

June 1, 2013  
Monica Evans  
Arts and Technology  
School of Arts and Humanities

**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, chair

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:**

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 recognition and honors:**

UT System Regent's Outstanding Teaching Award, nominated 2011  
UT System Regent's Outstanding Teaching Award, nominated 2010

**Professional memberships:**

International Game Developers Association, 2006-present  
ACM Siggraph, 2013 - present  
Inter-Disciplinary.net, 2008-present  
UT System Serious Games Initiative, 2007-present  
Phi Beta Kappa, 2002-present  
Golden Key, 2002-present

National Honors Society, 1998-present

**Achievements in original investigation:**

**Edited volumes**

1. Evans, M., Ed. *Videogame Studies: Concepts, Cultures, and Communication*. Ebook. Oxford: Inter-Disciplinary Press, 2011.  
<http://www.inter-disciplinary.net/publishing/id-press/ebooks/videogame-studies/>
2. Evans, M., A. Ruch, and E. Kirkland, Eds. *Critical Game Studies: Theory, Ideology, Methodology*. Hard-copy volume. Oxford: Inter-Disciplinary Press, forthcoming 2013.

**Complete articles in edited volumes:**

1. Evans, Monica. "The Secret Lives of Elven Paladins." *Dungeons & Dragons and Philosophy*, edited by Mark Silcox and Jon Cogburn, Open Court Press, 2012, 179-192.
2. Evans, Monica. "Not-So-Serious Games: Digital Education through Entertainment Game Design." *Videogame Studies: Concepts, Cultures, and Communication*, edited by Monica Evans. Ebook. Oxford: Inter-Disciplinary Press, 2011, 131-138.
3. Evans, Monica. "Aliens, Avatars, and Andrew Ryan: Representations of Humanity in Science Fiction Games." *Visions of Humanity in Cyberculture*, edited by Jordan Copeland. Oxford, UK: Inter-Disciplinary Press, forthcoming 2012.
4. Evans, M. "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, Jan. 2011.
5. Evans, M. "Does Cortana Dream of Electric Sheep?" *Halo and Philosophy*, edited by Luke Cuddy and John Nordlinger. Open Court Press, 2011, 35-46.
6. Evans, M. "Murder, Ransom, Theft, and Grief: Understanding Digital Ethics in Games." *Videogame Cultures and the Future of Interactive Entertainment*, edited by Daniel Riha. Ebook. Oxford: Inter-Disciplinary Press, 2010, 81-89.
7. 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, Open Court Press, 2009, 3-12.
8. 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>.

**Articles in refereed journals:**

1. Evans, M., S. Evans and R. Frye. "The Cyclops and the Cheat Sheet: Gaming the Odyssey." *INIS: The Children's Books Ireland Magazine*. Vol. 39, Summer 2013.
2. Evans, M, E. Jennings, and M. Andreen. "Achievements and Assessment: Correlations for Educational Games." *The International Journal of Game-Based Learning*, edited by P. Felicia, IGI Global. Volume 1. 2010.
2. 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.
3. 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.

**Refereed conference publications:**

1. Evans, M. and K. Evans. “Playing Audrey II: Creating a Digital Actor through Game Technology.” Presented at SIGGRAPH 2013, Anaheim, CA, July 21-15, 2013.
2. Evans, M. “Architects of Our Own Destruction: Complicity as a Tool for Ethically Complex Game Design.” Presented at *Videogame Cultures 5*, Mansfield College, Oxford, UK, July 14-16, 2013.
3. Evans, M. “Digital Mobile Game Design.” Workshop session at *Videogame Cultures 5*, Mansfield College, Oxford, UK, July 14-16, 2013.
4. Evans, M, and S. Evans. “Reading the Book is Cheating: Translation, Education, and Game Design.” Presented at *Videogame Cultures 4*, Mansfield College, Oxford, UK, July 9-11, 2012.
5. Evans, M. “Digital Game Design.” Workshop session at *Videogame Cultures 4*, Mansfield College, Oxford, UK, July 8-10, 2012.
6. Evans, M. “Coffee and Carcassonne: Building a Research-Focused Game Development Studio in a University Environment.” Accepted to the 5<sup>th</sup> *Digital Game Researchers’ Association* conference, Hilversum, the Netherlands, September 15 – 17, 2011.
7. Evans, M. “Exploring Issues in Bioethics through Digital Game Development.” Presented at *Videogame Cultures 3*, Mansfield College, Oxford, UK, July 8-10, 2011.
8. Evans, M. “Gaming Literacy.” Workshop session at *Videogame Cultures 3*, Mansfield College, Oxford, UK, July 8-10, 2011.
9. Evans, M. and J. Naasz. “Innovation Through Failure: Developing Coursework in Rapid Digital Prototyping.” Accepted to *Game Education Summit North America*. Redmond, Washington, June 2011. (This conference was ultimately canceled.)
10. Evans, M. “Avoiding the Magic Bullet in Educational Games.” Presented at *Game Education Summit North America*. University of Southern California, June 15-17, 2010.
11. Evans, M. “Playing Calculus: Design Structures for Tough Content Educational Games.” Accepted to *Games, Learning, and Society 6.0*, University of Madison, Wisconsin, June 2010.
12. Evans, M. “Not-So-Serious Games: Digital Education through Entertainment Game Design.” Presented at *Videogame Cultures 2*, Mansfield College, Oxford, UK, July 2010.
13. Evans, M. “Playing Plato: Games as Educational Tools for the Humanities.” Presented at *Hawaii International Conference on Arts and Humanities*, Honolulu, HI, January 7-10, 2011.
14. 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.
15. 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.
  16. 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.
  17. 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.
  18. 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.
  19. 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.
  20. 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.
  21. Terry, Dean, and Monica Evans. “Beyond Games: What” s Next in Online Worlds?” Presentation at the Austin Game Developers Conference, Austin, Texas, September 2006.
  22. 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.
  23. Evans, Monica. “Teaching with Video and Computer Games.” Paper presented at the International Digital Media and Arts Association Conference, Orlando, Florida, March 2005.
  24. Evans, Monica. “Writing the Future: The Question of Interactive Narrative.” Presentation at the Hawaii International Conference on Arts and Humanities, Honolulu, Hawaii, January 2005.
  25. 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.
  26. Evans, Monica. “Under Bridge.” Short fiction presented at the Popular Culture Association Conference, San Antonio, Texas, April 2004.

### **Invited presentations**

1. Evans, Monica. “It’s Dangerous to Go Alone: Why Video Games Need the Liberal Arts.” Keynote address, 25<sup>th</sup> Annual Liberal Arts Symposium, University of Central Oklahoma, February 27<sup>th</sup>, 2012.
2. Evans, Monica. “Demonstration of the Virtual Assessment Tool.” Innovations in

- Health Science Education Conference, Austin, TX, February 21-22, 2013.
3. Evans, Monica. "Competency-Based Education and the Virtual Assessment Tool." Transformation in Medical Education (TIME) Fall Conference, Austin, Texas, September 10, 2012.
  4. Evans, Monica. "Playing the Odyssey: Designing Educational Games." IBM Summer Innovation Camp. UT Dallas, July 23, 2012.
  5. Evans, Monica. "Now You're Thinking with Portals: Video Games and the Future of Education." UNIV 1010 Research Lecture series, UT Dallas, Oct. 24, 2011.
  6. Evans, Monica. "Now You're Thinking with Portals! Games for Educational Change." PechaKucha Dallas #6: Gamechangers. Sons of Hermann Hall, May 13, 2011.
  7. Evans, Monica. "Playing Calculus: How Video Game Design is Reshaping Education." Richardson Rotary Club. February 7, 2011.
  8. Evans, Monica. "Innovation and Risk Taking." HOBY (Hugh O'Brien Youth Leadership) Texas North. Texas Christian University, May 14, 2010.
  9. 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.
  10. 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.
  11. 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.
  12. Evans, Monica. "Developing Characters with Character." Presentation at the UT Dallas Computer Game Conference, Richardson, Texas, February 2007.
  13. 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.
  14. 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.
  15. 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.

### **Original Creative Software Design**

*Audrey 2*: A virtual character that is puppeteered live and interacts with a live actor onstage.

Development Team Lead: Monica Evans

Project Contributors (faculty/staff): Kathryn Evans, Matt Unkenholz

January 2012 – November 2012

Presented as part of Best of Broadway V at UT Dallas on Nov 7-10, 2012. Draft performances available upon request.

*Virtual Assessment Tool for Medical Students*: Virtual training game for pre-med students

to improve their interaction with patients  
Project Lead, Game Designer: Monica Evans  
January 2012 – December 2012  
Available upon request

*Reading the Book is Cheating*: Point-and-click adventure game based on Homer's *Odyssey*  
Project Lead, Game Designer: Monica Evans  
Project Contributors: Bobby Frye, Spencer Evans, Larke Stone, Eddie Healy  
September 2012 – July 2012  
Available online: <http://dl.dropbox.com/u/10827827/TheOdysseyCave.swf>

*Serious Games for Professional Development*: Virtual trainer and research space for K-12 teachers to improve student outcomes  
Project Lead: Monica Evans  
Project Contributors (faculty): Tim Christopher, Adam Brackin, Phill Johnson  
November 2011 – November 2012  
Available upon request

*Marching Ever Onward, Endless Life, HAPPEE, Best in Show, Sleepless*: Short serious games intended to inspire interest in bioethics in a wide audience  
Project Lead: Monica Evans  
August 2010 – August 2011  
Available upon request

*TILE*: Minimalist top-down adventure game with procedural level generation  
Project Lead: Monica Evans  
June 2011 – August 2011  
Available upon request

*The Digital Calculus Coach*: Interactive online game to teach calculus at an undergraduate level  
Project Lead, Game Designer: Monica Evans  
August 2009 – August 2010  
Available upon request

**External funding for original investigations:**

**Grants/ contracts awarded:**

Virtual Assessment Tool for Medical Students  
P.I.: Monica Evans  
Transformation in Medical Education: UT System  
January 1, 2012 - December 1, 2012, \$125,000

Serious Games for Professional Development

P.I.: Monica Evans

The Bill and Melinda Gates Foundation

December 1, 2011 - November 30, 2012, \$498,857

Values Game Initiative

P.I.: Monica Evans

Center for Values in Science, Medicine, and Technology, UT Dallas

May 15, 2010 - August 15, 2011, \$300,000

Digital Calculus Coach

P.I.: Monica Evans

Transforming Undergraduate Education: UT System

Aug 15, 2009 – Aug 15, 2010, \$169,160

SimSys: An Engaging Game for Software Engineering Education

P.I.: Kendra Cooper

Co-P.I.: Monica Evans, Joao Cangussu

Microsoft Software Engineering Innovation Foundation (SEIF) Awards 2010

May 2010 – May 2011, \$25,000

The Organic Chemistry Game

P.I.: Lewis Calver, UT Southwestern

Co-Investigator: Monica Evans

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

Co-Investigator: Monica Evans

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-Investigator: Monica Evans

Transforming Undergraduate Education: UT System

Aug 2009 – Aug 2010, \$249,981

Advanced Education Nursing Grant

P.I.: Judy LeFlore, UT Arlington

Co-Investigator: Monica Evans

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.: Monica Evans, Thomas Linehan

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.: Monica Evans, Marge Zielke

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

**Proposals submitted:**

Critical Decisions: Improving Patient Safety and Healthcare Delivery Effectiveness through Serious Gaming Technology

P.I: Daniel Scott

Co-P.I.: Monica Evans

University of Texas Healthcare Safety and Effectiveness Grants Program

Medical Education in Quality Safety, Medical Errors and Patient Outcomes Grant

Proposal

2013 – 2014, \$100,000

Under review

The Game of Clinical Medicine

P.I.: Daniel Scott

Co-P.I.: Monica Evans

High-Impact/High-Risk Grant Program, UT Southwestern

2012 - 2013, \$75,000

Under review



Interactive Edu-Games to Increase Student Achievement in Pre-Trigonometry using Robotics

P.I.: Monica Evans

Co-P.I.: Nicholas Gans, Nikki Hanegan

National Science Foundation

August 2011 – August 2013, \$449,960

Discouraged

The Digital Humanities Pedagogy Project

Project Directors: Jessica Murphy, Sara Steger

Collaborators: John Jones, Kimberly Knight, Cindy Shen, Monica Evans

National Endowment for the Humanities

August 2011- August 2012, \$25,000

Rejected

The Digital Chemistry Coach

P.I.: Monica Evans

UT Dallas Catalyst Fund

Aug. 15 2010 – Aug. 15 2011

Rejected

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

Discouraged

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

**Teaching:**

**Doctoral advisement/direction:**

Julienne Greer (chair), Spring 2013

Affective Connections: Performance Studies, Videogames, and Digital Characters

Jumanne Donahue (chair), expected Spring 2014

Capturing Cultural Values Through Gameplay

**MA and MFA advisement/direction:**

*Italics denote creative projects in game development.*

Isaac Karth, 2013

Steven Billingslea, 2013

Timothy Lewis, 2012

*Galaxy for Hire: Developing Triple-A Quality with Indie Resources*

Michael Kaiser, 2012

Challenges and Solutions in Game AI for Multi-Player Online Battle Arena Games

Luke McKenzie, 2012

Designing Intuitive Interactive Tools for Everyday Problem-Solving

Jainan Sankalia, 2012

*Cold Equations*

Adam Buxkamper, 2012

Blending Motion-Capture and Traditional Animation Techniques for Digital Game Characters

Adam Chandler, 2012

I, Level Designer: Creating Aesthetic Environments for Interactive Games

Karin Khoo, 2012

*Current Course*

Phill Johnson, 2011

*Magic Shoppe*

Alejandro Ramirez, 2011

Developing New Tools for Tuning and Balancing Game Mechanics Within Modding Communities

Tony Wu, 2011

Creating Systems Design Curriculum in an University Environment

William Lemons, 2011

*Paradox*

Jacob Naasz, 2011

Developing Gaming Curriculum and Coursework in Rapid Experimental Prototyping

Daniel Hurd, 2010

An Organizational Look at Cross-Institution Research Projects in the University Environment

Michael Andreen, 2010

*Rhapsody*

Robert Frye, 2010

*Cargo and The Departure*

Marvin Lee Brown IV, 2009  
*Servecraft: A Study in Animation for Game Development*

Phonesury “Lily” Ounekeo, 2009  
*Kinderheim 451*

Joshua Rylander, 2009  
Off the Board: Computer Game Review and Analysis

**ATEC undergraduate capstone advisement/direction:**

Carrie Sullivan, Spring 2013  
David Chiu, Spring 2013  
Marco Salamone, Spring 2013  
Cameron Ayres, Fall 2012  
Leighton Luckey, Fall 2012  
Christopher Pettit, Fall 2012  
Aaron Stout, Fall 2012  
Cameron Watkins, Fall 2012  
Richard Wirth, Fall 2012  
Sam Tuggle, Spring 2012  
Thomas Reed Crafton, Spring 2012  
Maxime Preaux, Spring 2012  
Ryan Mendenhall, Spring 2012  
Brian Chancellor, Spring 2012  
Alex Rothenburg, Spring 2012  
Steven Foskett, Fall 2011  
Philip Johnston, Fall 2011  
Christopher Krueger, Fall 2011  
Peter Wonica, Fall 2011  
Lorien Meggersee, Fall 2011  
Kelly Weeren, Fall 2011  
Alyssa Lee, Spring 2011  
Spencer Evans, Spring 2011  
Matthew Wilson, Spring 2011  
Skylar Rudin Spring 2011  
Addison Ziegler, Spring 2011  
Andrew Pocklington, Fall 2010  
Michael Wonser, Fall 2010  
Melissa Muilenberg, Fall 2010  
Aaron Henry, Fall 2010  
Benjamin Britt, Spring 2010  
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

**Classroom teaching:**

2013, Summer, ATEC 6346, Game Pipeline Methodologies  
2013, Spring, ATEC 6345, Game Production Lab  
2013, Spring, ATEC 6346, Game Pipeline Methodologies  
2013, Spring, LIT 3311.HN1, Literature of Science Fiction and Fantasy (with Dr. Kratz)  
2012, Fall, ATEC 4373, Topics in Game Development: Social Game Design  
2012, Fall, ATEC 6345, Game Production Lab  
2012, Fall, ATEC 6346, Game Pipeline Methodologies  
2012, Fall, ATEC 6389, Topics in Arts and Technology: Issues in Game Studies  
2012, Summer, ATEC 6384, Special Topics in Game Studies: Game Pipeline Methodologies  
2012, Spring, ATEC 4368, Advanced Computer Game Design  
2012, Spring, ATEC 6V81, Special Topics in Emergent Communications  
2012, Spring, ATEC 6345, Game Production Lab  
2012, Spring, ATEC 6384, Special Topics in Game Studies: Game Pipeline Methodologies  
2011, Fall, ATEC 6341, Game Design  
2011, Fall, ATEC 6345, Game Production Lab  
2011, Spring, ATEC 4367, Advanced Computer Game Development  
2011, Spring, ATEC 6342, Game Studies: Game Pipeline Methodologies  
2011, Spring, ATEC 6345, Game Production Lab  
2010, Fall, ATEC 6341, Game Design

2010, Fall, ATEC 6342, Game Studies: Game Pipeline Methodologies  
2010, Fall, ATEC 6345, Game Production Lab  
2010, Summer, ATEC 6351, Digital Arts: Psychology of MMOs  
2010, Spring, ATEC 4373, Game Production Lab  
2010, Spring, ATEC 6341, Game Production Lab  
2010, Spring, ATEC 7V82, Science Fiction for Game Developers  
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

**Service:**

**Professional Service:**

2012 - 2013

Jury Member, 9<sup>th</sup> Annual International Mobile Game Awards

2010 – 2013

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

2009 – 2013

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

2007 – present

Member, UT System Serious Games Initiative

2006 – present

Member, International Game Developers Association

**University Service:**

2010 – 2013

Organized and submitted Princeton Review “Top Ten Gaming Schools in the Nation” survey, with Andrea Stigdon

Summer 2012

Research mentor, Clark Summer Research Program

Summer 2010

Research mentor, Clark Summer Research Program

2009 – 2013

Honors faculty for the McDermott Scholars program

2009 – 2013

Created, organized, and currently maintain the ATEC Games and Media Library, which provides current game titles, consoles, and subscriptions for ATEC gaming students.

2009

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

2008 – 2009

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

2007 – 2009

Computer Game Entrepreneurship Competition (sponsored by Hughes Ventures, \$75,000 over two years)

Coordinator and faculty adviser for winning teams

**University Committees:**

2013 – present

Faculty Budget Advisory Committee

2011 – 2012

Search Committee Member, A&H, Endowed Chair in Visualization and Animation

2011 – 2012

Search Committee Member, A&H, Open Rank Position in 3-D Animation

2010 – 2012

Arts and Humanities Bryce Jordan Scholarship Committee

2010 – 2012

Arts and Humanities Executive Committee

2010 – 2011

Search Committee Member, A&H, Distinguished Chair in Arts and Technology

2010 – 2011

Arts and Technology Scholarship Committee

2010

Arts and Humanities Senior Lecturer Task Force

2009 – 2011

UT Dallas Committee on Information Resources Security, Planning, and Policy

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

**Advisory Service:**

2011 – 2012

Faculty Adviser, Student Game Developers Alliance

2011 – 2012

Faculty Adviser, League of Action Gamers

2008 – 2012

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

2008 – 2009

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

2007 – 2010

A TEC Faculty Adviser, UT Dallas Game Engineering Conference



2007 – 2008

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