

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 *Giochi Video: Streaming, Spettacolo, Performance*. Eds. Matteo Bittanti and Enrico Gandolfi. Milan: Mimesis Edizioni (forthcoming in 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.” Resubmitted after revision to *Postmodern Culture*

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

- [Upcoming] “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
- [Upcoming] “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
- “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.” *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*. Montreal, 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.” *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 Fall 2015 – Spring 2016
Fall 2014 – Spring 2015
[\[https://ucdavisgamecamp.wordpress.com\]](https://ucdavisgamecamp.wordpress.com)
- Juror** for the Board Game Make-a-Thon, hosted by Escape Sacramento. Hacker Lab, Sacramento, California 20 March 2016

TEACHING EXPERIENCE

The University of Texas at Dallas Fall 2016 – Present

Graduate Courses

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

Game Studies II: About and Beside Games, ATCM
Topics in Game Development: Games and Social Justice, ATEC
Game Design II: Rapid Digital Prototyping, ATEC

Graduate-Level Mentorship

PhD

Cenk Kökner (independent study on “Fandom and Game Studies,” Spring 2017
qualifying exam list on “Audience, Reception, and Fan Studies,” Fall 2017)
Luke Bernfeld (independent study on “Textual Approaches to Video Games,” Fall 2017)

MFA

Joshua Miller (committee member, Spring 2017)
Michael Stewart (committee member, Spring 2017 – Fall 2017)

Undergraduate-Level Mentorship

Capstone Projects

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

Leader, Graduate Professionalization Ad Hoc Working Group, ATEC, UT Dallas Oct 2017 – Present

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

Member, Introduction to Technoculture Curriculum Development Working Group, ATEC, UT Dallas Dec 2016 – Aug 2017

Member, Open Rank Game Studies Search Committee, ATEC, UT Dallas Dec 2016 – May 2017

Member, Open Rank Critical Media Studies: Intersectionality Studies and Emerging Media 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 – Present

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

Graduate Student Co-organizer, the Annual California Science and Technology Studies (STS) Retreat, Science and Technology Studies Program, UC Davis Spring 2014, Spring 2013, Spring 2012

Graduate Student Co-chair, the American Cultures and Politics Research Cluster, Davis Humanities Institute, UC Davis Sept 2012 – June 2013

Field

Faculty Mentor, Dissertation Project Workshop and Job 9 – 11 June 2017

Market Professionalization Workshop. The 11th Annual California Science and Technology Studies (STS) Retreat, Science and Technology Studies Program, UC Davis

- 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 2015 Annual Conference*. New Orleans, Louisiana 3 April 2015
- Panel Co-organizer**, “Para-gaming: Gaming beside Itself.” *Society for Cinema and Media Studies 2015 Conference*. Montreal, Canada 25 March 2015

ADDITIONAL RESEARCH EXPERIENCE

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

TECHNICAL WORK EXPERIENCE

- Web Interface Designer**, DaVinci Business Graphics, Irvine, CA Oct 2007 – Dec 2007
- Technical Writer**, Vinothèque Wine Cellars, Stockton, CA Apr 2007 – Aug 2007
- Webmaster**, Honors Program, University of the Pacific Sept 2003 – May 2007
- Software Development Intern**, 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