

# ANASTASIA SALTER

Associate Professor  
University of Central Florida  
College of Arts and Humanities

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## LEADERSHIP APPOINTMENTS

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**Director of Graduate Programs, College of Arts and Humanities** (May 2019 to present)

**Interim Assistant Director, Games and Interactive Media** (2018 to May 2019)

**Program Coordinator, Web and Social Platforms** (2018 to May 2019)

Nicholson School of Communication and Media, UCF

**Program Coordinator, Digital Media** (2017 to 2018)

School of Visual Arts and Design, UCF

**Director of Graduate Programs** (2013 to 2014)

Science, Information Arts and Technologies

D.S. in Information and Interaction Design

M.S. in Interaction Design and Information Architecture

Certificate in Information Design

Certificate in Digital Media Production

Certificate in Library Technologies

University of Baltimore.

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## ACADEMIC APPOINTMENTS

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**Associate Professor**, Games and Interactive Media, UCF (2018 to present)

**Graduate Faculty**, Digital Media (2014 to present)

**Core Faculty**, Text and Technology PhD (2014 to present)

**Assistant Professor**, Digital Media, University of Central Florida (2014 to 2018)

**Assistant Professor**, University of Baltimore (2011 to 2014)

**Visiting Assistant Professor**, University of Baltimore (2010 to 2011)

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## EDUCATION

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**D.C.D.**, Doctor of Communications Design (Spring 2010). University of Baltimore.

**M.F.A.**, Master of Fine Arts in Children's Literature (Fall 2011). Hollins University.

**M.A.**, Communication, Culture, and Technology (Spring 2007). Georgetown University.

**B.A.**, Digital Narrative Studies (Spring 2005). University of Maryland, College Park.

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## LEADERSHIP IN THE PROFESSION

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2019 to 2020. **Chair.** Electronic Literature Organization Conference and Media Arts Festival, Orlando, FL.

2018 to present. **Steering Committee.** HASTAC (Humanities, Arts, Science, and Technology Alliance and Collaboratory).

2018 to present. **Education Committee,** Interactive Fiction Technology Foundation.

2016 to 2019. **Committee,** Modern Language Association Committee on the Status of Women in the Profession. **Co-Chair,** 2017 to 2019.

Co-organized panels drawing attention to gender discourse in the humanities

Led the revision of the committee charge for greater inclusivity

Drafted the committee's annual report to the MLA Executive Committee

2016 to present. **Board of Directors,** Electronic Literature Organization. **Treasurer,** 2018 to present.

Responsible as treasurer for overseeing the budget for conferences, grant-funded projects, and other initiatives of the international organization

Organizing the 2020 Electronic Literature Organization Conference in Orlando

2016 to 2017. **Chair Coordinator** and **Artistic Committee,** Electronic Literature Organization Conference 2017.

2015 to 2016. **Co-Program Chair.** IEEE International Conference on Serious Games and Applications for Health (SeGAH).

2014 to 2015. **Board Member,** North American Simulation and Gaming Association.

2014 to 2018. **THATCamp Coordinating Council,** elected member.

2014. **Conference Chair,** THATCamp Games: NASAGA Edition unconference.

2013 to 2014. **Chair of the Board and Conference Chair,** North American Simulation and Gaming Association.

2012 to 2013. **Board,** North American Simulation and Gaming Association.

2012. **Co-Chair** (w/ A. Visconti), THATCamp Games unconference

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## ADMINISTRATIVE DUTIES AND ACCOMPLISHMENTS

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### Duties as Interim Assistant Director, Games and Interactive Media

Establish department policies and procedures for the newly-formed Department of Games and Interactive Media

Manage department meetings and coordinate faculty governance

Oversee department budget and resources, including assigned staff, faculty searches, and committees

Develop curricular offerings process and manage course scheduling

Coordinate and submit annual assessment reports for the department

### **Key Accomplishments as Interim Assistant Director, Games and Interactive Media**

Established interim policies for the department in consultation with the faculty and through review of legacy Nicholson and SVAD materials

Oversaw the AESP committee working on revising guidelines for annual evaluation

Coordinated faculty efforts to redesign the graduate curriculum in response to changing technologies and opportunities with school-level changes

Worked with transition team and downtown groups to plan space, resources, and curriculum changes pursuant to the Fall 2019 move

Supported faculty through the challenges of both a school transition and pending relocation

Chaired an administrative workgroup to develop Digital Media collaborative frameworks and processes for VC and UCF downtown

Drafted an equitable workload policy to balance faculty course assignments and address challenges of course scale

Gathered and submitted evidence of program strength that helped raise the Game Design program to #13 in the Princeton Review rankings of the field

### **Duties as Program Coordinator, Digital Media**

Manage program meetings and organize sub-committees

Coordinate curricular development and manage course scheduling

Participate in school-level meetings and coordination of programs and goals

### **Key Accomplishments as Program Coordinator, Digital Media**

Oversaw the development and passing of complete overhauls to both the Web Design and Game Design curriculum

Led the committee and revision effort to craft a new Web and Social Platforms specialization, building on opportunities of emerging technologies

Served on transition teams to coordinate downtown efforts, including the development of structures for the newly-formed Nicholson School and plans for potential collaboration with Valencia at the downtown campus

### **Duties as Director of Science, Information Arts and Technology Graduate Programs**

Oversee the curriculum and scheduling for courses in the D.S. in Information and Interaction Design, M.S. in Interaction Design and Information Architecture, Certificate in Information Design, Certificate in Digital Media Production, and the Certificate in Library Technologies

Serve as a point of contact and resource for all students enrolled in or considering enrollment in these programs, as well as default thesis advisor where needed

Promote and advance graduate education efforts at the university

### **Key Accomplishments as Director of Science, Information Arts and Technology Graduate Programs**

Received an internal Provost's Technology Grant to develop a games library for use in student research in coordination with university librarians

Participated in a University Advertising and Marketing Retreat to develop new strategies for promoting graduate programs

Worked with other graduate program directors towards realigning curriculum as part of shifting college structures

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### **AWARDS & FELLOWSHIPS**

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**Salter, A.** (2019). UCF Women's History Month honoree, University of Central Florida.

**Salter, A.** (2017). UCF Luminary Award. University of Central Florida.

**Salter, A.;** Blodgett, B. (2017). Foundation of Digital Games. Honorable Mention for "This is Fine: #ResistJam and the 2016 Election in Gaming."

Whitson, R.; **Salter, A.;** et al. (2016). *Comics as Scholarship* special issue of Digital Humanities Quarterly: Best Online Comic Studies Scholarship award, administered by A. David Lewis, Massachusetts Independent Comics Expo.

**Salter, A.** (2016). Featured paper at the Electronic Literature Organization Conference. One of two juried selected papers.

**Salter, A.** (2015). Research Fellowship, Strong National Museum of Play. "Life and work of video game designer Jane Jensen." July.

Blodgett, B.; **Salter, A.** (2014). Foundations of Digital Games. Exemplary paper for "#1ReasonWhy: Game Communities and the Invisible Woman."

**Salter, A.** (2012). Rising Star Award for best presentation by early career / newcomer for "Building a Better Reality, Together: Alternate Reality Games as Shared Worlds." North American Simulation and Gaming Association Conference, Columbus, OH, November 7-10.

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### **PUBLICATIONS**

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#### **Books**

**Salter, A.;** Blodgett, B. (2017). *Toxic Geek Masculinity in Media: Sexism, Trolling, and Identity Policing*. Palgrave Macmillan. (Peer reviewed)

**Salter, A.** (2017). *Jane Jensen: Gabriel Knight, Adventure Games, Hidden Objects*. Bloomsbury Academic Press. (Peer reviewed)

**Salter, A.** (2014). *What is Your Quest? From Adventure Games to Interactive Books*. University of Iowa Press. (Peer reviewed)

**Salter, A.;** Murray, J. (2014). *Flash: Building the Interactive Web*. Platform Studies Series, MIT Press. (Peer reviewed)

### Books in Progress

**Salter, A.** Stanfill, M. (Expected 2020). *A Portrait of the Auteur as Fanboy: Gendered Authorship in Transmedia Franchises*. University of Mississippi Press. (Under contract)

**Salter, A.;** Moulthrop, S. (Expected 2020). *Twining*. Amherst Press. (Under contract, will be published Open Access)

Reed, A.; Murray, J.; **Salter, A.** (Expected 2020). *Genre Studies: Adventure Games*. Bloomsbury. (Under contract)

### Edited Collections

Flores, L.; **Salter, A.;** Boluk, S.; Garbe, J. (2014-2016). Editorial Team for the *Electronic Literature Collection* Volume 3.

Whitson, R.; **Salter, A.** (2015). "Comics as Scholarship." *Digital Humanities Quarterly* 9.4. Editors, special issue. (Editor and peer reviewed)

### Journal Articles

**Salter, A.** (Expected 2020). "#RelationshipGoals? Joker, Harley Quinn, and Problematic Ships." *Television and New Media*. (Peer reviewed; accepting pending minor revisions)

Winter, R.; **Salter, A.** (Expected 2019). "DeepFakes: Uncovering Hardcore Open Source on GitHub." *Porn Studies*. (Peer reviewed)

**Salter, A.;** Whitson, R.; Helms, J. (2018). "Making comics as scholarship: A reflection on the process behind DHQ 9.4." *Kairos: A Journal of Rhetoric, Technology, and Pedagogy* 23(1). <<http://kairos.technorhetoric.net/23.1/inventio/salter-et-al/index.html>> (Peer reviewed)

Blodgett, B.; **Salter, A.** (2018). "Ghostbusters is For Boys: Understanding Geek Masculinity's Role in the Alt-right." *Communication Culture & Critique*, 11(1), 133-146. (Peer reviewed)

**Salter, A.** (2017). "Taking Over the World, Again? Examining Procedural Remakes of Adventure Games." *Well Played Volume 6. No. 3*. <<http://press.etc.cmu.edu/index.php/product/well-played-vol-6-no-3/>>. (Peer reviewed)

**Salter, A.** (2017). "Code before Content? Programmer Culture in Games and Electronic Literature." *Hyperhiz: New Media Cultures* 17. <<http://hyperhiz.io/hyperhiz17/>>. (Peer reviewed)

Watson, K.; **Salter, A.** (2016). "Playing Art Historian: Teaching 20<sup>th</sup> Century Art through Alternate Reality Gaming." *International Journal for Scholarship of Technology Enhanced Learning*. 1.1: 100-111. (Peer reviewed)

- Whitson, R.; **Salter, A.** (2015). "Comics and the Digital Humanities: An Introduction to Comics as Scholarship." *Digital Humanities Quarterly* 9.4. <<http://www.digitalhumanities.org/dhq/vol/9/4/000210/000210.html>>. (Editor reviewed)
- Salter, A.** (2015). "Alice in Dataland 2.0." *Kairos: A Journal of Rhetoric, Technology, and Pedagogy* 20.1. <<http://kairos.technorhetoric.net/20.1/inventio/salter/index.html>> (Peer reviewed)
- Salter, A.** (2015). "Learning Through Making: Notes on Teaching Interactive Narrative." *Syllabus Vol. 4:1*. Special Issue: Teaching with and about Games: Ed. Jennifer deWinter and Carly A. Kocurek. <<http://www.syllabusjournal.org/article/view/14485>>. (Peer reviewed)
- Salter, A.** (2015) "Convergent Devices, Dissonant Genres: Tracking the 'Future' of Electronic Literature on the iPad." *Electronic Book Review*. <<http://www.electronicbookreview.com/thread/electropoetics/convergent>>. (Peer reviewed)
- Salter, A.;** Blodgett, B. (2012) "Hypermasculinity & Dickwolves: The Invisibility of Women in the New Gaming Public." *Journal of Broadcasting & Electronic Media*. <<http://www.tandfonline.com/doi/full/10.1080/08838151.2012.705199>>. (Peer reviewed)
- Salter, A.** (2012). "Quest for Love: Playing the Women of King's Quest." *Well-Played* 1.4. <<http://www.etc.cmu.edu/etcpres/content/volume-1-number-4-romance>>. (Editor reviewed)
- Salter, A.** (2012). "To Be A Mighty Pirate: Guybrush Threepwood, Indiana Jones and a misspent youth of unintentional learning." *The Looking Glass: New Perspectives on Children's Literature*. Vol 16 Issue 2. <<http://www.the-looking-glass.net/index.php/tlg/article/view/321/318>>. (Editor reviewed)
- Salter, A.** (2011). "Ugly Bodies, Pretty Bodies: Scott Westerfeld's *Uglies* and the Inhumanity of Culture." *StoryTelling: A Critical Journal of Popular Narrative*. Winter. (Peer reviewed)
- Salter, A.** (2011). "Virtually Yours: Desire and Fulfillment in Virtual Worlds." *The Journal of Popular Culture*, 44: 1120–1137. doi: 10.1111/j.1540-5931.2011.00891.x (Peer reviewed)
- Salter, A.** (2011). "Adventurers turned Tale-Tellers: The Emergence of an On-line Folk Art Community." *Rhizomes*. <<http://rhizomes.net>> (Peer reviewed)
- Salter, A.** (2009). "Once More a Kingly Quest." *Journal of Transformative Works and Cultures*. <<http://journal.transformativeworks.org/>> (Peer reviewed)

## Journal – Creative Digital Work

- Burelle, M.; Kocurek, C.; Perez, A.; Reilly, M.; **Salter, A.**; Smith, G.; Vadakumchery, T. (2018). "The Spider's Web: Alternate Reality Game" *Ada: A Journal of Gender, New Media, and Technology*, Issue 13. (Peer reviewed)
- Salter, A.;** Blodgett, B. (2017). "Alt-Right: Ctrl+A; Del." *Journal of Persona Studies* 3.1. <<https://ojs.deakin.edu.au/index.php/ps/article/view/656>> (Peer reviewed)

## Book Chapters in Progress

Salter, A.; Blodgett, B. (Under external review). “#Kilgraved: Geek Masculinity and Entitlement in Jessica Jones.” *Jessica Jones*. Edited by Mary Grace Lao, Jessica Bay, and Priya Rehal, under contract with University of Calgary Press.

Blodgett, B.; **Salter, A.** (Under external review). “Training Designer Two: Ideological Conflicts in Feminist Games + Digital Humanities.” *Alternative Genealogies of Digital Humanities*. Edited by Dorothy Kim and Adeline Koh, under contract with Punctum.

**Salter, A.** (Anticipated 2020). “Virtual Farmer, Real Activist? Cory Doctorow and Jen Wang’s *In Real Life*.” *EcoComix*. Edited by Sid Dorbin, under contract with McFarland. (Editor reviewed)

**Salter, A.** and Murray, J. (Anticipated 2019). “ELit After Flash: The Rise (and Fall) of a ‘Universal’ Platform.” *Electronic Literature: Contexts, Forms, and Practices*. Edited by James O’Sullivan and Dene Grigar, under contract with Bloomsbury. (Editor reviewed)

## Book Chapters

**Salter, A.** (January 2020, in press). “Gendered Authorship in War Games: Whose Fantasy is it Anyway?” *Feminist War Games?: Mechanisms of War, Feminist Values, and Interventional Games*. Edited by Jon Saklofske, Alyssa Arbuckle, and John Bath. Routledge.

Blodgett, B.; **Salter, A.** (December 2019, in press). “What Was Missing: Children’s Queerbaiting and Homoromantic Exclusion in Adventure Time and Steven Universe.” *Queerbaiting and Fandom: Teasing Fans through Homoromantic Possibilities*. Edited by Joseph Brennan. The University of Iowa Press. (Peer reviewed).

**Salter, A.** (November 2019, in press). “Collaborative Voices: Kate Pullinger’s Digital Authorial Voice.” *The Digital Imaginary*. Edited by Roderick Coover. Bloomsbury Press. (Editor reviewed)

**Salter, A.** (June 2019). “Dead Girl with the Dungeons and Dragons Tattoo: Supernatural and the Disposable Other.” *Death in Supernatural: Critical Essays*. Edited by Amanda Taylor and Susan Nylander. McFarland Press. (Peer reviewed)

**Salter, A.** (2019). “King’s Quest: Narrative” *How to Play Video Games*. Edited by Matt Payne and Nina Huntemann. New York University Press. (Editor reviewed)

**Salter, A.** and Blodgett B. (2019). “Playing the Humanities: Feminist Game Studies and Public Discourse.” *Bodies of Information: Intersectional Feminism and Digital Humanities*. Edited by Elizabeth Losh and Jacqueline Wernimont. University of Minnesota Press. (Peer reviewed)

Blodgett, B. and **Salter, A.** (2018). “The Doctors Who Waited: The Lonely Woman Scientist Trope in Geek TV.” In *Women in STEM on Television*. Edited by Ashley Carlson. McFarland Press. (Editor reviewed)

**Salter, A.** (2018). “Building Interactive Stories.” In *The Routledge Companion to Media Studies and Digital Humanities*. Edited by Jentery Sayers. Routledge Press, November. (Editor reviewed)

- Salter, A.** (2016). "Comics and Art." In *The Routledge Companion to Comics*. Edited by Frank Bramlett, Roy Cook, and Aaron Meskin. Routledge Press, June. (Editor reviewed)
- Salter, A.** (2016). "Educational Games." In *Debugging Game History: A Critical Lexicon*. Edited by Raiford Guins and Henry Lowood. MIT Press, June. (Editor reviewed)
- Salter, A.** (2014). "Writing Under Constraint" and "Mobile Entertainment." In *The Johns Hopkins Guide to Digital Media*. Co-editors: Lori Emerson, Marie-Laure Ryan, Benjamin Robertson. Johns Hopkins University Press. (Peer reviewed)
- Salter, A.** (2013). "Hacking the Dissertation." In *Hacking the Academy*, edited by D. Cohen and T. Scheinfeldt. University of Michigan Press. (Editor reviewed)
- Salter, A.** (2011). "Closed Minds: Tamora Pierce's Teenagers and the Problem of Desire." *Supernatural Youth*. Ed. J. Battis. Lexington Press. (Editor reviewed)

### Conference Proceedings

- Salter, A.**; Stanfill, M.; Sullivan, A. (expected 2019). "But Does Pikachu Love You? Reproductive Labor in Casual and Hardcore Games." In *Proceedings of the 14<sup>th</sup> Conference on the Foundations of Digital Games*. ACM. (Peer reviewed)
- Sullivan, A.; **Salter, A.**; Smith, G. (expected 2019). "Beyond the Recipe: A Critical Analysis of Craft in Games." *Digital Games Research Association Conference Proceedings*, Kyoto, Japan, August 6-10. (Non-presenting author)
- Salter, A.**; Blodgett, B. (2018). "'Every Word You Just Said is Wrong': Online Rage and Inclusivity in Disney Franchise Fandom." In *Selected Papers of Internet Research 17*. Association of Internet Research. (Peer Reviewed)
- Salter, A.**; Blodgett, B.; Sullivan, A. (2018). "'Just Because It's Gay': Transgressive Design in Queer Coming of Age Visual Novels." In *Proceedings of the 13<sup>th</sup> International Conference on the Foundations of Digital Games*. ACM. (Peer reviewed)
- Sullivan, A.; **Salter, A.**; Smith, G. (2018). "Games Crafters Play." In *Proceedings of the 13<sup>th</sup> International Conference on the Foundations of Digital Games*. ACM. (Peer reviewed)
- Salter, A.**; Blodgett, B. (2017). "This is fine: #ResistJam and the 2016 election in gaming." In *Proceedings of the 12th International Conference on the Foundations of Digital Games* (p. 19). ACM. (Peer reviewed)
- Sullivan, A.; **Salter, A.** (2017). "A taxonomy of narrative-centric board and card games." In *Proceedings of the 12th International Conference on the Foundations of Digital Games* (p. 23). ACM. (Peer reviewed)
- Kourova, A., **Salter, A.**, Pidberejna, I., & McDaniel, R. (2016). "From Orlando to Russia: Cross-cultural communication through gamemaking." In *Proceedings of the 34th Annual International Conference on the Design of Communication*. New York: Association for Computing Machinery. Arlington, Virginia. (Peer reviewed)
- Salter, A.** (2016). "Playing at Empathy: Representing and Experiencing Emotional Growth through Twine Games." In *IEEE Serious Games and Applications for Health Conference*



*Proceedings 2016*. IEEE. Orlando, Florida. <<http://ieeexplore.ieee.org/document/7586272/>> (Peer reviewed)

**Salter, A.** (2016). "It's Not Just Subtext: Constructing the Fangirl as Creator and Subject in Supernatural." In *Selected Papers of Internet Research 15*. Association of Internet Research. Phoenix, Arizona. (Peer reviewed)

**Watson, K.**; Salter, A. (2016). "Secret Societies of the Avant-Garde." In *Games Learning Society 11 Conference Proceedings*, ETC Press: 440-444. Madison, Wisconsin. <<http://press.etc.cmu.edu/files/GLS11-Proceedings-2015-web.pdf>> (Peer reviewed)

**Salter, A.**; Murray, J. (2014). "Marking New Ground: Flash, HTML5 and the Future of the Web Arcade. In *Foundations of Digital Games 2014*. <[http://www.fdg2014.org/papers/fdg2014\\_paper\\_27.pdf](http://www.fdg2014.org/papers/fdg2014_paper_27.pdf)> (Peer reviewed)

Blodgett, B.; **Salter, A.** (2014). "#1ReasonWhy: Game Communities and the Invisible Woman." In *Foundations of Digital Games 2014*. <[http://www.fdg2014.org/papers/fdg2014\\_paper\\_02.pdf](http://www.fdg2014.org/papers/fdg2014_paper_02.pdf)> (Peer reviewed)

Blodgett, B.; **Salter, A.** (2013). "Hearing 'Lady game Creators' Tweet: #1ReasonWhy, Women and Online Discourse in the Game Development Community." In *Selected Papers of Internet Research 14*. <<http://spir.aoir.org/index.php/spir/article/view/694>> (Peer reviewed)

Bonsignore, E.; Hansen, D.; Troups, Z.; Nacke, L.; **Salter, A.**; Lutters, W. "Mixed Reality Games." (2012). Workshop paper. In ACM Computer Supported Collaborative Work Conference Proceedings. <[doi.10.1145/2141512.2141517](https://doi.org/10.1145/2141512.2141517)> (Peer reviewed)

Livermore, J.; **Salter, A.** (2011). "What is the Student Recruitment Value of the CAE Designation?" In *15th Colloquium for Information Security Systems Education Proceedings*. (Peer reviewed)

## Reviews

**Salter, A.** (2017). Review of *Atari Age: The Emergence of Video Games in America*. *American Journal of Play* 10.1. <<http://www.journalofplay.org/issues/10/1/book-review/5-atari-age-emergence-video-games-america-michael-z-newman>>. (Editor reviewed)

**Salter, A.** (2016). Review of *Press Start to Play*. *Journal of Multidisciplinary Research* 7.3: 91-92. <<http://www.jmrpublication.org/portals/jmr/Issues/JMR7-3.pdf>> (Editor reviewed)

**Salter, A.** (2012). "Playing Through the "Art of Video Games" Exhibit at the Smithsonian American Art Museum." *Journal of Digital Humanities* Vol 1, No 2, Spring 2012. <<http://journalofdigitalhumanities.org/1-2/playing-through-the-art-of-video-games-exhibit-by-anastasia-salter/>>. (Editor reviewed)

## News Publications

**Salter, A.**; Murray, J. (2014). "How Flash Games Shaped the Internet." *The Atlantic: Tech*. November 29. <<http://www.theatlantic.com/technology/archive/2014/11/how-flash-games-shaped-the-internet/383136/>>

**Salter, A.** (2011). "Learning by gaming in a high-tech world." *The Baltimore Sun*. April 11. <<http://www.baltimoresun.com/news/opinion/oped/bs-ed-video-games20110411,0,2388042.story>>

## Online Publications

**Salter, A.** (2011-2018). ProfHacker Staff Contributor (3 posts/month). <<http://chronicle.com/blogs/profhacker/author/asalter>>

Group blog on technology and pedagogy hosted by the Chronicle of Higher Education.

Topics include games in the classroom, technology and scholarly writing, mobile tools and development, open access, learning and teaching programming.

**Salter, A.; Blodgett, B.** (2018) "The Last Fanboy? The Authors of 'Toxic Geek Masculinity in Media' on Star Wars." *Palgrave Macmillan*. Blog series on Media and Marginalisation. <<https://www.palgrave.com/gp/campaigns/media-and-marginalisation/salter-blodgett-blog>>

**Salter, A.; Stachowiak, Bonni.** (2018). "Designing Inclusive Games for The Higher Ed Classroom with Anastasia Salter." *Teaching in Higher Ed* Episode 188. Podcast. <<http://teachinginhighered.com/podcast/designing-inclusive-games-higher-ed-classroom/>>

**Salter, A.** (2017). "Making Space for Meaningful Play in Anthropology." *Gaming Anthropology: A Sourcebook from #AnthropologyCon*. Samuel Gerald Collins, Joseph Dumit, Matthew Durlington, Edward Gonzalez-Tennant, Krista Harper, Marc Lorenc, Nick Mizer, Anastasia Salter. <<https://anthropologycon.org.files.wordpress.com/2017/12/gaming-anthropology.pdf>>

**Salter, A.; Roy, M.** (2013) "Games with a Purpose: Interview with Anastasia Salter." *Transformations: Games in Education*. The Academic Commons. <<http://www.academiccommons.org/2013/09/interview-with-anastasia-salter/>>

**Salter, A.** (2011). "A Silver Lining for Fan-Made Indie Games." In *Media Res: A Media Commons Project*. August 19. <<http://mediacommons.futureofthebook.org/imr/>>

**Salter, A.** (2010-2012). "Future Fragments." CC2K Pop Culture Editor and Columnist. Topics included future of the book, pop culture and gender, electronic literature, games.

Pionke, J.; **Salter, A.** (2010). "Hackgender." Co-editor, website creator. Digital collection of reflections on gender. <[Hackgender.org](http://Hackgender.org)>

**Salter, A.** (2010). "Rethinking the Humanities Dissertation." *Hacking the Academy*. Ed. Tom Scheinfeldt and Dan Cohen. <[Hackingtheacademy.org](http://Hackingtheacademy.org)>

**Salter, A.** (2007). "Avatara: Woman and Goddess." Winter Special Issue "Digital Eves: Transgression/Transcendence in Cyberspace." <[WomenWriters.net](http://WomenWriters.net)>

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## CONFERENCES AND TALKS

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### Invited Talks and Keynotes

**Salter, A.** (2019). ““Program and Control”? Netflix's Bandersnatch and the Future of Choose Your Own Adventure.” Duke Games Lab Open House, Duke University, January 24.

**Salter, A.** (2018). “#NostalgiaGate? Comics as Battleground in Transmedia Networked Publics.” Keynote, University of Florida Comics Conference. April 6-8, Gainesville, Florida.

**Salter, A.** (2017). “Not Just Point and Click: The Poetics of Choice (and Resistance) in Narrative Games.” KU Digital Humanities Forum, Lawrence, Kansas, September 28.

**Salter, A.** (2017) “Always Be Batman: Tracing American Cultural Identity through Transmedia Superheroes.” Levis Lecture, Rollins University, February.

Saklofske, J.; **Salter, A.**; Losh, L.; Jakacki, D.; Boluk, S. (2016). Feminist Games Plenary Panel. Electronic Literature Organization and Digital Humanities Summer Institute joint event, University of Victoria, June.

**Salter, A.** (2016) “Make it Work: Failing Creatively in the Classroom.” 2016 USC Upstate Technology Symposium (via Skype), May.

**Salter, A.** (2016). “Playing Social Justice Warrior: Reclaiming Games through Cultural Revolution.” In Play: Games, Aesthetics, Performance Symposium, University of Maryland, March 4.

**Salter, A.** (2016). Invited roundtable participant: “The Language of Sexual Violence and the Rhetoric of Consent.” Modern Language Association session organized by the Committee on the Status of Women in the Profession, Austin, TX, January 7-10.

**Salter, A.** (2015). “Critical Making through Play.” Keynote, EURECA Conference, American University in Cairo. February 22-25.

**Salter, A.**; Elshimi, G.; Glavanis, P.; Mostafa, M. (2015). “Cultivating Creative Thinking in Student Scholarship.” Invited panel, EURECA Conference, American University in Cairo. February 22-25.

**Salter, A.** (2015). “Beyond the Bridgekeeper: Exploring Narrative Games on the Margins.” Digital Assembly: Changing the Game, University of Florida. February 19.

**Salter, A.** (2014). “Guardians of the Classroom: Transformative Play for Learning.” Academic Technology Innovation Symposium Plenary, University of North Florida, October 15.

**Salter, A.** (2014). “Learning in a Game World.” American Psychological Association Education Leadership Conference Plenary. Washington, DC, September 13-16.

Smith, M.; King, K.; **Salter, A.** (2014). Digital Humanities Scholarship Panel. Women’s Studies Summer Technology Institute. University of Maryland, College Park, May 28.

**Salter, A.** (2014). Keynote and workshop on Games in the Classroom. American International Consortium of Academic Libraries (AMICAL), Athens, Greece, May 14-17.

Black, J.; Duncan, R.; Lee, J.; **Salter, A.**; Zimmerman, E. (2014). The CUNY Games Festival Plenary, City University of New York, January 17.

Alexander, B.; **Salter, A.** (2013). “Games in Education: A Cultural Perspective.” Online Seminar, National Institute for Technology in Liberal Education, October 24.

**Salter, A.** (2013). "Play to Learn: Games in the Classroom and Beyond." Martha A. Mitten Speaker Series, Towson University, October 17.

**Salter, A.** (2013). "Gaming for a Classroom (R)evolution: Transforming Learning through Play." Baker-Nord Center for the Humanities, Case Western Reserve University (THATCamp Games 2013), April 18.

**Salter, A.** (2012). Panelist, Close Playing Roundtable. Honors Humanities dialog series. University of Maryland, College Park, MD, September 28.  
<<http://www.umd.edu/fyi/index.cfm?id=152480>>

**Salter, A.** (2012). "Playing with Data: Visual Interfaces and Game Design." Presenter and panelist at CYBERLINX2, National Security Agency, Fort Meade, MD, May 22.

### **Peer Reviewed Conference Presentations – International**

**Salter, A.** (2020). "Player versus Player? Redefining Gamer Identity through Thirty Years of Webcomics." Modern Language Association, Seattle, January 9-12.

**Salter, A.** (2019). "'A Safe Place for Creative Expression'? Tumblr and the Death of a Platform." Electronic Literature Organization Conference, Cork, Ireland, July 15-17.

**Salter, A.** (2019). "Plundered Hearts: The Mostly Forgotten History of Romance Games." Society for Cinema and Media Studies, Seattle, March 13-17.

**Salter, A.** (2019). "Whose Theory Is It Anyway? Confessions of an Impostor Teaching Digital Humanities." Modern Language Association, Chicago, January 3-6.

Grigar, D; Luesebrink, M; Moulthrop, S; Strickland, S; Tabbi, J; **Salter, A.** (presiding; roundtable). (2019). "Born Digital Literature: History, Theory, and Practice." Modern Language Association, Chicago, January 3-6.

**Salter, A.;** Blodgett, B. (2018). "'Every Word You Just Said is Wrong': Online Rage and Inclusivity in Disney Franchise Fandom." Association of Internet Research, Montreal, Canada, October 10-13.

**Salter, A.** (2018). "Harlowe-quin Romance: Subversive Play at Love (and Sex) with Twine." Electronic Literature Organization Conference, Montreal, Canada, August 14-17.

**Salter, A.** (2018). "Lookin' Good, Daddy: Dating Dream Daddies and Subverting Toxic Masculinity Through Play." Society of Cinema and Media Studies Annual Conference, Toronto, March 13-16.

**Salter, A.** (2017). "Games Trolls Play: Lessons from GamerGate for the Age of Trump." Modern Language Association Convention, New York, NY, January 5-8.

**Salter, A.** (2017). "Super Social Justice Warriors: DC Rebirth's Arrow and the Comic Culture Wars." Modern Language Association Convention, New York, NY, January 5-8.

**Salter, A.;** Blodgett, B. (2017). "This is Fine: #ResistJam and the 2016 Election in Gaming." Foundations of Games 2017, Hyannis, MA, August 14-17.

**Salter, A.** (2017). "You're the Star of the Story? Adventure Games in Virtual Reality." Electronic Literature Organization Conference, Porto, Portugal, July 18-20.

**Salter, A.** (2017). "Fathering the Cursed Child? Gendered Authorship and 'Fan' Fiction in Harry Potter." Children's Literature Association Annual Conference, Tampa, Florida, June 22-24.

Kocurek, C.; deWinter, J.; Hanson, C.; **Salter, A.**; Sierra, W. (2017). "Unobscuring the Work of Games: Design, Designers, and Methods of Inquiry." Society of Cinema and Media Studies Annual Conference, March 22-26.

**Salter, A.** (presiding); Anderson, D.; Applegate, M.; Ball, C.; Burgess, H.; Ceglie, C.; Helms, J.; Kaufman, M.; Keramidas, K.; Scheinfeldt, T.; To, Y.Y.; Whitson, R. (2017). "That's Not How Scholarship Works: Exploring the Process of Multimodal Critical Making." Modern Language Association Convention, Philadelphia, January 5-8.

Pressman, J.; Berens, K.; **Salter, A.**; Fisher, C. (2017). "Boundary Play: Feminism in Augmented Reality, Video Games, and Electronic Literature." Modern Language Association Convention, Philadelphia, January 5-8.

**Salter, A.** (2016). "Code Before Content? Programmer Culture in Games and Electronic Literature." Featured Paper, Electronic Literature Organization Conference, Victoria, Canada, June 10-12.

**Salter, A.** (2016). "Playing at Empathy: Representing and Experiencing Emotional Growth through Twine Games." International Conference on Serious Games and Applications for Health, Orlando, Florida, May 11-13.

**Salter, A.** (2016). "Back to the Shire: Lego Dimensions and Intertextual Transmedia Play." International Conference on the Fantastic in the Arts, Orlando, Florida, March 16-20.

**Salter, A.** (2015). "It's Not Just Subtext: Constructing the Fan Girl as Creator and Subject in Supernatural." Internet Research 16, Phoenix, Arizona, October 21-24.

**Salter, A.** (2015). "Ephemeral Words, Ephemeral People: Suicide and Choice in Twine Games." Electronic Literature Organization Conference, Bergen, Norway, August 4-8.

**Salter, A.** (2014). "Unraveling Twine: Open Platforms and the Future of Hypertextual Literature." Hold the Light: The Electronic Literature Organization Conference, Milwaukee, Wisconsin, June 19-21.

**Salter, A.**; Koh, A.; Chang, E.; Chow, E. (2014). "Hard Mode: Games and Narratives of Marginalization." Roundtable coordinator and participant: part of Presidential Theme, "Vulnerable Times." Modern Language Association Convention, Chicago, January 9-12.

**Salter, A.** (2014). "Bonfires, Lesbians, Depression and Rape: Twine, Feminist Voices and Agency in Game Narratives." As part of "Lit Misbehaving: Responding to New and Changing Modes of Creative Production," organized by R. Sullivan: part of Presidential Theme, "Vulnerable Times." Modern Language Association Annual Convention, Chicago, January 9-12.

**Salter, A.** (2013). "Spirals of Meaning: Exploring Nonlinearity through Prezi's Infinite Canvas." Electronic Literature Organization Conference, Paris, France, September 24-27.

**Salter, A.** (2013). "Building Your World: Inform 7, Text-Based Games and the Craft of Storytelling." Teaching with Games Roundtable, organized by B. Croxall. Modern Language Association Conference, Boston, MA, January 3-6.

**Salter, A.** (2012). "Convergent Devices, Dissonant Genres: Tracking the 'Future' of Electronic Literature on the iPad." Electronic Literature Organization Conference, West Virginia, June 20-23.

**Salter, A.;** Bonsignore, B. (2012). "Gameful Learning and Assessment." Mixed Reality Games Workshop, Computer Supported Collaborative Work Conference. Seattle, February 11-15.

Sample, M.; Chang, E.; Jones, S.; Rhody, J.; **Salter, A.**; Welsh, T.; and Whalen, Z. (2012). "Close Playing: Literary Methods and Videogame Studies." Organized by Sample M. Roundtable at Modern Language Association. Seattle, January 5-8.

**Salter, A.;** Nix, B.; Gilliam, J. and Gillespie, L. (2011). "Collaborative Student-centered Pedagogies for Cross-disciplinary Mobile Apps." Session coordinator and presenter: Panel presented at MobilityShifts: An International Future of Learning Summit. New School, October 14.

**Salter, A.** (2011). "Learning to Love the Beast: The De-fanging of the Wild in Postmodern Retellings of 'Beauty and the Beast.'" International Conference for the Fantastic in the Arts, Orlando, March 15-19.

**Salter, A.** (2010). "Places Marked Unexplored: Marking the Boundaries of Real and Fantastic in Arthur Ransome's Swallows and Amazons." International Conference for the Fantastic in the Arts, Orlando, March 16-20.

### **Peer Reviewed Conference Presentations – National**

Pintar, J.; Klimas, C.; **Salter, A.;** Desilets, B.; McCall, J.; Farber, M.; Moulthrop, S. (2019). "You Are Standing in a Classroom...: Meet the IFTF Education Committee." NarraScope 2019: Celebrating Narrative Games. Boston, MA, June 14-16. (Panel)

**Salter, A.** (2019). "Teaching Against the Algorithm: Contextualizing Social Media in the Trump Era." HASTAC (Humanities, Arts, Science, and Technology Alliance) Conference 2019. University of British Columbia, Vancouver, May 16-18.

Blodgett, B.; **Salter, A.** (2018). "Zombie Shooters and Dating Sims? Ideological Tensions in Feminist Game Design Education." ReFIG 4.0: Places and Spaces Conference. University of British Columbia, Vancouver, October 24-26. (Non-presenting author)

**Salter, A.** (2018). "Verbs of Play: Game Design Patterns and the Challenge of Feminist Gaming Instruction." Computers and Writing Conference, George Mason University, May 24-26.

Wisniewski, P.; Badillo-Urquiola, K.A.; Stanfill, M.; **Salter, A.** (2017) "Using Participatory Design to Give Foster Teens a Voice in Designs for Their Own Online Safety," Extended Abstract presented at the Workshop on Design Methods for Underserved Communities at the 2017 ACM Conference on Computer Supported Cooperative Work (CSCW 2017), Portland, OR, February 25-March 1. (Non-presenting author)

**Salter, A.;** Stanfill, M.; Johnson, E.; Wisniewski, P. (2017) "Participatory Design for Research on Technologically-Mediated Youth Sexuality: Ethical and Privacy Implications," Extended Abstract presented at the Workshop on Privacy Ethics at the 2017 ACM

Conference on Computer Supported Cooperative Work (CSCW 2017), Portland, OR, February 25-March 1. (Non-presenting author)

**Salter, A.** (2016). "Tumbling and Trolling: Reimagining Tumblr as a Progressive Networked Public." Society for Science, Literature, and the Arts Annual Meeting, Atlanta, Georgia, November 3-6.

**Salter, A.;** Watson, K. (2015). "Playing Art Historian: Designing an Adventure Game for 20<sup>th</sup> Century Art History Courses." HASTAC (Humanities, Arts, Science, and Technology Alliance) Conference, Michigan State University, May 27-29.

Koh, A.; Van Duyne, E; Pionke, J.; **Salter, A.;** Humphreys, S. (2015). "Social Media for Activist Pedagogy." HASTAC (Humanities, Arts, Science, and Technology Alliance) Conference, Michigan State University, May 27-29.

**Salter, A.** (2015). "Come Get Some: Duke Nukem, Damsels in Distress, and the Default Avatar." Popular Culture Association Conference, April 1-4.

Chen, M.; **Salter, A.;** Ramirez, D.; Peterson, M.; Salter, A.; LaLone, N.; Danilovic, S. (2014). "Gameception: The Game A Week Challenge." North American Simulation and Gaming Association, Baltimore, MD, October 8-12.

**Salter, A.** (2013). "Choose a New Adventure: *39 Clues*, *The Amanda Project*, and the Evolution of Multiplatform Narrative." Children's Literature Association Conference, University of Southern Mississippi, June 13-15.

**Salter, A.;** Blodgett, B. (2013). "#1ReasonWhy Gamers <3 Dickwolves: Understanding Sexism in the Gaming Community." Computers & Writing, Frostburg, June 6-9.

**Salter, A.** (2013). "The Digital Lorax: Re-inventing the Picture Book for the iPad Generation." Popular Culture Association National Conference, March 28-30.

**Salter, A.** (2012). "Building a Better Reality, Together: Alternate Reality Games as Shared Worlds." North American Simulation and Gaming Association Conference, Columbus, OH, November 7-10.

Sousanis, N.; **Salter, A.;** Tritter, P.; Neville, T. (2012). "Expanding Forms of Scholarly Inquiry within the Academy." Imagining America, New York, NY, October 5-7.

**Salter, A.** (2012). "Beyond Backstory: Rethinking Narrative in Games and Simulations." Connections Wargaming Conference, National Defense University, July 23-26.

**Salter, A.** (2011). "Digital Natives, the Mushroom Kingdom and the Global Village: Re-imagining Virtual Citizenship in Cory Doctorow's *For the Win*." Children's Literature Association Conference. Roanoke, VA, June 23-25.

**Salter, A.** (2011). "Leveling up in the Classroom." Computers & Writing Conference: Writing in Motion, Traversing Public/Private Spaces, Ann Arbor, MI, May 19-22.

**Salter, A.** (2011). "Real Names, Virtual Orcs: The Real ID Battle in World of Warcraft." Pop Culture Association Conference: Communication and Digital Culture track, San Antonio, April 20-23.

**Salter, A.** (2011). "#DearJohn, Don't be a Dickwolf; or, A Rape in Twitterspace." Theorizing the Web Conference, University of Maryland, April 9.

- Salter, A.** (2011). "Thinking Beyond 'Gamification' for Learning." North American Simulation and Gaming Association, Pennsylvania, October 5-8.
- Salter, A.** (2010). "To Be A Mighty Pirate: Digital Adventures, 'Edutainment' and the Shaping of Virtual Self." Children's Literature Association Conference, June 10-12.
- Salter, A.** (2009). "Ugly Bodies, Pretty Bodies: Scott Westerfeld's *Uglies* and Inhuman Teens." Children's Literature Association Conference, Charlotte, NC, June 11-14.
- Salter, A.** (2009). "King's Quest Eternal: Fan Adventure Games and the Never-ending Classical Era." Popular Culture Association Conference, New Orleans, April 11-18.
- Salter, A.** (2008). "Virtually Yours: Desire and Fulfillment in Virtual Worlds." Popular Culture Association Conference, San Francisco, March 19-22.
- Salter, A.** (2007). "Queen's Quest: Gender and the Heroic Quest in Adventure Games." Popular Culture Association Conference: Digital Games track, Boston, April 4-7.
- Salter, A.** (2006). "Avatara: The Linguistics of the Avatar in Virtual and Mythic Space." American Comparative Literature Association Conference, Princeton University, March 24.

### **Peer Reviewed Conference Presentations – Regional**

- Salter, A.** (2019). "Watching Simulators." Wandering Games Conference, Bangor University, UK. July 10-12.
- Salter, A.** (2015). "Playing Social Justice Warrior: Critiquing the Avatar in Cory Doctorow and Jen Wang's *In Real Life*." University of Florida Comics Conference, April 10-12.
- Blodgett, B.; **Salter, A.** (2013). "Being Effie: The Hunger Games and War as a Form of Entertainment Media Consumption." Media and Transition 8, MIT, May 3-5.
- Salter, A.** (2012). "My House, Your Faction: Constructing Group Identity in *Harry Potter* and *Divergent*." Ascendio: A Harry Potter Symposium, Orlando, Florida, July 12-15.
- Salter, A.**; Murray, J. (2012). "Being Harry Potter: Playing at Wizardry Across Platforms." Ascendio: A Harry Potter Symposium, Orlando, Florida, July 12-15.
- Salter, A.** (2008). "Queen's Quest: Gender and the Heroic Quest in Adventure Games." Academic programming track of WisCon 32. Madison, Wisconsin, May.
- Salter, A.** (2007). "Girls Can't Be Knights! Veiled and Unveiled Challenges to Patriarchy in Tamora Pierce's Tortall Novels." Northeast Modern Language Association Conference.
- Salter, A.** (2006). "Look at My Magic Wand: Gender Performativity and Harry Potter Slash Fanfiction." Academic programming track of WisCon 30. Madison, Wisconsin, May.

### **External Workshops Taught**

- Salter, A.**; Pinter, J. (2019) "Make Lamp: Crafting Parser-Based IF with Inform 7." NarraScope 2019: Celebrating Narrative Games. Boston, MA, June 14-16.



- Salter, A.**; Murnane, E.; Moeller, L. (2018). "Weaving Nonlinear Tales: Constructing Ludic Narratives with Twine 2.x." Computers and Writing Conference, George Mason University, May 24-26.
- Salter, A.** (2018). "Making (and Playing) Monsters: Game Design with Frankenstein." Indiana Humanities Quantum Leap: One State, One Story. February 9. (Invited)
- Salter, A.** (2017). "Why Games? Anthropology of/through Games." Part of AnthropologyCon at the American Anthropological Association, November 30. (Invited)
- Salter, A.** (2017). "Twine 2.x: Building Games and Interactive Narratives." Kansas University Digital Humanities Forum, September 28-29. (Upcoming, invited)
- Salter, A.**; Watson, K. (2017). "Game-based Learning for Student Success." Sunshine State Teaching and Learning Conference, February 15-17.
- Salter, A.** (2016). "Twine 2.0." Electronic Literature Organization Conference, Victoria, Canada, June 10-12.
- Salter, A.** (2016). "Making Games for Social Justice: Introducing Twine as a Platform for Learning." 33<sup>rd</sup> Annual Teachers Conference Winter Roundtable. Columbia University, New York, February 26-27. (Invited)
- Salter, A.** (2015). "Gamification and Games in the Classroom." Media Methods: Using Technology for Research and Engagement in Higher Education. Towson University, April 18. (Invited)
- Salter, A.** (2015). "Weaving Humanities with Twine." Digital Currents: Institute for the Humanities, University of Michigan. March 20. (Invited)
- Salter, A.** (2015). "Designing an Educational Board Game." American University in Cairo Center for Learning and Teaching. February 23. (Invited)
- Salter, A.** (2014). "Digital Game Tools." North American Simulation and Gaming Association Conference, October 8-12. (Invited)
- Salter, A.** (2014). "Games in the Classroom." Full week workshop for faculty on making and teaching with games. Humanities Intensive Learning & Teaching. Maryland Institute for Technology in the Humanities, University of Maryland, August 4-8. (Invited)
- Salter, A.** (2013). "Altering Reality through Play: Designing Alternate Reality Games for Learning and Training." Full-day invited workshop complete with sample game experience designed for the audience: North American Simulation and Gaming Association Conference, Sarasota, FL, October 23-26. (Invited)
- Salter, A.** (2013). "Designing Board Games with a Purpose." THATCamp Games 2013, Case Western Reserve University, April 19-22. (Invited)
- Salter, A.** (2012). "Building your first board game." THATCamp Games, University of Maryland, January 20-22.
- Pionke, J.J; **Salter, A.** (2010). "Bootcamp Workshop: Introduction to Omeka." THATCamp Chicago, Northwestern University, November 20.

## Campus Talks

**Salter, A.;** Scott, B.; Watson, K. (2018). UCF Faculty Author Series: Academic Publishing (panel). Organized by The John C. Hitt Library, Office of Research, and Faculty Excellence, April 12.

**Salter, A.** (2017). "Github as Platform." SocialSim DARPA Team Meeting, University of Central Florida, December 19.

**Salter, A.** (2017). "Teaching through Making with Twine." Faculty Center for Teaching and Learning, April 3.

**Salter, A.** (2017). "Debriefing Student Engagement." Faculty Center for Teaching and Learning, February 23.

McDaniel, R.; Main, E.; **Salter, A.** (2015). "UCF Gamification Panel." Next Generation Learning Spaces, University of Central Florida, October 13.

**Salter, A.** (2015). "Games + Gamification." Fall 2015 Role Immersion Faculty Cohort, University of Central Florida, September 30.

**Salter, A.** (2015). "Avatars in Games and Comics." Games Research Group, University of Central Florida, March 24.

**Salter, A.** (2014). "Come Get Some: Examining Games and the Hypermasculine." Games Research Group, University of Central Florida, November 12.

Blodgett, B.; **Salter, A.**; Wood, J.; Carton, S.; O'Neill, N.; Walsh, P. (2014). "Plenary Fishbowl: Living and Learning in a Digital World." College of Arts and Sciences Scholarship Day, March 4.

Blodgett, B.; **Salter, A.**; Walsh, G.; Shrestha, S. (2014). "Game Studies Across Society." College of Arts and Sciences Scholarship Day, March 4.

**Salter, A.** (2013). "Games in the Cross-Disciplinary Classroom." University of Baltimore Networked Learning series. May 15.

**Salter, A.** (2013). "Thinking Outside the Course Management System." University of Baltimore Networked Learning series. April 3.

**Salter, A.** (2011). "Epic Adventures: The Rise of the Reader-Player." University of Baltimore, Faculty Brown Bag Research Forum. November 17.

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## CREATIVE ACTIVITY

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### Exhibits - International

**Salter, A.** (2019). "Re:traced Threads." Electronic Literature Organization Conference, Cork, Ireland, July 15-17. (Juried)

**Salter, A.;** Sullivan, A. (2018). "Blocked Connections." Electronic Literature Organization Conference, Montreal, Canada, August 14-17. (Juried)

**Salter, A.;** Larsen, D. (2017). "Eliza and Andromeda." Electronic Literature Organization Conference, Porto, Portugal, July. (Juried)

Murray, J; **Salter, A.** (2015). "From Beyond." *Hybridity and Synesthesia* exhibition at the Electronic Literature Organization Media Arts Show, Bergen, Norway, August. (Juried)

**Salter, A.;** Murray, J. (2014). "View from Within." (Virtual reality headset version) *Hold the Light* exhibition at the Electronic Literature Organization Media Arts Show, June 18-12. (Juried)

## Online Exhibits

**Salter, A.** (2014). "Nowhere." In the "Ethan has nowhere to go" multimedia exhibit. *Unlikely Stories: Episode IV*. <<http://www.unlikelystories.org/ethan/ethan-salter.shtml>>

## Readings

**Salter, A.;** Larsen, D. (2018). "Eliza and Andromeda." Electronic Literature Organization MLA Readings. Babycastles, New York, NY, January 6.

**Salter, A.;** Blodgett, B. (2017). "Alt-Right: Ctrl+A; Del." An Evening of Readings and Performances hosted by the Electronic Literature Organization. Philadelphia, January 5.

## Games

**Salter, A.** (2014). "Digerati versus the Board of Gamers." (Alternate reality game) Run at the North American Simulation and Gaming Association conference, October 11.

Brower, K.; Needleman, C.; **Salter, A.** (2013). "Playing the Future: An Asteroid Adventure." Simulation session at the North American Simulation and Gaming Association Conference (peer reviewed, national), October 22-16.

**Salter, A.;** Visconti, A. (2012). "THATCamp Quest." (Alternate reality game) Run at THATCamp: Center for History and New Media, George Mason University, June. <<http://storify.com/anasalter/thatcamp-chnm-2012-arg-experiment-postmortem>>

**Salter, A.;** Visconti, A. (2012). "THATCamp Games Invasion." (Alternate reality game) Run at ThatCamp Games, University of Maryland, College Park, January. <<http://selflound.net/?p=163>>

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## GRADUATE STUDENT ADVISING

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### University of Central Florida

#### Current

2018-present. Chair, Taylor Howard, Texts & Technology PhD Candidate.

2017-present. Co-Chair, Rachel Winter, Texts & Technology PhD Candidate.

2017-present. Co-Chair, Jacob Boccio, Texts & Technology PhD Candidate.

2016-present. Committee, Ruth Currey, Texts & Technology PhD Candidate.

## **Defended**

- 2017-2019. Chair, Laura Moeller, Texts & Technology PhD.
- 2018-2019. Co-Chair, Mark Kretzschmar. Texts & Technology PhD.
- 2016-2018. Committee, Nicholas deArmas, Texts & Technology PhD.
- 2016-2018. Chair, Eric Murnane, Texts & Technology PhD.
- 2015-2018. Committee, Carissa Baker, Texts & Technology PhD.
- Winner, Outstanding Dissertation Award for the College of Arts and Humanities.
- 2016-2018. Committee, Sara Raffel, Texts & Technology PhD.
- 2015-2018. Committee, Brandy Dieterle, Texts & Technology PhD.
- 2016-2017. Committee, Alexandra Ross, Technical Communication MA.
- 2015-2016. Committee, Cassandra Branham, Texts & Technology PhD.
- 2015-2016. Committee, Daniel McSwain, Digital Media MFA.

## **External**

- 2018-2019. External Committee Member, Joshua Jackson, PhD in Communication, Rhetoric, and Digital Media at North Carolina State University.
- 2018-2019. External Committee Member, Hannah Taylor, Master of Arts in English at Texas Christian University.
- 2018. External Committee Member, Jay Johnson, PhD in English at University of Wisconsin Milwaukee.

## **University of Baltimore**

- 2014-2016. Doctoral Committee Member, Victor Popow.
- 2014-2015. Doctoral Committee Member, Amir Chamsa.
- 2014. M.S. Thesis Advisor, Tiffany Aiken.
- 2014. M.S. Thesis Advisor, Melda Washington.
- 2012. M.S. Thesis Advisor, Erin Cahill.
- 2012. M.S. Thesis Advisor, Margo Kabel.
- 2011 to 2014. Doctoral Committee Member, Laura Gillespie.
- 2011 to 2014. Doctoral Committee Member, Julie Gilliam.
- 2011. M.S. Thesis Advisor, Michelle Chin.

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## GRANTS

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### External

2016. **Contributor** (PI Keri Watson)

“The Big Read: John Steinbeck’s Grapes of Wrath” National Endowment of the Arts. \$16,000.

2015. **Co-Principal Investigator** (PI Keri Watson)

“The Big Read: Zora Neale Hurston’s Their Eyes Were Watching God” National Endowment of the Arts. \$15,000.

2011-2012. **Principal Investigator**

“Interactive Media Production Professional Development.” Maryland State Department of Education. \$25,000 per year.

### Internal

2014. **Co-Principal Investigator** (PI Keri Watson)

“Playing Art Historian: Designing an Adventure Game for 20<sup>th</sup> Century Art History Courses.” College of Arts & Humanities Research Initiative Seed Funding, \$7900.

2013. **Co-Principal Investigator** (PI Bridget Blodgett)

“Becoming Agile: Faculty Training and Curriculum Updates to Incorporate Industry Standards.” Fund for Excellence Grant. \$13,500.

2013. **Principal Investigator**

“WordPress Infrastructure.” Provost Technology Grant. \$15,000.

2012-2013. **Contributor**

“Networked Learning Workshops.” UB21 Grant.

2012. **Co-Principal Investigator** (PI Stephanie Gibson)

“Rapid Prototyping Lab.” Provost’s Technology Grant.

2012. **Contributor**

“University of Baltimore Games Library.” Provost’s Technology Grant.

2011. **Contributor**

“Learning Public History with iPads.” Provost’s Technology Grant.

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## TEACHING

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**Faculty Center of Teaching and Learning Fellow.** (2016-2017). University of Central Florida.

Responsible for organizing workshops, leading faculty learning initiatives at internal conferences, and working with the downtown transition team on planning.

## **Undergraduate**

University of Central Florida

- Social Platforms
- User Centered Design
- Web Design Workshop
- Rapid App Web Design
- Computer as Medium
- Digital Cultures and Narrative

University of Baltimore

- Introduction to Game Design
- Game Concept & Design
- Applied Simulation
- Interactive Narrative
- Games Journalism
- Community-Focused Game Design
- Social Media and Games
- Design of Multiplayer Games
- Games, Simulations and Society
- Game Development Project I + II
- Introduction to Cyberpunk
- History of Video Games
- Comics as Literature

Corcoran College of Art + Design (adjunct, 2005-2007)

- Cyborgs, Gods and Dwarves: The Myths of Cyberspace
- Sequential Art: A Serious Look at Comics
- Politics, Advertising and Mass Media

## **Graduate**

University of Central Florida

- Principles of Visual Language
- Theories of Texts and Technology
- Intro to Texts and Technology

University of Baltimore

Designing for Mobile Web

Interactive Multimedia

Information Culture

Interactive Design for Education

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## **SERVICE**

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### **Editorial and Advisory Boards**

2017 to present. **Editorial Board**, Not Your Mama's Gamer Journal.

2015 to present. **Advisory Board**, TRACE (University of Florida).

2013 to present. **Editorial Board**, Comics Grid: Journal of Comics Scholarship.

### **Profession**

2019. Peer Reviewer, International Journal of Heritage Studies.

2019. Peer Reviewer, Critical Studies in Media Communication.

2019. Book Proposal Reviewer, Routledge.

2019. Book Peer Reviewer, MIT Press.

2019. Peer Reviewer, Prompt Journal

2019. Program Committee, ACM Hypertext and Social Media 2019.

2019. Peer Reviewer, Association of Internet Researchers 2019.

2019. Peer Reviewer, Interaction Design and Children Proceedings.

2019. Proposal Reviewer, University of Missouri Research Board.

2019. Peer Reviewer, International Journal of Communication.

2019. Peer Reviewer, New Media and Society.

2019. Proposal Reviewer, Computers and Writing.

2018. Book Proposal Reviewer, Palgrave Pivot.

2018. Peer Reviewer, Journal of American Studies.

2018. Book Proposal Reviewer, MIT Press.

2018. Proposal Reviewer, HASTAC.

2018. Book Proposal Reviewer, Bloomsbury.

2018. Book Proposal Reviewer, Palgrave Macmillan.

2018. Peer Reviewer, Refractory: A Journal of Entertainment Media.

2018. Peer Reviewer, International Journal of Communication.

2018. Paper Reviewer, CHIPlay Proceedings.

2018. Peer Reviewer, Digital Studies/Le champ numérique.

2018. Book Proposal Reviewer, Routledge.

2018. Peer Reviewer, Association of Internet Researchers Conference.

2018. Peer Reviewer, M/C: Journal of Media and Culture.

2018. Peer Reviewer, Digital Humanities Quarterly.

2018. Peer Reviewer, Children's Literature Quarterly.

2017. Book Proposal Reviewer, Oxford University Press.

2017. Book Proposal Reviewer, Taylor & Francis.

2017. Proposal Reviewer, Computers and Writing.

2017. Peer Reviewer, Transformative Works and Cultures.

2016. Book Proposal Reviewer, MIT Press.

2016. Paper Reviewer, CHI Proceedings.

2016. Media Arts Show Committee, Electronic Literature Organization Conference

2016. Peer Reviewer, Journal of Narrative Theory.

2015. Proposal Reviewer, Electronic Literature Organization Conference

2015. Book Proposal Reviewer, Routledge.

2015. Peer Reviewer, Tecnoscienza. Italian Journal of Science & Technology Studies

2015. Peer Reviewer, Journal of Play.

2015. Peer Reviewer, ToDiGRA Proceedings.

2015. Book Proposal Reviewer, Game Designer Series, Bloomsbury Press.

2015. Proposal Reviewer, Electronic Literature Organization Conference.

2014. Peer Reviewer, Journal of Broadcasting and Electronic Media.

2014. Grant Proposal Reviewer, Towson University.

2014. Media Arts Show Jury, Electronic Literature Organization Conference.

2014. Peer Reviewer, Feminist Media Studies Journal.

2013. Peer Reviewer, ACM CHI Conference on Human Factors in Computing Systems.

2013. Peer Reviewer, West Virginia University Press.

2013. Proposal Reviewer, Computers & Writing Conference.

2013. Proposal Reviewer, PEEK arts-based research funding.

2013. Peer Reviewer, Journal of Broadcasting and Electronic Media.

2013. Technical Reviewer, Maryland Industrial Partnerships Program.



2012. Member, Interactive Media Production Advisory Council, Baltimore County Schools.  
2012. Judge, Serious Games Showcase & Challenge  
2012. Co-chair of Formal Programming, Ascendio: A Harry Potter Symposium.  
2011. Reading Committee, Children's Literature Conference.  
2011. First Reader, Jimenez Porter Writer's House Prose Contest.  
2008. Peer Reviewer, Transformative Works and Cultures.

## **University**

### **University of Central Florida**

2019. Games and Interactive Media Promotion and Tenure Committee.  
2019. Texts & Technology Assessment Committee Chair.  
2018-2019. Honors in the Major liaison, Games and Interactive Media.  
2018-present. Texts & Technology Curriculum Committee Chair.  
2018-2019. GaIM Instructor; Assistant Professor; and Open Rank Search Chairs.  
2018. UCF Downtown Trailblazer Team Member.  
2018. Faculty Senate Ad Hoc Committee on Freedom of Expression Member.  
2018-2019. GaIM BA Assessment Results and Planning Coordinator.  
2018. GaIM AESP Committee Chair.  
2018. Co-Chair, UCF / VC Downtown Digital Media Workgroup.  
2018. School of Communication and Media Transition Team Member.  
2018. Faculty Senate Steering Presidential Finalist Faculty Panel.  
2017-2018. Faculty Senate Steering Committee Member.  
2017-2018. Digital Media Instructor Search Committee Chair.  
2017-2017. UCF/VC Digital Media Nuts and Bolts Team Co-chair.  
2016-2017. UCF/VC Academic Excellence Launch Team member.  
2017-2018. Web Design Curriculum Committee Chair.  
2017-2018. Games Research Group Coordinator.  
2016-2018. Faculty Senate, at-large member.  
2016-2017. Undergraduate Policy and Curriculum Committee.  
2016. ORC Grant Proposal Reviewer.  
2015-2018. Texts & Technology Curriculum Committee.  
2015-2017. SVAD Undergraduate Curriculum Steering Committee.  
2015-2017. SVAD Graduate Curriculum Steering Committee.

2016. THATCamp Florida Advisory Committee.  
2015-2017. SVAD Technology Committee.  
2015. ORC Grant Proposal Reviewer.  
2015-2018. Adler Family Fund for Excellence Scholarship Committee.  
2015. Texts & Technology Program Admissions Committee.  
2015. Search Committee Member, Art Studio Instructor.  
2014-2015. New Faculty Learning Community Participant.

#### University of Baltimore

2014. University Advertising and Marketing Retreat Participant.  
2014. Judge, Global Game Jam competition, University of Baltimore.  
2013 to 2014. College Realignment Workgroup, College of Arts and Sciences.  
2013 to 2014. Graduate Curriculum Committee Member, College of Arts and Sciences.  
2013 to 2014. Academic Support Committee Member, University Faculty Senate.  
2010 to 2014. Faculty Advisor and Game Jam Judge, Digital Designer's Guild.  
2013, 2012. Search Committee Member, Science, Information Arts and Technologies.  
2011 to 2013. Cybersecurity Poster Contest Committee.  
2012. Faculty Member, Cyber Discovery Summer Camp.  
2011. Writing Committee, College of Arts and Sciences.  
2011. STEM learning team member, AACU Engaging Departments Institute.

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#### CONSULTING

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2016. Consultant, Seebright, Augmented Reality Experience Design Team.  
2015. Consultant for Alla Kourova's grant-funded Russian-targeted English learning project.  
2015. Consultant for Anne Sarah Rubin (University of Maryland Baltimore County)  
2014. Consultant, Seebright head-mounted augmented and virtual reality display.  
2013. Consultant on "Harry Potter as Storytelling" (University of New Hampshire)

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#### TECHNICAL SKILLS

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##### **Programming Languages**

JavaScript: jQuery, Angular, NodeJS, Express, React

Other: C++, ActionScript, Python, Pascal, Visual Basic, PHP, UnityScript, CSS

**Markup Languages**

HTML5, XML, Markdown

**Database Environments**

MongoDB, MySQL

**Game Design and Development**

Unity3D, Construct 2, Stencyl, Adobe Flash / Animate, Adobe Edge, Adventure Game Studio, Game Maker, Scratch, Ren'Py, Twine, Inform 7

**Other Software**

Windows OS, Microsoft Office Suite, Adobe Photoshop, Adobe Illustrator