

## Doug Stark

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Ph.D. Candidate and Graduate Teaching Fellow | The University of North Carolina at Chapel Hill,  
Dept. of English & Comp. Lit. | Chapel Hill, NC 27514 | doge@live.unc.edu

## Education

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Ph.D. in English, University of North Carolina at Chapel Hill, 2017 – 2023 [expected]  
Dissertation: “Gaming Individuation”  
Committee: Gregory Flaxman (director), Rick Warner, Inga Pollmann, Gabriel Trop,  
Luciana Parisi (Duke), Patrick Jagoda (Chicago)  
Graduate Certificates: Digital Humanities, Film Studies, Cultural Studies [expected]  
M.A. in English, Loughborough University, 2016 (with Distinction)  
B.A. in English, Loughborough University, 2014 (with First Class Honours)

## Research & Teaching Areas

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Media Theory; Game Studies; Film Studies; Cultural Studies; Black Studies; Biopolitics

## Publications

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### Journal Articles and Essays

- (with Emilio Taiveaho-Peláez) “Risking It, All: The Environmental Aesthetics of Two Climbing  
Films on El Capitan.” Submission in progress for *Journal of Aesthetics & Culture*.  
“Exercises in Humility: Gregory Bateson on Contingency, Croquet, and Revising Habits of  
Thought Through Play.” *Leonardo*, “Indeterminacy After AI,” forthcoming 2022.  
“Better Problems: Neoliberalism, Strategic Achronicity, and the Experimental Games To-Be-  
Made.” A review essay concerning Patrick Jagoda’s *Experimental Games* (2020). *Qui  
Parle*, vol. 30, no. 2, December 2021, pp. 399-419,  
<https://doi.org/10.1215/10418385-9395334>  
“Training for the Military? Some Historical Considerations Towards a Media Philosophical  
Computer Game Philosophy.” *Eludamos*, vol. 11, no. 1, 2020, pp. 125–144,  
<https://eludamos.org/index.php/eludamos/article/view/vol11no1-8>  
(with Teresa O’ Rourke) “The Lost Futures of BoJack and Diane.” *Post45*, special cluster  
“Leaving Hollywoo: Essays After BoJack Horseman,” 2020 (3500 words)  
<https://post45.org/2020/11/the-lost-futures-of-bojack-and-diane/>  
“Unsettling Embodied Literacy in *QWOP* the Walking Simulator.” *Journal of Gaming & Virtual  
Worlds*, vol. 12, no. 1, 2020, pp. 49–67, [https://doi.org/10.1386/jgvw\\_00004\\_1](https://doi.org/10.1386/jgvw_00004_1)  
“‘A More Realistic View:’ Reimagining Sympoietic Practice in Octavia Butler’s *Parable* Series.”  
*Extrapolation*, vol. 61, no. 1-2, 2020, pp. 151–171,  
<https://doi.org/10.3828/extr.2020.10>

### Book Chapters and Entries

- “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, pp. 1104-1107.  
“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.

### Digital Projects

- Platform Orthographer*, (platformer video game about learning to see orthographically, Unity) 2021,  
<https://dogdogson.itch.io/platform-orthographer> (prototype).  
*Aural Crawl*, (sonic maze video game with no visuals, Unity) 2019.

## Teaching

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### Teaching Assistant (including guest lecturing)

CMPL 143: History of Global Cinema Fall 2019, Spring 2022 (35-40 students)

ENGL 142: Film Analysis Fall 2020, Fall 2021 (35-40 students)

### Primary Instructor

ENGL 155: The Visual and Graphic Narrative Spring 2021 (35 students)

ENGL 105: Writing Across the Disciplines Spring 2020, Spring 2019, Fall 2019, Spring 2018, Fall 2017 (15-19 students)

### Research Consultant (including guest lecturing)

CMPL 490: Point of View Spring 2022

## Fellowships and Awards

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Collaborative Online International Learning (COIL) Fellow, UNC Chapel Hill, Spring 2022.

Game Studies Research Award, DLC lab, UNC Chapel Hill, Spring 2022.

IAH Grant, "Digital Aesthetics" Speaker Series, Fall 2021

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

Travel Grant, SLSA National Science Foundation, November 2019.

IAH Grant, UNC-King's College London Working Group, August 2019.

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

Graduate Student Travel Grant, UNC CH English Dept., Fall 2018, Spring 2019, Spring 2020.

GPSF Travel Award, UNC CH, Spring 2018.

Giessen GCSC Summer School Grant, Giessen, Germany, September 2016.

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

## Conference Participation

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"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.

"Aesthetic Exercise Machines: Video Game Training in Harun Farocki's *Serious Games* and *Parallel Series*." SLSA, University of Michigan, Ann Arbor: October 2021.

"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.

"Harnessing Ludic Indeterminacy; or, Gregory Bateson on Croquet." Indeterminate Futures / The Future of Indeterminacy. Dundee, Scotland: November 2020.

"Habitually Playing at White Supremacy: The Logic of Lulz and the Platformization of History in Paradox Interactive's Modding Community." Digital Games Research Association. Tampere, Finland: June 2020. (Workshop postponed)

"Play as Research in the Work of George Brecht." Digital Games Research Association. Tampere, Finland: June 2020. (Postponed, extended abstract [here](#))

"When We Had Our Own Thoughts": The Politics and Aesthetics of Brain Controlled Cinema in Richard Ramchurn's *The Moment* (2018)." The Association of English Graduate Students at NC State. Raleigh, NC: March 2020. (Cancelled)

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

"Just Playing Around: Agonistic Play and the Emergence of Neo-Fascism in Video Game Communities." Configurations of Empire. KCL, UK: August 2019.

"This Body that Knows More than We Do: *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. 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.

## Service

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- Game Research Co-Ordinator, DLC Lab, UNC, 2021 – Present
- Organizer, “Digital Aesthetics” UNC-KCL Speaker Series, 2021 – Present
- Peer Reviewer, *ROMchip*, 2021 – Present
- Organizer, Duke-UNC Game Studies Reading Group, 2018 – 2019
- Social Chair, Comparative Literature and English Association of Graduate Students, 2018 – 2020

## Academic Affiliations

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- Society for the Social Studies of Science: 2021 – Present
- Digital Games Research Association: 2019 – Present
- The British Association for Contemporary Literary Studies: 2018 – Present
- Configurations of Empire UNC-KCL Working Group: 2018 – 2020
- Society for Literature Society and the Arts: 2018 – Present

## Technical Skills

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- Film editing: Sony Vegas Pro (advanced) and Adobe Premiere (intermediate)
- Game Design: Unity (intermediate), Twine (basic), Ren.Py (basic)
- Programming Languages: Python (intermediate), C# (intermediate)
- PowerPoint Design