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## EDUCATION

PhD in English (Digital Media Studies), University of Wisconsin–Milwaukee, May 2019  
Dissertation Title: *A Player's Sense of Place: The Computer Game as Anapostrophic 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

Lecturer. University of Wisconsin-Milwaukee (Fall 2019–present)  
English 310: Writing, Speaking, and Technoscience in the 21<sup>st</sup> Century  
(Spring 2019–present)  
English 102: College Writing and Research (Fall 2020)  
Digital Arts & Culture 661: Digital Engagement Seminar (Spring 2020)  
English 207: Health Science Writing (Online, Fall 2019)  
Adjunct Professor. Milwaukee Institute of Art & Design (Fall 2019)  
Writing 120: Processes of Inquiry  
Graduate Teaching Assistant. University of Wisconsin-Milwaukee (Fall 2013–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)  
Associate Lecturer. University of Wisconsin-Milwaukee Student Support Services Program  
(Summer 2018, Summer 2019)  
Instructor. Milwaukee Area Technical College (Fall 2017)  
English 1  
Teaching Assistant. Old Dominion university (Blended, Fall 2011–Spring 2012)  
English 327: Advanced Composition, assistant to Jennifer Sloggie-Pierce

## ADMINISTRATIVE POSITIONS

University of Wisconsin-Milwaukee  
Online Teaching and Multimedia Specialist (Fall 2020–present)  
Intern, UWM Digital Humanities Lab (Fall 2016–Spring 2019)  
Project Assistant, UWM English Department (Fall 2016–Fall 2018)  
Project Assistant, Digital Arts & Culture (Fall 2014–Spring 2016)

## ACADEMIC SERVICE

Conference on College Composition and Communication  
Hospitality Committee, Website Committee (2019-2020)  
Council for Play and Game Studies at CCCC  
Chair, 2020–present  
Associate Chair, 2019–2020  
Assistant Chair, 2018–2019  
Publicity Coordinator, 2016–2018  
C’s the Day. Executive Committee Chair, 2016–present  
Graduate Research Network Chair. 2015–2016, 2018  
Ride2CW. Co-Coordinator, Chair, 2015–2019  
UWM Food Center and Pantry. Volunteer, 2018–2019  
Midwest Interdisciplinary Graduate Conference (MIGC)  
Chair, “In Process,” 2016  
Vice Chair, “Unbearable,” 2015  
Volunteer, “Animacy,” 2014  
Electronic Literature Organization. Docent, 2014  
UWM Digital Humanities Lab Advisory Board. 2016-2017

## PROFESSIONAL EXPERIENCE

Public Communications Specialist  
Virginia Department of Transportation, May 2012–August 2013,  
Sunny Day Guide, March 2008–August 2011 Lead Designer; Web Content Writer  
Lillian Vernon Corporation, December 2006–February 2008  
Publication Designer; Graphic Designer; Imaging Specialist

## PUBLICATIONS

Purzycki, Kristopher. “Leverage Points.” *Keywords in Design Thinking*, edited by Jason Tham  
(in review)  
Purzycki, Kristopher. “Post-mortems.” *Keywords in Design Thinking*, edited by Jason Tham  
(in review)  
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)  
Purzycki, Kristopher. “Gone Home.” *Learning, Education, and Games Vol. 3*, edited by Karen  
Schrier. ETC Press, 2019.  
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 Anatopic 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. "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

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

- Founding Editor, 2017-2019, *OneShot: An Interdisciplinary Journal of Games and Play*, with Daniel Cox and Lauren Woolbright
- 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
- Reviewer, *Learning, Education, and Games Vol. 3.*, edited by Karen Schrier, ETC Press, 2019
- Editor, *cream city review*, I/O section, vol. 40, no. 1, Spring/Summer 2016
- Production Manager, 2013-2017, *cream city review*
- Reviewer, *Press Start*, vol. 1, no. 1, University of Glasgow, 2014

## WORKSHOPS

- “English 102 Multimedia Sessions.” Workshop series, with Nicole Bungert (UWM Libraries); “Longform Journalism” and “TedTalks”, Spring 2020
- “Reimagining Commonplaces Through Twine Design.” Conference on College Composition and Communication, 2021
- “Fostering Equity with the Small-Group Postmortem.” UWM Teaching and Learning Symposium, Jan. 2020
- “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,” with Dr. Rochelle Rodrigo, EDUCAUSE 2012, Denver, Colorado. November 2012

## CONFERENCE PRESENTATIONS

- “The Commonplaces of Gaming: In the Classroom, Community, and Its Rules.” Conference on College Composition and Communication, 2020
- “Complicated Curriculum: Rhetorics and Ethics of Platform.” Computers & Writing, 2019
- “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 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
- “Serious Gaming: *Minecraft*.” with Stuart Moulthrop. UWM Digital Humanities Lab, 2014
- “Ludic[rous?] Pedagogy: The Promises and Pitfalls of Gamifying the Composition Classroom.” Conference on College Composition and Communication, 2014

#### ROUNDTABLES

- “Catching ‘Em All: Interdisciplinary Game Studies Research and Publication.” *Computers & Writing*, 2019
- “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.” HASTAC, 2017

#### HONORS & AWARDS

- HASTAC Scholar, 2016–2017, sponsored by the UWM Digital Humanities Lab
- UWM Chancellor Award, 2013
- Commendation for Scholastic Achievement, 2003
- William F. Gratton Scholarship, 2002

#### CREATIVE INSTALLATIONS

- “Our Time in Los Santos.” Screen Capture Photography. MIGC, 2018
- “MUSAIC.” with Geoff Gimse. MIGC, 2017
- “myMesis.” Interface Installation. Arts+Tech Night. UWM, 2014

#### MEDIA BROADCASTING

- Screens*. Live Radio Broadcast, with Allain Daigle. WXRW 104.1 FM. 2015–present
- Classic Quests*. Twitch stream, with Scott Bruner and Dr. Thomas Malaby. 2018–2019
- Strange Playces*. Twitch Stream, 2017–2018
- Lunch Zone*, Twitch stream, with UWM Serious Play, 2017–2019