

Doug Stark

Assistant Professor, Department of English, University of Texas at Arlington
Carlisle Hall, Box #19035, 1225 W Mitchell, Arlington, TX 76019

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 peer 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, *Wifeye*, 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 2025, 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, “The Synthetic Humanities?” The Digital Conference 2026, KCL, London, UK: June 24, 2026
- 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 Cosmotechnics 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

Conference Co-Organizer, "Askesis Today," Online, July 23-4, 2026
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

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