

**IAN BOGOST**  
**CURRICULUM VITAE**

**I. EARNED DEGREES**

Ph.D., Comparative Literature, University of California, Los Angeles, 2004.  
M.A., Comparative Literature, University of California, Los Angeles, 2001.  
B.A., Philosophy & Comparative Literature, University of Southern California, 1998.  
Magna Cum Laude, Phi Beta Kappa  
Diplôme Approfondi de Langue Française, Centre International d'Etudes Pédagogiques, 1997.

**II. EMPLOYMENT**

2011–present

Professor of Digital Media, School of Literature, Communication, and Culture  
Adjunct Professor of Interactive Computing, College of Computing (2012–)  
The Georgia Institute of Technology  
- Director of the Graduate Program in Digital Media (2010–)  
- Affiliated Faculty, Graphics Visualization and Usability Center (GVU)  
- Affiliated Faculty, Center for 21st Century Universities (C21U)

2008–2011

Associate Professor of Digital Media  
The Georgia Institute of Technology  
School of Literature, Communication, and Culture  
- Director of the Graduate Program in Digital Media (from 2010)  
- Affiliated Faculty, Graphics Visualization and Usability Center (GVU)

2004–2008

Assistant Professor of Digital Media  
The Georgia Institute of Technology  
School of Literature, Communication, and Culture  
- Affiliated Faculty, Graphics Visualization and Usability Center (GVU)

2003–present

Founding Partner, Chief Designer  
Persuasive Games LLC, Atlanta GA and Buenos Aires, Argentina (game studio)  
- 2003 – 2010 Founding Partner, Persuasive Games Latin America SA

2002–present

General Partner, Publisher  
Open Texture LLC, Highland Park, CO (educational and media publishing)

1999–2003

Vice President, Chief Technology Officer (eBusiness, games, and technology services)  
Media Revolution LLC, Santa Monica, CA

1998–1999

Digital Media Consultant (specializing in advertising and eBusiness applications in the advertising, automotive, and entertainment industries)

1995–1998

Interactive Media Developer  
Digital Evolution / US Interactive, Los Angeles, CA (internet and technology services)

### III. SCHOLARLY ACCOMPLISHMENTS

#### A. PUBLISHED BOOKS AND PARTS OF BOOKS

##### A1. BOOKS

- Bogost, Ian and Levi Bryant, eds. *Object-Oriented Ontology*. Punctum Press. Expected publication 2012/13.
- Nick Montfort, Patsy Baudoin, John Bell, Ian Bogost, Jeremy Douglass, Mark Marino, Michael Mateas, Casey Reas, Mark Sample, and Noah Vawter. *10 PRINT CHR \$(205.5+RND(1)); : GOTO 10*. Cambridge, Mass: MIT Press, 2012 (in press)
- Bogost, Ian. *Alien Phenomenology, or What It's Like to Be a Thing*. Minneapolis: University of Minnesota Press, 2012.
- Bogost, Ian. *How To Do Things With Videogames*. Minneapolis: University of Minnesota Press, 2011.
- Bogost, Ian. *A Slow Year: Game Poems*. Highlands Ranch, CO: Open Texture, 2011.
- Bogost, Ian, Simon Ferrari, and Bobby Schweizer. *Newsgames: Journalism at Play*. Cambridge, Mass: MIT Press, 2010.  
*Polish edition*: Uniwersytet Jagiellonski, forthcoming 2013.
- Montfort, Nick and Ian Bogost. *Racing the Beam: The Atari Video Computer System*. Cambridge, Mass: MIT Press, 2009.
- Bogost, Ian. *Persuasive Games: The Expressive Power of Videogames*. Cambridge, Mass: MIT Press, 2007.
- Bogost, Ian. *Unit Operations: An Approach to Videogame Criticism*. Cambridge, Mass: MIT Press, 2006.

##### A2. BOOK SERIES

- Bogost, Ian and Nick Montfort, series editors. *Platform Studies*, MIT Press. 2008–.
- Series titles: *Codename Revolution: The Nintendo Wii Platform*, by Steven E. Jones and George K. Thiruvathukal (2012); *The Future Was Here: The Commodore Amiga*, by Jimmy Maher (2012), five others in review or under contract.

##### A3. BOOK FOREWORDS AND AFTERWORDS

- Bogost, Ian (afterword). *INTER/VENTION*. Jan Rune Holmevik. Cambridge, Mass: MIT Press, 2012.
- Bogost, Ian (foreword). *Joystick Soldiers: The Politics of Play in Military Videogames*. Nina B. Huntemann and Matthew Thomas Payne, eds. New York & London: Routledge, 2009.

##### A4. REFEREED BOOK CHAPTERS

- Bogost, Ian. "The Turtlenecked Hairshirt." In *Debates in the Digital Humanities*, edited by Matthew K. Gold. Minneapolis: University of Minnesota Press, 2012.
- Bogost, Ian and Elizabeth Losh. "Rhetoric and New Media." In *The Oxford Handbook of Rhetorical Studies*, edited by Michael MacDonald. Oxford: Oxford University Press, forthcoming 2012. (accepted)
- Bogost, Ian. "Ian became a fan of Marshall McLuhan on Facebook and thinks you should too." In *Facebook and Philosophy: What's on Your Mind?*, edited by D.E. Wittkower. Chicago: Open Court, 2010, 19–30.
- Bogost, Ian, Simon Ferrari, and Bobby Schweizer. "Newsgames." In *News Online: Transformation and Continuity*, edited by Graham Meikle and Guy Redden.

- London: Palgrave, 2010.
- Bogost, Ian, and Cindy Poremba. "Can Games Get Real? A Closer Look at "Documentary" Digital Games." In *Computer Games as a Sociocultural Phenomenon: Games without Frontiers, War without Tears* edited by Andreas Jahn-Sudmann and Ralf Stockmann. London: Palgrave Macmillan, 2008, 11–21.
- Bogost, Ian. "Persuasion and Gamespace." In *Space Time Play: On the Synergy Between Computer Games, Architecture, and Urbanism*, edited by Friedrich von Borries, Steffen P. Walz, and Matthias Böttger. Basel: Birkhäuser Publishing, 2007.
- Bogost, Ian. "The Rhetoric of Videogames." In *The Ecology of Games (MacArthur Series on Digital Media and Learning)*, edited by Katie Salen. Cambridge, MA: MIT Press, 2008.
- Bogost, Ian. "Simulation and Bias." In Ted Nelson, *Computer Lib / Dream Machines*, edited by Noah Wardrip-Fruin and Jill Walker. Cambridge, MA: MIT Press, forthcoming (in press).
- Bogost, Ian. "Persuasive Games on Mobile Devices" In *Mobile Persuasion: 20 Perspectives on the Future of Behavior Change*, edited by B.J. Fogg and Dean Eckles, Palo Alto: Stanford Captology Media, 2007.
- Bogost, Ian, and Gonzalo Frasca. "Videogames Go to Washington: The Story Behind Howard Dean's Videogame Propaganda." In *Second Person: Roleplaying and Story in Games and Playable Media*, edited by Pat Harrigan and Noah Wardrip-Fruin. Cambridge, MA: MIT Press, 2007.
- Bogost, Ian, and Daniel Klainbaum. "Experiencing Place in Los Santos and Vice City." In *The Culture and Meaning of Grand Theft Auto*, edited by Nathan Garrelts. Jefferson, NC: McFarland, 2006.
- Bogost, Ian. "Frame and Metaphor in Political Games." In *Worlds in Play*, edited by Suzanne de Castell and Jen Jenson. Berlin & New York: Peter Lang, 2006.  
Also in *Digra 2005 Selected Papers*, edited by Suzanne de Castell and Jen Jenson. Japanese Translation in 『InterCommunication』 59号、守岡桜訳、NTT出版、二〇〇六年。[Bogost, Ian, "Frame and Metaphor in Political Games," trans. by Sakura Morioka, *InterCommunication*, No.59, NTT Publishing Co., Ltd., Tokyo, 2006.]
- Bogost, Ian. "Licensed Aesthetics: Implications of FPS Game Engining." In *Doom: The First-Person Reader*, edited by Matteo Bittanti and Sue Morris. Milan: Costa & Nolan, 2005.

#### **A5. OTHER PARTS OF BOOKS**

- Bogost, Ian (interview). In Paul J. Ennis, *Post-Continental Voices: Selected Interviews*. Hampshire, UK: Zero Books, 2010.
- Bogost, Ian. "Videogames and Ineffability." In Brenda Brathwaite and Ian Schreiber. *Challenges for Game Designers*. Boston: Charles River Media, 2008.
- Bogost, Ian. "Persuasive Games." In Tracy Fullerton, *Game Design Workshop, Second Edition: A Playcentric Approach to Creating Innovative Games*. New York: Morgan Kaufman, 2008.
- Bogost, Ian. "An Introduction to Persuasive Games." In *Digital Think: An Anthology of New Media Thinkers*, edited by Nora Paul. Washington D.C.: American Press Institute, 2005.

## B. REFEREED PUBLICATIONS

### B.1. REFEREED JOURNAL PUBLICATIONS

- Montfort, Nick and Ian Bogost. "Random and Raster: Display Technologies and the Development of Video Games." *IEEE Annals of the History of Computing* 31:3 (July-September 2009), 34-43.
- Bogost, Ian. "Playing Politics: Videogames for Politics, Activism, and Advocacy." *First Monday* 11:Special Issue Number 7 (September 2006), [http://firstmonday.org/issues/special11\\_9/bogost/index.html](http://firstmonday.org/issues/special11_9/bogost/index.html).
- Bogost, Ian. "Videogames and Ideological Frames." *Popular Communication* 4, no. 2 (2006).
- Murray, Janet, Ian Bogost, Michael Mateas, and Michael Nitsche. "Game Design Education: Integrating Computation and Culture." *IEEE Computer Society* 39, no. 6 (2006): 43-51.
- Bogost, Ian. "Comparative Videogame Studies." *Games and Culture* 1, no. 1 (2006): 41-46.
- Bogost, Ian. "Procedural Literacy: Problem Solving with Programming, Systems, and Play." *Journal of Media Literacy* 52, no. 1-2 (2005): 32-36.
- Bogost, Ian. "Videogames and the Future of Education." *On the Horizon* 13, no. 2 (2005): 119-25.
- Bogost, Ian, Janet Murray, Michael Mateas, and Michael Nitsche. "Asking What Is Possible: The Georgia Tech Approach to Game Research and Education." *International Digital Media & Arts Association Journal* 1, no. 2 (2005): 59-68.

### B.2. OTHER REFEREED PUBLICATIONS

- Treanor, Mike, Bobby Schweizer, Ian Bogost, and Michael Mateas, "The Micro-Rhetorics of Cartoonist." 7th Foundations of Digital Games Conference. Raleigh, NC, May 29-June 1, 2012.
- Treanor, Mike, Bobby Schweizer, Ian Bogost, and Michael Mateas. "Proceduralist Readings: How to Find Meaning in Games with Graphical Logics." 6th Foundations of Digital Games Conference. Bordeaux, France, June 28-July 1, 2011.
- Petter Gratton. "Interview with Ian Bogost." *Speculations 1:1* (2010), 110-117.
- Bogost, Ian and Nick Montfort. "Platform Studies: Frequently Questioned Answers." Proceedings of the Digital Arts and Cultures Conference 2009, Irvine, California December 12-15, 2009.
- Bogost, Ian. "You Played That? Game Studies Meets Game Criticism." Proceedings of the Digital Game Research Association Conference, 2009.
- Bogost, Ian. "Fine Processing." In H. Oinas-Kukkonen et al., eds.. *Persuasive 2008. Lecture Notes in Computer Science* 5033, Proceedings of the Third Annual Conference on Persuasive Technology. (Berlin: Springer, 2008), 13-22.
- Roberts, David L., Charles L. Isbell, Mark O. Riedl, Ian Bogost, and Merrick L. Furst. "On the use of Computational Models of Influence for Interactive Virtual Experience Management." In Proceedings of the First International Conference on Interactive Digital Storytelling, (ICIDS-08), Erfurt, Germany, 2008.
- Bogost, Ian. "The Phenomenology of Videogames." In Stephan Günzel, Michael Leibe, and Dieter Mersch, eds. *Proceedings of the the Philosophy of Computer Games*. Potsdam: Universitätsverlag Potsdam, 2008, 22-43.
- Reese, Debbie, Ian Bogost, Will Hankinson, Matthew Gilbert, Debbie Reese, Charles Wood. "Selenology Exploration, Ludic Environments, Networked Education (SELENE)."

Association for Educational Communications and Technology (AECT), Anaheim, CA, October 24-27, 2007.

Bogost, Ian and Nick Montfort. "Platform Studies: Computing and Creativity on the VCS, MPC, and Wii". Paper presented at the Digital Arts and Cultures Conference 2007, Melbourne, Australia September 14–18 2007.

Bogost, Ian. "Procedural Rhetoric: An Approach to Understanding Persuasion in Videogames and Software," Second Annual Persuasive Technology Conference, Stanford University, April 26-27, 2007.

Bogost, Ian. "The Rhetoric of Exergames." Paper presented at the Digital Arts and Cultures Conference 2005, Copenhagen, Denmark, December 1–3 2005.

Bogost, Ian. "Frame and Metaphor in Political Games." Paper presented at the Digital Games Research Association Annual Conference, Vancouver, BC, June 16 - 20 2005.

Bogost, Ian. "Asynchronous Multiplay: Futures for Casual Multiplayer Experience." Paper presented at the Other Players Conference on Multiplayer Phenomena, Copenhagen, Denmark, December 1 - 3 2004.

Bogost, Ian. "The Muse of the Video Game." *IGDA Ivory Tower*, March 2004 (2004), [http://www.igda.org/columns/ivorytower/ivory\\_Apr04.php](http://www.igda.org/columns/ivorytower/ivory_Apr04.php)

Bogost, Ian. "Charles Bukowski at Home and Abroad." Paper presented at the UCLA Humanities Symposium, Los Angeles, CA, November 2000.

Bogost, Ian. "Mutable Marketing and Disoriented Design: Web Theory, Art, and Advertising." Paper presented at the Interactive Frictions, Los Angeles, CA, June 20 1999.

Bogost, Ian. "Relationships Seeking a Form: Internet Technology and the Global Village." Paper presented at The New Babel: Conference on the Idea of the Global, Los Angeles, CA, May 5, 1998.

## C. OTHER PUBLICATIONS

### C.1. JURIED EXHIBITIONS, AWARDS AND PUBLICATIONS

Bogost, Ian. *A Slow Year* (Videogame). "Level" exhibition, The Arts Center, Troy, NY, April 23-May 25, 2012.

Bogost, Ian. *A Slow Year* (Videogame). Morris Museum, Augusta, GA, April 10-May 1, 2012.

Bogost, Ian. *A Slow Year* (Videogame). Game Change: Videogames as Medium and Inspiration. Telfair Museum, Savannah, GA, February 27-April 1, 2012.

Bogost, Ian (curator). "Innovative Leisure: New Atari Games," Babycastles, Brooklyn, NY, November 13, 2011.

Bogost, Ian (designer, developer). *The Arcade Wire* (Videogame Series). IndieCade@Serious Games Festival. Seongnam City, Gyeonggi Province, Republic of Korea, October 7-9, 2011.

Bogost, Ian. *A Slow Year* (Videogame). Learn to Play: Craft and Punishment. Euphrat Museum of Art, Cupertino, CA, January 31-February 28, 2011.

Bogost, Ian. *Guru Meditation* (Videogame). Sustainability, Texas State University, February 15-March 1, 2011.

Bogost, Ian. *A Slow Year* (Videogame). Indiecade Independent Games Festival, Culver City, CA, October 5-8, 2010.

Bogost, Ian. *A Slow Year* (Videogame). PLAYFUL & Playable Exhibition, Amarika Aretoa, Vitoria, Spain, June 24, 2010–September 15, 2010.

- Bogost, Ian. *A Slow Year* (Videogame). The Independent Game Festival (finalist), San Francisco, CA, March 11-13, 2010.
- Bogost, Ian. *Guru Meditation* (Videogame). “The International New Media Art Festival Pixxelpoint,” Kulturni Dom Nova Gorica, Nova Gorica Slovenia, December 4–11 2009.
- Bogost, Ian. *A Slow Year* (Videogame). “The International New Media Art Festival Pixxelpoint,” Kulturni Dom Nova Gorica, Nova Gorica Slovenia, December 4–11 2009.
- Bogost, Ian. *Jetset: A Game for Airports* (designer, programmer), *Killer Flu* (designer) (Videogame). “Mediateca Expandida,” LABoral Centro de Arte y Creación Industrial, Gijón-Asturias Spain, October 2–December 7, 2009.
- Bogost, Ian. *Guru Meditation* (Videogame). “Indiecade,” Electronics Entertainment Expo, Los Angeles, CA, June 2–4, 2009.
- Bogost, Ian (designer, programmer). *Airport Security*, *Disaffected!* (Videogames). “Play Cultures,” Museum of Contemporary Art, Bratislava, Slovakia, April 14 2009.
- Bogost, Ian (designer, programmer). *Airport Security*, *Disaffected!* (Videogames). “Play Cultures,” Museum of Contemporary Art, Belgrade, March 7 - April 8, 2008.
- Poster art by Ian Bogost published in *Envision in Depth* (New York: Pearson & Longman), 2008.
- Bogost, Ian (designer, programmer). *Airport Security*, *Disaffected!* (Videogames). “Play Cultures,” Museum of Contemporary Art Vojvodina, Novi Sad, Serbia, October 5–25, 2007.
- McGonigal, Jane and Ian Bogost. *Cruel 2 B Kind* (Pervasive Game). “Indie Games Showcase,” Electronic Entertainment Expo, Santa Monica, CA, July 11-13, 2007.
- Bogost, Ian (designer, programmer). *The Arcade Wire* (Series of Four Videogames). “Indie Games Showcase,” Electronic Entertainment Expo, Santa Monica, CA, July 11-13, 2007.
- Bogost, Ian (designer, programmer), *Points of Immigration* (Videogame). *The New York Times*, June 22, 2007.
- Bogost, Ian (designer, programmer). *Airport Security* (Videogame). “Games for Change Festival,” New York, NY, June 11-12, 2007. Winner: Best Social Commentary/ Art Game.
- Bogost, Ian (designer, programmer), *Food Import Folly* (Videogame). *The New York Times*, May 24, 2007.
- Bogost, Ian (designer, programmer). *Arcade Wire* (Series of Four Videogames). “Gameworld,” Laboral Centro del Arte, Madrid Spain, March 30–June 30, 2007.
- Bogost, Ian, and Calvin Ashmore. *Airport Insecurity* (Videogame). “Forbidden Games,” Israeli Center for Digital Art, Holon Israel, December 2, 2006–January 27, 2007.
- Bogost, Ian. *Disaffected!* (Videogame). “Medi@terra,” Fornos Centre for Digital Culture, Athens, Greece, October 4-8, 2006.
- McGonigal, Jane and Ian Bogost. *Cruel 2 B Kind* (Pervasive Game). “Come Out and Play Festival,” Eyebeam Center, New York, NY, September 22-24, 2006.
- Bogost, Ian. *Disaffected!* (Videogame). “Games for Change Festival,” Parsons The New School for Design, New York, NY, July 21–25, 2006.
- Bogost, Ian and Persuasive Games. *Disaffected!* (Videogame). “Slamdance Guerilla Game Festival,” Park City, Utah, January 21–25, 2006.
- Bogost, Ian. *Sweaty Palms* (Videogame). *Independent Games*. Wayzata, MN: Moondance Games, 2005.

- Bogost, Ian, and Calvin Ashmore. *Airport Insecurity* (Videogame). “Games for Change Exhibition,” City University of New York (CUNY), October 21–22, 2005.
- Bogost, Ian, and Gonzalo Frasca. *The Howard Dean for Iowa Game* (Videogame). “State of Play: Games with an Agenda,” The Australian Centre for the Moving Image, Melbourne, Australia, March 22–June 8, 2005.
- Bogost, Ian, and T. Michael Keeseey. *Horde of Directors* (Videogame). “State of Play: Games with an Agenda,” The Australian Centre for the Moving Image, Melbourne, Australia, March 22–June 8, 2005.
- Bogost, Ian, and T. Michael Keeseey. *Horde of Directors* (Videogame). “State of Play: Games with an Agenda,” The Australian Centre for the Moving Image, Melbourne, Australia, March 22–June 8, 2005.
- Bogost, Ian. *Take Back Illinois* (Videogame). “State of Play: Games with an Agenda,” The Australian Centre for the Moving Image, Melbourne, Australia, March 22–June 8, 2005.
- Bogost, Ian. *Take Back Illinois* (Videogame). “Slamdance BIG C Game Festival,” Park City, Utah, January 23–26, 2005.
- Bogost, Ian, and Gonzalo Frasca (Curators). “Videogames with an Agenda,” Curzon Soho, London, October 16–November 7, 2004.

## C.2. BOOK REVIEWS

- Bogost, Ian and Simon Ferrari. “Review of *Games of Empire*.” *Enterprise and Society*, forthcoming.
- Bogost, Ian. “Review of *Understanding Video Games: The Essential Introduction*.” *New Media & Society* 11:5 (2009), 889-893.

## C.3. OTHER WRITTEN PUBLICATIONS

- Bogost, Ian. “The New Aesthetic Needs to Get Weirder.” *The Atlantic*, April 13 (2012), <http://www.theatlantic.com/technology/archive/2012/04/the-new-aesthetic-needs-to-get-weirder/255838/>.
- Bogost, Ian. “A Portrait of the Artist as a Game Studio.” *The Atlantic*, March 12 (2012), <http://www.theatlantic.com/technology/archive/12/03/a-portrait-of-the-artist-as-a-game-studio/254494/>.
- Bogost, Ian. “What is a Game Bundle?” *Gamasutra*, January 19 (2012), [http://www.gamasutra.com/view/feature/6595/persuasive\\_games\\_what\\_is\\_a\\_game\\_.php](http://www.gamasutra.com/view/feature/6595/persuasive_games_what_is_a_game_.php).
- Bogost, Ian. “From Aberrance to Aesthetics.” *Gamasutra*, August 2 (2011), [http://www.gamasutra.com/view/feature/6446/persuasive\\_games\\_from\\_aberrance\\_.php](http://www.gamasutra.com/view/feature/6446/persuasive_games_from_aberrance_.php).
- Bogost, Ian. “Why Debates about Video Games Aren’t Really About Video Games.” *Kotaku* August 1 (2011), [http://www.bogost.com/writing/why\\_debates\\_about\\_video\\_games.shtml](http://www.bogost.com/writing/why_debates_about_video_games.shtml).
- Bogost, Ian. “Exploitationware.” *Gamasutra*, May 3 (2011), [http://www.gamasutra.com/view/feature/6366/persuasive\\_games\\_exploitationware.php](http://www.gamasutra.com/view/feature/6366/persuasive_games_exploitationware.php).
- Bogost, Ian (with Simon Ferrari, and Bobby Schweizer). “Storytelling 2.0: Exploring the news game.” *New Scientist*, November (2010), <http://www.newscientist.com/blogs/culturelab/2010/11/storytelling-20-exploring-the-news-game.html>.
- Bogost, Ian. “Free Speech is not a Marketing Plan.” *Gamasutra*, October 4 (2010), [http://www.gamasutra.com/view/feature/6158/persuasive\\_games\\_free\\_speech\\_is\\_.php](http://www.gamasutra.com/view/feature/6158/persuasive_games_free_speech_is_.php).
- Bogost, Ian. “Plumbing the Depths.” *Gamasutra*, June 30 (2010), [http://www.gamasutra.com/view/feature/5880/persuasive\\_games\\_plumbing\\_the\\_.php](http://www.gamasutra.com/view/feature/5880/persuasive_games_plumbing_the_.php).

- Bogost, Ian. "The Picnic Spoils the Rain." *Gamasutra*, May 6 (2010), [http://www.gamasutra.com/view/feature/4412/persuasive\\_games\\_the\\_picnic\\_.php](http://www.gamasutra.com/view/feature/4412/persuasive_games_the_picnic_.php).
- Bogost, Ian. "Schell Games." *Gamasutra*, March 3 (2010), [http://www.gamasutra.com/view/feature/4294/persuasive\\_games\\_shell\\_games.php](http://www.gamasutra.com/view/feature/4294/persuasive_games_shell_games.php).
- Bogost, Ian. "Check-Ins Check Out." *Gamasutra*, February 10 (2010), [http://www.gamasutra.com/view/feature/4269/persuasive\\_games\\_checkins\\_check\\_.php](http://www.gamasutra.com/view/feature/4269/persuasive_games_checkins_check_.php).
- Bogost, Ian. "Puzzling the Sublime." *Gamasutra*, December 24 (2009), [http://www.gamasutra.com/view/feature/4225/persuasive\\_games\\_puzzling\\_the\\_.php](http://www.gamasutra.com/view/feature/4225/persuasive_games_puzzling_the_.php).
- Bogost, Ian. "The Legume, the Piston, and the Bearded Man." *Speculative Heresy*, November 27 (2009), <http://speculativeheresy.wordpress.com/2009/11/27/the-legume-the-piston-and-the-bearded-man/>.
- Bogost, Ian. "Little Black Sambo." *Gamasutra*, September 21 (2009), [http://www.gamasutra.com/view/feature/4140/persuasive\\_games\\_little\\_black\\_.php](http://www.gamasutra.com/view/feature/4140/persuasive_games_little_black_.php).
- Bogost, Ian. "This is Only a Drill." *Gamasutra*, July 28 (2009), [http://www.gamasutra.com/view/feature/4090/persuasive\\_games\\_this\\_is\\_only\\_a\\_.php](http://www.gamasutra.com/view/feature/4090/persuasive_games_this_is_only_a_.php).
- Bogost, Ian. "Gestures as Meaning." *Gamasutra*, June 30 (2009), [http://www.gamasutra.com/view/feature/4064/persuasive\\_games\\_gestures\\_as\\_.php](http://www.gamasutra.com/view/feature/4064/persuasive_games_gestures_as_.php).
- Bogost, Ian. "I want my 99¢ back." *Gamasutra*, May 28 (2009), [http://www.gamasutra.com/view/feature/4038/persuasive\\_games\\_i\\_want\\_my\\_99\\_.php](http://www.gamasutra.com/view/feature/4038/persuasive_games_i_want_my_99_.php).
- Bogost, Ian. "Familiarity, Habituation, Catchiness." *Gamasutra*, April 2 (2009), [http://www.gamasutra.com/view/feature/3977/persuasive\\_games\\_familiarity\\_.php](http://www.gamasutra.com/view/feature/3977/persuasive_games_familiarity_.php).
- Bogost, Ian. "Videogame Kitsch." *Gamasutra*, February 17 (2009), [http://www.gamasutra.com/view/feature/3933/persuasive\\_games\\_video\\_game\\_kitsch.php](http://www.gamasutra.com/view/feature/3933/persuasive_games_video_game_kitsch.php).
- Bogost, Ian. "The Proceduralist Style." *Gamasutra*, January 21 (2009), [http://www.gamasutra.com/view/feature/3909/persuasive\\_games\\_the\\_.php](http://www.gamasutra.com/view/feature/3909/persuasive_games_the_.php).
- Bogost, Ian. "Windows and Mirror's Edge." *Gamasutra*, December 23 (2008), [http://www.gamasutra.com/view/feature/3890/persuasive\\_games\\_windows\\_and\\_.php](http://www.gamasutra.com/view/feature/3890/persuasive_games_windows_and_.php).
- Bogost, Ian. "Disjunctive Play." *Gamasutra*, November 18 (2008), [http://www.gamasutra.com/view/feature/3853/persuasive\\_games\\_disjunctive\\_play.php](http://www.gamasutra.com/view/feature/3853/persuasive_games_disjunctive_play.php).
- Bogost, Ian. "The Birth and Death of the Election Game." *Gamasutra*, October 30 (2008), [http://www.gamasutra.com/view/feature/3834/persuasive\\_games\\_the\\_birth\\_and\\_.php](http://www.gamasutra.com/view/feature/3834/persuasive_games_the_birth_and_.php).
- Bogost, Ian. "Videogame Snapshots." *Gamasutra*, September 11 (2008), [http://www.gamasutra.com/view/feature/3784/persuasive\\_games\\_video\\_game\\_.php](http://www.gamasutra.com/view/feature/3784/persuasive_games_video_game_.php).
- Bogost, Ian. "The End of Gamers." *Edge Magazine*, July 20 (2008).
- Bogost, Ian. "Performative Play." *Gamasutra*, June 25 (2008), [http://www.gamasutra.com/view/feature/3703/persuasive\\_games\\_performative\\_play.php](http://www.gamasutra.com/view/feature/3703/persuasive_games_performative_play.php).
- Bogost, Ian. "Texture." *Gamasutra*, May 7 (2008), [http://www.gamasutra.com/view/feature/3652/persuasive\\_games\\_texture.php](http://www.gamasutra.com/view/feature/3652/persuasive_games_texture.php).
- Bogost, Ian. "Advertisers have yet to unlock the power of play." *The Guardian*. April 30 (2008), <http://www.guardian.co.uk/technology/2008/apr/30/games.advertising>.
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- Bogost, Ian. "Columbine, Videogames, and Ineffability." In Brathwaite, Brenda and Ian Schreiber. *Game Design Challenge*. New York: Charles River Media, 2008.
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- Bogost, Ian. "Designing for Tragedy." Persuasive Games column, *Gamasutra*, June 13 (2007), [http://www.gamasutra.com/view/feature/1468/persuasive\\_games\\_designing\\_for\\_.php](http://www.gamasutra.com/view/feature/1468/persuasive_games_designing_for_.php).
- Bogost, Ian. "Why We Need More Boring Games." Persuasive Games column, *Gamasutra*, May 21 (2007), [http://www.gamasutra.com/view/feature/1417/persuasive\\_games\\_why\\_we.php](http://www.gamasutra.com/view/feature/1417/persuasive_games_why_we.php).
- Bogost, Ian. "Turning the Tables on In-Game Ads." Persuasive Games column, *Gamasutra*, April 3 (2007), [http://www.gamasutra.com/php-bin/news\\_index.php?story=13377](http://www.gamasutra.com/php-bin/news_index.php?story=13377).
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- Bogost, Ian. "Promogames, Another Kind of Advertising Game." Persuasive Games column, *Gamasutra / Serious Games Source*, January 2 (2007), [http://seriousgamessource.com/features/feature\\_010207\\_burger\\_king\\_1.php](http://seriousgamessource.com/features/feature_010207_burger_king_1.php).
- Bogost, Ian. "Wii's Revolution is in the Past." Persuasive Games column, *Gamasutra / Serious Games Source* November 28 (2006), [http://seriousgamessource.com/features/feature\\_112806\\_wii\\_1.php](http://seriousgamessource.com/features/feature_112806_wii_1.php).
- Bogost, Ian. "Taking Bully Seriously." Persuasive Games column, *Gamasutra / Serious Games Source* November 2 (2006), [http://seriousgamessource.com/features/feature\\_110206\\_bully\\_1.php](http://seriousgamessource.com/features/feature_110206_bully_1.php).
- Bogost, Ian. "Games Phone Home." Persuasive Games column, *Gamasutra / Serious Games Source*, October 11 (2006), [http://seriousgamessource.com/features/feature\\_101106\\_darfur\\_1.php](http://seriousgamessource.com/features/feature_101106_darfur_1.php).
- Bogost, Ian. "The Right to Bore Arms." Persuasive Games column, *Gamasutra / Serious Games Source*, September 25 (2006), [http://seriousgamessource.com/features/feature\\_092506\\_nra.php](http://seriousgamessource.com/features/feature_092506_nra.php).

- Bogost, Ian. "Event Wrap Up: Games for Health 2005." *Gamasutra*, September 24 (2005), [http://www.gamasutra.com/php-bin/news\\_index.php?story=6646](http://www.gamasutra.com/php-bin/news_index.php?story=6646).
- Bogost, Ian. "Building a Google Search Application with Macromedia Flash Mx Professional." *MX Developer's Journal* September 2005 (2005).
- Bogost, Ian (contributor). *Difficult Questions about Videogames*. Eds. James Newman and Iain Simons. Nottingham, UK: Suppose Partners, 2004.
- Bogost, Ian. "A Response to Critical Simulation." *Electronic Book Review* (2004), [http://www.electronicbookreview.com/v3/servlet/ebr?command=view\\_essay&essay\\_id=bogostr1](http://www.electronicbookreview.com/v3/servlet/ebr?command=view_essay&essay_id=bogostr1)

## D. PRESENTATIONS

### D.1. KEYNOTE PRESENTATIONS

- Bogost, Ian. "The Aesthetics of Philosophical Carpentry." *The Nonhuman Turn in 21st Century Studies*. Center for 21st Century Studies (C21) University of Wisconsin-Milwaukee, May 3-5, 2012.
- Bogost, Ian. "Shaka, When the Walls Fell: Appearance Versus Behavior in Computational Mimesis." *Mimesis Now*, University of Rochester, Rochester, NY, April 5-7, 2012.
- Bogost, Ian. "The Pentad: McLuhan and Metaphysics." *McLuhan 100 Then, Now Next International Conference*, University of Toronto, Toronto, ON, Canada, November 7-11, 2011.
- Bogost, Ian. "Fun and Play: A Proceduralist Perspective." *GAME Conference*, Macquarie University, Sydney Australia, October 26-29, 2011.
- Bogost, Ian. "Material and Computation." *Tech Day*, Tulane Innovative Learning Center, Tulane University, New Orleans, LA, September 30, 2011.
- Bogost, Ian. "What is a Sports Videogame?" *Keynote, 4th Annual Vienna Games Conference: Future and Reality of Games*, Vienna, Austria, September 24-26, 2010.
- Bogost, Ian. "The World is a Mess." *Keynote, MoblEd*, Pasadena Community College, Pasadena, CA, April 29, 2010.
- Bogost, Ian. "How to Do Things with Videogames." *Keynote, Exposicion de Videojuegos Argentina (EVA) 2009*, Buenos Aires, Argentina, December 4-5, 2009.
- Bogost, Ian. "Alien Phenomenology: Toward a Pragmatic Speculative Realism." *Plenary, Society for Literature, Science, and the Arts annual conference*, Atlanta, GA, November 5-7, 2009.
- Bogost, Ian. "Videogames are a Mess." *Keynote, Digital Games Research Association conference*, Uxbridge, UK, September 2-5, 2009.
- Bogost, Ian. "Serious Games." *X Media Lab Sydney: Serious Games*, Sydney, Australia, July 11, 2009.
- Bogost, Ian. "Videogames and Learning." *Keynote, 5th Annual NM Media MIX*, Albuquerque, NM, January 17, 2009.
- Bogost, Ian. "The Unknown Possibilities of Existence." *Keynote, Meaningful Play Conference*, Michigan State University, October 9, 2008.
- Bogost, Ian. "Design: the Good, the Bad, and the Ugly." *Plenary panel with Brenda Brathwaite and Daniel Greenberg. Southern Interactive Entertainment Expo 2008*, Marietta, GA, October 4, 2008.
- Bogost, Ian. "Fine Processing." *Persuasive Technology 2008 Conference. Keynote*, University of Oulu, Finland, June 4, 2008.
- Bogost, Ian. "The Phenomenology of Videogames." *Keynote, Philosophy of Computer Games Conference*, Potsdam Germany, May 8, 2008.

- Bogost, Ian. "Convergence As..." Keynote, Deutsche Gamestage Convergence Day, Berlin Germany, May 6, 2008.
- Bogost, Ian. "Not Interdisciplinarity, but Love." Keynote, Game Developers Conference 2008, IGDA Education Summit, San Francisco, CA, February 18, 2008.
- Bogost, Ian. "Videogames, Learning, Interdisciplinarity." Keynote, University of Arkansas Sim U 2007, Fayetteville AK, September 7, 2007.
- Bogost, Ian. "Videogames Beyond Entertainment." Keynote, Colorado University Spring Symposium, Denver, CO, May 16, 2007.
- Bogost, Ian. "Casual Games, a New Perspective." Keynote, Nokia Game Day, Helsinki, September 4, 2006.
- Bogost, Ian. "Persuasive Games, or How to Resist Serious Games." Taking Games Seriously Symposium, Ohio University, May 19, 2006.
- Bogost, Ian. "Anamorphic Nostalgia." Keynote, Playing the Past: Nostalgia in Videogames and Electronic Literature, University of Florida, February, 2005.

## **D.2. INVITED PRESENTATIONS**

- Bogost, Ian. "A Slow Year." Art Now Lecture Series. Morris Museum of Art. Augusta, GA, April 26, 2012.
- Bogost, Ian. Turing @ Tech Panel Discussion. Georgia Institute of Technology, April 20, 2012.
- Bogost, Ian. "Making Videogames Ordinary." Georgia Tech Computing Alumni Association. Georgia Institute of Technology, April 10, 2012.
- Bogost, Ian. "Humility and Ordinarity, or the Future of Videogames." University of Texas, Dallas, March 28, 2012.
- Bogost, Ian. "Humility and Ordinarity, or the Future of Videogames." Emory University, March 27, 2012.
- Bogost, Ian. "A Selection of Artisanal Learning Games." Parsons The New School for Design, New York, NY, March 2, 2012.
- Bogost, Ian. "A Slow Year." Game Change: Videogames as Medium and Inspiration artist's panel. Telfair Museum, Savannah, GA, March 1, 2012.
- Bogost, Ian. *A Slow Year* reading, Electronic Literature Organization Reading, Modern Language Association Conference, Seattle, WA, January 6, 2012.
- Bogost, Ian. "The Cartoonist and the Whaler: Notes on the Future of Journalism and Other Media." MIT, Cambridge, MA, December 12, 2011.
- Bogost, Ian. "The Cartoonist and the Whaler: Two Tales of Journalism's Future." University of Virginia, Charlottesville, VA, December 8, 2011.
- Bogost, Ian. "Newsgames." Oi Futuro, Rio de Janeiro, Brazil, November 16, 2011.
- Bogost, Ian. "Words, Images, Computation, and Other Materials." University of California, Davis, October 10, 2011.
- Bogost, Ian. "Rusty Machines and Fairy Tales." Technology, Globalization, and Culture series, Iowa State University, September 27, 2011.
- Bogost, Ian. "How do Leaders Learn?" Annual Meeting of the New Champions, the World Economic Forum, Dalian China, September 13-16, 2011.
- Bogost, Ian. "IdeaLab on Persuasive Games." Annual Meeting of the New Champions, the World Economic Forum, Dalian China, September 13-16, 2011.
- Bogost, Ian. "Gamification is Bullshit." Wharton Gamification Symposium, Wharton School, University of Pennsylvania, August 9-10, 2011.
- Bogost, Ian. "How to do things with videogames." TTI/Vanguard Serious Fun. Chicago, May 3-4, 2011.

- Bogost, Ian. "Social Game Developers Rant Back." 2011 Game Developers Conference, San Francisco, CA, February 28-March 4, 2011.
- Bogost, Ian. "Are Social Games Worthy?" Social and Online Game Summit, 2011 Game Developers Conference, San Francisco, CA, March 1, 2011.
- Bogost, Ian. "Materials: Books, Games, and Media and other Platforms." University of Colorado, Boulder, CO, February 17, 2011.
- Bogost, Ian. "Dark Horse: The Parimutuel Future of Procedural Rhetoric." DeRoy Lecture Series, Wayne State University, Detroit, MI, January 22, 2011.
- Bogost, Ian. "Beyond Transmedia: Gamifying Major Media Properties." Gamification Summit, San Francisco, CA, January 21, 2011.
- Bogost, Ian. "Process vs. Procedure." Metaphysics and Things: The Fourth International Conference of the Whitehead Research Project. Claremont Graduate School, Claremont, CA, December 2-4, 2010.
- Bogost, Ian. "Object-Oriented Ontogeny." Hello, Everything: Speculative Realism and Object-Oriented Ontology. UCLA, Los Angeles, CA, December 1, 2010.
- Bogost, Ian. "Newsgames: Journalism at Play." Journalism Director's Forum, USC Annenberg School for Communication. Los Angeles, CA, November 30, 2010.
- Bogost, Ian. "Phosphor and Dust: Simulating the Cathode Ray Tube for Computer and Video Media." Digital Media in Cultural Heritage: New Preservation Technologies sessions, Eastern Analytical Symposium. Somerset, NJ, November 14-17, 2010.
- Bogost, Ian, Simon Ferrari, and Bobby Schweizer. "Newsgames." Southern Interactive Entertainment and Gaming Expo. Atlanta, GA, October 1-3, 2010.
- Bogost, Ian. "Project Next." Indiecade Conference. Culver City, CA, October 7-10, 2010.
- Bogost, Ian. "Ruminations on Cow Clicker." Game Developers Conference. Austin, TX, October 5-7, 2010.
- Bogost, Ian. "Social Games on Trial," NYU Video Game Seminar Series, New York University, New York, NY, July 16, 2010.
- Invited Expert, Humanities Gaming Institute (sponsored by the National Endowment for the Humanities), University of South Carolina, June 7-25, 2010.
- Bogost, Ian. "We Live in Public." Time Will Tell, But Epistemology Won't: In Memory of Richard Rorty. UC Irvine, Irvine, CA, May 14, 2010.
- Bogost, Ian. "The Uses and Abuses of Procedural Rhetoric." PRE/TEXT Games and Rhetoric Symposium, Clemson University, April 8, 2010.
- Bogost, Ian. "A Slow Year." Nuovo Sessions, 2010 Game Developers Conference, San Francisco, CA, March 12, 2010.
- Bogost, Ian, and Nick Montfort. "Think Inside the Box: Platform Studies." Center for Computer Games and Virtual Worlds Speaker Series, UC Irvine, Irvine, CA, December 11, 2009.
- Bogost, Ian. "Mobile Games." UCLA Mobile Media Symposium, Los Angeles, CA, November 13, 2009.
- Bogost, Ian. "Gaming, Marketing, and Advertising." American Marketing Association of Atlanta, Atlanta, GA, September 24, 2009.
- Bogost, Ian and Clive Thompson. "Games and the News." Games for Change Annual Festival, New York, May 28-29, 2009.
- Bogost, Ian, Gary Brubaker, Andrew Phelps, Walker White, Jim Whitehead, Michael Zyda. "Creating and Managing an Academic Games Program." Foundations of Digital Games Conference, April 26-30, 2009.
- Bogost, Ian. "Bone of My Bones and Flesh of My Flesh: The Genesis of Ms Pac-Man." GDx Conference, Savannah College of Art and Design, April 16-17, 2009.

- Bogost, Ian. "Interface and Platform Studies." NC State University College of Design, April 3, 2009.
- Bogost, Ian. "Models, Rhetoric, Platforms." NYU Game Center Lecture Series. New York, March 5, 2009.
- Bogost, Ian. "From Pac-Man to E.T.: Lessons in Family Play and Experience Design from the Atari VCS." Interactive Ontario GTalk Seminar, St. Catherines, Ontario, December 10, 2008.
- Bogost, Ian. "Games and Public Health." Harvard School of Public Health, November 13, 2008.
- Bogost, Ian. "Games and Politics." Harvard Kennedy School of Government, November 13, 2008.
- Bogost, Ian. "Students and Gaming." University System of Georgia Vice Presidents for Academic Affairs and Student Affairs Annual Meeting, Lake Oconee, GA, July 14, 2008.
- Bogost, Ian. "Games and Corporate Learning." TAG Workplace Learning Society, Atlanta GA, June 24, 2008.
- Bogost, Ian. "Persuasive Games." Social Media Strategy Workshop, American Heart Association, Dallas, TX, June 19, 2008.
- Bogost, Ian. "Platform Studies." Software Studies Workshop, University of California San Diego, May 20, 2008.
- Bogost, Ian. Plenary Panel. Game Developers eXchange 2008, Savannah College of Art and Design, Atlanta, GA, April 11, 2008.
- Bogost, Ian. "News Games" International Symposium on Online Journalism. Austin, TX, April 3, 2008.
- Bogost, Ian. "Can Advergaming Spur Creativity?" Interactive Content Exchange 2008, Toronto, Ontario, March 26, 2008.
- Bogost, Ian. "Workshop on Wellness and Well-Being." Institute for the Future, Palo Alto, CA, March 25, 2008.
- Bogost, Ian. "Designing Outreach in Virtual Worlds." Panel at the 2008 Politics Online Conference, Institute for Policy, Democracy, and the Internet, Washington DC, February 23, 2008.
- Bogost, Ian. "Participant Journalism & Journalism Participation: Interacting & Authoring in New Media." Symposium on Computation and Journalism, The Georgia Institute of Technology, Atlanta, GA, February 22-23, 2008.
- Bogost, Ian. "Platform Studies, Creative Computing and Constraint: the Atari VCS (1977) and beyond." HUMlab, Umeå University, Sweden, February 12, 2008.
- Bogost, Ian. Seminar on Procedural Rhetoric. Concordia University, Montreal, QC, November 29, 2007.
- Bogost, Ian. "Computers and Other Neglected Topics in Game Studies." New York University, New York City, November 13, 2007.
- Bogost, Ian. "Games and Civic Engagement." Knight Center Communications Forum, Massachusetts Institute of Technology, Boston, MA, November 8, 2007.
- Bogost, Ian, Daniel Greenberg, and Ernest Adams. Plenary Panel, First Annual Southern Interactive Entertainment & Game Expo, Atlanta, GA, October 6, 2007.
- Bogost, Ian. "Serious Games and Learning," LeapFrog Enterprises, Emeryville, CA, September 21, 2007.
- Bogost, Ian. "Videogames, Learning, and Youth." The National Academies Standing Committee on Technology Insight-Gauge, Evaluate, and Review (TIGER), Washington, DC, August 22, 2007.

- Bogost, Ian, "Persuasive Games: The Expressive Power of Videogames." Microsoft Research, June 21, 2007.
- Bogost, Ian. "A Moment of Crisis! A Case Study of Airport Security." Games for Change 2007 Festival, New York, NY, June 11-12, 2007.
- Bogost, Ian. "Health Games & Persuasion." The Institute for the Future, San Francisco, CA, May 23, 2007.
- Bogost, Ian, "Building Powerful Online Communities: Best Practices." Personal Democracy Forum, New York, NY, May 18, 2007.
- Bogost, Ian. "From Atari VCS to Nintendo Wii: Platform Studies as an Approach to Videogame Criticism and Design." UCLA, Los Angeles, CA, May 14, 2007.
- Bogost, Ian. "Persuasive Games: Introduction to Procedural Rhetoric." UC Santa Cruz, Santa Cruz, CA, February 5, 2007.
- Bogost, Ian. "Persuading with Mobile Games." Mobile Persuasion Conference, Stanford University, Palo Alto, CA, February 2, 2007.
- Bogost, Ian. "Platform studies: computers and other neglected topics in game research." Playing the Field: An Interdisciplinary Game Researchers Summit. IT University Copenhagen, Copenhagen, Denmark, December 6, 2006.
- Bogost, Ian. "Persuasive Games, or How Videogames Make Arguments and How Players Respond," University of California, San Diego, November 17, 2006.
- Bogost, Ian. "Introduction to Platform Studies." Duke University, John Hope Franklin Humanities Institute Seminar, Durham, NC, November 15, 2006.
- Bogost, Ian. "Political and Activist Gaming." Duke University, John Hope Franklin Humanities Institute, Durham, NC, November 13, 2006.
- Bogost, Ian. "Introduction to Games for Health." The Centers for Disease Control and Prevention (CDC), Atlanta, GA, July 19, 2006.
- Bogost, Ian. "Persuasive Games and Social Change." The Hollywood Hill, Los Angeles, CA, May 9, 2006.
- Bogost, Ian. "How to Do Things with Videogames" *3rd Annual Game Festival and Symposium*. Rensselaer Polytechnic Institute, School of Humanities & Social Sciences, April 28-29, 2006.
- Bogost, Ian. "What do Educational Games Teach?" *The Age of Simulation*. Ars Electronica, Linz Austria, January 2006.
- Bogost, Ian. "The Future of Advertising in Games." *European Advertising in Games Forum*. London, England, November 2005.
- Bogost, Ian. "Social Issues Games." *Games for Change Annual Conference*. New York, NY, October 2005.
- Bogost, Ian. "Designing for Reproach." Baltimore, MD: University of Baltimore, September 2005.
- Bogost, Ian. "Digital Gaming as Pedagogy and Activism." Middlebury, VT: Middlebury College, July 2005.
- Bogost, Ian. "Virtual Worlds, Real Money." San Francisco, CA: Supernova 2005 Conference, June 2005.
- Bogost, Ian. "Playing Politics: Videogames for Politics, Activism, and Advocacy." Paper presented at the Command Lines: The Emergence of Governance in Global Cyberspace, Milwaukee, WI, April 29 - 30 2005.
- Bogost, Ian. "At This Moment: Representation of Events in Videogames." Maastricht, Netherlands: Innovative Game Design Symposium, Jan van Eyck Academie, February 2005.
- Bogost, Ian. "Playing the News." Washington DC: American Press Institute, August 2004.

- Bogost, Ian. "Digital Futures for Television." Los Angeles, CA: Writers Guild of America Symposium, March 2004.
- Bogost, Ian. "Simulation Fever: An Approach for Game Criticism." Dallas, TX: University of Texas at Dallas, February 2004.
- Bogost, Ian. "Simulation Fever: An Approach for Game Criticism." Atlanta, GA: The Georgia Institute of Technology, January 2004.
- Bogost, Ian. "Persuasive Games: Advocacy and Activism in Electronic Games." Copenhagen, Denmark: IT University, November 2003.

### **D.3. CONFERENCE PRESENTATIONS**

- Bogost, Ian. "Making Games as Fast as You Can Think of Them." 2012 Game Developers Conference, San Francisco, CA, March 5, 2012.
- Bogost, Ian. "Game Educators Rant." 2012 Game Developers Conference, San Francisco, CA, March 6, 2012.
- Bogost, Ian. "The Aesthetics of Procedural Content." Procedural Content Generation Workshop, 6th Foundations of Digital Games Conference. Bordeaux, France, June 28, 2011.
- Bogost, Ian et al. "The Great Gamification Debate." Serious Games Summit, 2011 Game Developers Conference, San Francisco, CA, March 1, 2011.
- Bogost, Ian (respondent). "Object-Oriented Feminism." Panel at 2010 Society for Literature Science and the Arts Conference, Indianapolis, IN, October 28-31, 2011.
- Bogost, Ian. "Why We Should Stop Writing: Carpentry and the Future of Philosophy." The Rocky Mountain Modern Language Association Conference. Albuquerque, NM, October 14-16, 2010.
- Bogost, Ian, Simon Ferrari, and Bobby Schweizer. "Newsgames." Southern Interactive Entertainment and Game Expo. Atlanta, GA, October 5-7, 2010.
- Bogost, Ian. "The Fever for Flu Games." 6th Annual Games for Health Conference. Boston, MA, May 25-27, 2010.
- Bogost, Ian and Michael Mateas. "Cartoonist." 2010 Future of News and Civic Media Conference, MIT Center for Future Civic Media, June 16-18, 2010.
- Bogost, Ian. "Cakes, Chips, and Calculus." Object-Oriented Ontology Symposium, The Georgia Institute of Technology, Atlanta, GA, April 23, 2010.
- Bogost, Ian, Mia Consalvo, Michael Mateas, Jane McGonigal. "Game Studies Download 5.0." 2010 Game Developers Conference, San Francisco, CA, March 13, 2010.
- Bogost, Ian. "Microtalk: Play with Us." 2010 Game Developers Conference, San Francisco, CA, March 12, 2010.
- Bogost, Ian, Paolo Pedercini, Jason Rohrer. "Seriously, Make YOUR Game!" Serious Games Summit, at the 2010 Game Developers Conference, San Francisco, CA, March 11, 2010.
- Bogost, Ian, Barbara Chamberlin, Sheryl Flynn, Ernie Medina, Stephen Yang. "Over a Billion Dollars Can't Be Wrong: Is Exergaming Success a Victory for Serious Games?" Serious Games Summit, at the 2010 Game Developers Conference, San Francisco, CA, March 10, 2010.
- Aarseth, Espen, Ian Bogost, Fox Harrell, and Janet Murray. "How to Think About Narrative and Interactivity." Panel Symposium, Georgia Tech, October 20, 2009.
- Sharp, John, Ian Bogost, Michael Nitsche, and Peter Weishar. "The Art History of Games." Panel presented at SIGGRAPH 2009, August 2009.
- Bogost, Ian, William Huber, Genivieve Yeo. "Fatal Frames." Panel presented at the Society for Cinema & Media Studies Annual Conference, May 2009.

- Bogost, Ian, Gary Brubaker, Andrew Phelps, Walker White, Jim Whitehead, Mike Zyda. "Creating and Managing an Academic Games Program." Panel presented at the Foundations of Digital Games Conference, April 26, 2009.
- Bogost, Ian. "Bone of My Bones, and Flesh of My Flesh: The Genesis of Ms. Pac-Man." Paper presented at the Game Developers Exchange (GDX), Savannah College of Art and Design, Savannah GA, April 16, 2009.
- Bogost, Ian, Mia Consalvo, and Jane McGonigal. "The Game Studies Download." Panel presented at the Game Developers Conference, San Jose, CA, March, 2009.
- Bogost, Ian. "Learning from Atari 2600." Paper presented at the Game Developers Conference, San Jose, CA, March, 2009.
- Bogost, Ian. "Public Gaming." Integrated Media Association Conference, Atlanta GA, February 21, 2009.
- Bogost, Ian. "The City as Gameboard." Living Game Worlds IV, Georgia Tech, December 1, 2008.
- Bogost, Ian. "What Makes Social Gaming Fun?" Panel at the Social Gaming Summit, San Francisco, CA, June 13, 2008.
- Bogost, Ian. "Designing Outreach in Virtual Worlds." Politics Online Conference. Washington, D.C., March 4, 2008.
- Bogost, Ian. "Participant Journalism & Journalism Participation: Interacting & Authoring in New Media." Symposium on Computation and Journalism, Atlanta, GA, March 4, 2008.
- Bogost, Ian. Meditation Games Panel. Game Developers Conference, Serious Games Summit, San Francisco, CA, February 17-18, 2008.
- Bogost, Ian. "Introduction to Persuasive Games." Modern Language Association annual conference, Chicago, IL, December 27, 2007.
- Bogost, Ian. "The Present and Future of Game Criticism," Montreal International Games Summit, Montreal, QB, November 29, 2007.
- Bogost, Ian. "Procedural Rhetoric: Code as Argument," 21st Society for Science, Literature and the Arts (SLSA) Conference, Portland, ME, November 1-3, 2007.
- Bogost, Ian and Eric Zimmerman. "Making Games Persuasive" (workshop), Games Learning and Society 2007, University of Wisconsin, Madison, WI, July 12-13, 2007.
- Bogost, Ian, and Nick Montfort. "New Media as Material Constraint: An Introduction to Platform Studies." Paper presented at the First Annual HASTAC Conference, Durham, NC, April 19-21, 2007.
- Bogost, Ian, Mia Consalvo, and Jane McGonigal. "Game Studies Download" Presentation at the Game Developers Conference, San Francisco, CA, March 7-9, 2007.
- Bogost, Ian, "Persuasive Games: Introduction to Procedural Rhetoric." Paper presented at the Serious Games Summit, San Francisco, CA, March 5-6, 2007.
- Bogost, Ian. "K-16 Education Group Gathering" Discussion led at the Serious Games Summit DC, Washington, D.C., October 30-31, 2006.
- Bogost, Ian. "Celebration as Positive Dissent: Reclaiming the Commons with a Sense of Humor." Panel presented at the Bioneers Southeast Forum, Atlanta, GA, October 21, 2006.
- Bogost, Ian. "Brave New Interactive World: The Art of the Game." Panel presented at the Atlanta Film Festival, Atlanta, GA, June 11, 2006.
- Bogost, Ian. "Using Games to Deliver Key Health Messaging." Paper presented at the Games for Health Day, Los Angeles, CA, May 9, 2006.

- Bogost, Ian and Michael Mateas. "Politics, Religion, and Ideology: New Approaches to Biased Games." Paper presented at the Serious Games Summit 2006, San Jose, CA, March 2006.
- Bogost, Ian, Mary Flanagan, Caitlin Kelleher, John Maloney, and Ken Perlin. "Serious Play: At the Edge of Education Gaming." Panel presented at the Serious Games Summit 2006, San Jose, CA, March 2006.
- Bogost, Ian. "Good Design for In-Game Advertising." Paper presented at the Game Developers Conference, San Jose, CA, March, 2006.
- Bogost, Ian, Mia Consalvo, and Jane McGonigal. "The Game Studies Download." Panel presented at the Game Developers Conference, San Jose, CA, March, 2006.
- Bogost, Ian. "Procedural Rhetoric as Experience Design for Technology-Mediated Politics." Paper presented at the Digital Arts and Cultures Workshop on Experience Design, Copenhagen, Denmark, November 30, 2005.
- Bogost, Ian. "Project Management for Serious Games: Avoiding Mistakes." Panel presentation at the Serious Games Summit DC, Washington, DC, October 31–November 1, 2005.
- Bogost, Ian. "Advocacy and Public Policy Games." Paper presented at the Game Developers Conference, San Francisco, CA, March 7 - 11 2005.
- Bogost, Ian. "In-Game Advertising Workshop." Workshop presented at the Electronic Entertainment Expo (E3), Los Angeles, CA, May 17 - 20 2005.
- Bogost, Ian. "Advergaming for Public and Private Interests." Paper presented at the Game Developers Conference, San Francisco, CA, March 7 - 11 2005.
- Bogost, Ian. "Current Issues in Advergaming." Paper presented at the Advertising in Games Forum, New York, NY, April 14 2005.
- Bogost, Ian. "Decoction and Community in Games." Paper presented at the Living Game Worlds Symposium, Atlanta, GA, March 15 - 16 2005.
- Bogost, Ian. "In-Game Advertising Workshop." Paper presented at the Electronic Entertainment Expo Conference, Los Angeles, CA, May 16 - 19 2005.
- Bogost, Ian. "Political Videogames." Paper presented at the International Simulation and Gaming Association Annual Conference, Atlanta, GA, June 27 - July 1 2005.
- Bogost, Ian. "Advergaming for Prescription Medicine." Paper presented at the Games for Health Annual Conference, Baltimore, MD, September 22 - 23 2005.
- Bogost, Ian. "Simulation Fever: An Approach for Game Criticism." Paper presented at the Second Cyberspace @ UCLA Symposium on Playing, Gaming, and Learning, Los Angeles, CA, January 16 2004.
- Bogost, Ian, and Gonzalo Frasca. "Political Games: A Case Study of the Howard Dean for Iowa Game." Paper presented at the Serious Games Summit, San Jose, CA, March 13-15 2004.
- Bogost, Ian. "Videogames as Mass Media Dialogue Devices." Paper presented at the Serious Games Summit DC, Washington DC, October 30 - 31 2004.
- Bogost, Ian. "Project Connect a to Z: Developing Educational Games." Paper presented at the Serious Games Summit DC, Washington, DC, October 2004 2004.
- Bogost, Ian. "Persuasive Games: Play in Advocacy and Pedagogy." Paper presented at the Cyberspace @ UCLA Symposium on Playing, Gaming, and Learning, Los Angeles, CA, October 23 2003.

## **E. OTHER SCHOLARLY ACCOMPLISHMENTS**

- Bogost, Ian (Reader), and Christine Gatchell. *Elementary Greek: Koine for Beginners, Year Three*. Albuquerque, NM: Open Texture, 2008.
- Bogost, Ian. "Designing and Developing Ben's Game." In *Game Design Complete*, by Patrick O'Lunaigh. Phoenix, AZ: Paraglyph Press, 2006.
- Bogost, Ian (Reader), and Christine Gatchell. *Elementary Greek: Koine for Beginners, Year Two*. Albuquerque, NM: Open Texture, 2006.
- Bogost, Ian (Reader), and Christine Gatchell. *Elementary Greek: Koine for Beginners, Year One*. Albuquerque, NM: Open Texture, 2005.
- Bogost, Ian. Interview on Videogames. In *Difficult Questions about Videogames*. edited by James Newman and Iain Simons. Nottingham, UK: Suppose Partners, 2004.
- Bogost, Ian and Gonzalo Frasca (co-editors). *Water Cooler Games*, popular website on "videogames with an agenda," <http://www.watercoolergames.org>.
- Bauer, Susan Wise, Barabara Alan Johnson (reader), Ian Bogost (producer). *The Story of the World, Volume 3: Early Modern Times* (audiobook). Albuquerque, NM: Open Texture, 2005.
- Bauer, Susan Wise, Barabara Alan Johnson (reader), Ian Bogost (executive producer). *The Story of the World, Volume 2: Medieval Times* (audiobook). Albuquerque, NM: Open Texture, 2004.
- Bauer, Susan Wise, Barabara Alan Johnson (reader), Ian Bogost (executive producer). *The Story of the World, Volume 1: Ancient Times* (audiobook). Albuquerque, NM: Open Texture, 2003.

## **IV. TEACHING**

### **A. COURSES TAUGHT**

- LCC 6316 Historical Approaches to Digital Media, Spring 2012 (10 students)
- LCC 6650 The Philosophy of Sports, Fall 2011 (10 students)
- LCC 6650 Design of Newsgames, Spring 2011 (7 students)
- LCC 6650 Design of Newsgames, Fall 2010 (11 students)
- LCC 3843 Special Topics in Communication, Spring 2010 (6 students)
- LCC 8823 Special Topics in Game Design and Analysis, Spring 2010 (9 students)
- LCC 6650 Project Studio, Spring 2010 (5 students)
- LCC 2700 Introduction to Computational Media, Fall 2009 (90 students)
- LCC 6650 Project Studio, Fall 2009 (7 students)
- LCC 6325 Game Design and Analysis, Spring 2009 (5 students)
- LCC 4725 Game Design as a Cultural Practice, Spring 2009 (20 students)
- LCC 6650 Project Studio, Spring 2009 (7 students)
- LCC 6650 Project Studio, Fall 2008 (10 students)
- LCC 2700 Introduction to Computational Media, Fall 2007 (90 students)
- LCC 6650 Project Studio, Fall 2007 (5 students)
- LCC 6650 Project Studio, Spring 2007 (4 students)
- LCC 3710 Interaction Design, Spring 2007 (11 students)
- LCC 8823 Special Topics in Game Design and Analysis, Spring 2007 (10 students)
- LCC 2700 Introduction to Computational Media, Fall 2006 (34 students)
- LCC 6325 Game Design and Analysis, Fall 2006 (13 students)
- LCC 4725 Game Design as a Cultural Practice, Fall 2006 (10 students)

LCC 4699 Undergraduate Research (CM Capstone), Fall 2006 (4 students)  
 LCC 6650 Project Studio, Fall 2006 (4 students)  
 LCC 2700 Introduction to Computational Media, Spring 2006 (24 students)  
 LCC 8910 Special Problems in Physical Interfaces, Spring 2006 (2 students)  
 LCC 6314 Design of Networked Media, Spring 2006 (7 students)  
 LCC 6650 Project Studio, Spring 2006 (1 students)  
 LCC 2700 Introduction to Computational Media, Fall 2005 (25 students)  
 LCC 8823 Special Topics in Game Design and Analysis, Fall 2005 (8 students)  
 LCC 6650 Project Studio, Fall 2005 (1 students)  
 LCC 6613 Principles of Information Design, Spring 2005 (26 students)  
 LCC 4402 Basics of Multimedia Design, Spring 2005 (21 students)  
 LCC 4402 Basics of Multimedia Design, Fall 2004 (19 students)

## **B. INDIVIDUAL STUDENT GUIDANCE (GEORGIA TECH)**

Chair, Digital Media M.Sc. committee, Chris Deleon (2010-2011)  
 Thesis: Pinball and Arcade Game History

Chair, Digital Media M.Sc. committee, Hank Whitson (2010-2011)  
 Thesis: “Iterative Interpretation”

Chair, Digital Media M.Sc. committee, Chris Sumsky (2010-2011)  
 Thesis: “Encouraging Participation through Context with the Location-based Game Overworld”

Chair, Digital Media M.Sc. committee, Jing Li (2010-2011)  
 Thesis: “Playable Infographics for Recycling”

Member, Digital Media M.Sc. committee, Lauren Langley (2010-2011)  
 Thesis: “Environmental Science”

Member, Digital Media M.Sc. committee, Andrew Ho (2010-2011)  
 Thesis: “Social Interactions”

Chair, Digital Media M.Sc. committee, Don Fernandez (2010-2011)  
 Thesis: “JournAlert”

Chair, Digital Media Ph.D. committee, Simon Ferrari (2010–)  
 Member, Digital Media Ph.D. committee, Bobby Schweizer (2009–)

Chair, Digital Media M.Sc. committee, Jason Lee (2010-2011)  
 Thesis: “200 Deaths”

Chair, Digital Media M.Sc. committee, Thomas Gibes (2009-2011)  
 Thesis: “Rethinking the RPG”

Chair, Digital Media M.Sc. committee, Mariam Asad (2009-2011)  
 Thesis: “Game-Poems”

Member, Digital Media Ph.D. committee, Sergio Goldenberg (2009–)  
 Advanced to candidacy, 2010

Chair, Digital Media M.Sc. committee, Simon Ferrari (2008–2010)  
 Thesis: “The Judgment of Procedural Rhetoric”  
 Accepted into the Ph.D. program in Digital Media at Georgia Tech.

Member, Digital Media M.Sc. committee, Audrey Whitman (2009-2010)  
 Thesis: “MAST (Metaphoric Adventure-Scripting Tool): A User-Facing Tool for Creating Multiplayer MMO Narratives”

Advisor, Computer Science Capstone project “Stella for iPhone” (2009)  
 Advisor, Computer Science Capstone project “CRT Simulator” (2008-2009)  
 Member, Digital Media Ph.D. committee, Bobby Schweizer (2009–)

Advisor, Digital Media Ph.D. student, Douglas Wilson (2008)

Member, Digital Media M.Sc. committee, Evan Mandel (2008-2009)  
 Thesis: “The Ungrind: Softening Achievement-centric Gameplay Techniques”

Member, Digital Media M.Sc. committee, Bobby Schweizer (2008-2009)  
 Thesis: “Representations of the City in Video Games”  
 Accepted into the Ph.D. program in Digital Media at Georgia Tech.

Member, Digital Media M.Sc. committee, Veronica Peshterianu (2006)  
 Thesis: “Townbuilder: An Asynchronous Multiplayer Casual Game Site”  
 Accepted job at Microsoft Game Studios

Member, Digital Media M.Sc. committee, Will Riley (2006-2008)  
 Thesis: “We the Undersigned: Anonymous Dissent and the Struggle for Personal Identity in Online Petitions.”  
 Accepted job at Center for History and New Media, George Mason University.  
 Simultaneously, entered the Ph.D. program at the University of Michigan School of Information.

Chair, Digital Media M.Sc. committee, Walter Kim (2006-2008)  
 Attending law school.

Chair, Digital Media M.Sc. committee, Robert Fitzpatrick (2006-2007)  
 Founded technology start-up Fuzzwich.

Member, Digital Media M.Sc. committee, Nathan Olson (2006)

Member, Digital Media M.Sc. committee, Manu Kapoor (2006-2007)  
 Thesis: “Modeling causality and inferences in detective fiction”

Member, Human Computer Interaction M.Sc. committee, Judith Siegel (2005-2007)  
 Thesis: “I’d Rather Play ‘Guitar Hero’: User Responses to Content in Three Political Games.”  
 Accepted job at VMWare

Chair, Digital Media M.Sc. committee, Dakota Brown (2005-2007)  
 Thesis: “Pervasive Games Are Not A Genre, they are a sub-genre: A theoretical model for the genre of appropriative games and a technical approach to a single- player appropriative gaming experience.”  
 Accepted job as Senior User Experience Designer at Popular Front; founded game studio Pathfindr.

Member, Digital Media Ph.D. committee, David Jimison (began advisement 2005)

Chair, Information Design & Technology M.Sc. committee, Jeffrey Crouse (2006)  
 Thesis: “Switchboard: A Real Time Art Toolkit”  
 Accepted digital art fellowship at Eyebeam, NYC

Chair, Information Design & Technology M.Sc. committee, Daniel Klainbaum (2006)  
 Thesis: “Representing Place in Digital Media”; accepted job at Disney Imagineering

Chair, Information Design & Technology M.Sc. committee, Natalie Funk (2006)  
 Thesis: “The Waste Land Tarot”

Member, Information Design & Technology M.Sc. committee, Benjamin Tomasetti (2006)  
 Thesis: “Analog Touchpad Controller: An Alternative Videogame Controller”

Member, Information Design & Technology M.Sc. committee, Katherine Compton (2006)  
 Thesis: “Procedural Generation of Platform Game Levels”  
 Accepted job as Technical Artist at Maxis/Electronic Arts

Member, Information Design & Technology M.Sc. committee, Calvin Ashmore (2006)  
 Thesis: “Key and Lock Puzzles in Procedural Gameplay”  
 Entered Ph.D. program in Digital Media at Georgia Tech

Research Advisor, Human Computer Interaction M.Sc. student Allison Sall (2006)  
 Thesis: “Lets get physical: in, out and around physical gaming in the home”

Accepted job as Interaction Designer at Moment (New York)  
Chair, Information Design & Technology M.Sc. committee, Mayhew Seavey (2005)  
Thesis: “Song Canvas”; accepted job as Associate Producer at Electronic Arts  
Chair, Information Design & Technology M.Sc. committee, Engin Ergodan (2005)  
Thesis: “An On-Demand Advertising Model for Digital Television”; accepted job at IDEO  
Chair, Information Design & Technology M.Sc. committee, Tom Banaszewski (2005)  
Thesis: “Towards Digital Literacy: Implementing Digital Storytelling in Grades 4 - 12”  
Currently a middle school teacher in Massachusetts  
Member, Information Design & Technology M.Sc. committee, Lakshmi Jayapalan (2005)  
Thesis: “Wide-Ruled: A Generative, Interactive Story Authoring Environment”  
Accepted job as Associate Producer at Electronic Arts  
Member, Information Design & Technology M.Sc. committee, Alcides Velasquez (2005)  
Thesis: “Graphic Tool for Literary Analysis from a Network Perspective of the Text”  
Member, Information Design & Technology M.Sc. committee, Zuley Clarke (2005)  
Thesis: “S.U.D.S.: Soap Opera Update System”  
Accepted job as Interactive Producer at Schematic

### **C. INDIVIDUAL STUDENT GUIDANCE (OTHER)**

Member, Ph.D. Committee, Aaron Pedinotti, New York University, 2011–.  
Member, Ph.D. Committee, Steven Pustay, Georgia State University, 2011–.  
Opponent, Ph.D. defense, Petri Lankoski, Aalto University, Finland, 2010.  
Topic Consultant, External Committee Member, MFA Committee, David McDonough, Savannah College of Art and Design, Savannah, GA, 2008-2009.  
External Examiner, Ph.D. Committee, Pippin Barr, Victoria University, Wellington NZ, 2008  
Opponent, Ph.D. Committee, Miguel Sicart, IT University, Copenhagen, 2006

### **D. OTHER TEACHING ACTIVITIES**

Led revisions of Digital Media MS curriculum, 2011-2012.  
Contributed to new curriculum, Computational Media B.S., 2004–2007.  
Redesigned course curriculum, LCC 2700 Introduction to Computational Media  
Developed new course curriculum, LCC 8803 Topics in Game Design and Analysis  
Developed new course curriculum, LCC 8823 Advanced Topics in Game Design and Analysis  
Contributed to revised curriculum, Information Design & Technology M.Sc., 2004 - 2005

## **V. SERVICE**

### **A. PROFESSIONAL CONTRIBUTIONS**

Program Committee, Foundations of Digital Games 2012 Procedural Content Generation Workshop.  
Program Committee, Foundations of Digital Games 2012.  
Panels Chair, Foundations of Digital Games 2012.  
Advisory Board, Zobe, Inc. (social games), 2011–.  
Advisory Board, Dygest, Inc. (mobile applications for news), 2011–.  
Advisory Board, *O-Zone: A Journal of Object-Oriented Studies*, 2011–.  
Advisory Board, Rhizome Digital Art Archive, 2011–.

University Press Reviewer, Harvard University Press, MIT Press, Routledge  
 Co-organizer, Serious Games Summit 2011 (Game Developers Conference).  
 Reviewer, *International Journal of Communication*.  
 Reviewer, *Technical Communication Quarterly* (journal).  
 Persuasive Technology Conference, Academic Advisory Board, 2010–2011.  
 Program Committee, Philosophy of Computer Games International Conference, 2010–2011.  
 International Advisory Board, *Eludamos* (peer-reviewed open-access journal), 2010–.  
 Jury, Jennifer Ann’s Group Life Love Game Design Challenge, 2010.  
 Co-organizer, Serious Games Summit 2010 (Game Developers Conference).  
 Advisory Board, Romero Archives (videogame archive), 2010–.  
 Advisory Board, International Center for the History of Electronic Games, Strong National  
 Museum of Play (Rochester, NY), 2010–.  
 Member, International Choice Awards Network (Game Developers Choice Awards jury).  
 Advisory Board, Preserving Virtual Worlds II project (Maryland Institute for Technology in the  
 Humanities, the Rochester Institute of Technology, Stanford University Libraries, and the  
 Graduate School of Library & Information Science at the University of Illinois), 2009-2010.  
 Advisory Board, The Landmark Video Games book series (University of Michigan Press).  
 Editorial Board, *Speculations: The Journal of Object Oriented Ontology*.  
 Reviewer, National Endowment for the Humanities.  
 Reviewer, *Political Studies*.  
 Panels Chair, Foundations of Digital Games Conference 2010.  
 Microsoft Imagine Cup 2009 (international student technology competition), official judge,  
 gaming category.  
 Foundations of Digital Games Conference 2009 Doctoral Consortium mentor.  
 Jury, Jennifer Ann's Group Life Love Game Design Challenge, 2009.  
 Co-organizer, Serious Games Summit, 2009 (Game Developers Conference).  
 Program Committee, Foundations of Digital Games Conference 2009.  
 Program Committee, Persuasive Technology 2009.  
 Microsoft Imagine Cup 2008 (international student technology competition), official judge,  
 gaming category.  
 Editorial Board, *Historical Studies of Digital Entertainment* (journal), 2008–.  
 Program Committee, Fourth Annual Fundamentals of Digital Games Conference, 2009.  
 Reviewer, AIS Journals, 2008.  
 Jury, Jennifer Ann’s Group Life Love Game Design Challenge, 2008.  
 Program Committee, Persuasive Technology 2008.  
 Program Committee, Meaningful Play Conference, Michigan State University, 2008.  
 Co-organizer, Serious Games Summit, 2008.  
 Editorial Board, *The Journal of Digital Culture & Education*, 2008 –.  
 Editorial Board, *The Journal of e-Media Studies*, 2007 –.  
 Editorial Board, *Games & Culture* (journal), 2007 –.  
 Program Committee, Persuasive Technology 2007.  
 Reviewer, *Games and Culture* (journal), 2006-2007.  
 Program Committee, Cybergames 2007 Conference.  
 Co-organizer, Serious Games Summit, 2007.  
 Reviewer, CHI 2006.  
 Editor, *Game Studies* (journal), 2006 –.  
 IEEE Computer Society Task Force on Gaming, 2006 –.  
 Advisory Panel, 7th Digital Arts and Culture Conference.  
 Official Judge, PoV Game Art Exhibit, DiGRA International Conference 2005.

Advisory Board, Games for Change, 2005–.  
Advisory Board, Serious Games Summit, 2005–.  
Official Judge, Independent Games Festival (IGF), 2003–2004.  
Advisory Board, Macromedia Flash MX Pro (2002–2005).  
Educational Advisor, Kellogg Creek Software.  
Member, Board of Reviewers, Game Studies (journal) (2004–2006).  
Member, Advisory Board, Games for Change Association.  
Member, Gerson Lehrman Group Media Council.  
Member, Advisory Board, Teamcomplete LLC.

## **B. CAMPUS CONTRIBUTIONS**

School of Literature Communication and Culture Chair Search Committee, 2011-2012.  
School of Literature Communication and Culture Reorganization Task Force, 2011.  
School of Literature Communication and Culture Director of Graduate Studies, 2010–.  
Ivan Allen College Liberal Arts Committee, 2010-2011.  
School of Literature Communication and Culture/Ivan Allen College LCC Task Force, 2011.  
School of Literature Communication and Culture Executive Committee (ex officio), 2010-2011.  
School of Literature Communication and Culture Search Committee, 2010-2011.  
Organizer, Object-Oriented Ontology Symposium (2010).  
School of Literature Communication and Culture Graduate Admissions Committee, 2009–2010.  
Chair, School of Literature Communication and Culture Graduate Planning Committee, 2009-2010.  
Co-Organizer, The Art History of Games Symposium (2010).  
Chair, Ivan Allen College Review, Promotion, and Tenure Committee, 2009-2010.  
School of Literature Communication and Culture Graduate Admissions Committee, 2008–2009.  
School of Literature Communication and Culture Review, Promotion, and Tenure Committee, 2009-2010.  
Chair, School of Literature Communication and Culture Executive Committee, 2009–2010.  
Presentation to University System of Georgia Board of Regents, August 2009, on the uses of videogames.  
School of Literature Communication and Culture Ph.D. Admissions Committee, 2008–2009.  
School of Literature Communication and Culture M.Sc. Admissions Committee, 2008–2009.  
Featured Speaker, University System of Georgia Vice Chancellor’s Retreat, July 2008.  
Organizer, Dwelling Machines Symposium, hosted by the James and Mary Wesley Center for New Media Research and Education, January 14, 2008.  
Featured Speaker, Georgia Tech Advisory Board (GTAB), September 2007.  
Featured Speaker, Georgia Tech President’s Retreat, August 2007.  
School of Literature Communication and Culture Faculty Search Committee, 2007–2008.  
School of Literature Communication and Culture Executive Committee, 2006-2007.  
School of Literature Communication and Culture Faculty Search Committee, 2006–2007.  
Director, LCC Experimental Game Lab, 2006–2007.  
School of Literature Communication and Culture M.Sc. Admissions Committee, 2005–2006.  
School of Literature Communication and Culture Faculty Search Committee, 2005–2006.  
Organizing Committee, Living Game Worlds Symposium (February 2006)  
Ivan Allen College Technology Council, 2005–2006.  
School of Literature Communication and Culture / College of Computing Computational Media Undergraduate Curriculum Committee, 2005–.  
Organizing Committee, Living Game Worlds Symposium (March 2005)

School of Literature Communication and Culture Graduate Strategic Planning Committee, 2004–2005.

School of Literature Communication and Culture Ph.D. Admissions Committee, 2004–2005.  
Member, Georgia Tech Experimental Game Lab, 2004 –.

### **C. OTHER CONTRIBUTIONS**

Member, National Council of Teachers of English (NCTE)  
Member, Society for Cinema and Media Studies (SCMS)  
Member, Association of Internet Researchers (AoIR)  
Member, Society for Literature Science and the Arts (SLSA)  
Member, Digital Games Research Association (DiGRA)  
Member, International Game Developers Association (IGDA)  
Member, Modern Language Association (MLA)  
Member, International Simulation and Gaming Association (ISAGA)

## **VI. GRANTS AND CONTRACTS**

### **A. AS PRINCIPAL OR CO-PRINCIPAL INVESTIGATOR**

The John S. and James L. Knight Foundation, for “Cartoonist,” \$377,971. (with Michael Mateas, UC Santa Cruz).

The John S. and James L. Knight Foundation, for “Understanding Newsgames,” \$142,165.

Humana, for “Health Game Infrastructures,” \$50,000.

Intel Research, for “Serious Games: Game Based Application Innovation Roadmap, Roadmap Survey Effort for Serious Games and Related Game Innovation,” \$24,000.

Georgia Tech Foundation International Travel Grants, \$3,000 (2004, 2006, 2008, 2011).

Ivan Allen College Curriculum Development Grant, \$2,000.

### **B. AS INVESTIGATOR**

NASA Classroom of the Future Project (subaward), for “Lunar Geography Game,” \$29,942.34.

## **VII. HONORS AND AWARDS**

Winner, Vanguard and Virtuoso Awards, Indiecade Festival 2010 (for *A Slow Year*).

Finalist, Indiecade Festival 2010 (for *A Slow Year*).

ELearners.com Mindshare Awards, first place, gaming category, for website bogost.com, 2010.

Finalist, Independent Game Festival 2010, Nuovo category.

Visiting Professor, 2009 (summer), Faculty of Engineering and Information Technology, University of Technology Sydney

Finalist, 2009 Game Developer Front Line Award, book category, for *Racing the Beam*.

NSF Science and Engineering Visualization Challenge, semifinalist for *Selene*, [http://www.nsf.gov/news/special\\_reports/scivis/index.jsp?id=challenge](http://www.nsf.gov/news/special_reports/scivis/index.jsp?id=challenge).