**Doug Stark**

October 2019

Ph.D. Student and Graduate Teaching Assistant

Department of English & Comparative Literature

Greenlaw Hall, CB #3520

University of North Carolina, Chapel Hill

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**Education**

Ph.D. in English, University of North Carolina at Chapel Hill, 2017 – present

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

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

**Publications**

“‘A More Realistic View:’ Reimagining Sympoietic Practice in Octavia Butler’s *Parable* Series.” *Beyond Afrofuturism: A Special Issue of Extrapolation*.(Forthcoming 2020)

“Video Game Novels” *Encyclopedia of Video Games: The Culture, Technology and Art of Gaming,* 2nd. ed., edited by Mark J. P. Wolf, Greenwood Press. (Forthcoming est. 2020)

“Ludic Literature: *Ready Player One* as Didactic Fiction for the Neoliberal Subject.” *Playing the Field: Video Games and American Studies*, edited by Sascha Pöhlmann, De Gruyter, 2019, pp. 153-173.

**Teaching**

Teaching Fellow, the University of North Carolina at Chapel Hill, Department of English and Comparative Literature, 2017 – present

Teaching Assistant (including guest lecturing):

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

Primary Instructor:

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

 ENGL 105: Introduction to Composition and Rhetoric Fall 2019 (17 students)

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

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

**Conference Participation**

“Fluxus Play Before Games: Experimental Play as Cultural Technique.” SLSA. University of California, Irvine. November 2019.

“‘Just Playing Around:’ Agonistic Play and the Structural Emergence of Neo-Fascism in Video Game Communities.” Configurations of Empire. King College London, UK. August 2019.

“‘This Body that Knows More than We Do:’ Focalizing Alternate Grammars of Action in *QWOP* the Walking Simulator.” Wandering Games Conference. Bangor University, Wales. July 2019.

“Anti-Realist Simulation Games.” SLSA. Toronto, Canada. November 2018.

“Glitch Myths: Narrativizing Error in Video Game Development Fiction.” BACLS. Loughborough University, UK. July 2018.

Game Jam Participant. Literature and Video Games, Leverhulme International Network for Contemporary Studies. St Andrews University, Scotland. June 2018.

“The Limits of Empathy: Resisting the Virtual Colonization of Subaltern Space.” MELUS. Las Vegas, NV. May 2018.

“Turn Page to Read: *Ready Player One* and the Role of the Video Game Novel.” Playing the Field: Video Games and American Studies. Amerikahaus Munich, Germany. April 2018.

“‘It’s Time to Split’: Glitching as Post-Digital Teleology in the *TimeSplitters* Series.” National Popular Culture Association Conference. Indianapolis, IN. March 2018. (Chair)

“Dis¦ability, Race, and Realist Hoping in Octavia Butler’s *Parable* Series.” 2nd Biennial Butler Conference. OEB Literary Society. Atlanta, GA. February 2018.

“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.

“Chaotic DeepArcher: Technology and Liminality in Thomas Pynchon’s Bleeding Edge.” International Pynchon Week 2017. La Rochelle, France. June 2017.

**Honours and Awards**

Games and Cultures Humanities Lab Fellow, Duke University. 2019-2020.

Travel Award, Society for Literature, Science, and the Arts. November 2019.

Travel Grant, SLSA National Science Foundation. November 2019.

IAH Grant Recipient, UNC-King’s College Working Group. August 2019.

Stanford-Leuphana Summer Academy Fellow. Berlin, Germany. June 2019.

Graduate Student Travel Grant. UNC Chapel Hill. Fall 2018.

GPSF Travel Award. UNC Chapel Hill. Spring 2018.

Giessen Graduate Centre for the Study of Culture Summer School Travel Grant. Giessen, Germany. September 2016.

Santander Postgraduate Scholarship. Loughborough University, UK. 2014-2016.

**Affiliations**

The British Association for Contemporary Literary Studies, 2018 – Present

Configurations of Empire UNC-KCL Working Group, 2018 – Present

Society for Literature Society and the Arts, 2018 – Present

Digital Games Research Association, 2019 – Present

**Languages**

English: Native fluency

French: Basic speaking, intermediate reading

German: Basic reading

**Technical Skills**

Film editing: Sony Vegas Pro (advanced) and Adobe Premiere (intermediate)

Game Design: Unity (basic)

Programming Languages: Python (basic), C# (basic)

PowerPoint Design