

RYAN HOUSE

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EDUCATION

- Ph.D., Media, Cinema, Digital Studies** 2023, Expected
University of Wisconsin – Milwaukee, English Department
Research interests: game studies, cooperative play, human/non-human assemblages, scaffolded cognition, ludopolitics
- M.A., English Literature** 2015
Washington State University, Pullman, Washington
Thesis: “Playing with Meaning: The Role of Fiction in the Processes of Meaning-Making in Video Games”
- B.A., English** 2011
Arkansas State University, Jonesboro, Arkansas
- Additional Training:**
- Digital Games as Tools for Scholarly Research, Communication, and Pedagogy
Digital Humanities Summer Institute 2017
- Multimedia Authoring, WSUV
Audited Course 2016
- Tools & Methods for Digital Technology, WSUV
Audited Course 2016
- Writing for Publication / Grant Writing
Graduate Course 2015
- Technical and Professional Writing Training Seminar, WSU
Certification 2015
- Professional Development in Teaching Composition, WSU
Certification 2013-15, 2017

RESEARCH

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.

“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.

Encyclopedia Entries

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

Awards and Honors

Distinguished Graduate Student Fellowship Nominee, UWM	2020
Travel Grant, SCMS	2020
Best Short Paper Award Nominee, ICIDS	2019
English Department Travel Grant, UWM	2019
Graduate School Travel Grant, UWM	2019
Chancellor’s Graduate Student Award, UWM	2018
Marjorie C. Luesebrink Graduate Student Award, ELO	2018
English Department Travel Grant, WSU	2015
English Department Travel Grant, WSU	2014

Research Affiliations

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

Conference Presentations

- “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 11th, 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?*” 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.

EMPLOYMENT

Graduate Assistant University of Wisconsin – Milwaukee, Milwaukee, WI	2018-present
Instructor Washington State University, Pullman, WA	2017-18
Administrator Electronic Literature Organization, WSU, Vancouver, WA	2016-17
Instructor Washington State University, Vancouver, WA	2015-17
Graduate Assistant Washington State University, Pullman, WA	2013-15
Writing Lab Consultant Arkansas State University, Jonesboro, AR	2011-12

TEACHING

Instructor

Washington State University Pullman	
College Composition	Fall 2017, Spring 2018
Technical and Professional Writing	Fall 2017
Technical and Professional Writing (Online)	Fall 2017, Spring 2018
Washington State University Vancouver	
College Composition	Fall 2016, Spring 2017
Engines and Platforms	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 and Fall 2016

Graduate Instructor (Instructor of Record)

University of Wisconsin – Milwaukee College Writing and Research	Fall 2018 – present
Washington State University Pullman College Composition Writing Tutorial	Spring 2015, Spring and Fall 2014 Fall 2013

Teaching Assistant

Washington State University Vancouver Digital Diversity	Fall 2016
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DEPARTMENT AND UNIVERSITY SERVICE

Managing Director, Digital Cultures Collaboratory, Center for 21 st Century Studies, UWM	2019-2020
Lead Editor, English 102 Digital Commons, UWM	2018-2020
Event Coordinator, Midwest Interdisciplinary Graduate Conference, UWM	2019-2020
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

Society for Cinema and Media Studies	2019-20
Association for Research in Digital Interactive Narratives	2019-20
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 ON REQUEST