

# Stephanie Kinzinger

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## EDUCATION

- 2024 Ph.D., Department of English and Comparative Literature, The University of North Carolina at Chapel Hill, *expected May 2024*.  
Dissertation: “Playing Reality: The Promise and Peril of Compositional Realities”  
Dissertation Committee: Matthew Taylor (director), Priscilla Wald (Duke University), Eliza Richards, Ashlee Bird (University of Notre Dame), Tyler Curtain, Jane Thraillkill
- 2016 M.A., English Literature, May 2016  
University of Virginia, Charlottesville, VA
- 2013 B.A., English Literature, May 2013  
University of California Berkeley, Berkeley, CA

## PUBLICATIONS

“Embodied Cognition in Edgar Allan Poe: *Eureka’s* Cosmology, Dupin’s Intuition.” *Nineteenth-Century Literature*. 1 December 2022; 77 (2-3): 124–144.

## AWARDS, FELLOWSHIPS, AND PRIZES

- 2023 James W. Gargano Award for the Outstanding Article on Poe in 2022, “Embodied Cognition in Edgar Allan Poe: *Eureka’s* Cosmology, Dupin’s Intuition,” *Poe Studies Association*
- 2023 John R. Bittner Award for Outstanding Work on a Dissertation in Literature, Popular Media, and Journalism, Department of English and Comparative Literature, University of North Carolina at Chapel Hill
- 2023 Digital Dissertation Fellowship, Digital Innovation Lab, University of North Carolina at Chapel Hill
- 2023 Excellence in Critical Game Studies Award, Digital Literacy and Communications (DLC) Lab, University of North Carolina at Chapel Hill
- 2023 Thompson-Lumiansky Departmental Dissertation Fellowship, University of North Carolina at Chapel Hill
- 2022 Humanities Initiative Grant from the National Endowment for the Humanities, Co-author for and recipient for funding to develop Critical Game Studies minor in UNC’s Department of English and Comparative Literature

- 2022 Professional Development Award, University of North Carolina at Chapel Hill
- 2021 CFE/Lenovo Instructional Innovation Supplemental Tier Two Grant

## CONFERENCE PAPERS PRESENTED

### Invited Talks

- 2023 “H.P. Lovecraft’s Limits: Narrative, Mythos, and Play,” February 17, University of Utah
- 2023 “Radical Video Game Design: Experiments in Recodifying Lovecraft’s Mythos into Anti-Racist Worldbuilding,” Critical Games Symposium, February 24, hosted by UNC and Duke University

### Conference Papers Presented

- 2023 “Diverse Play: H.P. Lovecraft’s Limits,” Society for Literature, Science, and the Arts, Game Stream, Arizona State University, Tempe, AZ (October 23-26)
- 2021 “Playing with “Control”: Spatial Epistemology in Interactive Gameplay,” Society for Literature, Science, and the Arts, online hosted by University of Michigan, Ann Arbor, MI
- 2019 “Thoreau’s Nineteenth-century Journal as Science-Fiction Narrative: Preceding Contemporary Theories in New Materialism,” Society for Literature, Science, and the Arts, University of California Irvine, Irvine, CA
- 2017 “Otherworldly Observations: H.P. Lovecraft’s States of (Un)Nature,” panel on “American Literature & Theory,” Popular Culture/American Culture Association, San Diego, CA
- 2017 “Otherworldly Observations: H.P. Lovecraft’s States of (Un)Nature,” panel on “The Ecogothic Comes Alive II: Terror in Environmental Literature,” Northeast Modern Language Association Conference, Baltimore, Maryland
- 2016 “Sensational Humbuggery: P.T. Barnum and Edgar Allan Poe’s Manipulation of Fact and Fiction,” Northeast Modern Language Association Conference, Hartford, Connecticut

## TEACHING

### Graduate Instructor of Record, The University of North Carolina at Chapel Hill

- 2022-Spring Introduction to Composition and Rhetoric: Digital Humanities (ENGL 105i)  
Developed Digital Humanities version of “Gaming through the Disciplines” course using Greenlaw Gameroom
- 2021-Fall Introduction to Composition and Rhetoric (ENGL 105)  
Developed “Gaming through the Disciplines” course using Greenlaw Gameroom
- 2021-Spring Introduction to Mystery Fiction (ENGL 147)  
Focus on multimedia forms of mystery – Movies and Video Games included
- 2020-Spring Introduction to Composition and Rhetoric (ENGL 105)  
Focus on asynchronous pedagogy

- 2019-Fall Major American Authors (ENGL 128)  
Focus on American authors from 18<sup>th</sup> century to present
- 2019-Spring Introduction to Composition and Rhetoric (ENGL 105)  
Focus on critical thinking in online media
- 2018-Spring Introduction to Composition and Rhetoric (ENGL 105)  
Focus on aural narratives using Adobe Audition - Film Review Podcasts
- 2017-Fall Introduction to Composition and Rhetoric (ENGL 105)  
Focus on visual narratives using Adobe InDesign - Policy Briefs
- 2017- Spring Introduction to Composition and Rhetoric (ENGL 105)  
Focus on composing and analyzing ethnography genre during Social Science unit
- 2016-Fall Introduction to Composition and Rhetoric (ENGL 105)  
Focus on writing in disciplines: Science, Social Science, and Humanities

### **Graduate Teaching Assistant, The University of North Carolina at Chapel Hill**

- 2023-Fall Video Game and Narrative Cinema (ENGL 257), Steven Goztler
- 2022-Fall Introduction to Critical Game Studies (ENGL 113), Courtney Rivard, co-developed as part of NEH Grant to create Critical Game Studies Minor
- 2020-Fall Medicine, Literature, and Culture (ENGL 268, Honors), Jane Thraikill
- 2018-Spring Medicine, Literature, and Culture (ENGL 268, Honors and non-Honors), Matthew Taylor

### **Guest Lectures, The University of North Carolina at Chapel Hill & Babson College**

- 2023-Fall Digital Native America (AMST 341), Daniel M. Cobb  
*Introduction to Critical Game Studies and Indigenous Game Studies*
- 2023-Spring Foundations of Critical Inquiry, Samantha Wallace, (Babson College)  
*Ontological Play: Science Fiction, Video Games, and the Self in Context*
- 2022-Fall Introduction to Critical Game Studies (ENGL 113), Courtney Rivard, co-developed as part of NEH Grant to create Critical Game Studies Minor  
*Space and Time in Video Games*
- 2020-Fall Medicine, Literature, and Culture (ENGL 268), Jane Thraikill  
*The Outbreak Narrative*
- 2018-Fall Medicine, Literature, and Culture (ENGL 268), Matthew Taylor  
*Psychoanalysis: Hitchcock's Spellbound and Popular Medicine*

### **Graduate Research Consultant, The University of North Carolina at Chapel Hill**

- 2023-Fall Digital Native America (AMST 341), Daniel M. Cobb  
Curated, co-developed, and lead unit on Indigenous Game Studies
- 2021-Spring Research, Creativity, and Innovation in the Humanities  
(ROML 295/CMPL 395/GSLL 295), Jennifer Mackenzie

2020-Fall Perspectives on Gender, Race, and Marginality in Ancient Greek Philosophy, Science, and Medicine (PHIL 211), Mariska Leunissen

## PROFESSIONAL SERVICE

### Departmental Development

- 2023 “Science Fiction & Games in the Classroom,” as part of NEH-funded Plug and Play series, March 3, hosted by Critical Game Studies Initiative at University of North Carolina at Chapel Hill, Chapel Hill, NC
- 2022 Co-facilitator and Presenter, “Teaching with Games,” March 4, hosted by Gaming Initiative at University of North Carolina at Chapel Hill, Chapel Hill, NC
- 2021 Collaborated with Colleague to teach video game for class unit on apocalypse
- 2021 Co-facilitator and Presenter, “Media Streaming Workshop,” February 17, hosted by Gaming Initiative at University of North Carolina at Chapel Hill, Chapel Hill, North Carolina
- 2020 Co-facilitator and Presenter, “Remote Learning: Gaming Workshop,” October 28, hosted by Gaming Initiative at University of North Carolina at Chapel Hill, Chapel Hill, North Carolina

### Administrative Positions

- 2023- Present Co-Founder and Convener, Carolina Seminar: Critical Game Studies, UNC, Duke, King’s College of London, University of North Carolina at Chapel Hill, Chapel Hill, NC
- 2017- 2018 Co-organizer and Co-founder, 19<sup>th</sup> Century Literature UNC-King’s College of London Exchange, University of North Carolina at Chapel Hill, Chapel Hill, NC
- 2017 Event Co-organizer of Jane Austen Summer Program, University of North Carolina at Chapel Hill, Chapel Hill, North Carolina

## DIGITAL HUMANITIES

- 2022- Present Critical Game Studies Program Project Manager, Digital Literacy and Communications Lab at University of North Carolina at Chapel Hill
- 2020- 2022 Critical Game Studies Initiative Coordinator, Digital Literacy and Communications Lab at University of North Carolina at Chapel Hill
- 2020- 2021 Website co-editor for Gaming Initiative in the Digital Literacy and Communications Lab
- 2016 Website Editor and Administrator for Dr. Herbert Tucker’s *For Better, For Verse* (UVA)

## LANGUAGES

German for Reading

Old English for Reading

## TECHNICAL SKILLS

Game design (Unity Engine, Twine)

Audio recording and editing software (Adobe Audition)

Content Management Systems (HTML, Oxygen XL Editor)

Installation, modification, and use of web-publishing platforms (Wordpress)

Image and video editing software (Adobe Premiere Pro, Adobe Photoshop, Adobe Illustrator)

Layout design and desktop publishing (Adobe InDesign)