

Curriculum Vitae

Matthew Thomas Payne
Department of Film, Television, & Theatre
University of Notre Dame

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Education Ph.D., Media Studies, University of Texas at Austin, 2011;
M.A., Media Studies, University of Texas at Austin, 2006;
MFA, Film Production, Boston University, 2002;
B.A., Philosophy & Communication, Berry College, 2000.

University Appointments University of Notre Dame, Department of Film, Television, & Theatre:
Full Professor, 2026-present;
Associate Professor, 2018-2026;
Assistant Professor, 2016-2018;
University of Alabama, Telecommunication & Film Department:
Assistant Professor, 2011-2016;
University of Texas at Austin, Radio-TV-Film Department:
Assistant Instructor, 2007-2010;
Teaching Assistant, 2005-2007;
Boston University, Film & Television Department:
Teaching Assistant, 2001-2002.

Publications Books *Eugene Jarvis: King of the Arcade* (Bloomsbury Academic, 2025).
Ultima & World-building in the Computer Role-Playing Game. Co-authored with
Carly A. Kocurek (Amherst College Press, 2024).
How to Play Video Games (NYU Press, 2019). Co-edited with Nina B. Huntemann.
** Adopted for classroom use at Emory, Georgetown, Marshall University, UCLA,
U. of Charleston, U. of Cincinnati, and U. of Toronto. **
*** Translated into Chinese by Yue Wu and published by Social Sciences
Academic Press (China). ***
Playing War: Military Video Games after 9/11 (NYU Press, 2016).
** Translated into Chinese and published by Democracy and Construction Press
(China). ***
Flow TV: Television in the Age of Media Convergence (Routledge, 2010). Co-edited with
Michael Kackman, Marnie Binfield, Allison Perlman, and Bryan Sebok.
Joystick Soldiers: The Politics of Play in Military Video Games (Routledge, 2009).
Co-edited with Nina B. Huntemann.

Refereed
Articles

- ““Blink and You’ll Miss It’: Feeling and Fighting Time in *Before Your Eyes*.” *Journal of Gaming and Virtual Worlds*, 17.2 (October 2025). Co-authored with John Vanderhoef (equal contribution).
- “*Om Shanti Omnibus: A Maker’s Dozen*,” co-created with the International Video Essay Network (IVERN). *[in]Transition: Journal of Videographic Film & Moving Image Studies*, 12.3, 2025. <https://intransition.openlibhums.org/article/id/16313/>
- “Press X to Wait: The Cultural Politics of Slow Game Time in *Red Dead Redemption 2*.” *Game Studies: the International Journal of Computer Game Research*, 22.3 (August 2022). Co-authored with John Vanderhoef (Payne, second author). http://gamestudies.org/2203/articles/vanderhoef_payne
- ““Who Ever Heard...?’: Genre, Gender, and Repetition in *The Man Who Shot Liberty Valance*.” Video essay. *[in]Transition: Journal of Videographic Film & Moving Image Studies*, 7.1, 2020.
** Nominated as one of *Sight and Sound*’s “Best Video Essays of 2020” **
- “The Long Tale of Downloadable Convergence.” *The Velvet Light Trap*, 81 (Spring 2018): 70-73.
- “Regulating the Desire Machine: *Custer’s Revenge* and 8-Bit Atari Porn Video Games.” *Television & New Media* 17.1 (January 2016): 80-96. Co-authored with Peter Alilunas (equal contribution).
- “Parody as Brand: The Case of [adult swim]’s Paracasual Advergames.” *Convergence: The International Journal of Research into New Media Technologies* 22, no. 2 (April 2016): 177-198. Co-authored with David Gurney (equal contribution).
- “Policing the Sandbox in *Grand Theft Auto Online*.” *Media Fields* 8 (2014). Co-authored with Michael Fleisch (Payne, lead author). <http://mediafieldsjournal.squarespace.com/policing-the-sandbox>

-- Republished and translated as “Sorvegliare la sabbiera in *Grand Theft Auto*” in Matteo Bittanti (ed.) *Fenomenologia di Grand Theft Auto [Phenomenology of Grand Theft Auto]* (Milan: Mimesis Edizioni, 2019): 286-301.
- “War Bytes: The Critique of Militainment in *Spec Ops: The Line*.” *Critical Studies in Media Communication* 31.4 (2014), pp. 265-282.
- “Gaming Art.” *Journal for International Digital Media Arts Association* 9.1 (Spring 2013). Co-authored with Michael Fleisch (Payne, lead author).
- “Stories from the Seats of Power: *Chopper versus Chopper* as Dueling Travelogues.” *Well Played: A Journal on Video Games, Value, and Meaning* 2.1 (2012), pp. 1-11. Co-authored with Michael Fleisch (Payne, lead author).
- “*Super Meat Boy*: A Love Letter.” *Well Played: A Journal on Video Games, Value, and Meaning* 2.1 (2012), pp. 49-60. Co-authored with Stephen Campbell (Payne, lead author).

“Marketing Military Realism in *Call of Duty 4: Modern Warfare*.” *Games & Culture* 7.4 (July 2012), pp. 305-327.

“The Digital Divide and its Discontents.” *Currents in Electronic Literacy* 9 (Fall 2005).
<https://currents.dwrl.utexas.edu/fall05/payne.html>

*Book
Chapters*

“Toys-to-Guide: Nintendo amiibo as Transmedial Waypoints,” in Mark J. P. Wolf (ed.) *Navigating Imaginary Worlds: Wayfinding and Subcreation* (Routledge, 2025): 87-115.

“The Digital Flâneuse: Exploring Intersectional Identities and Spaces through Walking Simulators,” in Pamela Wojcik, Paula Massood, and Angel Matos (eds.) *Media Crossroads: Intersections of Space and Identity in Screen Cultures* (Duke University Press, 2020): 50-66. Co-authored with John Vanderhoef (equal contribution).

“Afterword: War/Game,” in Phillip Hammond and Holger Potzsch (eds.) *War Games: Memory, Militarism, and the Subject of Play* (Bloomsbury, 2019): 259-262.

“‘Now They’re Playing with Power!’: Nintendo’s Classics and Franchise Legacy Management,” in James Fleury, Bryan Hikari Hartzheim, and Stephen Mamber (eds.) *The Franchise Era: Managing Media in the Digital Economy* (Edinburgh: Edinburgh University Press, 2019): 105-118.

“Introduction: A Game Genie for Game Studies,” in Matthew Thomas Payne and Nina B. Huntemann (eds.) *How to Play Video Games* (New York University Press, 2019): 1-12. Co-authored with Nina B. Huntemann (Payne, lead author).

“*Borderlands*: Capitalism,” in Matthew Thomas Payne and Nina B. Huntemann (eds.) *How to Play Video Games* (New York University Press, 2019): 165-173. Co-authored with Michael Fleisch (Payne, lead author).

-- Republished in Jeffrey Weinstock (ed.) *Pop Culture for Beginners* (Peterborough, Ontario: Broadview Press, 2021).

“Big Daddies & Monstrous Mommies: *BioShock*’s Maternal Abjection, Absence, and Annihilation,” in Jessica Aldred and Felan Parker (eds.) *Beyond the Sea: Critical Perspectives on BioShock* (Montreal: McGill-Queen’s University Press, 2018): 50-73. Co-authored with John Vanderhoef (Payne, second author).

“Games / Gaming,” in Michael Kackman and Mary Celeste Kearney (eds.) *The Craft of Criticism: Critical Media Studies in Practice*. (New York: Routledge, 2018): 305-317. Co-authored with Nina B. Huntemann (equal contribution).

-- Updated and co-authored with in Ashlee Bird in *The Craft of Criticism*, 2nd edition (2025): 318-331 (equal contribution).

“Twitch.tv: Tele-visualizing the Arcade,” in Derek Johnson (ed.) *From Networks to Netflix: A Guide to Changing Channels* (New York: Routledge, 2018): 287-296.

-- Updated in Derek Johnson (ed.) *From Networks to Netflix: A Guide to Changing Channels*, 2nd edition (2022): 311-321.

“Play,” in Jonathan Gray and Laurie Ouellette (eds.) *Keywords in Media Studies* (New York: NYU Press, 2017): 138-140.

-- Updated in *Keywords in Media Studies*, 2nd edition (2025): Chapter 46.

“Online Games and Militarism,” in James Ivory and Aphra Kerr (eds.) *The International Encyclopedia of Digital Communication and Society, Volume III* (New York: Wiley-Blackwell, 2015): 828-834. Co-authored with Nina B. Huntemann (equal contribution).

“Connected Viewing, Connected Capital: Fostering Gameplay Across Screens,” in Jennifer Holt and Kevin Sanson (eds.) *Connected Viewing: Selling, Sharing, and Streaming Media in a Digital Era* (New York: Routledge, 2014): 183-201.

“Everything I Need to Know About Filmmaking I Learned from Playing Video Games: The Educational Promise of Machinima,” in Henry Lowood and Michael Nitsche (eds.) *The Machinima Reader* (Cambridge, MA: MIT Press, 2011): 241-256.

“Introduction,” in Michael Kackman et al. (eds.) *Flow TV: Television in the Age of Media Convergence*. (New York: Routledge, 2010): 1-10. Co-authored with Michael Kackman, Marnie Binfield, Allison Perlman, and Bryan Sebok (Payne, minor contribution).

“Attack of the Livid Dead: Recalibrating Terror in the Post-9/11 Zombie Film,” in Andrew Schopp and Matthew B. Hill (eds.) *The War on Terror and American Popular Culture: September 11 and Beyond*. (Madison, NJ: Fairleigh Dickinson University Press, 2009): 239-258. Co-authored with Nick Muntean (equal contribution).

“F*ck You, Noob Tube!: Learning the Art of Ludic LAN War,” in Nina B. Huntemann and Matthew Thomas Payne (eds.) *Joystick Soldiers: The Politics of Play in Military Video Games* (New York: Routledge, 2009): 206-222.

“Introduction,” in Nina B. Huntemann and Matthew Thomas Payne (eds.) *Joystick Soldiers: The Politics of Play in Military Video Games* (New York: Routledge, 2009): 1-18. Co-authored with Nina B. Huntemann (equal contribution).

“Manufacturing Militainment: Video Game Producers and Military Brand Games,” in Rikke Schubart, Fabian Virchow, Debra White-Stanley and Tanja Thomas (eds.) *War Isn't Hell, It's Entertainment: Essays on Visual Media and Representation of Conflict* (Jefferson, NC: McFarland, 2009): 238-255.

“Interpreting Gameplay through Existential Ludology,” in Richard E. Ferdig (ed.) *Handbook of Research on Effective Electronic Gaming in Education* (Hershey, PA: Information Science Reference, 2009): 621-635.

“Playing the Deja-New: Plug it in and Play TV Games and the Cultural Politics of Classic Gaming,” in Zach Whalen and Laurie N. Taylor (eds.) *Playing the Past: History and Nostalgia in Video Games* (Nashville, TN: Vanderbilt University Press, 2008): 51-68.

- Non-refereed Publications* “The Militarization of Video Game Culture” (online essay). The “Costs of War” Project. Watson Institute for International & Public Affairs. Brown University. May 2025. <https://watson.brown.edu/costsofwar/papers/2025/consumingwar>
- “Lollipop” (video essay). Indy Vinyl for the Masses project curated by Ian Garwood. May 2023. Co-created with Ariel Avissar, Charlotte Scurlock, and Mingyue Yuan (equal contribution). <https://indyvinyl.gla.ac.uk/indy-vinyl-for-the-masses-walking/>
** Nominated as one of *Sight and Sound*’s “Best Video Essays of 2023” **
- “Duos” (video essay). Indy Vinyl for the Masses project curated by Ian Garwood. May 2023. Co-created with Stephanie Brown, Alaina Schempp, Charlotte Scurlock, Akram Ashqar, Ami Nisa, and Viktoria Paranyuk (equal contribution). <https://vimeo.com/866275880>
- “On the Limits of Lulz: Niche Taste and the Implosion of Satire.” *In Media Res: a Media Commons Project*. 9 March 2017. Co-authored with David Gurney (equal contribution). <http://mediacommons.futureofthebook.org/imr/2017/03/06/limits-lulz-niche-taste-and-implosion-satire>
- “Wicked Games, Part III: Contents May be Hot ... and Hidden.” *Flow: A Critical Forum on Television and Media Culture* 22.6 (April 2016). Co-authored with Peter Alilunas (equal contribution). Solicited for inclusion. <https://www.flowjournal.org/2016/04/wicked-games-part-3-caution-contents-may-be-hot>
- “Wicked Games, Part II: Blood, Sex, and Pixels.” *Flow: A Critical Forum on Television and Media Culture* 22.4 (February 2016). Co-authored with Peter Alilunas (equal contribution). Solicited for inclusion. <https://www.flowjournal.org/2016/02/wicked-games-part-2-blood-sex-and-pixels-matthew-payne-university-of-alabamapeter-alilunas-university-of-oregon>
- “Wicked Games, Part I: Twenty-Sided Demons.” *Flow: A Critical Forum on Television and Media Culture* 22.2 (November 2015). Co-authored with Peter Alilunas (equal contribution). Solicited for inclusion. <https://www.flowjournal.org/2015/11/wicked-games-part-i-twenty-sided-demons-matthew-payne-university-of-alabamapeter-alilunas-university-of-oregon>
- “Beyond Minnows and Whales: Reconstructing Mobile Gaming for the Cross-Platform Franchise.” White Paper report presented to Warner Bros. as part of the Connected Viewing Initiative sponsored by Warner Bros. and the University of California at Santa Barbara (2015). Co-authored with Gregory Steirer (equal contribution).
- “Critical War Play.” *Communication Currents* 9.5 (December 2014). Solicited for inclusion. <https://www.natcom.org/communication-currents/critical-war-play>
- “Key Issues in Digital Ecosystem Design and Implementation.” White Paper report presented to Warner Bros. as part of the Connected Viewing Initiative sponsored by Warner Bros. and the University of California at Santa Barbara (2014). Co-authored with Gregory Steirer (equal contribution).

- “Redesigning Game Industry Studies.” *Creative Industries Journal* 7.1 (May 2014): 67-71. Co-authored with Gregory Steirer (equal contribution). Solicited for inclusion.
- “Wound Raider: Authorizing Trauma in Lara Croft’s Origin Story.” *In Media Res: a Media Commons Project*. 13 March 2013. Co-authored with Derek Frank (equal contribution). <http://mediacommons.futureofthebook.org/imr/2013/03/13/wound-raider-authorizing-trauma-lara-crofts-origin-story>
- “Response to Moses Wolfenstein’s ‘Well Suffered’.” *Well Played: A Journal on Video Games, Value, and Meaning* 2.1 (2012), pp. 65-68. Co-authored with Stephen Campbell (Payne, lead author). Solicited for inclusion.
- “Broadband of Brothers: Fostering Gameplay Across Screens.” White Paper report presented to Warner Bros. as part of the Connected Viewing Initiative sponsored by Warner Bros. and the University of California at Santa Barbara (2012).
- “Advergaming and Niche Branding.” *In Media Res: a Media Commons Project*. 18 August 2011. Co-authored with David Gurney (equal contribution). <http://mediacommons.futureofthebook.org/imr/2011/08/18/advertgaming-and-niche-branding>
- “Interview with Rachel Hardwick.” *Joystick Soldiers: The Politics of Play in Military Video Games*. Edited by Nina B. Huntemann and Matthew Thomas Payne (New York: Routledge, 2009): 122-128.
- “Video Game Wii-ealism.” *In Media Res: a Media Commons Project*. 19 July 2007. <http://mediacommons.futureofthebook.org/videos/2007/07/19/video-game-wii-ealism>
- Works in Progress*
- “Dispatches from a War that Never Happened: Studying and Teaching Post-9/11 Military Video Games,” in Aaron DeRosa and Eden Osucha (eds.) *Approaches to Teaching 9/11* (MLA Series, under review).
- “Military,” in Amanda Phillips and Christopher Patterson (eds.) *Keywords for Game Studies* (NYU Press, in-press).
- “Critical Video Gaming Practices,” in Kevin B. Lee and Noa Levin’s (eds.) *Routledge Resources: Screen Studies* (Routledge, in-press).
- “Never Forget or Never Mind?: Ludo-allegorical Estrangement in *Helldivers 2*,” in Adrián Tarín Sanz’s (ed.) *Traumatic Memory and Video Games: The Political Uses of the Past*. Co-authored with Eric Cummins (equal contributions). (Routledge, under review).

<i>Grant Activity (awarded)</i>	Spring 2025	Social Sciences and Humanities Research Council, Canada.
	Fall 2024	Notre Dame-Tel Aviv University Collaboration Grant, Notre Dame Global.
	Spring 2024	Teaching Beyond the Classroom Grant, Arts & Letters, Notre Dame.
	Fall 2021	Moment to See, Courage to Act, Provost's Office, Notre Dame
	Fall 2020	Large Grant for Research and Creative Work, ISLA, Notre Dame
	Spring 2019	Travel to International Conferences Grant, Arts & Letters, Notre Dame.
	Spring 2019	Teaching Beyond the Classroom Grant, Arts & Letters, Notre Dame.
	Summer 2018	Videographic Criticism Workshop, National Endowment for the Humanities and Middlebury College.
	Summer 2018	Travel to International Conferences Grant, Arts & Letters, Notre Dame.
	Fall 2017	Teaching Beyond the Classroom Grant, Arts & Letters, Notre Dame.
	2015-2016	Faculty Fellow in Service-Learning, University of Alabama.
	2014-2015	Connected Viewing Research Grant, Warner Bros & UC-Santa Barbara.
	2012-2013	Connected Viewing Research Grant, Warner Bros & UC-Santa Barbara.
	2012-2013	Creativity in Collaboration Grant, Creative Campus, University of Alabama.
	2011-2012	Connected Viewing Research Grant, Warner Bros & UC-Santa Barbara.

<i>Grant Activity (applied for)</i>	Spring 2022	Fellowship, National Endowment for the Humanities
	Fall 2021	Public Scholarship Fellowship, National Endowment for the Humanities

<i>Invited Lectures</i>	“Wargaming.” War Games: Video Games and the US Military class at Case Western Reserve University; guest of Steve Ciampaglia. Hosted over Zoom. 6 March 2025.	
	“Eugene Jarvis and the American Arcade.” Video Game Industries class at Washington University in St. Louis; guest of Jim Fleury. Hosted over Zoom. 5 March 2025.	
	Keynote: “Playing with Janus: The Patron Saint of Video Game History and Ideology.” Sight/Site Emergence: The Multiple Perspectives of Video Game Studies at Peking University. Guest of Prof. Li Yang. Beijing, China. 20 April 2024.	
	“Coin-Op Carnavalesque & Digitized Dystopias.” Invited lecture at Dickinson College; guest of Prof. Gregory Steirer. 24 January 2024.	
	“From Replay to Unplay: Experimenting with Ludographic Criticism.” In the Works: Making and Unmaking of the Video Essay.” International Conference by Video Essay Research. Lucerne, Switzerland. 2-4 November 2023.	
	“Employing Video Essays in Teaching: Best Practices.” Videography: Art & Academia: Epistemological, Political, and Pedagogical Potentials of Audiovisual Practices. Hannover, Germany. 2-4 November 2022.	
	“Capitalism in Video Games.” 23 January 2022. Video Game Studies class at Georgetown University; guest of Amanda Phillips. Hosted online over Zoom and YouTube.	
	“The Intersectional Spaces of Walking Sims.” 11 November 2018. Book launch for <i>Beyond the Sea: Perspectives on BioShock</i> at University of St. Michael's College – University of Toronto; guest of Felan Parker. Toronto, ON.	

“Digital War Symposium.” 17 March 2017. *Sawyer Seminar: Documenting War* series at the University of California—Irvine; guest of Carol Burke. Irvine, CA.

“War Play.” 1 February 2017. “Video Games as Visual Culture” speaker series at the University of California at Santa Cruz; guest of Soraya Murray. Santa Cruz, CA.

“Barrels vs. Buttons” response project. 30 April 2016. Chase Public presents: Response Project X – Super Mario Bros. Cincinnati, OH.

“Doing Game Studies.” 20 April 2016. Video Games Journalism class at the University of Alabama; guest of Brett Sherrick.

Respondent for Sidewalk Film Festival’s “Screen Talk series: Terror in the Aisles.” Birmingham, AL. 20 October 2015.

“Toy-Enabled Games and Transmedia Play.” 27 February 2015. “New Agendas in Communication – Immersive Media” symposium at the University of Texas at Austin; guest of Sharon Stover.

“Game Studies.” Co-presented with Nina B. Huntemann. 25 April 2014. “Craft of Criticism” symposium at the University of Notre Dame; guests of Mary Kearney and Michael Kackman.

“Playing Post-9/11 War.” 19 November 2013. Imaging War class at Drexel University; guest of Elliot Panek and “The Great Works Symposium.”

“Ludic Narratives: Playing with Time in Popular Media.” 27 March 2013. Object X Presentations, Creative Campus, the University of Alabama.

“War Games and Media Studies.” Fall 2012. Virtual Worlds & Serious Games class at the University of Texas at Austin; guest of Kathleen Tyner.

“Video Games and Interactivity.” Spring 2012. Graduate class at the University of Texas at Austin; guest of Sharon Stover.

“Video Games and Media Studies.” Spring 2010. Communication Technologies class at the University of Texas at Austin; guest of Wenhong Chen.

“Video Games, Propaganda, and Discourses of War.” Spring 2010. Global Media class at the University of Texas at Austin; guest of Courtney Donoghue.

“Genre and Media Crossing as Remediation: From James Bond’s Technothrillers to Video Games.” Fall 2008. Fictional Modes class at the New University of Lisbon (Portugal); guest of Jorge Martins Rosa.

“Challenges of Milblogging and Journalism.” Fall 2008. Journalism class at the New University of Lisbon; guest of António Granado.

“Video Games and Social Science Research.” Fall 2008. Computer Science and Engineering Departments at the University of Porto (Portugal); of Miguel Coimbra and Luis Paulo Reis.

“Advanced Lighting/Grip Equipment & Application.” Spring 2003. Film Production III at Boston University; guest of Sam Kaufmann.

“HMI Lighting & Night-for-Night Photography.” Fall 2003. Film Production at Fitchburg State University (Fitchburg, MA); guest of Zak Lee.

*Professional
Conferences
(refereed)*

“Never Forget ... or Never Mind?: Cultural Memory & Satirical Allegory in *Helldivers 2*.” Southwest / Texas Popular Culture and American Culture Association. Albuquerque, NM. 28 February 2026.

“Blink and You’ll Miss It’: Feeling and Fighting Time in *Before Your Eyes*.” Society for Cinema and Media Studies. Chicago, IL. 6 April 2025.

“Pinball Poetics: Interpreting a World Under Glass.” Southwest / Texas Popular Culture and American Culture Association. Albuquerque, NM. 22 February 2025.

“*The Oregon Trail* and Branded Game Heritage.” Society for Cinema and Media Studies. Boston, MA. 15 March 2024.

“*The Oregon Trail* as a Public Good: Civic Investments, Computer Literacy, and the Origins of Educational Entertainment in Minneapolis, Minnesota.” Locating Media Industries. King’s College London. London, UK. 20 June 2023.

“Preposterous Platforms of Play: Eugene Jarvis’s Post-Arcade Coin-Op Games.” Society for Cinema and Media Studies. Denver, CO. 13 April 2023.

“I’d buy that for a dollar!’: Consumptive Dystopia in the Mid-Career Games of Eugene Jarvis.” Southwest / Texas Popular Culture and American Culture Association. Albuquerque, NM. 24 February 2023.

“Attract Mode: Analyzing the Ideological Game Apparatus.” The Game Analysis Conference. The IT University of Copenhagen. Copenhagen, Denmark. 20 April 2022. (Held online and in-person).

“*The Oregon Trail* is Plural: Iterative Game Design and the Local,” Society for Cinema and Media Studies. Chicago, IL. 31 March 2022. (Held online due to COVID-19.)

“Break it ‘till You Make It,” Interrogating the Modes of Videographic Criticism: A Zoom Symposium. Hosted online via Zoom. 25 February 2022.

“What does Games Studies, Study? Stumbling Toward an Intellectual History,” Southwest / Texas Popular Culture and American Culture Association. Albuquerque, NM. 24 February 2022.

“Degrees of Difference in the Cold Opens of *Fargo*,” Society for Cinema and Media Studies. Chicago, IL. Online Conference. 19 March 2021. (Originally scheduled for 2020; postponed due to COVID-19.)

- “Trekking beyond *The Oregon Trail*: MECC’s Educational Paratexts,” Southwest / Texas Popular Culture and American Culture Association. Albuquerque, NM. 22 February 2020.
- “You have died of Edutainment: *The Oregon Trail* and the Life and Death of Educational Software.” Southwest / Texas Popular Culture and American Culture Association. Albuquerque, NM. 22 February 2019.
- “‘Now They’re Playing with Power!’: Genre, Canonicity, and the NES Classic.” Society for Cinema and Media Studies. Toronto, Ontario. 15 March 2018.
- “Walking Playfully: Exploring Space and Gender through Walking Simulators.” Southwest / Texas Popular Culture and American Culture Association. Albuquerque, NM. 10 February 2018.
- “Micro-computers, Macro-worlds: Remediating Fantasy Gaming from Tabletop to Screen.” Society for Cinema and Media Studies. Chicago, IL. 25 March 2017.
- “Fantasy World-building in Transition, from Dice to BASIC.” Southwest / Texas Popular Culture and American Culture Association. Albuquerque, NM. 17 February 2017.
- Respondent for the “Queering Game Studies” panel. Society for Cinema and Media Studies. Atlanta, GA. 31 March 2016.
- “The Road to *Ultima*.” Southwest / Texas Popular Culture and American Culture Association. Albuquerque, NM. 12 February 2016.
- “On Becoming Lord British: Author as Character in the *Ultima* Franchise.” Society for Cinema and Media Studies. Montreal, Quebec. 28 March 2015.
- “By Your Own (Re-)Boot Straps: The Growing Pains of Lara Croft.” Console-ing Passions. Columbia, MO. 11 April 2014.
- “Playing to Score: The Erotic Economy of Atari 2600 Porn Games.” Society for Cinema and Media Studies. Seattle, WA. 21 March 2014.
- “First-Person Spreadsheets: The Data Rituals of Borderlands.” Co-presented with Michael Fleisch. Digital Games Research Association. Atlanta, GA. 28 August 2013.
- “The Ludic P/remediation of American Empire -- From *Homefront* to *Spec Ops: The Line*.” Society for Cinema and Media Studies. Chicago, IL. 6-10 March 2013.
- “Stranger in a Strange Game: Mapping the Early Role-Playing Genre in *Ultima*.” Southwest / Texas Popular Culture and American Culture Association. Albuquerque, NM. 13-16 February 2013.
- “Broadband of Brothers: Fostering Gameplay Across Screens.” Presented to Warner Bros. Digital Distribution Division. Connected Viewing Initiative. Sponsored by the Media Industries Project at the University of California at Santa Barbara and Warner Bros. Burbank, CA. 7 September 2012.

- “‘Thanks for Being Pretty and Smelling Good’: Discourses of Gender in Imagined Televisual Audiences.” Co-presented with David Gurney. Console-ing Passions. Boston, MA. 19 July 2012.
- “Chopper versus Chopper.” Co-presented with Michael Fleisch. Games + Learning + Society Conference. Madison, WI. 14 June 2012.
- “Super Meat Boy.” Co-presented with Stephen Campbell. Games + Learning + Society Conference. Madison, WI. 13 June 2012.
- “‘I Hope You Can See This Because I’m Doing it as Hard as I Can’: The Stylistic Excesses of [adult swim]’s Cult Programming.” Society for Cinema and Media Studies. Boston, MA. 22 March 2012.
- “Fighting the Good Fight: The Cultural Economy of Tom Clancy’s Video Games,” and Chair of “The Interactive Commodity: The Cultural and Political Economy of Digital Games and Gaming Culture” panel. International Communication Association. Boston, MA. 28 May 2011.
- “Nintendo War 2.0: Towards a Post-9/11 Modality of Virtual War Play.” The “Mediating War and Technology” Pre-Conference at the International Communication Association. Boston, MA. 26 May 2011.
- “Ass, Gas, or Grass, Nobody Plays for Free: Genre Parody, Community, and [adult swim]’s Contra-Casual Advergames.” Co-presented with David Gurney. Southwest Popular Culture and American Culture Association. San Antonio, TX. 21 April 2011.
- “First-Person Patriotism: Sacrificial Citizenship in *Call of Duty 4: Modern Warfare* (2007) and *Modern Warfare 2* (2009).” Society for Cinema and Media Studies. New Orleans, LA. 10 March 2011.
- “F*ck You, Noob Tube!: Learning the Art of Ludic LAN War.” International Communication Association. Chicago, IL. 22 May 2009.
- “The Political Economy of Realism in the Post 9/11 Tactical Military Video Game.” SW Popular Culture & American Culture Assoc. Albuquerque, NM. 27 February 2009.
- “Operation Photoshop: The Self-Censorship of Images on U.S. Army Web Logs.” Association of Internet Researchers. Copenhagen, Denmark. 17 October 2008.
- “Everything I Need to Know About Filmmaking I Learned from Playing the *Sims 2*: The Educational Promise of Machine Cinema.” Society for Cinema and Media Studies. Philadelphia, PA. 8 March 2008.
- “The End is Here, Now What?: A Genre Analysis of 9/11’s Impact on the Apocalyptic Imagination.” Co-presented with Nick Muntean. American Studies Conference. Austin, TX. 28 September 2007.
- “The Office of War Information Presents / Versus David O. Selznick’s *Since You Went Away* (1944).” University Film & Video Association. Denton, TX. 11 August 2007.

- “Field Generals of the Military-Entertainment Complex: the video game producer as a new media cultural broker,” and Chair of “Playing the War on Terror” Panel at Society for Cinema and Media Studies. Chicago, IL. 9 March 2007.
- “Leveling-Up: The Department of Defense as a Video Game Author.” Society for the History of Technology. Las Vegas, NV. 14 October 2006.
- “BYOB...Bring Your Own Boombox!: The Hope of Micro-Radio in *Prometheus Radio Project v. FCC* (2004).” National Communication Association. Boston, MA. 20 November 2005.
- “Return of the Arcade: LAN Gaming Ethnography.” Co-presented with Joanna Slimmer. Midwest Popular Culture Association. St. Louis, MO. 15 October 2005.
- “Simulating the War on Terror: A Textual Analysis of *Full Spectrum Warrior*.” Rethinking Nation-State and Transnationalism in the Age of Terror, a Graduate Symposium at the University of Texas. Austin, TX. 17 September 2005.
- “Online Gaming as a Virtual Forum.” International Conference of Digital Games Research Association. Vancouver, British Columbia. 20 June 2005.
- “Playing the Digital Divide: How the Video Game Form Addresses ICT ‘Skills and Usage’ Gaps.” The Computers and Writing Online 2005 Conference. *Kairosnews: A Weblog for Discussing Rhetoric, Technology, and Pedagogy*. 10 June 2005.
- “Playing the Deja-New: A Textual Analysis of Retro-Style Plug and Play TV Games.” The 1st Annual University of Florida Games Studies Conference. Gainesville, FL. 19 March 2005.

*Roundtables
& Workshops*

- Chair of “Reframing the Argument: Videographic Practices for Graduate Research.” Society for Cinema and Media Studies. 26 March 2026.
- Seminar participant of “Making Videographic Criticism: Videographic Telephilia.” Society for Cinema and Media Studies. Online. 25 February 2023.
- Chair of “What a mess...: Navigating Media Mixes in the Archive.” Digital Games Research Association. Kyoto, Japan. 10 August 2019.
- Co-Chair of “Playing with Game Studies: A Pedagogy Workshop.” Society for Cinema and Studies. Seattle, WA. 15 March 2019.
- Chair of “Game Studies, Culture, Play, and Practice, #11” panel. Southwest / Texas Popular Culture and American Culture Association. Albuquerque, NM. 22 February 2018.
- Co-Chair of the “Media(ted) Archives: The Politics of Saving & Making Media Histories” roundtable. Flow TV Conference. Austin, TX. 27 September 2018.
- Chair of “Game Studies, Culture, Play, and Practice, #7” panel. Southwest / Texas Popular Culture and American Culture Association. Albuquerque, NM. 8 February 2018.

Chair of the “Home on the Ever-Shifting Horizon: Racialized, Gendered Notions of Home in the American Musical.” American Studies Association Conference. Denver, CO. 17 November 2016.

Participant of “Making TV and Video Games Play Nicely” panel. Flow TV Conference. Austin, TX. 17 September 2016.

Participant of “Teaching with Video in the Twenty-first Century” workshop. Society for Cinema and Media Studies (SCMS). Montreal, Quebec. 25 March 2015.

Participant of “The Promises/Challenges of Auteur Theory” roundtable. Southwest / Texas Popular Culture and American Culture Association. Albuquerque, NM. 13 February 2015.

Chair of “Game Studies, Culture, Play, and Practice, #7” panel. Southwest / Texas Popular Culture and American Culture Association. Albuquerque, NM. 12 February 2015.

Chair and Moderator of the “The Challenges and Opportunities of Large-Scale Teacher-Student Media Collaborations” roundtable. University Film and Video Association. Bozeman, MT. 8 August 2014.

Participant of “Who do you think you are?: Academic Lineage and Disciplinary Boundaries Across Media Studies” roundtable. Console-ing Passions. Columbia, MO. 11 April 2014.

Co-Chair of “Teaching Video Game Studies Across Disciplines” workshop. Society for Cinema and Media Studies. Seattle, WA. 20 March 2014.

Chair of “Transmedia Play” panel. Digital Games Research Association. Atlanta, GA. 28 August 2013.

Chair of “Playing with Capital, Capitalizing Play” panel. Flow TV Conference. Austin, TX. 2 November 2012.

Chair of “Save to Continue: The State of Video Game Archiving and Preservation” workshop. Society for Cinema and Media Studies. Boston, MA. 21 March 2012.

Chair for “Teaching Media Studies Through Video Games” workshop. Society for Cinema and Media Studies. New Orleans, LA. 12 March 2011.

Participant for “Get in the Game: Innovations in Ethnographic Game Research” roundtable. Association of Internet Researchers. Copenhagen, Denmark. 16 October 2008.

“New Media, Old Obstacles.” Response Paper co-authored with Marnie Binfield for “Academic Publishing and the Digital Age” roundtable. Flow Conference. Austin, TX. 28 October 2006.

*Media
Appearances
and Interviews*

“Artists behind Trump statues on the Mall create video game to protest Iran war.” *The Washington Post*. 12 May 2026. <https://www.washingtonpost.com/dc-md-va/2026/05/11/trump-iran-war-protest-game-mall-washington/>

- Mayes-Osterman, Cybele. "Are gamers good drone fliers? With US at war, Army wants the best." *USA Today*. 28 February 2026. <https://www.usatoday.com/story/news/politics/2026/02/28/army-drone-flying-competition-video-games/88760071007/>
- WBUR's *99% Invisible & Endless Thread* podcasts. "Hidden Levels #3: This Game Wants You." 14 October 2025. <https://99percentinvisible.org/episode/hl-03-this-game-wants-you/>
- "Book Excerpt: Ultima and Worldbuilding in the Computer Role-Playing Game." *Game Developer*. 16 May 2024. <https://www.gamedeveloper.com/design/book-excerpt-ultima-and-worldbuilding-in-the-computer-role-playing-game>
- Power, Shannon. "'GTA 6,' Is Already Smashing Records." *Newsweek*. 12 December 2023. <https://www.newsweek.com/grand-theft-auto-vi-6-trailer-1851656>
- Power, Shannon. "With 'GTA VI,' Rockstar is Gunning for the Holy Grail." *Newsweek*. 5 December 2023. <https://www.newsweek.com/gta-6-rockstar-video-games-release-1849652>
- Allison, Peter Ray. "The Changing Face of War in Video Games." *Why Now?* 17 February 2023. <https://whynow.co.uk/read/the-changing-portrayal-of-war-in-video-game>
- Lenihan, Rob. "Roblox Recent Controversy Part of Video Game History." *The Street*. 6 October 2022. <https://www.thestreet.com/investing/roblox-recent-controversy-part-of-video-game-history>
- Fleming, Kirsten. "How Atari Paved the Way for Fortnite—and Changed the World." *New York Post*. 27 June 2022. <https://nypost.com/2022/06/27/how-atari-paved-the-way-for-fornite-and-changed-the-world/>
- Needleman, Sarah E. "Activision Blizzard Gender-Bias Suit Shows Videogame Remains a Flashpoint." *Wall Street Journal*. 26 July 2021. <https://www.wsj.com/articles/activision-blizzard-gender-bias-suit-shows-videogame-culture-remains-a-flashpoint-11627300325>
- Massie, Graeme. "From Super Mario to Zelda: Why vintage video games are selling for more than \$1 million." *The Independent*. 13 July, 2021. <https://www.independent.co.uk/life-style/gadgets-and-tech/super-mario-video-games-sell-b1883472.html>
- Lau, Jack. "Why esports and the Olympics still have a complicated relationship." *South China Morning Post*. 20 June 2021. <https://www.scmp.com/week-asia/health-environment/article/3137946/why-esports-and-olympics-still-have-complicated>
- Groves, Alex. "Why the new Xbox, PlayStation consoles are an even bigger deal than previous versions." *The Orange County Register*. 10 November 2020. <https://www.ocregister.com/2020/11/10/why-the-new-xbox-playstation-consoles-are-an-even-bigger-deal-than-previous-versions/>

Fera, Rae Ann. "Should Video Games be Treated like Literature?" *NOW* (Toronto, Ontario). 31 October 2017. <https://nowtoronto.com/lifestyle/education/are-video-games-literature>

Subject matter expert in documentary, *Joystick Warriors: Video Games, Violence & the Culture of Militarism* (2013), produced by the Media Education Foundation.

Teaching

Department of Film, Television, & Theatre – University of Notre Dame

FTT 20101: Basics of Film and Television (large survey): Fall 2019, Spring 2020, Fall 2023, Spring 2024, Fall 2025, Spring 2026

FTT 13182: Screening War (university seminar): Spring 2017, Fall 2019

FTT 13182: *Grand Theft Auto* and the American Dream (university seminar): Spring 2026

FTT 12182: Play Like a Champion (university seminar): Fall 2020

FTT 20320: Play Like a Champion (lower-division seminar): Fall 2020, Spring 2024, Spring 2025

FTT 30029: New Media Studies (upper-division seminar): Spring 2017

FTT 30408: Video Essays (upper-division studies-production course): Fall 2017, Spring 2020, Fall 2021, Spring 2022, Fall 2023, Spring 2025

FTT 30455: Critical Approaches to Television (upper-division seminar): Spring & Fall 2018, Spring 2019, Spring & Fall 2021, Spring 2022, Fall 2024

FTT 30533: International Contemporary Horror Cinema (upper-division seminar): Fall 2024

FTT 30471: Transmedia Storytelling (upper-division seminar): Fall 2016, Fall 2017

FTT 40105: Media and War (upper-division seminar): Fall 2016

FTT 40108: Interactive Storytelling (upper-division seminar): Spring 2018, Spring 2019

FTT 40045: The Coen Bros.: Authorship, Genre, and Hollywood (upper-division seminar): Spring 2021, Spring 2022

FTT 40620: South Bend Stories (upper-division studies-production course): Fall 2018, Fall 2025

Creative Activity (abridged)

"Money Worries: A Supercut." Video Essay in video installation, "Money Worries" exhibition, Snite Museum of Art, University of Notre Dame. Jan. 21 – March 25, 2018.

Zom-Com (2014) -- TV pilot, HD

Co-Creator, Executive Producer, Co-writer, and Assistant Director

* Award of Merit (TV pilot category) – Accolade Global Film Competition

* Official selection:

2015 University Film and Video Association – Washington, D.C.
2014 Sidewalk Film Festival – Birmingham, AL
2014 Indie Memphis Film Festival – Memphis, TN
2014 Black Warrior Film Festival – Tuscaloosa, AL
2014 Zedfest Film Festival – Burbank, CA

Transmissions (2003) -- narrative short, 16mm

Writer, Producer, Director

* Official selection:

2004 James River Film Festival – Richmond, VA
2004 George Lindsey Film Festival – Florence, AL
2003 Dahlonga Int'l Film Festival – Atlanta, GA
2003 First Grade Film Festival – San Francisco, CA
2003 Great Lakes Film Festival – Erie, PA
2003 Boston Cinema Census – Boston, MA

The Train (2000) -- music video, digital-8

Writer, Producer, Director

* 1st Place Music Video of 2000 Collegiate Crystal Awards

By Any Other (2003) -- narrative short, 16mm; directed by Derek Frank

Director of Photography

* 1st Place Narrative Short of 2003 Boston Film & Video Foundation – Boston, MA

* Official selection:

2003 Rochester Int. Film Festival – Rochester, NY
2003 Hi-Lo Film Festival – San Francisco, CA
2003 Maryland Film Festival – Baltimore, MD

To Eat (2003) -- narrative short, 16mm; directed by Mike Fleisch

Director of Photography

* Best Ensemble Piece, Filmstock Film Festival – Luton, UK

* Official selection:

2003 Woods Hole Film Festival – Woods Hole, MA
2003 Arizona Film Festival – Tucson, AZ
2003 Blackpoint Film Festival – Milwaukee, WI

Tough All Over (2003) -- narrative short, 16mm; directed by Keith Brown

Director of Photography

* Semi-Finalist of 2003 Angelus Student Film Competition – Los Angeles, CA

* Official selection:

2003 Rhode Island Int. Film Festival – Providence, RI
2003 Antelope Valley Ind. Film Festival – Lancaster, CA
2003 Route 66 Film Festival – Springfield, IL

Editorial Service Submission reviewer for:
ARTS

Communication Quarterly

Convergence: The International Journal of Research into New Media Technologies

Critical Studies in Media Communication

Criticism: A Quarterly for Literature and the Arts
Culture, Theory and Critique
Eludamos: Journal for Computer Game Culture
Feminist Media Histories
Game Studies: the International Journal of Computer Games Research
Games & Culture: A Journal of Interactive Media
[in]Transition: Journal of Videographic Film and Moving Image Studies
Journal of Cinema and Media Studies
Journal of Education, Linguistics, Literature and Art (ELLA)
Media Industries Journal
New Media & Society
New Review of Film and Television Studies
Reconstruction: Studies in Contemporary Culture
ROMchip: A Journal of Game Histories
The Royal United Services Institute Journal
Television and New Media
Transformative Works and Culture
Security Dialogue
Studies in the Fantastic

Book manuscript reviewer for:

Bloomsbury Academic. Influential Game Designers Series. June 2014.
Canadian Scholars Press. June 2014.
New York University Press.
Palgrave—Pivot Series. March 2017.
Routledge / Taylor & Francis, Media & Cultural Studies.

Society committees:

Society for Cinema and Media Studies, Program Committee, 2025
Society for Cinema and Media Studies, First Book Prize, 2021-2022

*Service to
University*

Undergraduate Studies Committee, Arts and Letters, 2023-
Faculty Sponsor, Grad Student Club, “Film Lovers of International Cinema” (FLIC)
Faculty Advisory Committee, ISLA, 2020-2022
College Council, 2017-2020
Saturday Scholars Presentation, 12 October 2019

*Service to
Department*

Chair of Digital Studies Search Committee, 2024-2025
Director of Graduate Studies, Screen Cultures Minor, 2023-2025, 2020-2022
Chair Advisory Committee. 2020- (on leave 2022-23 AY)
Supervising Undergraduate Research

Senior thesis

Sarah-Jane Carten – Film, Television, and Theatre major
Jack Emory – Film, Television, and Theatre major
Eli Lanser – Film, Television, and Theatre major
Daniel Rowe – Film, Television, and Theatre major
Mirek Stolee – Film, Television, and Theatre major

Conference Support

Mirek Stolee – Film, Television, and Theatre major

*Service at Peer
Institutions*

PhD Dissertation Committee Member

- Eric Cummins, "Playthinking a Mad World: Gears of War, Science Fiction Games, and Speculative Play within the Global War (of) Terror's Legacy in American National Mythology," Old Dominion University. Graduated 2025.
- Ryan Banfi, "Pinball: A Social History of an American Amusement," New York University. Graduated 2024.
- Ryan Thames, "Points of Reflection: A Case for Moral Engagement Across Video Game Time and Space," Georgia State. Graduated 2018.
- John Vanderhoef, "Thinking Outside the Xbox: Alternative Networks of Distribution," University of California—Santa Barbara. Graduated 2015. Employed by California State University—Dominguez Hills.
- Teddy Champion, "Southern Reality TV Programming." University of Alabama at Tuscaloosa. Graduated 2015. Employed by Birmingham Southern College.
- Damien Larkin, "The Effects of Stereoscopic 3D Technology, Limited Capacity and a Process Oriented Model of Spatial Presence." University of Alabama at Tuscaloosa. Graduated 2013. Employed by University of Alabama—Birmingham.

Master's Thesis Committee Member

- Josh Hollis, "What's So Good About Bad Movies?: Video Essays on Paracinema." University of Alabama at Tuscaloosa. Graduated 2016.
- Erika Curtis, "More than a Game: The Use and Implications of "Damselling" in Wide-Release Games." University of Alabama at Tuscaloosa. Graduated 2014.
- Levi Pressnell, "Building a *World of Warcraft*: Cyber-colonialism through 'Othering' Strategies." University of Alabama at Tuscaloosa. Graduated 2015.

Academic Publishing

- Flow TV* (www.flowtv.org): a critical forum on media and culture
Coordinating Editor (Summer 2006 – Fall 2007)
Senior Editor (Summer 2005 - Spring 2006)
Column Editor (Fall 2004 - Summer 2005)

The Velvet Light Trap

- Submission reviewer (Spring 2005 – Fall 2007)