Doug Stark

Ph.D. Candidate, Graduate Teaching Fellow, and Game Research Coordinator
Department of English & Comparative Literature, Greenlaw Hall, CB #3520
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Education

Ph.D. in English, University of North Carolina at Chapel Hill, 2024 [expected]
Dissertation: "Playing with Habit: The Biopolitics of Games Under Neoliberalism"
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)
Thesis: "Back from the Zero: Technology, Science, and Subversion in Thomas Pynchon"
Supervisor: Brian Jarvis

B.A. in English, Loughborough University, 2014 (with First Class Honours)
Thesis: "Shakespeare: Performing the Public Sphere"
Supervisor: Joan Fitzpatrick

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*, 56 (1) 2023: 58-63.

"Training for the Military? Some Historical Considerations Towards a Media Philosophical Computer Game Philosophy." *Eludamos*, 11 (1) 2021: 125–144.

"Unsettling Embodied Literacy in *QWOP* the Walking Simulator." *Journal of Gaming & Virtual Worlds*, 12 (1) 2020: 49–67.

"'A More Realistic View:' Reimagining Sympoietic Practice in Octavia Butler's *Parable* Series." *Extrapolation*, 61 (1-2), 2020: 151–171.

Editor-Reviewed Essays, Entries, and Book Chapters

"Better Problems: Neoliberalism, Strategic Achronicity, and the Experimental Games To-Be-Made." *Qui Parle*, 30 (2) 2021: 399-419.

"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: 1104-1107.

(with Teresa O' Rourke) "The Lost Futures of BoJack and Diane." *Post45*, special cluster "Leaving Hollywoo: Essays After BoJack Horseman," 2020.

"Ludic Literature: *Ready Player One* as Didactic Fiction for the Neoliberal Subject." *Playing the Field: Video Games and American Studies*, ed. by S. Pöhlmann, De Gruyter, 2019: 153-173.

Short Academic Pieces

"Reimagining Play with Lewis Carroll's Croquet." *In Media Res*, March 2020.

(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.

Game Design

Platform Orthographer, (platformer video game that teaches you to see orthographically, Unity) 2021, https://dogdogson.itch.io/platform-orthographer.

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

Fellowships and Scholarships

Digital Dissertation Fellowship, Carolina Digital Humanities, UNC Chapel Hill, Spring 2023
Richard Brooke Scholarship, UNC Chapel Hill, 2022-2023
Hobby Departmental Dissertation Fellowship, UNC Chapel Hill, Fall 2022
Collaborative Online International Learning (COIL) Fellowship, UNC Chapel Hill, Spring 2022
Games and Cultures Humanities Lab Fellowship, Duke University, 2019-2020
Stanford-Leuphana Summer Academy Fellowship, Berlin, Germany, June 2019
Santander Postgraduate Scholarship, Loughborough University, UK, 2014-2016

Awards and Grants

IAH Grant, "Critical Game Studies Exchange," Spring 2023
The Bruns Essay Prize, Society for Literature, Science & the Arts, 2022
IAH Grant, "Media Aesthetics" Speaker Series and Working Group, Fall 2022, Spring 2023
Game Studies Research Award, DLC lab, UNC Chapel Hill, Spring 2022, Fall 2022
IAH Grant, "Digital Aesthetics" Speaker Series, Fall 2021
IAH Grant, UNC-King's College London Working Group, August 2019
Travel Grant, SLSA National Science Foundation, November 2019, October 2022, October 2023
Graduate Travel Grant, UNC-CH English Dept., Fall 2018, Sp. 2019, Sp. 2020, Sp. 2022, Fall 2023
GPSF Travel Award, UNC-CH, Spring 2018

Teaching

Primary Instructor

ENGL 143: Film and Culture Spring 2023, "How to Watch Video Games" (35 students)
ENGL 155: The Visual and Graphic Narrative Spring 2021, "Comics and Games" (35 students)
ENGL 105: Introduction to Composition and Rhetoric Spring 2020, "Gaming" (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)

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

Research Consultant (including guest lecturing)
CMPL 490: Point of View Spring 2022 (Gregory Flaxman, 20 undergraduate and graduate students)
- Lectures on the history of video game perspective

Collaborative Online International Learning (COIL) Fellow
ENGL 118: Storytelling and Game Development Spring 2022 (Courtney Rivard)

Conference Participation

"Unalienating Alienation: Ludo-Orientalism, Afrofuturist Dub, and *Space Invaders*." SLSA, Arizona State University, AZ: October 2023.

(with William Morgan) "Train Like an Alien: Flux Your Muscles at Useful Games, Acquire Useless Skills." SLSA, Arizona State University, AZ: October 2023.

"Graceful Gaming: Aesthetics, Automation, Habit." Digital Games Research Association. Seville, Spain: June 2023.

"Are Games That Change Their Own Rules AI?" Workshop on "Automation in Game Production." Digital Games Research Association. Seville, Spain: June 2023.

"Graceful Gaming: Aesthetics, Automation, Habit." Triangle Film Salon. North Carolina State University: March 2023.

"'Not a Man Move': Sylvia Wynter, C. L. R. James, and the Cosmotechnics of Cricket." Seminar on "Cosmopolitics and Cosmopoetics." ACLA, Chicago: March 2023.

"Black Skin, White Flannels: C. L. R. James and the Uses of Sport History." "Sports, Games and Cultural Legitimation" Workshop, History of Games, Virtual: October 2022.

"Game Studies Works-In-Progress Roundtable." SLSA, Purdue University: October 2022.

"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
Presenter, "Researching, Writing, and Presenting the Prospectus," UNC ECL Open House, 2021
Peer Reviewer, *Convergence*, 2022 – Present
Founder and Organizer, "Media Theory" UNC-KCL Working Group, 2022 – Present
Game Research Coordinator, DLC Lab, UNC, 2021 – Present
Founder and 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
Founder and Organizer, Duke-UNC Game Studies Reading Group, 2018 – 2019

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)

Relevant Training

Safe Zone Certification, LGBTQ Center UNC-Chapel Hill, Fall 2019
Coaching Assistant License, UK Athletics, 2016-2019

References

Gregory Flaxman
Associate Professor. of English (UNC)
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Inga Pollmann
Associate Professor of German and of English (UNC)
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Patrick Jagoda
Professor of English and of Cinema and Media Studies (Chicago)
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