
Independent Study on “Fandom and Game Studies,” Spring 2017

Luke Bernfeld

Independent Study on “Textual Approaches to Video Games,” Fall 2017

Sean Landers

HASTAC Mentor, Fall 2017–Summer 2019

## **MFA**

Jazmine Jones

HASTAC Mentor, Fall 2019–Present

Catalina Alzate

HASTAC Mentor, Fall 2018–Summer 2020

Chelsea Britis

Thesis Committee chair, Fall 2018–Spring 2019

Samantha Owens

Thesis Committee member, Fall 2018–Spring 2019

Clayton Harper

Thesis Committee member, Spring 2018

HASTAC Mentor, Fall 2017–Summer 2018

Michael Stewart

Thesis Committee member, Spring 2017–Fall 2017

Joshua Miller

Thesis Committee member, Spring 2017

## **MA**

Brandon Leifheit

Thesis Committee member, Spring 2020

Alex Remington

HASTAC Mentor, Fall 2019–Summer 2020

Jack Murray

Thesis Committee chair, Spring 2019

Hannah Drury

Thesis Committee chair, Fall 2018

Adam Carr

Thesis Committee chair, Spring 2018

Alberto Thomae

Thesis Committee member, Spring 2018

Charng-Win Tu

Thesis Committee member, Spring 2018

## Undergraduate-Level Mentorship

### Capstone Projects

Gianna Cantu, Fall 2020  
Coby Smith, Spring 2020  
Marco Salinas, Fall 2019, Honors capstone chair  
Rudy Avila, Spring 2019, Honors capstone chair  
Talia Henry, Spring 2019  
Jesse Hernandez, Spring 2019, Honors capstone chair  
James Popiel, Spring 2019  
Jax Schmisser, Spring 2019  
Rio Sienna Burton, Fall 2018  
David McCullough, Spring 2018  
Caleb Scott, Spring 2018, Honors capstone second reader  
Thomas Diminture, Fall 2017

## ACADEMIC SERVICE

### Department

<b>Member</b> , HASTAC Programming Subcommittee, ATEC, UT Dallas	Sept 2019–Present
<b>Member</b> , Graduate Studies Committee, ATEC, UT Dallas	Jan 2017–Summer 2020
<b>Leader</b> , Graduate Research Methods Subcommittee, ATEC, UT Dallas	Mar 2018–May 2018
<b>Leader</b> , Graduate Professionalization Ad Hoc Working Group, ATEC, UT Dallas	Oct 2017–Jan 2018
<b>Member</b> , Introduction to Technoculture Curriculum Development Working Group, ATEC, UT Dallas	Dec 2016–Aug 2017
<b>Member</b> , Open Rank “Game Studies” Faculty Search Committee, ATEC, UT Dallas	Dec 2016–May 2017
<b>Member</b> , Open Rank “Critical Media Studies: Intersectionality Studies and Emerging Media” Faculty Search Committee, ATEC, UT Dallas	Dec 2016–May 2017

### Institution

<b>Member</b> , Campus Wellness Committee, UT Dallas	Fall 2020–Present
<b>Faculty Advisor</b> , Board Gaming Club, UT Dallas	Summer 2020–Present
<b>Internal Seed Grant Reviewer</b> , Office of Research, UT Dallas	March 2020 Sept 2019
<b>Member</b> (on behalf of ATEC), Library Committee, UT Dallas	Fall 2016–Summer 2019

**Faculty Advisor**, Safe Zone Ally Training Workshop Program, Galerstein Gender Center, UT Dallas Jan 2017–May 2018

**Profession**

**Faculty Mentor**, Alex Doty Mentorship Program, Queer and Trans Caucus, Society for Cinema and Media Studies Spring 2020–Present

**Member**, Conference Program Committee: Technology and Industry Studies, *Society for Cinema and Media Studies 2020 Conference* Summer 2019–Spring 2020

**Faculty Mentor**, Mentorship Program at the 2019 4S Conference, *Society for the Social Studies of Science* September 2019

**Reviewer** Spring 2018

*Transformative Works and Cultures*

*Game Studies*, special issue on “Queerness and Video Games: New Critical Perspectives on LGBTQ Issues, Sexuality, Games, and Play”

*Cinema Journal*

**Co-organizer**, *Mediating Change* conference, University of North Texas, Denton Spring 2018–Fall 2018

**Faculty Mentor**, California Science and Technology Studies Retreat, Science and Technology Studies Program, UC Davis 8–10 June 2018  
9–11 June 2017

**Co-organizer**, *The Contours of Algorithmic Life* conference, Mellon Research Initiative in Digital Cultures, UC Davis Winter 2014–Spring 2014