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Department of Academic Research Consulting & Services/   Gainesville, FL
Hamilton School for Classical and Civic Education

Appointments

2025-	Director, The Hamilton AI Lab (Hamilton School, University of Florida) Digital Scholarship Librarian (ARCS, University of Florida)
2022-2025	Director of the World Languages and Digital Humanities Studio/Assistant Professor of Digital Pedagogy, Department of World Languages, Literatures, and Cultures (WLLC), University of Arkansas
Summer 2022	Professor, Die Deutsche Sommerschule am Pazifik, Portland State University
Fall 2021 - Spring 2022	Postdoctoral Scholar, Department of German, Russian and East European Studies, Vanderbilt University
Summer 2021	Professor, Die Deutsche Sommerschule am Pazifik, Portland State University
Fall 2020 - Spring 2021	Lecturer, German Studies Program, Pomona College
2020-2021	Visiting Assistant Professor, Department of Comparatives Studies in Literature and Culture, Occidental College
2015-2019	Program Director-Researcher, The Cologne Game Lab (TH Köln)

Education

PhD in German Studies, Vanderbilt University, 2014-21
MA in German Studies, California State University Long Beach, 2012-14

Publications

2026	Co-Editor with David Fredrick and Linda Jones, *Game-Based Approaches to CALL: The Theories and Technologies Shaping the Classroom of the Future*, forthcoming edited volume in the Computer Assisted Language Instruction Consortium (CALICO) book series: *Advances in CALL Research and Practice* (University of Toronto Publishing, forthcoming 2026).
2026	"From Walter Benjamin to the *Watch_Dog*: Learning to See Through Surveillant Videogames," in *Colloquia Germanica*, special issue: "Surveillance Narratives: From Panoptic Surveillance to Interactive Gazes" (forthcoming, 2026)
2026	Co-Editor with Jeffrey L. High, *German Gothic Literature: Variations, Adaptations, Transformations*, (Anthem Press, forthcoming 2026).
2026	With Natalie Martz, "The German *Gothic* Videogame" in *German Gothic Literature: Variations, Adaptations, Transformations*, (Anthem Press, forthcoming 2026).

2024	With Carrie Collenberg-Gonzalez, "Screen Memories: Siegfried and the Fall of the Republic in *Babylon Berlin*" in *Babylon Berlin*, Hester Baer and Jill Suzanne Smith, eds., (Bloomsbury, 2024).
2023	"Afterword: Toward a *Camera Ludica*—Agency and Photography in Videogame Ecologies" in *Moving Frames: Photographs in German Cinema*, Carrie Collenberg-González and Martin P. Sheehan, eds., (Berghahn Books, 2023).
2022	Co-Editor, *Mental Health	Atmospheres	Video Games: New Directions in Game Research II - The Young Academics Workshop at the Clash of Realities, 2019-2020*, (transcript, 2022).
2022	With Federico Alvarez Igarzábal, Michael S. Debus and Su-Jin Song, "Play, Games, Mental Health: An Introduction," in *Mental Health	Atmospheres	Video Games: New Directions in Game Research II - The Young Academics Workshop at the Clash of Realities, 2019-2020*, (transcript, 2022).
2019	Co-Editor, *Violence	Perception	Video Games: New Directions in Game Research - The Young Academics Workshop at the Clash of Realities, 2017-2018* (transcript, November 2019).
2019	With Federico Alvarez Igarzábal and Michael S. Debus, "Introduction," in *Violence	Perception	Video Games: New Directions in Game Research - The Young Academics Workshop at the Clash of Realities, 2017-2018* (transcript, November 2019).
2018	With Gundolf S. Freyermuth, Björn Bartholdy, and Rüdiger Brandis, "The Thematic and Aesthetic Representations of Agriculture as well as Their Interactive and Playful Expression in Digital Games," Research Paper for Bayer Crop Science, Leverkusen.
2018	"Who *owns* Hamlet? Gerhart Hauptmann's Reconstruction of the Danish Prince" in *Shakespeare as German Author: Reception, Translation Theory, and Cultural Transfer*, John A McCarthy, ed. (Leiden: Brill, 2018).
2015	"Identity Formation through Cinematic Explorations of the Past: Harald Friedl's Austrian Trilogy" in the *Journal of Austrian Studies*, special issue, 2015.
2014	With Jeffrey L. High, "Like No Other? Thomas Mann and Kleist's Novellas" in *Heinrich von Kleist. Artistic and Political Legacies*, High, Jeffrey L. and Sophia Clark, eds., (Amsterdam/New York: Rodopi, 2014).

Talks, Conference Papers, Workshops

Fall 2025	Panelist: "STEM and Humanities: An Introduction to Collaborative Proposals," Office of Research Event Series on STEM-Humanities Collaboration, Marston Science Library, University of Florida
Spring 2025	Panelist: "From Walter Benjamin to the *Watch_Dog*: Utopian and Dystopian Visions of Surveillance Society in Open World Videogames," 2025 GSE Interdisciplinary Conference "Approaching Dystopia," University of Arkansas
Spring 2025	Invited Panelist: "Corporate vs Non-Traditional Academic Options," 2025 Graduate Student Workshop Series hosted by the Black Graduate Student Association and the Graduate Professional Student Congress' Graduate Advancement and Belonging Committee, University of Arkansas
Spring 2025	Guest Lecturer: "From Walter Benjamin to the Watch_Dog: Surveillance and Digital Flânerie in Open World Videogames," CSULB University Honors Program 100, "Angles of Vision: Thomas Mann and Franz Kafka," Long Beach, California
Fall 2024	Invited Guest: *Meta Educators Community Summit: The Future of Education in the Metaverse*, Menlo Park, CA

Fall 2024	Presenter: "Between the Publikum and the Apparatur: Echoes of Benjamin's Radio Broadcasts in His Late Media Theory," German Studies Association (GSA) 48th Annual Conference, Atlanta, Georgia
Fall 2024	Presenter: "Videogames and German Studies," Closed Seminar on "Integrating Digital Humanities and German Studies: Methods, Theory, Practice" at the German Studies Association (GSA) 48th Annual Conference, Atlanta, Georgia
Fall 2024	Speaker: "VR Education: Fact vs. Fiction," *Digitorium: Annual Digital Humanities Conference*, University of Alabama
Fall 2024	Presenter: "Teaching with Videogames: *Untitled Goose Game* and L2 Pedagogy," The Innovative Pedagogy Expo, The World Languages and Digital Humanities Studio, University of Arkansas
Fall 2024	Presenter: "Building a VR Ecosystem: Curriculum, Research, and Community in VR at UARK," Student Success Pedagogy Summit, University of Arkansas
Summer 2024	Panelist: "Advances in CALL (Computer-Assisted Language Learning) Research and Practice," CALICO Annual Conference 2024, "Confluences and Connections: Bridging Industry and Academia in CALL," Carnegie Mellon University
Spring 2024	Invited Guest Speaker: "How did the Holocaust affect ... the (German) Game Industry," Jewish Studies 470/570 How did the Holocaust affect, University of Arkansas
Spring 2024	Invited Guest Speaker: "Open World Videogames and Modernity," CSULB University Honors Program 100, "Angles of Vision: Thomas Mann and Franz Kafka," Long Beach, California
Spring 2024	Panelist: "Game Studies and Digital Humanities," National Humanities Alliance panel "Showing Not Telling: How Interdisciplinary Gen Ed Initiatives Attract Students to the Humanities," 2024 Annual Meeting and Humanities Advocacy Day, Washington DC
Spring 2024	Invited Speaker: "AI and Graduate Students," February Policy Dialogue, University Graduate and Professional Student Congress, University of Arkansas
Spring 2024	Invited Workshop: "AI in the Classroom," ARTeacher Professional Development Workshop, College of Education & Health Professions, University of Arkansas
Spring 2024	Invited Speaker: "DH and Game Studies: Playful Approaches to Integrating Digital Media in Humanities Scholarship," The Ohio State Digital Humanities Series
Spring 2024	Invited DH Workshop: "Playing with Language: From Data Viz to Interactive Fiction," The Ohio State Digital Humanities Series
Fall 2023	Invited Keynote: "From Mixed Realities to Serious Games: Playful and Inclusive Approaches to Integrating Technology in the Teaching of World Languages and Cultures," Universidad Córdoba, 4th International Conference on Innovative Practices and Research in Foreign Language Teaching," Montería, Córdoba, Colombia
Fall 2023	With David Fredrick: "From Open Worlds to Story Worlds," Guest Lecture, The School of Art, University of Arkansas
Fall 2023	Panelist: "AI in the Classroom," The DH Meet-Up Event Series, The World Languages and Digital Humanities Studio, University of Arkansas
Fall 2023	Panelist: "AI and Society," The DH Meet-Up Event Series, The World Languages and Digital Humanities Studio, University of Arkansas
Summer 2023	Presenter: "From the Walking Sim to the Open World and Beyond: Walter Benjamin's Flânerie in the Age of the Metaverse," The 2023 Digital Games Research Association (DiGRA) Annual Conference: *The Margins and Limits of Games*, Universidad de Sevilla, Spain

Spring 2023	Presenter: "From the Walking Sim to the Open World: Digital Flânerie and the Margins of Gaming Culture," CSULB, Comparative World Literature 57th Annual Conference, Long Beach, California
Fall 2022	Guest Speaker: "Benjamin, Mann, Kafka, and Open Worlds," CSULB University Honors Program 100, "Angles of Vision: Thomas Mann and Franz Kafka," Long Beach, California
Fall 2022	"The Young Academics Workshop: A Short History (and Future) of the Young Academics Workshop," The 13th Annual Clash of Realities Conference 2022, The Cologne Game Lab of the University of Applied Sciences of Cologne
Fall 2022	Application Co-Author, American Association of Colleges and Universities: 2023 Institute on ePortfolios (year-of-engagement model), "University of Arkansas ePortfolio Implementation Strategy"
Winter 2021	"*Through the Darkest of Times*: (Player) Agency as Art," Games and Emerging Technologies Conference 2021, University of Manouba, Tunisia
Fall 2021	"(Player) Agency and Oppression: Simulating the Fall of the Weimar Republic in *Through the Darkest of Times*," Annual CSULB German Studies Conference 2021, "Competing Modernities: Conflicts of Race, Class, Gender, Sexuality, Media, and Combat in the Art and Thought of the Weimar Republic," Long Beach, California
Summer 2021	"Flânerie, Photography, and Game Design," Media and Cultural Studies, 2021 Summer Session A, "Introduction to German Cinema," University of California, Riverside
Spring 2021	"The Return of the Flâneur and the Birth of the Walking Simulator: Defining a Genre from the Peripheries of Play," Annual CSULB Comparative Literature Conference, Long Beach, CA
Fall 2020	With Carrie Collenberg-Gonzalez, "Screen Memories: Siegfried and the Fall of the Republic in *Babylon Berlin*," Annual CSULB German Conference 2020, "A Republican Tragedy," Long Beach, California
Fall 2019	"Teaching History through Video Games," Panel/Podcast Discussion at the Learning at Play Symposium, Center for Teaching, Vanderbilt University
Fall 2019	"The Game Jam and German Studies: A Pedagogical Case Study," German Studies Association 43rd Annual Conference 2019, Portland, Oregon.
Spring 2019	"Return of Flânerie: Walter Benjamin and Walking Simulators," 40th Annual South West Popular/American Cultural Association Conference 2019, Albuquerque, New Mexico.
Spring 2019	"From Language Studies to Game Studies: Scholarship, Pedagogy and Management Abroad," RGRLL Grad Student Professionalization Day, CSU Long Beach, California
Summer 2018	"Surveillance and Interactivity," Guest Lecture at California State University Long Beach, German Studies Department, Long Beach, California
Fall 2017	"Photography and Flânerie in *Watch_Dogs 2*," Guest Lecture at Kunsthochschule für Medien Köln (Academy of Media Arts), Cologne, Germany
Spring 2017	"At the Crossroads of Surveillance and Interactivity: Walter Benjamin, Watch Dogs, and the Digital Flâneur," The Vanderbilt German Graduate Student Conference on The Aesthetics of Surveillance: German Perspectives, Nashville, Tennessee
Spring 2017	"Surveillance and Connectivity," Guest Lecture, Erasmus Research Exchange Program, ITU Copenhagen, Denmark
Winter 2016	Application Author, European Space Agency, VR Space Station Proposal Competition (2nd Round)

Fall 2016   "Space, Perception and Narration: Player Experience of Open World Games,"
                 TH – Köln, Media Studies in Translation Conference, Cologne, Germany
Summer 2015   "The Aesthetic and Political Implications of Open World Gaming," Cologne
                 Game Lab – International Film School (University of Cologne) Summer Lecture
                 Series on Digital Gaming, Cologne, Germany
Spring 2015   "Return of the Flâneur: Walter Benjamin's Examination of Flânerie and its
                 Implications for the Digital Age," 50th Annual Comparative Literature
                 Conference, Long Beach, CA
Fall 2012   "Thomas Mann on Schiller, Kleist, and *Der Tod in Venedig*," Annual Conference
                 of the German Studies Association, Milwaukee, WI
Spring 2012   "The International Appeal of Harald Friedl's Viennese Portrait *Aus der Zeit*,"
                 Annual Conference of the Austrian Studies Association (formerly MALCA),
                 Long Beach, CA
Fall 2011   "Heinrich von Kleist, Friedrich von Trota, and the Quest for Truth," "Kleistian
                 (pre-)Occupations" Graduate Student Conference, California State University
                 Long Beach
Spring 2011   "Crossing Freely: The Evolution of Freedom in Schiller's Ode, Beethoven's
                 Symphony, and Klimt's Frieze," International Student Conference, Ilmenau
                 University of Technology
Summer 2010   "Von Manhattan bis München: Walt Whitmans Einfluss auf das politische
                 Erwachen von Thomas Mann," Die Deutsche Sommerschule von Taos, NM
Spring 2010   "The Zivilisationsliterat Reconsidered: Thomas Mann and the Politics of
                 Happiness," 17th Annual German Graduate Studies Conference, University of
                 Virginia

Grant Writing
Spring 2024   Co-PI, French Embassy and Albertine Foundation Grant for Transformative
                 Programs in French and Francophone Studies Vanderbilt, "Playful Learning:
                 French Language and Culture through Gaming," Study Abroad Program
                 featuring Ubisoft and Spielfabrique, Vanderbilt University and the University of
                 Arkansas (funded)
Spring 2024   Grant Co-Author, University of Arkansas Student Success Grant, "VR and
                 Videogames for Second Language (L2) Pedagogy" (funded)
Fall 2023   Principal Investigator/Project Director, NEH Humanities Research Center,
                 "Center for Human-Centered AI in Video Games," University of Arkansas,
                 Vanderbilt University, and ULTD Studios (not funded)
Spring 2023   Co-PI, NSF-Spatial Archaeometry Research Collaborations (SPARC), XR
                 Specialist (funded, Award ID 2309808)
Fall 2022   Grant Co-Author, University of Arkansas Student Success Grant, "Italian Market
                 VR Learning Game Update for Quest 2" (funded)
Fall 2022   Grant Co-Author, University of Arkansas Faculty Equipment and Technology
                 Grant, "Four-Person Podcasting Booth for World Languages and Cultures
                 Pedagogy and Research" (funded)
Spring 2020   Project Lead and Grant Author, 2020 Erasmus+ Mobility Grant, "*Tanit AR*: A
                 Site-Specific Augmented Reality Exploration of the History of Tunis," Project
                 Partners: The Cologne Game Lab of the University of Applied Sciences, Cologne
                 and the Higher Institute of Multimedia Arts of the University of Manouba
                 (funded, Ref # 2020-1-DE01-KA107-005650)
Spring 2019   Grant Author, DAAD: German-Arab Transformation Grant, 2019: "Game
                 Design and Geographical Information Systems: Exploring Roman History in
                 Tunis" (funded, Ref # 57478493; follow-up to # 57448762, see fall 2018 below)

Fall 2018   DAAD: German-Arab Transformation Grant, 2018: "CGL-ISAMM Strategic
                 Planning Summit: Arab-German Game Development (funded, Ref # 57448762)
Summer 2016   Specialist Contributor, Application for EduApp4Syria (Norwegian Agency for
                 Development Cooperation, NORAD), "Antura and the Letters," with Cologne
                 Game Lab (funded)

Curriculum Development

Fall 2024   Co-Author with David Fredrick, "Graduate Concentration in World Cultures,
                 Game Design, and Digital Humanities," Comparative Literature and Cultural
                 Studies PhD Program, Fulbright College, University of Arkansas
Fall 2023   Co-Author with David Fredrick, "Graduate Micro-Certificate in World Cultures,
                 Game Design, and Digital Humanities," Fulbright College, University of
                 Arkansas (under review)
Fall 2022   Member, Ad-Hoc Committee for Alternative and Digital Dissertations and
                 Theses, University of Arkansas (ongoing)
Spring 2016   Co-Author, "Cologne Game Lab: Modulhandbuch (Course Catalogue and
                 Accreditation Materials), Cologne Game Lab
Spring 2012   Member, Ad-Hoc Curricular Development Initiative Committee, California State
                 University Long Beach

Teaching Experience

Spring 2025   Professor, University of Arkansas, WLLC 30603 – 001/5750V-002: Intro
                     to the Digital Humanities
Fall 2024   Professor, University of Arkansas, Honors Seminar 301H1 Retro
                     Reading – Technology in Crisis: Reading Walter Benjamin at the Dawn
                     of AI (new course)
Fall 2024   Professor, University of Arkansas, WLLC 398V: Serious Games and the
                     Past" (new course)
Spring 2024   Professor, University of Arkansas, WLLC 398V: Human Agency and
                     Videogames (new course)
Fall 2023   Professor, University of Arkansas, WLLC 398: Intro to the Digital
                     Humanities
Spring 2023   Professor, University of Arkansas, WLLC 398V: DH Special Topics –
                     Humanities in the Metaverse (new course)
Fall 2022   Professor, University of Arkansas, WLLC 398: Intro to the Digital
                     Humanities (new course)
Fall 2022   Co-Instructor, Guest Workshop Series, University of Arkansas,
                     "ePortfolios: Carrd and Canva" for Italian Language Sections
Fall 2022   Guest Instructor, Research Workshop, University of Arkansas,
                     "Interactive Digital Timelines with TikiToki" for Italian Section
                     Research Project
Summer 2022   Professor, Deutsche Sommerschule am Pazifik (Portland State
                     University), GER-399: Resisting Injustice: (Player) Agency as Design
                     Principle in the German Computer Game Through the Darkest of Times
Summer 2022   Professor, Deutsche Sommerschule am Pazifik (Portland State
                     University), GER-411/511: Advanced German
Spring 2022   With James McFarland, Instructor of Record, Vanderbilt University –
                     GER 2444: German Fairy Tales
Spring 2022   Instructor of Record, Vanderbilt University – Comparative Media
                     Analysis and Practice: Media Ecology (four-week graduate studies
                     module on Immersion and World-Building in Video Games)

Spring 2022	Instructor of Record, Vanderbilt University – GER 1101: Elementary German I
Spring 2022	Instructor or Record, Vanderbilt University – Independent Study: Serious Game Studies
Fall 2021	Instructor of Record, Vanderbilt University – GER 2554: Germany and Games—Play and the Past
Fall 2021	Instructor of Record, Vanderbilt University – GER 1102: Elementary German II
Summer 2021	Professor, Deutsche Sommerschule am Pazifik (Portland State University), GER 412/512: Mit der Sprache spielen: Deutsch lernen mit digitalen Spielen
Spring 2021	Lecturer, Occidental College – GER 202: German Stylistics
Spring 2021	Lecturer, Occidental College – GER 102: Elementary German II
Spring 2021	Lecturer, Pomona College – GER 103: Intro to German Media and Film
Spring 2021	With Natalie Martz, Lecturer, CSU Long Beach – GER 416: Survey of German Literature and Culture II
Spring 2021	Lecturer, CSU Long Beach – GER 398: Critical Theory and Videogames
Spring 2021	Lecturer, CSU Long Beach – GER 653: Graduate Seminar on Walter Benjamin and the Artwork Essay
Fall 2020	Lecturer, CSU Long Beach – GER 415: Survey of German Literature and Culture I
Fall 2020	Lecturer, Pomona College – GER 33: 3rd Semester German, *Emil und die Detektive*
Fall 2020	Lecturer, Occidental College – GER 201: 3rd Semester German, *Emil und die Detektive*
Spring 2020	Lecturer, CSU Long Beach – GER 306: Translation Theory and Practice – German to English
Fall 2019	Certificate in College Teaching: Practicum, Vanderbilt Center for Teaching
Fall 2019	Teaching Assistant, Vanderbilt University – GER 2570/JS 3100: The Holocaust
Spring 2019	Teaching Assistant, Vanderbilt University – HUM 1610: Revolutions and Post-Communisms in Russia and Eastern Europe, 1980 – Present
Fall 2018-19	Lecturer, Cologne Game Lab – Media & Game Studies III
Fall 2018-19	Lecturer, Cologne Game Lab – Media & Game Studies I
Fall 2018-19	Teaching Assistant, die international filmschule – Adaptation: History, Theory, Praxis
Summer 2018	Teaching Assistant, die internationale filmschule – Analoge Künste (Aristotle, Hegel, Freud, Benjamin, Adorno, McLuhan)
Winter 2017-18	Guest Lecturer, die international filmschule – Deutsch-Amerikanisches Filmemachen
Winter 2017-18	Guest Lecturer, Cologne Game Lab – Academic Research and Writing
Summer 2017	Guest Lecturer, internationale filmschule – Audiovisuelle Kunst & Kommunikation in der digitalen Epoche (Audiovisual Art & Communication in the Digital Age)
Summer 2017	Guest Lecturer, Cologne Game Lab – Game Design 102: Narratology and Games
Winter 2016-17	Guest Lecturer, Cologne Game Lab – Academic Research and Writing
Winter 2016-17	Teaching Assistant, die internationale filmschule – Adaptation: History, Theory, Praxis

Summer 2016	Guest Lecturer, Cologne Game Lab of The University of Applied Sciences of Cologne – Game Design 102: Narratology and Games
Summer 2015	Guest Lecturer, internationale filmschule – Audiovisuelle Kunst & Kommunikation in der digitalen Epoche (Audiovisual Art & Communication in the Digital Age)
Summer 2015	Teaching Assistant, Vanderbilt – Curb Center (Coursera), Online Games: Literature, New Media, and Narrative
Spring 2015	Language Instructor, Vanderbilt – GER 102
Fall 2014	Language Instructor, Vanderbilt – GER 101
Spring 2014	Teaching Assistant, Vanderbilt – GER 244, German Fairy Tales: From Brothers Grimm to Hollywood
Fall 2013	Teaching Assistant, Vanderbilt – EUS 201, Twentieth-Century Europe: Society and Culture
Spring 2013	Teaching Assistant, Vanderbilt – GER 244, German Fairy Tales: From Brothers Grimm to Hollywood
Summer 2012	Language Instructor, Die Deutsche Sommerschule von Taos, NM
Spring 2012	Co-Instructor, CSULB – German 370, Thomas Mann and Franz Kafka: Short Prose Fiction
Spring 2012	Language Instructor, CSULB – German 201 B
Fall 2011	Language Instructor, CSULB – German 201 A
2010 – 2011	English Teaching Assistant, Austrian Teaching Exchange – Vienna
Spring 2010	Language Instructor, California State University Long Beach (CSULB) – German 101 A

Service to Department

Founder and Organizer, "The Innovative Pedagogy Expo," The World Languages and Digital Humanities Studio, University of Arkansas, Fall 2024 – ongoing

PhD Advisor for Samantha Campbell, Comparative Literature and Cultural Studies, University of Arkansas, Spring 2024 – ongoing

PhD Advisor for Chy'Na Nellon, Comparative Literature and Cultural Studies, University of Arkansas, Fall 2023 – ongoing

Member, Selection Committee, Instructor for Classics Program, Department of World Languages, Literatures, and Cultures, Summer 2024

Member, Executive Committee, Department of World Languages, Literatures, and Cultures, Fall 2023 – ongoing

Founder and Organizer, "The Digital Humanities Meet-Up," The World Languages and Digital Humanities Studio, University of Arkansas, Fall 2022 – Summer 2024

Founder and Organizer, "The (Digital) Pedagogy Meet-Up," The World Languages and Digital Humanities Studio, University of Arkansas, Fall 2022 – Summer 2024

Faculty Advisor, "The Virtual Reality Classroom for World Languages and Cultures," The World Languages and Digital Humanities Studio, University of Arkansas, Fall 2022 – ongoing

Co-Chair, Committee for Recruitment, Enrollment, and Retention, Department of World Languages, Literatures, and Cultures, Fall 2022 – ongoing

Co-Founder and Co-Advisor, "The Student Success Peer Learning Workshop Series," The World Languages and Digital Humanities Studio, University of Arkansas, Fall 2022 – ongoing

MA Thesis and Advisory Committee Member for Rachel Murray, Comparative Literature and Cultural Studies, University of Arkansas, Fall 2022 – Summer 2023

Organizer and Host, "Inventing Futures in Modern Media: From Artistic Anticipation to Scientific Projection (and Back)," Zoom Event with Game Studies Scholar and Founder of the Cologne Game Lab Gundolf S. Freyermuth, The Center for Digital Humanities/The Max Kade Lecture Series, Vanderbilt University, Spring 2022

MA Thesis and Advisory Committee Member for Emily Wysocki, Department of Romance, German, Russian Languages and Literatures, California State University, Long Beach, Spring 2022

Organizer and Host, "Play and the Past: Game Design and Public History," Zoom Event with Game Designer Vit Šisler, GERM 2554/The Center for Digital Humanities, Vanderbilt University, Fall 2021

Contributor, The Game Studies Working Group, The Center for Digital Humanities, Fall 2021

Thesis Advisor, 2nd Chair, Master's Thesis, Arda Özel, Cologne Game Lab, Winter 2021

Thesis Advisor, 2nd Chair, Master's Thesis, Mona Brandt, Cologne Game Lab, Fall 2021

Host, "Wir sind die Welle" Netflix-Party Screenings and Discussions: In conjunction with the "Youth Movements in Film and TV" Zoom-event with *Wir sind die Welle* director Mark Monheim and executive producer Dennis Ganzel, organized by the Oldenburg Center at Pomona College, Spring 2021.

Commentator, "German Gothic Literature II: Second and Third Wave German Gothic Art," The German Studies Association 44th Annual Conference, Fall 2020.

Co-Organizer, The Young Academics Workshop at the Clash of Realities Conference, "Games, Play, Mental Health," CGL-ITU Copenhagen, Fall 2019 (ongoing, annual event)

Co-Organizer, The Young Academics Workshop at the Clash of Realities Conference, "Violence and Video Games," CGL-ITU Copenhagen, Fall 2018

Co-Organizer, The Multiple Approaches to Game Analysis Workshop, CGL-ITU Copenhagen-Lincoln University, Fall 2018 (ongoing, annual event)

Founder, The MA Guest Lecture Series, "Game Development and Research" MA Program, Cologne Game Lab, Summer 2018 – ongoing

Organizer-Host, Netflix Screening and Discussion, "Going to the Movies in the Digital Age," die internationale filmschule, Spring 2018 (*Okja* and *Tangerine*)

Thesis Advisor, 2nd Chair, Master's Thesis, Lutz Schönfelder, Cologne Game Lab, Winter 2017

Voice Actor, voice of "Aztec Deity" in Mixed-Reality Student Project, CGL Fall 2017

Co-Founder, Moderator, "CGL-ifs Joint Presentations Day" Trans-Institutional Exchange, Fall 2017, Cologne Game Lab – die internationale filmschule

Co-Founder, Co-Organizer, The Young Academics Workshop at the Clash of Realities Conference, "Perceiving Games," CGL-ITU Copenhagen, Fall 2017

Co-Founder, Cologne Game Lab – CSU Long Beach Student and Staff Exchange Program, Fall 2017

Co-Organizer, The Multiple Approaches to Game Analysis Workshop, CGL-ITU Copenhagen-RMIT Melbourne, Summer 2017 (ongoing, annual event)

Founder, The Student Life Group, Cologne Game Lab, Summer 2017 – ongoing

Conference Coordinator, The Vanderbilt German Graduate Student Conference, "The Aesthetics of Surveillance," Vanderbilt University, Spring 2017

Co-Founder, "The German Visual Culture Series," Vanderbilt University, Spring 2014 – ongoing

Organizer and Moderator, "Cinema and Nature," Round Table Discussion with Professors Lutz Koepnick and James McFarland and director Harald Friedl, in collaboration with the German Graduate Student Association, Vanderbilt University, Spring 2014

Organizer and Moderator, Screening of *Aus der Zeit* followed by Q&A with director Harald Friedl, International Lens Film Series, Vanderbilt University, Spring 2014

Treasurer, German Graduate Student Association, Vanderbilt University, 2013 – 2014

Conference Co-Organizer, "Dissonant Discourses," 4th Annual German Graduate Student Conference, Vanderbilt University, Spring 2014

Co-Founder, Stammtisch, Vanderbilt University, Spring 2013

Department Representative, German Graduate Student Association, Vanderbilt University 2012 – 2014

Conference Organizer, "Kleistian (pre-)Occupations" Graduate Student Conference, CSULB, Fall 2011

Moderator, "Pre-occupied by the Past. Heinrich von Kleist, Literary Creation, and the Destruction of Cultural Forms," Dr. Seán Allan, "Kleistian (pre-)Occupations," Graduate Student Conference, California State University Long Beach, Fall 2011

Moderator, "Literature and Science II" Panel, 109th Annual Conference of the Pacific Ancient and Modern Language Association, Scripps College, Fall 2011

Moderator, "Faust: Von Marlowe bis Pacino," Henrik Sponsel, Die Deutsche Sommerschule von Taos, New Mexico, Summer 2010

Moderator, "Taubenflug und Die Töchter der Róza Bukovská," Zdenka Becker, Die Deutsche Sommerschule von Taos, New Mexico, Summer 2010

Moderator, "We Like to Watch: The Visual in Artistic Performance," Panel C 8, 45th Annual Comparative Literature Conference, California State University Long Beach, Spring 2010

Conference Coordinator: "Who is this Schiller [now]?" California State University Long Beach, Fall 2009

Moderator, "Going Gothic: The Place of German Literature in the New Gothic Canon," Jennifer Driscoll Colosimo, "Who is this Schiller [now]?" Conference, California State University Long Beach, Fall 2009

Moderator, "Berlin: Symphonie der Großstadt," Melissa Etzler, Die Deutsche Sommerschule von Taos, New Mexico, Summer 2009

Member, German Club, California State University Long Beach, 2009 – 2012

Service to University

Member, Steering Committee, Mullins Master of Library Sciences Graduate Program – Digital Humanities Specialization, University of Arkansas, Fall 2024 – ongoing

Co-Organizer with Trevor Francis, Student Success Pedagogy Summit: "VR at UARK," University of Arkansas

State Liaison for Arkansas, The National Museum of Language, ongoing

Jury Member, Undergraduate Final Project Committee, Higher Institute of Multimedia Arts— Game Design, University of Manouba, Tunisia, Summer 2023

Member, Committee for ePortfolios, University of Arkansas, Fall 2022 – ongoing

RGRLL-CSULB Service: Hosted job candidates for two positions in my GER 306 ("German Translation") course for teaching demonstrations and provided input to the hiring committee, Spring 2020

Graduate Student Liaison, Graduate Student Council, Vanderbilt University, 2019

Moderator, "The 3 Minute Thesis Competition," Graduate Student Council, Vanderbilt University, Spring 2015

Vice President of Social Affairs, Graduate Student Council, Vanderbilt University, 2014 – 2015

Vice President of Academic Affairs, Graduate Student Council, Vanderbilt University, 2013 – 2014

Competition Organizer, Chapter Co-Founder, "The 3 Minute Thesis Competition," Graduate Student Council, Vanderbilt University, Spring 2014

Founder and Colloquium Organizer, "Looking Ahead: Making the Transition from Graduate School to the Professional World," Graduate Student Council, Vanderbilt University, Fall 2013

Graduate Student Liaison, Center for Teaching Advisory Board, Vanderbilt University, 2013 – 2014

Graduate Student Liaison, Graduate Development Network, Vanderbilt University, 2013 – 2014

Research and Editorial Assistantships

2017   Editorial Assistant, *Clash of Realities* 2015/16: On the Art, Technology, and Theory of Digital Games (Bielefeld: transcript, 2017).

2016	Editorial Assistant, Emmanuel Guardiola, "The Gameplay Loop: A Player Activity Model for Game Design and Analysis," ACE 2016.
2015	Editorial/Translation Assistant, Gundolf Freyermuth, *Games, Game Design, Game Studies. An Introduction* (New York: Columbia University Press, 2015).
2011	Research Assistant, Jeffrey L. High, "Heinrich von Kleist and the German Novella of Modernity," in: *Kleist and Modernity – Kleist und die Moderne*, Bernd Fischer and Tim Mehigan, eds., (Rochester: Camden House, 2011).
2011	Editorial Assistant, Harald Friedl, dir., *Mein Leben als Apfelbaum* (documentary)
2010 –11	Editorial Assistant, Jeffrey L. High, Nicholas Martin, and Norbert Oellers, eds., *Who is this Schiller [now]?*, (Rochester: Camden House, 2011).
2010	Research Assistant, Jeffrey L. High, "Why is this Schiller [still] in the United States?," in: *Who is this Schiller [now]?*, Jeffrey L. High, Nicholas Martin, and Norbert Oellers, eds., (Rochester: Camden House, 2011).
2009	Editorial Assistant, Jeffrey L. High, "Schiller, Coleridge, and the Reception of the German (Gothic) Tale," in: Colloquia Germanica. 42.1, Theodore Fiedler and Harald Höbusch, eds., (Tübingen: Francke, 2009).

Translations Published

| 2014 | With Lisa Beesley, Hans Wedler, "No Home on Earth: Suicide in the Narratives of Heinrich von Kleist and David Foster Wallace," in: *Heinrich von Kleist: Artistic and Political Legacies*, Jeffrey L. High, ed., (Amsterdam/New York: Rodopi, 2014) |
| 2011 | With Henrik Sponsel, Walter Hinderer, "Where is this Schiller now?" in: *Who is this Schiller [now]?*, Jeffrey L. High, Nicholas Martin, and Norbert Oellers, eds., (Rochester: Camden House, 2011). |

Honors and Scholarships

Excellence in Graduate Student Teaching, The Department of German, Russian and East European Studies, Vanderbilt, 2019

California State University Long Beach, Dean's List, 2012

German Embassy "Do Deutsch" Speech Competition, California State University Long Beach – 1st Place

Austrian Teaching Exchange, English Teaching Assistantship, 2010 – 2011

California State University Long Beach, Outstanding German Graduate Student Award, 2009 – 2010

California State University Long Beach, Amy Kimball Scholarship, 2010

German Embassy "Freedom Without Walls" Speech Competition, California State University Long Beach – 1st Place, National – 3rd Place, Fall 2009

Golden State Scholarship, 2001

Languages

English (native speaker)

German (fluent)