Doug Stark

Assistant Professor, Department of English, University of Texas at Arlington
Carlisle Hall, Box #19 035, 1225 W Mitchell, Arlington, TX 76 019, dougstark.tech

Employment

Assistant Professor, Department of English, University of Texas at Arlington, 2024-Present
Affiliate Faculty, Department of Computer Science and Engineering, UTA, 2026-Present
Director, Synthetic Humanities Lab, UTA, 2026-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, MIT Press, forthcoming, 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, 2026: 201-228, 8000 words.

(with Courtney Rivard et al.) "A Room to Play: The Infrastructure of Game Pedagogy." *Computers and Composition*, 78, 2025, article 102 958, 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; forthcoming, 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 Hollywoo: 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

Fly in Quantum Backrooms, simulated fly in a quantum environment, browser, 2026
Quantum Box, (with Moth Quantum), five quantum-influenced retro games, browser, 2026
Drosophila Critic, read poetry to a simulated fruit fly, browser, 2026
CAPTHCA, distinguish human-made and AI-generated images, browser game, 2026
(with Josalyn Abbott) *In the Loop*, AI oversight game, playtesting, 2026
Tokenizer Training, learn how to tokenize text, mobile game, playtesting, 2026

One Quick Email, send an email but don't get distracted, browser game, 2026
(with Aviral Saxena) *Human Mode*, play as a constrained AI agent, browser extension, 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.

Exhibitions

Quantum Box. Creative Intelligence, Southbank Centre, London, UK, September 11–12, 2026.
Quantum Box. House of KOKO, London, UK, September 12, 2026.

Fellowships and Scholarships

Faculty Fellow for Leadership in the Age of AI, Div. of Faculty Success, UTA, 2026-2027, $7500
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 Travel Award, October 2026, up to $2000
UTA, Professional Development Travel Award, October 2026, $1500
Moth Quantum, Platform Seed Grant, August 2026, £5000
UTA, CoLA Faculty Endowment Research Award, *Latent Levels*, March 2026, $4000
Suellen & Glenda Adams Award, Dept. of Applied Humanities, Uni. of Arizona, Feb. 2026, $500
Satellite Designation, Synthetic Humanities Lab, Restless Egg, October 2025
Travel Grant, Leibniz ScienceCampus Regensberg, "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, 2022, 2023, 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 4374: Game Studies, Fall 2026, 21 students
ENGL 5361: Topics in Media Studies, Game Studies, Fall 2026, 4 graduate students
ENGL 4375/CSE 4392: Esports, Fall 2026, 24 students
- Honors project with Rohita Konjeti

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

Chair, MA Committee, Ethan Brinkman, 2026–present
Member, MA Committee, John Chambers, 2026–present
Member, MA Committee, May Ho, 2026–present
Member, PhD Committee, Pearl Pham, 2026–present
Chair, MA Committee, Kaz Schofield, 2026–present
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, "Kyberaskesis: Self-Cultivation in the Age of AI." King's College London, London, UK: October 2026

Performance, "The Art of Solicitation: Fluxus, Patronage, and the Artist-Founder." Santa Fe Symposium Fluxus, Santa Fe, NM: October 2026

Paper, "Critical Technical Play: On Designing a Game about Agentic AI." AI and Society Research Group Kickoff, UTA, Arlington, TX: October 2026

Invited talk, "Slop, Taste, and AI." 8th UTA Hispanic Media Conference, Arlington, TX: September 2026

Invited talk, "Quantum Roleplay: Technical Culture Through Games." Moth Quantum seminar, Virtual: August 2026

Talk, "Introduction" and "Closing Remarks," Askesis Today, Virtual: July 2026

Paper, "The Synthetic Humanities?" The Digital Conference, KCL, London: June 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, Oregon State University, Corvallis: August 2025

Paper, "Speculative Adaptation: On Playing with 4D Toys." SLSA, Oregon State University, Corvallis: August 2025

Paper, "On Protective Play: Risk, Farocki, and Operational Games." SLSA, Oregon State University, Corvallis: August 2025

Paper, "On Simema: The Radical Passivity of Self-Playing Games." DIGRA, University of Malta, Msida, Malta: July 2025

Paper, "Cosmoludics: Sylvia Wynter, C. L. R. James, and the Crossroad of Cricket." DIGRA, University of Malta, Msida, Malta: July 2025

Paper, "Why Simema?" DIGRA, Game Engine Culture(s) Workshop, University of Malta, Msida, Malta: June 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, West Lafayette, IN: 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: September 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, "Dis/ability, 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, Salons, and Teaching Demonstrations

Workshop host, "Create with Quantum Computing: An Introduction to Moth Atlas." Synthetic Humanities Lab and Moth Quantum, The Basement, UTA, and online, September 29, 2026.
Specialist, "After Hours Salon: Scarcity and Abundance," London Calling, London: June 2026
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 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, with Gabriel Trop and Josy Raheem, online, July 22–23, 2026.
Panel chair, "Power and Play," EGSA Conference, March 2026
Panel organizer and chair, "Risky Exercises: Aesthetics, Training, Habit." SLSA, Oregon State University, Corvallis: August 2025
Panel chair, "Art and Games." SLSA, Oregon State University, Corvallis: August 2025
Panel organizer and chair, "Race and Games Across Media." SWPACA, Albuquerque, New Mexico: February 2025

Service

Profession

Humanities advisor (proposal development), Artificial Intelligence in the Americas, Julian Rodriguez, UTA, AI and taste framework, 2026
Peer Reviewer, *Game Poems*, July 2026
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, CoLA, 2024-Present

Member, Festival of Ideas Organizing Committee, UTA, 2026-Present
Member, AI & Society Research Cohort, 2026-Present
Chair and member, Dean's Advisory Committee, Video Game Studies Working Group, 2025–October 2026.
Member, Dean's Advisory Committee, Digital Liberal Arts & Video Games Search, 2024-2025

UT-Arlington, Department of English, 2024-Present

Organizer, Critical AI Studies Reading Group, Fall 2026
English Representative, Undergraduate Research Interest Day, October 7, 2026
Co-Organizer, SWPACA Recruitment Trip, February 2026
Member, AI Reading Group, Spring 2026
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

Professional Development

Participant, PLC 3 — Teaching in the Age of AI, UTA, Fall 2026
Google AI Professional Certificate, Google and Coursera, 1 July 2026
AI-BRIDGES Symposium: Training Day, School of Advanced Study, University of London in collaboration with Wikimedia, 28 May 2026
Become an AI-Native Leader, Rundown University, 27 May 2026
AI Community of Practice: Prompting, UTA AI Community of Practice, 27 May 2026
CRTLE AI Course Redesign Institute for Faculty, Center for Research on Teaching and Learning Excellence, University of Texas at Arlington, 14 May 2026
AI Reading Group, Departmental AI Reading Group, University of Texas at Arlington, 24 February, 25 March, and 29 April 2026
AI Community of Practice: Foundations of AI, UTA AI Community of Practice, 29 April 2026
Cross-Campus Collaboration & AI with Jim Cortada, University of Texas at Arlington, 15 April 2026
Microcredential Innovator Badge, The University of Texas System, issued 29 March 2026
Copilot Virtual Training, NetCom Learning, 24 March, 31 March, and 7 April 2026
Webinar Recap: CRTLE Technology Test Kitchen, Center for Research on Teaching and Learning Excellence, University of Texas at Arlington, 19 March 2026
Simulations, Custom Bots and New Assignments for Learning in the AI Era, University of Texas at Arlington, 20 November 2025
How Does UG Research Work for Faculty?, Undergraduate Research, University of Texas at Arlington, 11 November 2025
NFI: Statement: Teaching, Research, Service, New Faculty Institute, University of Texas at Arlington, 17 September 2025
New Faculty Institute: Year 1, University of Texas at Arlington, 30 August 2024
Safe Zone Certification, LGBTQ Center UNC-Chapel Hill, Fall 2019
Coaching Assistant License, UK Athletics, 2016-2019

Coverage

"Where Learning Gets Hands-On: UTA Libraries and Faculty Bring Game Studies to Life." UTA Libraries, September 18, 2026.
"Restless Egg Creator Spotlight." Restless Egg, June 3, 2026. Featuring Doug Stark and the Synthetic Humanities Lab.
"From Classroom to Console, Faculty Partnerships Show the Impact of UTA Libraries." UTA Libraries, April 10, 2026.
"Teaching in the Basement: How Video Games Are Leveling Up the Classroom Experience." UTA Libraries, October 27, 2025.
"New Esports Class Blends Academics with Video Games." The Shorthorn, September 24, 2025.
"First Game-Based Classroom at UNC-Chapel Hill Made Possible by Lenovo Grant." Lenovo StoryHub, April 5, 2023. Coverage of the Greenlaw Gameroom.
"Playing Video Games in Class: A Look Inside UNC's Game-Based Classroom." CBS17, March 21, 2023. Coverage of the Greenlaw Gameroom, UNC-Chapel Hill.