Mark J. P. Wolf

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Education

University of Southern California, Ph.D., 1995, School of Cinema/Television (now renamed The School of Cinematic Arts), Critical Studies Program
Minor: Annenberg School of Communication, USC
Dissertation: *Quantizing Perception: Art, Communication and Cognition in the Digital Age*
Dissertation Committee: Marsha Kinder (Chair), Professor of Critical Studies, USC School of Cinema/Television; Michael Renov, Professor of Critical Studies, USC School of Cinema/Television; Richard Weinberg, Professor of Computer Science, USC, with a joint appointment in the Production Department of the School of Cinema/Television
University of Southern California, M.A., 1992, School of Cinema/Television, Critical Studies Program
University of Southern California, B.A., 1990, School of Cinema/Television, Production Program
University of Wisconsin-Milwaukee, 1985-1987, Film Department.

Teaching Experience

Department of Digital Media & Design (formerly the Communication Department prior to Summer 2025)
Concordia University Wisconsin, in Mequon, Wisconsin
Distinguished Professor (2025-present); Full Professor (2009-Present); Department Chair (2012-2017); Associate Professor (2003-2009); Assistant Professor (1998-2003); Instructor (1996-1998); Adjunct Professor (1995-1996).
Director and Founder of the Multimedia Communication Program (2000-2020).
Courses taught (• = created course where none had existed previously):

Communication 105 / 1100: Public Speaking
Communication 193: WCUW Radio
Communication 250: Introduction to Mass Communication
• Communication 261 / Religion 261: Representations of Christ in Film
Communication 265: Journalism
• Communication 275 / Religion 275: Theology and Film
Communication 280: Careers in Communication
• Communication 281: Video Art
• Communication 316: Science Fiction Film
Communication 321: Media Writing
• Communication 322: Multimedia Design
• Communication 329: History of Film
• Communication 339: Film and Video Production
• Communication 347: Animation
• Communication 348: Multimedia Production
• Communication 371 / Philosophy 371: Philosophy and Film
• Communication 372 / Philosophy 372: *The Lord of the Rings* and Philosophy
• Communication 379: Imaginary Worlds in Media
• Communication 399: Visual Rhetoric (in development, not yet taught)
Communication 415: Mass Media Ethics
• Communication 425: Communication Technologies
• Communication 439: Advanced Film and Video Production
• Communication 448: Advanced Multimedia Production
Communication 460 / 4100: Cross-Cultural Communication
Communication 490: Senior Research Seminar
Communication 2100: Interpersonal Communication (on-line)
Adult Learning 206 / Communication 215 / 2010: American Cinema (on-line)
Adult Learning 391: The Contemporary Scene
Master's in Managerial Communication 540 / 840: Professional Presentations and Reports

(*Teaching Experience,* continued)

Radio-TV-Film Department, University of Wisconsin-Oshkosh, in Oshkosh, Wisconsin
Summer Interim, 1997 (May 19 to June 6)
- Radio-TV-Film 96-246: Animation: Theory, History, & Practice

University of Southern California, in Los Angeles, California
Spring, 1995, Research Assistantship
Research and design work on Dr. Marsha Kinder's *Runaways* CD-ROM Project
Fall, 1994, Graduate Readership, Critical Studies Department
CNTV 501: Silent Film History (Read and evaluated graduate class journals)
Fall, 1992—Fall, 1994, Teaching Assistantships, Critical Studies Department
CNTV 200: History of International Film to WWII (Fall of 1992 and 1993)
CNTV 201: History of International Film After WWII (Spring of 1993 and 1994)
CNTV 393: American Sound Film Since 1950 (Spring, 1994)
CNTV 499: Multimedia and New Technology (Fall, 1994)
Fall, 1990—Spring, 1992, Teaching Assistant for USC Film Graphics (Animation) Department
Provided technical assistance and aesthetic consultation, gave camera demonstration and checkouts, supervised camera and equipment usage, and kept track of supplies.

Conference Planning and Organizing

Concordia University Wisconsin Faculty Retreat, August 18-19, 2003, in Green Lake, Wisconsin, co-chair of the Faculty Development Committee which planned the retreat.

"Design and Its Critics" Conference, held at Concordia University Wisconsin, June 22-24, 2000. Member of the planning committee for the conference.

"20/20 Vision: 20 Years of CIVA, 20 Centuries of Christians in the Visual Arts", 1999 CIVA Conference, held at Concordia University Wisconsin, June 2-6, 1999. Member of the planning committee for the conference.

"TECHNOGRAPHY: Writing With and About New Media and Technology", held June 8-11, 1995, at the University of Southern California. Founder and Co-Organizer of the conference. This four-day conference included academic panels and workshops, as well as industry tours and presentations, combining practical, theoretical, industrial, and artistic perspectives of the effects of new technologies.

Conference Papers and Presentations

August 2-7, 2026, "The History of Imaginary Worlds", Advanced Fiction Institute, Jonesborough, Tennessee. [Invited presentation]

April 1, 2026, "ORSP Presents... Mark Wolf and Chris Cunningham", co-presented with Chris Cunningham, Faculty Lunch and Learn, Concordia University Wisconsin. A discussion of scholarship. [Invited presentation]

March 28, 2026, Paper: "Trumbull and Shourt's Digital Film System from 1971" for the panel "Technological Futures: Innovation, Preservation, and Media Archaeologies", Society for Cinema and Media Studies Conference, Chicago, Illinois.

March 25, 2026, appeared as a guest on the "Aca-Media After Dark" podcast, episode 83, hosted by Christine Becker and recorded live at the 2026 Society for Cinema and Media Studies Conference, Chicago, Illinois.

April 23, 2025, presentation and conversation with Xiong Shuo (translator of my book, *The Video Game Explosion*, into Chinese) before an audience at the Shanghai Game Museum in Shanghai, China. [Invited presentation]

(*Conference Papers and Presentations,* continued)

April 23, 2025, "Growing Up with Video Games in the United States", East China Normal University, Shanghai, China. [Invited presentation]

April 21, 2025, 3:00 pm-4:05 pm, Q&A with the Undergraduate seminar, Classics & Topics Seminar: Games and Philosophy, Room 6B308, Sixth Teaching Building, at Rixin College, Tsinghua University [Invited presentation]

April 20, 2025, "Reconsidering Video Game Genres", Closing Keynote Address at the BOYA Conference, Peking University, Beijing, China. [Invited presentation]

April 5, 2025, Paper: "Scanimate's Forgotten Ubiquity: Remembering the Greatest Analog Computer Graphics System" on the panel "Intertwining Social Histories and Media Achaeologies" for which I was Panel Chair, Society for Cinema and Media Studies Conference, Chicago, Illinois.

December 6, 2024, appeared on-line as the guest of the Fantasy Online Research Seminar (FORS), hosted by Dr. Stefan Ekman, at Karlstad University, in Karlstad, Varmland County, Sweden. [Invited presentation]

September 17, 2024, "Contemplation, Subcreation, Mission . . . and Video Games", Technology and the Church: Promise and Peril, 34th Annual Theological Symposium, Concordia Seminary, St. Louis, Missouri, September 17-18, 2024. [Invited presentation]

April 24, 2024, "More than Models: Vicariously Visiting Miniature Worlds" for the Marion Dean Ross Lecture Series, University of Oregon, Eugene Oregon. [Invited presentation]

March 16, 2024, Paper: "CG After Hours: Apollo's Midnight Movie Group" on the panel "Rethinking Labor Practices and Industry Histories", Society for Cinema and Media Studies Conference, Boston, Massachusetts, March 13-17, 2024.

March 13, 2024, short video recording: "World-Building", in Vincent Longo and Matthew Solomon, editors, *The Audiovisual Lexicon* (Ann Arbor: University of Michigan Press, 2026). [Solicited by the series editor]

May 15, 2023, "Isolation, Contemplation, and the Lonely Worlds of Single-Player Open-World Video Games", Keynote Address, International Conference on Games and Narrative, University of Waterloo, May 15-19, 2023, Waterloo, Ontario, Canada. [Invited presentation]

September 14, 2022, "On the Study of Imaginary Worlds and the Making of *Building Imaginary Worlds*", on the "History of Imaginary Worlds" Panel, Kommagene Biennale, in Adıyaman, Turkey. I also contributed a short piece, "The Making of an Imaginary Civilization", for use on the Biennale's website. I was told that my book, *Building Imaginary Worlds*, was the inspiration for the Biennale's theme. [Invited presentation]

October 5 and 6, 2021. Virtual Visits and Discussions about World-Building with Graeme Harper's HC1000: Making Discoveries: The Honors College Freshmen Colloquium, from 9:15 to 9:50 am, October 5, and 2:15 to 3:00 pm, October 6, with a combined audience of 531. [Invited visits]

March 18, 2021, "A Brief History of Imaginary Worlds", presentation for the Concordia University Wisconsin Philosophy Club. [Invited presentation]

September 30, 2020, On-line Presentation: "The Genius of LEGO: How LEGO Became the World's Greatest Building Toy", The Albert L. Lorenzo Cultural Center at Macomb Community College, Detroit, Michigan. [Invited presentation] [Originally scheduled for in-person presentation, March 13, 2020, but cancelled due to COVID-19]

(*Conference Papers and Presentations,* continued)

September 16, 2020, Online Presentation: "A Brief History of Video Games: Their Art, Technology, and Culture", The Albert L. Lorenzo Cultural Center at Macomb Community College, Detroit, Michigan. [Invited presentation] [Originally scheduled for in-person presentation, March 14, 2020, but cancelled due to COVID-19]

June 2, 2020, "Writing a Book Proposal", On-line presentation and discussion for CELT Scholarship Boot Camp, Concordia University Wisconsin.

November 15, 2019, Opening Keynote Address, "Bridges to Animé: Interdisciplinary Approaches to Studying Animé" for Theorizing Anime: Invention of Concepts and Conditions of Their Possibility, Graduate School of International Culture and Communication Studies, Waseda University, Tokyo, Japan. [Invited presentation]

March 29, 2019, "A Brief History of Imaginary Worlds", talk given at the Concordia University Wisconsin Classical Education Conference, Mequon, Wisconsin.

October 25, 2018, "Frankenstein's Monsters in Cinema", very short talk given at *Frankenstein Faculty Flash Talks*, Concordia University Wisconsin, Mequon, Wisconsin.

October 22, 2018, Poster: "Farewell to the Phosphorescent Glow: The Long Life of the Cathode-Ray Tube", Peer-reviewed poster session, Concordia University Wisconsin.

April 26-29, 2018, Keynote Address: "Video Games and the American Cultural Context" for Playing the Field: Video Games and American Studies, held at Amerikahaus, Munich, Germany.

July 6-8, 2017, Paper: "Typology of the Nonfactual" for Factual Narrative: A Handbook Conference, Freiburg, Germany. [Invited Presentation]

March 22-26, 2017, Paper: "Farewell to the Phosphorescent Glow: The Long Life of the Cathode-Ray Tube" on the panel "Material Media Histories Data" for which I was Panel Chair, Society for Cinema and Media Studies Conference, Chicago, Illinois. Also chaired the meeting of the Transmedia Studies Scholarly Interest Group.

November 16, 2016, Keynote address: "Worlds Apart?: Game Worlds Versus Other Imaginary Worlds" for Clash of Realities: International Conference on the Art, Technology and Theory of Digital Games, Cologne, Germany, [Invited presentation]

November 15, 2016, Paper: "The Potential of Procedurally-Generated Narrative in Video Games", Clash of Realities: International Conference on the Art, Technology and Theory of Digital Games, Cologne, Germany. [Invited presentation]

September 23-25, 2016, Keynote address, "Building a Better World" for Mechademia Conference, World-building in Asian Popular Cultures, Minneapolis, Minnesota. [Invited presentation]

March 30-April 3, 2016, Paper: "A Brief History of Procedurally-Generated Space in Video Games" on the panel "Space, Data, Narrative: Rethinking Video Game and Digital Media Analysis", Society for Cinema and Media Studies Conference, Atlanta, Georgia.

March 30-April 3, 2016, Participant on the Workshop panel "Transmedia Studies: Where Now?" with the topic, "New Narrative Approaches to Transmedia Worlds", Society for Cinema and Media Studies Conference, Atlanta, Georgia.

October, 19, 2015, Poster: "Procedurally-generated Content in Video Games", Peer-reviewed poster session, Concordia University Wisconsin.

(*Conference Papers and Presentations,* continued)

June 10, 2015, "Procedurally-generated Space in Video Games", presented at the University of Warwick in Coventry, England. [Invited presentation.]

March 25-29, 2015, Paper: "World-Building in *Watchmen*" on the panel "*Watchmen* and Media Studies", Respondent on the panel "Minecraft: More than a Game", response paper: "Crafting and Mining True Interactivity: Building a World of World-Building", Society for Cinema and Media Studies Conference, Montreal, Canada.

February 25-27, 2015, Conference: "Transmedia Storytelling and Its Reception: Economies and Politics of Participation", Hannover, Germany. Paper: "The Importance of Overflow and Chunking in World-Building and the Experiencing of Imaginary Worlds". [Invited presentation.]

December 6, 2014, "Greeting to the Exposition of Video Games Argentina, Mar Del Plata, 2014", delivered in my absence at the 2014 Exposition of Video Games Argentina in Mar Del Plata, Argentina. [Invited presentation]

October, 20, 2014, Poster: "A Brief History of Imaginary Worlds Before 1900", Peer-reviewed poster session, Concordia University Wisconsin.

May 14-18, 2014, Paper: "Rising to the Next Level: Challenges Facing National Video Game Industries Around the World", Symposium on Video Games, Mercado de Industrias Culturales del Sur (MICSUR) Conference, Mar Del Plata, Argentina. [Invited presentation]

March 19-23, 2014, Paper: ""People Can Like You Just the Way You Are": The Diverse Ontological Spectrum of *Mister Rogers' Neighborhood*" for the panel "Re-viewing TV" for which I was Panel Chair, Society for Cinema and Media Studies Conference, Seattle, Washington.

June 21-23, 2013, Presenter and Participant at the "Telling History" roundtable, History of Games International Conference, Concordia University, Montreal, Quebec, Canada. Also published on-line at http://www.kinephanos.ca/2014/unrepresented/. [Invited presentation]

June 20, 2013, Paper: "Theorizing Navigable Space in Video Games" at "eSpaces de l'archimage :: de l'optique au numérique" Symposium, University of Montreal, Quebec, Canada. [Invited presentation]

June 5-7, 2013, Conference: "Practices of World-Building: Fans, Industries, Media Fields", Concordia University, Montreal, Quebec, Canada. Paper: "Beyond Immersion: Absorption, Saturation, and Overflow in the Experiencing of Imaginary Worlds". [Invited presentation]

March 6-10, 2013, Paper: "Adapting the Death Star into LEGO: The Case of LEGO Set #10188" for my own preconstituted panel, "The LEGO Studies Panel", for which I was Panel Chair, Society for Cinema and Media Studies Conference, Chicago, Illinois.

February 14, 2013, "Book 'Em, Danno: From Scholarship to Publication", co-presented with Angus Menuge, Faculty Lunch and Learn, Concordia University Wisconsin.

March 21-25, 2012, Paper: "*BattleZone* and the Origins of First-Person Shooting Games" on the panel "Computer Games and Virtual Forms", Society for Cinema and Media Studies Conference, Boston, Massachusetts. Also served as a respondent on the panel "Playing With Feelings 2: Medium, Immersion, and Affect", and organized VGSSIG Guest Speaker Ralph Baer.

March 10-13, 2011, Paper: "Video Games in the Imaginary World Tradition" for the panel "Video Game Worlds" for which I was Panel Co-chair, Society for Cinema and Media Studies Conference, New Orleans, Louisiana. Also chaired the meeting of the Video Game Studies Scholarly Interest Group.

(*Conference Papers and Presentations,* continued)

May 24, 2010, Presentation: "The Elusive Question of the Influence of Video Games" for the "Counterintuitive Approaches to Videogames: Emotion, Reason, and Meaning" Symposium at Ohio State University, Columbus, Ohio. [Invited presentation]

March 17-21, 2010, Paper: "Non-Euclidean Spatial Structures in Video Games" for the panel "Shall We Play A Game?" for which I was Panel Chair, Society for Cinema and Media Studies Conference, Los Angeles, California. Also chaired the meeting of the Video Game Studies Scholarly Interest Group.

March 12-14, 2010, One of several Keynote Addresses: "A Brief History of Imaginary Worlds", Virtual Worlds Best Practices in Education Conference, held on-line in Second Life. [Invited presentation]

November 5-7, 2009, Keynote Address: "Theorizing Navigable Space in the Video Game" for the Digital Games Research Center (DIGAREC) Conference: *Logic and Structure of the Computer Game*, in Potsdam, Germany. [Invited presentation]

March 6-9, 2008, Paper: "Z-axis Development in the Video Game" for the panel "The (Video) Games People Play" for which I was Panel Chair, Society for Cinema and Media Studies Conference, Philadelphia, Pennsylvania.

June 13-16, 2007, Photograph shown in the walk-in show: *Pieta 2006: Edward and His Mother* (2006), Christians in the Visual Arts Conference, Messiah College, Grantham, Pennsylvania. Also Co-curator (with Reid Perkins-Buzo) of film screening sessions on June 15 and 16.

March 8-11, 2007, Paper: "Arcade Video Games of the 1980s" for the panel "Video Games: Theory and History" for which I was Panel Chair, Society for Cinema and Media Studies Conference, Chicago, Illinois.

April 19-21, 2006, Paper: "Future Trajectories of the Video Game", one of eight invited scholars for the international forum "Culture Industry, Digital Media, and Entertainment", hosted by the College of Creative Media of Kun Shan University, held in Taipei, Taiwan. [Invited presentation]

March 2-5, 2006, Paper: "The Subcreation of Transmedia Worlds". Society for Cinema and Media Studies Conference, Vancouver, British Columbia, Canada.

August 22-23, 2005, Video: "One Blessing After Another: The 125th Anniversary of Concordia University Wisconsin", Concordia University Wisconsin Faculty Retreat, in Sheboygan, Wisconsin. The video was shown on campus during the school's 125th year and made available for purchase.

June 16-18, 2005, Video, "CIVASILVER Anniversary: 25 Years of Faith and Vision", Christians in the Visual Arts (CIVA) Conference, at Azusa Pacific University, in Azusa, California. The video was shown at a plenary sessions and made available for purchase at the CIVA website.

March 4-7, 2004, Paper: "Space, Time, Frame, Cinema: Muybridge, Bullet-Time, and Beyond", Society for Cinema and Media Studies Conference, Atlanta, Georgia.

October 31-November 1, 2003, Paper, "On the Future of Video Games", Annenberg Public Policy Center's Conference on Digital Media and Communication at the University of Pennsylvania in Philadelphia, Pennsylvania. [Invited presentation]

June 26-28, 2003, Panel Chair and Moderator, "Painting with Light and Motion: Art and the Moving Image", Christians in the Visual Arts (CIVA) Conference, at Gordon College, in Wenham, Massachusetts;

March 6-9, 2003, Paper: "The Technological Construction of Performance", Society for Cinema and Media Studies (formerly the Society of Cinema Studies) Conference, Minneapolis, Minnesota.

(*Conference Papers and Presentations,* continued)

November 11, 2002, Baylor University for CST 4V30: Video Game Industry Seminar, taught by Michael Korpi and Corey Carbonara. [Invited presentation]

August 18, 2002, CUW Faculty Retreat at Pheasant Run, St. Charles, Illinois; Presentation; "Film, TV, Video, & the Web: The Moving Image in the Classroom".

May 2002, Society for Cinema Studies Conference, Denver, Colorado; "Digital Aesthetics" Panel Chair; Paper: "The Decline of Abstraction in the Video Game".

February 26, 2002, "Subcreation: Imaginary Worlds and Embedded World-Views", solicited for the Cranach Institute Spring Speaker Series at Concordia University Wisconsin. [Invited presentation]

May-June, 2001, Christians in the Visual Arts (CIVA) Conference ("A Presence Seen"), "Film Panel and Discussion", Panel Chair. Also organized film screening with guest speaker.

May, 2001, Society for Cinema Studies Conference, Washington D.C.; Paper: "From Simulation to Emulation: Ethics, Worldviews, and Video Games".

September 24, 2000, "Game Not Over: Culture and the Expanding World of the Video Game", Covenant Presbyterian, Chicago. Invited to speak as a part of their Arts Ministry program.

July, 2000, "Emotional Realism and Special Effects in James Cameron's *Titanic*", paper given on video at the "Nights to Remember: Memory, Modernity, and the Myth of the Titanic" Conference, Southampton, England.

April, 2000, Williams College, Williamstown, Massachusetts. Keynote speaker on a panel on video games on Thursday, April 13, and guest speaker for Shawn Rosenheim's Documentary Technology class on Friday, April 14. [Invited presentations]

March, 2000, Society for Cinema Studies Conference, Chicago, Illinois; "Video Game Theory" Panel Chair; Paper: "Why Video Game Theory?".

June, 1999, Panel Chair: "Christians in Film and Video", Christians in the Visual Arts (CIVA) Conference ("20/20 Vision: 20 Years of CIVA, 20 Centuries of Christians in the Visual Arts). Also organized film and video screenings entitled "EYE HAS NOT SEEN: New Works in Film and Video".

April, 1999, Paper: "A Brief History of Morphing", Society for Cinema Studies Conference, West Palm Beach, Florida.

October, 1998, National Broadcasting Society Heartland Regional Convention, Milwaukee, Wisconsin; member of the Animation panel.

May, 1997, Paper: "From *PONG* to *Myst*: The Increasingly Cinematic Diegetic World of the Video Game", Society for Cinema Studies Conference, Ottawa, Ontario, Canada.

April 16, 1997, Research Round Table presentation at Concordia University Wisconsin, "Abstracting Reality: Art, Communication, and Cognition in the Digital Age".

June, 1995, Technography Conference, University of Southern California, Los Angeles; Conference Founder, "Interactivity" Panel Chair; Paper: "A Spectrum of Human-Machine Interaction".

March, 1995, Paper: "Cultural Biases Inherent in Digitization" for the panel "Technologies and Meanings" for hich I was Panel Chair, Society for Cinema Studies Conference, New York City.

(*Conference Papers and Presentations,* continued)

August, 1994, Paper: "Subjunctive Documentary: Computer Imaging and Simulation", Visible Evidence II Conference, University of Southern California, Los Angeles, California.

September, 1993, Paper: "*A Grain of Truth?* Documentary Value and the Digital Photographic Image", Visible Evidence Conference, Duke University, Durham, North Carolina.

February, 1993, Paper: "The Work of Art in the Age of Digital Reproduction", Society for Cinema Studies Conference, New Orleans, Louisiana.

May, 1991, Member of USC *Roger Rabbit* Laserdisc Interactive group project and presentation, Society for Cinema Studies Conference, University of Southern California, Los Angeles, California.

Books

Plausibility and Cinema (in outline form), single-author academic book.

Board Game Theory (in progress), single-author academic book.

King of the Silver Sea (in progress), a fantasy novel which is a sequel to *The Seven Stones* (2024).

Everyone Forgets (in progress), a science fiction novel.

Verging Jex (completed but unpublished manuscript), a science fiction novel, looking for a publisher.

Of Words and Worlds: The Imagination and Subcreation of J. R. R. Tolkien (unpublished manuscript; written at the request of Cumberland Press in 2007 before the press went under).

30. *Island Worlds: A Subcreation Studies Anthology*, editor and essay contributor ("Islands, Borders, and Conditional Connectivity in the Imaginary World Tradition" and "Appendix: Geographical Genres of Imaginary Worlds"), forthcoming from Routledge.

29. *Navigating Imaginary Worlds: Wayfinding and Subcreation* , editor and essay contributor ("The Importance of Afterstory and Tolkien's Fourth Age", "Miniature Worlds", "Artificial Intelligence and the Possibility of Sub-Subcreation", and "The Cartographers of Vasterra" (short story)), New York, New York: Routledge, June 2025.

28. *Calculated Imagery: A History of Computer Graphics in Hollywood Cinema*, New York, New York: ACM Books, April 8, 2025.

27. *Zoophemera* (art book), writing and artwork by Mark J. P. Wolf, South Milwaukee, Wisconsin: Aurochs Press, August 27, 2024.

26. *The Seven Stones* (novel), written by Mark J. P. Wolf; story by Mark J. P. Wolf and Glenn R. Engelbart, South Milwaukee, Wisconsin: Aurochs Press, May 17, 2024.

25. *The Routledge Companion to Video Game Studies, Second Edition*, co-editor with Bernard Perron and essay contributor ("Resolution" and "Worlds"), New York, New York: Routledge, June 2023. Includes revised essays and 14 essays new to the Second Edition. [Solicited by the press]

24. *Fifty Key Video Games*, co-edited with Bernard Perron, Dominic Arsenault, and Kelly Boudreau, contributor of the "Riven" essay. New York, New York: Routledge, August 2022. [Solicited by the press]

(*Books*, continued)

23. *Encyclopedia of Video Games: The Culture, Technology, and Art of Gaming*, *Second Edition*, editor (three volumes, 518 entries, 186 contributors), author of 63 entries, co-author of 5 entries, Santa Barbara, California: ABC-CLIO/Greenwood Press, May 2021. [Solicited by the press]

22. *Exploring Imaginary Worlds: Essays on Media, Structure, and Subcreation*, editor and essay contributor ("Our World: World-Building in Thornton Wilder's *Our Town*"), New York, New York: Routledge, November 2020.

21. *World-Builders on World-Building: An Exploration of Subcreation*, editor and essay contributor ("Concerning the "Sub" in "Subcreation": The Act of Creating Under" and "Types of World-Building"), New York, New York: Routledge, June 2020.

20. *101 Enigmatic Puzzles: Fractal Mazes, Quantum Chess, Anagram Sudoku, and More*, South Milwaukee, Wisconsin: Aurochs Press, March 2020.

19. *The Routledge Companion to Media Technology and Obsolesence*, editor and essay contributor ("Farewell to the Phosphorescent Glow: The Life of the Cathode Ray Tube"), New York and London: Routledge, December 2018. Winner of the Society for Cinema and Media Studies (SCMS) Best Edited Collection Award for 2020.

18. *The Routledge Companion to Imaginary Worlds*, editor and essay contributor ("Invented Cultures", "Narrative Fabric", "Saviors", "World Design", and "Virtual Worlds"), New York and London: Routledge, October 2017. Shortlisted for the Mythopoeic Award for Myth and Fantasy Studies in 2018, 2019, and 2020.

17. *The World of Mister Rogers' Neighborhood*, New York, New York: Routledge, September 2017. The first book in the Imaginary Worlds book series which I founded at the press.

16. *Video Games FAQ*, Montclair, New Jersey: Hal Leonard Performing Arts Publishing Group, July 2017. [Solicited by the press]

15. *Revisiting Imaginary Worlds: A Subcreation Studies Anthology*, editor and essay contributor ("The Importance of Overflow and Chunking in World-Building and the Experiencing of Worlds"), New York, New York: Routledge, 2017.

14. *Video Games and Gaming Culture*, four volumes, editor and essay contributor (reprinted material), Routledge Major Works series, New York and London: Routledge, April 2016. [Solicited by the press]

13. *Video Games Around the World*, editor and essay contributor ("United States of America"), Cambridge, Massachusetts: the MIT Press, May 2015.

12. *LEGO Studies: Examining the Building Blocks of a Transmedial Phenomenon*, editor and essay contributor ("Adapting the Death Star into LEGO: The Case of LEGO Set #10188"), New York, New York: Routledge, November 2014. This essay was reprinted in Dan Hassler-Forest and Sean Guynes, editors, *Star Wars and the History of Transmedia Storytelling*, Amsterdam, Netherlands: Amsterdam University Press, 2018.

11. *The Routledge Companion to Video Game Studies*, co-editor with Bernard Perron and essay contributor ("Resolution" and "Worlds"), New York, New York: Routledge, January 2014. [Solicited by the press]

10. *Building Imaginary Worlds: The Theory and History of Subcreation*, New York, New York: Routledge, November 2012.

9. *Encyclopedia of Video Games: The Culture, Technology, and Art of Gaming, First Edition*, editor (two volumes, 313 entries, 97 contributors), author of 41 entries, and co-author of 5 entries, Santa Barbara, California: ABC-CLIO/Greenwood Press, August 2012. [Solicited by the press]

(*Books*, continued)

8. *Before the Crash: Early Video Game History*, anthology editor and essay contributor ("The Video Game Industry Crash of 1977"), Detroit, Michigan: Wayne State University Press, April 2012. The book was part of the *Contemporary Approaches to Film and Television Series*.

7. *Myst & Riven: The World of the D'ni*, Ann Arbor, Michigan: University of Michigan Press, 2011. The first book in the Landmark Video Game book series. A revised and updated version of *The World of the D'ni: Myst and Riven*, Milan, Italy: Costa & Nolan, 2006, published in Italian as a part of the *Videoludica Game Culture* book series. [Solicited by the series editor]

6. *The Video Game Theory Reader 2*, anthology co-editor with Bernard Perron, essay contributor ("Z-axis Development in the Video Game" and Appendix entries), and cover designer, New York: Routledge Press, November 13, 2008. [Solicited by the press]

5. *The Video Game Explosion: A History from PONG to PlayStation and Beyond*, anthology editor and essay contributor (16 essays and 4 sidebars), Westport, Connecticut: Greenwood Press, November 30, 2007. [Solicited by the press] Translated into Chinese by Shou Xiong and published by Fudan University Press in 2023.

4. *The Video Game Theory Reader*, anthology co-editor (with Bernard Perron), essay contributor ("Abstraction in the Video Game") and designer of the background image on the book's front cover, New York: Routledge Press, November, 2003. [Solicited by the press] Chosen as "book of the month" for March 2006 by the Resource Center for Cyberculture Studies.

3. *Virtual Morality: Morals, Ethics, and New Media*, anthology editor and essay contributor ("From Simulation to Emulation: Ethics, Worldviews, and Video Games"), New York: Peter Lang Publishing, 2003. The book is Volume three in the Digital Formations series edited by Steve Jones. Chosen as the "book of the month" for March 2007 by the Resource Center for Cyberculture Studies.

2. *The Medium of the Video Game*, anthology editor, contributor of five essays ("The Video Game as a Medium", "Space in the Video Game", "Time in the Video Game", "Narrative in the Video Game", and "Genre and the Video Game"), and cover designer, Austin, Texas: University of Texas Press, 2001.

1. *Abstracting Reality: Art, Communication, and Cognition in the Digital Age*, Lanham, Massachusetts: University Press of America, 2000.

Other Publications

"Virtual Environments and Real-World Effects", in the *Bloomsbury Encyclopedia of Visual Culture*, forthcoming. [Solicited by the editor]

"World-Building", *Bloomsbury Encyclopedia of Social Justice in Education: Vol. 6*, forthcoming. [Solicited by the editor]

"On the Growth of Narrative Fabric: Keeping a Franchise Alive" in Monika Pietrzak-Franger, editor, *Transmedia Storytelling and its Reception*, London, England: Bloomsbury, forthcoming. [Solicited by the editor]

"Preface to the Chinese Translation of *Building Imaginary Worlds*", written September 11, 2025, written for the Chinese translation of *Building Imaginary Worlds* translated by Arthur Liu and published by Sichuan Science Fiction World, forthcoming.

"Our Town" revised entry for the Children's Literature Review, forthcoming [Solicited by the editor]

(*Publications*, continued)

"Foreword" for Jon Peddie, *The History of Visual Magic in Computers: How Beautiful Images are Made in CAD, 3D, VR and AR*, Second Edition, New York, New York: Springer, 2025. [Solicited by the author]

"Evaluating Obsolescence" for *Media Thinking: Theory by Other Means*, edited by Maryam Muliaee, under review at MIT Press.

"Film and Television" entry for *The Oxford Handbook of J.R.R. Tolkien*, edited by Dimitra Fimi and Luke Shelton, Oxford, England: Oxford University Press, forthcoming. [Solicited by the editors]

"François Gabriel, abbé Coyer: *A Discovery of the Island of Frivola: Or, the Frivolous Island.*" for *The Cambridge Guide to the Eighteenth-Century Novel, 1660-1820*, forthcoming. [Solicited by the editor]

"Video Game Genres" entry for *The Palgrave Encyclopedia of Cyberpsychology*, edited by Chris Fullwood, Alison Attrill-Smith, Dawn Branley-Bell, Pelham Carter and Lisa J. Orchard, London, England: Palgrave MacMillan, June 23, 2026. [Solicited by the editors]

Interviewed for Ni Wei, "A Century of Toy History: How Toys Comfort Us", *China Newsweek Magazine*, July 21, 2025, pages 24-31.

"Foreword", in Carly A. Kocurek and Matthew Thomas Payne, *Ultima: Building Worlds and World-Builders*, Amherst, Massachusetts: Amherst University Press, 2024. [Solicited by the authors]

"Influences on the Development of Imaginary Worlds", *Behavioral and Brain Sciences*, 45, E307, published on-line by Cambridge University Press, November 18, 2022, available at doi:10.1017/S0140525X21002090.

"As arcade games died out, Asteroids lived on", *Devdiscourse*, June 30, 2022, available at https://www.devdiscourse.com/article/technology/2092687-as-arcade-games-died-out-asteroids-lived-on. Originally written for 360info, from Monash University.

"The Experience and Exploration of Worlds in Single-Player Video Games" for "The Structure of Video Games", a Special Issue of *Images: The International Journal of European Film, Performing Arts and Audiovisual Communication*, Volume XXIX, Number 38, 2021, pages 223-230. [Solicited by the editor]

"The Impending Demise of Video Game Packaging: A Eulogy" in Benjamin Beil, Gundolf S. Freyermuth, Hanns Christian Schmidt, editors, *Paratextualizing Games: Investigations on the Paraphernalia and Peripheries of Play*, Bielefeld, Germany: [transcript], 2021, pages 281-291. [Solicited by the editors]

"History of Video Games" entry, *Salem Press Encyclopedia*, EBSCOhost, May 2021, available at search.ebscohost.com/login.aspx?direct=true&db=ers&AN=150079510&site=eds-live. [Solicited by the press]

"Miniature Places for Vicarious Visits: World-Building and Architectural Models", *Architectural Design*, Volume 91, Issue 3, May/June 2021, pages 22-31. [Solicited by the editor]

"The Star Wars Universe (Lucas et al., 1976-Present) – World-Building" in Simon Bacon, editor, *Transmedia: A Companion*, Bern, Switzerland: Peter Lang, 2021, pages 41-46. [Solicited by the editor]

"Refining and Redefining "Game Studies"", for Academic Letters, Academia.com, Article 156, published March 22, 2021, available at https://doi.org/10.20935/AL156. [Solicited by the editor]

"Typology of the Non-Factual" for *Narrative Factuality: A Handbook*, edited by Monica Fludernik and Marie-Laure Ryan, De Gruyter, 2020, pages 111-126.

(*Publications*, continued)

"Video Games and the American Cultural Context" in Sascha Pöhlmann, editor, *Playing the Field: Video Games and American Studies*, Berlin, Germany: Walter de Gruyter, 2019, pages 21-33.

"Combinatorial Explorations: A Brief History of Procedurally-generated Space in Video Games" in *Ludotopia: Spaces, Places and Territories in Computer Games*, edited by Espen J. Aarseth and Stephan Günzel, Bielefeld, Germany: Transcript Verlag, 2019, pages 295-310.

"Beyond Vader: The Franchise Reawakens" for *Disney's Star Wars: Forces of Production, Promotion and Reception*, edited by William Proctor and Matthew Freeman, Iowa City, Iowa: University of Iowa Press, 2019, pages 289-300. [Solicited by the editors]

"Concerning the "Sub" in "Subcreation": The Act of Creating Under" for *Sub-creating Arda: World-building in J. R. R. Tolkien's Work, Its Precursors, and Its Legacies*, edited by Dimitra Fimi and Thomas Honegger, Zollikofen, Switzerland: Walking Tree Publishers, 2019, pages 1-15.

"*BioShock Infinite* and World-building" for *How to Play Video Games*, edited by Matthew Payne and Nina Huntemann, New York, New York: NYU Press, 2018, pages 75-81. [Solicited by the editors]

"Transmedia World-Building" for *The Routledge Companion to Transmedia Studies*, edited by Matthew Freeman and Renira Rampazzo Gambarato, Routledge, 2018, pages 141-147.

"Contemplation, Subcreation, and Video Games", *Religions*, Volume 9, Issue 5, Special issue: The Sacred & the Digital. Critical Depictions of Religions in Video Games, April 26, 2018, 142; doi:10.3390/rel9050142. [Solicited by the editor] Reprinted in Frank G. Bosman, editor, *Critical Depictions of Religions in Video Games*, Basel, Switzerland: MDPI Books, 2019, pages 92-98.

"The Potential of Procedurally-Generated Narrative in Video Games" (pages 45-55) and "Worlds Apart? Game Worlds versus Other Imaginary Worlds" (pages 127-142), in *Clash of Realities 2015/16: On the Art, Technology and Theory of Digital Games*, edited by Gundolf S. Freyermuth and Lisa Gotto, Bielefeld, Germany: transcript Verlag, 2017.

"Beyond Immersion: Absorption, Saturation, and Overflow in the Experiencing of Imaginary Worlds" in Marta Boni, editor, *World Building: Transmedia, Fans, Industries*, Amsterdam, Netherlands: Amsterdam University Press and University of Chicago Press, 2017, pages 204-214.

"Video Games as American Popular Culture", *Quaderns de Cine*, 12 (2017), pages 119-128. [Solicited by the editor]

"World-Building in Watchmen", *Cinema Journal* 56, No. 2, Winter 2017, pages 119-125. [Solicited by the editor]

"Video Games Around the World" (750 words) for the MIT Press Blog, September 12, 2016, available at https://mitpress.mit.edu/blog/video-games-around-world.

"Genre" in Raiford Guins and Henry Lowood, editors, *Debugging Game History: A Critical Lexicon*, Cambridge, Massachusetts: MIT Press, May 2016, pages 229-236. [Solicited by the editors.]

"Foreword" and "Response to Martin Barker" in *Participations: Journal of Audience & Reception Studies*, Volume 13, Issue 1, May 2016, pages 476-478 and 697-700, respectively, both available at http://www.participations.org/Volume%2013/Issue%201/contents.htm#section3.

"A New Era of Visualization", *Science Fiction Studies* (No. 128/43.1), March 2016, special issue on Digital Science Fiction, edited by Pawel Frelik. [Solicited by the editor]

(*Publications*, continued)

"How Have Video Games Changed Storytelling?" in *Pop Culture Universe: Icons, Idols, Ideas*, ABC-CLIO web database, 2015. [Solicited by the press]

"Video Games, Cinema, Bazin, and the Myth of Simulated Lived Experience", in *G|A|M|E Journal No. 4*, September 21, 2015, special issue edited by Ivan Girina, available at http://www.gamejournal.it/issues/game-n-42015/#.VgAZnk3bL1I. [Solicited by the editor]

"Video Games and the Gender Gap", *Pop Culture Universe: Icons, Idols, Ideas*, ABC-CLIO web database, July 2014. [Solicited by the press]

"Anagram Sudoku", in *Word Ways: The Journal of Recreational Linguistics*, May 2014, pages 83 and 157.

March 20, 2014, "Income Tax Form Logic Puzzle" published on Ed Pegg Jr.'s www.mathpuzzle.com.

Book review of Kevin Schut's *Of Games and God: A Christian Exploration of Video Games*, for *Christianity & Communication Studies Network*, 1, posted March 7, 2014, available at http://theccsn.com/book-reviews/?r=2092. [Solicited by the editor]

"Entrevista Con Mark J. P. Wolf: La Construcción De Mundos Imaginarios" ("Interview with Mark J. P. Wolf: The Construction of Imaginary Worlds"), interview by Andrés Lomeña, for *heterocosmicas*, Spanish translation posted on December 18, 2013, available at http://heterocosmicas.blogspot.com.es/2013/12/entrevista-con-mark-j-p-wolf-la.html.

"The Snow" (poem), *Wilderness House Literary Review*, 8/1, Spring 2013.

"video games" entry in Kim Kennedy White, editor, *America Goes Green: An Encyclopedia of Eco-Friendly Culture in the United States*, Westport, Connecticut: ABC-CLIO/Greenwood Press, November, 2012. [Solicited by the editor]

Interview with Henry Jenkins, "Building Imaginary Worlds: An Interview with Mark J. P. Wolf", Parts 1-4, September 2, 4, 6, and 9, 2013; *Confessions of an Aca-Fan, The Official Weblog of Henry Jenkins*, available at http://henryjenkins.org/.

"*BattleZone* and the Origins of First-Person Shooting Games" in Gerald Voorhees, Joshua Call, and Katie Whitlock, editors, *Guns, Grenades and Grunts: First Person Shooter Games*, New York, New York: Continuum, August, 2012. [Solicited by the editors.]

"World Gestalten: Ellipses, Logic, and Extrapolation in Imaginary Worlds", *Projections*, Volume 6, Issue 1, Summer 2012, pages 123-141. [Solicited by the editor]

"Popular Culture Should Challenge, But Not Attack, Traditional Values", *Pop Culture Universe: Icons, Idols, Ideas*, ABC-CLIO web database, August 23, 2011, available at http://popculture2.abc-clio.com/. [Solicited by the press]

"Popular Culture Can Be Both Art and Entertainment", *Pop Culture Universe: Icons, Idols, Ideas*, ABC-CLIO web database, August 23, 2011, available at http://popculture2.abc-clio.com/. [Solicited by the press]

"The Defining of Popular Culture: Trying to Capture the *Zeitgeist*", *Pop Culture Universe: Icons, Idols, Ideas*, ABC-CLIO web database, August 20, 2011, available at http://popculture2.abc-clio.com/. [Solicited by the press]

"Theorizing Navigable Space in Video Games" in Stephan Günzel, Michael Liebe, and Dieter Mersch, editors, *Logic and Structure of the Computer Game*, Potsdam, Germany: Potsdam University Press, 2011, pages 18-49.

(*Publications*, continued)

"Considering Video Games as Art", *Pop Culture Universe: Icons, Idols, Ideas*, ABC-CLIO web database, September 2, 2010, available at http://popculture2.abc-clio.com/. [Solicited by the press]

"Pac-Man", *Pop Culture Universe: Icons, Idols, Ideas*, ABC-CLIO web database, September 2, 2010, available at http://popculture2.abc-clio.com/. [Reprinted from *The Video Game Explosion* (see "Books")]

"Anagram Crossword Logic Puzzle" in *Word Ways: The Journal of Recreational Linguistics*, November 2009, pages 302-303.

"Elemental Crossword" in *Word Ways: The Journal of Recreational Linguistics*, August 2009, page 196.

"Word Worm Maze" in *Word Ways: The Journal of Recreational Lingusitics*, May 2009, page 118.

"Foreword" in Rick Ferdig, editor, *Handbook of Research on Effective Electronic Gaming in Education*, Hershey, Pennsylvania: IGI Global, 2008. [Solicited by the editor]

Interview by Pieter Collier for Tolkienlibrary.com, on December 13, 2007, available at http://www.tolkienlibrary.com/press/Interview_Mark_Wolf_Of_Words_and_Worlds.php.

"Brainy Gamer Interview: Mark J. P. Wolf", interview by Michael Abbott for brainygamer.com, appearing on September 8, 2007, and available at http://www.brainygamer.com/ the_brainy_gamer/wolf_interview.html.

Perplex City puzzle cards for Season 2, Wave 1: "Murder at the Liar's Club" (card #197), "The Great Bomb Chase" (card #226), "Fractured" (card #233), London: Mind Candy Design, 2007.

"Space, Time, Frame, Cinema: Exploring the Possibilities of Spatiotemporal Effects", *New Review of Film and Television Studies*, Volume 4, Number 3, December 2006, pages 167-181.

"Assessing Interactivity in Video Game Design", *Mechademia 1: Emerging Worlds of Anime and Manga*, of the series *Mechademia: An Annual Forum for Anime, Manga and The Fan Arts*, December 2006, pages 78-85. [Solicited by the editor]

"On the Future of Video Games", in Paul Messaris and Lee Humphreys, editors, *Digital Media: Transformations in Human Communication*, New York: Peter Lang, Spring 2006, pages 187-195. (Solicited by the editors.)

"Game Studies and Beyond", *Games & Culture: A Journal of Interactive Media*, Volume 1, Number 1, 2006, pages 116-118. [Solicited by the editor]

Entries for "special effects" (pages 1840-1843) and "video games" (pages 2028-2031) in the *Encyclopedia of Science, Technology, and Ethics*, edited by Carl Mitcham, Detroit: MacMillan Reference USA, 2005. [Solicited by the editor]

"The Subcreation of Transmedia Worlds", in the Media Culture issue of *Compar(a)ison: An International Journal of Comparative Literature*, 2 (2002), Fall 2005, pages 89-101. [Solicited by the editor]

Entries for "computer imaging" (pages 246-247), "computer simulation" (pages 247-248), "digital video" (page 293), "indexicality" (pages 621-622), and "subjunctive documentary" (pages 1293-1294), in Ian Aitken, editor, *Encyclopedia of Documentary Film*, New York and London: Routledge, 2005. [Solicited by the editor]

"Introduction to *The Video Game Theory Reader*", co-written with Bernard Perron, and reprinted in *Formats: Revista de Comunicació Audiovisual*, Fall 2005, available at http://www.upf.edu/materials/depeca/formats/mwolf_ing_ar.htm. [Solicited by the editor]

(*Publications*, continued)

"Genre and the Video Game", in Joost Raessens and Jeffrey Goldstein, editors, *Handbook of Video Game Studies*, Cambridge, Massachusetts: MIT Press, 2005, pages 193-204. [Solicited by the editor]

"The Technical Challenge of Emotional Realism and James Cameron's Titanic" in *The Titanic in Myth and Memory*, edited by Tim Bergfelder and Sarah Street, London: I. B. Tauris Publishers, October 2004, pages 215-224.

"Small Fractal Maze" used in Scott Kim's "Bogglers" column, June 2004, *Discover Magazine*, page 86. [Solicited by Scott Kim]

Interviewed by Jonathan Coley for *Nintendo Insider*, interview conducted by e-mail March 9, 2004, and available at http://nintendoinsider.com/site/EpZllZlVyZwQFLHJFd.php.

"The Technological Construction of Performance", *Convergence*, Winter 2003, Volume 9, Number 4, pages 48-59.

December 13, 2003, "Chess Maze" published on Ed Pegg Jr.'s www.mathpuzzle.com.

December, 2003, "Abstraction: An Untapped Potential", a guest column for The Ivory Tower Column, edited by Simon Egenfeldt-Nielsen, Staffan Björk, and Frans Mäyrä, in the International Game Developers Association on-line newsletter, available at http://www.igda.org/columns/ivorytower/ivory_Dec03.php. [Solicited by the editor]

November 18, 2003, "Small Fractal Maze" on Ed Pegg Jr.'s www.mathpuzzle.com, and used in his November 24, 2003 "Multi-state Mazes" *Math Games* column for MAA Online: The Online Home of the Mathematical Association of America, available at http://www.maa.org/editorial/mathgames/mathgames_11_24_03.html.

October 18, 2003, "Fractal Maze" published on Ed Pegg Jr.'s www.mathpuzzle.com.

Book review of Andrew Darley's *Visual Digital Culture: Surface Play and Spectacle in New Media Genres*, in the "Film Quarterly Annual Film Book Survey, Part I", *Film Quarterly*, Volume 55, Number 4, Summer 2002, pages 67-69. [Solicited by the *Film Quarterly* book review editor]

Guest Editor for CIVASEEN, March 2002 issue. Solicited by the newsletter's regular editor to edit an issue on the theme of moving imagery.

"Sculptor of Time", *CIVA SEEN*, Volume 1, Issue 1, 2000. [Solicited by the editor]

"On Video: Collecting and Film", *CIVA Newsletter*, Volume 8, Issue 2, Summer 2000, pages 8 and 9. [Solicited by the editor]

"A Brief History of Morphing", in the anthology *Meta-Morphing: Visual Transformation and the Culture of Quick Change*, edited by Vivian Sobchack, Minneapolis, Minnesota: University of Minnesota Press, 2000.

"Subjunctive Documentary: Computer Imaging and Simulation", in the anthology *Collecting Visible Evidence* edited by Michael Renov and Jane Gaines, University of Minnesota Press, 1999, pages 274-291. [Solicited by the editors.] This essay was reprinted in Carolyn Handa, editor, *Visual Rhetoric in a Digital World: A Critical Sourcebook*, Boston, MA: Bedford/St. Martin's Publishing, 2004.

"Robin Nelson's *TV in Transition*" (Book review), *Screening The Past* (an on-line journal), uploaded April 16, 1999, at http://www.latrobe.edu.au/www/screeningthepast/shorts/ reviews/rev499/brmwap.html. [Solicited by the editor]

"*Myst* and *Riven*: Cinema for the Small Screen" (CD-ROM review), *Film Quarterly*, Volume 52, Number 1, Fall 1998, page 98.

(*Publications*, continued)

"Virtual Sub-creation" (CD-ROM review), *World* magazine, December 16, 1997, page 23.

"Inventing Space: The Use of On-screen and Off-screen Space in Video Games", *Film Quarterly*, Volume 51, Fall 1997, pages 11-23.

"*Animating Culture* and *Disney Discourse*: A Review" (Book review), *Film Quarterly*, Volume 50, Winter 1996.

"Pedro Meyer's Truths and Fictions" (CD-ROM review), *Film Quarterly*, Vol. 50, Winter 1996.

"In the Frame of *Roger Rabbit*: Visual Compositing in Film", *The Velvet Light Trap*, No. 36, Fall 1995, pages 45-59.

"Eisenstein, Bazin and Kracauer on HDTV", *Spectator* (Vol. 11, No. 2, Spring 1991), pages 72-77.

As "Enigma" Columnist for *Extropy* magazine (before they became an on-line only journal):
"Squared Deal", *Extropy* #15, 2nd-3rd Quarter 1995, page 46.
"Murder at the Liar's Club", *Extropy* #16, 1st Quarter 1996, pages 48-49.
"Fractal Mazes", *Extropy* #17, Fall 1996, pages 66-67.

Book Series Editing

Founder of the Landmark Video Game book series, Co-editor with Bernard Perron, from the University of Michigan Press. Titles as Series Co-editor:
1. *Myst and Riven: The World of the D'ni* (2011), Mark J. P. Wolf
2. *Silent Hill: The Terror Engine* (2012), Bernard Perron
3. *Doom: SCARYDARKFAST* (2013), Dan Pinchbeck
4. *Tempest: Geometries of Play* (2015), Judd Ruggill and Ken McAllister
5. *Mortal Kombat: Games of Death* (2022), David Church
6. *StarCraft: The Legacy of the Real-Time Strategy Game* (2024), Simon Dor

Founder and Editor of the Imaginary Worlds book series from Routledge. Titles as Series Editor:
1. *The World of Mister Rogers' Neighborhood* (2017), Mark J. P. Wolf
2. *The World of The Walking Dead* (2019), Matthew Freeman
3. *The World of the DC Comics Universe* (2019), Andrew J. Friedenthal
4. *The World of Marvel Comics* (2023), Andrew J. Friedenthal
5. *The World of Fallout* (2024), Kenton Taylor Howard

Short Fiction

"Another Satisfied Customer" (short story), was shortlisted (top 9 out of 198 entries) at the 30th Surrey International Writers' Conference 2022.

Honors, Awards, and Service

Papers for *The Medium of the Video Game* (2001) and *The Video Game Explosion* (2007) housed at the Learning Games Initiative Research Archive (LGIRA) at The University of Arizona, Tucson, Arizona.
Divine Mercy Parish Men's Group, Member, 2023-present
South Milwaukee Historical Society, Member, 2023-present
Friends of the South Milwaukee Library, Member, 2022-present
Abstract Reviewer for DiGRA 2022 (PC member of Play and Players)
DiGRA 2019 Program Committee (Digital Games Research Association)
Society for Cinema and Media Studies (SCMS), Member, 1991, 1993, 1995-Present

(*Honors, Awards, and Service*, continued)

Founder, SCMS Video Game Studies Scholarly Interest Group (VGSIG), 2009; Chair, 2009-2011, Member, 2009-Present
Founder, SCMS Transmedia Studies Scholarly Interest Group (VGSIG), 2017; Chair, 2017-2019, Member, 2017-Present
SCMS Information Technology Committee: Chair 2008-2009, Member, 2006-2009
SCMS Public Policy Committee, Member, 2010-2017
A 2017 Albert Nelson Marquis Lifetime Achievement Award (from *Marquis Who's Who*)
Advisory Board member for the Museum of the Game Library, 2012-Present
International Video Game Hall of Fame Selection Committee member, 2011
League of World Builders member, World Building Institute at USC
DiGRA (Digital Games Research Association) 2018 Conference Program Committee
Invited Participant, "Science of Fiction" Festival, October 24-26, 2014, Los Angeles.
Review Board member, Approaches to Digital Game Studies book series, Continuum Books
Book manuscript reviewer for the University of Michigan Press
Book manuscript reviewer for Massachusetts Institute of Technology Press
Book manuscript reviewer for University Press of Mississippi
Book manuscript reviewer for De Gruyter Oldenbourg Press
Book manuscript reviewer for New York University Press
Journal reviewer for the University of Minnesota Press
Research Proposal Reviewer for the Israel Science Foundation
Book proposal reviewer for the Austrian Academy of Sciences
Book proposal reviewer for Bloomsbury Academic
Book proposal reviewer for Cambridge University Press
Book proposal reviewer for Johns Hopkins University Press
Book proposal reviewer for Massachusetts Institute of Technology Press
Book proposal reviewer for Palgrave MacMillan Global Publishing at St. Martin's Press
Book proposal reviewer for Routledge Press
Book proposal reviewer for University of Kansas Press
Book proposal reviewer for University of Nebraska Press
Book series proposal reviewer for Routledge Press
Essay reviewer for *Canadian Journal of Law and Society/Revue Canadienne Droit et Société*
Essay reviewer for *Critical Studies in Media Communication*
Essay reviewer for *Digital Policy, Regulation and Governance*
Essay reviewer for *Games and Culture: A Journal of Interactive Media*
Essay reviewer for *Information Resources Management Journal (IRMJ)*
Essay reviewer for *Island Studies Journal*
Essay reviewer for *Media and Communication*
Essay reviewer for *Storyworlds: A Journal of Narrative Studies*
Essay reviewer for *TRACE Journal*
Essay reviewer for *Leonardo*
Essay reviewer for *The Lion and the Unicorn*
Essay reviewer for *InMedia*, published by the research unit CREW at Sorbonne Nouvelle University
Essay reviewer for *Film Quarterly* and *Cinema Journal* and *Games and Culture*
Research Project Proposal Reviewer for Sapienza University of Rome
Project Proposal Reviewer for the Swiss National Science Foundation
Program Committee and reviewer for the Australasian Conference on Interactive Entertainment, 2012-2014
FirstPersonScholar.com's Board of Discussants, 2013
International Advisory Board Member for the *International Journal of Gaming and Computer-Mediated Simulations*
Advisory Board member for The Montage Project
Board member for the *Information Resources Management Journal* (IRMJ)
Editorial Advisory Board member, *Handbook of Research on Practices and Outcomes in Virtual Worlds and Environment*
Editorial Advisory Board member for the *Handbook of Research on Effective Electronic Gaming in Education*
Senior Editorial Board member, *Mechademia: An Annual Forum for Anime, Manga and The Fan Arts*, 2005-Present
Editorial board member, *Games and Culture: A Journal of Interactive Media*, 2004-Present

(*Honors, Awards, and Service*, continued)

Advisory Board member, International Arcade Museum Library, 2011-Present
Advisory Board member, Video Games and the Humanities book series Editorial Board member, *The Journal of E-Media*, 2004-Present
Editorial Board member, *Journal of Language & Intellectual Communication Studies*, 2018-Present
Board member, Christians in the Visual Arts (CIVA), September 1999-2011; CIVA Board Secretary, 2003-2011
Videotopia Advisory Board Member, 1997-Present
CUW Rank and Promotion Committee, 2022-2024
CUW Faculty Welfare Committee, 2016-2019
CUW Overload Task Force Committee, 2016
CUW Faculty Scholarship Committee (2014-2018)
CUW Academic Technology Committee member, 2005-2009
Concordia University Wisconsin 125th Anniversary Committee member, 2004-2006
CUW Faculty Development Committee Co-Chair, Fall 2002-Summer 2003
CUW Faculty Development Committee Member, 2001-Summer 2003
CUW Honors College Committee, 2001-2002
Concordia Bioethics Institute, Board for Campus Outreach, 2001-2002
CUW Computer Use Committee member, 1998-2000
WCUW Radio Faculty Advisor, Fall 1996-Fall 2023
Saint Adalbert Parish Council Member, South Milwaukee, June 2000-December 2002
Basilica of Saint Josaphat OCIA team member, Fall 2024
The 1994 George Cukor Scholarship, USC School of Cinema/Television
(1994) Associates Scholarship, USC School of Cinema/Television
(1993) Phi Kappa Phi Research Mentorship Award for work on USC's *Roger Rabbit* project
Golden Key National Honor Society Membership
University of Southern California Outstanding Student Scholarship
Dean's Lists, University of Wisconsin-Milwaukee and University of Southern California
(1987) UWM English Department Letter of Recommendation
(1987) Outstanding Academic Achievement Award as a UWM Sophomore
(Fall 1985-Spring 1989) National Merit Special Scholarship
(1985) NCTE (National Council of Teachers of English) Writing Award

Service as External Reviewer on Dissertation Committees

1. Mark Hayse, Trinity International University (Deerfield, Illinois, USA), 2009.
2. Ivan Girina, University of Warwick (Coventry, England), 2015.
3. Leigh Achterbosch, Federation University Australia (Ballarat, Victoria, Australia), 2015.
4. Birgit Schneidmueller, York University (Toronto, Ontario, Canada), 2016.
5. Ryan Banfi, New York University (New York, New York, USA), 2024.
6. Gareth Wild, James Cook University (Townsville, Australia), ongoing.

Other Areas of Interest

Imaginary Worlds (Subcreation, World-building), Video Games, Technology Studies, Graphic Design, New Technologies, Animation (Traditional, Experimental, & Computer), Science Fiction, Multimedia, Narrative Theory, Game Structure & Design, Puzzle Design, Film Theory & History, Literature, Architecture, Philosophy, Philology, Logology, Ludology, Cultural Studies, Film and Video Production, Still Photography, Fiction Writing, Science, and Recreational Mathematics.

Film, Video, and Multimedia Projects

Provenance: The Art Authentication Game, 2024, card game available from MakePlayingCards.com.

Mission: Espionage, unpublished board game, 2018.

A Wolf Family Christmas, DVD, 28 minutes, December 2016.

Trinity Academy Middle School Forensics: The 2016 Season, 2 DVD set, June 2016.

The Wedding of Jason and Tiffany, video and DVD, 67 minutes, August 2009.

Father Schubert's Golden Jubilee 1956-2006, video and DVD, 9 minutes, July 2007.

Corporate logo for Organiccoffeepot.com, designed summer 2007.

The Wedding of Brian and Melanie, videos and DVD, 50 minutes, December 2006.

One Blessing After Another: The 125th Anniversary of Concordia University Wisconsin, video, 47 minutes, August, 2005. Shown at the 2005 CUW Faculty Retreat, on Campus on November 21, 2005, at the Milwaukee Art Museum during CUW's Gala on April 21, 2006, and on Time Warner's Digital on Demand Community and Education Channels (1111 and 1112), and available for purchase from the university.

CIVASILVER Anniversary: 25 Years of Faith and Vision, video, 17 minutes, June, 2005. Shown at the 2005 CIVA Conference and available for purchase at www.civa.org.

River of Love: 40 Years Together, video and DVD, 61 minutes, May 2005.

January-May, 2003, Editor of *Upon this Rock, Parts I, II, III*, 30 minutes total, and designer and creator of a computer-generated video logo, 35 seconds. Paid job solicited by the Lutheran Heritage Foundation [LHF].

Concordia University Wisconsin Recruitment Video, 12 minutes, Summer 2000. Made for the CUW Admissions Department and shown at the 2002 CUW Faculty Retreat.

The Candle (music video for Three James Morgan), 5 and a half minutes, Summer 1999.

Spring 1995, Hand-drawn animation for Latvian film scholar Yuri Tsivian's CD-ROM project*, Immaterial Bodies: A Cultural Anatomy of Early Russian Cinema* (from Cine Disc).

Spring 1995, Research Assistantship on USC's *The Changeling Project* CD-ROM (from Cine Disc), Co-chaired by Marsha Kinder, Professor of Critical Studies, USC, and Mark Harris, chair of the Production department in USC's School of Cinema/Television.

Spring 1995, Designed corporate logo for Cine Discs.

Fall 1994, Production Assistant for Dr. Marsha Kinder's *Blood Cinema* CD-ROM (available from Cine Discs) on the history of Spanish Cinema.

1991-1992, One of nine main collaborators on USC's "Reframing *Roger Rabbit*" interactive project, which included cross-linked databases in an interactive framework and included an anthology of essays and was demonstrated at the 1991 Society for Cinema Studies Conference.

(*Film, Video, and Multimedia Projects*, continued)

Short Films:

Ransom, 8 minutes, black & white, 16mm, sound, Fall 1989
Doppelgänger, 9 minutes, black & white, super-8mm, sound, April 1988.
Stillness of the Afternoon, 3 minutes, black & white, super-8mm, sound, March 1988.
Killing Time, super-8mm, 3 minutes, February 1988.
The Procrastinator, super-8mm, 5 minutes, January 1988.

Animation:

Back to the Drawing Board, 5 and a half minutes, 16mm and video, 1991-2002.
This film combines hand-drawn animation, computer animation, and live action.
Weltanschuaang, 3 minutes, black & white, 16mm, sound, (unfinished).
Wild Bill, 1 minute, black & white, 16mm, April, 1990.
CNTV 548 Projects, black & white and color, 16mm, sound, Fall 1989.
Child's Play, 5 minutes (stop-motion intercut with with live-action), super-8, sound, March 1988.
Water, 1 minute, silent, 16mm, Fall 1987.
In the Garden, 80 seconds, 16mm, Spring 1987.
On Wisconsin, 10 seconds, color, 16mm, silent, February 1987.
Touché, 45 seconds, color, 16mm, silent, December 1986.