

Doug Stark

Assistant Professor, Department of English, University of Texas at Arlington
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Employment

Assistant Professor, Department of English, University of Texas at Arlington, 2024-Present

Education

Ph.D. in English, University of North Carolina at Chapel Hill, 2024

Graduate Certificates: Digital Humanities, Film Studies

Dissertation: “Untimely Play: History, Habit, Games”

Committee: Gregory Flaxman (director), Rick Warner, Inga Pollmann, Gabriel Trop,
Luciana Parisi (Duke), Patrick Jagoda (Chicago)

M.A. in English, Loughborough University, 2016 (with Distinction)

Thesis: “Back from the Zero: Technology, Science, and Subversion in Thomas Pynchon”

Supervisor: Brian Jarvis

B.A. in English, Loughborough University, 2014 (with First Class Honors)

Thesis: “Shakespeare: Performing the Public Sphere”

Supervisor: Joan Fitzpatrick

Research & Teaching Areas

Media and Critical Theory; Game Studies and Design; Digital Humanities; Critical AI Studies; STS

Publications

Peer-Reviewed Journal Articles and Book Chapters

“I’d Rather be a Neologism than a Gamer: Intersectionality, Assemblage, and the Post-Gamer Turn.” *The Post-Gamer Turn*, edited by Mahli-Ann Butt, Amanda Cote, Emil Lundedal Hammar, and Cody Mejeur; chapter accepted, book under publisher review, 5000 words.

“On Simema: The Radical Passivity of Self-Playing Games.” *Game Engine Culture(s)*, edited by Matteo Bittanti, Paolo Ruffino, and Valentino Catricalà, Mimesis International, chapter forthcoming, 8000 words.

(with Courtney Rivard, David Hall, and Stephanie Kinzinger) “[A Room to Play](#): The Infrastructure of Game Pedagogy.” *Computers and Composition*, 78, 2025, 8000 words.

“[Games as Epistemic Mediators](#): Rethinking Gamification with Morgenstern, Von Neumann, and Bateson.” *Configurations*, 32 (2) 2024: 93-109, 6000 words.

(with Edmond Chang et al.) “[Playing at SLSA](#): A Game Studies Stream Retrospective.” *Configurations*, 31 (4) 2023: 351-365, 6000 words.

- “[Exercises in Humility](#): Gregory Bateson on Contingency, Croquet, and Revising Habits of Thought Through Play.” *Leonardo*, 56 (1) 2023: 58-63, 3500 words.
- “[Training for the Military?](#) Some Historical Considerations Towards a Media Philosophical Computer Game Philosophy.” *Eludamos*, 11 (1) 2021: 125–144, 8000 words.
- “[Unsettling Embodied Literacy in QWOP the Walking Simulator](#).” *Journal of Gaming & Virtual Worlds*, 12 (1) 2020: 49–67, 8000 words.
- “[A More Realistic View](#).” Reimagining Sympoietic Practice in Octavia Butler’s *Parable* Series.” *Extrapolation*, 61 (1-2), 2020: 151–171, 8000 words.

Editor-Reviewed Chapters, Essays, and Entries

- “The Magic Circulation: James’s Materialist Approach to Play.” *Postcolonialism & Imperialism in and around Games*, edited by Souvik Mukherjee and Emil Lundedal Hammar; abstract accepted, chapter under review, 6000 words.
- “Instruction Manuals for Life: Operational Games, Risk, and Continual Training in Farocki’s *Leben BRD*.” *Depictions of Power: Strategy and Management Games*, edited by Simon Dor, chapter forthcoming, 5000 words.
- “Simema: The Aesthetics of Autoplay in Freudenheim’s *Schema*.” *Interplay*, edited by William Morgan and Will Freudenheim, Caldo Worldwide, 2024, 9000 words.
- “[Better Problems](#): Neoliberalism, Strategic Achronicity, and the Experimental Games To-Be-Made.” *Qui Parle*, 30 (2) 2021: 399-419, 5000 words.
- “Video Game Novels.” *Encyclopedia of Video Games: The Culture, Technology and Art of Gaming*, 2nd ed., edited by Mark J. P. Wolf, Greenwood Press, 2021: 1104-1107, 1000 words.
- (with Teresa O’Rourke) “[The Lost Futures of BoJack and Diane](#).” *Post45*, special cluster “Leaving Hollywood: Essays After BoJack Horseman,” 2020, 3500 words.
- “Ludic Literature: *Ready Player One* as Didactic Fiction for the Neoliberal Subject.” *Playing the Field: Video Games and American Studies*, ed. by S. Pöhlmann, De Gruyter, 2019: 153-173, 8000 words.

Short Academic Pieces

- “[Reimagining Play with Lewis Carroll’s Croquet](#).” *In Media Res*, March 2020, 350 words.
- (with Cailean McBride) “[Kill Your Darlings](#): When Writers and Game Designers Jam Together.” *Literature and Video Games: Beyond Stereotypes*, St. Andrews University, Scotland, 20-21st June 2018, 2000 words.

Design

- (with Avi Saxena) *Human Mode*, play as a constrained AI agent, Chrome Browser Ext., 2026.
- [Platform Orthographer](#), a 3D platformer video game you play in 2D, Unity, 2021.
- Aural Crawl*, a sonic maze video game with no visuals, Unity, 2019.

Fellowships and Scholarships

- Experiential Learning Faculty Fellowship (ELFF), UTA Libraries, Spring 2025, \$1500
- Richardson Departmental Dissertation Fellowship, UNC-Chapel Hill, Spring 2024
- Digital Dissertation Fellowship, Carolina Digital Humanities, UNC-Chapel Hill, Spring 2023
- Richard Brooke Scholarship, UNC-Chapel Hill, 2022-2024

Hobby Departmental Dissertation Fellowship, UNC-Chapel Hill, Fall 2022
Collaborative Online International Learning (COIL) Fellowship, UNC-Chapel Hill, Spring 2022
Games and Cultures Humanities Lab Fellowship, Duke University, 2019-2020
Stanford-Leuphana Summer Academy Fellowship, Berlin, Germany, June 2019
Santander Postgraduate Scholarship, Loughborough University, UK, 2014-2016

Awards and Grants

UTA, CoLA Faculty Endowment Research Award, *Latent Levels*, March 2026, \$4000
UTA, CoLA Tenure Track Faculty Teaching Award, March 2026, nominated, not awarded
Suellen & Glenda Adams Award, Dept. of Applied Humanities, Uni. of Arizona, Feb. 2026, \$500
UTA, Research Enhancement Program (REP) Grant (PI), *Preenactment*, submitted, not funded
Satellite Designation, Synthetic Humanities Lab, [Restless Egg](#), October 2025
Incubator Grant (Co-PI), Restless Egg, *Wifeeye*, September 2025, finalist, not awarded
Travel Grant, Leibniz ScienceCampus Regensburg, "Playing War," November 2024, \$500
UNC, IAH Grant (PI), "UNC-KCL Critical Game Studies Symposium," Spring 2024, \$7185
UNC, IAH Grant (PI), "Critical Game Studies Exchange," Spring 2023, \$3400
The Bruns Essay Prize, Society for Literature, Science & the Arts, 2022
UNC, IAH Grant (PI), "Media Aesthetics: Speaker Series and Working Group," 2022-3, \$5000
Game Studies Research Award, DLC lab, UNC-Chapel Hill, Spring 2022, Fall 2022, Spring 2024
UNC, IAH Grant (Co-PI), "Digital Aesthetics" Speaker Series, Fall 2021, \$2500
UNC, IAH Grant, UNC-King's College London Working Group, August 2019
Travel Grant, SLSA National Science Foundation, Nov. 2019, Oct. 2022, Oct. 2023, Nov 2024
Graduate Travel Grant, UNC-CH English Dept., F. 2018, S. 2019, S. 2020, S. 2022, F. 2023, S. 2024
GPSF Travel Award, UNC-CH, Spring 2018

Teaching

UT-Arlington, Department of English, 2024-Present

Instructor of Record

ENGL 5310: Introduction to Critical Theory, Spring 2026, 13 graduate students
ENGL 4375/CSE 4392: Game Analysis, Spring 2026, 26 students
ENGL 4399: Senior Seminar, The Digital, Fall 2025, 12 students
ENGL 5391: Grad Readings, The Digital, Fall 2025, 1 graduate student
ENGL 4375/CSE 4392: Esports, Fall 2025, 26 students
- Featured in [The Shorthorn](#)
- Honors project with Sairam Marupudi
ENGL 5310: Introduction to Critical Theory, Spring 2025, 11 graduate students
ENGL 4375/CSE 4392: Video Game Analysis, Spring 2025, 26 students
ENGL 5391: Grad Readings, Video Game Analysis, Spring 2025, 1 graduate student
ENGL 4375: Intro to Video Game Studies, Fall 2024, 11 students

Graduate Supervision

Member, Ph.D. Committee, Jarah Mahzabeen Fatima, 2026-Present
Member, Ph.D. Committee, Adrian Thompson, 2025-Present

Chair, MA Portfolio Committee, Brenna Franklin, 2025-2026

- “Towards a Feminist Genealogy of Horror”

Chair, MA Thesis Committee, Sarah McPherson, 2025-2026

- “Synthetic Contact Zones”

Member, Ph.D. Committee, Coady Spaeth, 2024-2025

- Passed Comprehensive Exams on Representation and Game Studies, Summer 2025

Curriculum & Program Development

ENGL/CSE 4362: Game Analysis, approved as catalog course, Spring 2026

ENGL/CSE 4363: Esports, approved as catalog course, Spring 2026

Co-developed Game Studies Pathway, Interdisciplinary Studies (INTS), Spring 2026

Led revision of Undergraduate Certificate in Esports, Spring 2026

ENGL 4374: Game Studies, approved as catalog course, Spring 2025

Consulted on revision of Undergraduate Certificate in Esports, Spring 2025

UNC-Chapel Hill, Department of English and Comparative Literature, 2017-2024

Instructor of Record

ENGL 143: Film and Culture, Spring 2023, “How to Watch Video Games,” 35 students

ENGL 155: The Visual and Graphic Narrative, Spring 2021, “Comics and Games,” 35 students

ENGL 105: Introduction to Composition and Rhetoric, Spring 2020, “Gaming,” 13 students

ENGL 105: Introduction to Composition and Rhetoric, Spring 2019, 15 students

ENGL 105: Introduction to Composition and Rhetoric, Fall 2018, 17 students

ENGL 105: Introduction to Composition and Rhetoric, Spring 2018, 19 students

ENGL 105: Introduction to Composition and Rhetoric, Fall 2017, 19 students

Teaching Assistant

ENGL 257: Video Games and Narrative Cinema, Fall 2023, Steven Gotzler, 40 students, 2 sections

- Consulted on syllabus design

CMPL 143: History of Global Cinema, Spring 2022, Inga Pollmann, 37 students, 2 sections

- Guest lecture on melodrama in Douglas Sirk’s *All that Heaven Allows* (1955), 160 students

ENGL 142: Film Analysis, Fall 2021, Martin Johnson, 39 students, 2 sections

- Guest lecture on animation in Satoshi Kon’s *Paprika* (2006), 160 students

ENGL 142: Film Analysis, Fall 2020, Gregory Flaxman, 34 students, 2 sections

- Guest lecture on post-cinema, 80 students

CMPL 143: History of Global Cinema, Fall 2019, Inga Pollmann, 35 students, 2 sections

- Guest lectures on melodrama and Hong Kong action cinema, 80 students

Pedagogical Consulting and Support

Game Research Coordinator, DLC Lab, UNC-CH, 2021-2024

- Consulted faculty on curriculum development and syllabus design
- Designed Game Studies Comprehensive Exam List and consulted grad students on exams
- Organized [a number of game-related teaching events](#)
- Helped build [Greenlaw Gameroom](#)
- Developed [Gameroom Library, Plug-and-Play Modules, and Game-Focused Syllabi](#)

Research Consultant, CMPL 490: Point of View, Spring 2022, Gregory Flaxman, 20 grad/undergrad

- Consulted on syllabus design

- Guest lectures on Harun Farocki, video game perspective, and “point of action.” COIL Fellow, ENGL 118: Storytelling and Game Dev., Spring 2022, Courtney Rivard, 20 students
- Facilitated internationally co-taught course between UNC-CH and King’s College London

Presentations, Panels, and Conference Activity

Conference Papers, Invited Talks, and Performances

- Paper, “Wynter’s Theory of Play.” SWPACA, Albuquerque, New Mexico: February 2026
- Paper, “The Art of Behavior.” ASAP/16, Worldmaking/Worldbreaking, Houston, TX: October 2025
- Performance, “Risking My Career: Doug Stark Ten Years On.” Tenth Annual FluxaKucha, University of Oregon, Corvallis: August 2025
- Paper, “Speculative Adaptation: On Playing with 4D Toys.” SLSA, University of Oregon, Corvallis: August 2025
- Paper, “On Protective Play: Risk, Farocki, and Operational Games.” SLSA, University of Oregon, Corvallis: August 2025
- Paper, “Why Simema?” DIGRA, Game Engine Culture(s) Workshop, University of Malta, Msida, Malta: June/July 2025
- Paper, “On Simema: The Radical Passivity of Self-Playing Games.” DIGRA, University of Malta, Msida, Malta: June/July 2025
- Paper, “Cosmoludics: Sylvia Wynter, C. L. R. James, and the Crossroad of Cricket.” DIGRA, University of Malta, Msida, Malta: June/July 2025
- Invited talk, “Protective Play: Farocki’s Operational Games.” Spring Colloquium, Center for Theory, UTA, Texas: April 2025
- Paper, “Brecht’s Experimental Games, Or the Philosophy of Art-Science.” “Arts and Games,” The 21st Annual Tampere University Game Research Lab Spring Seminar, Tampere, Finland: March 2025
- Paper, “Playing at White Supremacy: Memes, Humor, and History in Paradox Interactive’s Gaming Community.” SWPACA, Albuquerque, New Mexico: February 2025
- Paper, “Simema: The Aesthetics of Autoplay in Freudenheim’s Schema.” CAA, New York, NY: February 2025
- Paper, “Protective Play: Farocki’s Operational Games.” “Playing War,” Regensburg, Germany: November 2024
- Paper, “Immunitary Climbing: On the Environmental Aesthetics of Free Solo (2018).” SLSA, Dallas, TX: November 2024
- Performance, “Fluxus as a Way of Life: Art, Attention, Attitude.” Ninth Annual FluxaKucha, SLSA, Dallas, TX: November 2024
- Invited talk, (with Courtney Rivard et al.) “The Infrastructure of Game Pedagogy.” “UNC/KCL Game Symposium” King’s College London, UK: June 2024
- Invited talk, “Protective Play: Farocki’s Operational Games.” “UNC/KCL Game Symposium” King’s College London, UK: June 2024
- Paper, “AI Aesthetics, Generator Technics, and Time to Revisit Stiegler.” “The Culture of Generative AI,” SCMS, Boston: March 2024
- Invited talk, “Gaming Habits: The Biopolitics of Play Under Neoliberalism.” UT Arlington, TX: March 2024
- Paper, (with Courtney Rivard et al.) “A Room for Play: The Infrastructure of Game Pedagogy.” Leveling-Up the Classroom, University of Kentucky: January 2024

- Paper, "Cosmoludics: Sylvia Wynter, C. L. R. James, and the Ambivalence of Cricket." Race in Games, University of Waterloo, Canada: December 2023
- Paper, "Unalienating Alienation: Ludo-Orientalism, Afrofuturist Dub, and Space Invaders." SLSA, Arizona State University, AZ: October 2023
- Performance, "Train Like an Alien: Flux Your Muscles at Useful Games, Acquire Useless Skills." Eighth Annual FluxaKucha, SLSA, ASU, AZ: October 2023
- Paper, "Graceful Gaming: Aesthetics, Automation, Habit." Digital Games Research Association, Seville, Spain: June 2023
- Paper, "Are Games That Change Their Own Rules AI?" Workshop on "Automation in Game Production." Digital Games Research Association, Seville, Spain: June 2023
- Paper, "Graceful Gaming: Aesthetics, Automation, Habit." Triangle Film Salon, North Carolina State University: March 2023
- Paper, "'Not a Man Move': Sylvia Wynter, C. L. R. James, and the Cosmotronics of Cricket." Seminar on "Cosmopolitics and Cosmopoetics." ACLA, Chicago: March 2023
- Paper, "Black Skin, White Flannels: C. L. R. James and the Uses of Sport History." "Sports, Games and Cultural Legitimation" Workshop, History of Games, Virtual: October 2022
- Paper, "Recursive Games as AI?" SLSA, Purdue University, IL: October 2022
- Paper, "Infrastructural Poiesis: Fluxus Games and Creating the Conditions for Creativity." Generation Analog, Virtual: July 2022
- Paper, "Play as Research in the Work of George Brecht." Digital Games Research Association, Krakow, Poland: July 2022
- Paper, "Becoming Animated: Paprika's Dream Machines." Triangle Film Salon, The University of North Carolina at Chapel Hill: March 2022
- Paper, "'What Else to Do but Practice?' The Pleasures and Politics of Digital Skill in David Sudnow's Pilgrim in the Microworld." 4S, Toronto, Canada: October 2021
- Paper, "Aesthetic Exercise Machines: Video Game Training in Harun Farocki's Serious Games and Parallel Series." SLSA, University of Michigan, Ann Arbor: October 2021
- Paper, "'What Else to Do but Practice?' The Pleasures and Politics of Digital Skill in David Sudnow's Pilgrim in the Microworld." What Happens Now? British Association for Contemporary Literary Studies, Virtual: August 2021
- Paper, "Harnessing Ludic Indeterminacy; or, Gregory Bateson on Croquet." Indeterminate Futures / The Future of Indeterminacy, Dundee, Scotland: November 2020
- Paper, "Fluxus Play Before Games: Experimental Play as Cultural Technique." SLSA, University of California, Irvine: November 2019
- Paper, "'Just Playing Around?' Agonistic Play and the Emergence of Neo-Fascism in Video Game Communities." Configurations of Empire, KCL, UK: August 2019
- Paper, "'This Body that Knows More than We Do?' QWOP the Walking Simulator." Wandering Games Conference, Bangor University, Wales: July 2019
- Paper, "Anti-Realist Simulation Games." SLSA, Toronto, Canada: November 2018
- Paper, "Glitch Myths: Narrativizing Error in Video Game Development Fiction." BACLS, Loughborough University, UK: July 2018
- Paper, "The Limits of Empathy: Resisting the Virtual Colonization of Subaltern Space." MELUS, Las Vegas, NV: May 2018
- Paper, "Turn Page to Read: Ready Player One and the Role of the Video Game Novel." Playing the Field: Video Games and American Studies, Munich, Germany: April 2018
- Paper, "Playing with Plague: Doing History in Black Death the Video Game." North Carolina Colloquium in Medieval and Early Modern Studies, Durham, NC: March 2018

Paper, “Disability, Race, and Realist Hoping in Octavia Butler’s Parable Series.” 2nd Biennial Butler Conference, OEB Literary Society, Atlanta, GA: February 2018
Paper, “Hyperempathy for a Hyperspace: Intersections of Bodily Ecology and Communities of Pain in Octavia Butler’s Parable Series.” Peripheral Matters, CUNY Graduate Conference, New York, NY: October 2017
Paper, “Chaotic DeepArcher: Technology and Liminality in Thomas Pynchon’s Bleeding Edge.” International Pynchon Week 2017, La Rochelle, France: June 2017

Roundtables, Workshops, and Teaching Demonstrations

Panelist, “Preparing for Graduate School.” SWPACA, Albuquerque: February 2026
Panelist, “Post-Ph.D. Alumni Panel.” ECL Department, UNC-Chapel Hill, December 2025
Teaching demonstration, “Teaching in the Basement: How Video Games Are Leveling Up the Classroom Experience.” UTA Libraries, Arlington, TX: November 2025
Position paper, “Theorizing About Gameplay: On Serres’s Quasi-Object.” DIGRA, Writing About Gameplay Workshop, University of Malta, Msida, Malta: June/July 2025
Panelist, “Game Studies Works-In-Progress Roundtable.” SLSA, Purdue University: October 2022
Game Jam Debrief, “Kill Your Darlings.” Literature and Video Games, Leverhulme International Network for Contemporary Studies, St Andrews University, Scotland: June 2018

Conference Organizing and Chairing

Panel chair, “Power and Play,” EGSA Conference, March 2026
Panel organizer and chair, “Risky Exercises: Aesthetics, Training, Habit.” SLSA, University of Oregon, Corvallis: August 2025
Panel chair, “Art and Games.” SLSA, University of Oregon, Corvallis: August 2025
Panel organizer and chair, “Race and Games Across Media.” SWPACA, Albuquerque, New Mexico: February 2025

Service

Profession

Peer Reviewer, *Configurations*, March 2026
Peer Reviewer, *New Review of Film and TV Studies*, October 2025
Assistant Editor, W. Morgan and W. Freudenheim, [Interplay](#), Caldo Worldwide, September 2024
Peer Reviewer, *Gamevironments*, September 2024
Peer Reviewer, *Games and Culture*, September 2024
Peer Reviewer, *Media-N*, September 2024
Peer Reviewer, *DIGRA*, December 2023
Peer Reviewer, *Games and Culture*, November 2023
Peer Reviewer, *Convergence*, May 2022, September 2022
Peer Reviewer, *ROMchip*, October 2021

UT-Arlington, University, 2024-Present

Co-Founder and Member, Gameyes IRP Working Group, 2026-Present
Co-Founder and Member, Basement Grant Group, 2026-Present

UT-Arlington, CoLA, 2024-Present

Chair, Dean’s Advisory Committee, Video Game Studies Working Group, 2025-Present

Member, Dean's Advisory Committee, Digital Liberal Arts & Video Games Search, 2024-2025

UT-Arlington, Department of English, 2024-Present

Co-Organizer, SWPACA Recruitment Trip, February 2026

Member, AI Reading Group, 2026-Present

Presenter, "Expanding Collaborations with English," CSE Faculty Meeting, February 2026

English Representative, Undergraduate Research Interest Day, October 2025

Member, Advisory Board, 2025-Present

Co-Organizer, Senior Symposium, Fall 2025

Co-Organizer, SWPACA Recruitment Trip, February 2025

Member, Graduate Studies Committee, 2024-Present

Member, Research Committee, 2024-Present

- Brown Bag Coordinator, 2025-Present

Member, GTA Committee, 2024-Present

UNC-Chapel Hill, Department of English, 2017-2024

Judge, Carolina Film Association, 2022-2024

Game Research Coordinator, DLC Lab, Critical Gaming Program, 2021-2024

Founder and Organizer, "Media Theory" UNC-KCL Working Group, 2022-2023

Founder and Organizer, "Media Aesthetics" UNC-KCL Speaker Series, 2021-2023

Presenter, "Researching, Writing, and Presenting the Prospectus," ECL Open House, March 2021

Member, Configurations of Empire UNC-KCL Working Group, 2018-2020

Social Chair, Comparative Literature and English Association of Graduate Students, 2018-2020

Founder and Organizer, Duke-UNC Game Studies Reading Group, 2018 – 2019