

## **Kristopher John Purzycki**

2474 N. Fratney St.

Milwaukee, Wisconsin 53212

[purzycki@uwm.edu](mailto:purzycki@uwm.edu)

### **Education**

PhD Student, English (Digital Media Studies), University of Wisconsin – Milwaukee

Expected in May 2019, University of Wisconsin - Milwaukee

Dissertation Title: *A Player's Sense of Place: The Computer Game as Anatopistic Medium*

Director: Dr. Stuart Moulthrop

Master of Arts in Rhetoric and Composition, Old Dominion University, 2013.

Bachelor of Arts in Professional Writing, Old Dominion University, 2011.

Associates of Applied Arts in Graphic Design, Milwaukee Area Technical College, 2003

### **Teaching Experience**

Associate Lecturer, University of Wisconsin-Milwaukee

Student Support Services Program: Summer 2018

Instructor, Milwaukee Area Technical College

English 201: English 2, Fall 2017

Graduate Teaching Assistant, University of Wisconsin-Milwaukee

Strategies for Academic Writing, Spring 2017

Introduction to English Studies, Fall 2016

College Writing and Research (Online), Summer 2016

College Writing and Research (Multimodal), Spring 2015

College Writing and Research, Spring 2015 – Spring 2016

Introduction to College Writing, Fall 2013 – Fall 2014

### **Publications**

"Playing Radically: Using Games to Introduce Procedural Power Analysis". *Playing with the Rules: The Ethics of Playing, Researching, and Teaching Games in the Writing Classroom*. Eds. Richard Colby, Rebekah Schultz Colby, and Matthew S. S. Johnson. (forthcoming).

"Gone Home." *Learning, Education, and Games Vol. 3*. ETC Press. 2018 (forthcoming).

"[Intimate Male Relationships in \*Almost Human\*](#)." *New Male Studies*. 5.1: 2016.

"[Dissimulation, Disability Rhetoric, and the Application of Virtual Reality-Based Therapy](#)." *Meaningful Play Conference Proceedings*. 2014.

"[Making Learning Reel – Student-Made Videos on Mobile Devices](#)." with Dr. Rochelle Rodrigo. Chapter published in *Enhancing Instruction with Visual Media: Utilizing Video and Lecture Capture*. IGI Global: 2013.

### **Edited Collections**

*Not Just Play: Essays on Motivations and Impacts of Pokémon GO*, Co-Editor, with Andrew Kulak, Jamie Henthorn, and Stephanie Vie. McFarland, Fall 2019 (forthcoming).

## Reviews

“[Videoland: Movie Culture at the American Video Store](#).” *Film Criticism*, 2017.

“The Uncanny Valley.” *animation: an interdisciplinary journal*, (forthcoming).

## Publication Production

Editor, *The Proceedings of the Annual Computers & Writing Conference (2016-17)*, 2017 – present.

Editor, *OneShot: An Interdisciplinary Journal of Games and Play*, 2017 – present.

Production Manager, *cream city review*, 2013 – 2017.

Reviewer, *Learning, Education, and Games Vol. 3*. 2017 – present.

Editor, *Press Start*, 2014.

Reviewer, *Press Start*, 2015 – present.

## Workshops

“Pedagogy and Playfulness: Exploring Games in the Composition Classroom.” Conference on College Composition and Communication, 2018.

“Classroom Uses for the Twine Platform.” Digital Humanities Lab, 2016.

“Play as Activism: Using Game-Based Pedagogy to Build Structural Understanding, Foster Empathy, and Scaffold Change.” Conference on College Composition and Communication, 2016.

“Risky Teaching,” Conference on College Composition and Communication, 2015. “Multimodal Composing on Mobile Devices,” Workshop. Conference on College Composition and Communication, 2014.

“Lost in a Wonderland of Mobile learning,” assisted Dr. Rochelle Rodrigo in conducting workshop, EDUCAUSE 2012, Denver, Colorado. November 2012.

## Presentations

“Teaching Context Through the Language of Games.” Conference on College Composition and Communication, 2018.

“Possibilities and Realities of Digital Humanities Across Disciplines: What can other disciplines learn from DH and what can DH learn from other disciplines?” Roundtable, HASTAC Conference, 2017.

“[[Enter Twine'd]]: Linking Teaching and Learning through Hypertext,” HASTAC Conference, 2017.

“A Wizard's Sense of Place: Meditations on Placemaking and Loss in MUSH-Space.” *Computers & Writing*, 2017.

“Communities of Interactivism: Procedural Fluency and the Rhetoric of Digital Public Spaces.” Conference on College Composition and Communication, 2017.

“Passages and Pedagogies: Classroom Applications for the Twine Platform.” *Meaningful Play*, 2016.

“Creative GREP Works.” Electronic Literature Organization, 2016.

“Teaching the Game Experience: An Ecological Approach to Genres of Paratext.” *Computers and Writing*, 2016.

“Failure, Loss, Loop: Negative Feedback and the Affect of Uncanny Games in *The Stanley Parable*.” International Conference Series in Games and Literary Theory, 2015.

“Reading the Newsgame: Considerations for Using Games to Teach Critical Thinking Skills.” *Computers & Writing*, 2015.

“So Who’s Right? Analyzing Rhetorical Leverage Points of #Gamergate to Discuss Ethics and Stakeholders.” *Computers & Writing*, 2015.

“Ludic[rous?] Pedagogy: The Promises and Pitfalls of Gamifying the Composition Classroom.”  
Conference on College Composition and Communication, 2014.

### **Creative Installations**

“Our Time in Los Santos.” Screen capture photography. Midwest Interdisciplinary Graduate Conference, 2018.

“MUSAIC.” Multi-user Dungeon. with Geoff Gimse (UWM). Midwest Interdisciplinary Graduate Conference, 2017.

“myMesis.” Interface Installation. Arts+Tech Night. UWM, 2014.

### **Media Broadcasting**

*DH Milwaukee* (Podcast). With Geoff Gimse. 2018 - present.

*Screens* (Live Radio Broadcast). With Allain Daigle. WXRW, FM Radio. 2015 – 2016, 2017 – present.

*Lunch Zone* (Twitch stream). With UWM Serious Play. Twitch. May 2017 – present.

*Classic Quests*. With Scott Bruner and Dr. Thomas Malaby. September 2018 - present.

### **Current Campus Positions**

Project Assistant, UWM English Department, Fall 2016 – present

Intern, UWM Libraries Digital Humanities Lab, Fall 2016 – present

Researcher, C21 Digital Culture Collaboratory. Primary investigators: Dr. Thomas Malaby and Dr. Stuart Moulthrop

### **Past Campus Positions**

Project Assistant, Digital Arts and Culture Program, Fall 2014 – Spring 2017.

Chair, [Midwest Interdisciplinary Graduate Conference](#) (MIGC), Fall 2015 – 2016.

Vice-Chair, MIGC, Fall 2014 – 2015.

### **Service**

Volunteer, UWM Food Center and Pantry, 2018

Chair, Graduate Research Network, 2015 – 2016, 2018

Chair, Ride2CW, 2015 – present

HASTAC Scholar, 2016 – present, sponsored by the UWM Digital Humanities Lab

Executive Committee Chair, C’s the Day, 2016 – present

Publicity Coordinator, Council for Play and Game Studies, 2016 – 2018

Assistant Chair, Council for Play and Game Studies, 2017-present

Organizer (UWM Campus), Humanities Unbound Conference, April 2017

Docent, Electronic Literature Organization Annual Conference, 2014

Public Relations Chair, Old Dominion University Graduate Student Organization, 2012 – 2013

Webmaster, Rhetoric Society of Old Dominion University, 2010-2012

Assistant Webmaster, English Graduate Organization, 2012