

## Academic Appointments

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- 2018 – now    **Assistant Professor**  
Digital Media, College of Literature, Media, and Communication  
**Georgia Institute of Technology**  
Graduate Faculty, Digital Media
- 2016 – 2018    **Assistant Professor**  
Digital Media, School of Visual Arts and Design  
**University of Central Florida**  
Graduate Faculty, Digital Media  
Faculty, Text and Technology PhD Program
- 2015 – 2016    **Postdoctoral Fellow**  
Computer Science, Game Lab, College of Arts and Science  
**American University**

## Education

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- Ph.D.**    Computer Science (2012). University of California, Santa Cruz.  
Dissertation: The Grail Framework: Making stories playable on three levels in CRPGs  
Advisor: Michael Mateas
- M.S.**    Computer Science (2008). University of California, Santa Cruz.  
Dissertation: Integrating Drama Management into an Adventure Game  
Advisor: Michael Mateas
- B.A.**    Computer Science (1996). University of California, Santa Cruz.

## Industry Experience

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- 2012 – 2015    **Creative Director**, Play Crafts. Santa Cruz, CA.  
Design and implementation of online design tools for crafters.
- 2012    **Intern**, Cloudforest Design. Capitola, CA.  
UI and UX design for mobile applications.

- 2009 **Lead Designer**, WemoMedia Games. Los Angeles, CA.  
Design of interactivity model and game mechanics for synchronous multiplayer worldwide mobile-based game.
- 2005 – 2008 **Software Engineer**, Thuridion Software Engineering. Scotts Valley, CA.  
Implementation of Windows- and web-based applications for clients.
- 2002 – 2005 **Computer Consultant**, Sullivan Consulting, Nipomo, CA.  
Design and implementation of web solutions.
- 1998 – 2002 **Software Engineer**, Electronic Arts, Seattle. Bellevue, WA.  
Implementation of artificial intelligence solutions, in-game tools, and user interface elements.  
**Shipped Titles:** FIFA 99 PC and PSX, Need for Speed: High Stakes PC and PSX, Motor City Online PC.
- 1996 – 1998 **Software Engineer**, Thuridion Software Engineering. Scotts Valley, CA.  
Implementation of Windows-based applications for clients.

## Scholarship, Research, and Creative Activity

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### Publications

#### Refereed Journal Articles

1. **Anne Sullivan**, Michael Mateas, Noah Wardrip-Fruin. Making Quests Playable: Choices, CRPGs, and the Grail Framework, Leonardo Electronic Almanac, vol. 17, pp. 140–152, 2011.  
*Citations: 12 (Google Scholar, Sep 19, 2018)*

#### Refereed Conference Publications

1. Emily Johnson, **Anne Sullivan**. BeadED Adventures: Using Tangible Game Artifacts to Assist STEM Learning. *To appear in Proceedings of the 6<sup>th</sup> International Academic Conference on Meaningful Play (Meaningful Play 2018)*, East Lansing, MI, October 11-13, 2018. Extended Abstract.
2. **Anne Sullivan**, Anastasia Salter, Gillian Smith. Games Crafters Play. In *Proceedings of the 13<sup>th</sup> International Conference on the Foundations of Digital Games (FDG 2018)*, Malmö, Sweden, August 7-10, 2018.

3. Anastasia Salter, Bridget Blodgett, **Anne Sullivan**. “Just Because It’s Gay”: Transgressive Design in Queer Coming of Age Visual Novels. In *Proceedings of the 13<sup>th</sup> International Conference on the Foundations of Digital Games (FDG 2018)*, Malmö, Sweden, August 7-10, 2018.
4. Emily Johnson, **Anne Sullivan**. Facilitating Undergraduate Experimental Game Design: A Pilot Study with Celestial Harmony. In *International Conference on Immersive Learning*, pp. 177-188. Springer, Cham, 2018. Missoula, Montana, June 24-29, 2018.  
*Acceptance rate: ~35%*
5. **Anne Sullivan**, Joshua McCoy, Sarah Hendricks, Bri Williams. Loominary: Crafting Tangible Artifacts from Player Narrative. In *Proceedings of the Twelfth International Conference on Tangible, Embedded and Embodied Interactions (TEI 2018)*, Stockholm, Sweden, March 18-21, 2018.  
*Acceptance rate: 28%*
6. **Anne Sullivan** and Anastasia Salter. A Taxonomy of Narrative-Centric Board and Card Games. In *Proceedings of the International Conference on the Foundations of Digital Games (FDG 2017)*, Cape Cod, Massachusetts, August 14 – 17, 2017.  
*Citations: 2 (Google Scholar, Sept 19, 2018)*  
*Acceptance rate: 30%*
7. Mike Treanor, Joshua McCoy, **Anne Sullivan**. A Framework for Playable Social Dialogue. In *Proceedings of the Twelfth AAAI Conference on Artificial Intelligence and Interactive Digital Entertainment (AIIDE-16)*, Burlingame, California, October 8 – 12, 2016.  
*Citations: 1 (Google Scholar, Sep 19, 2018)*
8. **Anne Sullivan**, April Grow, Michael Mateas, Noah Wardrip-Fruin. The Design of Mismanor: Creating a Playable Quest-Based Story Game. In *Proceedings of the International Conference on the Foundations of Digital Games (FDG 2012)*, Raleigh, North Carolina, May 30 – June 1, 2012.  
*Citations: 11 (Google Scholar, Sep 19, 2018)*  
*Acceptance rate: 29%*
9. **Anne Sullivan**, April Grow, Tabitha Chirrick, Max Stokols, Noah Wardrip-Fruin, Michael Mateas. Extending CRPGs as an Interactive Storytelling Form. In *Proceedings of the Fourth International Conference on Interactive Digital Storytelling (ICIDS 2011)*, Vancouver, Canada, November 28-December 1, 2011.  
*Citations: 6 (Google Scholar, Sep 19, 2018)*  
*Acceptance rate: 27%*

10. Aaron Reed, Ben Samuel, **Anne Sullivan**, Ricky Grant, April Grow, Justin Lazaro, Jennifer Mahal, Sri Kurniawan, Marilyn Walker, Noah Wardrip-Fruin. A Step Towards the Future of Role-Playing Games: The SpyFeet Mobile RPG Project. In *Proceedings of the Seventh AAAI Conference on Artificial Intelligence and Interactive Digital Entertainment (AIIDE-11)*, Palo Alto, California, October 12-14, 2011.  
*Citations: 22 (Google Scholar, Sep 19, 2018)*
11. **Anne Sullivan**, Gillian Smith. Lessons in Teaching Game Design. In *Proceedings of the 2011 International Conference on the Foundations of Digital Games (FDG 2011)*, Bordeaux, France, June 29- July 1, 2011.  
*Citations: 2 (Google Scholar, Sep 19, 2018)*  
*Acceptance rate: 29%*
12. Aaron A. Reed, Ben Samuel, **Anne Sullivan**, Ricky Grant, April Grow, Justin Lazaro, Jennifer Mahal, Sri Kurniawan, Marilyn Walker, Noah Wardrip-Fruin. SpyFeet: An Exercise RPG. In *Proceedings of the 2011 International Conference on the Foundations of Digital Games (FDG2011)*, Bordeaux, France, June 29-July 1, 2011.  
*Citations: 11 (Google Scholar, Sep 19, 2018)*  
*Acceptance rate: 29%*
13. Adam Smith, Chris Lewis, Ken Hullett, Gillian Smith, **Anne Sullivan**. An Inclusive View of Player Modeling. In *Proceedings of the 2011 International Conference on the Foundations of Digital Games (FDG 2011)*, Bordeaux, France, June 29 -July 1, 2011.  
*Citations: 54 (Google Scholar, Sep 19, 2018)*  
*Acceptance rate: 29%*
14. **Anne Sullivan**, Michael Mateas, Noah Wardrip-Fruin. QuestBrowser: Making Quests Playable with Computer-Assisted Quest Design. In *Proceedings of the 8th Digital Art and Culture Conference (DAC 2009)*, Irvine, CA, December 12-15, 2009.  
*Citations: 2 (Google Scholar, Sep 19, 2018)*
15. **Anne Sullivan**. Gender-inclusive quest design in massively multiplayer online role-playing games. In *Proceedings of the 4th International Conference on Foundations of Digital Games (FDG '09)*, FL, April 26-30, 2009. (Doctoral Consortium)  
*Citations: 18 (Google Scholar, Sep 19, 2018)*
16. Jacob Telleen, **Anne Sullivan**, Jerry Yee, Prabath Gunawardane, Oliver Wang, Ian Collins, James Davis. Synthetic Shutter Speed Imaging. In *Computer Graphics Forum 26(3)*. Eurographics 2007.  
*Citations: 55 (Google Scholar, Sep 19, 2018)*

## Refereed Articles

1. **Anne Sullivan** and Gillian Smith. Designing Craft Games. *ACM Interactions* 24, 1 (December 2016), 38-41. DOI: <https://doi.org/10.1145/3019004>.  
*Citations: 2 (Google Scholar, Sep 22, 2018)*

## Non-Refereed Publications

1. **Anne Sullivan**. GrailGM: Moving Beyond Combat-Reliance in Role-Playing Games. In *Proceedings of Grace Hopper Celebration of Women in Computing (GHC 2011)*, Portland, Oregon, November 9-12, 2011.

## Other

### Workshop and Symposium Publications

1. **Anne Sullivan**, Mirjam Palosaari Eladhari, Michael Cook. Tarot-Based Narrative Generation. In *Proceedings of the 10<sup>th</sup> Procedural Content Generation Workshop (PCG)* co-located with Foundations of Digital Games (FDG) 2018, Malmö, Sweden, August 7-10, 2018.
2. Mike Treanor, Joshua McCoy, **Anne Sullivan**. Social Play in Non-Player Character Dialog. In *Proceedings of the Social Believability in Games Workshop (SBG)* co-located with Artificial Intelligence in Interactive Digital Entertainment (AIIDE) 2015, Santa Cruz, CA, November 14-18, 2015.  
*Citations: 1 (Google Scholar, Sep 19, 2018)*
3. Gillian Smith, **Anne Sullivan**. The Five-Year Evolution of a Game Programming Course. In *Proceedings of the 43<sup>rd</sup> ACM Technical Symposium on Computer Science Education (SIGCSE 2012)*. Raleigh, NC, February 29-March 3, 2012.  
*Citations: 7 (Google Scholar, Sep 19, 2018)*
4. **Anne Sullivan**, Michael Mateas, and Noah Wardrip-Fruin. Rules of Engagement: Moving Beyond Combat-Based Quests. In *Proceedings of the Intelligent Narrative Technologies III Workshop (INT3 '10)* co-located with Foundations of Digital Games (FDG) 2010, Monterey, CA, June 18, 2010.  
*Citations: 28 (Google Scholar, Sep 19, 2018)*
5. **Anne Sullivan**, Sherol Chen, Michael Mateas. From Abstraction to Reality: Integrating Drama Management into a Playable Game Experience. In *Proceedings of the AAAI 2009 Spring Symposium on Interactive Narrative Technologies II*, AAAI Press. Stanford, CA,

March 23-25, 2009.

*Citations: 18 (Google Scholar, Sep 19, 2018)*

6. Sherol Chen, Mark Nelson, **Anne Sullivan**, Michael Mateas. Evaluating the Authorial Leverage of Drama Management. In *Proceedings of the AAAI 2009 Spring Symposium on Interactive Narrative Technologies II*, AAAI Press. Stanford, CA, March 23-25, 2009.  
*Citations: 21 (Google Scholar, Sep 19, 2018)*

### Poster Presentations and Demonstrations

1. Joshua McCoy, Mike Treanor, **Anne Sullivan**, Ben Samuel, Aaron Reed. Ensemble Design Tool. In *Proceedings of the Experimental AI in Games Workshop (EXAG)* co-located with Artificial Intelligence in Interactive Digital Entertainment (AIIDE) 2015.
2. Sherol Chen, **Anne Sullivan**, Chris Lewis, Noah Wardrip-Fruin, Michael Mateas. Intelligent Interactive-Stories: Theory versus Practice. Poster at *Game Developer's Conference (GDC 2009)*, San Francisco, CA, March 23-27, 2009.
3. **Anne Sullivan**, Sherol Chen, Michael Mateas. Integrating Drama Management into an Adventure Game. In *Proceedings of the Fourth Annual Conference on Artificial Intelligence and Interactive Digital Entertainment*, AAAI Press. Stanford, CA, October 22-24, 2008.

### Peer-Reviewed Conference Presentations - International

1. **Anne Sullivan**, Gillian Smith, Josh Tanenbaum. "Storytelling in Computational Craft." Humanities, Arts, Science and Technology Alliance and Collaboratory (HASTAC 2017), Orlando, Florida, November 3 – 4, 2017. (Panel)
2. **Anne Sullivan**, Anastasia Salter, and John Murray. "Creating Tangible Artifacts from Player Narrative." Affiliations, Communities, Translations: Electronic Literature Organization Conference (ELO 2017), Porto, Portugal, July 18 – 22, 2017. (Panel)
3. **Anne Sullivan** and Anastasia Salter. Towards a Taxonomy of Narrative Analog Games. International Conference on the Foundations of Digital Games (FDG 2017), Cape Cod, Massachusetts, August 14 – 17, 2017.
4. **Anne Sullivan**, April Grow, Michael Mateas, Noah Wardrip-Fruin. The Design of Mismanor: Creating a Playable Quest-Based Story Game. International Conference on the Foundations of Digital Games (FDG 2012), Raleigh, North Carolina, May 30 – June 1, 2012.

5. **Anne Sullivan**, April Grow, Tabitha Chirrick, Max Stokols, Noah Wardrip-Fruin, Michael Mateas. Extending CRPGs as an Interactive Storytelling Form. Fourth International Conference on Interactive Digital Storytelling (ICIDS 2011), Vancouver, Canada, November 28-December 1, 2011.
6. **Anne Sullivan**, Michael Mateas, Noah Wardrip-Fruin. QuestBrowser: Making Quests Playable with Computer-Assisted Quest Design. 8th Digital Art and Culture Conference (DAC 2009), Irvine, CA, December 12-15, 2009.
7. **Anne Sullivan**. 2009. Gender-inclusive quest design in massively multiplayer online role-playing games. 4th International Conference on Foundations of Digital Games (FDG 2009), FL, April 26-30, 2009. (Doctoral Consortium)

### Technical Reports

1. Mirjam P. Eladhari, **Anne Sullivan**, Gillian Smith, Josh McCoy. AI-Based Game Design: Enabling New Playable Experiences. Technical Report UCSC-SOE-11-27, 2011.  
*Citations: 22 (Google Scholar, Sep 19, 2018)*
2. **Anne Sullivan**, Gillian Smith. Lessons from COSMOS: Four Years of Iteration on a Game Design Course. Technical Report UCSC-SOE-11-15, 2011.
3. Adam M. Smith, Chris Lewis, Kenneth Hullett, Gillian Smith, **Anne Sullivan**. An Inclusive Taxonomy of Player Modeling. Technical Report UCSC-SOE-11-13, 2011.  
*Citations: 46 (Google Scholar, Sep 19, 2018)*

### Invited Talks and Presentations

1. **Lecture**. "Computational Craft: Digital Stories in Physical Spaces", Ruth Funk Center for Textile Arts, Florida Institute of Technology. Friends of Textiles Lecture Series. April 2018.
2. **Lecture**. "Crafting Digital Stories in Physical Spaces", California Polytechnic Institute. February 2018.
3. **Lecture**. "Broadening Participation in Interactive Storytelling Experiences", Rochester Institute of Technology. February 2018.
4. **Lecture**. "Broadening Participation in Interactive Storytelling Experiences", Worcester Polytechnic Institute. February 2018.

5. **Lecture.** “Broadening Participation in Interactive Storytelling Experiences”, Georgia Institute of Technology. February 2018.
6. **Lecture.** “Color in Modern Quilt Design”, Orlando Modern Quilt Guild, September 2017.
7. **Workshop.** “Design Elements and Principles in Quilt Design”, QuiltCon, February 2017.
8. **Lecture.** “You are Creative”, QuiltCon, February 2017.
9. **Lecture.** “Color Theory and Design”, Nimble Fingers Quilt Guild, June 2016.
10. **Lecture.** “Modern Quilts from Digital Tools”, QuiltCon, February 2016.
11. **Moderator.** ““Getting & Staying Creative, Keeping the Mojo Burning”, QuiltCon, February 2016.
12. **Lecture.** “Making Playable Stories Tangible”, Rensselaer Polytechnic Institute, February 2016.
13. **Lecture.** “Making Playable Stories Tangible”, University of Central Florida, January 2016.
14. **Lecture.** “An Overview of Computational Crafting”, American University, April 2015.
15. **Lecture.** “Color Theory and Design”, Bay Area Modern Quilt Guild, September 2014.
16. **Webinar.** “Quilt Design a Day: Discovering Your Creative Process”, Modern Quilt Guild, August 2014.  
*Webinar given to 500 attendees, and also made available to the ~10,000 members of the international Modern Quilt Guild for later viewing.*
17. **Demo.** “Applied Color Theory”, South Bay Area Modern Quilt Guild, August 2014.
18. **Demo.** “Applied Color Theory”, Silicon Valley Modern Quilt Guild, July 2014.
19. **Panelist.** Girls, Games, and Getting to the First Day, *Grace Hopper Celebration of Women in Computing* (GHC 2010), Atlanta, Georgia, September 28 – October 2, 2010.

## Fellowships, Honors, and Awards



1. Invited Participant, Dagstuhl Seminar 17471: Artificial and Computational Intelligence in Games: AI-Driven Game Design. Schloss Dagstuhl. November 2017.
2. Invited Participant, Workshop on Computational Modeling in Games, Banff International Research Station for Mathematical Innovation and Discovery, Banff, Canada, May 2016

## Creative Activity

### Juried Group Shows and Festivals

#### International

1. *Playable Experiences*. Artificial Intelligence in Interactive Digital Entertainment (AIIDE), University of Alberta, Edmonton, Canada, November 13-17, 2018. *Vox Populi: The Ustradian Games*. Digital game with social modeling AI framework. Mike Treanor, Joshua McCoy, **Anne Sullivan**.
2. *Electronic Literature Organization Festival – Mind the Gap!*. Centre de Design (DE) UQAM, Montreal, Canada, August 13-16, 2018. *Blocked Connections*. Quilts using QR technology and generated websites as a narrative experience. Anastasia Salter\*, **Anne Sullivan\***.  
\*Both creators put in the same amount of work and should be considered equally.
3. *SAAM Arcade*. Smithsonian American Art Museum, Washington, DC, August 5-6, 2017. *Loominary*. Digital game with physical loom interface. Loom uses raspberry pi and RFID technology. **Anne Sullivan**, Joshua McCoy, Sarah Hendricks, Bri Williams.  
*Acceptance rate: 26%*  
*~20K attendees*
4. *Electronic Literature Organization Festival*. Palacete Viscondes Balsemo, Porto, Portugal. July 18-22, 2017. *Loominary*. **Anne Sullivan**, Joshua McCoy, Sarah Hendricks, Bri Williams.

### Curated Group Shows and Festivals

#### Exhibitions

1. *Quilts for Pulse*, part of the Resilience: Remembering Pulse exhibit, Orlando, FL. (regional)  
Curated by Keri Watson.
2. *Quilt Design A Day*, special exhibit at QuiltCon 2017, Savannah, GA. (international)  
Co-curated with Michelle Wilkie and Heather Grant.  
21 quilts using the same photo and palette as inspiration using the techniques adopted by the Quilt Design A Day group.

3. *Games are for Everyone: Sign a Quilt Heart*, hosted by the International Game Developer's Association at the Game Developer's Conference, San Francisco, CA. March 2015. (regional)

### Media Exposure

1. RFID Weaves a Tale with New Loom Technology. Claire Swedburg, RFID Journal, 2017-09-20. <http://www.rfidjournal.com/articles/view?16568>
2. New Fabric Interfaces Weave Together Textiles and Computers in Unexpected Ways. Grace Ballenger. Slate Future Tense. 2017-08-15. [http://www.slate.com/blogs/future\\_tense/2017/08/15/fabric\\_interfaces\\_allow\\_users\\_to\\_interact\\_with\\_computers\\_in\\_new\\_ways.html](http://www.slate.com/blogs/future_tense/2017/08/15/fabric_interfaces_allow_users_to_interact_with_computers_in_new_ways.html)
3. Live: Retro Arcade Game Exhibit Smithsonian Art Museum. Dr. Tarrin P Lupo, YouTube. 2017-08-06. <https://www.youtube.com/watch?v=isM9VMfiGXM&t=48s>
4. Smithsonian highlights indie game makers with museum arcade. Stephanie Chan. Venture Beat. 2017-07-10. <https://venturebeat.com/2017/07/10/smithsonian-highlights-indie-game-makers-with-museum-arcade/>
5. Smithsonian American Art Museum's Third Annual "SAAM Arcade" To Feature 40 Independent Games. Laura Baptiste. Smithsonian Newsdesk. 2017-06-28. <http://newsdesk.si.edu/releases/smithsonian-american-art-museum-s-third-annual-saam-arcade-feature-40-independent-games>
6. Antique Amish quilts inspire today's fabric artists. Kathryn Loosli Pritchett, San Jose Mercury News, 2014-11-14. [http://www.mercurynews.com/home-garden/ci\\_26916589/antique-amish-quilts-inspire-todays-fabric-artists](http://www.mercurynews.com/home-garden/ci_26916589/antique-amish-quilts-inspire-todays-fabric-artists)
7. Photos: See quilts from exhibitions at San Jose Museum of Quilts & Textiles. Mark Dufrene, San Jose Mercury News, 2014-11-12. <http://photos.mercurynews.com/2014/11/12/photos-see-quilts-from-exhibitions-at-san-jose-museum-of-quilts-textiles/#12>
8. Guest on *Me Being Crafty* podcast. Episode 003: Anne Sullivan of Play Crafts. November 6, 2014.
9. Confession: I'm a crafter. Guest article on The Anita Borg Institute website. 2014-10-30 <http://anitasquilt.org/2014/10/30/confession-im-a-crafter/>

10. The Santa Cruz Video Game Revolution. Neal Soldofsky, Santa Cruz Weekly, 2010-12-14.
11. An unexplored realm for dialogue research: Social role-playing games. Matthew Marge, Speech and Language Processing Technical Committee Newsletter, 2010-11-16. <http://archive.signalprocessingsociety.org/technical-committees/list/sl-tc/spl-nl/2010-11/social-role-playing-games/>
12. Meeting of the minds at UCSC Research Review Day. Tovin Lapan, The Santa Cruz Sentinel. 2010-10-22. <http://www.santacruzsentinel.com/general-news/20101022/meeting-of-the-minds-at-ucsc-research-review-day>

## Grants

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### External

1. 2017. **Principal Investigator** (Co-PI Gillian Smith) (awarded)  
“Code Crafters: Fostering Public Engagement in Computational Thinking by Leveraging Quilting Communities and Practices.” National Science Foundation. \$299,460  
*split between Georgia Institute of Technology and Worcester Polytechnic Institute*
2. 2017. **Co-Principal Investigator** (PI Natalie Underberg-Goode) (declined)  
“Coding the Arts.” VentureWell. \$25,607
3. 2017. **Principal Investigator** (Co-PI Matthew Dombrowski) (declined)  
“Connected Comforts Project: Heart-to-Heart Communication”. Comcast. \$38,496

### Internal

1. 2018. **Co-Principal Investigator** (PI Laura Levy) (awarded)  
“Connecting Georgia Tech with the Future of eSports.” GVU Engagement Grant. \$4800
2. 2015. **Co-Principal Investigator** (PI Christopher Totten) (awarded)  
“Atelier Games Project.” American University Mellon Fund Research Support Grant. \$2500

## Teaching and Advising

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### Courses

- Fall 2018     **LMC 6310:** Computers as an Expressive Medium – Georgia Tech  
Graduate enrollment: 19
- Spring 2018     **DIG 3480:** Computer as a Medium – University of Central Florida (2 sections)  
Mixed Mode – Online & Face-to-face  
Undergraduate enrollment: 150 (section 1)  
Undergraduate enrollment: 110 (section 2)
- Fall 2017     **DIG 3480:** Computer as a Medium – University of Central Florida  
Mixed Mode – Online & Face-to-face  
Undergraduate Enrollment: 150
- DIG 4725C:** Game Design Workshop – University of Central Florida  
Undergraduate Enrollment: 54
- Summer 2017 **DIG 4725C:** Game Design Workshop – University of Central Florida  
Undergraduate Enrollment: 56
- Spring 2017     **DIG 4725C:** Game Design Workshop – University of Central Florida  
Undergraduate Enrollment: 30
- DIG 4630C:** Media Business Practices – University of Central Florida  
Undergraduate Enrollment: 76  
*Digital Media business design and development*
- Fall 2016     **DIG 4725C:** Game Design Workshop – University of Central Florida  
Undergraduate Enrollment: 51
- DIG 4630C:** Media Business Practices – University of Central Florida  
Undergraduate Enrollment: 143
- Spring 2016     **CSC 535:** User Interface Analysis and Design – American University  
Undergraduate Enrollment: 25  
*User interface and user experience design.*

Winter 2012 **CMPS 179: Game Design Practicum** – University of California, Santa Cruz  
Undergraduate Enrollment: 27  
*Game design and prototyping.*

## Other Teaching

- 2017 **Lead Instructor**, Tech Sassy Girlz and CREATE, Orlando, FL  
Video Game Camp  
*Co-directed, co-designed, and co-taught a one week summer program teaching game design and programming for middle school and high school girls from under-served populations in the community.*
- 2010 **Lead Instructor**, COSMOS, Santa Cruz, CA  
California State Summer School for Mathematics and Science  
Cluster 5 – Technologies of Fun: Game Graphics, AI, and Network in Code  
*Designed and taught a one-month summer program teaching game design and Processing programming to high school students.*
- 2007 – 2010 **Teaching Assistant**, University of California, Santa Cruz.  
*Foundations of Game Design (2007-2010)* – Created lectures for weekly labs with a focus on accessibility for multiple learning styles.  
*Introduction to Computer Programming (2010)* – Lectured based on student inquiries.  
*Virtual Worlds on the Web (2009)* – Gave lectures in lab sections, taught HTML, VRML and Flash.
- 2007 – 2008 **Teaching Assistant**, COSMOS, Santa Cruz, CA.  
California State Summer School for Mathematics and Science.  
Cluster 5 – Technologies of Fun: Game Graphics, AI, and Network in Code  
*Worked closely with high school students to help them learn programming and create games using Python.*

## Student Advising

1. 2018 – present. Committee, Sarah Schoemann, Digital Media PhD Candidate.
2. 2017 – 2018. Committee, Taylor Howard, Texts & Technology PhD Candidate.
3. 2017 – 2018. Committee, Laura Moeller, Texts & Technology PhD Candidate.
4. 2017 – 2018. Committee, Amy Vanschaik, Texts & Technology PhD Candidate.

5. 2017 – 2018. Mentor, Erika Heredia, Texts & Technology PhD student.
6. 2017 – 2018. Jonathan Rios, Digital Media graduate student.

## Service and Professional Development

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### Conference and Workshop Organization

1. 2018. **Co-Chair**, *Procedural Content Generation Workshop*, August 7, Malmö, Sweden. Co-located with Foundations of Digital Games (FDG) 2018.
2. 2017. **Co-Chair**, *{Craft, Game} Play Workshop*, November 4, Orlando, FL. Co-located with Humanities, Arts, Science and Technology Alliance and Collaboratory (HASTAC) 2017.
3. 2017. **Co-Chair**, *Doctoral Consortium*, October 7-8, Snowbird, UT. Co-located with Artificial Intelligence in Interactive Digital Entertainment (AIIDE) 2017.
4. 2017. **Co-Chair**, *Social Justice and Computational Creativity*, April 20, Atlanta, GA. Co-located with International Conference on Computational Creativity (ICCC) 2017.
5. 2015. **Co-Chair**, *{Craft, Game} Play Workshop*, June 25, Monterey, CA. Co-located with Foundations of Digital Games (FDG) 2015.
6. 2015. **Web Communications Chair**, Foundations of Digital Games (FDG) 2015, June 22-25, 2015. Monterey, CA.
7. 2015. **Organization Committee**, *Costumes and Wearables as Game Controllers Studio*, January 13, Palo Alto, CA. Co-located with Tangible, Embedded and Embodied Interaction (TEI) 2015.
8. 2014. **Web Communications Chair**, Foundations of Digital Games (FDG) 2014, April 3-7, 2014, Fort Lauderdale, FL.
9. 2012. **Co-Chair**, *Workshop on Research Prototyping for Games*, May 29, 2012, Raleigh, NC. Co-located with Foundations of Digital Games (FDG) 2012.

### Conference Program Committees

*This list does not list all conferences for which I have served as a reviewer.*

1. 2018. **Program Committee**, Foundations of Digital Games, August 7-10, 2018. Malmö, Sweden.
2. 2018. **Program Committee**, *ACM CHI Conference on Human Factors in Computing Systems*, April 21-26, 2018. Montreal, Canada.
3. 2017. **Program Committee**, *Experimental Artificial Intelligence in Games*, October 5-6, 2017. Snowbird, UT. Co-located with AIIDE 2017.
4. 2017. **Program Committee**, *Foundations of Digital Games*, August 14-17, 2017, Cape Cod, MA.
5. 2017. **Program Committee**, *Non-Player Characters & Social Believability in Games*, August 14, 2017, Cape Cod, MA. Co-located with FDG 2017.
6. 2016. **Reviewer**, *Indie Arcade: Coast to Coast*, January 16, 2016, Smithsonian American Art Museum, Washington, DC.
7. 2015. **Program Committee**, *The Eighth Workshop on Intelligent Narrative Technologies (INT8)*, November 14-15, 2015, Santa Cruz, CA. Co-located with AIIDE 2015.
8. 2015. **Program Committee**, *The Fourth Workshop on Social Believability in Games (SBG)*, November 14-15, 2015, Santa Cruz, CA. Co-located with AIIDE 2015.
9. 2015. **Program Committee**, *The Second Experimental AI in Games Workshop (EXAG)*, November 14-15, 2015, Santa Cruz, CA. Co-located with AIIDE 2015.
10. 2011. **Program Committee**, *The Fourth International Conference on Interactive Digital Storytelling (ICIDS 2011)*, November 28 –December 1, 2011, Vancouver, Canada.
11. 2011. **Program Committee**, *The Fourth Workshop on Intelligent Narrative Technologies (INT4)*, October 10-11, Palo Alto, CA. Co-located with AIIDE 2011.
12. 2011. **Reviewer**, *Think Design Play: 5<sup>th</sup> Digital Games Research Association Conference (DiGRA)*, September 14 – 17 2011, Utrecht, The Netherlands.
13. 2011. **Reviewer**, *Second Workshop on Procedural Content Generation in Games*, June 28, 2011, Bordeaux, France. Co-located with FDG 2011.

## University

### University Level

1. 2017-2018. **Faculty Senate**, University of Central Florida.
2. 2017-2018. **University Undergraduate Policy and Curriculum Committee**, University of Central Florida.

### College Level

1. 2016-2018. **Texts & Technology PhD Admissions Committee**, University of Central Florida.

### School Level

1. 2017-2018. **Partnership Committee**, University of Central Florida.
2. 2016-2018. **Digital Media Admissions Committee**, University of Central Florida.
3. 2016-2018. **School of Visual Arts & Design Graduate Curriculum**, University of Central Florida.
4. 2016-2017. **Search Committee (2 instructor positions)**. Diversity advocate. University of Central Florida.

## Other Organizational Activities

5. 2017-2018. **Educational Coordinator**, Orlando Modern Quilt Guild. Currently 100 members (as of January 22, 2018).
6. 2014-2017. **Founder and organizer**, *Quilt Design A Day*. Feb 18, 2014 – Sep 2017. Online group of creatives who spend 15-20 minutes a day creating a quilt design. Currently 1557 members (as of January 22, 2018).
7. 2014-2015. **Founder and organizer**, *Santa Cruz Makers*. May 2014 – June 2015. A local group of makers, hackers, crafters, artists and engineers with monthly gatherings in the summer. Currently 614 members (as of January 22, 2018).

## Journal Reviewing

1. IEEE Transactions on Games (TCoG)



2. IEEE Transactions on Computational Intelligence and AI in Games (TCIAIG)
3. Computers in Entertainment (CIE)