Dr. James Malazita
Assistant Professor – Department of Science & Technology Studies
Associate Director – Program in Games & Simulation Arts & Sciences
School of Humanities, Arts, and Social Sciences
Rensselaer Polytechnic Institute

I. Education

2014   Ph.D.; Communication, Culture, and Media
Drexel University, Philadelphia

2009   M.S.; Digital Media
Drexel University, Philadelphia

2008   B.S.; Digital Media *magna cum laude*
Minors; Anthropology and Philosophy)
Drexel University, Philadelphia

II. Professional Experience

Rensselaer Polytechnic Institute | Troy, NY   2017 - present
Department of Science & Technology Studies – Assistant Professor
Appointment in Games & Simulation Arts & Sciences (GSAS) Program
- **Associate Director** of Game Simulation Arts and Sciences   2020 - present

Rensselaer Polytechnic Institute | Troy, NY   2015 - 2017
Department of Science & Technology Studies - Lecturer

Drexel University | Philadelphia, PA   2009 - 2014
Department of Digital Media - Adjunct Professor (8 terms/2 academic years)
Department of Communication, Culture, and Media - Instructor (20 terms/5 academic years)

Temple University | Philadelphia, PA   2014
Department of Media Studies and Production - Adjunct Professor

Delaware County Community College | Media, PA   2010
Graphic Design Program – Adjunct Professor

Comcast Corporation | Philadelphia, PA   2007-2008
Instructional Game Designer

III. Publications

A. Books

In prep *There is No Under the Hood: A Critical Platform Studies Approach to the Unreal Engine* Proposal and two sample chapters under review for the "Platform Studies" series at MIT Press, Eds. Nick Montfort and Ian Bogost

B. Peer-Reviewed Major Papers

1. Articles in Scholarly Journals (peer reviewed)

Invited "An Introduction to Critical Game Design" (with E. Lapensée, C. O'Donnell), Introduction to our co-edited special issue of *Design Issues*

Review "Instituting Critical Game Design" (with R. Rouse), under review for *Design Issues*

Review "Disciplining Games" (with R. Rouse, G. Smith), under review for *Game Studies*

Review "STS as Critical Pedagogy: Provocations from the NSF-funded workshop." Under review for *Engaging Science, Technology & Society,* (with E. York, S. Conley, M. Perez Comisso, E. Kennedy, R. Velho, and M. Wisnioski)

Forthcoming "Language, Identity, and Games: Discussing the Role of Players in Videogame Localization" accepted for *Game Studies* (with M. Fontolan, J.O. Pamplona da Costa)

2020   "Digital Humanities as Epistemic Cultures: How DH Labs Make Knowledge, Objects, and Subjects" *Digital Humanities Quarterly*, Vol. 14, No. 3. (with H. Rafeh, E. Teboul)

2019   "Infrastructures of Abstraction: How Computer Science Education Produces Anti-Political Subjects" *Digital Creativity* Vol. 30, Iss. 4, pp. 300-312, DOI: 10.1080/14626268.2019.1682616 (with K. Resetar)

2018   "Translating Critical Design: Agonism in Engineering Education" *Design Issues*. Volume 34, No. 4, Autumn pp. 96-109, DOI: 10.1162/desi_a_00514

2018   "Re: Configurations – A Shared Project for Literature and Science" *Configurations*, Vol. 26, Issue 4, pp. 269-275, DOI: 10.1353/con.2018.0021

2017   "Astrobiology's Cosmopolitics and the Search for an Origin Myth for the Anthropocene," *Biological Theory*. DOI: 10.1007/s13752-017-0281-7 (invited)
- Reprinted in 2018, *Biological Theory* Vol 13, pp. 111-120

2017   "Digital Games and Moral Packaging: The Impacts of In-Game Decisions on Public Pedagogical Deliberation" *The Journal of Gaming and Virtual Worlds (9)*1, pp. 3–20, DOI: 10.1386/jgvw.9.1.3_1" (with A. Jenkins)

2014   "Moral Argument in the Public Sphere: The Case of Bosnia," *Review of Communication*, Vol. 14:3-4, pp. 229-244, DOI: 10.1080/15358593.2014.939705 (with Alexander Nikolaev, and Douglas Porpora)

2013   "STAR Scholars and Digital Cultural Heritage," *CUR Quarterly*, Vol. 34: 2, pp. 27-32 (Rocheleau, S., Muschio, G., Malazita, J., Petrovich, M., Mohan, J.)

2009   "Real Time Democracy: The Use of New Media Technologies in Politics and Governance." *STOA: Vol. 4, Supplement.*

2. Chapters in Edited Compilations (peer reviewed)

Forthcoming   "Critique is the Steam: Reorienting Critical Digital Humanities Across Disciplines" accepted for *Debates in the Digital Humanities 2022*, Eds. Lauren F. Klein and Matthew K Gold, University of Minnesota Press

2021   "Epistemic Infrastructures, the Instrumental Turn, and the Digital Humanities" *People, Practice, Power: Digital Humanities outside the Center* Eds. Anne McGrail, Angel David Nieves, Siobhan Senier, University of Minnesota Press, to be released December 2021

2018   "The Material Undermining of Magical Feminism in *BioShock Infinite: Burial at Sea*" in*, Feminism in Play*, eds. Gray, K.L., Voorhees, G., and Vossen, E. Palgrave Macmillan, Basingstoke, UK

2017   "The Honda Civic: The Magical Center of *Gran Turismo's* Mundane Circle" in *100 Greatest Game Characters*, eds. Mejia, R., Banks, J., Adams, A. Rowman & Littlefield, Lanham, MD (invited)

3. Papers in Conference Proceedings (peer reviewed)

2020   "Clusters in the Video Game Industry and Cities: A Case Study of Brazil." In *Proceedings of the III National Symposium on the Geography of Knowledge and Information* (in Portuguese) (Marina Fontolan, Janaina Oliveira Pamplona da Costa, James Wilson Malazita)

2018   "Epistemic Infrastructures: Digital Humanities in/as Instrumentalist Context" *Proceedings of DH2018 Bridges/Puentes*

2018   "From Learning to CAD to CADing to Learn: Teaching the Command, Strategic, and Epistemic Dimensions of CAD Software." (with Nieusma, D., Krauss, L., Andrews, T.) *Proceedings of the 2018 Annual Conference & Exposition of the American Society for Engineering Education*. ASEE.

2017   "What's 'Critical' about Critical Game Design?" (with Rouse, R.) *Proceedings of the International Conference on the Foundations of Digital Games*. ACM.

2016   "The Material-Discursive Agonistic Agency of Gaming Architecture." *Selected Papers of Internet Research (SPIR),* 6 Association of Internet Researchers

2016   "Contextualizing 3D Printing's Contributions to Techno-Creative Literacies." (with D. Nieusma, D. Gelfuso) *Proceedings of the 2016 Annual Conference & Exposition of the American Society for Engineering Education*. ASEE.

2016   "'Making' a Bridge: Critical Making as Synthesized Engineering/Humanistic Inquiry" (with D. Nieusma). *Proceedings of the 2016 Annual Conference & Exposition of the American Society for Engineering Education*. ASEE.

2015   "Non-Humans as Meaning-Makers: Elizabeth as a Co-Designer of *Bioshock Infinite*." *Selected Papers of Internet Research (SPIR), 5* Association of Internet Researchers.

4. Non-Peer Reviewed Academic Papers and Essays

2021   "Construction and Critique in Digital Technology" White Paper for the National Endowment for the Humanities

2019   "Design and Innovation at STS@RPI: Reflecting on 20 Years of STS through Design," digital essay for *Innovating STS* at 4S New Orleans (with C. Mason, J. Steele, A. Jenseth)

2018   "3D Printing as Humanities Inquiry" (with D. Nieusma), White Paper for the National Endowment for the Humanities

2017   "STS, Critical Design, and the Critical Digital Humanities," essay for *Transmissions: an SSS Companion Blog*, https://sites.library.queensu.ca/transmissions/sts-critical-design-and-the-critical-digital-humanities/

C. Software and Digital Humanities Projects

2021 "Interrogating STS Pedagogies" Mixed Media Project
https://stsinfrastructures.org/content/interrogating-sts-pedagogies-panel-abstract
https://stsinfrastructures.org/content/sts-critical-pedagogy-workshop
Developed and curated a range of materials for new experiments in teaching design-based pedagogy as STS intervention. Contributed lecture samples, syllabi, student work examples, advice and exercise video prompts, and conceptual frameworks. (with R. Velho)

2018 "Tactical Humanities Lab Web Infrastructure"
http://tactical.wp.rpi.edu
Developing web infrastructure for the Tactical Humanities Lab, which includes peer-to-peer commenting and revision capabilities, blogging and public outreach portals, open-access research access, and collation of academic and popular coverage of the lab.

2018 "Design and Innovation Web Infrastructure"
http://stsdesign.wp.rpi.edu/
(Nieusma, D and **Malazita, J.**)
Developing a web presence for the "STS Making and Doing" initiatives on campus, including pedagogical innovations, software and product designs, and publications and patents. Infrastructure is designed to provide access to open-source and open-access research production, in addition to conceptual framing for those materials.

2017   "'CADing to Learn' Instructional Modules"
(Nieusma, D and **Malazita, J**.)

Developed a series of seven hybrid digital/face-to-face learning modules for teaching CAD skills and design thinking skills to DSIS and ENGR students. Designed for delivery in both workshop and "flipped classroom" teaching formats.

2016   "Meta the Monster"
(**Malazita, J**.; Banks, J.; Bowman, N.; Walsh, E.)
Directed an interdisciplinary team of game design and social science graduate and undergraduate students to build a hidden objects game to test the impact of avatar identification and differentiation in building empathy through gameplay

2012   "The Lost Boys and Girls of Sudan Reunion Project"
http://lostboysofsudanreunionproject.wordpress.com/
Created a website and social media presence for the Lost Boys Project, a Drexel initiative that reunites former child soldiers and refugees with their families. Transcribed interviews with Sudanese refugees, assisted in the design of fundraisers for the program

2009   "The Whitall House."
(**Malazita, J**., Dash, L., Sankey, J., Grinspan, M., Serret, A.)
http://www.whitall.org/
Created HTML and Flash-based websites and digital archives for the Whitall House, a Revolutionary War historical site in Gloucester County, NJ. Modeled and animated 3D recreations of the house, grounds, battlefields, and Revolutionary War-era ships and weaponry. Interviewed and collected/edited videos with site volunteers and curators. Peer review from Colonial archaeologists for historical accuracy

2005   "The Seven Quilts for Seven Sisters Preservation Project"
(**Malazita, J**. and Urian, T.)
Digitized photos and artifacts, and conducted interviews with the Seven Quilts for Seven Sisters group of Mullica Hill, NJ, an educational performance group focused on American slave life and culture

2005   "The James Oronoco Dexter House"
(**Malazita, J**. and Urian, T.)
Archival research at the Philadelphia Archives and Philadelphia Historical Society, examined architectural drawings and colonial homes for 3D reconstruction, and tax and marriage records for familial lines of freed slaves living in Philadelphia during the colonial period

IV. Research Grants and Contracts

Review   *THRILL: The Translational Humanities Immersive Learning Laboratory*
Sponsor: The National Endowment for the Humanities, Infrastructure and Capacity Building Grants
Project Director: Mary Simoni (Dean of HASS; Project Co-Directors: **James W. Malazita (STS/GSAS)**, Ben Chang (ARTS/GSAS)
Amount: $2.5 Million

2021   *The Historical Entanglement of Game Development and America's Army*
Sponsor: The Strong Fellowship Program at the Strong Museum of Play
Project Director: James W. Malazita
Amount: **$500** over 1 week, plus 1 week of access to the Strong Library Archives

2019   *Using Cognitive Computing for The Manufacturing Control Room of the Future*
Sponsor: Rensselaer Polytechnic Institute, Knowledge and Innovation Program (KIP)
PIs: Bequette, W. (CBHE); Gray, W. (COGS); **Malazita, J. (STS/GSAS)**; Mendonca, D (ISYE); Radke, R. (ECSE); Su, H. (CISL)
Amount: **$75,000** over 1 year (2019-2020)

2019   *Doctoral Dissertation Improvement Grant: "Manner of Death Categories and their Impact on Forensic Research and Death Visibility"*
Sponsor: National Science Foundation, Division of Social and Behavioral Sciences
PI: James W. Malazita, Co-PI Lee Nelson
Amount: **$16,200** over 1 year (2019)

2017   *Building a Humanities Minor: Construction and Critique in Digital Technology*
Sponsor: National Endowment for the Humanities, Division of Education Programs, Humanities Connections
Project Director: James W. Malazita (STS); Project Co-Directors: Rebecca Rouse (ARTS), Silvia Ruzanka (ARTS), Shawn Lawson (ARTS), Sibel Adali (CSCI), Barbara Cutler (CSCI)
Amount: **$64,670** over 3 years (2017-2020)

2016   *3D Printing as Humanistic Inquiry*
Sponsor: National Endowment for the Humanities, Office of the Digital Humanities
Project Director: James W. Malazita (STS); Project Co-Director: Dean Nieusma (STS)
Amount: **$39,498** over 1 year (2016-2017)

2016   *Moving from "Learning to CAD" to "CAD-ing to Learn:" Collaboration Pedagogies for Design Creativity*
Sponsor: Rensselaer's Teaching and Learning Collaboratory, Rensselaer Polytechnic Institute
Principal Investigators: Dean Nieusma (STS) and **James W. Malazita (STS)**
Amount: **$14,000** over 1 year (2016-2017)

2015   *Biomancy: The Modular Body, Biohacking, and the Ethics of Installing Magnets in Your Fingers*
Sponsor: Peter Rollins Travel Grant, a PCA/ACA Endowment grant for early-career faculty
Principal Investigator: James W. Malazita
Amount: $600 (2015)

Funded Collaborations (in roles other than PI/Co-PI)

2016   *FLOSS: Open Source Education and Campus Initiatives*
Sponsor: Red Hat Inc.
Principal Awardee: Rensselaer Center for Open Source (RCOS)
Amount: $100,000

"Open Source and Society" Educational Subcommittee: Shawn Lawson (ARTS), Silvia Ruzanka (ARTS), **James W. Malazita (STS)**, Rob Hamilton (ARTS)

2009   *Whitall House Historical Preservation via Digital Cultural Heritage*
        Sponsor: The New Jersey Historical Commission
        Principal Awardee: Glen Muschio (Drexel University, DIGM), Chris Redman (Drexel University, DIGM), Meghan Giordano (Gloucester County, NJ)
        Amount: $21,000
        Digital Cultural Heritage Development team: **James W. Malazita**, Dash, L., Sankey, J., Grinspan, M., Serret, A

V. Editorship of Journals and Review of Manuscripts, Books, and Research Proposals

A. Journal Editorship

<u>Guest Editor</u>
    Design Issues, Special Issue on "Critical Game Design," with Elizabeth Lapenseé and Casey O'Donnell (2020-Present)

B. Article and Book Chapter Reviewing (number)

<u>Academic Journals</u>
    Digital Humanities Quarterly (2020 – present)
    Journal of Interactive Technology and Pedagogy (2020 – present)
    ACM Transactions on Computing Education (2020 – present)
    Interdisciplinary Science Reviews(2020)
    Biological Theory: 2015 – present
    New Media & Society: 2015 – present
    The International Journal of Engineering, Social Justice, and Peace: 2015 – present

<u>Book Chapters</u>
    Debates in the Digital Humanities 2021: (2020) (2)
    Debates in the Digital Humanities series: (2018) (2)

<u>Conference Proceedings</u>
    CHI Play (1)
    The American Society of Engineering Education: 2016 - present (2)
    The Selected Papers of Internet Research: 2015 – present (7)

C. Grant and Book Proposal Reviewing

<u>Grant Reviewing</u>

2021   *National Science Foundation* (NSF)
        CAREER grant, Science, Technology, and Society Program

2018   *National Science Foundation* (NSF)
        Postdoctoral Project Development; Science, Technology, and Society Program

2017   *National Endowment for the Humanities* (NEH)
        "Humanities Connections" Grant, Division of Educational Programs
        Reviewed 21 proposals, participated in roundtable evaluation session.

<u>Grant Advisory Boards</u>

2020-present "Justice-based Engineering and Data science Initiative (JEDI)," funded by the
        National Science Foundation, PI Dr. Ethan Danahy (Tufts)

2019   "Building Transdisciplinary Capacity for Responsible Computing," grant proposal
        under review by the National Science Foundation, PIs Dr. Ellie Harmon (Portland
        State), Dr. Kate Darling (University of Maine at Augusta), and Dr. Elizabeth Reddy
        (Colorado School of Mines),

2018   "Digital Humanities and Data Justice," grant proposal under review by the National
        Endowment for the Humanities, PI Dr. Kim Vaz-Deville, Xavier University of
        Louisiana

2018   "Digital Humanities and Data Justice," grant proposal under review by the W.M. Keck
        Foundation, PI Dr. Kim Vaz-Deville, Xavier University of Louisiana

VI. Professional and Public Lectures

<u>Invited Talks</u> (External):

2021   **Malazita, J.** "The White Fantasy of Being Physically Real: The Intertwining of the
        Machine, Race, and Ontology in Realtime Physically Based Rendering" invited featured
        speaker at the Pacific Graphics Conference, October 19, 2021

2020   **Malazita, J.** "We Draw the Boundaries: How Education can Reshape the Roles of
        Computer Science, Ethics, and Social Justice" at the Worcester Polytechnic Institute
        Computer Science Speaker Series (via Zoom), November 13, 2020

2020   **Malazita, J.** "We Draw the Boundaries: How Education can Reshape the Roles of
        Computer Science, Ethics, and Social Justice" at the Science Teachers Association of
        New York State (STANYS) Conference, November 8, 2020 (Postponed due to COVID-
        19)

2019   **Malazita, J.** "Critique is the Steam: The Tactical Humanities Lab at Rensselaer."
        Horizons Series at Colgate University, November 1, 2019

2019   **Malazita, J.** "Magical Unrealism: Literary Form and Software Meet in *BioShock
        Infinite*." Daniels Fund Lecture Series on Diversity and Inclusion in STEM Education,
        Colorado School of Mines, April 9, 2019, Golden, CO

2019   **Malazita, J.** "Inclusion and Ethics in Computer Science Education." Daniels Fund
        Lecture Series on Diversity and Inclusion in STEM Education, Colorado School of
        Mines, April 8, 2019, Golden, CO

2018   **Malazita, J.** "Diversity and Justice in STEM Education" College of Engineering and
        Applied Science & Technology Speaker Series, Weber State University, October 1,
        Ogden, UT

2018   **Malazita, J.** "Your Education is Not Neutral," presentation to Computer Science undergraduate students at Weber State University, October 1, Ogden, UT

2018   **Malazita, J.** and Rouse, R. "Synthesizing Humanities and Computer Science Education" via Skype to Xavier University of Louisiana, August 6th

2018   **Malazita, J**., and Rouse, R., Construction and Critique: Building a Humanities Minor, National Endowment for the Humanities Director's Meeting, June 21-23, Washington D.C.

2018   **Malazita, J.** "Epistemic Infrastructure, the Instrumental Turn, and the Digital Humanities," UC Irvine's Department of Informatics Colloquium Speaker Series, April 6, 2018, Irvine, CA

2017   **Malazita, J.** "Engines of Power: Applying a Critical Platform Studies Approach in the Digital Humanities," King's College London, May 8, 2017, London, England

2016   **Malazita, J.** and Nieusma, D. "3D Printing as Humanistic Inquiry." Presented September 16, 2016 at the National Endowment for the Humanities Director's Meeting, Washington D.C.

2016   **Malazita, J.** "Bodyhacking in a Viscous World." Presented March 16, 2016 at Rhode Island School of Design, Providence, RI

2015   **Malazita, J.** "Bodyhacking as a Visceral Alternative Imaginary to the Quantified Self." Presented November 18, 2015 via Skype at University of California, Berkeley, School of Information, Berkeley, CA

2015   **Malazita, J.** "Additive Aura: 3D Printing, Photosculpture, and the Potential for a Third System of Art" ANYthing (Additive New York thing) Conference, Presented on November 6, 2015 at SUNY New Paltz, New Paltz, NY

2014   **Malazita, J.** "Object Oriented Ontology and the study of Digital Art and Design." Presented September 24, 2014 at Rensselaer Polytechnic Institute, Troy, NY

2014   **Malazita, J.** "Tupac, Vocaloids, and Audrey Hepburn: Immaterial Digital Artists." Presented February 12, 2014, at the University of San Francisco, San Francisco, CA

2014   **Malazita, J.** "Realist Accounts of Science Fiction: Impacts on the Digital Entertainment Industry" Presented January 27, 2014 at Fitchburg State University, Fitchburg, MA

Invited Talks (Internal):

2019   **Malazita, J.** "Diversity and Justice through Data Dexterity at Rensselaer," Presentation to the Data Dexterity Task Force, January 2019, Rensselaer Polytechnic Institute, Troy, NY

2019   **Malazita, J.** and Tozzi, C. "Computing Power in CS Education" Science and Technology Studies Brown Bag Speaker Series, January 2019. Rensselaer Polytechnic Institute, Troy, NY

2017   **Malazita, J.** "Whose Engine? Applying Critical Platform Studies to the Design of Diverse Game Worlds," invited speaker, Games and Simulation Arts Colloquium Series, Rensselaer Polytechnic, May 1, 2017, Troy, NY

2017   **Malazita, J.** "Engines of Power: A Critical Platform Studies Approach to Decolonial and Queer Game Design," invited speaker, STS and Design Colloquium, Rensselaer Polytechnic, January 31, 2017, Troy, NY

2015   **Malazita, J.** "The Grotesque and the Sublime of the Designed Body." Presented at the "Critical Design" speaker session of the Art_X Mestizo Robotics Group, Rensselaer Polytechnic, November 9, 2015, Troy NY

2015   **Malazita, J.** "Realist Phenomenological Ontography and the BodyHacking Community." Science and Technology Studies Brown Bag Speaker Series, February 2015. Rensselaer Polytechnic Institute, Troy, NY

2011   **Malazita, J.** "Spatial Evaluations of Technology." Culture and Communication Colloquium series, October 2011 at Drexel University, Philadelphia, PA

Refereed Conference Presentations:

2021   **Malazita, J.** "Playing with Fire: Enacting Heat through the Unreal Engine." presentation at the Society for Social Studies of Science, Online, October 7, 2021

2021   **Malazita, J**. and Velho, R. "Critical STS Pedagogy in Design Education: The Design, Innovation, and Society Major at Rensselaer" presentation at the Society for Social Studies of Science, Online, October 7, 2021

2021   Crystal Lee, Anna Geltzer, Sean Ferguson, Marisa Brandt, **James Malazita**, Matthew Harsh, Matthew Wisnioski, Kathryn de Ridder-Vignone, Lindsay Adams Smith. "STS as Critical Pedagogy Roundtable" Online October 8th, 2021

2021   **Malazita, J.** "Seeing Like a Soldier: The Co-Production of the Unreal Engine, Game Design, and *America's Army*. at the Society for Literature, Science, and Art (SLSA), Online October 2nd 2021

2020   Beard, A. and **Malazita, J.** "Greased Objects: How Concept Maintenance Undermines Feminist Pedagogy and Those Who Teach It in Computer Science" at the Society for Social Studies of Science (online due to COVID-19)

2019   **Malazita, J.** "Critique is the Steam," at the Society for Literature, Science, and Art (SLSA), Irvine CA November 9

2019   **Malazita, J.** "Critical Platform Studies and Unreal," at the Society for Literature, Science, and Art (SLSA), Irvine CA November 8

2019   **Malazita, J.,** Jenseth, A., Mason, C., and Steele, J. "Design and Innovation at STS@RPI: Reflecting on 20 Years of STS through Design," presentation for the InfraStrucTureS poster session of the Society for Social Studies of Science, New Orleans, LA, August 31

2019   **Malazita, J**. "Truth, Rationality, and Affect in Unreal's Physically Based Rendering," presentation at the Society for Social Studies of Science, New Orleans, LA, August 31

2019   Fontolan, M., Velho, L., Pamplona de Costa, J, and **Malazita, J.** "STS Theoretical Approaches to Video Game Localization: Innovating Ideas," presentation at the Society for Social Studies of Science, New Orleans, LA, August 31

2019   Rouse, R. and **Malazita, J.,** "Critical Computing: Developing an Integrated Humanities, Arts, and Computer Science Curriculum," American Association of Colleges & Universities, Atlanta, GA, January 24

2018   **Malazita, J.** "Games as a Boundary Object in Games Research," at the Different Games Conference, Worcester, MA, October 13

2018   **Malazita, J.** "Applied Media Studies as Epistemic Infrastructure," at the Association for Internet Researchers (AoIR), in Montreal, Canada, October 6

2018   **Malazita, J.** "alt.code" at DH2018, Mexico City, Mexico, June 24-30

2018   **Malazita, J.** "Digital Humanities in/as Epistemic Infrastructure," at DH2018, Mexico City, Mexico, June 24-30

2018   Nieusma, D., **Malazita, J.,** Krauss, L., Andrews, T. "From Learning to CAD to CADing to Learn: Teaching the Command, Strategic, and Epistemic Dimensions of CAD Software." Presented at the 2018 ASEE Annual Conference, June 26-29 (**CAD Division Chair's Award**)

2018   **Malazita, J.** "Design as Inquiry: Curricula for Training Humanist Designers." Presented at the Modern Language Association (MLA), January 4-7, New York, NY (Selected as a Featured Presidential Panel)

2017   Banks, J., **Malazita, J.**, Bowman, N., and Walsh, E. "Other(ing) and Self in Serious Games: The Role of Player-Avatar Relations in State Empathy." Presented at the National Communication Association (NCA) annual convention, November 16-19, Dallas TX (**Top Paper Award**)

2017   **Malazita, J.** "Critical Platform Studies: Queer and Anti-Queer Ontologies in Game Development Software." Presented at the Society for Literature, Arts, and Science, November 9-11, Tempe, AZ

2017   **Malazita, J.** "Astrobiology's Cosmopolitics and the Search for an Origin Myth for the Anthropocene." Presented at the Society for Literature, Arts, and Science, November 9-11, Tempe, AZ

2017   **Malazita, J.** "Engines of Power: Anti-Queer Ontologies in Simulation Software." Presented at HASTAC, November 3-4, Orlando, FL

2017   **Malazita, J.** "Toward a More 'Critical' Critical Design." Presented at the Society for Social Studies of Science (4S) annual meeting, August 31, Boston, MA

2017   Nieusma, D. and **Malazita, J.** "STS Design and Innovation: Disciplinary Discomfiture." To be presented at the Society for Social Studies of Science (4S) annual meeting, August 31, Boston, MA

2017   Rouse, R. and **Malazita, J.** "What's 'Critical' About Critical Game Design?." Presented at the Foundations of Digital Games (FDG) Conference, August 14-17, Cape Cod, MA

2017   **Malazita, J.** "Searching for New Canaan: Astrobiology as Guide through Desert of the Anthropocene." Presented at the COSTS New Materialisms Conference, June 6-9, Paris, France

2017   **Malazita, J.** "Astrobiology's Cosmopolitics and the Search for an Origin Myth for the Anthropocene." Presented at the Eastern Sociological Society, February 23-26, Philadelphia, PA

2017   **Malazita, J.** "Bodyhacking and Burlesque: Carnival as Alternative Ontology." Presented at the Eastern Sociological Society, February 23-26, Philadelphia, PA

2016   **Malazita, J.** "Astrobiology's Cosmopolitics and the 'New Local' of the Anthropocene." Presented at the Mid-Atlantic Popular & American Culture Association, November 3-5, Atlantic City, NJ

2016   **Malazita, J.** "The Material-Discursive Agonistic Agency of Gaming Architecture" Presented at the Association of Internet Research (AoIR) IR17, October 5-8, Berlin, Germany

2016   **Malazita, J.** "Modern Cosmologies: Postcolonizing STS Through Magical Realism." Presented at the Society for Social Studies of Science (4S) annual meeting, September 1-4, Barcelona, Spain

2016   **Malazita, J.**, Gelfuso, D., and Nieusma, D. "Contextualizing 3D Printing's Contributions to Techno-Creative Literacies." Presented at the 2016 ASEE Annual Conference, June 26-29, New Orleans, LA

2016   Nieusma, D., and **Malazita, J.** "'Making' a Bridge: Critical Making as Synthesized Engineering/Humanistic Inquiry." Presented at the 2016 ASEE Annual Conference, June 26-29, New Orleans, LA

2016   Banks, J. and **Malazita, J.** "Meta: A Hidden-Objects Game to Build Empathy." Presented at the International Communication Association 2016 Annual Meeting, June 8-10, Tokyo, Japan

2016   **Malazita, J.** "Making as Scholarly Activity: Using Critical Design and Engineering Tools to Perform Humanistic Critique." Presented at the Engineering and Liberal Education Symposium, June 3-4, Union College, Schenectady, NY

2016   **Malazita, J.** "Hard-Coded Imaginaries of the Human: The Material-Discursive Political Agency of Gaming Architecture." Presented at the Hard Coded Humanities conference, April 15-16, University of Rochester, Rochester, NY

2016   **Malazita, J.** "The Material Undermining of Magical Feminism in *BioShock Infinite: Burial at Sea*." Presented at the 2016 National Conference of the ACA/PCA Popular Culture Association, March 22-25, in Seattle, WA

2016 **Malazita, J.** "Bodyhacking and Burlesque: Grotesque Carnival as an Alternative to the New Aesthetic." Presented at the Northeast Modern Language Association, March 17-20, Hartford, CT

2016 **Malazita, J.** and Nieusma, D. "'Making' Pedagogy as Critical Inquiry: Translational Humanities at Rensselaer." Presented at the Northeast Modern Language Association, March 17-20, Hartford, CT

2015 **Malazita, J.** "Bodymancy: STS as a Link between Bodyhackers and the Medical Community." Presented at the Society for Social Studies of Science (4S) annual meeting, November 11-14, Denver, CO

2015 Nieusma, D., **Malazita, J.,** Lachney, M, and Foster, E. "Rensselaer's Interdisciplinary Programs in Design and Innovation." Presented at the "Making and Doing" special session of the Society for Social Studies of Science (4S) annual meeting, November 11-14, Denver, CO

2015 **Malazita, J.** "Non-Humans as Meaning-Makers: Elizabeth as a Co-Designer of *Bioshock Infinite*." Presented at the Association of Internet Research (AoIR) IR16, October 20-25, Phoenix, AZ

2015 Akera, A., Banks,D., Bennett, A., Eglash, R., Lachney, M., **Malazita, J**., Nieusma, D., Haley, T "(Re)making a Design Major/Studio: a hands-on workshop for creating/transforming an integrative design experience." Presented at the Engineering and Liberal Education Symposium, June 5-6, Union College, Schenectady, NY

2015 **Malazita, J.** "Ontic Cultures: Ontological Geographies and Digital Subjectivity." Presented at the 2015 GeoMedia Conference, May 5 - 8, Karlstad, Sweden

2015 **Malazita, J.** "Biomancy: The Modular Body, Biohacking, and the Ethics of Installing Magnets in Your Fingers." Presented at the 2015 National Conference of the ACA/PCA Popular Culture Association, April 1-4, in New Orleans, LA

2015 **Malazita, J.** "Inter-Ontic Construction of Meaning in Digital Spaces" Presented at the 2014 Annual Meeting of the Eastern Sociological Society, February 26 - March 1, in New York, NY.

2014 **Malazita, J.** "To Boldly Be: The Reality of Science Fiction and Its Role in the Design Community." Presented at the Popular and American Culture Association's annual conference, April 16-19, in Chicago, IL

2014 **Malazita, J.** "Ontic Cultures: An Ontological Turn in the Study of Digital Technology and Arts Communities." Presented at the 2014 Annual Meeting of the Eastern Sociological Society, February 20-23, in Baltimore, MD.

2013 **Malazita, J.** and Terrace, C. "Inaction Games: The Attenuation of Agentic Engagement in Mainstream Gaming." Presented at the STAR Scholar Research Day 2013, Drexel University, Philadelphia PA

2012 **Malazita, J**. and Porpora, D. "Moral Argument in the Public Sphere: The Case of Bosnia." (Top Paper Award) Presented at the Eastern Communication Association, Boston, MA

2012 **Malazita, J**. and Porpora, D. "Moral Argument in the Public Sphere: The Case of Bosnia." Presented at the International Communication Association, Phoenix, AZ

2012 Jenkins, A. and **Malazita, J**. "Framing Gaming: The Player's Role in the Creation of Morality in Video Games." Presented at the University of Wyoming "Video Games as Texts, Texts as Play" Conference, Laramie, WY

2011 **Malazita, J**. "The Whitall House" Presented at DIGITAL@Drexel, November 2011

2009 **Malazita, J.** "How Media Activist Groups are Engaging with New Media." Drexel University Research Day 2009, Philadelphia, PA

2009 **Malazita, J.** and Porpora, D. "Moral Debate and Public Rhetoric: A Case Study of Moralistic Reasoning in the Bosnian Conflict." Presented at the Eastern Sociological Society, Boston, MA

2008　**Malazita, J.**　"Real Time Democracy: The Use of New Media Technologies in Politics and Governance." Presented at Villanova's Phi Sigma Tau International Honor Society's Undergraduate Conference, Radnor, PA

2006　**Malazita, J**. and Urian, T. "The Seven Quilts for Seven Sisters Preservation Project." (Top Research Award in the Humanities) Drexel University Research Day 2006, Philadelphia, PA

<u>Other Public Speaking</u>

2019　Invited discussant, "Ethical CS" Twitter event, November 15, 2019

2019　Invited discussant, "Ethical CS" Twitter event, May 29, 2019

2015　Invited discussant of the screening of "Technocalyps: Part 1" at the Rensselaer Chapel and Cultural Center, October 15, 2015

2015　Panelist, "Career Development and the Academic Job Search," at the Rensselaer Polytechnic Institute's Science and Technology Studies Professional Development Seminar, April 22, 2015

VII. Honors and Awards

<u>Awards</u>

2021　Humanities, Arts, and Social Sciences "2020 Excellence in Graduate Student Teaching and Mentorship" award, Rensselaer Polytechnic Institute (Awarded March 2021)

2020　Humanities, Arts, and Social Sciences "2019 Outstanding Teaching and Mentoring in Graduate Education" award, Rensselaer Polytechnic Institute (Awarded May 2020)

2018　Rensselaer School of Science "Super Teacher" Award, awarded for Computer Science I

2018　ASEE Engineering Design Graphics Division (EDGD) Chair's Award for top paper, "From Learning to CAD to CADing to Learn: Teaching the Command, Strategic, and Epistemic Dimensions of CAD Software."

2017　Top Paper Selection for "Other(ing) and Self in Serious Games: The Role of Player-Avatar Relations in State Empathy" at the National Communication Association (NCA) annual convention, November 16-19, Dallas TX

2012　Top Paper Selection for "Moral Argument in the Public Sphere: The Case of Bosnia" at the Eastern Communication Association, Boston, MA

2010　Dean's Fellowship in Culture and Communication, Drexel University, $5000

2009　Graduate Fellowship in the Drexel University Digital Media Program, $6800, plus tuition remission

2006　Top Paper Award, Humanities Division, Drexel University Research Day, for "The Seven Quilts for Seven Sisters Preservation Project"

<u>Nominations</u>

2013　Nominated, Outstanding STAR Mentor Award
　　　Advisor of Colton Terrace, a STAR scholar in Computer Science

2009　Outstanding Teaching Assistant Award, Drexel University

<u>Media Recognition</u>

2021　Featured in RPI Press Release about Receiving a Strong Museum Fellowship, June 2, 2021

2021　Featured on RPI's "Why Not Change the World" Podcast discussing the role of the Humanities in a STEM Institute, April 16, 2021

2019   Interviewed by WGY Radio's Joe Gallagher about RPI's Critical Game Design graduate programs, September 15, 2019

2019   Featured in RPI Critical Game Design Press Release

2018   Sanctuary for Independent Media Radio Interview, about racial and gender justice and the history of Computer Science, November 13, https://www.mediasanctuary.org/podcasts/interview-with-dr-james-malazita/

2018   Sanctuary for Independent Media Radio Interview, with Christopher Tozzi, about Humanities CS1 class, October 8, https://www.mediasanctuary.org/podcasts/interview-with-rpi-professors-dr-james-malazita-and-dr-christopher-tozzi/

2018   Part of an AFP article about the Facebook "connectivity" memo. Interviewed by Rob Lever. Article featured on numerous international press outlets. http://www.straitstimes.com/world/united-states/facebook-ugly-truth-memo-triggers-new-firestorm-over-ethics

2018   Research featured in *The Chronicle of Higher Education*, interviewed by Nell Gluckman. "Can Higher Education Make Silicon Valley More Ethical?," published March 14, 2018 https://www.chronicle.com/article/Can-Higher-Education-Make/242824

2017   Research recognized in November 2017 *Inside Rensselaer*

2016   Interview on *Tick Tech Talk* podcast, "Biohacking," published April 19, 2016 at http://www.candicepoon.com/tictechtalk/10

VIII. Teaching and Advising

A. Student Thesis Supervision

1. **Doctoral Committee Chairship** (italics = projected completion date)

2021 -*2025*   Gabriel Medina-Kim, Ph.D. Student in Science & Technology Studies, RPI Dissertation Proposal: "Envisioning Systematic Change in an Emerging Undergraduate Computer Engineering Department"

2019-*2023*   Alexander Jenseth, Ph.D. Candidate in Science & Technology Studies, RPI Dissertation: "Critical Mineralities: the Production of Gallium across Mines, Data Centers, and High Frequency Finance"

2019-*2022*   Yoehan Oh, Ph.D. Candidate in Science & Technology Studies, RPI Dissertation: "A Sociotechnical History of Naver, non-Anglo and non-Sino Internet Giant"

2019-*2022*   Jamie Steele, Ph.D. Candidate in Science & Technology Studies, RPI Dissertation: "Enacting the Fantasy Woman: ELIZA and the Gendering of AI"

2019-2020   Marina Fontolan Ph.D. Candidate in Science & Technology Studies UBICAMP, Brazil (Co-Chair, alongside Janaina Pamplona de Costa) Dissertation: "STS and Videogame Localization: New Approaches"

2017-2020   Lee Nelson, Ph.D. Candidate in Science & Technology Studies, RPI Dissertation: "Decomposition of 'NonNatural' Bodies: Institutional Onto-epistemological Blindness"

2. **Doctoral Committee Membership** (italics = projected completion date)

2021-*2024*   Josh Potter, Ph.D. Candidate in Communication and Rhetoric, RPI
             Dissertation: "Embodying Platforms: the Intersection of Phenomenology and
             Platform Studies"
             Chair: Ellen Esrock

2021-*2023*   Mitch Cieminski, Ph.D. Candidate in Science & Technology Studies, RPI
             Dissertation: "Ableism in Engineering Professions as Developed through
             Engineering Education"
             Chair: Raquel Velho

2021-*2023*   Caroline Mason, Candidate in Science & Technology Studies, RPI
             Dissertation: "Colonial Knowledge and Anti-Imperial Metadata in the World
             Digital Library"
             Chair: Raquel Velho

2018-*2022*   Hined Rafeh, Ph.D. Candidate in Science & Technology Studies, RPI
             Dissertation: "Genetic Screening at Home: Interpretive Policy Analysis of
             Direct-To-Consumer Genetic Testing."
             Chair: Abby Kinchy

2018-2020   Patrick Quinn, Ph.D. Student in Electronic Arts, RPI
             Dissertation: "The Flaneur and the Library of Babel"
             Chair: Mary Anne Staniszewski

2018-2020   Rebecca Jablonsky, Ph.D. Candidate in Science & Technology Studies, RPI
             Dissertation: "Mindfulness Technologies."
             Chairs: Abby Kinchy & Langdon Winner

2017-2019   Mara Dicenta, Ph.D. Candidate in Science & Technology Studies, RPI
             Dissertation: "Alter-natives: Necropolitical Interventions."
             Chair: Nancy Campbell

2016-2018   Eric Walsh, Ph.D. Candidate in Communication & Rhetoric, RPI
             Dissertation: "Alternative Instructional Game Design."
             Chair: Rebecca Rouse

3. **Graduate Student Advising**
2021-present   Jonathan Givan, Ph.D. Student in Science & Technology Studies
2020-present   Ysabelle Coutu, Ph.D. Student in Critical Game Design
2018-2019   Alex Jenseth, Ph.D. Student in Science & Technology Studies
2018-2019   Yoehan Oh, Ph.D. Student in Science & Technology Studies

4. **Visiting Scholar Supervision**
2018-2019   Marina Fontolan, Ph.D. Candidate in Science and Technology Policy,
             University of Campinas – DPCT/UNICAMP
             Project: "Decolonialism and Video Game Localization"
             Serving as research supervisor and host, August 31 2018 – July 31 2019
2017   Desiree Förster, Ph.D. Student in Philosophy, Institute for Arts and Media,
             Potsdam

Project: "Negotiations of Instability of Life Itself in Technologies of Interopception: the Interface as an Epistemic Object"
Served as research supervisor and host, August 1 through October 31, 2017, at RPI

5. **Masters Committee Chairship/Membership**
   2019   Kirk Winans, M.S. in STS, Rensselaer Polytechnic Institute (Chair)
   2016   Joshua Kohn, M.S. in Digital Media, Drexel University
               Thesis: "Coupling Physical Movements with Virtual Camera Movements in Virtual Reality in an Effort to Maintain and Increase Presence During Transitions"
   2014   Yiqun Shao, M.S. in Digital Media, Drexel University
               Thesis: "Investigation of Play on Twitter, and the Development of Twitter-based Videogames"
   2013   Ian Woskey, M.S. in Digital Media, Drexel University
               Thesis: "Dead End: The Influence of the PC on Player Emotional State and Actions"
               Research Presentation won "Top Poster Award in the Creative Arts" at Drexel Research Day 2013

6. **Bachelors Supervising**
   2020 Spring   Thesis supervisor, Jenny Bourke, GSAS/EART Senior
   2018 Fall   Thesis supervisor, Sebastien Garcia, DIS Senior
   2017 Fall   Thesis supervisor for Janice Ho, GSAS/EART Senior
   2013 Summer   Students Tackling Advanced Research (STAR) Mentor
                    Colton Terrace, Undergraduate in Computer Science, Drexel University
                    Project: "Inaction Games: The Attenuation of Agentic Engagement in Mainstream Gaming"

B. Classroom Instruction

1.   Standard Courses Taught at Rensselaer

Course Name	Course Score (Out of 5)	Instructor Score (Out of 5)	Course Size	Response Rate
Fall 2021				
GSAS-6400 Critical Game Design: History / Theory / Futures (Seminar)	--	--	--	--
Spring 2021 (COVID Hybrid Teaching)				
IHSS-2610 Design and Innovation Studio II (Studio, Taught in Hybrid Format)	4.00	4.17	18	67%
GSAS-6300 Research Methods in Critical Game Design (Seminar, Taught in Online Format)	4.60	4.80	14	36%
Fall 2020 (COVID Online Teaching)				
GSAS-2510 Intro to Game Design (Studio, Taught in Hybrid Format)	4.93	4.67	20	75%
IHSS-6960 Advanced Social Theory (Seminar, Taught in Online Format)	4.40	4.40	16	31%

Spring 2020 (COVID 19 Semester)				
IHSS-2610 Design and Innovation Studio II (Studio)	4.62	4.62	26	27%
Fall 2019				
IHSS-6960 Digital Studies (Seminar)	4.92	4.92	11	64%
GSAS-2510 (01) Intro to Game Design (Studio)	4.07	4.64	20	60%
GSAS-2510 (02) Intro to Game Design (Studio)	4.57	4.91	22	59%
GSAS-2510 (03) Intro to Game Design (Studio)	4.79	4.94	17	59%
CSCI-1100 Computer Science I (Humanities Recitation Section Instructor Response ONLY)	N/A	4.12	27	72%
Spring 2019				
CSCI-1100 Computer Science I (Humanities Recitation Section Instructor Response ONLY)	N/A	4.62	13	69%
Fall 2018				
IHSS-2610 PDI Studio III (Studio)	4.77	4.87	26	79%
GSAS-2510 Intro to Game Design (Studio)	4.72	4.80	20	70%
CSCI-1100 Computer Science I (Humanities Recitation Section Instructor Response ONLY)	N/A	4.92	10	70%
Spring 2018				
GSAS-2510 Intro to Game Design (Studio)	4.79	4.88	21	48%
Fall 2017				
COGS-2520 Intro to Game Design (Studio)	4.69	4.91	21	62%
Spring 2017				
STSS-4610 PDI Studio VI (Studio)	4.70	4.84	24	63%
ITWS-1220 IT & Society (Large-format Lecture)	3.98	4.44	106	72%
STSS-4980 STS Senior Project (Studio)	4.45	4.80	22	50%
Fall 2016				
IHSS-1965 Open Source Art, Music, & Culture (Lecture/Studio Hybrid)	3.67	4.42	61	58%
COMM-1600 History and Culture of Games (Lecture)	4.60	4.77	25	64%
STSS-4980 STS Senior Project (Studio)	4.33	4.50	23	52%
Spring 2016				
ITWS-1220 IT & Society (Large-format Lecture)	4.27	4.90	73	44%

COMM-1600 History and Culture of Games (Lecture)	3.86	4.56	28	54%
STSS-4980 STS Senior Project (Studio)	4.93	5.00	15	40%
Fall 2015				
STSS-4270 Sustainability Problems (Lecture)	4.64	4.79	22	64%
STSS-4800 Public Service Internship (Seminar)	4.75	4.75	9	44%
STSS-4980 STS Senior Project (Studio)	4.43	4.71	15	47%
Spring 2015				
STSS-4610 PDI Studio VI (Studio)	4.50	4.75	17	67%
ITWS-1220 IT & Society (Large-format Lecture)	4.75	4.81	71	53%
STSS-4980 STS Senior Project (Seminar)	3.67	4.33	13	31%

2. Courses Taught at Previous Institutions (as Instructor of Record)

Drexel University | Department of Culture and Communication

> ANTH 101: Introduction to Cultural Anthropology
> > Summer 2012
>
> COM 111: Principles of Communication
> > Spring 2011, Winter 2012, Summer 2013
>
> COM 150: Mass Media and Society
> > Summer 2010, Fall 2011
>
> COM 220: Qualitative Research Methods
> > Winter 2009, Summer 2014
>
> COM 230: Techniques of Speaking
> > Winter 2012, Summer 2012, Winter 2013, Spring 2013, Fall 2013
>
> COM 240: New Technologies in Communication
> > Spring 2011, Winter 2013, Winter 2014
>
> COM 340: Desktop Publishing
> > Fall 2010, Spring 2012, Spring 2014
>
> COM 351: Computer Mediated Communication
> > Winter 2011
>
> SOC 101: Introduction to Sociology
> > Summer 2013
>
> SOC 260: Classical Social Theory
> > Spring 2012, Spring 2013, Fall 2013, Winter 2014, Spring 2014, Summer 2014

Drexel University | Department of Digital Media

> DIGM 105: Overview of Digital Media
> > Fall 2008, Fall 2013 (3 sections), Fall 2014 (3 sections)
>
> DIGM 252: Multimedia Timeline Design
> > Spring 2009 (2 sections)
>
> DIGM 290: Scripting for Game Design

Summer 2009 (2 sections)
DIGM 451: Explorations in New Media
Winter 2013 (2 sections)
DIGM 475: Seminar: The Future of Digital Media
Spring 2012
DIGM 501: New Media: History, Theory, and Methods
Fall 2012

Temple University | Department of Media Studies and Production
MSP 3471: Media and Cultural Difference
Fall 2014 (2 sections)

Delaware County Community College | Graphic Design Program
ART 227: Web Graphics
Spring 2010 (2 sections)

C. Course and Curriculum Development (NP = New preparation; NC = New course)

Course Development, Rensselaer

2021 Fall   **Critical Game Design: History / Theory / Futures** (GSAS 6400) NC. This class
a seminar course that focuses on the history and theory of design for interactive
media. Students will read and discuss design history, art history, conceptual artistic
practice, and new and emerging theories about digital, critical, and speculative
design and the digital humanities. The course is designed to advance students'
understanding of bodies of academic literature and theory that explore the
hybridization of hermeneutic analysis and design and making practice.

2021 Spring   **Critical Game Design Research Methods** (GSAS 6300) NC. This
multidisciplinary course provides theoretical and methodological orientation to
critical games research, and seeks to address both the broad and pragmatic
implications of the question, "What does it mean to do research via games?"
Through a hybrid lecture-workshop class format, students will gain experience with
methodological research techniques in various disciplines game design draws from-
-visual arts, humanities and media studies, social science, and computer science--as
well as independent research design and proposal writing.

2020 Fall   **Advanced Social Theory** (IHSS 6960) NP. Redeveloped Advanced Social Theory
to bridge authors and concepts from STS, Communication and Media Studies, Art,
and Games Studies, in order to better meet the needs of the interdisciplinary group
of graduate students in HASS. Focused integration of Black Studies, Postcolonial
Theory, Feminist Theory, Queer Theory, and Intersectional analyses.

2019 Fall   **Digital Studies** (IHSS 6960) NC. Developed an Interdisciplinary HASS graduate
course serving STS, Arts, and C+M students, which was adopted as a part of the
required coursework for the Communication & Rhetoric Ph.D. program. Course
incorporates new media theory as well as hands-on making practices.

2018 Fall   **Humanities Computer Science I** (CSCI 1100) NP. Developed an experimental
"Humanities CS1" section of CS1 that integrates social justice into CS education.

2018 Fall   **PDI Studio III** (IHSS 2610) NP. Redeveloped the class to include substantial CAD training (in Rhino 5) and product visualization and simulation education (in Unreal Studio 4), including heavier physical-to-digital prototyping translation work. Retained STS focus on User Experience Construction

2017 Fall   **Intro to Game Design** (COGS 2520) NP. Redeveloped the class to focus on Human-Centered dimensions of game design, paper prototyping and rapid iteration, playtesting and user-testing skills, reading and class discussion of social dimensions of game design

2016 Fall   **Open Source Art, Music, and Culture** (IHSS 1965) NC. Developed an interdisciplinary HASS Inquiry course with Shawn Lawson and Silvia Ruzanka that combined STS lectures with critical art practice studios to explore feminist and queer elements of open source culture

2016 Spring **History and Culture of Games** (COMM/STSH, 1600), NP. Redeveloped social foundations seminar course for GSAS majors, including the proposed addition of the STSH crosslisting. Focus on social critique of racial/gender/class dynamics in game design, prototyping of game design for social justice

2016 Spring **IT & Society** (ITWS 1220), NP. Redeveloped foundations large-format lecture course for ITWS majors to include data-intensive final project, socially-focused IT development/production.

2015 Fall   **STS Senior Project** (STSH/S 4980), NP. Reconstruction of the course for PDI students, modifying the Senior Thesis structure to a hybrid written/made Critical Design Thesis Project, implementation of a studio model for the course

2015 Spring **PDI Studio 6** (STSS, 4610), NP. Restructured PDI Studio 6 to focus more concretely on Organizational Design and Ethnography for Design; incorporation of discussion format for STS peer-reviewed publications in the studio setting

Curriculum Development, Rensselaer

B.S. Degree Program Draft in "Sustainable Policy and Innovation" (Fall 2020)
Worked with members of the STS faculty to develop framework for a new major that combines the environmental and policy strengths of the Sustainability Studies program with innovation/design possibilities in the Corridor of Creativity. Program also leverages RPI's hybrid urban/rural context to develop governmental policy and justice-based agricultural innovation tracks.

Ph.D. Program in "Critical Game Design" (SP 16-SP 19)
Led the development of a Ph.D. and accelerated master's component in Game Design. The goal of the program is to create a praxis-based game design research and curricular platform that fuses critical perspectives on games with game development. My personal initiatives included the concepting and drafting of the intellectual narrative for the program, co-developing the course sequence and high-level perspectives on potential course offerings, submitting approval documentation to NY State, meeting with external advisors, and meeting with RPI administration and curriculum committees throughout the pitching and development process.

M.S. Degree Program in "Critical Game Design" (SP 15- SP 19)

Led the curricular and course design of a graduate degree for the GSAS program, focused on hybrid social critique and games production. Led the design of the curricular structure and thesis structure, worked closely with Ben Chang on strategizing the funding opportunities for incoming students, classroom/lab/graduate office space and equipment requirements, and program outreach.

Alt.code (FA 17- FA 19)
Led development of an inter-school minor/concentration on the social and political dimensions of programming and digital design. Organized faculty from STS, CSCI, and ARTS in developing successful grant proposals. Developed two new courses and redesigned two other courses across all three departments. Piloted and iterated "Open Source Art, Music, & Culture" in the Fall of 2016 and 17. Will pilot "CSCI 1100: Computer Science I: Humanities Computing" in Fall of 2018.

PDI Curriculum Revision (FA 17)
Co-led, alongside Raquel Velho, a series of workshops with PDI faculty from HASS and the School of Engineering. Redeveloped the PDI studio sequence to account for new facilities (the digital fabrication lab, wood shop, and metal shop), student desires, advances in the "STS Making and Doing" field, and the changes in student scheduling and experience due to the RPI Arch.

Design Research Group (FA 16-SP 18)
Co-developed, with Dean Nieusma, an ongoing undergraduate research lab for advanced PDI students, working toward critical technical practice, innovative design teaching, and bringing together digital and material making.

DSIS/STSO/SUST Curriculum Revision (Fall 15)
Worked alongside Dean Nieusma and Kim Fortun to revise the three STS majors to take advantage of HASS gateway courses, standardize STSO and SUST curricular content, and make DSIS compatible with Summer Arch scheduling requirements

GSAS Curriculum Revision (Fall 15)
Participated in a workshop/retreat with other GSAS faculty to redesign the GSAS curriculum. Major focus on getting GSAS students to build games beginning in their first year, both for skills and retention purposes, the increased presence of social and theoretical readings throughout the curriculum, and the shaping of the program to accommodate Summer Arch

2. Independent Study Courses / Student Research Projects / Research Assistantships

Graduate
2021 Spring   "Platform Studies" (COMM-6960) with Josh Potter
2020 Spring   "New Materialisms" (STSH-6940) with Maggie Mang, Misria Ali, Alex Jenseth, Caroline Mason
                "Postcolonial Computing and Digital Infrastructure Studies" (STSS-6940) with Yoehan Oh, 6.cr
2019 Fall   "Critical Software Studies," (STSH-6940), with Alex Jenseth, 3 cr.
                "Critical Code Studies," (STSH-6940), with Jamie Steele, 3 cr.
2019 Summer   Tactical Humanities Lab Research Assistantship, with Caroline Mason, Jamie Steele, Alex Jenseth
2019 Spring   "Virtual Metaphysics," (STSH-6940), with Justin Dowdall, 3 cr.
                "Tactical Humanities Lab"
2018 Fall   "Critical Platform Studies," (STSH-6940), with Alex Jenseth, 3 cr.
2018 Summer   alt.code (Research Assistantship) with Ezra Teboul and Hined Rafeh

2018 Spring   "Tactical Humanities Lab," (STSH-6940) with Van Tran Nguyen, 3 cr.
2016 Summer   "Feminist and New Materialist STS," (STSH-6940) with Mara Dicenta and Lee Nelson, 3 cr.
2016 Spring   "Empathetic Game Design" (STSH-6940) with Eric Walsh, 3 cr.

Undergraduate

2021 Fall   "Interrogating Games Pedagogy" with Sean Orelup
2020 Fall   "Critical CS1" with Naya Murdock
                "Independent Game Design," with Julia Krawiec, Jack McDaid, Gale Pollard
2020 Spring   "Critical CS1" with Naya Murdock
2019 Fall   "Critical CS1," with Xavier Marshall, Naya Murdock, Eryn Buhat, Jesse Ellin, Chris Reed, Ohad Nir, Damiel Faxon
                "Tactical Humanities Lab," with Jenny Bourke, Emma Goldman, Haselle Lerum
                "Independent Game Design," with Tatum Hobby, Julia Krawiec, Jon LaFuente-Principe, Xavier Marshall, Jack McDaid, Gale Pollard
2019 Spring   "Humanities CS1," with Lam Detzler, Xavier Marshall, Simon Hopkins, Pragati Pant, Korryn Resetar, Naya Murdock
                "Tactical Humanities Lab," with Jenny Bourke, Maria Salmon, Emma Goldman, Haselle Lerum, Emily Yan
                "PDI History and Futures," with Alex Ngan, Jared Abrams, and Pam Zweig
2018 Fall   "Tactical Humanities Lab," with Jenny Bourke, Emily Yan, Andriy Nikolayenko, Brookelyn Parslow, Korryn Resetar, Lydia Krauss
2018 Spring   "Tactical Humanities Lab," with Janice Ho, Maria Salmon, Paloma Alonso, Mary Montgomery, Emily Yan, Hannah Lightner, Varun, JJ,
2018 Spring   "alt.code," with Korryn Resetar and Brookelyn Parslow
2017 Fall   "Tactical Humanities Lab," with Janice Ho and Maria Salmon
2017 Fall   "alt.code," with Korryn Resetar and Brookelyn Parslow
2017 Fall   "Design Research Group" (co-advised with Dean Nieusma), with Lydia Krauss and Jordan Hutensky
2017 Spring   "Advanced PDI Research Project" (co-advised with Dean Nieusma), with Sarah Schattschneider, Tim Andrews, Chris Hoskins, Kathleen Kanai, Korryn Resetar
2017 Spring   "Queer Game Design", with Maria Salmon (STSS-4940) (4 cr. hr.)
2017 Spring   "Sustainable Wind Turbine Design and Development," (STSH-4940) with Shanmugam Thiagarajan (1 cr. hr.)
2016 Fall   "Advanced PDI Research Project"(co-taught with Dean Nieusma) (STSS-4940) with with Andrea Ukleja, Emily Pearson, Sarah Schattschnieder, Alex Zylka, and Tim Andrews
2016 Fall   "Bodies and STS" (STSH-4940) with Maria Salmon, 4 cr. Hr.
2016 Spring   "Advanced Public Service" (STSS-4940) with Joshua Rosenfield, 4 cr. hr.
2016 Spring   "Empathetic Game Design" (STSH-6940) with Janice Ho, Kaitlin Dell, Sebastien Anderson, Giselle Francis, 4 cr. hr.
2016 Spring   3D Printing and Transformative Engineering (MANE-2940) with Emily Farella, 3 cr. hr.
2015 Spring   Shifts in Consumer Product Design (STSS-4940) with Spencer Parker, 1 cr. hr.

3. Presentations and Workshops for Students
2020 Fall   "Making Sense of the Job Market" presentation and workshop for STS Graduate Students about the academic and alt-academic job market
2020 Fall   "Intersectional Co-Presences" presentation to STS Department Faculty and Graduate Students about Anti-Blackness in Online spaces

2017 Fall	"Tactical Humanities at RPI," organized workshop for graduate students interested in Digital Humanities theory and in mentoring undergraduate students
2017 Fall	"Critical Design in Art and Engineering," organized workshop for DSIS students, including a campus visit and guest lecture by international designer Susanna Hertrich
2017 Spring	"CAD and Rhino" supplemental educational workshop for DSIS students, May 2017
2015 Fall	Invited discussant of the screening of "Technocalyps: Part 1" at the Rensselaer Chapel and Cultural Center, October 15, 2015
2015 Spring	"Career Development and the Academic Job Search," at the Rensselaer Polytechnic Institute's Science and Technology Studies Professional Development Seminar, April 22, 2015