

ANASTASIA SALTER

Assistant Professor
University of Central Florida
School of Visual Arts and Design

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ACADEMIC APPOINTMENTS

Assistant Professor (2014 to present)
Digital Media, School of Visual Arts and Design, University of Central Florida
Program Coordinator for Digital Media (2017 to present)
Graduate Faculty, Digital Media
Faculty, Text and Technology PhD Program

Assistant Professor (2011 to 2014)
Science, Information Arts and Technologies, University of Baltimore.

Director of Graduate Programs (2013 to 2014)

D.S. in Information and Interaction Design
M.S. in Interaction Design and Information Architecture
Certificate in Information Design
Certificate in Digital Media Production
Certificate in Library Technologies

Visiting Assistant Professor (2010 to 2011)
Information Arts and Technologies, University of Baltimore.

EDUCATION

D.C.D., Communications Design (Spring 2010). University of Baltimore.

Dissertation: Personal Adventures: The Shift from Player to Author

Supervisor: Stuart Moulthrop

M.F.A., Children's Literature (Fall 2011). Hollins University.

M.A., Communication, Culture, and Technology (Spring 2007). Georgetown University,

B.A., Digital Narrative Studies (Spring 2005). University of Maryland, College Park.

PUBLICATIONS

Books

Salter, A.; Blodgett, B. (2017). *Toxic Geek Masculinity in Media: Sexism, Trolling, and Identity Policing*. Palgrave Macmillan. (Peer reviewed).

Examination of toxic masculinity in geek culture considering intersections of representations in video games, comics, film and television.

Salter, A. (2017). *Jane Jensen: Gabriel Knight, Adventure Games, Hidden Objects*. Bloomsbury Academic Press. (Peer reviewed).

First-ever academic study of the work of Jane Jensen, a game designer responsible for bringing mature themes and complex narrative to early computer game design.

Reviewed in *Hyperrhiz 18* (2018).

Salter, A. (2014). *What is Your Quest? From Adventure Games to Interactive Books*. University of Iowa Press. (Peer reviewed).

Study of the evolution of adventure games across new platforms, focusing on the iPad and the move from point and click to touchscreen in interfaces for narrative.

Reviewed in *American Literary History Online Review Series VII* (August 2016), *American Literature* (October 2015), *First Person Scholar* (April 2015), *Midwest Book Review* (February 2015).

Salter, A.; Murray, J. (2014). *Flash: Building the Interactive Web*. Platform Studies Series, MIT Press. (Peer reviewed).

Examination of Flash as a platform and its role in shaping the affordances, games, and applications popular on the modern interactive web.

Reviewed in *ACM Computing Reviews* (February 2015). Shortlisted for the N. Kate Hayles Electronic Literature Award (August 2015).

Edited Collections

Flores, L.; **Salter, A.**; Boluk, S.; Garbe, J. (2014-2016). Editorial Team for the *Electronic Literature Collection Volume 3*.

Nominated and selected as part of the editorial team by the Electronic Literature Organization. Reviewed over 400 submissions to select a curated volume reflecting the state and history of electronic literature. Participated in editorial review retreat. Physical (USB) collection released February 2016.

Exhibited international for preview (Electronic Literature Organization Conference, Bergen, Norway, 2015) and launch ("Matter of Bits," Rutgers University, Camden, New Jersey. February 18, 2016).

Whitson, R.; **Salter, A.** (2015). "Comics as Scholarship." *Digital Humanities Quarterly* 9.4. Editors, special issue. (Editor and peer reviewed)

Received Best Online Comic Studies Scholarship award (October 2016, Massachusetts Independent Comics Expo)

Journal Articles

Blodgett, B.; **Salter, A.** (Expected 2018). "Ghostbusters is for Boys: Understanding Geek Masculinity's Role in the Alt Right." Special Issue on Media and the Extreme Right in *Communication, Culture & Critique*. (Peer reviewed, accepted)

Salter, A. (2017). "Code before Content? Programmer Culture in Games and Electronic Literature." *Hyperhiz: New Media Cultures* 17. <<http://hyperrhiz.io/hyperrhiz17/>>. (Peer reviewed)

Examination of the impact of programmer culture and toxic masculinity on participation by women in games and electronic literature.

Watson, K.; **Salter, A.** (2016). "Playing Art Historian: Teaching 20th Century Art through Alternate Reality Gaming." *International Journal for Scholarship of Technology Enhanced Learning*. 1.1: 100-111. (Peer reviewed)

Report on first iteration of a collaborative experiment in games-based learning. Developed an original alternate reality game for teaching 20th century art history.

Whitson, R.; **Salter, A.** (2015). "Comics and the Digital Humanities: An Introduction to Comics as Scholarship." *Digital Humanities Quarterly* 9.4. <<http://www.digitalhumanities.org/dhq/vol/9/4/000210/000210.html>>. (Editor reviewed)

Editorial introduction to special issue exploring multimodal sequential art as scholarship.

Salter, A. (2015). "Alice in Dataland 2.0." *Kairos: A Journal of Rhetoric, Technology, and Pedagogy* 20.1. <<http://kairos.technorhetoric.net/20.1/inventio/salter/index.html>> (Peer reviewed)

An extensive original multimedia project that remediates *Alice's Adventures in Wonderland* as a lens for examining narratives of media immersion and the relationship of narrative to its modality.

Salter, A. (2015). "Learning Through Making: Notes on Teaching Interactive Narrative." *Syllabus Vol. 4:1*. Special Issue: Teaching with and about Games: Ed. Jennifer deWinter and Carly A. Kocurek. <<http://www.syllabusjournal.org/article/view/14485>>. (Peer reviewed)

Syllabus and design concept for a course on Interactive Narrative exploring the possibilities for learning through critical making in the context of theoretical and aesthetic immersion.

Salter, A. (2015) "Convergent Devices, Dissonant Genres: Tracking the 'Future' of Electronic Literature on the iPad." *Electronic Book Review*. <<http://www.electronicbookreview.com/thread/electropoetics/convergent>>. (Peer reviewed)

Examination of several critical works of electronic literature released on the iPad and their implications for the future of narrative across platforms.

Salter, A.; Blodgett, B. (2012) "Hypermasculinity & Dickwolves: The Invisibility of Women in the New Gaming Public." *Journal of Broadcasting & Electronic Media*. <<http://www.tandfonline.com/doi/full/10.1080/08838151.2012.705199>>. (Peer reviewed)

Case study of a critical incident over gender and sexual violence in the games community. Published in a special issue, "Social Mediated Publicness," edited by Nancy Baym and danah boyd.

As of April 2017, the article had over 15,000 views and was ranked 2nd in most-read articles in *JoBEM*.

Salter, A. (2012). "Quest for Love: Playing the Women of King's Quest." *Well-Played* 1.4. <<http://www.etc.cmu.edu/etcpress/content/volume-1-number-4-romance>>. (Editor reviewed)

Analysis of the impact of playing as a woman in the narrative choices and player agency in adventure games. Published in a special issue, "Romance," edited by Jane Pinckard.

Salter, A. (2012). "To Be A Mighty Pirate: Guybrush Threepwood, Indiana Jones and a misspent youth of unintentional learning." *The Looking Glass: New Perspectives on Children's Literature*. Vol 16 Issue 2. <<http://www.the-looking-glass.net/index.php/tlg/article/view/321/318>>. (Editor reviewed)

Reflective evaluation of edutainment as a genre and its ongoing lessons for children's literature for intentional and unintentional learning. Published in a special issue on "New Media."

Salter, A. (2011). "Ugly Bodies, Pretty Bodies: Scott Westerfeld's *Uglies* and the Inhumanity of Culture." *StoryTelling: A Critical Journal of Popular Narrative*. Winter. (Peer reviewed)

Close reading of representations of the post-human and cyborg bodies in Scott Westerfeld's dystopian young adult novel.

Salter, A. (2011). "Virtually Yours: Desire and Fulfillment in Virtual Worlds." *The Journal of Popular Culture*, 44: 1120–1137. doi: 10.1111/j.1540-5931.2011.00891.x (Peer reviewed)

Rhetorical analysis of the impact of the works of the Marquis de Sade on the construction of sexuality and cyber intercourse in the virtual world Second Life.

Salter, A. (2011). "Adventurers turned Tale-Tellers: The Emergence of an On-line Folk Art Community." *Rhizomes*. <<http://rhizomes.net>> (Peer reviewed)

Published in a special issue on "Hives, Tribes, Assemblages: New Collectivities."

Salter, A. (2009). "Once More a Kingly Quest." *Journal of Transformative Works and Cultures*. <<http://journal.transformativeworks.org/>> (Peer reviewed)

Published in a special issue on "Games."

Journal – Creative Digital Work

Salter, A.; Blodgett, B. (2017). "Alt-Right: Ctrl+A; Del." *Journal of Persona Studies* 3.1. (Peer Reviewed)

Web-based electronic literature exploring the consequences of women's political participation and visibility on social media. Includes procedurally-generated trolling.

Book Chapters in Progress

Salter, A. (Under review). "Maker Generation? The Future of Students as Digital Storytellers." Under consideration for *Digital Fictions*. Edited by Nancy Hightower and Paul Miller.

Salter, A. (Under review). "Virtual Farmer, Real Activist? Cory Doctorow and Jen Wang's *In Real Life*." Under consideration for *EcoComix*. Edited by Sid Dorbin, under contract with McFarland.

Salter, A. (Accepted). "Narrative Play in King's Quest." Invited chapter for *How to Play Video Games*. Edited by Matt Payne and Nina Huntemann, under review with New York University Press.

Salter, A. and Murray, J. (Accepted). "ELit After Flash: The Rise (and Fall) of a 'Universal' Platform." *Electronic Literature: Contexts, Forms, and Practices*. Edited by James O'Sullivan and Dene Grigar. (Editor reviewed)

Book Chapters

Salter, A. (2018). "Building Interactive Stories." In *The Routledge Companion to Media Studies and Digital Humanities*. Edited by Jentery Sayers. Routledge Press. (Editor reviewed)

Blodgett, B. and **Salter, A.** (2018). "The Doctors Who Waited: The Lonely Woman Scientist Trope in Geek TV." *Women in STEM on Television*. Edited by Ashley Carlson. McFarland Press. (Editor reviewed)

Salter, A. (2016). "Comics and Art." In *The Routledge Companion to Comics*. Edited by Frank Bramlett, Roy Cook, and Aaron Meskin. Routledge Press, June. (Editor reviewed)

Salter, A. (2016). "Educational Games." In *Debugging Game History: A Critical Lexicon*. Edited by Raiford Guins and Henry Lowood. MIT Press, June. (Editor reviewed)

Salter, A. (2014). "Writing Under Constraint" and "Mobile Entertainment." In *The Johns Hopkins Guide to Digital Media*. Co-editors: Lori Emerson, Marie-Laure Ryan, Benjamin Robertson. Johns Hopkins University Press. (Peer reviewed)

Salter, A. (2013). "Hacking the Dissertation." In *Hacking the Academy*, edited by D. Cohen and T. Scheinfeldt. University of Michigan Press. (Editor reviewed)

Salter, A. (2011). "Closed Minds: Tamora Pierce's Teenagers and the Problem of Desire." *Supernatural Youth*. Ed. J. Battis. Lexington Press. (Editor reviewed)

Conference Proceedings

Salter, A.; Blodgett, B. (2017). "This is fine: #ResistJam and the 2016 election in gaming." In *Proceedings of the 12th International Conference on the Foundations of Digital Games* (p. 19). ACM.

Sullivan, A.; **Salter, A.** (2017). "A taxonomy of narrative-centric board and card games." In *Proceedings of the 12th International Conference on the Foundations of Digital Games* (p. 23). ACM.

Kourova, A., **Salter, A.**, Pidberejna, I., & McDaniel, R. (2016). "From Orlando to Russia: Cross-cultural communication through gamemaking." In *Proceedings of the 34th Annual International Conference on the Design of Communication*. New York: Association for Computing Machinery. Arlington, Virginia. (Peer reviewed)

Salter, A. (2016). "Playing at Empathy: Representing and Experiencing Emotional Growth through Twine Games." In *IEEE Serious Games and Applications for Health Conference Proceedings 2016*. IEEE. Orlando, Florida. <<http://ieeexplore.ieee.org/document/7586272/>> (Peer reviewed)

Salter, A. (2016). "It's Not Just Subtext: Constructing the Fangirl as Creator and Subject in Supernatural." In *Selected Papers of Internet Research 15*. Association of Internet Research. Phoenix, Arizona. (Peer reviewed)

Watson, K.; Salter, A. (2016). "Secret Societies of the Avant-Garde." In *Games Learning Society 11 Conference Proceedings*, ETC Press: 440-444. Madison, Wisconsin. <<http://press.etc.cmu.edu/files/GLS11-Proceedings-2015-web.pdf> > (Peer reviewed)

Salter, A.; Murray, J. (2014). "Marking New Ground: Flash, HTML5 and the Future of the Web Arcade. In *Foundations of Digital Games 2014*.

<http://www.fdg2014.org/papers/fdg2014_paper_27.pdf > (Peer reviewed)

Blodgett, B.; **Salter, A.** (2014). "#1ReasonWhy: Game Communities and the Invisible Woman." In *Foundations of Digital Games 2014*.

<http://www.fdg2014.org/papers/fdg2014_paper_02.pdf> (Peer reviewed)

Blodgett, B.; **Salter, A.** (2013). "Hearing 'Lady game Creators' Tweet: #1ReasonWhy, Women and Online Discourse in the Game Development Community." In *Selected Papers of Internet Research 14*. <<http://spir.aoir.org/index.php/spir/article/view/694>> (Peer reviewed)

Bonsignore, E.; Hansen, D.; Troups, Z., Nacke, L.; **Salter, A.**; Lutters, W. "Mixed Reality Games."(2012). Workshop paper. In ACM Computer Supported Collaborative Work Conference Proceedings. <[doi.10.1145/2141512.2141517](https://doi.org/10.1145/2141512.2141517)> (Peer reviewed)

Livermore, J.; **Salter, A.** (2011). "What is the Student Recruitment Value of the CAE Designation?" In *15th Colloquium for Information Security Systems Education Proceedings*. (Peer reviewed)

Reviews

Salter, A. (2017). Review of *Atari Age: The Emergence of Video Games in America*. *American Journal of Play* 10.1. <<http://www.journalofplay.org/issues/10/1/book-review/5-atari-age-emergence-video-games-america-michael-z-newman>>. (Editor reviewed)

Salter, A. (2016). Review of *Press Start to Play*. *Journal of Multidisciplinary Research* 7.3: 91-92. <<http://www.jmrpublication.org/portals/jmr/Issues/JMR7-3.pdf>> (Editor reviewed)

Salter, A. (2012). "Playing Through the "Art of Video Games" Exhibit at the Smithsonian American Art Museum." *Journal of Digital Humanities* Vol 1, No 2, Spring 2012. <<http://journalofdigitalhumanities.org/1-2/playing-through-the-art-of-video-games-exhibit-by-anastasia-salter/>>. (Editor reviewed)

News Publications

Salter, A.; Murray, J. (2014). "How Flash Games Shaped the Internet." *The Atlantic: Tech*. November 29. <<http://www.theatlantic.com/technology/archive/2014/11/how-flash-games-shaped-the-internet/383136/>>

Salter, A. (2011). "Learning by gaming in a high-tech world." *The Baltimore Sun*. April 11. <<http://www.baltimoresun.com/news/opinion/oped/bs-ed-video-games20110411,0,2388042.story>>

Online Publications

Salter, A. (2011-2018). ProfHacker Staff Contributor (3 posts/month). <<http://chronicle.com/blogs/profhacker/author/asalter>>

Group blog on technology and pedagogy hosted by the Chronicle of Higher Education. Topics include games in the classroom, technology and scholarly writing, mobile tools and development, open access, learning and teaching programming.

Salter, A. (2017). "Making Space for Meaningful Play in Anthropology." *Gaming Anthropology: A Sourcebook from #AnthropologyCon*. Samuel Gerald Collins, Joseph Dumit, Matthew Durlington, Edward Gonzalez-Tennant, Krista Harper, Marc Lorenc, Nick Mizer, Anastasia Salter. <<https://anthropologycon.org.files.wordpress.com/2017/12/gaming-anthropology.pdf>>

Salter, A.; Roy, M. (2013) "Games with a Purpose: Interview with Anastasia Salter." *Transformations: Games in Education*. The Academic Commons. <<http://www.academiccommons.org/2013/09/interview-with-anastasia-salter/>>

Salter, A. (2011). "A Silver Lining for Fan-Made Indie Games." In *Media Res: A Media Commons Project*. August 19. <<http://mediacommons.futureofthebook.org/imr/>>

Salter, A. (2010-2012). "Future Fragments." CC2K Pop Culture Editor and Columnist. Topics included future of the book, pop culture and gender, electronic literature, games.

Pionke, J.; **Salter, A.** (2010). "Hackgender." Co-editor, website creator. Digital collection of reflections on gender. <Hackgender.org>

Salter, A. (2010). "Rethinking the Humanities Dissertation." *Hacking the Academy*. Ed. Tom Scheinfeldt and Dan Cohen. <Hackingtheacademy.org>

Salter, A. (2007). "Avatara: Woman and Goddess." Winter Special Issue "Digital Eyes: Transgression/Transcendence in Cyberspace." <WomenWriters.net>

CONFERENCES AND TALKS

Invited Talks and Keynotes

Salter, A. (2017). "Not Just Point and Click: The Poetics of Choice (and Resistance) in Narrative Games." KU Digital Humanities Forum, Lawrence, Kansas, September 28.

Salter, A. (2017) "Always Be Batman: Tracing American Cultural Identity through Transmedia Superheroes." Levis Lecture, Rollins University, February.

Saklofske, J.; **Salter, A.**; Losh, L.; Jakacki, D.; Boluk, S. (2016). Feminist Games Plenary Panel. Electronic Literature Organization and Digital Humanities Summer Institute joint event, University of Victoria, June.

Salter, A. (2016) "Make it Work: Failing Creatively in the Classroom." 2016 USC Upstate Technology Symposium (via Skype), May.

Salter, A. (2016). "Playing Social Justice Warrior: Reclaiming Games through Cultural Revolution." In *Play: Games, Aesthetics, Performance Symposium*, University of Maryland, March 4.

Salter, A. (2016). Invited roundtable participant: "The Language of Sexual Violence and the Rhetoric of Consent." Modern Language Association session organized by the Committee on the Status of Women in the Profession, Austin, TX, January 7-10.

- Salter, A.** (2015). "Critical Making through Play." Keynote, EURECA Conference, American University in Cairo. February 22-25.
- Salter, A.;** Elshimi, G.; Glavanis, P.; Mostafa, M. (2015). "Cultivating Creative Thinking in Student Scholarship." Invited panel, EURECA Conference, American University in Cairo. February 22-25.
- Salter, A.** (2015). "Beyond the Bridgekeeper: Exploring Narrative Games on the Margins." Digital Assembly: Changing the Game, University of Florida. February 19.
- Salter, A.** (2014). "Guardians of the Classroom: Transformative Play for Learning." Academic Technology Innovation Symposium Plenary, University of North Florida, October 15.
- Salter, A.** (2014). "Learning in a Game World." American Psychological Association Education Leadership Conference Plenary. Washington, DC, September 13-16.
- Smith, M.; King, K.; **Salter, A.** (2014). Digital Humanities Scholarship Panel. Women's Studies Summer Technology Institute. University of Maryland, College Park, May 28.
- Salter, A.** (2014). Keynote and workshop on Games in the Classroom. American International Consortium of Academic Libraries (AMICAL), Athens, Greece, May 14-17.
- Black, J.; Duncan, R.; Lee, J.; **Salter, A.;** Zimmerman, E. (2014). The CUNY Games Festival Plenary, City University of New York, January 17.
- Alexander, B.; **Salter, A.** (2013). "Games in Education: A Cultural Perspective." Online Seminar, National Institute for Technology in Liberal Education, October 24.
- Salter, A.** (2013). "Play to Learn: Games in the Classroom and Beyond." Martha A. Mitten Speaker Series, Towson University, October 17.
- Salter, A.** (2013). "Gaming for a Classroom (R)evolution: Transforming Learning through Play." Baker-Nord Center for the Humanities, Case Western Reserve University (THATCamp Games 2013), April 18.
- Salter, A.** (2012). Panelist, Close Playing Roundtable. Honors Humanities dialog series. University of Maryland, College Park, MD, September 28.
<<http://www.umd.edu/fyi/index.cfm?id=152480>>
- Salter, A.** (2012). "Playing with Data: Visual Interfaces and Game Design." Presenter and panelist at CYBERLINX2, National Security Agency, Fort Meade, MD, May 22.

Peer Reviewed Conference Presentations – International

- Salter, A.** (2017). "Games Trolls Play: Lessons from GamerGate for the Age of Trump." Modern Language Association Convention, New York, NY, January 5-8.
- Salter, A.** (2017). "Super Social Justice Warriors: DC Rebirth's Arrow and the Comic Culture Wars." Modern Language Association Convention, New York, NY, January 5-8.
- Salter, A.;** Blodgett, B. (2017). "This is Fine: #ResistJam and the 2016 Election in Gaming." Foundations of Games 2017, Hyannis, MA, August 14-17.

- Salter, A.** (2017). "You're the Star of the Story? Adventure Games in Virtual Reality." Electronic Literature Organization Conference, Porto, Portugal, July 18-20.
- Salter, A.** (2017). "Fathering the Cursed Child? Gendered Authorship and 'Fan' Fiction in Harry Potter." Children's Literature Association Annual Conference, Tampa, Florida, June 22-24.
- Salter, A.** (presiding), Anderson, D.; Applegate, M.; Ball, C.; Burgess, H.; Ceglie, C.; Helms, J.; Kaufman, M.; Keramidas, K.; Scheinfeldt, T.; To, Y.Y.; Whitson, R. (2017). "That's Not How Scholarship Works: Exploring the Process of Multimodal Critical Making." Modern Language Association Convention, Philadelphia, January 5-8.
- Pressman, J.; Berens, K.; **Salter, A.**; Fisher, C. (2017). "Boundary Play: Feminism in Augmented Reality, Video Games, and Electronic Literature." Modern Language Association Convention, Philadelphia, January 5-8.
- Salter, A.** (2016). "Code Before Content? Programmer Culture in Games and Electronic Literature." Featured Paper, Electronic Literature Organization Conference, Victoria, Canada, June 10-12.
- Salter, A.** (2016). "Playing at Empathy: Representing and Experiencing Emotional Growth through Twine Games." International Conference on Serious Games and Applications for Health, Orlando, Florida, May 11-13.
- Salter, A.** (2016). "Back to the Shire: Lego Dimensions and Intertextual Transmedia Play." International Conference on the Fantastic in the Arts, Orlando, Florida, March 16-20.
- Salter, A.** (2015). "It's Not Just Subtext: Constructing the Fan Girl as Creator and Subject in Supernatural." Internet Research 16, Phoenix, Arizona, October 21-24.
- Salter, A.** (2015). "Ephemeral Words, Ephemeral People: Suicide and Choice in Twine Games." Electronic Literature Organization Conference, Bergen, Norway, August 4-8.
- Salter, A.** (2014). "Unraveling Twine: Open Platforms and the Future of Hypertextual Literature." Hold the Light: The Electronic Literature Organization Conference, Milwaukee, Wisconsin, June 19-21.
- Salter, A.**; Koh, A.; Chang, E.; Chow, E. (2014). "Hard Mode: Games and Narratives of Marginalization." Roundtable coordinator and participant: part of Presidential Theme, "Vulnerable Times." Modern Language Association Convention, Chicago, January 9-12.
- Salter, A.** (2014). "Bonfires, Lesbians, Depression and Rape: Twine, Feminist Voices and Agency in Game Narratives." As part of "Lit Misbehaving: Responding to New and Changing Modes of Creative Production," organized by R. Sullivan: part of Presidential Theme, "Vulnerable Times." Modern Language Association Annual Convention, Chicago, January 9-12.
- Salter, A.** (2013). "Spirals of Meaning: Exploring Nonlinearity through Prezi's Infinite Canvas." Electronic Literature Organization Conference, Paris, France, September 24-27.
- Salter, A.** (2013). "Building Your World: Inform 7, Text-Based Games and the Craft of Storytelling." Teaching with Games Roundtable, organized by B. Croxall. Modern Language Association Conference, Boston, MA, January 3-6.

Salter, A. (2012). "Convergent Devices, Dissonant Genres: Tracking the 'Future' of Electronic Literature on the iPad." Electronic Literature Organization Conference, West Virginia, June 20-23.

Salter, A.; Bonsignore, B. (2012). "Gameful Learning and Assessment." Mixed Reality Games Workshop, Computer Supported Collaborative Work Conference. Seattle, February 11-15.

Sample, M.; Chang, E.; Jones, S.; Rhody, J.; **Salter, A.;** Welsh, T.; and Whalen, Z. (2012). "Close Playing: Literary Methods and Videogame Studies." Organized by Sample M. Roundtable at Modern Language Association. Seattle, January 5-8.

Salter, A.; Nix, B.; Gilliam, J. and Gillespie, L. (2011). "Collaborative Student-centered Pedagogies for Cross-disciplinary Mobile Apps." Session coordinator and presenter: Panel presented at MobilityShifts: An International Future of Learning Summit. New School, October 14.

Salter, A. (2011). "Learning to Love the Beast: The De-fanging of the Wild in Postmodern Retellings of 'Beauty and the Beast.'" International Conference for the Fantastic in the Arts, Orlando, March 15-19.

Salter, A. (2010). "Places Marked Unexplored: Marking the Boundaries of Real and Fantastic in Arthur Ransome's Swallows and Amazons." International Conference for the Fantastic in the Arts, Orlando, March 16-20.

Peer Reviewed Conference Presentations – National

Kocurek, C.; deWinter, J.; Hanson, C.; **Salter, A.;** Sierra, W. (2017). "Unobscuring the Work of Games: Design, Designers, and Methods of Inquiry." Society of Cinema and Media Studies Annual Conference, March 22-26.

Wisniewski, P.; Badillo-Urquiola, K.A.; Stanfill, M.; **Salter, A.** (2017) "Using Participatory Design to Give Foster Teens a Voice in Designs for Their Own Online Safety," Extended Abstract presented at the Workshop on Design Methods for Underserved Communities at the 2017 ACM Conference on Computer Supported Cooperative Work (CSCW 2017), Portland, OR, February 25-March 1.

Salter, A.; Stanfill, M.; Johnson, E.; Wisniewski, P. (2017) "Participatory Design for Research on Technologically-Mediated Youth Sexuality: Ethical and Privacy Implications," Extended Abstract presented at the Workshop on Privacy Ethics at the 2017 ACM Conference on Computer Supported Cooperative Work (CSCW 2017), Portland, OR, February 25-March 1.

Salter, A. (2016). "Tumbling and Trolling: Reimagining Tumblr as a Progressive Networked Public." Society for Science, Literature, and the Arts Annual Meeting, Atlanta, Georgia, November 3-6.

Salter, A.; Watson, K. (2015). "Playing Art Historian: Designing an Adventure Game for 20th Century Art History Courses." HASTAC (Humanities, Arts, Science, and Technology Alliance) Conference, Michigan State University, May 27-29.

Koh, A.; Van Duyne, E; Pionke, J.; **Salter, A.**; Humphreys, S. (2015). "Social Media for Activist Pedagogy." HASTAC (Humanities, Arts, Science, and Technology Alliance) Conference, Michigan State University, May 27-29.

Salter, A. (2015). "Come Get Some: Duke Nukem, Damsels in Distress, and the Default Avatar." Popular Culture Association Conference, April 1-4.

Chen, M.; **Salter, A.**; Ramirez, D.; Peterson, M.; Salter, A.; LaLone, N.; Danilovic, S. (2014). "Gameception: The Game A Week Challenge." North American Simulation and Gaming Association, Baltimore, MD, October 8-12.

Salter, A. (2013). "Choose a New Adventure: *39 Clues*, *The Amanda Project*, and the Evolution of Multiplatform Narrative." Children's Literature Association Conference, University of Southern Mississippi, June 13-15.

Salter, A.; Blodgett, B. (2013). "#1ReasonWhy Gamers <3 Dickwolves: Understanding Sexism in the Gaming Community." Computers & Writing, Frostburg, June 6-9.

Salter, A. (2013). "The Digital Lorax: Re-inventing the Picture Book for the iPad Generation." Popular Culture Association National Conference, March 28-30.

Salter, A. (2012). "Building a Better Reality, Together: Alternate Reality Games as Shared Worlds." North American Simulation and Gaming Association Conference, Columbus, OH, November 7-10.

Sousanis, N.; **Salter, A.**; Tritter, P.; Neville, T. (2012). "Expanding Forms of Scholarly Inquiry within the Academy." Imagining America, New York, NY, October 5-7.

Salter, A. (2012). "Beyond Backstory: Rethinking Narrative in Games and Simulations." Connections Wargaming Conference, National Defense University, July 23-26.

Salter, A. (2011). "Digital Natives, the Mushroom Kingdom and the Global Village: Re-imagining Virtual Citizenship in Cory Doctorow's *For the Win*." Children's Literature Association Conference. Roanoke, VA, June 23-25.

Salter, A. (2011). "Leveling up in the Classroom." Computers & Writing Conference: Writing in Motion, Traversing Public/Private Spaces, Ann Arbor, MI, May 19-22.

Salter, A. (2011). "Real Names, Virtual Orcs: The Real ID Battle in World of Warcraft." Pop Culture Association Conference: Communication and Digital Culture track, San Antonio, April 20-23.

Salter, A. (2011). "#DearJohn, Don't be a Dickwolf; or, A Rape in Twitterspace." Theorizing the Web Conference, University of Maryland, April 9.

Salter, A. (2011). "Thinking Beyond 'Gamification' for Learning." North American Simulation and Gaming Association, Pennsylvania, October 5-8.

Salter, A. (2010). "To Be A Mighty Pirate: Digital Adventures, 'Edutainment' and the Shaping of Virtual Self." Children's Literature Association Conference, June 10-12.

Salter, A. (2009). "Ugly Bodies, Pretty Bodies: Scott Westerfeld's *Uglies* and Inhuman Teens." Children's Literature Association Conference, Charlotte, NC, June 11-14.

Salter, A. (2009). "King's Quest Eternal: Fan Adventure Games and the Never-ending Classical Era." Popular Culture Association Conference, New Orleans, April 11-18.

Salter, A. (2008). "Virtually Yours: Desire and Fulfillment in Virtual Worlds." Popular Culture Association Conference, San Francisco, March 19-22.

Salter, A. (2007). "Queen's Quest: Gender and the Heroic Quest in Adventure Games." Popular Culture Association Conference: Digital Games track, Boston, April 4-7.

Salter, A. (2006). "Avatara: The Linguistics of the Avatar in Virtual and Mythic Space." American Comparative Literature Association Conference, Princeton University, March 24.

Peer Reviewed Conference Presentations – Regional

Salter, A. (2015). "Playing Social Justice Warrior: Critiquing the Avatar in Cory Doctorow and Jen Wang's *In Real Life*." University of Florida Comics Conference, April 10-12.

Blodgett, B.; **Salter, A.** (2013). "Being Effie: The Hunger Games and War as a Form of Entertainment Media Consumption." *Media and Transition* 8, MIT, May 3-5.

Salter, A. (2012). "My House, Your Faction: Constructing Group Identity in *Harry Potter* and *Divergent*." Ascendio: A Harry Potter Symposium, Orlando, Florida, July 12-15.

Salter, A.; Murray, J. (2012). "Being Harry Potter: Playing at Wizardry Across Platforms." Ascendio: A Harry Potter Symposium, Orlando, Florida, July 12-15.

Salter, A. (2008). "Queen's Quest: Gender and the Heroic Quest in Adventure Games." Academic programming track of WisCon 32. Madison, Wisconsin, May.

Salter, A. (2007). "Girls Can't Be Knights! Veiled and Unveiled Challenges to Patriarchy in Tamora Pierce's Tortall Novels." Northeast Modern Language Association Conference.

Salter, A. (2006). "Look at My Magic Wand: Gender Performativity and Harry Potter Slash Fanfiction." Academic programming track of WisCon 30. Madison, Wisconsin, May.

Workshops Taught

Salter, A. (2018). "Making (and Playing) Monsters: Game Design with Frankenstein." Indiana Humanities Quantum Leap: One State, One Story. February 9. (Upcoming, invited)

Salter, A. (2017). "Why Games? Anthropology of/through Games." Part of AnthropologyCon at the American Anthropological Association, November 30. (Invited)

Salter, A. (2017). "Twine 2.x: Building Games and Interactive Narratives." Kansas University Digital Humanities Forum, September 28-29. (Upcoming, invited)

Salter, A.; Watson, K. (2017). "Game-based Learning for Student Success." Sunshine State Teaching and Learning Conference, February 15-17.

Salter, A. (2016). "Twine 2.0." Electronic Literature Organization Conference, Victoria, Canada, June 10-12.

Salter, A. (2016). "Making Games for Social Justice: Introducing Twine as a Platform for Learning." 33rd Annual Teachers Conference Winter Roundtable. Columbia University, New York, February 26-27. (Invited)

- Salter, A.** (2015). "Gamification and Games in the Classroom." Media Methods: Using Technology for Research and Engagement in Higher Education. Towson University, April 18. (Invited)
- Salter, A.** (2015). "Weaving Humanities with Twine." Digital Currents: Institute for the Humanities, University of Michigan. March 20. (Invited)
- Salter, A.** (2015). "Designing an Educational Board Game." American University in Cairo Center for Learning and Teaching. February 23. (Invited)
- Salter, A.** (2014). "Digital Game Tools." North American Simulation and Gaming Association Conference, October 8-12. (Invited)
- Salter, A.** (2014). "Games in the Classroom." Full week workshop for faculty on making and teaching with games. Humanities Intensive Learning & Teaching. Maryland Institute for Technology in the Humanities, University of Maryland, August 4-8. (Invited)
- Salter, A.** (2013). "Altering Reality through Play: Designing Alternate Reality Games for Learning and Training." Full-day invited workshop complete with sample game experience designed for the audience: North American Simulation and Gaming Association Conference, Sarasota, FL, October 23-26. (Invited)
- Salter, A.** (2013). "Designing Board Games with a Purpose." THATCamp Games 2013, Case Western Reserve University, April 19-22. (Invited)
- Salter, A.** (2012). "Building your first board game." THATCamp Games, University of Maryland, January 20-22.
- Pionke, J.J; **Salter, A.** (2010). "Bootcamp Workshop: Introduction to Omeka." THATCamp Chicago, Northwestern University, November 20.

Campus Talks

- Salter, A.** (2017). "Github as Platform." SocialSim DARPA Team Meeting, University of Central Florida, December 19.
- Salter, A.** (2017). "Teaching through Making with Twine." Faculty Center for Teaching and Learning, April 3.
- Salter, A.** (2017). "Debriefing Student Engagement." Faculty Center for Teaching and Learning, February 23.
- McDaniel, R.; Main, E.; **Salter, A.** (2015). "UCF Gamification Panel." Next Generation Learning Spaces, University of Central Florida, October 13.
- Salter, A.** (2015). "Games + Gamification." Fall 2015 Role Immersion Faculty Cohort, University of Central Florida, September 30.
- Salter, A.** (2015). "Avatars in Games and Comics." Games Research Group, University of Central Florida, March 24.
- Salter, A.** (2014). "Come Get Some: Examining Games and the Hypermasculine." Games Research Group, University of Central Florida, November 12.

Blodgett, B.; **Salter, A.**; Wood, J.; Carton, S.; O'Neill, N.; Walsh, P. (2014). "Plenary Fishbowl: Living and Learning in a Digital World." College of Arts and Sciences Scholarship Day, March 4.

Blodgett, B.; **Salter, A.**; Walsh, G.; Shrestha, S. (2014). "Game Studies Across Society." College of Arts and Sciences Scholarship Day, March 4.

Salter, A. (2013). "Games in the Cross-Disciplinary Classroom." University of Baltimore Networked Learning series. May 15.

Salter, A. (2013). "Thinking Outside the Course Management System." University of Baltimore Networked Learning series. April 3.

Salter, A. (2011). "Epic Adventures: The Rise of the Reader-Player." University of Baltimore, Faculty Brown Bag Research Forum. November 17.

CREATIVE ACTIVITY

Exhibits - International

Salter, A; Larsen, D. (2017). "Eliza and Andromeda." Electronic Literature Organization Conference, Porto, Portugal, July. (Juried)

Twine-based narrative game fusing hypertext and parser-based fiction to shape a feminist critique of women as objects in literature and computing.

Murray, J; **Salter, A.** (2015). "From Beyond." *Hybridity and Synesthesia* exhibition at the Electronic Literature Organization Media Arts Show, Bergen, Norway, August. (Juried)

Digital-physical hybrid interface installation featuring an original Ouija board variant allowing users to act as the "ghost" at a sleepover party and play a Twine game.

Discussed in *Hyperrhiz 14* (Summer 2016, Kathi Inman Berens)

Salter, A.; Murray, J. (2014). "View from Within." (Virtual reality headset version) *Hold the Light* exhibition at the Electronic Literature Organization Media Arts Show, June 18-12. (Juried)

Infinite canvas comic using over five hundred original image files to craft a continuous single-panel narrative, explorable through a Unity interface on a virtual reality headset prototype.

Online Exhibits

Salter, A. (2014). "Nowhere." In the "Ethan has nowhere to go" multimedia exhibit. *Unlikely Stories: Episode IV*. <<http://www.unlikelystories.org/ethan/ethan-salter.shtml>>

Part of a collaborative challenge of retellings each interpreting the same narrative. Art platformer game built in Construct 2.

Readings

Salter, A.; Larsen, D. (2018). "Eliza and Andromeda." Electronic Literature Organization MLA Readings. Babycastles, New York, NY, January 6.

Salter, A.; Blodgett, B. (2017). "Alt-Right: Ctrl+A; Del." An Evening of Readings and Performances hosted by the Electronic Literature Organization. Philadelphia, January 5.

Games

Salter, A. (2014). "Digerati versus the Board of Gamers." (Alternate reality game) Run at the North American Simulation and Gaming Association conference, October 11.

Brower, K.; Needleman, C.; **Salter, A.** (2013). "Playing the Future: An Asteroid Adventure." Simulation session at the North American Simulation and Gaming Association Conference (peer reviewed, national), October 22-16.

Salter, A.; Visconti, A. (2012). "THATCamp Quest." (Alternate reality game) Run at THATCamp: Center for History and New Media, George Mason University, June.
<<http://storify.com/anasalter/thatcamp-chnm-2012-arg-experiment-postmortem>>

Salter, A.; Visconti, A. (2012). "THATCamp Games Invasion." (Alternate reality game) Run at ThatCamp Games, University of Maryland, College Park, January.
<<http://selfloud.net/?p=163>>

RESEARCH AWARDS & FELLOWSHIPS

Salter, A. (2017) UCF Luminary Award. University of Central Florida.

Whitson, R.; **Salter, A.;** et al. (2016). *Comics as Scholarship* special issue of Digital Humanities Quarterly: Best Online Comic Studies Scholarship award, administered by A. David Lewis, Massachusetts Independent Comics Expo.

Salter, A. (2016). Featured paper at the Electronic Literature Organization Conference. (One of two juried selected papers)

Salter, A. (2015). Research Fellowship, Strong National Museum of Play. "Life and work of video game designer Jane Jensen." July.

Blodgett, B.; **Salter, A.** (2014). Foundations of Digital Games. Exemplary paper for "#1ReasonWhy: Game Communities and the Invisible Woman."

Salter, A. (2012). Rising Star Award for best presentation by early career / newcomer for "Building a Better Reality, Together: Alternate Reality Games as Shared Worlds." North American Simulation and Gaming Association Conference, Columbus, OH, November 7-10.

GRANTS

External

2018. **Contributor** (PI Ivan Garibay)

"Social Sim." DARPA.

2016. **Contributor** (PI Keri Watson)

“The Big Read: John Steinbeck’s Grapes of Wrath” National Endowment of the Arts. \$16,000.

2015. **Co-Principal Investigator** (PI Keri Watson)

“The Big Read: Zora Neale Hurston’s Their Eyes Were Watching God” National Endowment of the Arts. \$15,000.

2011-2012. **Principal Investigator**

“Interactive Media Production Professional Development.” Maryland State Department of Education. \$25,000 per year.

Internal

2014. **Co-Principal Investigator** (PI Keri Watson)

“Playing Art Historian: Designing an Adventure Game for 20th Century Art History Courses.” College of Arts & Humanities Research Initiative Seed Funding, \$7900.

2013. **Co-Principal Investigator** (PI Bridget Blodgett)

“Becoming Agile: Faculty Training and Curriculum Updates to Incorporate Industry Standards.” Fund for Excellence Grant. \$13,500.

2013. **Principal Investigator**

“WordPress Infrastructure.” Provost Technology Grant. \$15,000.

2012-2013. **Contributor**

“Networked Learning Workshops.” UB21 Grant.

2012. **Co-Principal Investigator** (PI Stephanie Gibson)

“Rapid Prototyping Lab.” Provost’s Technology Grant.

2012. **Contributor**

“University of Baltimore Games Library.” Provost’s Technology Grant.

2011. **Contributor**

“Learning Public History with iPads.” Provost’s Technology Grant.

TEACHING

Faculty Center of Teaching and Learning Fellow. (2016-2017). University of Central Florida.

Responsible for organizing workshops, leading faculty learning initiatives at internal conferences, and working with the downtown transition team on planning.

Undergraduate

University of Central Florida

User Centered Design
Web Design Workshop
Rapid App Web Design
Computer as Medium
Digital Cultures and Narrative

University of Baltimore

Introduction to Game Design
Game Concept & Design
Applied Simulation
Interactive Narrative
Games Journalism
Community-Focused Game Design
Social Media and Games
Design of Multiplayer Games
Games, Simulations and Society
Game Development Project I + II
Introduction to Cyberpunk
History of Video Games
Comics as Literature

Corcoran College of Art + Design (adjunct, 2005-2007)

Cyborgs, Gods and Dwarves: The Myths of Cyberspace
Sequential Art: A Serious Look at Comics
Politics, Advertising and Mass Media

Graduate

University of Central Florida

Theories of Texts and Technology

University of Baltimore

Designing for Mobile Web
Interactive Multimedia
Information Culture
Interactive Design for Education

CONSULTING

2016. Consultant, Seebright, Augmented Reality Experience Design Team.

Developed design document and consulted on implementation of an augmented reality prototype experience (August 2016).

2015. Consultant for Alla Kourova's grant-funded Russian-targeted English learning project.

Assisted with game design and development for a Twine game, and developing accessibility approaches for low-vision users. Traveled to Russia (May 2015) as part of a team for an exchange program facilitating in administering and sharing the game.

2015. Consultant for Anne Sarah Rubin (University of Maryland Baltimore County)

Assisted with developing a game-integrated history course plan and syllabus.

2014. Consultant, Seebright head-mounted augmented and virtual reality display.

Developed the website and some digital and social media material for a product announcement as assisted with the GDC launch booth (March 2014).

2013. Consultant on "Harry Potter as Storytelling" (University of New Hampshire)

Designed a game layer including badges, graphical elements, and navigation for an experimental online course taught by J. Krasner at the University of New Hampshire, July.

STUDENT ADVISING

University of Central Florida

2018-present. Co-Chair, Rachel Winter, Texts & Technology PhD Candidate.

2018-present. Chair, Taylor Howard, Texts & Technology PhD Candidate.

2017-present. Chair, Laura Moeller, Texts & Technology PhD Candidate.

2017-present. Chair, David Moran, Texts & Technology PhD Candidate.

2016-present. Committee, Ruth Currey, Texts & Technology PhD Candidate.

2016-present. Committee, Sara Raffel, Texts & Technology PhD Candidate.

2016-present. Committee, Nicholas deArmas, Texts & Technology PhD Candidate.

2016-present. Committee, Carrie Crossley, Modeling & Simulation MS Candidate.

2016-2018. Chair, Eric Murnane, Texts & Technology PhD Candidate.

2016-2017. Committee, Alexandra Ross, Technical Communication MA Candidate.

2015-2018. Committee, Brandy Dieterle, Texts & Technology PhD Candidate.

2015-2018. Committee, Carissa Baker, Texts & Technology PhD Candidate.

2015-2016. Committee, Cassandra Branham, Texts & Technology PhD.

2015-2016. Committee, Daniel McSwain, Digital Media MFA Candidate.

University of Baltimore

2014-2016. Doctoral Committee Member, Victor Popow.
2014-2015. Doctoral Committee Member, Amir Chamsa.
2014. M.S. Thesis Advisor, Tiffany Aiken.
2014. M.S. Thesis Advisor, Melda Washington.
2012. M.S. Thesis Advisor, Erin Cahill.
2012. M.S. Thesis Advisor, Margo Kabel.
2011 to 2014. Doctoral Committee Member, Laura Gillespie.
2011 to 2014. Doctoral Committee Member, Julie Gilliam.
2011. M.S. Thesis Advisor, Michelle Chin.

SERVICE

Leadership

2018 to present. **Steering Committee**. HASTAC (Humanities, Arts, Science, and Technology Alliance and Collaboratory).
2016 to present. **Committee**, Modern Language Association Committee on the Status of Women in the Profession. (**Co-chair, 2017 to present**)
2016 to present. **Board of Directors**, Electronic Literature Organization.
2016 to 2017. **Chair Coordinator** and **Artistic Committee**, Electronic Literature Organization Conference 2017.
2015 to 2016. **Co-Program Chair**. IEEE International Conference on Serious Games and Applications for Health (SeGAH).
2014 to 2015. **Board Member**, North American Simulation and Gaming Association.
2014 to present. **THATCamp Coordinating Council**, elected member.
2014. **Conference Chair**, THATCamp Games: NASAGA Edition unconference.
2014. **Conference Chair**, North American Simulation and Gaming Association.
2013 to 2014. **Chair of the Board**, North American Simulation and Gaming Association.
2012 to 2013. **Board**, North American Simulation and Gaming Association.
2012. **Co-Chair** (w/ A. Visconti), THATCamp Games unconference

Editorial and Advisory Boards

2017 to present. **Editorial Board**, Not Your Mama's Gamer Journal.
2015 to present. **Advisory Board**, TRACE (University of Florida).
2013 to present. **Editorial Board**, Comics Grid: Journal of Comics Scholarship.

Profession

- 2018. Peer Reviewer, Digital Humanities Quarterly.
- 2018. Peer Reviewer, Children's Literature Quarterly.
- 2017. Book Proposal Reviewer, Oxford University Press.
- 2017. Book Proposal Reviewer, Taylor & Francis.
- 2017. Proposal Reviewer, Computers and Writing.
- 2017. Peer Reviewer, Transformative Works and Cultures.
- 2016. Book Proposal Reviewer, MIT Press.
- 2016. Paper Reviewer, CHI Proceedings.
- 2016. Media Arts Show Committee, Electronic Literature Organization Conference
- 2016. Peer Reviewer, Journal of Narrative Theory.
- 2015. Proposal Reviewer, Electronic Literature Organization Conference
- 2015. Book Proposal Reviewer, Routledge.
- 2015. Peer Reviewer, Tecnoscienza. Italian Journal of Science & Technology Studies
- 2015. Peer Reviewer, Journal of Play.
- 2015. Peer Reviewer, ToDiGRA Proceedings.
- 2015. Book Proposal Reviewer, Game Designer Series, Bloomsbury Press.
- 2015. Proposal Reviewer, Electronic Literature Organization Conference.
- 2014. Peer Reviewer, Journal of Broadcasting and Electronic Media.
- 2014. Grant Proposal Reviewer, Towson University.
- 2014. Media Arts Show Jury, Electronic Literature Organization Conference.
- 2014. Peer Reviewer, Feminist Media Studies Journal.
- 2013. Peer Reviewer, ACM CHI Conference on Human Factors in Computing Systems.
- 2013. Peer Reviewer, West Virginia University Press.
- 2013. Proposal Reviewer, Computers & Writing Conference.
- 2013. Proposal Reviewer, PEEK arts-based research funding.
- 2013. Peer Reviewer, Journal of Broadcasting and Electronic Media.
- 2013. Technical Reviewer, Maryland Industrial Partnerships Program.
- 2012. Member, Interactive Media Production Advisory Council, Baltimore County Schools.
- 2012. Judge, Serious Games Showcase & Challenge
- 2012. Co-chair of Formal Programming, Ascendio: A Harry Potter Symposium.
- 2011. Reading Committee, Children's Literature Conference.

2011. First Reader, Jimenez Porter Writer's House Prose Contest.
2008. Peer Reviewer, Transformative Works and Cultures.

University

University of Central Florida

2018. UCF Presidential Search Faculty Panel member.
2018. UCF School of Communication and Media Transition Team member.
2018. UCF Faculty Senate Steering Presidential Finalist Faculty Panel.
2017-2018. Digital Media Instructor Search Committee Chair.
2016-2017. UCF/VC Academic Excellence Launch Team member.
2017-present. Faculty Senate Steering Committee Member.
2017-2018. Web Design Curriculum Committee Chair.
2017-present. Games Research Group Coordinator.
2017. UCF/VC Digital Media Nuts and Bolts Team Co-chair.
2016-present. Faculty Senate, at-large member.
2016-present. Undergraduate Policy and Curriculum Committee.
2016. ORC Grant Proposal Reviewer.
2015-present. Texts & Technology Curriculum Committee.
2015-present. SVAD Undergraduate Curriculum Steering Committee.
2015-present. SVAD Graduate Curriculum Steering Committee.
2016. THATCamp Florida Advisory Committee.
2015-present. SVAD Technology Committee.
2015. ORC Grant Proposal Reviewer.
2015-present. Adler Family Fund for Excellence Scholarship Committee.
2015-present. Texts & Technology Program Core Faculty Member.
2015-present. Digital Media Graduate Faculty.
2015. Texts & Technology Program Admissions Committee.
2015. Search Committee Member, Art Studio Instructor.
2014-2015, New Faculty Learning Community Participant.

University of Baltimore

2014. University Advertising and Marketing Retreat Participant.
2014. Judge, Global Game Jam competition, University of Baltimore.

2013 to 2014. College Realignment Workgroup, College of Arts and Sciences.
2013 to 2014. Graduate Curriculum Committee Member, College of Arts and Sciences.
2013 to 2014. Academic Support Committee Member, University Faculty Senate.
2010 to 2014. Faculty Advisor and Game Jam Judge, Digital Designer's Guild.
2013, 2012. Search Committee Member, Science, Information Arts and Technologies.
2011 to 2013. Cybersecurity Poster Contest Committee.
2012. Faculty Member, Cyber Discovery Summer Camp.
2011. Writing Committee, College of Arts and Sciences.
2011. STEM learning team member, AACU Engaging Departments Institute.

TECHNICAL SKILLS

Programming Languages

JavaScript: jQuery, Angular, NodeJS, Express

Other: C++, ActionScript, Python, Pascal, Visual Basic, PHP, UnityScript, Processing

Markup Languages

HTML5, XML, CSS

Database Environments

MongoDB, MySQL

Game Design and Development

Twine, Unity3D, Construct 2, Stencyl, Adobe Flash / Animate, Adobe Edge, Adventure Game Studio, Game Maker, Scratch

Other Software

Windows OS, Microsoft Office Suite, Adobe Photoshop, Adobe Illustrator

AFFILIATIONS

HASTAC (Steering Committee)

Electronic Literature Organization (Board of Directors)

Modern Language Association (Committee on the Status of Women in the Profession)