

KRISTOPHER JOHN PURZYCKI
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Pronouns: he/him/his

EDUCATION

PhD in English, Digital Media Studies, University of Wisconsin–Milwaukee, 2019
Dissertation: *A Player's Sense of Place: The Computer Game as Anapopistic Medium*
Director: Dr. Stuart Moulthrop
MA in Rhetoric and Composition, Old Dominion University, 2013
BA in Professional Writing, Old Dominion University, 2011
AAA in Graphic Design, Milwaukee Area Technical College, 2003

ACADEMIC POSITIONS

University of Wisconsin–Milwaukee, Milwaukee, WI

- Graduate Teaching Assistant, 2013–2017, 2018–2019

UWM Student Support Services Program

- Associate Lecturer, Summer 2018, Summer 2019

Milwaukee Area Technical College

- Lecturer, Fall 2017

Old Dominion University, Norfolk, VA

- Teaching Assistant

ADMINISTRATIVE POSITIONS

University of Wisconsin–Milwaukee, Milwaukee, WI

- Project Assistant, UWM English Department, Fall 2016–Fall 2018
- Project Assistant, Digital Arts and Culture Program, Fall 2014–Spring 2016
UWM Digital Humanities Lab.
- Intern, Fall 2016–present

INSTRUCTOR of RECORD

University of Wisconsin–Milwaukee

- English 310: Writing, Speaking, and Technoscience in the 21st Century (Spring 2019)
- English 215: Strategies for Academic Writing (Spring 2017)
- English 201: Introduction to English Studies (Fall 2016)
- English 102: College Writing and Research (Online, Summer 2016)
- English 102: College Writing and Research (Multimodal, Fall 2015–Spring 2016)
- English 102: College Writing and Research (Spring 2015)
- English 101: Introduction to College Writing (Fall 2013–Fall 2014)

UWM Student Support Services Program, Summer 2018, Summer 2019

- Writing Component

Milwaukee Area Technical College, Fall 2017

- English 1

HONORS & AWARDS

UWM Chancellor Award, 2013

Graduate Research Network Travel Award, 2017

UWM Travel Award, 2015

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

PUBLICATIONS

Purzycki, Kristopher. “Procedural-Relational Power Analysis: A Model for Deconstructing and Intervening in Everyday Games.” In Richard Colby, Rebekah Schultz Colby, and Matthew S. S. Johnson. (Eds.) *Playing with the Rules: The Ethics of Playing, Researching, and Teaching Games in the Writing Classroom*. (forthcoming).

Henthorn, Jamie, Andrew Kulak, Kristopher Purzycki, and Stephanie Vie. “Introduction – Not Just Play: Spaces of Contention.” *The Pokémon Go Phenomenon: Essays on Public Play in Contested Spaces*, with Jamie Henthorn, Andrew Kulak and Stephanie Vie. McFarland, 2019, pp. 1-17.

Purzycki, Kristopher. “For Anatopistic Places: *Pokémon Go* vs. Milwaukee County. *The Pokémon Go Phenomenon: Essays on Public Play in Contested Spaces*, edited by Jamie Henthorn, Andrew Kulak, Kristopher Purzycki and Stephanie Vie. McFarland, May 2019, pp. 172-188.

Gimse, Geoff, and Kristopher Purzycki. “PhronesisMU: Reclaiming Aesthetic and Rhetorical Potentials within the Software Obsolete.” *The Proceedings of the 2018 Annual Computers & Writing Conference*, 2019, pp. 53-64.

Purzycki, Kristopher. “Gone Home.” *Learning, Education, and Games Vol. 3*, edited by Karen Schrier. ETC Press. 2018 (forthcoming)

Purzycki, Kristopher. “Intimate Male Relationships in Almost Human.” *New Male Studies*, vol. 5, no. 1, 2016

Purzycki, Kristopher. “Dissimulation, Disability Rhetoric, and the Application of Virtual Reality-Based Therapy.” *Meaningful Play Conference Proceedings*, 2014

Rodrigo, Rochelle, and Kristopher Purzycki. “Making Learning Reel: Student-Made Videos on Mobile Devices.” *Enhancing Instruction with Visual Media: Utilizing Video and Lecture Capture*. IGI Global: 2013

EDITED COLLECTIONS

Henthorn, Jamie, Andrew Kulak, Kristopher Purzycki, and Stephanie Vie. *The Pokémon Go Phenomenon: Essays on Public Play in Contested Spaces*, McFarland, May 2019

REVIEWS

Purzycki, Kristopher. "The Uncanny Valley in Games and Animation." *animation: an interdisciplinary journal*, vol. 14, no. 1, 2019

Purzycki, Kristopher. "Videoland: Movie Culture at the American Video Store." *Film Criticism*, vol. 41, no. 3, 2017

EDITORIAL POSITIONS

Co-Editor, 2018-2019, *The Proceedings of the 2018 Annual Computers & Writing Conference*, with Chen Chen and Lydia Wilkes

Co-Editor, 2017-2018, *The Proceedings of the Annual Computers & Writing Conference, 2016-2017*, with Cheryl Ball, Chen Chen, and Lydia Wilkes

Founding Editor, 2017-2019, *OneShot: An Interdisciplinary Journal of Games and Play*, with Daniel Cox and Lauren Woolbright.

Editor, *cream city review*, I/0 section, vol. 40, no. 1, Spring/Summer 2016

PUBLICATION PRODUCTION

Production Manager, 2013-2017, *cream city review*

Reviewer, *Learning, Education, and Games Vol. 3.*, edited by Karen Schrier, ETC Press, 2019 (forthcoming)

Reviewer, *Press Start*, vol. 1, no. 1, University of Glasgow, 2014

WORKSHOPS

"Remixing Performance in Games." Conference on College Composition and Communication, 2019

"MUDs, MOOs, and Why They Still Matter." with Geoff Gimse. UWM Digital Humanities Lab, May 11, 2018.

"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

- “Performing Games/Performing Composition: Playing, Imagining, and Creating Embodied Rhetorics in the Writing Classroom.” Conference on College Composition and Communication, 2019
- “Teaching Context Through the Language of Games.” Conference on College Composition and Communication, 2018
- “[[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
- “Digital Pedagogy Brownbag: Classroom Uses for the Twine Platform.” UWM Digital Humanities Lab, Oct. 12, 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 Newgame: 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
- “Serious Gaming: *Minecraft*.” with Stuart Moulthrop. UWM Digital Humanities Lab, Oct. 3, 2014
- “Ludic[rous?] Pedagogy: The Promises and Pitfalls of Gamifying the Composition Classroom.” Conference on College Composition and Communication, 2014

ROUNDTABLES

- “Wrangling a Collection is Hard: Lessons Learned from Editing a Scholarly Collection on a Pop Culture App.” Southwest Popular American Culture Association, 2019
- “Looking for Group: Building Interdisciplinary Game Studies Communities.” Meaningful Play, 2018 “Serious Play on Twitch: Experiments in Academic Streaming.” Meaningful Play, 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

SERVICE

Council for Play and Game Studies

- Associate Chair, 2019–present
- Assistant Chair, 2018–2019
- Publicity Coordinator, 2016–2018

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- Executive Committee Chair, 2016–2018
- Volunteer, 2014–2018

Graduate Research Network

- Chair, 2015–2016, 2018

Ride2CW, Co-Coordinator

- Chair, 2015–present

UWM Food Center and Pantry, Volunteer, 2018–2019

Midwest Interdisciplinary Graduate Conference (MIGC)

- Chair, “In Process,” 2016
- Vice Chair, “Unbearable,” 2015
- Volunteer, “Animacy,” 2014

CREATIVE INSTALLATIONS

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

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

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

MEDIA BROADCASTING

Screens, Live Radio Broadcast, with Allain Daigle. WXRW, FM Radio. 2015–present

Lunch Zone, Twitch stream, with UWM Serious Play, 2017–2019

Classic Quests. Twitch stream, with Scott Bruner and Dr. Thomas Malaby. 2018–2019

Strange Playces, Twitch Stream, 2017–2018