

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

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/ecozona.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. *The Digital Is Kid Stuff: Making Creative Laborers for a Precarious Economy*. Book forthcoming Fall 2021 from University of Minnesota Press

Nguyen, Josef. “Painful Games, Sporting Practices, and Enduring Masculinities.” Forthcoming in *Journal of Cinema and Media Studies* 60.5 (July 2021)

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.” #CHIiversity 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 Fall 2015–Spring 2016

Workshop Series and Game Jam, hosted by ModLab. UC Davis
Juror for the Board Game Make-a-Thon, hosted by Escape Sacramento.
Hacker Lab, Sacramento, California

Fall 2014–Spring 2015
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: Queer Theory and Game Studies, 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
Topics in Critical Media Studies: Nonfiction Web Series, 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 Students

Cameron Irby

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

Mohammed Mizanur Rashid

Dissertation Committee Member
Qualifying Examination on “Queer Theory,” Fall 2020
Independent Study on “Queer Theory,” Summer 2020

David Adelman

Dissertation Committee Member
Qualifying Examination on “Critical Sexuality Studies,” Fall 2020

Stephen Mallory

Dissertation Committee Member
Qualifying Examination on “Game Studies,” Fall 2018

Leticia Ferreira

Qualifying Examination on “Mediated Subjects,” Fall 2018
Independent Study on “Mediated Subjects,” Spring 2018

Cenk K kner

Dissertation Chair

Teaching Mentor, Game Studies I, Spring 2019

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

MFA Thesis Committees

Committee Chair

Chelsea Britis, Fall 2018–Spring 2019

Committee Member

Samantha Owens, Fall 2018–Spring 2019

Clayton Harper, Spring 2018

Michael Stewart, Spring 2017–Fall 2017

Joshua Miller, Spring 2017

MA Thesis Committees

Committee Chair

Jack Murray, Spring 2019

Hannah Drury, Fall 2018

Adam Carr, Spring 2018

Committee Member

Kathryn Whitlock, Spring 2021

Amanda Norman, Spring 2021

Brandon Leifheit, Spring 2020

Alberto Thomae, Spring 2018

Charng-Win Tu, Spring 2018

Undergraduate-level Mentorship

Capstone Projects

Margaret McFadden, Spring 2021, Honors capstone second reader

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

Member , HASTAC Programming Subcommittee, ATEC, UT Dallas	Sept 2019–Present
HASTAC Scholars Faculty Mentor , ATEC, UT Dallas	Fall 2017–Present
Member , Graduate Studies Committee, ATEC, UT Dallas	Jan 2017–Summer 2020
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

Institution

Member , Campus Wellness Committee, UT Dallas	Fall 2020–Present
Faculty Advisor , Board Gaming Club, UT Dallas	Summer 2020–Present
Internal Seed Grant Reviewer , Office of Research, UT Dallas	March 2020 Sept 2019
Member (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
Judge , Best Essay in an Edited Collection Committee, Society for Cinema and Media Studies	Summer–Fall 2020
Member , Conference Program Committee: Technology and Industry Studies, <i>Society for Cinema and Media Studies 2020 Conference</i>	Summer–Fall 2019
Faculty Mentor , Mentorship Program at the 2019 4S Conference, <i>Society for the Social Studies of Science</i>	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