

# RYAN N. HOUSE

October 2024

## EDUCATION

<b>Ph.D., English – Media, Cinema, Digital Studies</b> University of Wisconsin Milwaukee, Milwaukee, WI Dissertation: “A Meta-Modal Approach to Analyzing Videogames as Cultural Forms of Social Practice in the Ludic Century” Chair: Dr. Stuart Moulthrop	2024
<b>M.A., English</b> Washington State University, Pullman, WA	2015
<b>B.A., English</b> Arkansas State University, Jonesboro, AR	2011
<b>Additional Training:</b>	
CIMER Entering Research Facilitator Training <i>Entering Research Curriculum Development Institute</i>	2023
Digital Games as Tools for Scholarly Research, Communication, & Pedagogy <i>Digital Humanities Summer Institute</i>	2017
Multimedia Authoring, WSUV <i>Audited Course</i>	2016
Tools & Methods for Digital Technology, WSUV <i>Audited Course</i>	2016
Writing for Publication / Grant Writing <i>Graduate Course</i>	2015
Technical and Professional Writing Training Seminar, WSU <i>Certification</i>	2015
Professional Development in Teaching Composition, WSU <i>Certification</i>	2013-15, 2017

## EMPLOYMENT

Program Coordinator <i>Fostering Success for Independent Scholars</i> University of Wisconsin La Crosse	2024-present
Student Support Specialist <i>Student Support Services, TRIO</i> University of Wisconsin La Crosse	2023-present
Graduate Assistant University of Wisconsin Milwaukee	2018-present

Instructor Washington State University Vancouver	2015-17, 2021
Instructor Washington State University	2017-18
Office Administrator Electronic Literature Organization, WSUV, WA	2016-17
Graduate Assistant Washington State University, Pullman, WA	2013-15
Writing Lab Consultant Arkansas State University, Jonesboro, AR	2011-12

## TEACHING

### Instructor

<u>Washington State University</u> College Composition	Fall 2017, Spring 2018
Technical and Professional Writing	Fall 2017
Technical and Professional Writing (Online)	Fall 2017, Spring 2018

<u>Washington State University Vancouver</u> Games Studies: Theories & Histories	Fall 2021
Engines and Platforms	Spring 2017
College Composition	Fall 2016, Spring 2017
Technical and Professional Writing	Fall 2015, Spring 2016
Technical and Professional Writing (Online)	Summer 2017
Advanced Writing Tutorial	Fall 2015
Writing Tutorial	Spring & Fall 2016

### Graduate Assistant (Instructor of Record)

<u>University of Wisconsin – Milwaukee</u> Intro to College Writing (Online)	Fall 2023
College Writing and Research (Online)	Spring & Fall 2022
Intro to College Writing	Fall 2021
College Writing and Research	Fall 2018, Spring 2021

<u>Washington State University</u> College Composition	Spring 2015, Spring & Fall 2014
Writing Tutorial	Fall 2013

### Teaching Assistant

<u>Washington State University Vancouver</u> Digital Diversity	Fall 2016
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## AWARDS AND HONORS

Chancellor's Graduate Student Award, UWM, \$1100	2021
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Travel Grant, SCMS, \$500	2020
Distinguished Graduate Student Fellowship, UWM ( <i>Declined</i> )	2020
Best Short Paper Award Nominee, ICIDS	2019
English Department Travel Grant, UWM, \$350	2019
Graduate School Travel Grant, UWM, \$400	2019
Chancellor's Graduate Student Award, UWM, \$3000	2018
Marjorie C. Luesebrink Graduate Student Award, ELO, \$1000	2018
English Department Travel Grant, WSU, \$650	2015
English Department Travel Grant, WSU, \$1000	2014

## RESEARCH

### Research Affiliations

Serious Play, C21 Digital Cultures Collaboratory, UWM	2019-present
Teaching Electronic Literature, N. Katherine Hayles	2019-2020
Electronic Literature Lab, WSUV	2016-17

### Publications

#### *Refereed Journal Articles*

- “‘Likers Get Liked’: Platform Capitalism and the Precariat in *Death Stranding*.” *Democracy Dies Playfully: (Anti-)Democratic Ideas in and Around Video Games*, special issue of *Gamevironments*, no. 13, 2020, pp. 290-316. DOI: 10.26092/elib/408.
- “The Author Interface: Rethinking Authorship Through Ludoliterary Analysis of *The Stanley Parable* and *The Beginner’s Guide*.” *Small Screen Fictions*, special issue of *Paradoxa*, no. 29, 2017, pp. 99-121.

#### *Book Chapters*

- “Life on the Battlefield: Reframing the Domestic Experience of War in *This War of Mine*.” *Feminist War Games?: Mechanisms of War, Feminist Values, and Interventional Games*, edited by Jon Saklofske, Alyssa Arbuckle, and Jon Bath, Routledge, Dec 2019, pp. 53-63.

#### *Refereed Conference Proceedings*

- “What’chu Lookin’ At?’: Narrative, Spectatorship, and Ludic Constructivism in Variable State’s *Virginia*.” *Interactive Storytelling, ICIDS 2019, Lecture Notes in Computer Science, vol 11869*. Edited by Rogelio E. Cardona-Rivera, Anne Sullivan, and R. Michael Young, Springer, 2019. [https://doi.org/10.1007/978-3-030-33894-7\\_20](https://doi.org/10.1007/978-3-030-33894-7_20).

#### *Encyclopedia Entries*

- “Arkady and Boris Strugatsky.” *Aliens in Popular Culture*. Eds. Mike Levy and Farah Mendlesohn. Greenwood, 2019, pp. 251-253.

### Conference Presentations

- “Circuits of Diegesis, Flows of Agency, and Waves of Return: (re)Mediated Authorship in *The Stanley Parable & The Beginner’s Guide*.” Playful Mediation: A Virtual Symposium, University of Edinburgh, Scotland and University of Wisconsin Milwaukee, US, May 19, 2022.
- “The Digitally Natural: Games and the ‘Really Real’.” Communities of Play: A Livestreaming Symposium, Center for 21<sup>st</sup> Century Studies at UWM and the Centre of Excellence in Game Culture Studies at the University of Jyväskylä, Finland. Co-presented with Dr. Thomas Malaby, UWM. April 18, 2021.
- “Playing with Dirt: A Livestream about Land, Identity, and Videogames.” 2021 Connected Learning Summit, Virtual, July 21, 2021.
- “Same but differ.ent...”: The Cinemas of Attraction and Narrative in No Code’s “The House Abandon.” Society for Cinema and Media Studies Conference, Denver, CO, April 1, 2020.
- “What’chu Lookin’ At?”: Narrative, Spectatorship, and Ludic Constructivism in Variable State’s *Virginia*.” International Conference on Interactive Digital Storytelling, Little Cottonwood Canyon, UT, November 21, 2019.
- “Everything That Rises Must Converge: Techniques of Film and Game Design,” Midwest Popular Culture Association and Midwest American Culture Association Annual Conference, Cincinnati, OH, October 11, 2019.
- “When Games End: Leaving the Magic Circle.” Embracing the Gap – Beginnings and Endings Panel. Electronic Literature Organization International Conference – Mind the Gap, Montréal, Canada, August 15, 2018.
- “Playing God: Creating and Destroying Life in *LOCALHOST* and *The Talos Principle*.” Popular Culture Association National Conference, Indianapolis, Indiana, March 28-31, 2018. Accepted.
- “A Game by Any Other Name: An Examination of Film and Game Design Theory in *Virginia*.” Electronic Literature Organization International Conference - Affiliations, Communities, Translations, University Fernando Pessoa, Porto, Portugal, July 20, 2017.
- “Press Start to Die: Existential Thought in *Continue?9876543210*.” Midwest Modern Language Association Conference, St. Louis, November 11, 2016.
- “Whose Game Is It Anyway?: The Problem of Authorship in *The Stanley Parable* and *The Beginner’s Guide*.” Electronic Literature Organization International Conference - Next Horizons, University of Victoria, Victoria, B.C., June 10, 2016.
- “Playing to Understand: An Exploration of the Methods of Empathy in Video Games.” Pacific Ancient and Modern Language Association Conference, Portland, November 8, 2015.
- “Playing with Meaning: The Role of Fiction in the Processes of Meaning-Making in Video Games.” English M.A. Conference, Washington State University, Pullman, April 29, 2015.
- “Life in the Universe Ain’t No Picnic: The Alien, the Absurd, and the Ecological Thought in Arkady and Boris Strugatsky’s *Roadside Picnic*.” Interdisciplinary Animal Studies Conference - All Things Great and Small, University of California Davis, November 15, 2014.

## **SERVICE TO UNIVERSITY AND DISCIPLINE**

Reviewer, Nagoya University Humanities Forum, Nagoya Univ.	2024
Game Design Workshop, UWM Digital Humanities Lab	2022
Juror, G4C Awards, Games for Change Festival	2022-24
Juror, G4C Student Challenge, Games for Change Festival	2022-23
Program Committee, Interactive Narrative Theory, ICIDS	2021-22
Volunteer Online Coordinator, Games for Change Festival	2021
Reviewer, Electronic Book Review	2021
Graduate Student Representative, UWM	2020-21
Managing Director, Digital Cultures Collaboratory, Center for 21 <sup>st</sup> Century Studies, UWM	2019-20
Event Coordinator, Midwest Interdisciplinary Graduate Conference, UWM	2019-20
Managing Editor, English 102 Digital Commons, UWM	2019-20
Placement Exam Reader, Writing Assessment Office, WSUV	2015-17
Mentor, Critical Literacies Achievement and Success Program, WSUV	2015-17
Mentor, Critical Literacies Achievement and Success Program, WSU	2014-15
Judge, Kromann Book Award, Washington State University	2014
Volunteer Coordinator, Computers & Writing Conference, WSU	2014
Assistant Editor, The Tributary, ASU	2012
Editorial Assistant, The Arkansas Review, ASU	2012
Volunteer Coordinator, Delta Symposium, ASU	2012

## **PROFESSIONAL AFFILIATIONS**

Games for Change	2021-24
Society for Cinema and Media Studies	2019-21
Association for Research in Digital Interactive Narratives	2019-22
Midwest Popular Culture Association/American Culture Association	2019-20
Electronic Literature Organization	2016-20
Popular Culture Association/American Culture Association	2018
Midwest Modern Language Association	2016
Pacific Ancient and Modern Language Association	2015
Association for the Study of Literature and Environment	2015
English Graduate Organization, Washington State University	2013-15

## **REFERENCES**

Stuart Moulthrop, UWM

Thomas Malaby, UWM

Lane Hall, UWM

Shevaun Watson, UWM

Dene Grigar, WSUV