

CHLOE ANNA MILLIGAN

CURRICULUM VITAE

RESEARCH INTERESTS

Game Studies
Electronic Literature
Embodied Rhetorics
Media Archaeology
Film and Media Studies
Queer Theory
Affect Theory
Modern to Contemporary American
and Comparative Literatures

TEACHING SUBJECTS

Videogame Analysis and Design
Multimodal Composition
Digital Cultural Rhetorics
Comparative Media Studies
Digital Humanities
Integrative Arts
Writing in the Disciplines
First-Year Composition

CONTACT

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State University, Berks, P.O. Box
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Pennsylvania, 19610, USA

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REFERENCES

Holly Ryan, hlr14@psu.edu
Sidney Dobrin, sdobrin@ufl.edu
Astrid Ensslin, Astrid.Ensslin@uib.no

ABOUT

I am an Assistant Professor of Digital Humanities in the Writing and Digital Media Program at Pennsylvania State University, Berks. I teach, research, and publish primarily about topics in electronic literature and game studies, through developing emphases on affect and queer materiality spanning both analog and digital contexts.

EDUCATION

PHD IN ENGLISH (CERTIFICATE IN DIGITAL HUMANITIES)

University of Florida | 2019
Dissertation: *Post-Digital Touch: Writing Embodiments, Affective Interfaces, and Haptic Media*
Advisor: Terry Harpold

MA IN ENGLISH

Clemson University | 2014
Thesis: *"White Noise and Newer Media: Techno-Prophecy and Avatar Theory in 1984"*
Advisor: Sean Morey

BA IN ENGLISH (MINOR IN WRITING)

Emmanuel College | 2012
GPA: 3.7

EMPLOYMENT

ASSISTANT PROFESSOR OF DIGITAL HUMANITIES

Pennsylvania State University, Berks | August 2019 - present
Writing and Digital Media Program

GRADUATE TEACHER OF RECORD

University of Florida | August 2014 - July 2019
Department of English, University Writing Program

TEACHING ASSISTANT

Clemson University | August 2012 - May 2014
Department of English

PUBLICATIONS

MONOGRAPHS

Novel Media: Post-digital Literature Beyond the Book. Under contract with Cambridge University Press, in progress.

EDITED JOURNAL ISSUES

"Writing New Material for Digital Culture," Special Issue, co-edited with Jacob Greene. *Trace: A Journal of Writing, Media, and Ecology*, vol. 4, March 2020.

PEER REVIEWED JOURNAL ARTICLES

"Bookbinding and Loosing E-lit: A Review of *Bookishness* by Jessica Pressman." *electronic book review*, forthcoming Winter 2021.

"Girly Game History on Paper: The Casio Loopy, A Videogame Console for Women," co-authored with Kira Bohunicky. *ROMchip: A Journal of Game Histories*, vol. 2, no. 1, July 2020.

"Immanent Interbodies: Composing Disability through Embodied Chorography." *Computers and Composition*, vol. 53, September 2019, pp. 75 - 85.

"Reading, Writing, Lexigraphing: Active Passivity as Queer Play in Walking Simulators," co-authored with Kira Bohunicky. *Press Start*, vol. 5, no. 2, August 2019, pp. 51 - 71.

"From Codex to Ludex: Paper Machines, Digital Games, and Haptic Subjectivities," Invited Publication. *Publije: e-Revue de critique littéraire*, vol. 8, no. 1, July 2019.

"Locked in Translation: 'Digital' Literature and the Embodied Frameworks of Language," Invited Publication. *Hyperrhiz: New Media Cultures*, vol. 20, April 2019.

"Haunted Objects, Networked Subjects: The Nightmarish Nostalgia of Creepypasta," co-authored. *Horror Studies*, vol. 9, no. 2, October 2018, pp. 193 - 211.

"The Page is a Touchscreen: Haptic Narratives and 'Novel' Media." *Paradoxa*, vol. 29, July 2018, pp. 287 - 312.

"Uncomfortable in the New Flesh: Adapting to Body Horror in the Cinema of David Cronenberg." *Trespassing Journal: An online journal of trespassing art, science, and philosophy*, vol. 6, February 2017, pp. 28 - 43.

"The Viral Image: Transmedia Mise-en-scène in the Fictional Real." *Mise-en-scène: The Journal of Film and Visual Narration*, vol. 1, no. 1, December 2016.

EDITED COLLECTION BOOK CHAPTERS

"Bodystorming." *Keywords in Making: A Rhetorical Primer*, edited by Jason Chew Kit Tham, Parlor Press, forthcoming Spring 2023.

"Feeling Reading, Reading Feelies: A Post-digital Prehistory of the Written and Read Cultures of Videogames." *Ready Reader One: The Stories We Tell With, About, and Around Videogames*, edited by Megan Amber Condis and Mike Sell, University of Louisiana Press, forthcoming Fall 2022.

"Procedural Bibliography: A Ludoliterary Pedagogy for Thinking Outside the Book." *Teaching Games and Game Studies in the Literature Classroom*, edited by Tison Pugh and Lynn Ramey, Bloomsbury Press, forthcoming Fall 2022.

"Virtually Historical: Performing Dark Tourism through Alternate History Games." *Virtual Dark Tourism: Ghost Roads*, edited by Kathryn McDaniel, Palgrave MacMillan, April 2018, pp. 265 - 285.

"Participating in '1984': The Surveillance of Sousveillance from *White Noise* to Right Now." *Spaces of Surveillance: States and Selves*, edited by Susan Flynn and Antonia Mackay, Palgrave MacMillan, August 2017, pp. 137 - 150.

MULTIMODAL SCHOLARSHIP

"Playing the Hard Questions: A Twine Review of *Blocked In* by Anastasia Salter and John Murray." *The Digital Review*, vol. 00, June 2020.

"Haptic Heuretics," co-authored with Jason Crider. *Textshop Experiments*, vol. 4, February 2018.

"En(Twine)d with Ergodic Rhetoric." *Computers and Composition Online*, September 2017.

PRESENTATIONS AND INVITED TALKS

CONFERENCE PRESENTATIONS

"Deprogramming Multimodal Anxiety with Coding-Light Game Design Softwares," Roundtable: Balancing the Digital with the Humanities in DH Pedagogy. *Computers and Writing Conference* (forthcoming May 2022)

"Stitch, Duet, Amplify: Rhetorical Velocity on TikTok," Roundtable: Teaching On/With TikTok. *The Association for Computers and the Humanities Conference* | July 2021

"Twine as Literature, Not Literacy, in the Program(ming) Era," Roundtable: Alternative Play? Twine as a Digital Storytelling Platform. *Electronic Literature Organization Conference and Media Arts Festival* | May 2021

"Teaching with and (Un)learning from Bitsy," Roundtable: Pedagogies of E-Literary Practice for (Un)continuous Times." *Electronic Literature Organization Conference and Media Arts Festival* | July 2020

"Procedural Bibliography for Literary (Game)play." *Northeast Modern Language Association, 51st Annual Convention* | March 2020

"Touchy Subjects: The Politics of Post-Digital Touch Between Screen and Skin." *Society for Literature, Science, and the Arts, 33rd Annual Meeting* | November 2019

"Homo Ludex: The Play-Element of Digital Print in Book Historical Videogames." *The Society for the History of Authorship, Reading, and Publishing Conference* | July 2019

"Homo Ludex: The Peripheries of Literary Gaming and the Play-Element of Digital Print." *Electronic Literature Organization Conference and Media Arts Festival* | July 2019

"Rewriting Against Obsolescence: The Tentacular Life of Media After the Anthropocene," co-presented with Elizabeth Chamberlain. *The Conference on College Composition and Communication* | March 2019

"The Textual in the Tactual: Gestural Manipulation as Grammatization across Media," Roundtable: How Do Computers Read?. *Modern Language Association Annual Convention* | January 2019

"Making Noise at the Limits of Writing: Sonic Glitch and Embodied Composition." *Thomas R. Watson Conference* | October 2018

"Between Screen and Skin: 'Touchy' Subjects, Precarious Identities, and Electronic Literature as Haptic Media." *Electronic Literature Organization Conference and Media Arts Festival* | August 2018

"Customizable Phronesis: The Making of Writing." *Computers and Writing Conference* | May 2018

"Materiality Unclouded: Network Noir from Digital to Print in The Private Eye." The University of Florida Graduate Comics Organization Conference | April 2018

"EXP: Excavating Play," Roundtable: Tracing New Possibilities for Research and Collaboration. Humanities, Arts, Science and Technology Advanced Collaboratory Conference | November 2017

"Codex, Ludex, Novel: Iterations of the Book Across Archives and Upgrade Paths." University of Wisconsin-Madison Center for the History of Print and Digital Culture Conference on Book History and Digital Humanities | September 2017

"Touching the Ludex: Paper Machines, Digital Games, and Narrative Haptics." The Society for the History of Authorship, Reading, and Publishing Conference | June 2017

"Locked in Translation: 'Digital' Literature and the Embodied Frameworks of Language." The First Galway Digital Initiatives Conference, Other Codes/Cóid Eile – Digital Literatures in Context | May 2017

"Creating the New Flesh: The Body Horror of Adaptation as Augmentation." Society for Literature, Science, and the Arts, 30th Annual Meeting | November 2016

"Rotten Apple: Utopian Promises, Dystopian Presents in the Age of Accelerated Obsolescence." The University of Florida English Graduate Organization Conference | October 2016

"How It Spreads": Paranormal Weblog Series, Alternate Reality Games, and Post-Television Networks," Roundtable: Audience Generations. FLOW Conference | September 2016

"In Tune with *howling dogs* and En(Twine)d with Electracy: Teaching Ergodic Rhetoric through Nonlinear Pedagogy." The Conference on College Composition and Communication | April 2016

"Narrating In and Playing Out the Network: Metagaming Rhetoric in *The Stanley Parable*." Clemson University Graduate Conference, Margins: Rhetoric and Place in the Digital Now | February 2016

"The Southern Society of the Spectacle: *Wise Blood* at the Movies." South Atlantic Modern Language Association, 87th Annual Convention | November 2015

"Sharp Memory and *Bleeding Edge*: Postmodern Play with Im(media)te History." Popular Culture Association/American Culture Association Annual Conference | April 2015

"A Kid With Her Own Computer": *Galatea 2.2* and Digitizing 'Great' Works." North Carolina State University's Association of English Graduate Students Conference on Digital Humanities | March 2015

"Someone Else's Apocalypse: The Illusion of the Other in *White Noise*." St. Bonaventure University's Graduate Conference, Concepts of Identity | November 2013

GUEST LECTURES

"Novel Media for iPad After Ephemerality." Inland Norway University of Applied Sciences, 2M333-2-1 21H: Digital Fiction, Instructor: Anne Sofia Karhio | October 6, 2021

"From Codex to Ludex." University of Wisconsin-Stevens Point, ENG 389, Book History, Instructor: Ross Tangedal | March 14, 2019

"Metagaming Argument." University of Florida, ENC 3312, Advanced Argumentative Writing: Making Media Meta, Instructor: Emily Brooks | March 14, 2018

WORKSHOPS LED

"Demystifying the Publication Process." *Developing an Academic Persona*, English Graduate Organization Symposium, University of Florida | February 16, 2019

CONFERENCE AND EVENT ORGANIZATION

CHIEF ORGANIZER

Embodied Interventions, Digital Assembly Symposium, University of Florida | February 21 - 22, 2019

In Ecomedia Res, Digital Assembly Symposium, University of Florida | February 28 - March 1, 2018).

CO-ORGANIZER

The Materials of Digital Culture, Digital Assembly Symposium, University of Florida | March 30 - 31, 2017

ORGANIZATION COMMITTEE

Futures Near and Far: Utopia, Dystopia, and Futurity, English Graduate Organization Conference, University of Florida | October 20 - 22, 2016

Applied Augmented Reality, Digital Assembly Symposium, University of Florida | February 11 - 12, 2016

VOLUNTEER STAFF

ImageTech: Comics and Materiality, University of Florida Conference on Comics and Graphic Novels | April 6 - 8, 2018

Changing the Game, Digital Assembly Symposium, University of Florida | February 19 - 20, 2015

AWARDS

Emerging Spaces for E-Lit Creation Startup Grant, given to provide startup funding to cover associated costs of founding *Filter: An Instagram Collaboratory & Zine for E-Lit* | 2021

Electronic Literature Organization Conference Travel Grant, given to outstanding conference attendee | 2019

Galway Digital Initiatives Conference Travel Grant, given to outstanding conference attendee | 2017

HASTAC Scholar Fellowship, given to HASTAC scholar in support of their work | 2016 - 2018

Grinter Fellowship, given to outstanding doctoral student at the University of Florida | 2014 - 2018

TEACHING EXPERIENCE

PENNSYLVANIA STATE UNIVERSITY, BERKS

COMM 270, Introduction to Multimedia Production: Artists, Rhetors, and/as Content Creators | Fall 2021

ENGL 420, Writing for the Web: Coding for Humanists | Fall 2020

ENGL 202A, Technical Writing: Glocal Media | Spring 2020

DIGIT 100, Introduction to Digital Humanities: Critical Making | Spring 2020, Spring 2021

COMM 270, Introduction to Multimedia Production | Fall 2019, Fall 2020

ENGL 15, Rhetoric and Composition: Writing in the Digital Age | Fall 2019 - Fall 2021

UNIVERSITY OF FLORIDA

ENC 2210, Technical Writing: Tech Comm for Tech Startups | Summer 2019

ENC 1102, Rhetoric and Academic Research: What is the Anthropocene? | Spring 2019

ENC 1101, Expository and Argumentative Writing: Writing in the Digital Age | Fall 2018

AML 4242, Studies in Twentieth-Century American Literature and Culture: Thinking Outside the Book | Summer 2018

AML 2410, Issues in American Literature and Culture: Between Page and Screen | Spring 2018

ENC 1145, Topics for Composition: Writing About Novel Media | Fall 2017

ENC 1102, Rhetoric and Academic Research: The Politics of Pop Culture | Summer 2017

ENG 2300, Film Analysis: Metacinema | Spring 2017

ENG 1131, Writing through Media: Electronic Literature | Fall 2016

IUF 1000, What is the Good Life? | Summer 2016 (breakout sessions)

ENG 1131, Writing through Media: Adapting the "Unfilmable" | Spring 2016

ENG 1131, Writing through Media: Ergodic Literature | Fall 2015

AML 2070, American Literature Survey: Literary Media and Representation | Summer 2015

ENC 1102, Rhetoric and Academic Research: Writing and Media Literacy | Fall 2014 - Spring 2015

CLEMSON UNIVERSITY

ENGL 1030, Accelerated Composition | Fall 2013 - Spring 2014

ENGL 2140, American Literature | Fall 2012 - Spring 2013 (breakout sessions)

JOURNAL SERVICE

EDITORIAL EXPERIENCE

Editor, *Filter: An Instagram Collaboratory and Zine for E-Lit* | November 2020 - present

Co-Editor, *The Digital Review* | July 2019 - July 2020

Production Editor, *ImageText: Interdisciplinary Comics Studies* | January 2017 - May 2019

Assistant Editor, *Trace: A Journal of Writing, Media, and Ecology* | August 2016 - April 2020

PEER REVIEWERSHIP

English Studies | 2021

Prompt: A Journal of Academic Writing Assignments | 2020

Bloomsbury Press | 2019

Electronic Book Review | 2018 - 2021

ImageText: Interdisciplinary Comics Studies | 2017 - 2018

Trace: A Journal of Writing, Media, and Ecology | 2016 - 2019

SERVICE TO THE PROFESSION

Faculty Mentor, NeMLA Job Clinic | 2020

UNIVERSITY SERVICE

Social Justice Collaborative | Fall 2021 - present

Physical Facilities and Safety Committee | Fall 2021 - present

Technology for Teaching Advisory Committee | Spring 2020 - present

Anti-Racism, Intersectionality, and Decolonialism Committee | Fall 2019 - present

RESEARCH DIRECTION

UNIVERSITY OF OTAGO (DUNEDIN, NEW ZEALAND)

External Dissertation Examiner, April Salchert (PhD) | January 2021

PROFESSIONAL AFFILIATIONS

Association for Computers and the Humanities (ACH)

Electronic Literature Organization (ELO)

Digital Games Research Association (DiGRA)

Humanities, Arts, Science and Technology Advanced Collaboratory (HASTAC)

Modern Language Association (MLA)

National Council of Teachers of English (NCTE)

Northeast Modern Language Association (NeMLA)

Rhetoric Society of America (RSA)

The Society for the History of Authorship, Reading, and Publishing (SHARP)

Society for Literature, Science, and the Arts (SLSA)