

Doug Stark

Ph.D. Candidate and Graduate Teaching Fellow
Department of English & Comparative Literature
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Education

Ph.D. in English, University of North Carolina at Chapel Hill, 2017 – 2023 [expected]
Dissertation: “Gaming as a Way of Life: Towards a Biopolitics of Play”
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

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

Publications

Peer-Reviewed Journal Articles

- “Exercises in Humility: Gregory Bateson on Contingency, Croquet, and Revising Habits of Thought Through Play.” *Leonardo*, “Indeterminacy After AI,” forthcoming 2022.
- “Training for the Military? Some Historical Considerations Towards a Media Philosophical Computer Game Philosophy.” *Eludamos*, vol. 11, no. 1, 2021, pp. 125–144, <https://eludamos.org/index.php/eludamos/article/view/vol11no1-8>.
- “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>
- “‘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>

Essays, Entries, and Book Chapters

- “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>.
- “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.

(with Teresa O' Rourke) "The Lost Futures of BoJack and Diane." *Post45*, special cluster "Leaving Hollywood: Essays After BoJack Horseman," 2020, <https://post45.org/2020/11/the-lost-futures-of-bojack-and-diane/>.

"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.

Short Academic Pieces

"Reimagining Play with Lewis Carroll's Croquet." *In Media Res*, March 2020, <http://mediacommons.org/imr/content/reimagining-play-lewis-carroll's-croquet>.

(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, <https://arts.st-andrews.ac.uk/lincs/scotland-2/kill-your-darlings-when-writers-and-game-designers-jam-together/>.

Digital Projects

Platform Orthographer, (platformer video game wherein one learns to see orthographically, Unity) 2021, <https://dogdogson.itch.io/platform-orthographer> (prototype).

Aural Crawl, (sonic maze video game with no visuals, Unity) 2019.

Fellowships and Awards

Hobby Departmental Dissertation Fellowship, UNC Chapel Hill, Fall 2022

IAH Grant, "Media Aesthetics" Speaker Series and Working Group, Fall 2022

Game Studies Research Award, DLC lab, UNC Chapel Hill, Fall 2022

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, Sp. 2019, Sp. 2020, Sp. 2022

GPSF Travel Award, UNC-CH, Spring 2018

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

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

Teaching

Teaching Assistant (including guest lecturing)

CMPL 143: History of Global Cinema Spring 2022 (Inga Pollmann, 37 students, 2 sections)

- Lecture on Melodrama in Douglas Sirk's *All that Heaven Allows* (1955)

ENGL 142: Film Analysis Fall 2021 (Martin Johnson, 39 students, 2 sections)

- Lecture on Animation in Satoshi Kon's *Paprika* (2006)

ENGL 142: Film Analysis Fall 2020 (Gregory Flaxman, 34 students, 2 sections)

- Lecture on Post-Cinema
- CMPL 143: History of Global Cinema Fall 2019 (Inga Pollmann, 35 students, 2 sections)
- Lectures on Melodrama and Hong Kong Action Cinema

Primary Instructor

- ENGL 155: The Visual and Graphic Narrative Spring 2021 (35 students)
- ENGL 105: Introduction to Composition and Rhetoric Spring 2020, "Gaming Across the Disciplines" (13 students)
- 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)

Research Consultant (including guest lecturing)

- CMPL 490: Point of View Spring 2022 (Gregory Flaxman)
- Lectures on the history of and experiments with computational media perspective

Collaborative Online International Learning (COIL) Fellow

- ENGL 118: Storytelling and Game Development Spring 2022 (Courtney Rivard)

Conference Participation

- "Recursive Games as AI?" SLSA, Purdue University: October 2022.
- "Infrastructural Poiesis: Fluxus Games and Creating the Conditions for Creativity." Generation Analog. Virtual: July 2022.
- "[Play as Research in the Work of George Brecht.](#)" Digital Games Research Association. Krakow, Poland: July 2022.
- "Becoming Animated: *Paprika's* Dream Machines." Triangle Film Salon. The University of North Carolina at Chapel Hill: March 2022.
- "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)
- "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

- Participant, UNC-CH Film Studies Working Group, 2022 – Present
- Judge, Carolina Film Association, 2022 – Present
- Peer Reviewer, *Convergence*, 2022 – Present
- Organizer, “Media Theory” UNC-KCL Working Group, 2022 – Present
- Game Research Co-Ordinator, DLC Lab, UNC, 2021 – Present
- Organizer, “Media Aesthetics” UNC-KCL Speaker Series, 2021 – Present
- Peer Reviewer, *ROMchip*, 2021 – Present
- Participant, Configurations of Empire UNC-KCL Working Group, 2018 – 2020
- Social Chair, Comparative Literature and English Association of Graduate Students, 2018 – 2020
- Organizer, Duke-UNC Game Studies Reading Group, 2018 – 2019

Academic Affiliations

- Society for the Social Studies of Science, 2021 – Present
- Digital Games Research Association, 2019 – Present
- The British Association for Contemporary Literary Studies, 2018 – Present
- Society for Literature Society and the Arts, 2018 – Present

Technical Skills

- 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)