

KRISTOPHER JOHN PURZYCKI  
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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, Spring 2021  
English 207: Health Science Writing; Online, Fall 2019  
Adjunct Professor. Milwaukee Institute of Art & Design; Fall 2019  
Writing 120: Processes of Inquiry  
Associate Lecturer. University of Wisconsin-Milwaukee Student Support Services Program;  
Summer 2018, Summer 2019  
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  
Instructor. Milwaukee Area Technical College; Fall 2017  
English 1  
Teaching Assistant. Old Dominion University; Fall 2011–Spring 2012  
English 327: Advanced Composition, assistant to Jennifer Sloggie-Pierce

## ADMINISTRATIVE POSITIONS

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

## CERTIFICATIONS

- UW System Certificate in Online Learning (pending review)
- UWM Certificate in Accessibility, January 2021
- UWM Online and Blended Teaching Program Certificate, January 2021

## 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*, Palgrave Macmillan (forthcoming, January 2021)
- Purzycki, Kristopher. "Electracy." *Keywords in Design Thinking*, edited by Jason Tham (in review)
- 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. "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 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. "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

- Instructing Editor. *Digital Arts & Culture Capstone Collection*, with Ann Hanlon (UWM Libraries), UWM Digital Collections, 2020
- Founding Editor. *OneShot: An Interdisciplinary Journal of Games and Play*, with Daniel Cox and Lauren Woolbright, 2017-2019
- Co-Editor. *The Proceedings of the 2018 Annual Computers & Writing Conference*, with Chen Chen and Lydia Wilkes, 2018-2019
- Co-Editor. *The Proceedings of the Annual Computers & Writing Conference, 2016–2017*, with Cheryl Ball, Chen Chen, and Lydia Wilkes, 2017-2018
- 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. *cream city review*, 2013-2017
- Reviewer. *Press Start*, vol. 1, no. 1, University of Glasgow, 2014

## ACADEMIC SERVICE

- UWM Food Center and Pantry, Volunteer. 2018–present
- Conference on College Composition and Communication, Hospitality Committee and 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. 2015–2019
- 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, Graduate Chair. 2016-2017

## WORKSHOPS

- “Reimagining Commonplaces through Twine Design.” Conference on College Composition and Communication, 2021
- te@ch Sessions. Bi-weekly workshop series focused on various tools and issues related to online instruction. Ongoing.
- “Teaching Online.” GTA Orientation, August 24, 2020
- “Fostering Equity and Student Agency Using Collaborative Debriefings.” Assessment for Equity and Online Workshop, August 21, 2020.
- Professional Development Workshop Series.
- “Canvas Basics,” August 17, 2020
- “Teaching Online Basics, Part 1: Nuts & Bolts.” August 18, 2020
- “Teaching Online Basics, Part 2: Universal Design.” August 19, 2020
- “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

## CONFERENCE PRESENTATIONS

- “We Are All Writing Teachers: Returning to a Common Place.” Conference on College Composition and Communication, 2021
- “Bezos Ate My Essay *or* How I Learned to Stop Worrying About Student Privacy and Love the Cloud.” with Nicole Bungert, UWM Teaching & Learning Symposium, 2021
- “I know of places...The Genius Loci of *Adventure*.” NarraScope, 2020
- “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, 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, 2016–2018, 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. 2015–2019

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

*Strange Places.* Twitch Stream, 2017–2018

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

## PROFESSIONAL EXPERIENCE

Public Communications Specialist.

Virginia Department of Transportation, May 2012–August 2013

Lead Designer; Web Content Writer

Sunny Day Guide. March 2008–August 2011

Publication Designer; Graphic Designer; Imaging Specialist

Lillian Vernon Corporation. December 2006–February 2008

## PUBLIC SERVICE & VOLUNTEERING

Election Inspector. City of Milwaukee, 2016–present

Volunteer. Milwaukee County Parks, 2020–present

Board Chair. Riverwest Co-op and Café, 2014–2016

Volunteer. Riverwest 24. 2014–present

Volunteer. Riverwest Co-op and Café, 2013–present

Volunteer. WMSE, 2013–present