

CURRICULUM VITAE

March 1, 2010
Monica Evans
Arts and Humanities
Arts and Technology

Educational History:

Ph.D., May 2007, The University of Texas at Dallas (800 W. Campbell Road, Richardson, TX), Arts and Humanities – Aesthetic Studies

Dissertation: *Interactive Narrative and Computer Games: A Structural Analysis*, Dr. Thomas Linehan

M.A., May 2004, The University of Texas at Dallas (800 W. Campbell Road, Richardson, TX), Arts and Technology

Thesis: *Dig! The Maya Project: Techniques for Educational Game Design*, Dr. Thomas Linehan

B.A., May 2002, The University of Texas at Austin (2400 Inner Campus Drive, Austin, TX), Plan II Honors and English Honors (Classics minor)

Senior Honors Thesis: *Ropes of Sand: A Collection of Science Fiction Stories*, Dr. David Wevill

Employment History – principal positions since the Bachelor's degree:

Assistant Professor in Computer Game Design, Sept. 2007-present, Arts and Technology, The University of Texas at Dallas (800 W. Campbell Road, Richardson, TX)

Instructor: ATEC 3351 and ATEC 4367, 2004-2007, The University of Texas at Dallas (800 W. Campbell Road, Richardson, TX)

Research Assistant, 2003-2004, Arts and Technology, The University of Texas at Dallas (800 W. Campbell Road, Richardson, TX)

Teaching Assistant, 2002-2003, Arts and Humanities, The University of Texas at Dallas (800 W. Campbell Road, Richardson, TX)

Professional memberships:

UT System Serious Games Initiative, 2007-present
International Game Developer's Association, 2006-present
Inter-Disciplinary.net, 2008-present
Phi Beta Kappa, 2002-present
Golden Key, 2002-present
National Honors Society, 1998-present

Achievements in original investigation:

Articles in refereed journals, juried exhibition entries, theatrical productions, etc.:

1. Zielke, Marjorie, Monica Evans, Frank Dufour, et.al. "Serious Games for Immersive Cultural Training: A Living World Construct using the 3-D Asymmetric Domain and Analysis Training (A-DAT) Model." *IEEE Computer Graphics and Applications: Special Issue on Serious Games* 29, no.2 (2009): 49-60.
2. Evans, Monica. "Games for the Thinking Person: Teaching Computer Game Development in an Academic Environment." *International Digital Media and Arts Journal* 2, no.1 (2005): 43-46.

Articles appearing as chapters in edited volumes, self-mounted exhibitions, etc.:

1. Evans, Monica. "I'd Rather Be Playing Calculus: Entertainment Game Structures for Educational Games." *The Handbook of Research on Improving Learning and Motivation through Educational Games: Multidisciplinary Approaches*, edited by Patrick Felicia, IGI Global (forthcoming Jan 2011).
2. Evans, Monica. "You Can Kill Your Friends But You Can't Save Gnomeregan." In *World of Warcraft and Philosophy: Wrath of the Philosopher King*, edited by Luke Cuddy and John Nordlinger, 3-12, Open Court Press, 2009.
3. Evans, Monica. "Beyond the String of Beads: More Systems for Game Narrative." In *First Person*, edited by Pat Harrigan, Noah Wardrip-Fruin, and Ben Underwood. 'electronic book review' and MIT Press, March 2008.
<http://www.electronicbookreview.com/thread/firstperson/storyishrip>.

Books/articles accepted for publication:

1. Evans, Monica. "Aliens, Avatars, and Andrew Ryan: Representations of Humanity in Science Fiction Games." *Visions of Humanity in Cyberculture, Cyberspace, and Science Fiction*, edited by Daniel Riha and Rob Fisher. Oxford: Inter-Disciplinary Press, forthcoming Spring 2010. Accepted July 14, 2009.
2. Evans, Monica. "Murder, Ransom, Theft, and Grief: Understanding Digital Ethics in Games." *Videogame Cultures and the Future of Interactive Entertainment*, edited by Daniel Riha and Rob Fisher. Oxford: Inter-Disciplinary Press, forthcoming Spring 2010. Accepted July 15, 2009.
3. Evans, Monica, and Tim Christopher. "Shoot First, Ask Questions Later: Designing Socio-Cultural Training Games in a War-Gaming Environment." *Joystick Soldiers: The Military/War Video Game Reader*, edited by Matt Payne and Nina Huntemann. Accepted November 2007. (This chapter was withdrawn before publication.)

Books/articles submitted for publication:

1. Evans, Monica. "The Anarchist in the Plot: Narrative Strategies for Video Games." Submitted to Leonardo/ MIT Press, October 2007.
2. Evans, Monica. "Playing Calculus: Design Structures for Tough Content Educational Games." Submitted on Feb. 1, 2010 to Games, Learning, and Society 6.0 (University of Madison, Wisconsin, June 2010).
3. Evans, Monica. "Avoiding the Magic Bullet in Educational Games." Submitted on Feb 25, 2010 to the Game Education Summit (University of Southern California, June 2010).

Works in progress:

1. Evans, Monica, Erin Jennings, and Mike Andreen. "Achievements and Assessment: Correlations for Educational Games." Invited chapter for the inaugural issue of *The International Journal of Game-Based Learning*, edited by Patrick Felicia, IGI Global (forthcoming 2010).
2. Evans, Monica. "GLaDOS, Breen, and Cortana: Finding humanity in science fiction games." Submission in progress to *Halo and Philosophy*, edited by Luke Cuddy. Open Court Press, forthcoming 2011.

Other writings:

1. Evans, M. "Computer Games and Interactive Narrative: A Structural Analysis." PhD diss., The University of Texas at Dallas, 2007.

Invited or refereed talks/presentations to professional meetings and seminar or colloquia assemblies:

1. Evans, Monica. "Not-so-serious games: digital education through entertainment game design." Paper to be presented at Videogame Cultures 2 conference, Mansfield College, Oxford, United Kingdom, July 6-9, 2010.
2. Evans, Monica. "Murder, Ransom, Theft, and Grief: Understanding Digital Ethics in Games" Paper presented at the first annual Videogame Cultures conference, Mansfield College, Oxford, United Kingdom, July 10-12, 2009.
3. Evans, Monica. "Aliens, Avatars, and Andrew Ryan: Representations of Humanity in Science Fiction Games." Paper presented at the fourth annual Visions of Humanity conference, Mansfield College, Oxford, United Kingdom, July 6-8, 2009.
4. Evans, Monica. "Funeral Games: Ethics, Immersion, and Culture in Massively Multiplayer Online Games." Paper presented at Games, Learning, and Society 5.0, University of Madison, Wisconsin, June 10-12, 2009.
5. Zielke, Marge, and Monica Evans, et. al. "Virtual Infant Patients, Families, and Staff Collaboration: Simulating Situational Medical Outcomes with the 3-D Asymmetric Domain Analysis and Training (A-DAT) Model." Poster presented at UT Innovations in Health Science Education, Austin, Texas, February 2009.
6. Evans, Monica. "Making an Impact: Serious Issues in Non-Serious Games." Presentation at the first annual Meaningful Play Conference, Michigan State University, Michigan, October 9-11 2008.
7. Zielke, Marge, and Monica Evans. "Teaching Cultural Awareness with Serious Games." Poster presented at the first annual Meaningful Play Conference, Michigan State University, Michigan, October 9-11 2008.
8. Evans, Monica, et. al. "Undergraduate Programs: What Works, What Doesn't." Panel presentation at the first annual Game Education Summit, Southern Methodist University. June 2008.
9. Terry, Dean, and Monica Evans. "Beyond Games: What's Next in Online Worlds?" Presentation at the Austin Game Developers Conference, Austin, Texas, September 2006.
10. Evans, Monica. "You Sound Like Chapters from a Self-Help Booklet! The Devolution of Villainy in Traditional Console Role-Playing Games." Paper presented at the Popular Culture Association Conference, San Diego, California, April 2005.
11. Evans, Monica. "Teaching with Video and Computer Games." Paper presented at the International Digital Media and Arts Association Conference, Orlando, Florida, March 2005.
12. Evans, Monica. "Writing the Future: The Question of Interactive Narrative." Presentation at the Hawaii International Conference on Arts and Humanities, Honolulu, Hawaii, January 2005.
13. Evans, Monica. "The Education of Lara Croft: Computer Games and Simulations as Modern Teaching Tools." Paper presented at The Midwest Modern Language Association Convention, St. Louis, Missouri, November 2004.
14. Evans, Monica. "Under Bridge." Short fiction presented at the Popular Culture Association Conference, San Antonio, Texas, April 2004.

Contributed (unrefereed) abstracts and/or oral presentations at professional meetings:

1. Evans, Monica. "From *Spacewar!* To Serious Games: Forty Years of Game Studies." Part of the 40@40 lecture series for the UT Dallas 40th anniversary, Dec. 9, 2009.
2. Evans, Monica, "What do you do with a B.A. in Game Development?" Presentation at the Video Games Symposium, El Centro Community College, Dallas, Texas, November 1, 2008.

3. Evans, Monica, with Tim Christopher and Tara Riall. "Video Games and Digital Identity." Presentation at the Video Games Symposium, Mountain View Community College, Dallas, Texas, October 2007.
4. Evans, Monica. "Developing Characters with Character." Presentation at the UT Dallas Computer Game Conference, Richardson, Texas, February 2007.
5. Evans, Monica, et. al. "The Joint Operating Environment and Gaming Applications." Presentation at the Virtual Worlds, Simulation, and Game Technologies Showcase: The Institute for Innovation and Entrepreneurship at UT Dallas, Richardson, Texas, January 2007.
6. Evans, Monica. "The Anarchist in the Plot: Narrative Strategies for Computer Game Design." Presentation at the UT Dallas Computer Game Conference, Richardson, Texas, March 2006.
7. Evans, Monica, with Dean Terry and Tim Christopher. "Casting Spells and Killing Monsters: Is That All There Is?" Presentation at the Dallas Video Festival, Dallas, Texas, June 2004.

External funding for original investigations:

Proposals submitted:

The Digital Chemistry Coach
P.I.: Monica Evans
UT Dallas Catalyst Fund
Aug. 15 2010 – Aug. 15 2011
Under review

SimSys: An Engaging Game for Software and System Engineering Education
P.I.: Kendra Cooper
Co-P.I.: Joao Cangussu, Monica Evans
National Science Foundation
Aug 2010 – Fall 2013, \$469,455.00
Under review

Watch This! Making Science Television More Effective Through Educational Gaming
P.I.: Diandra Leslie-Pelecky
Co-P.I.: Monica Evans, Gregory Earle
National Science Foundation
June 2010 – May 2012, \$1,991,495
Discouraged

ADVANCE PAID-Research: Using Digital Technology for Attitudinal Change
P.I.: Rachel Croson
Co-P.I.: Monica Evans
National Science Foundation
2010 – 2012, \$479,977
Rejected

Lockheart: The Quest for Aorta Island
P.I.: Marge Zielke
Co-P.I.: Judy LeFlore, Monica Evans, Mindi Anderson
American Heart Association: Sudden Cardiac Arrest Youth Awareness Project
2009 – 2010, \$1,600,000
Rejected

Simulations Project
P.I.: Dana Kelley
Co-P.I.: Monica Rankin
Teaching American History Grant Program
2009 – 2014, \$500,000
Rejected

Grants/contracts awarded:

Values Game Initiative
P.I.: Monica Evans
Center for Values in Science, Medicine, and Technology, UT Dallas
May 15, 2010 – August 15, 2011, \$250,000

Digital Calculus Coach
P.I.: Monica Evans
Transforming Undergraduate Education: UT System
Aug 15, 2009 – Aug 15, 2010, \$169,160

The Organic Chemistry Game
P.I.: Lewis Calver, UT Southwestern
Transforming Undergraduate Education: UT System
Aug 2009 – Aug 2010, \$229,357

Development of a Game-Based Experiential Learning Program to Help Students Adapt to University of Texas Culture
P.I.: Michael Savoie
Transforming Undergraduate Education: UT System
Aug 2009 – Aug 2010, \$249,426

Can Game Play Teach Student Nurses How to Save Lives: An Undergraduate Training Protocol for Student Nurses in Pediatric Respiratory Diseases with a Living World Game Construct
P.I.: Judy LeFlore, UT Arlington
Co-P.I.: Mindi Anderson
Transforming Undergraduate Education: UT System
Aug 2009 – Aug 2010, \$249,981

Advanced Education Nursing Grant
P.I.: Judy LeFlore, UT Arlington
HRSA (Health Resources and Service Administration)
Aug 2009 – Aug 2012, \$304,361

Proposal for a Neonatal Care Immersive Training Program Utilizing the Living World Construct
P.I.: Judy LeFlore, UT Arlington
Co-P.I.: Carolyn Cason, Monica Evans, Marge Zielke
Children's Medical Center of Dallas
2009 – 2010, \$100,000

First Person Cultural Trainer
P.I.: Marge Zielke
Co-P.I.: Thomas Linehan, Monica Evans
US Army Training & Doctrine TRADOC - DCSINT FUTURES

Sept 2008 – Sept 2009, \$500,000

Culture and Character: A Training Game

P.I.: Thomas Linehan

Co-P.I.: Marge Zielke, Monica Evans

US Army Training & Doctrine TRADOC - DCSINT FUTURES

2007 – 2008, \$271,000

HUMINT - War Gaming Trainer

P.I.: Thomas Linehan

Co-P.I.: Marge Zielke, Monica Evans

U.S. Joint Forces Command (JF-COM)

2007 – 2008, \$370,000

Teaching:

Masters in Fine Arts advisement/direction:

Michael Andreen, expected Dec. 2010

Experiments in Aural Game Design

Robert Frye, expected Dec. 2010

7 Years in 7 Days

Phonesury “Lily” Ounekeo, expected May 2010

Kinderheim 451

Marvin Lee Brown IV, Dec. 2009

Servecraft: A Study in Animation for Game Development

Joshua Rylander, May 2009

Off the Board: Computer Game Review and Analysis

Classroom teaching:

2010, Spring, ATEC 7V82, Aliens and Avatars

2010, Spring, ATEC 6341, Game Production Lab

2010, Spring, ATEC 4373, Game Production Lab

2009, Fall, ATEC 7V82, Serious Games and Meaningful Play

2009, Fall, ATEC 6341, Game Production Lab

2009, Summer, ATEC 6341, Game Design

2009, Spring, ATEC 4373, Game Production Lab

2009, Spring, ATEC 6351, Game Production Lab

2008, Fall, ATEC 4373, Gaming Narratives

2008, Fall, ATEC 4373, Game Production Lab

2008, Fall, ATEC 6341, Game Production Lab

2008, Fall, ATEC 6361, Writing for Interactive Media

2008, Spring, ATEC 4367, Mobile Game Development

2008, Spring, ATEC 4367, Advanced Computer Game Development

2008, Spring, ATEC 6351, Critical Game Studies

2007, Fall, ATEC 3351, Computer Game Development

2007, Fall, ATEC 6341, Game Design

Other: ATEC Capstone advisement/direction:

Josh Hall, Spring 2010
Steven Michael Engel Craven, Spring 2010
Zac Arnold, Fall 2009
Jonathan Castaneda, Fall 2009
Skyler Tinker, Fall 2009
Redgie Mercado, Fall 2009
Jainan Sankalia, Fall 2009
Garrett Martin, Fall 2009
Antonio Smith, Fall 2009
Chris Welch, Summer 2009
Benjamin Britt, Summer 2009
Ben Hawkins, Spring 2009
James Berger, Spring 2009
Enrique Dryere , Spring 2009
Alejandro Ramirez, Spring 2009
James Wooley, Spring 2009
Travis Wilson, Fall 2008
Jason Sobotka, Fall 2008
William Lemons, Fall 2008
Adrian Martinez, Fall 2008
Harrison Nordby, Spring 2008
William Carrington, Spring 2008
Eric Wenske, Spring 2008
Steven Sherrod, Spring 2008
Allison Berryman, Fall 2007

Service:

Professional Service:

2010-2012
Editorial review board, *The International Journal of Game-Based Learning*

2009-present
Steering group member, *Videogame Cultures* annual conference, Inter-Disciplinary.net

University Events:

2009- present
Honors faculty for the McDermott Scholars program

2009
Summer Game Design Camp (with Richardson Independent School District)
Camp Director

2008-2009
Computer Game Entrepreneurship Competition (sponsored by Hughes Ventures, \$50,000)
Coordinator and winning team adviser

2008-2009

BeGEMmed! Online casual game for UT Dallas GEMS (Gateways to Excellence in Math and Science) quality enhancement initiative: <http://www.utdallas.edu/GEMS/beGEMmed/>
Game designer and director

2007-2008

Computer Game Entrepreneurship Competition (sponsored by Hughes Ventures, \$25,000)
Co-coordinator with John Fowler

2006-2007

Jury Member, Arts and Technology Showcase

Advisory Service:

2008-present

Richland College Advisory Board: Simulation and Game Technology Program
Board Member

2008-2010

Faculty Adviser (ATEC), UT Dallas Game Engineering Conference

2008-2009

Faculty Adviser, UT Dallas Student Game Developers Association (SGDA)

2007-2008

Faculty Adviser (ATEC), UT Dallas Game Engineering Conference

2007-2008

Faculty Adviser, UT Dallas Arts and Technology Student Association (ATSA)

University Committees:

2010

Arts and Humanities Senior Lecturer Task Force

2009-2010

UT Dallas Information Resources Security, Planning, and Policy Committee

2008-2010

Arts and Humanities Graduate Studies Committee

2008-2009

Arts and Humanities Web Steering Committee

2007-2008

UT Dallas Committee on Parking and Transportation