

## **Peter McDonald**

Curriculum Vitae  
October 24th, 2022

University of Wisconsin-Madison  
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### **PROFESSIONAL APPOINTMENTS**

- 2020-22     Assistant Professor of Design, Informal, and Creative Education in  
Curriculum and Instruction, University of Wisconsin-Madison  
              Affiliate with The Holtz Center for Science and Technology Studies  
              Affiliate with the department of Design Studies  
              Affiliate with the department of Communication Arts
- 2018-20     Assistant Professor of Game Design, DePaul University, School of Design
- 2013-17     Instructor and Teaching Assistant of English, University of Chicago
- 2011         Instructor of English, Okanagan College

### **EDUCATION**

- 2018         PhD in English Literature, University of Chicago  
              Dissertation: *Playfulness, 1947-2017: Hermeneutics, Aesthetics, Games*
- 2010         MA in English Literature, Simon Fraser University
- 2009         BA in English Literature with Honours, University of British Columbia
- 2003         Associate in Electronic Game Art and Design, Art Institute of Vancouver

### **RESEARCH AND TEACHING FIELDS**

New media; Game design; Game studies; Cultural studies; 20<sup>th</sup> century American literature; Critical theory; Feminist and queer theory; Science studies; Phenomenology; Psychoanalysis; Literary Criticism

## PUBLICATIONS

### Book Projects

Accepted *Run and Jump: The Meaning of the 2D Platformer.*  
[Under contract with MIT Press.]

Contracted *The Impossible Reversal and Other Styles of Playfulness.*  
[Under contract with the University of Minnesota]

### Peer-Reviewed Essays

2022 “Brian Sutton-Smith and the Obscurity of Play.” *International Journal of Play.* [Under Review]

“Artificial Intelligence and Education: Rethinking the ‘Figure of Man’ amid Opportunities, Risks, and Ethics.” *Teachers College Record.* Co-authored with Bernadette Baker, Kathy Mills, and Liang Wang. [Under Review]

2020 “The Principle of Division in Roger Caillois’s *Man, Play and Games.*” *Games and Culture* 15.8 (2020): 855-873.

2019 “Homo Ludens: A Renewed Reading.” *American Journal of Play* 11.2 (2019): 247-267.

2017 “The Impossible Reversal: George Brecht’s Playfulness in *Deck: A Fluxgame.*” *Analog Game Studies* 4.4 (2017): np.

2015 “Worlding through Play: Alternate Reality Games, Large Scale Play, and *The Source.*” Co-authored with Patrick Jagoda, Melissa Gilliam, and Christopher Russell. *American Journal of Play* 8.1 (2015): 74-100.

2014 “For Every To there is a Fro: Interpreting Time, Rhythm, and Gesture in Play.” *Games and Culture* 9.6 (2014): 480-490.

2012 “Playing Attention: A Psychoanalytic Reading of Game Mechanics in *Ico.*” *Loading...* 6.9 (2012): 36-52.

- 2010 “Reflexivity as Entertainment: Early Novels and Recent Video Games.”  
Co-authored with Christina Lupton. *Mosaic* 43.4 (2010): 157-173.
- “We Have Been Waiting: Ontology of the First Person Plural.”  
*Rhizomes.net* 21 (2010): NP.  
<<http://www.rhizomes.net/issue21/mcdonald/index.html>>

### **Book Chapters**

- 2018 “Game Mechanics, Experience Design, and Affective Play.” Co-authored  
with Patrick Jagoda. *Routledge Companion to Media Studies and  
the Digital Humanities*. Ed. Jentery Sayers. New York: Routledge,  
2018. 174-182.
- 2017 “From Alternate to Alternative Reality: Nurturing Political Participation  
and Resistance in SEED.” Co-authored with Patrick Jagoda, Melissa  
Gilliam, and Ashlyn Sparrow. *Alternate Reality and the Cusp of  
Digital Gameplay*. Ed. Antero Garcia and Greg Niemeyer. New York:  
Bloomsbury, 2017. 31-56.
- 2013 “On Couches and Controllers: Identification in the Video Game  
Apparatus.” *Ctrl-Alt-Play: Essays on Control in Video Gaming*. Ed.  
Matthew Wysocki. Jefferson, NC: McFarland, 2013. 108-120.

### **Book Reviews**

- 2020 “Book Review: John Sharp and David Thomas. Fun, Taste, & Games: An  
Aesthetics of the Idle, Unproductive, and Otherwise Playful.”  
*Critical Inquiry*.
- 2020 “Book Review: David Guerra: Slantwise Moves: Games, Literature, and  
Social Invention in Nineteenth-Century America.” *Modern Philology*  
117.4 (2020).
- 2018 “Book Review: Ina Blom, The Autobiography of Video: The Life and Times  
of a Memory Technology.” *Spectator* 38.1 (2018): 71-3.

### **New Media & Games**

- 2022 GBStudio Platformer Plus [Toolkit], 2022, <https://hauntology.itch.io/>

- 2017 The Parasite [Alternate Reality Game], University of Chicago, Chicago, IL, 2017.
- 2015 *The Sandbox / The Portal* [Electronic Literature] *Hyperrhiz* 11 (2015)  
<https://goo.gl/QjzDYB>
- 2014 *SEED* [Alternate Reality Game] Game Changer Chicago. Chicago, IL, 2014. <https://goo.gl/pjoMwP>
- 2013 *The Source* [Alternate Reality Game] Game Changer Chicago. Chicago, IL, 2013. <https://goo.gl/je82RM>
- Lucidity* [Electronic Literature] Game Changer Chicago. (2013)
- The Project* [Alternate Reality Game] Gray Center. Chicago, IL, 2013.  
<https://goo.gl/qwWZeD>

### **Other Publications**

- 2012 “Recalcitrant Linen.” *Pelt: The Skin of Space* (2012): 8-9.
- “Untitled (four lines).” *Dandelion* 37.3 (2012): 31-3.
- “Studies for Cream.” *Inter/tidal* 5 (2012): 14-17
- “Abstract Pipe Geometry.” *The Enpipe Line: 70,000+ Kilometers of Poetry Written in Resistance*. Smithers BC: Creekstone Press, 2012.
- 2011 “Ponderosa.” *Inter/tidal* 4 (2011): 52-8.

### **GRANTS AND FELLOWSHIPS**

- 2019 DePaul University, DePaul Humanities Center Fellowship
- 2017 University of Chicago, Mellon Foundation-University of Chicago  
 Dissertation Completion Fellowship
- University of Chicago, GRAD Global Impact Fellowship
- 2016 University of Chicago, Nicholson Graduate Fellowship

- 2013 University of Chicago, Game Changer Chicago Design Lab Fellowship
- 2012 University of Chicago, SSHRC Joseph-Armand Bombardier CGS Doctoral Fellowship
- 2009 Simon Fraser University, SSHRC Joseph-Armand Bombardier CGS Master's Scholarship
- 2009 Simon Fraser University, Pacific Century Graduate Scholarship

## TALKS & PRESENTATIONS

### Published Conference Proceedings

- 2012 “Dizziness and Disorder: Aporia as Genre in Roger Caillois.” *Meaningful Play*, East Lansing, MI, October 2012. <<http://goo.gl/GRKhNk>>

### Papers Presented

- 2022 “Every Game is Two Games: Meta-Generic Elements of Platforming Games.” Society for Literature, Science, and the Arts. West Lafayette, IN, October 2022.
- “A Typology of Introductory Game Design Courses.” Play, Make, Learn. Madison, WI, August 2022.
- 2020 “From Defense Mechanism to *Defender*: Susan Isaacs and the Conceptual History of Game Mechanics.” *Society for Cinema and Media Studies*. Denver, CO, April 2020 (Conference cancelled due to Covid-19 pandemic).
- “Early Computer Game Design and the Pleasure of Pragmatic Systems.” College Art Association. Chicago, IL, February 2020.
- 2019 “An Era of Designed Play” Society for Literature, Science and the Arts, Irvine, CA, November 2019.
- “Designing Passivity” *Informed Experiences/Designing Consent*, Chicago, IL, April 2019.

- 2018 “Disciplining Game Design” *Society for Literature, Science and the Arts*, Toronto, ON, November 2018.
- 2017 “Weird Fun and Normal Fun: On the Concept of Play Style” *Society for Literature, Science and the Arts*, Tempe, AZ, November 2017.
- “Wit, Trickiness, and the Impossible Reversal: Reading George Brecht’s *Deck*” *New England American Studies Association*, Boston, MA, March 2017.
- 2016 “Post Machine Aesthetics and Phenomenology: A Panel Response,” *Society for Literature, Science, and the Arts*, Atlanta, GA, 2016
- “Toys and Playland: Two Models of Playtime.” *Extending Play*, New Brunswick, NJ, September 2016.
- 2014 “Inter(species)play.” *Inter/Play Joint Graduate Conference*, Chicago, IL, October 2014.
- “Satisfaction Guaranteed: Towards an Ontology of Fun.” *Cultural Studies Association*, Salt Lake City, UT, May 2014.
- “Idle Hands and the Unconscious Playground.” *Popular Culture Association/American Cultures Association*, Chicago, IL, April 2014.
- 2013 “Towards a History of Fun.” *Society for US Intellectual History*, Irvine CA, November 2013.
- “If you want to play games, there is a form for that’: Freedom and the Injunction to Play in The Project.” *Society for Literature, Science, and the Arts*, South Bend IN, October 2013.
- “Bouncing and Time.” *Extending Play*, New Brunswick, NJ, April 2013.
- 2012 “Dizziness and Disorder: Aporia as Genre in Roger Caillois.” *Meaningful Play*, East Lansing, MI, October 2012.
- with Myka Tucker-Abramson. “Serial Realisms.” *Cultural Studies Association*, San Diego CA, March 2012.
- 2011 with Emily Fedoruk. “Keeping Time: Counting as Gesture.” *Times out of*

*Joint: SFU Graduate Conference, Vancouver BC, June 2011.*

“drowning must be a really comfortable arrangement’: Time and Weariness in Crane’s *The Open Boat*.” *American Comparative Literature Association, Vancouver BC, February 2011.*

with Myka Tucker-Abramson. “Conflicted Genres and Generic Conflicts: Fallout 3 and Empire.” *Cultural Studies Association, Chicago IL, February 2011.*

2010 “Draining the Medicinal Bath: Affective Inversions of Crisis.” *System Crash: SFU Graduate Student Conference, Vancouver BC, June 2010.*

## **TEACHING**

### **University of Wisconsin-Madison**

Cultures of Design in Education (Graduate)	2022
Tools for Game Design	2022
Pervasive Games	2022
How Games Change Us (Graduate)	2021
Game Design II	2021
Game Design I	2020-2022

### **DePaul University**

Game Design Workshop (Graduate)	2020
Game Development Project II (Undergraduate)	2020
Game Design Pro-seminar (Graduate)	2019
Games with a Purpose Bootcamp (Graduate)	2019
Game Development Practicum (Graduate)	2019
Solo Game Development (Undergraduate)	2019
Game Development Project I (Undergraduate)	2018-2019
Creative Computation (Graduate)	2018
Game Studies Pro-Seminar (Graduate)	2018

## **ADVISING**

### **PhD Students**

Max Shafer-Landau (2022, chair), Caleb Probst (2022, committee), Noah Terrell (2022, external member), Jacob Mertens (2022, external member), David

McHugh (2021-22, chair), Jeffery Maddock (2021, committee), Julia Moreira (2021-22, committee), Gracie Straznickas (2018-21, outside member and prior chair), Jessa Dickinson (2019 depth exam committee).

### **Master's Students**

Clem Samuels (2021, committee), Sarah Larson (2021, committee), Annelise Belmonte (2020-21, chair), Jes Klass (2020-21, chair), Alex Bakos (2020-21, chair), Theo Ford (2019-20, chair), Michelle Lega (2019-20, chair), John Henry Clark (2019-20, chair), Trynn Check (2019-20, chair)

## **UNIVERSITY SERVICE**

### **University of Wisconsin-Madison**

2021-22 Play, Make, Learn Conference Organizer  
2020-22 DICE Area Studies  
2020-22 Colloquium Committee

### **DePaul University**

2018-20 Chair, Game Development Program Committee  
2018-20 Chair, Game Development Search Committee  
2018-20 Human Centered Design PhD Committee  
2018-20 CDM Diversity Committee  
2018-20 CDM Research Environment and Scholarship Committee  
2018-20 School of Design Curriculum Committee  
2018-19 School of Design Adjunct Review & Hiring  
2018-19 MFA Admissions Review  
2018-19 Faculty Adviser, Junior Development Experience Student Group  
2018-19 Faculty Supervisor, Graduate Student Assistantships

## **SERVICE TO PROFESSION**

### **Academic Press Reviewer:**

*Rutgers University Press*  
*University of Chicago Press*

### **Journal Reviewer:**

*American Journal of Play*  
*ECNU Review of Education*  
*Caliban*



*Computers and Education*  
*Journal of Games, Self, and Society*  
*Mosaic*

**Conference Reviewer:**

*Digital Games Research Association*  
*Foundations of Digital Games*

**Board Membership**

*Video Game Art Gallery*

**Organized Talks and Conferences**

- 2018-20     *Inter/lude: Midwest Games Research Network*. Bi-Monthly meetings.  
2015-17     Alternate Realities and Virtual Worlds Lecture Series  
2014         Interplay Chicago Grad Student Conference, Chicago, IL, October 2014.

**MEDIA COVERAGE**

- 2019         Beyond Gameplay Podcast. Kelli Dunlap, “The Limits of Empathy.” May 30, 2019
- 2018         *Wired*. Eric Thurm, “An Alternate Reality Game That Takes Freshman Orientation to a New Level.” March 25, 2018.
- Howlround*. Heidi Coleman, “The Parasite: An Alternate Reality Game for Orientation,” January 7, 2018.
- 2017         *Chronicle of Higher Education*. Anastasia Salter, “Playing at Orientation: Interview with the Designers of ‘The Parasite’ at University of Chicago,” November 27, 2017.
- UChicago News*. Freddy Tsao, “Faculty use augmented reality, digital media to create groundbreaking O-Week experience” September 27, 2017.
- 2014         *Chicago Maroon*. Anne Nazzaro, “Jagoda Talks Alternate Reality Game.” October 21, 2014.

*Fast Company*. Lauren Williamson, "The Alternate-Reality Games That Teach Kids The Cause And Effect Of Their Circumstances." October 8, 2014.

*Hyde Park Herald*. Jessica Cohen, "Program Serves Local, Adventuresome Youth." July 29, 2014.

2013

*Pacific Standard*. Kim O'Connor. "Playing With the Truth: When Alternate Reality Gets Real." October 23, 2013.

*Chicago Maroon*. Hannah Nyhart, "Down the Rabbit Hole," June 4, 2013.