Curriculum Vitaé

Jan Rune Holmevik, Dr. Art.

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Objective	My academic interests span three main general areas of academic inquiry: Ludology, Digital Rhetorics, and Digital Creativity. Specific areas of research and expertise include computer games studies, virtual worlds research and development, virtual community design and management, professional communication, visual rhetorics and communication, programming, social media, humanistic informatics, game design, game culture, digital literacies, digital creativity, and cyber security.
	I have always sought to effect positive change in my career through innovative creative and critical thinking and practical problem-solving. I am a creative thinker, an innovator, an inspirator, and a teambuilder with a proven track-record of success.
Education	**Cyber Risk Professional Certification. 2018.** Graziadio School of Business and Management. Pepperdine University. Malibu, CA.
	Dr. Art. (Ph.D.) 2004. Department of Humanistic Informatics, University of Bergen. Bergen, Norway. Dissertation: *TraceBack: MOO, Open Source, and the Humanities.* Major advisor: Dr. Espen Aarseth. Committee members: Dr. Jay David Bolter, Georgia Tech, and Dr. Øyvind Thomassen, Norwegian University of Science and Technology
	Cand. Philol. (M.A.) 1994. Department of History, Norwegian University of Science and Technology. Trondheim, Norway. Master's Thesis: *Educating the Machine: A Study in the History of Computing and the Construction of the SIMULA Programming Languages.* Major advisor: Dr. Håkon With-Andersen
	Cand. Mag. (B.A.) 1991. Department of History, Norwegian University of Science and Technology. Trondheim, Norway. Major in History, Minor in Social Science and Informatics*.*
Work Experience	**Special Advisor** to the Vice President for Information Technology and Chief Information Officer. CCIT, Clemson University. 2019-present.
	Interim Executive Director, Digital X-formation, CCIT, Clemson University, 2020-2021.
	Associate Executive Director. Big Tent Digital Literacy Initiative. CCIT, Clemson University. 2018-2021.

Faculty Senate President. Clemson University. 2018-2019.

Faculty Senate Vice President. Clemson University. 2017-2018.

Co-Director, Center for Excellence in Next Generation Computing and Creativity. CCIT, Clemson University. 2015-2018.

Associate Department Chair. Department of English, Clemson University. 2013-2015.

Associate Professor. Department of English, Clemson University. 2012-present.

Assistant Professor. Department of English, Clemson University. 2006-2012.

Assistant Professor and Project Manager. Open Source Design and Development of Persistent Game Worlds (ODDPAW). IT University of Copenhagen. Copenhagen, Denmark. 2004-2006.

Research Historian. Simula Research Lab. Oslo, Norway. 2003.

Doctoral Student. Department of Humanistic Informatics, University of Bergen. Bergen, Norway. 1998-2004.

Research Fellow. Department of Humanistic Informatics. University of Bergen. Bergen, Norway. 1997-1998.

Visiting Assistant Professor. Department of Humanistic Informatics. University of Bergen. Bergen, Norway. 1996-1997.

Research Fellow. Institute for Studies in Research and Higher Education. Oslo, Norway. 1994-1996.

Graduate Teaching Assistant. "Technology and Human Values." Center for Technology and Society. Norwegian University of Science and Technology. Trondheim, Norway. 1992.

Teacher. Grade- middle- and junior high school. Eidsdal Skule. Eidsdal, Norway. 1987-1988.

Military service. Norwegian Armed Forces. Brigade North, Electronic Warfare Unit. Stationed at Lillehammer, and Setermoen, Norway. Rank: Corporal. 1986-1987.

Teaching and Instructional Design Experience	**ENGL 4760: Filmmaking for Mobile Media.** World Cinema Program. College of Architecture, Arts and Humanities. Clemson University, Undergraduate level. Spring 2022.
	RCID 8110: Perspectives in Information Design: Social Media Forensics and Data Visualization. Hybrid course. College of Architecture, Arts and Humanities. Clemson University. Graduate level. Fall 2021.
	RCID 8050: Rhetorics and Information Technologies. Asynchronous online post-COVID-19 version. College of Architecture, Arts and Humanities. Clemson University. Graduate level. 2020-present.
	ENGL 8360: Digital Publishing Technologies. Department of English. Clemson University. Graduate level. 2020.
	RCID 8040: Visual Rhetorics. Rhetorics, Communication, and Information Design Program. College of Architecture, Arts and Humanities. Clemson University. Graduate level. 2019.

RCID 8050: Rhetorics and Information Technologies. Rhetorics, Communication, and Information Design Program. College of Architecture, Arts and Humanities. Clemson University. Graduate level. 2009-2019.

ENGL 3140: Technical Communication. Department of English. Clemson University. Undergraduate level. I have designed and taught this course for both traditional classroom- and online instruction. 2011-2020, and Summer 2021 to present.

Summer Scholars. Minecraft and Creative Games. Summer workshop for high school students. Clemson University. Recruitment initiative. 2015-2018.

ENGL 4780/6780: Digital Literacy. Department of English. Clemson University. Undergraduate and graduate level. 2010, 2011, 2012, 2018, and 2021.

ENGL 4890: Digital Creativity and Mobility. Department of English. Clemson University. Undergraduate level. 2017.

ENGL 8530: Visual Communication. Department of English. Clemson University. Graduate level. 2007-2015.

ENGL 4960: Transmedia Storytelling: A Game of Thrones. Department of English. Clemson University. Undergraduate Senior Seminar. 2015.

ENGL 4960: The Walking Dead: Literary Convergence and Transmedia Storytelling in the 21st. Century. Department of English. Clemson University. Undergraduate Senior seminar. 2014.

RCID 813: Special Topics. Communication, Culture, and the Social Net. Rhetorics, Communication, and Information Design Program. College of Architecture, Arts and Humanities. Clemson University. Graduate level. 2011.

ENGL 809: Communication, Culture, and the Social Net. Department of English. Clemson University. Graduate level. 2011 and 2013.

ENGL 831: Serious Games in Education. Department of English. Clemson University. Graduate level. 2011.

ENGL 839: Proposal Writing. Department of English. Clemson University. Graduate level. 2010.

ENGL 322: Visual Communication. Department of English. Clemson University. Undergraduate level. 2009, 2010, and 2021.

ENGL 490/690: Advanced Business and Technical Writing. Department of English. Clemson University. Undergraduate and graduate level. 2008 and 2009.

ENGL 459/659: Computer Game Studies. Department of English. Clemson University. Undergraduate and graduate level. 2008.

RCID 813: Special Topics. Video games. Rhetorics, Communication, and Information Design Program. College of Architecture, Arts and Humanities. Clemson University. Graduate level. 2008.

RCID Serious Games Colloquium co-facilitator. Clemson University. Graduate Level. 2006-2016.

Massively-multiplayer Game Design. IT-University of Copenhagen. Copenhagen, Denmark. Graduate level. 2005-2006.

Object-Oriented Programming in Java. Department of Humanistic Informatics. University of Bergen. Bergen, Norway. Graduate level. 2000.

Digital Culture II. Department of Humanistic Informatics. University of Bergen. Bergen, Norway. Graduate level. 1999.

Digital Culture I. Department of Humanistic Informatics. University of Bergen. Bergen, Norway. Graduate level. 1999.

Object-Oriented Design. Department of Humanistic Informatics. University of Bergen. Bergen, Norway. Graduate level. 1997.

The History of Information Technology 1800-1970. Department of Humanistic Informatics. University of Bergen. Bergen, Norway. Graduate level. 1996-1999.

Computer Cultures. Department of Humanistic Informatics. University of Bergen. Bergen, Norway. Graduate level. 1997.

Introduction to MOO. Department of Humanistic Informatics. University of Bergen. Bergen, Norway. Graduate level. 1997.

Object-Oriented Design and Programming in MOO and Java. Department of Humanistic Informatics. University of Bergen. Bergen, Norway. Graduate level. 1996.

Funded Research

Co-PI. NSF. CICI: Regional: SouthEast SciEntific Cybersecurity for University REsearch (SouthEast SECURE); project manager, Gemmill, Jill B.

Publications

Information Design for the Post-Truth Era. Edited collection in preparation. Under contract by Parlor Press. Forthcoming, 2023.

"Visual Storytelling With Adobe Photoshop." Adobe Education Exchange. (https://edex.adobe.com/teaching-resources/42v7Sl9Oi) Adobe commissioned digital course. 2021 and 2022.

"Career-branding with Adobe Portfolio." Adobe Education Exchange. (https://edex.adobe.com/resource/KhUfG5Z26). Adobe commissioned digital course. 2020.

"Where creativity meets academics: Using digital media to enhance core curricula." Adobe Education Exchange. (https://edex.adobe.com/adobeforacademics/jan-holmevik). Article. 2017.

"Creative Heuristics: A Trickle-down Pedagogy." Jan Rune Holmevik and Eric Stephens. *Proceedings of IEEE ProComm* 2016. Article. 2016.

"The Venture: Rhetorics and Digital Games." *PRE/TEXT vol. 21*. Guest Editor. Journal. 2016.

"Gaming the Revolution: A Review of Assassin's Creed 3." Jan Rune Holmevik and Jonathan Beecher Field. *Common-place Journal*. Article. 2013.

High Wired Redux. Sequel to *High Wired* for *CyberText Yearbook* series from University of Jyvaskyla, Finland (series editors Markku Eskelinen and Raine Koskimaa). Co-editor with Cynthia Haynes. Online journal issue. 2013.

Inter/vention: Free Play in the Age of Electracy. MIT Press. Book. 2012.

"Gaming-Across-the-Curriculum: Playing as a Way of Learning." *Currents in Electronic Literacy*. University of Texas at Austin. Co-editor with Cynthia Haynes. Online journal issue. 2010.

Inside Innovation: The History of the SIMULA Programming Languages. Oslo: Simula Research Laboratory. Book. 2005.

"Historien om Simula." In *Norsk Regnesentral, 1952-2002*. Oslo: Norsk regnesentral. Book chapter. 2002.

High Wired: On the Design, Use, and Theory of Educational MOOs. Cynthia Haynes and Jan Rune Holmevik editors. Ann Arbor: University of Michigan Press. Book. 1998. 2nd ed. 2001.

"Taking the MOO by the Horns." In *High Wired: On the Design, Use, and Theory of Educational MOOs*. Cynthia Haynes and Jan Rune Holmevik editors. Ann Arbor: University of Michigan Press. Book chapter. 1998. 2nd ed. 2001.

"CypherText MOOves: A Dance with Real-Time Publication." Jan Rune Holmevik and Cynthia Haynes. " In *New Words, New Worlds: Exploring Pathways for Writing about and in Electronic Environments*. Dene Grigar and John Barber editors. Hampton Press. Book chapter. 2001.

MOOniversity: A Students Guide to Online Learning Environments. Jan Rune Holmevik and Cynthia Haynes. Allyn & Bacon. Book. 2000.

"Norwegian Accords: Shaping Peace, Education, and Gender on the WWW." Jan Rune Holmevik and Cynthia Haynes. In *Global Literacy Practices and the WWW*. Cynthia L. Selfe and Gail E. Hawisher editors. Routledge Press. Book chapter. 2000.

"MOOs, Anarchitexture, Towards a New Threshold." Jan Rune Holmevik, Beth Kolko, Cynthia Haynes, and Victor Vitanza. In *The Emerging CyberCulture: Literacy, Paradigm, and Paradox*. Stephanie Gibson and Ollie Oviedo editors. Hampton Press. Book chapter. 1999.

"Java: Programmeringsspråk som sprengjer grenser." Jan Rune Holmevik. In *Datahåndbok for humanister.* Espen Aarseth editor. Oslo: Ad Notam Gyldendal Forlag. Book chapter. 1999.

"Lingua Unlimited: Enhancing Pedagogical Reality with MOOs." Jan Rune Holmevik and Cynthia Haynes. *Kairos*. Vol 1(2). Peer-reviewed hypertext. 1996.

"John von Neumann and the Origins of Modern Computing." Jan Rune Holmevik. *Lychnos*. Book review. 1996.

"Ein grunnstein i babels tårn: Historia om det norske programmeringsspråket SIMULA." *Forskningspolitikk* No. 4. Article. 1995.

"Pennies from Heaven: Eit knippe norske industrierfaringar med EU sitt tredje rammeprogram for forsking." *Forskningspolitikk* No 3. Article. 1995.

"Mellom Hygea, sunnhetens gudinne, og Merkur, handelens gud." Inger Hagen and Jan Rune Holmevik. *Forskningspolitikk No. 1*. Book review. 1995.

"Compiling SIMULA: A Historical Study of Technological Genesis." *Annals of the History of Computing.* Vol.16(4). Article. 1994.

"The Construction of the SIMULA Network: An Historical Analysis." *ASU Newsletter*, Vol.20(1). Article. 1992.

"The Construction of SIMULA: The World's First Object Oriented Programming Language." Center for Technology and Society. University of Trondheim. Trondheim, Norway. Report. 1991.

Nibbevegen Geiranger 50 år, 1939-1989. Editor. Geiranger Skysslag. Geiranger, Norway. Book. 1989.

"Turisme i Geiranger, 1880-1914." *Tidsskrift for Sunnmøre Historielag.* Aalesund, Norway. Article. 1987.

Professional Editing	**Electracy and Transmedia Studies.** Parlor Press. Co-editor with Cynthia Haynes. Book series. 2010-present.

Conference and Event Organization	**Apple Digital Literacy Showcase.** Organized one-day event with Apple at Clemson University. 2019. **IMAGINE: The Future. Digital Literacy and Creativity.** Thought-leader summit. Co-organized and co-chaired with Russell Kaurloto. Los Angeles, CA. 2018. **Digital Creativity Faculty Program**. Center for Excellence in Next Generation Computing and Creativity. Clemson University. 2016-2017. **Cyber Infrastructure Expo at Clemson University**. Co-sponsor and co-chair. Clemson, SC. 2014. **Next Generation Learning Conference.** Clemson, SC. 2013. **PRE/TEXT Digital Games and Rhetorics Symposium**. Organizer and chair. Clemson SC. 2010. **UT Dallas Computer Games Conference**. Organizer and chair. University of Texas at Dallas. Richardson, TX. 2001. **Third International Digital Arts and Culture Conference.** Organizer and chair. Bergen, Norway. 2000.

Conference Presentations and Invited Speaking Engagements	"Non-Destructive Image Editing With Photoshop." Adobe Creative Campus Faculty Development Institute. Invited Presentations, 2021. "How We Deployed Digital Creativity Across the University. Adobe sponsored presentation to Nottingham University representatives, UK. Invited presentation. 2021. "Adobe Creative Cloud at Clemson University: Enterprise Analytics With a Student Showcase." Co-presented with Rebecca Rae-Ross. The First Adobe Creative Campus Europe. Teesside University, UK. Invited presentation. 2020. "Mobile Engagement: Designing an Emergent Anywhere-Learning Environment." Adobe EduMAX Conference. Invited presentation. 2020. "Data for Good." Co-presented with Matthew Chambers. Educause 2020. Peer-reviewed presentation 2020. "Career-Branding with Adobe Portfolio and Behance." Adobe Creative Campus Faculty Development Institute. Invited presentation. 2020. "Digital X-formation After the Great Reckoning." Co-presented with Russell Kaurloto. Post Covid-19-Education America the New Normal. Invited presentation. 2020.

"Clemson and Adobe Program Overview." Co-presented with Russell Kaurloto. Adobe EduMAX Conference. Invited presentation. 2019.

"Transforming Learning Through Digital Literacies." Adobe Creative Campus Roundtable, Sydney, Australia. Invited presentation. 2019.

"En(Act)ion: Bridging the Graduate School Digital Divide." Co-presented with Tia Dumas, Stephen Quigley, and Shauna Chung. *Computers and Writing Conference*. Michigan State University, MI. Peer-reviewed panel. 2019.

"Creative Heuristics: A Cascading Invention-Based Model for Learning in Digital Composition Environments." Co-presented with Aaron Settipane, Jessica Manuel, Kristin Santa Maria, Cody Hunter, Sarah Richardson, Kailan Sindelar, and Jacob Richter. *Computers and Writing Conference*. Michigan State University, MI. Peer-reviewed roundtable. 2019.

"Visual Storytelling on the Go: Innovative Mobile Workflows for Your Digitally Enabled Composition Course." Co-presented with Aaron Settipane, Jessica Manuel, Kristin Santa Maria, Cody Hunter, Sarah Richardson, Kailan Sindelar, and Jacob Richter. *Computers and Writing Conference*. Michigan State University, MI. Peer-reviewed workshop. 2019.

"Transforming Learning Through Digital Literacies." Co-presented with Russell Kaurloto. *Adobe Creative Campus Roundtable*. London, UK. Invited presentation. 2019.

"ALL IN: Digital Literacy Initiatives Across the Curriculum at Clemson University." *Adobe Creative Campus Roundtable*, Melbourne, Australia, and the University of New South Wales, Sydney, Australia. Invited presentations. 2019.

"RCID 8050: Empowering Education with Digital Literacies." *Online Learning Consortium Accelerate 2018*. Orlando FL. Invited presentation. 2018.

"Coding as Critical and Creative Literacy." Webinar presented to Apple. Invited presentation. 2018.

"Sparking Creativity: Digital Literacies for Your Invention-Based Composition Course." Co-presented with Shauna Chung, Eric Hamilton, Amy Patterson, Chelsea Slack, Victoria Houser, and Michelle Lloyd. *Computers and Writing Conference*, George Mason University, VA. Peer-reviewed workshop.

"Konsult: An Invention-Based Learning Model, Sparked by Digital Creativity." Co-presented with Shauna Chung, Eric Hamilton, Amy Patterson, Chelsea Slack, Victoria Houser, and Michelle Lloyd. *Computers and Writing Conference.* George Mason University, VA. Peer-reviewed roundtable. 2018.

"Digital Creativity and the Future of Composition." Co-presented with Todd Taylor and Sid Dobrin. *Conference on College Composition and Communication.* Kansas City, MO. Peer-reviewed workshop. 2018.

"Global Engagement Through Digital Literacies: Innovative Educational Solutions for a Changing World." Global Learning Institute at Clemson University. Invited presentation. 2018.

"Clemson University, Inspiration in Learning." Co-presented with Shauna Chung. Adobe Creative Campus at University of Arizona." Tucson, AZ. 2018.

"The Future is Under-imagined." *Adobe EduMAX*. Las Vegas, NV. Invited presentation. 2017.

"Digital Literacy for Master's in Transportation Safety Administration." IGRSS Advancement Board meeting. Clemson SC. Invited presentation. 2017.

"Education Wunderkammer: On the cultivation of Next-Generation Teachers and Learners in Writing and Composition Studies." *Computers and Writing Conference.* University of Findlay, O*H.* Peer-reviewed presentation*.* 2017.

"Creatively Digital: Electrate Innovation Strategies for 21st Century Educators." *Adobe Creative Campus*. University of Arizona, Tucson, AZ. Invited presentation. 2017.

"Powering STEM Communication through Creativity." *Adobe Creative Campus*. Lehi, UT. Invited presentation. 2017.

"Creatively Mobile: Digital Literacy as Innovation Engine for Millennial Learners." *Adobe Education Webinar Series*. Adobe Systems. Online invited webinar. 2016.

"Mobile Rhetorics: Inventing Digital Literacies on the Go." *Watson Conference*. University of Louisville, KY. Peer-reviewed presentation. 2016.

"Creative Heuristics: A Trickle-Down Pedagogy." Co-presented with Eric Stephens. *IEEE ProComm*, Austin, TX. Peer-reviewed presentation. 2016.

"Empowering Faculty to Develop Digital Literacies: Working (Backwards) From a Goal." *Adobe Creative Campus*. Lehi, UT. Invited presentation. 2016.

"Ludic Literacy." *Conference on College Composition and Communication.*" Houston, TX, Peer-reviewed presentation. 2016.

"The Legacies of Fort Hill." Co-presented with April O'Brien, Stephen Quigley, Eric Stephens, and Brian Gaines. *Digitorium Conference.* University of Alabama, Tuscaloosa, AL. Peer-reviewed presentation. 2016.

"Teaching Digital Literacy." *Adobe Education Webinar Series*." Adobe Systems. Online invited webinar. 2016.

"Electracy, Creativity and Innovation for Learners in the Digital Economy." Adobe World Headquarters, San Jose, CA. Invited presentation. 2015.

"Cloud/y Maker Spaces for 21st Century Learners." *Next Generation Learning Spaces Conference*. University of Central Florida. Orlando, FL. Peer-reviewed presentation. 2015.

"Creatively Digital: Electracy, Creativity and Innovation for Learners in the Digital Economy." *Adobe eduMAX*. University of Southern California, Los Angeles, CA. 2015.

"Cultivation of Creativity and the 21st Century University." *New Media Consortium Summer Conference*. Co-presented with Barbara Weaver and Dustin Atkins. Alexandria, VA. Peer-reviewed presentation. 2015.

"Fail Fast!" *Conference on College Composition and Communication.*" Tampa, FL. Peer-reviewed presentation. 2015.

"The Clemson-Adobe Partnership: Creativity and the Road to Next Generation Learning." *Super Computing 2014*. New Orleans, LA. Invited presentation. 2014.

"The Tomorrow Business." *Adobe MAX*. Los Angeles CA. Invited presentation. 2014.

"Open | Writing | Spaces." *Conference on College Composition and Communication*. Indianapolis, IN. Peer-reviewed presentation. 2014.

"Ludic Invention." *Modern Language Association Conference.* Chicago, IL. Peer-reviewed presentation. 2014.

"Playing to Invent: How video games can help us to understand new ways of inventing knowledge and solutions to problems." Winthrop University SC. Invited presentation. 2014.

"Digital Composition and Publishing with iBooks Author." Computers and Writing Conference. Frostburg, MD. Peer-reviewed workshop. 2013.

"Mystorical Composition: Electrate Scholarship in a Mobile World." *Computers and Writing Conference*. Frostburg, MD. Peer-reviewed roundtable. 2013.

"Steampunk Electracy and Machine Rhetorics." *Computers and Writing Conference*. North Carolina State University, Raleigh, NC. Peer-reviewed presentation. 2012.

"Burning Chrome." *Clemson Literary Festival*. Clemson SC. Invited presentation. 2012.

"Gamers, Scholars, Guildies: Gaming as a Gateway to Scholarly Identity." *Conference on College Composition and Communication*. St. Louis, MO. Peer-reviewed presentation. 2012.

"Gaming as Academic Identity." Computers and Writing Conference. North Carolina State University, Raleigh, NC. Invited presentation. 2012.

"Re/Vision: Rethinking Virtual World Design." *Conference on College Composition and Communication*. Atlanta, GA. Peer-reviewed presentation. 2011.

"Ludic Learners." at "The Digital and the Human(ities)." *Texas Institute for Literary and Textual Studies*. University of Texas at Austin. Austin, TX. Invited presentation. 2011.

"On the Ludic Post-Literate Transversal." RCID Research Forum. Clemson SC. Invited presentation. 2010.

"Beyond Epideictic Rhetoric on Video Games." *The 14th Rhetoric Society of America Biennial Conference*. University of Minnesota. Minneapolis, MN. Peer-reviewed presentation. 2010.

"Total Immersion: Games, Social Media, and Virtual Worlds in Professional Communication." *Association for Teachers of Technical Writing Conference*. Louisville, KY. Peer-reviewed presentation. 2010.

"Imaging Woolf's World." *19th Annual Conference on Virginia Woolf.* Fordham University. New York, NY. Peer-reviewed presentation. 2009.

Keynote address. *Carolina Rhetoric Conference*. Clemson SC. Invited presentation. 2009.

"Computing in the Humanities." *Cyber-Infrastructure Days at Clemson University*. Clemson SC. Invited presentation. 2008.

"Woolf's World: Editing Woolf in the Metaverse." 18th Annual Conference on Virginia Woolf. University of Denver. Denver, CO. Peer-reviewed presentation. 2008.

"In all Seriousness: Video Games and Education." Talk presented to the Department of Psychology's Graduate Student Association. Clemson SC. Invited presentation. 2007.

"For the Love of the Game" *InterMedia seminar on Designing Design: Research Mediation, Out of Composition*. University of Oslo. Oslo, Norway. Invited presentation. 2004.

"Simula: Teknologisk nyvinning i historisk perspektiv." *Simula Research Laboratory*, Oslo, Norway. Invited Presentation. 2003.

"The Games We Play." Computer Game Symposium. Multimedia Pedagogik Institute. Stockholm University, Stockholm, Sweden. Invited Presentation. 2002.

"The MOO Online Learning Environment." *E-Learning Symposium*. Multimedia Pedagogik Institute. Stockholm University. Stockholm, Sweden. Invited presentation. 2001.

TechFest2001@UL-Laf. University of Louisiana at Lafayette. Lafayette, LA. Invited presentation and workshop. 2001.

"Computer Games: A New Frontier in Arts and Humanities." *UTD Computer Games Symposium*. University of Texas at Dallas. Richardson, TX. Invited Keynote speaker. 2001.

"MOO Workshop." Dartmouth College, Hanover, NH. Invited workshop. 2001.

"Designing an Online Digital Learning Environment: Notes on the Lingua MOO and enCore Open Source MOO Projects." *Virtual Campus, Virtual Libraries: Dancing with the Devil!* University of Stellenbosch, South Africa. Invited presentation. 2000.

Stjarnstopp: New Thoughts & New Knowledge at Stockholm Academic Forum. Stockholm, Sweden. Invited online presentation. 2000.

"MOO Workshop 2000: Online Learning Environments and Experiential Inquiry in the Classroom." Vassar College. Poughkeepsie, NY. Invited workshop. 2000.

"Intermediate MOOves: Digital Places, Personal Spaces." *Interaktiv Conference*. University of Oslo. Oslo, Norway. Invited presentation. 1999.

"Humaniora og ITK-utfordringa." *Den norske dataforening sin IT-historiske rundebordskonferanse*. Oslo, Norway. Invited presentation. 1999.

"CrossWorlds: Humanistic Informatics and the Information Technology Challenge." University of Texas at Arlington. Arlington, TX. Invited presentation. 1999.

"Introduction to enCore Xpress." Texas Woman's University, Denton, TX. Invited workshop. 1999.

"XpoMOO: Ambient Thresholds, Random Art." Co-presented with Cynthia Haynes. *Digital Arts and Culture Conference*. Atlanta, GA. Peer-reviewed presentation. 1999.

"Intermediate MOOves: Digital Places, Personal Spaces." *ITU Interactive Conference*. Oslo, Norway. Invited presentation. 1999.

"Norwegian Accords: Shaping Peace, Education, and Gender on the WWW." Co-presented with Cynthia Haynes. *Conference on College Composition and Communication.* Atlanta, GA. Peer-reviewed presentation. 1999.

"CALL in the MUD: Autonomous Language Learning Using the MOO Platform." Co-presented with Espen Aarseth and Carsten Jopp. *World Conference on Educational Multimedia, Hypermedia & Educational Telecommunications*. Freiburg, Germany. Peer-reviewed presentation. 1998.

"CypherTextual MOOrauders: Reading with Others, Writing in Time." Co-presented with Cynthia Haynes. *World Conference on Educational Multimedia, Hypermedia & Educational Telecommunications*, Freiburg, Germany. Peer-reviewed presentation. 1998.

"MOO Administrator's Workshop: How to set up and run an educational MOO." Co-presented with Juli Burk and Cynthia Haynes. *World Conference on Educational Multimedia, Hypermedia & Educational Telecommunications*. Freiburg, Germany. Peer-reviewed workshop. 1998.

"MOO Teaching: HardCORE Questions, HardWIRED Answers." Co-presented with Diane Davis, Catherine Simpson and Cynthia Haynes. *Computers and Writing Conference.* Gainesville, FL. Peer-reviewed presentation. 1998.

"Wired Life: Remedial Source Code for the New Home Page." Co-presented with Cynthia Haynes. *Computers and Writing Conference*. Gainesville, FL. Peer-reviewed presentation. 1998.

"Steel MOOgnolias: A One-Act Architextu-aural Performance." Co-presented with Victor Vitanza, Beth Kolko, and Cynthia Haynes. *Computers and Writing Conference*. Gainesville, FL. Peer-reviewed presentation. 1998.

"HighWired: MOOs in Higher Education." Seton Hall University, South Orange, NJ. Invited presentation. 1998.

"Summer Workshop on MOO." Vassar College. Poughkeepsie, NY. Invited workshop. 1998.

"MOO Design, Maintenance and Administration." Texas Woman's University. Denton, TX. Invited workshop. 1998.

"Reading with Others, Writing in Time." Co-presented with Cynthia Haynes. *Writers and the Internet: The First trAce Writers' Conference*. Nottingham Trent University, Nottingham, UK. Invited presentation. 1998.

"CypherTEXT: Electronic Publishing in Webbed MOO Environments." Conference on College Composition and Communication. Phoenix, AZ. Peer-reviewed presentation. 1997.

"Advanced Educational Technology Workshop for the Rhetoric Program at UT-Dallas." University of Texas at Dallas. Richardson TX. Invited workshop. 1997.

"Teaching in Cyberspace Through Online Courses." *The TicToc Project of Alternative Educational Environments*. University of Illinois-Chicago. Chicago IL. Invited presentation. 1997.

"Educational Applications of MOO." University of Texas at Dallas. Richardson, TX. Invited workshop. 1996.

"MOOving Into the Future with Educational MOOs." Co-presented with Cynthia Haynes. *Association of Computer Educators in Texas (ACET)*. Austin, TX, Peer-reviewed presentation. 1996.

"The Agora Factor(y): Architecture and Assembly in/of MOOs." Co-presented with Cynthia Haynes. T*he Joint International Conference of the Association for Literary and Linguistic Computing (ALLC) and The Association for Computers and the Humanities (ACH)*. University of Bergen. Bergen, Norway. Peer-reviewed presentation. 1996.

"Technical Preparations for, and Implications of, On-Line Defenses." Computers and Writing Conference, Logan, UT. Peer-reviewed presentation. 1996.

"Faculty MOO Orientation." University of Missouri-Columbia. Invited online presentation. 1996.

"SynchroniCITY: Online collaboration, research and teaching in MOOspace." Co-presented with Cynthia Haynes. *Modern Language Association Conference*. Chicago, Il. Peer-reviewed presentation. 1995.

"History of Computing in Norway." Co-presented with Haakon With-Andersen. Book chapter presented at the working conference *History of Computing in Europe*. Paris, France. Invited presentation. 1995.

"The Pursuit of Zeroes and Ones." *The Historiography of Contemporary Science, Technology, and Medicine*. Gothenburg University. Gothenburg, Sweden. Invited presentation. 1994.

"Towards a Norwegian Leading-Edge Technology: Historical Perspectives on the SIMULA Development." *18th SIMULA Users's Conference*. Noordvijkerhout, the Netherlands. Peer-reviewed presentation. 1992.

Software Development and Virtual Community Management	**World of Warcraft**. Founder and leader of the academic gamer guild, Venture. Argent Dawn, US. 2009-2015.

World of Warcraft. Founder and leader of the general gamer guild, Equinox. Argent Dawn, EU. 2005-2008.

enCore. Programmer, and chief architect of the enCore Open Source MOO Project. Sourceforge: Version 4 release, 2004. Version 3 release, 2001. Version 2 release, 1999. Version 1 release, 1997.

Lingua MOO. Designed, programmed, and managed online teaching at Lingua MOO for UT-Dallas writing classes as well as classes from University of Wisconsin-Milwaukee, Lima Technical College, UT-Austin, Old Dominion University, University of North Carolina-Greensboro, TOHE Conference, Salve Regina University, Humboldt University, Bowling Green State University, Simmons College, Cal Poly San Luis Obispo, University of Scranton, Dublin City University (Ireland), Ohio University, Illinois State University, Iona College, University of Oslo (Norway), Indiana University-Purdue, Purdue University, West Virginia Wesleyan College, and Colorado State University, among others. 1994-2006.

Service Appointments

Board Member. Clemson University Grievance Board. 2022-present.

Committee Member. College of Artchitecture, Arts and Humanities, Dean's Advisory Board. 2021-2022.

Committee Member. Advanced Writing Committee. Department of English. 2021-present.

Committee Member. Distance Education Advisory Board. Clemson University. 2021-present.

CIO's Appointee. Academic Technology Council. 2016-present.

President. Faculty Senate. Clemson University. 2018-2019.

Chair. Faculty Senate Executive Committee. Clemson University. 2018-2019.

Chair. Faculty Senate Advisory Committee. Clemson University. 2018-2019.

Vice President. Faculty Senate. Clemson University. 2017-2018.

Senator. College of Architecture, Arts and Humanities representative to the Faculty Senate. Clemson University. 2014-2019.

Committee member. Committee on Committee for Shared Governance. Clemson University. 2017-2019.

Chair. Interim Associate Provost Search Committee. Clemson University. 2018.

Chair. Ombud's Advisory Committee. Clemson University. 2019-2020.

Committee Member. Ombud's Advisory Committee. Clemson University. 2018-2019.

Committee member. Academic Council. Clemson University. 2017-2019.

Board member. Clemson University Foundation. Clemson University. 2018-2019.

Committee member. Ad-hoc Committee on the Status of Women Faculty. Clemson University. 2018-2019.

Committee member. President's Council on Diversity and Inclusion. Clemson University. 2018-2019.

Committee member. Faculty Senate Representative to the Academic Technology Council. Clemson University. 2017-2018.

Committee member. University Facilities Committee. Clemson University. 2018-2019.

Committee member. Associate Provost Search Committees. Clemson University. 2018.

Committee member. Deputy Chief of Police Search Committee. Clemson University. 2019.

Committee member. University Historian Search Committee. Clemson University. 2019.

Committee member. Vending Funds Committee. Clemson University. 2018.

Committee member. Campus Climate Network. Clemson University. 2017-2019.

Chair. Allan Shaffer Award Selection Committee. Faculty Senate. Clemson University. 2019.

Committee member. University Data Advisory Committee. Clemson University. 2019.

Board member. Joint City and University Advisory Board. Clemson, SC. 2018-2019.

Committee member. Masters of Transportation Safety Administration Curriculum Committee. Clemson University. 2017-2018.

Committee member. General Education Taskforce. Clemson University. 2017-2018.

Chair. Scholastic Policies Committee. Faculty Senate. Clemson University. 2016-2017.

Committee member. Vice President for Information Technology and Chief Information Officer Search Committee. Clemson University. 2017.

Committee member. Scholastic Policies Committee. Faculty Senate. Clemson University. 2014-2016.

Committee member. College of Architecture, Arts, and Humanities. Digital Humanities PhD Program Task Force. Clemson University. 2014-2015.

Team member. CCIT/ Adobe Creative Cloud Project. Clemson University. 2013-2014.

Chair. Tenure-Track Faculty Search Committee. Department of English. Clemson University. 2013-2014.

Committee member. Bachelor of Arts Committee. Department of English. Clemson University. 2012-2014, 2019-present.

Chair. Academic Technology Council. Clemson University. 2011-2015.

Committee member. Tenure-Track Faculty Search Committee. Department of English. Clemson University. 2011-2012.

Committee member. RCID Director Five-Year Review Committee. College of Architecture, Arts, and Humanities. Clemson University. 2010-2011.

Committee member. Distributed-Education Steering Committee. Clemson University. 2009-2010.

Co-Chair. Serious Games Special Interest Group. Conference on College Composition and Communication. 2008-2011.

Committee member. Master of Professional Communication Committee. Department of English. Clemson University. 2006-2012.

Committee member. Working Committee on Master of Arts Program in Communication Studies. College of Architecture, Arts, and Humanities. Clemson University. 2008.

Graduate Advising and Academic Consultancy	**Major Advisor.** Rebecca Rea Ross. Doctoral Committee. Chair. Rhetorics, Communication, and Information Design. College of Architecture, Arts, and Humanities. Clemson University. 2022-present.

Major Advisor. Kaitlyn Samons. Doctoral Committee. Chair. Rhetorics, Communication, and Information Design. College of Architecture, Arts, and Humanities. Clemson University. 2022-present.

Committee Member. Elizabeth Link. Doctoral Committee Member. Rhetorics, Communication, and Information Design. College of Architecture, Arts, and Humanities. Clemson University. 2022-present.

Committee Member. Anders Gonzo Gaard. Master's Thesis, DIKULT350. University of Bergen, Norway. 2022.

Committee Member. Adobe Reinvestment Project. Helped secure a $250,000 investment from Adobe in Clemson Library's Adobe Digital Studio. 2021.

Committee Member. Fredrik Andersson. Master's Thesis, DIKULT350. University of Bergen, Norway. 2021.

Committee Member. Chelsea Slack. Doctoral Committee Member. Rhetorics, Communication, and Information Design. College of Architecture, Arts, and Humanities. Clemson University. 2020-2021.

Major Advisor. Matthew Chambers. Doctoral Committee Chair. Rhetorics, Communication, and Information Design. College of Architecture, Arts, and Humanities. Clemson University. 2021-2022.

Thought leader. Adobe Higher Education/ Creative Campus Collaboration. Adobe Systems. 2017-present.

Major Advisor. Aaron Settipane. Doctoral Committee Chair. Rhetorics, Communication, and Information Design. College of Architecture, Arts, and Humanities. Clemson University. 2020-2021.

Major Advisor. Christopher Stuart. Doctoral Committee Chair. Rhetorics, Communication, and Information Design. College of Architecture, Arts, and Humanities. Clemson University. 2018-2020.

Major Advisor. April O'Brien. Doctoral Committee Chair. Rhetorics, Communication, and Information Design. College of Architecture, Arts, and Humanities. Clemson University. 2015-2019.

Major Advisor. Samuel Fuller. Doctoral Committee Chair. Rhetorics, Communication, and Information Design. College of Architecture, Arts, and Humanities. Clemson University. 2016-2018.

Major Advisor. Joshua Herron. Doctoral Committee Chair. Rhetorics, Communication, and Information Design. College of Architecture, Arts, and Humanities. Clemson University. 2016-2017.

Major Advisor. Lauren Woolbright. Doctoral Committee Chair. Rhetorics, Communication, and Information Design. College of Architecture, Arts, and Humanities. Clemson University. 2014-2016.

External Reviewer. Dr. John Tinnell's Tenure and Promotion Committee. University of Colorado. Denver CO. 2016

External reviewer. Chair of committee for doctoral candidate for Silje Hommedal. University of Bergen, Norway. 2014.

Reviewer. Manuscript Reviewer for MIT Press. 2014.

External reviewer. Member of doctoral committee for Lasse Juel Larsen. University of Southern Denmark. Odense, Denmark. 2013.

Committee member. Program review committee for the 8th Annual Digital Arts and Culture Conference (DAC). UC Irvine. Irvine, CA. 2009.

Committee member. Program review committee for the 7th Annual Digital Arts and Culture Conference (DAC). Perth, Australia. 2007.

Committee member. Program Review Committee for the 4th Annual Digital Arts and Culture Conference (DAC). Brown University. Providence, RI. 2001.

Consultant. "trAce Online Writing Project" Invited consultant to the trAce community writing project of the Nottingham Trent University, England. Provided training and support for the online writing community portion of the project. 1997-2001.

Consultant. "Teaching in Cyberspace Through Online Courses" (TICTOC) Invited consultant to the TICTOC initiative of the University of Illinois-Chicago English Department. Featured speaker at the TICTOC Symposium held in Chicago, IL. 1997.

Consultant. "CALLMOO" and Lingo Projects. Consultant to the Computer-Assisted Language Learning MOO project at the Department of Humanistic Informatics of the University of Bergen, Norway. Provide pedagogical training for the language faculty and interface development of the MOO. Project supported by the Norwegian Research Council. 1997.

Awards, Grants, and Scholarships

Dean's Award for Excellence in Service. College of Architecture, Arts and Humanities. Clemson University. 2018.

Gaming-Across-the-Curriculum. Co-PI with Cynthia Haynes on grant from the Pearce Center for Professional Communication. 2014.

enCore Open Source MOO Project. 1st place in the category "Rhetoric and Writing Software in University Education" at the Computers and Writing Conference 2000 Technology Competition. Fort Worth TX. 2000.

Doctoral scholarship. Norwegian Research Council. Oslo, Norway. 1998-2002.

Graduate student scholarship. Institute for Studies in Research and Higher Education. Program Research on Research. Oslo, Norway. 1993-1994.

Graduate student scholarship. ACM SIGPLAN History of Programming Languages Conference (HOPL-II). Cambridge MA. 1993.

Graduate student scholarship. Norwegian Research Council for Science and the Humanities. Informatics in the Humanities Program. Trondheim, Norway. 1992-1993.