

# Josef Nguyen

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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

## PEER-REVIEWED PUBLICATIONS

“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@: European Journal of Literature, Culture and Environment* 8.2 (Nov 2017), 18–38, [<http://ecozona.eu/article/view/1347>]

“*Minecraft* and the Building Blocks of Creative Individuality.” *Configurations* 24.4 (Fall 2016), 471–500

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

- Italian translation and reprint to appear in *Giocchi Video: Streaming, Spettacolo, Performance*. Eds. Matteo Bittanti and Enrico Gandolfi. Milan: Mimesis Edizioni (2018)

“*Make* Magazine and the Social Reproduction of DIY Science and Technology.” *Cultural Politics* 12.2 (July 2016), 233–252

## MANUSCRIPTS IN PROCESS

“How Makers and Preppers Converge in Premodern and Post-Apocalyptic Ruin.” Revised and resubmitted to *Lateral* on 15 October 2018.

“Feminist and Queer Game Studies,” with Adrienne Shaw, Bo Ruberg, Amanda Phillips, and Alexandrina Agloro. Under review with Oxford U Press as part of *Oxford Bibliographies in Communication*

*The Makings of Digital Youth and Creativity in Early Twenty-First Century America* (book manuscript in process)

“Painful Games and Enduring Masculinities” (article manuscript in process)

## OTHER PUBLICATIONS

“Campus Carry Doorbell,” as part of the SP&CE Media Lab. *Disobedient Electronics: Protest*. Ed. Garnet Hertz. The Studio for Critical Making, 2017: 41–42 [<http://www.disobedientelectronics.com>]

“Minecraft and Robinson Crusoe” (interview for Johns Hopkins University Press Blog). *JHU Press Blog*. 10 February 2017 [<https://www.press.jhu.edu/news/blog/minecraft-and-robinson-crusoe>]

## INVITED PRESENTATIONS

“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

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.” *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.” *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
- “Climate Change and Speculation in Susan M. Gaines’ *Carbon Dreams*.” Pre-constituted panel: “Climate Change Imaginaries.” *Association for the Study of Literature and Environment 2011 Conference: Species, Space, and the Imagination of the Global*. Bloomington, Indiana: 21–26 June 2011

## PROJECTS AND EXHIBITIONS

- 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  
[\[http://civilityproject.ucdavis.edu\]](http://civilityproject.ucdavis.edu)
- 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

## HONORS AND AWARDS

Departmental Dissertation Fellowship. Department of English, UC Davis: Summer 2015  
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  
Departmental Dissertation Fellowship. Department of English, 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: 2013–2014  
HASTAC Scholar Fellowship. Humanities, Arts, Science, and Technology Alliance and Collaboratory  
and UC Davis: 2013–2014  
Graduate Scholarship. Phi Beta Kappa Northern California Association: 2013  
Medical Humanities Research Grant. UC Medical Humanities Consortium, UC Davis: 2011–2012  
Phi Beta Kappa membership. University of the Pacific: Inducted 2007

## WORKSHOPS, JAMS, AND JURIES

**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, in collaboration with parallel workshops at UC Davis and Georgetown University 14 October 2016

**Co-Organizer and Juror** for the UC Davis GameCamp! Game Design Workshop Series and Game Jam, hosted by ModLab. UC Davis [\[https://ucdavisgamecamp.wordpress.com\]](https://ucdavisgamecamp.wordpress.com) 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

The University of Texas at Dallas Fall 2016–Present

### Graduate Courses

Experimental Games Studio, ATCM  
Critical Game Studies, ATCM  
formerly Game Studies: Approaches to Play and Game Studies, ATEC  
History and Culture of Interactive Media: Social Technologies and Games, ATEC

## **Undergraduate Courses**

Political Economy of Digital Media, ATCM

Advanced Topics in ATEC: Games and Social Justice, ATCM

formerly Topics in Game Development: Games and Social Justice, ATEC

Game Studies II: About and Beside Games, ATCM

Game Design II: Rapid Digital Prototyping, ATEC

## **Graduate-Level Mentorship**

### **PhD**

Cenk Kökner

Dissertation Co-chair

HASTAC Mentor, Fall 2018–Present

Independent Study on “Gendering Play in Online Games,” Spring 2018

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

Leticia Ferreira

Qualifying Examination on “Mediated Subjects,” Fall 2018

Independent Study on “Mediated Subjects,” Spring 2018

Stephen Mallory

Qualifying Examination on “Game Studies,” Fall 2018

HASTAC Mentor, Fall 2018–Present

Cameron Irby

Research Mentorship, Fall 2018–Spring 2019

Luke Bernfeld

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

Sean Landers

HASTAC Mentor, Fall 2017–Present

### **MFA**

Chelsea Britis

Thesis Committee chair, Fall 2018

Samantha Owens

Thesis Committee member, Fall 2018

Catalina Alzate

HASTAC Mentor, Fall 2018–Present

Clayton Harper

Thesis Committee member, Spring 2018

HASTAC Mentor, Fall 2017–Spring 2018

Michael Stewart  
Thesis Committee member, Spring 2017–Fall 2017

Joshua Miller  
Thesis Committee member, Spring 2017

## **MA**

Hannah Drury  
Thesis Committee chair, Fall 2018

Adam Carr  
Thesis Committee chair, Spring 2018

Charng-Win Tu  
Thesis Committee member, Spring 2018

Alberto Thomae  
Thesis Committee member, Spring 2018

## **Undergraduate-Level Mentorship**

### **Capstone Projects**

Rio Sienna Burton, Fall 2018

David McCullough, Spring 2018

Caleb Scott (Honors capstone; second reader), Spring 2018

Thomas Diminture, Fall 2017

## **University of California, Davis**

Fall 2010 – Summer 2016

### **Undergraduate Courses**

Literature in English: 1900–Present, Department of English

Introduction to Literature, Department of English

Advanced Composition, University Writing Program

Expository Writing, University Writing Program

## **ACADEMIC SERVICE**

### **Department**

**Member**, Graduate Studies Committee, ATEC, UT Dallas Jan 2017–Present

**Leader**, Graduate Research Methods Subcommittee, ATEC, UT Dallas Mar 2018–May 2018

**Leader**, Graduate Professionalization Ad Hoc Working Group, ATEC, UT Dallas Oct 2017–Jan 2018

- Member**, Introduction to Technoculture Curriculum Development Working Group, ATEC, UT Dallas Dec 2016–Aug 2017
- Member**, Open Rank “Game Studies” Faculty Search Committee, ATEC, UT Dallas Dec 2016–May 2017
- Member**, Open Rank “Critical Media Studies: Intersectionality Studies and Emerging Media” Faculty Search Committee, ATEC, UT Dallas Dec 2016–May 2017

## University

- Faculty Advisor**, Safe Zone Ally Training Workshop Program, Galerstein Gender Center, UT Dallas Jan 2017–May 2018
- Member** (on behalf of the School of Arts, Technology, and Emerging Communication), University-wide Library Committee, UT Dallas Sept 2016–Present
- Graduate Student Co-organizer**, *The Contours of Algorithmic Life* conference, Mellon Research Initiative in Digital Cultures, UC Davis Winter 2014–Spring 2014

## Field

### Reviewer

- Transformative Works and Cultures* Spring 2018
- Game Studies*, special issue on “Queerness and Video Games: New Critical Perspectives on LGBTQ Issues, Sexuality, Games, and Play”
- Cinema Journal*
- Faculty Mentor**, Dissertation Project Workshop and Job Market Professionalization Workshop. California Science and Technology Studies (STS) Retreat, Science and Technology Studies Program, UC Davis 8–10 June 2018  
9–11 June 2017
- Panel Co-chair and Co-organizer**, “Gaming Bodies as Techniques of Corporeal Mediation.” *Society for Cinema and Media Studies 2018 Conference*. Toronto, Ontario 17 March 2018
- Panel Moderator and Co-organizer**, “Consent and Control in and around Gaming.” *QGCON: The Queerness and Games Conference 2017*. Los Angeles, California 1 April 2017
- Roundtable Co-organizer**, “Creative Disciplines, Disciplining Creativity.” *Society for Literature, Science, and the Arts 2016 Conference: Creativity*. Atlanta, Georgia 4 November 2017
- Panel Co-organizer**, “Pushing the Limits of Game Studies.” *Popular Culture Association/American Culture Association* 3 April 2015

*2015 Annual Conference.* New Orleans, Louisiana

**Panel Co-organizer**, “Para-gaming: Gaming beside Itself.”  
*Society for Cinema and Media Studies 2015 Conference.*  
Montréal, Québec

25 March 2015

## **ADDITIONAL RESEARCH EXPERIENCE**

<b>Graduate Student Researcher</b> , ModLab, UC Davis	Sept 2009–June 2016
<b>Graduate Design Fellow</b> , <i>The Civility Project</i> , UC Davis	June 2011–Oct 2011
<b>Grant Writing Assistant</b> , Research Development Office for the Natural Sciences and Physical Sciences, UC Irvine	July 2009–Aug 2009 June 2008–Sept 2008
<b>Graduate Student Researcher</b> , Department of Informatics, UC Irvine	June 2009–July 2009 Mar 2008–Aug 2008

## **TECHNICAL WORK EXPERIENCE**

<b>Web Interface Designer</b> , DaVinci Business Graphics, Irvine, CA	Oct 2007–Dec 2007
<b>Technical Writer</b> , Vinothèque Wine Cellars, Stockton, CA	Apr 2007–Aug 2007
<b>Webmaster</b> , Honors Program, University of the Pacific	Sept 2003–May 2007
<b>Software Development Intern</b> , Pac-West Telecom, Stockton	May 2006–Aug 2006

## **TECHNICAL SKILLS**

Extensive programming experience in C/C++ and Java

Working experience in Unity, .NET C#, Python, Ruby, Perl, Scheme, Prolog, Pascal

Working experience with microcontrollers, including Arduino as well as Edge for Nintendo DS

-Last updated 13 November 2018-