Anastasia Salter

Professor of English
Director of Graduate Programs
College of Arts and Humanities
University of Central Florida

President
Electronic Literature Organization

EARNED DEGREES

D.C.D., Doctor of Communications Design, University of Baltimore, 2010.

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

M.A., Communication, Culture, and Technology, Georgetown University, 2007.

B.A., Digital Narrative Studies, University of Maryland, College Park, 2005.

ACADEMIC ADMINISTRATIVE EXPERIENCE

Director of Graduate Programs and Texts & Technology, College of Arts and Humanities, UCF, 2019 – present.

- Served as the college's representative at the university level on the Graduate Associate Deans committee and ex-officio on graduate curriculum and policy committees
- Administered the Texts & Technology PhD program, which serves approximately sixty students and relies upon an interdisciplinary committee of around thirty core faculty members from across the college
- Managed the Texts & Technology budget (nearly $350,000 in AY 25-25)
- Advocated for and received a raise for Texts & Technology PhD students, bringing them from academic year stipends from $14,500 to $20,000 over my period of leadership, with guaranteed summer stipends of $6,000 for international students
- Proposed and administered a new graduate certificate in Digital Humanities in the Age of AI
- Coordinated the work of all CAH graduate programs (serving around 400 students in PhD, MFA, MA, MS, and graduate certificate programs), supervising policy changes and supporting curricular work across the college
- Aligned program goals to the college and university goals through developing a new strategic plan
- Collaborated with the Center for Humanities and Digital Research to support student and faculty research through workshops, conferences, and events

- Revised the Texts & Technology PhD curriculum to incorporate critical AI literacy; stronger professionalization support; and opportunities to develop procedural literacy while reducing time to degree
- Negotiated and supported continued collaboration with the Nicholson School of Communication and Media through a memorandum of understanding supporting faculty and student exchanges
- Led an AACU Institute on AI, Pedagogy, and the Curriculum team focused on building AI research initiatives across the arts and humanities
- Supervised the work of CAH graduate support staff, including two postdoctoral hires funded in part by money raised from the Disney foundation

Interim Assistant Director, Games and Interactive Media, UCF, 2018 - 2019.

Program Coordinator, Web and Social Platforms, Nicholson School of Communication and Media, 2018 - 2019.

- Served in a founding role as interim assistant director establishing a new unit, including supervising the development of bylaws, equitable workload policy, scheduling, summer teaching, strategic planning, and planning for a new location downtown
- Managed faculty meetings and supported new collaborative efforts to build a new unit that included faculty from both the previous unit in Digital Media and the Florida Interactive Entertainment Academy
- Oversaw the faculty committee working on revising guidelines for annual evaluation standards and procedures
- Scheduled courses to serve both undergraduate and graduate students in the BA in Digital Media (with tracks in web and game design) and the MA in Digital Media
- Managed faculty, curricular work, budget decisions, and faculty recruitment for the new Games and Interactive Media Unit
- Coordinated with the Nicholson School of Communication and Media leadership team on administrative priorities and direction

Program Coordinator, Digital Media, School of Visual Arts and Design, 2017 - 2018.

- Scheduled courses to serve both undergraduate and graduate students in the BA in Digital Media (with tracks in web and game design) and the MA in Digital Media
- Supported curricular work, including leading the redesign of the web program to incorporate more current approaches to social media and emerging platforms
- Served on multiple teams coordinating curricular collaboration and partnerships with Valencia College as part of planning for a new downtown campus

Director of Graduate Programs, Science, Information Arts and Technologies, University of Baltimore, 2013 – 2014.

- Directed the work of all SIAT graduate programs, including the D.S. in Information and Interaction Design; M.S. in Information and Interaction Design;

and certificate programs in Information Design, Digital Media Production, and Library Technologies

ACADEMIC APPOINTMENTS

Professor, English, UCF, 2023 - present.

Core Faculty, Texts and Technology PhD, 2014 – present.

Benedict Distinguished Visiting Professor in Digital Arts and Humanities, Carleton College, Winter 2025.

Associate Professor, English, UCF, 2020 – 2023.

Associate Professor, Games and Interactive Media, UCF, 2018- 2020.

Graduate Faculty, Digital Media, 2014 - 2020.

Assistant Professor, Digital Media, University of Central Florida, 2014 - 2018.

Assistant Professor, University of Baltimore, 2011 - 2014.

Visiting Assistant Professor, University of Baltimore, 2010 – 2011.

PUBLISHED BOOKS

Salter, Anastasia. *Undertale: Can a Game Give Hope?* University of Chicago Press, 2025.

Johnson, Emily, and **Anastasia Salter.** *Critical Making in the Age of AI.* Amherst College Press, 2025. Open Access.

Johnson, Emily, and **Anastasia Salter**. *Playful Pedagogy in the Pandemic: Pivoting to Games-Based Learning.* Routledge, 2022.

Salter, Anastasia, and Stuart Moulthrop. *Twining: Critical and Creative Approaches to Hypertext Narratives*. Amherst College Press, 2021. Open Access.

Salter, Anastasia, and Mel Stanfill. *A Portrait of the Auteur as Fanboy: The Construction of Authorship in Transmedia Franchises*. Univ. Press of Mississippi, 2020.

Reed, Aaron A., John Murray, and **Anastasia Salter.** *Adventure Games: Playing the Outsider*. Bloomsbury Publishing USA, 2020.

Salter, Anastasia, and Bridget Blodgett. *Toxic Geek Masculinity in Media: Sexism, Trolling, and Identity Policing*. Springer, 2017.

Salter, Anastasia. *Jane Jensen: Gabriel Knight, Adventure Games, Hidden Objects*. Bloomsbury Publishing USA, 2017.

Salter, Anastasia. *What is Your Quest? From Adventure Games to Interactive Books*. University of Iowa Press, 2014.

Salter, Anastasia, and John Murray. *Flash: Building the Interactive Web*. MIT Press, 2014.

EDITED COLLECTIONS

Mauer, Barry and **Anastasia Salter**, eds. *Re-imagining the Humanities.* Parlor Press, 2023.

Boluk, Stephanie, Leonardo Flores, Jacob Garbe, and **Anastasia Salter,** eds**.** *The Electronic Literature Collection: Volume Three.* Electronic Literature Organization, 2016.

Whiton, Roger, and **Anastasia Salter,** eds. "Comics as Scholarship: Special Issue." *Digital Humanities Quarterly.* Volume 9.4, 2015.

BOOK SERIES

Salter, Anastasia and Stuart Moluthrop, series editors. Electronic Communities of Making, Amherst College Press, 2023-present. https://acpress.amherst.edu/series/.

- *EnTwine: Critical and Creative Teaching with Twine* (2026), edited by Emily Christina Murphy and Lai-Tze Fan
- *Critical Making in the Age of AI* (2025), Emily Johnson and Anastasia Salter
- *Playthrough Poetics: Gameplay as Research Method* (2024), edited by Milena Droumeva
- *Game Poems: Videogame Design as Lyric Practice* (2023), by Jordan Magnuson

Figueiredo, Sergio, Jason Helms, and Anastasia Salter, series editors. Comics and Graphic Narratives, Parlor Press, 2023-present. https://parlorpress.com/pages/comics-and-graphic-narratives.

- *Storied Objects: A Graphic Narrative Reflection on Material Metaphors and Digital Writing* (2025), by Erin Kathleen Bahl

JOURNAL ARTICLES

Peer-Reviewed

Moreshead, Abigail*, and **Anastasia Salter.** "The artificial author is half-constructed: Historicizing generative AI text." *Book 2.0,* Volume 15.1 (in production, 2025).

Sullivan, Anne, and **Anastasia Salter.** "Mending the 'Magic' Circle: Crafting Feminist Pedagogy in Game Design. *MAI: Feminism & Visual Culture,* Issue 14 (2024): https://maifeminism.com/mending-the-magic-circle-crafting-feminist-pedagogy-in-game-design/.

Moreshead, Abigail*, and **Anastasia Salter.** "Stand with the Banned: Credibility bias and the Fetishization of the 'Classic' Banned Books on Etsy." *First Monday*, vol. 28, no. 12 (2023): doi:10.5210/fm.v28i12.13284.

Moreshead, Abigail*, and **Anastasia Salter.** "Knitting the In_visible: Data-Driven Craftivism as Feminist Resistance." *Journal of Gender Studies* (2023): https://doi.org/10.1080/09589236.2023.2258068.

Moreshead, Abigail*, and **Anastasia Salter.** "Craftivism in the Time of COVID: Resisting Toxic Masculinity through Feminized Labor." *Feminist Media Studies* (2022): DOI: 10.1080/14680777.2022.2098797.

Johnson, Emily K., and **Anastasia Salter.** "Embracing Discord? The rhetorical consequences of gaming platforms as classrooms." *Computers and Composition* 65 (2022): https://doi.org/10.1016/j.compcom.2022.102729.

Rouse, Lauren*, and **Anastasia Salter.** "Cosplay on Demand? Instagram, OnlyFans, and the Gendered Fantrepreneur." *Social Media+ Society* 7.3 (2021): 20563051211042397.

Salter, Anastasia, and Mel Stanfill. "Pivot! Thoughts on Virtual Conferencing and ELOrlando 2020." *Electronic Book Review* (2021): https://doi.org/10.7273/mrd4-2812.

Winter, Rachel*, **Anastasia Salter**, and Mel Stanfill. "Communities of Making: Exploring Parallels Between Fandom and Open Source." *First Monday* 26.2 (2021): doi:10.5210/fm.v26i2.10870.

Salter, Anastasia. "Plundered Hearts: Infocom, Romance, and the History of Feminist Game Design." *Feminist Media Histories* 6.1 (2020): 66-92.

Salter, Anastasia. "# RelationshipGoals? Suicide Squad and Fandom's Love of "Problematic" Men." *Television & New Media* 21.2 (2020): 135-150.

Winter, Rachel*, and **Anastasia Salter.** "DeepFakes: Uncovering Hardcore Open Source on GitHub." *Porn Studies* 7.4 (2020): 382-397.

Salter, Anastasia, Roger Whitson, and Jason Helms. "Making Comics as Scholarship: A Reflection on the Process behind DHQ 9.4." *Kairos: A Journal of Rhetoric, Technology, and Pedagogy* 23.1 (2018): http://kairos.technorhetoric.net/23.1/inventio/salter-et-al/index.html

Blodgett, Bridget, and **Anastasia Salter.** "Ghostbusters is for Boys: Understanding Geek Masculinity's Role in the Alt-Right." *Communication Culture & Critique* 11.1 (2018): 133-146.

Salter, Anastasia. "Code Before Content? Brogrammer Culture in Games and Electronic Literature." *Hyperrhiz: New Media Cultures* 17 (2017): http://hyperrhiz.io/hyperrhiz17/.

Watson, Keri, and **Anastasia Salter**. "Playing Art Historian: Teaching 20th Century Art Through Alternate Reality Gaming." *International Journal for Scholarship of Technology Enhanced Learning* 1.1 (2016): 100-111.

Salter, Anastasia. "Alice in Dataland 2.0." *Kairos: A Journal of Rhetoric, Technology, and Pedagogy* 20.1. (2015): http://kairos.technorhetoric.net/20.1/inventio/salter/index.html.

Salter, Anastasia. "Learning Through Making: Notes on Teaching Interactive Narrative." *Syllabus* 4.1 (2015): http://www.syllabusjournal.org/article/view/14485.

Salter, Anastasia. "Convergent Devices, Dissonant Genres: Tracking the 'Future' of Electronic Literature on the iPad." *Electronic Book Review* (2015): http://www.electronicbookreview.com/thread/electropoetics/convergent.

Salter, Anastasia, and Bridget Blodgett. "Hypermasculinity & Dickwolves: The Contentious Role of Women in the New Gaming Public." *Journal of Broadcasting & Electronic Media* 56.3 (2012): 401-416.

Salter, Anastasia. "Virtually Yours: Desire and Fulfillment in Virtual Worlds." *The Journal of Popular Culture* 44.5 (2011): 1120-1137.

Salter, Anastasia. "Adventurers Turned Tale-Tellers: The Emergence of an On-line Folk Art Community." *Rhizomes* 21.1 (2010).

Salter, Anastasia. "One More a Kingly Quest: Fan Games and the Classic Adventure Game." *Transformative Works and Cultures* 2 (2009): https://doi.org/10.3983/twc.2009.033.

* indicates student co-author

Editor-Reviewed

Salter, Anastasia. "Keynote Address–# NostalgiaGate? Comics as Battleground in Transmedia Networked Publics." *ImageText: Interdisciplinary Comic Studies* 11.3. (2020). https://imagetextjournal.com/keynote-address-nostalgiagate-comics-as-battleground-in-transmedia-networked-publics/.

Salter, Anastasia. "Taking Over the World, Again? Examining Procedural Remakes of Adventure Games." *Well Played* 6.3 (2017): http://press.etc.cmu.edu/index.php/product/well-played-vol-6-no-3/.

Whitson, Roger, and **Anastasia Salter.** "Comics and the Digital Humanities: An Introduction to Comics as Scholarship." *Digital Humanities Quarterly* 9.4 (2015): http://www.digitalhumanities.org/dhq/vol/9/4/000210/000210.html.

Salter, Anastasia. "Quest for Love: Playing the Women of King's Quest." *Well-Played* 1.4 (2012): http://www.etc.cmu.edu/etcpress/content/volume-1-number-4-romance.

Salter, Anastasia. "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* 16.2 (2012).

CONFERENCE PROCEEDINGS PAPERS

Murray, John, and **Anastasia Salter.** "Distant Coding and the Future of Interactive Digital Narrative Pedagogy." *Interactive Storytelling. ICIDS 2025. Lecture Notes in Computer Science*, vol 16374. December 1, 2025. Springer, Cham. https://doi.org/10.1007/978-3-032-12408-1_15.

Sullivan, Anne, **Anastasia Salter,** Mel Stanfill, and Noah Wardrip-Fruin. "Form and Function: Toward a Better Understanding of Design-Based Games." *FDG 2025: Proceedings of the 20th International Conference on the Foundations of Digital Games.* April 15-18, 2025. https://dl.acm.org/doi/10.1145/3723498.3723814.

Cox, Daniel, John Murray, and **Anastasia Salter**. "Routine, Twisty, and Queer: Pasts and Futures of Games Programming Pedagogy with No and Low Code Tools." *FDG 2025: Proceedings of the 20th International Conference on the Foundations of Digital Games.* April 15-18, 2025. https://dl.acm.org/doi/10.1145/3723498.3723817.

Stanfill, Mel, **Anastasia Salter,** and Anne Sullivan. "They Can't Play with Us: Pronoun Controversies and the Reinforcement of Heteronormativity in Games." *FDG 2024: Proceedings of the 19th International Conference on the Foundations of Digital Games.* July 5, 2024. https://doi.org/10.1145/3649921.3650018.

Murray, John, Jack Murray, and **Anastasia Salter.** "Playing with AI Chat: Positioning 'Dangerous' Language Model Futures through Interactive Fiction." *SIGDOC '23: Proceedings of the 41st ACM International Conference on Design of Communication.* October 26, 2023. https://dl.acm.org/doi/10.1145/3615335.3623015.

Sullivan, Anne, Mel Stanfill, and **Anastasia Salter.** "The Constraints of Cozy Games: *Boyfriend Dungeon* and Consent in Queer Play." *The 18th International Conference on the Foundations of Digital Games.* 2023. https://doi.org/10.1145/3582437.3582452.

Berge, PS,* Daniel Cox*, Jack Murray*, and **Anastasia Salter**. "Adventures in TwineSpace: An Augmented Reality Story Format for Twine." *International Conference on Interactive Digital Storytelling*. Springer, Cham, 2022.

Stanfill, Mel, **Anastasia Salter,** and Anne Sullivan. "Orange is Sus: Among Us and Political Play." *The 16th International Conference on the Foundations of Digital Games (FDG) 2021*. 2021. https://doi.org/10.1145/3472538.3472562.

Sullivan, Anne, Mel Stanfill, and **Anastasia Salter.** "Crafting is So Hardcore: Masculinized Making in Gaming Representations of Labor." *The 15th International Conference on the Foundations of Digital Games*. 2020. https://doi.org/10.1145/3402942.3402976.

Kretzschmar, Mark*, and **Anastasia Salter.** "Party Ghosts and Queer Teen Wolves: Monster Prom and Resisting Heteronormativity in Dating Simulators." *The 15th International Conference on the Foundations of Digital Games*. 2020. https://doi.org/10.1145/3402942.3402975.

Eddy, Ray*, Carissa Baker, Robert Macy, John Murray, and **Anastasia Salter.** "Hacking Droids and Casting Spells: Locative Augmented Reality Games and the Reimagining of the Theme Park." *Proceedings of the 31st ACM Conference on Hypertext and Social Media*. 2020. https://doi.org/10.1145/3372923.3404801.

Salter, Anastasia, Mel Stanfill, and Anne Sullivan. "But Does Pikachu Love You? Reproductive Labor in Casual and Hardcore Games." *Proceedings of the 14th International Conference on the Foundations of Digital Games*. 2019. https://doi.org/10.1145/3337722.3337739.

Salter, Anastasia, Bridget Blodgett, and Anne Sullivan. "'Just Because It's Gay?' Transgressive Design in Queer Coming of Age Visual Novels." *Proceedings of the 13th International Conference on the Foundations of Digital Games*. 2018. https://doi.org/10.1145/3235765.3235778.

Sullivan, Anne, **Anastasia Salter**, and Gillian Smith. "Games Crafters Play." *Proceedings of the 13th International Conference on the Foundations of Digital Games*. 2018. https://doi.org/10.1145/3235765.3235802.

Salter, Anastasia, and Bridget M. Blodgett. "This is Fine: # ResistJam and the 2016 Election in Gaming." *Proceedings of the 12th International Conference on the Foundations of Digital Games*. 2017. https://doi.org/10.1145/3102071.3102101.

Sullivan, Anne, and **Anastasia Salter.** "A Taxonomy of Narrative-centric Board and Card Games." *Proceedings of the 12th International Conference on the Foundations of Digital Games*. 2017. https://doi.org/10.1145/3102071.3102100.

Kourova, Alla, **Anastasia Salter**, Irene Pidberejna*, and Rudy McDaniel. "From Orlando to Russia: Cross-cultural Communication through Gamemaking." *Proceedings of the 34th ACM International Conference on the Design of Communication*. 2016. https://doi.org/10.1145/2987592.2987600.

Salter, Anastasia. "Playing at empathy: Representing and Experiencing Emotional Growth through Twine Games." *2016 IEEE International Conference on Serious Games and Applications for Health (SeGAH)*. IEEE, 2016. https://doi.org/10.1109/SeGAH.2016.7586272.

Watson, Keri, and **Anastasia Salter.** "Secret Societies of the Avant-Garde." *Games Learning Society 11 Conference Proceedings*, ETC Press: 440-444, 2016. http://press.etc.cmu.edu/files/GLS11-Proceedings-2015-web.pdf .

Salter, Anastasia, and John Murray. "Marking New Ground: Flash, HTML5 and the Future of the Web Arcade. *Foundations of Digital Games 2014 Proceedings*. 2014. http://www.fdg2014.org/papers/fdg2014_paper_27.pdf.

Blodgett, Bridget, and **Anastasia Salter**. "#1ReasonWhy: Game Communities and the Invisible Woman." *Foundations of Digital Games 2014 Proceedings.* 2014. http://www.fdg2014.org/papers/fdg2014_paper_02.pdf.

BOOK CHAPTERS

Salter, Anastasia and Bridget Blodgett. "When Platforms Fall: Scraping and Interpreting Fandom Data in Tumultuous Times." *The Routledge Companion to Media Fandom 2nd Edition,* edited by Melissa A. Click and Suzanne Scott. Routledge, 2025.

Salter, Anastasia. "Tame, Suggestive, and Lewd: Early Erotic Play Encoded in Leather Goddesses of Phobos." *The Bloomsbury Handbook of Sex and Sexuality in Game Studies*, edited by Matthew Wysocki and Steffi Shook. Bloomsbury, 2025.

Salter, Anastasia and Bridget Blodgett. "#Kilgraved: Geek Masculinity and Entitlement in Marvel's Villains." *Diverging the Popular, Gender and Trauma AKA The Jessica Jones Anthology.* University of Calgary Press, 2024.

Blodgett, Bridget and **Anastasia Salter.** "'Get your hero on, dude!' Charting Jake's Growth as a Positive Masculine Role Model." *Analyzing Adventure Time,* edited by Paul A. Thomas. McFarland Press, 2023. 71-83.

Salter, Anastasia, and Mel Stanfill. "Game Studies: Endgame?" *Debates in the Digital Humanities 2023,* edited by Matthew K. Gold and Lauren F. Klein. University of Minnesota Press, 2023.

Salter, Anastasia. "Afterword: Confessions of a Game Scholar in an English Department." *Teaching Games and Game Studies in the Literature Classroom,* edited by Tison Pugh and Lynn Ramey. Bloomsbury Press, 2022.

Murray, John T., and **Anastasia Salter.** "Mapping the Unmappable: Reimagining Visual Representations of Interactive Narrative." *The Authoring Problem.* Springer, Cham, 2022. 171-190.

Moreshead, Abigail*, and **Anastasia Salter**. "Digital Humanities and/as Media Studies." *The Bloomsbury Handbook to the Digital Humanities,* edited by James O'Sullivan. Bloomsbury Press, 2022.

Stanfill, Mel, and **Anastasia Salter.** "Avatar Bodies that Matter: The Work of 'Realism' in Gendered Representation." *EA Sports FIFA: Feeling the Game,* edited by Raiford Guins, Henry Lowood, and Carlin Wing. Bloomsbury Press, 2022.

Salter, Anastasia, and Mark Kretzschmar. "Elder Scrolls II: Daggerfall." *Fifty Key Video Games,* edited by Bernard Perron, Kelly Boudreau, Mark JP Wolf and Dominic Arsenault. Routledge Press, July 2022.

Salter, Anastasia. "Maker Generation? The Uncertain Future of Students as Interactive Storytellers." *The Community and the Algorithm: A Digital Interactive Poetics*, edited by Andrew Klobucar. Vernon Press, 2021, pp. 73-86.

Salter, Anastasia. "Theory & Practice of Interactive Storytelling (DIG 6551)." *Teaching the Game: A collection of syllabi for game design, development, and implementation* (Vols. 1-2), edited by Richard E. Ferdig, Emily Baumgartner, and Enrico Gandolfi. ETC Press, 2021, pp. 370-384.

Salter, Anastasia, and Bridget Blodgett. "Training Designer Two: Ideological Conflicts in Feminist Games+ Digital Humanities." *alternative historiographies of the digital humanities*, edited by Dorothy Kim and Adeline Koh. Punctum Books, 2021, pp. 271-296.

Salter, Anastasia, and Bridget Blodgett. "Fanfiction, Transformative Works, and Feminist Resistance in Digital Culture." *Gender in American Literature and Culture*, edited by Jean Lutes and Jennifer Travis. Cambridge University Press, 2021, pp. 271-295.

Salter, Anastasia, and John Murray. "E-Lit after Flash: The Rise (and Fall) of a 'Universal' Language." *Electronic Literature as Digital Humanities,* edited by Dene Grigar and James O'Sullivan. Bloomsbury Press, 2021, pp. 266–275.

Salter, Anastasia. "(un)proprietary text." *The Future of Text,* edited by Frode Hegland. Future Text Publishing, 2020, pp. 60-61.

Salter, Anastasia. "Virtual Farmer, Real Activist? Cory Doctorow and Jen Wang's *In Real Life*." *EcoComix: Essays on the Environment in Comics and Graphic Novels,* edited by Sidney Dobrin. McFarland Press, 2020, pp. 52-62.

Salter, Anastasia. "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, 2019, pp. 30-37.

Blodgett, Bridget, and **Anastasia Salter**. "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, 2019, pp. 142-155.

Salter, Anastasia. "Collaborative Voices: Kate Pullinger's Digital Authorial Voice." *The Digital Imaginary: Literature and Cinema of the Database,* edited by Roderick Coover. Bloomsbury Press, 2019, pp. 131-138.

Salter, Anastasia. "The (Dead) Girl with the Dungeons and Dragons Tattoo." *Death in Supernatural: Critical Essays,* edited by Amanda Taylor and Susan Nylander. McFarland Press, 2019, pp. 140-153.

Salter, Anastasia. "*King's Quest:* Narrative." *How to Play Video Games,* edited by Matt Payne and Nina Huntemann. New York University Press, 2019: pp. 29-35.

Salter, Anastasia, and Bridget Blodgett. "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, 2018.

Blodgett, Bridget, and **Anastasia Salter**. "The Doctors Who Waited: The Lonely Woman Scientist Trope in Geek TV." *Women in STEM on Television,* edited by Ashley Carlson. McFarland Press, 2018, pp. 20-35.

Salter, Anastasia. "Building Interactive Stories." *The Routledge Companion to Media Studies and Digital Humanities,* edited by Jentery Sayers. Routledge Press, 2018, pp. 462-471.

Salter, Anastasia. "Comics and Art." *The Routledge Companion to Comics,* edited by Frank Bramlett, Roy Cook, and Aaron Meskin. Routledge Press, 2017, pp. 348-357.

Salter, Anastasia. "Educational Games." *Debugging Game History: A Critical Lexicon,* edited by Raiford Guins and Henry Lowood. MIT Press, 2016, pp. 119-126.

Salter, Anastasia. "Writing Under Constraint" and "Mobile Entertainment." *The Johns Hopkins Guide to Digital Media*, edited by Lori Emerson, Marie-Laure Ryan, and Benjamin Robertson. Johns Hopkins University Press, 2014.

Salter, Anastasia. "Hacking the Dissertation." *Hacking the Academy*, edited by D. Cohen and T. Scheinfeldt. University of Michigan Press, 2013, pp. 106-108.

Salter, Anastasia. "Closed Minds: Tamora Pierce's Teenagers and the Problem of Desire." *Supernatural Youth: The Rise of the Teen Hero in Literature and Popular Culture,* edited by Jes Battis. Lexington Books, 2013, pp. 157-173.

CONFERENCE EXTENDED ABSTRACTS AND WORKSHOPS

Barnes, Nikki Fragala*, Farrah Cato*, Keidra Daniels Navaroli*, Abigail Moreshead*, and **Anastasia Salter.** "Resisting in and through the Material." DIY Methods Conference, 2022.

Murray, Jack*, and **Anastasia Salter**. "Mechanics on the Blockchain: A Taxonomy of NFTs in Games." *DiGRA '22 International Conference: Bringing Worlds Together.* July 2022.

Stanfill, Mel, and **Anastasia Salter.** "Not Your Robin Hood: GameStop and Platform Economics at Play." *AoIR Selected Papers of Internet Research 20,* 2021. https://doi.org/10.5210/spir.v2021i0.12244.

Moreshead, Abigail*, Lauren Rouse*, and **Anastasia Salter**. "Stitching the Curve Pandemic Craft and Feminist Data Visualization." *AoIR Selected Papers of Internet Research 20.* 2021. https://doi.org/10.5210/spir.v2021i0.12214.

Nelson, Jason, and **Anastasia Salter**. "Climates of Change: An Online Exhibition of Creative Work." In *HT '20: Proceedings of the 31st ACM Conference on Hypertext and Social Media*. 2020. https://doi.org/10.1145/3372923.3404861.

Sullivan, Anne, **Anastasia Salter,** and Gillian Smith. "Beyond the Recipe: A Critical Analysis of Craft in Games." *DiGRA '19 - Abstract Proceedings of the 2019 DiGRA International Conference: Game, Play and the Emerging Ludo-Mix.* 2019.

Blodgett, Bridget, and **Anastasia Salter.** "'Every Word You Just Said is Wrong': Online Rage and Inclusivity in Disney Franchise Fandom." *AoIR Selected Papers of Internet Research 17.* 2018. https://doi.org/10.5210/spir.v2018i0.10474.

Wisniewski, Pam, Karla Badillo-Urquiola, Mel Stanfill, and **Anastasia Salter.** "Using Participatory Design to Give Foster Teens a Voice in Designs for Their Own Online Safety." *Workshop on Design Methods for Underserved Communities at the 2017 ACM Conference on Computer Supported Cooperative Work.* 2017. https://ssrn.com/abstract=3141454

Blodgett, Bridget, **Anastasia Salter,** KT Torrey, and JSA Lowe. "Fanboys, Fangirls, and Geeks Panel. *AoIR Selected Papers of Internet Research.* 2015. https://spir.aoir.org/ojs/index.php/spir/article/view/8597.

Blodgett, Bridget, and **Anastasia Salter.** "Hearing 'Lady game Creators' Tweet: #1ReasonWhy, Women and Online Discourse in the Game Development Community." *AoIR Selected Papers of Internet Research 14.* 2013. https://spir.aoir.org/ojs/index.php/spir/article/view/8633.

Bonsignore, Elizabeth, Derek Hansen, Zachary O. Toups, Lennart E. Nacke, **Anastasia Salter,** and Wayne Lutters. "Mixed Reality Games." *CSCW '12: Proceedings of the ACM 2012 conference on Computer Supported Cooperative Work Companion.* 2012. http://doi.10.1145/2141512.2141517.

* indicates student co-author

ELECTRONIC LITERATURE

Juried Journals and Exhibitions

Sullivan, Anne and **Anastasia Salter.** "Spinning Yarns." *Resistance Exhibition: Electronic Literature Organization Conference.* Coimbra, Portugal, 2023. https://eloconference2023exhibitions.wordpress.com/exhibition2_resistance/ and https://anastasiasalter.net/SpinningYarns/.

Fan, Lai-Tze, Anne Sullivan, and **Anastasia Salter.** "Masked Making." *Electronic Literature Collection Volume 4.* 2022. https://collection.eliterature.org/4/masked-making.

Sullivan, Anne and **Anastasia Salter.** "Post-Anthropocene Poetics (De)Fused." *Electronic Literature Conference 2022 Exhibition.* Como, Italy. 2022. https://anastasiasalter.net/post_anthropocene/.

Fan, Lai-Tze, Anne Sullivan, and **Anastasia Salter.** "Masked Making." *Covid Electronic Literature Exhibition: Electronic Literature Organization Conference.* Online and Bergen, Norway. 2021. https://eliterature.org/elo2021/covid/.

Murray, John, and **Anastasia Salter.** "Tension Assembly." *(un)continuity Virtual Exhibition: Electronic Literature Organization Conference.* Online. 2020. https://projects.cah.ucf.edu/mediaartsexhibits/uncontinuity/.

Salter, Anastasia. "Re:traced Threads: Generating Feminist Textile Art with Tracery." *Electronic Book Review* (2020): https://electronicbookreview.com/essay/retraced-threads-generating-feminist-textile-art-with-tracery/.

Salter, Anastasia. "Re:traced Threads." *Electronic Literature Organization Exhibition.* The Glucksman, Cork, Ireland. 2019.

Salter, Anastasia. "Being Mii." *Hyperrhiz: New Media Cultures* 21 (2019): doi:10.20415/hyp/021.let08.

Salter, Anastasia, and John Murray. "Blocked In." *Hyperrhiz: New Media Cultures* 21 (2019): doi:10.20415/hyp/021.let08.

Salter, Anastasia, and Anne Sullivan. "Blocked Connections." *Electronic Literature Organization Conference Media Arts Show.* Montreal, Canada. 2018.

Salter, Anastasia, and Deena Larsen. "Eliza and Andromeda." *Electronic Literature Organization Conference.* Porto, Portugal. 2017.

Salter, Anastasia, and Bridget Blodgett. "Alt-Right: Ctrl+A; Del." *Journal of Persona Studies* 3.1 (2017): https://ojs.deakin.edu.au/index.php/ps/article/view/656.

Murray, John, and **Anastasia Salter**. "From Beyond." *Hybridity and Synesthesia Exhibition: Electronic Literature Organization Media Arts Show.* Bergen, Norway. 2015.

Salter, Anastasia, and John Murray. "View from Within." *Hold the Light: Electronic Literature Organization Media Arts Show.* 2014.

Salter, Anastasia. "Nowhere." *Unlikely Stories* IV (2014): http://www.unlikelystories.org/ethan/ethan-salter.shtml. From Jeremy Hight's "Ethan has Nowhere to Go."

Curatorial

Salter, Anastasia. *Console-ing Passions Arcade.* A virtual exhibition co-located with the hybrid Console-ing Passions 2022 conference in Orlando, FL, featuring 8 web-accessible works

addressing feminist media studies: 2022.
https://projects.cah.ucf.edu/mediaartsexhibits/cp2022/.

Nelson, Jason, and **Anastasia Salter.** *Climates of Change.* A virtual exhibition co-located with ACM Hypertext 2020 and the Electronic Literature Organization 2020 Conference and Media Arts Festival, featuring 13 web-accessible works addressing climate change: 2020. https://projects.cah.ucf.edu/mediaartsexhibits/ClimatesOfChange/.

Lindsay, Shannon, Ha'ani Hogan*, and **Anastasia Salter.** *(un)continuity.* A virtual exhibition of the Electronic Literature Organization 2020 Conference and Media Arts Festival in collaboration with UCF Art Gallery and Orlando CityArts, migrated online due to pandemic, featuring over sixty works of electronic literature: 2020. https://projects.cah.ucf.edu/mediaartsexhibits/uncontinuity/.

Readings / Talks

Salter, Anastasia. "Generative AI: Admin Life 2.0." Association for Computers and the Humanities 2025 Conference. Online. June 11-13, 2025.

Salter, Anastasia, and Deena Larsen. "Eliza and Andromeda." Electronic Literature Organization MLA Readings. Babycastles, New York, NY, January 6, 2018.

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

REVIEWS

Salter, Anastasia. "Review: *Rhizcomics: Rhetoric, Technology, and New Media Composition*." *Technical Communication Quarterly* 29.3 (2020): 319-322.

Salter, Anastasia. "Review: *Future Gaming: Creative Interventions in Video Game Culture."* *American Journal of Play* 11.3 (2019): 419-421.

Salter, Anastasia. "Review: *Atari Age: The Emergence of Video Games in America.*" *American Journal of Play* 10.1 (2017): 123-124.

Salter, Anastasia. "Review of *Press Start to Play.*" *Journal of Multidisciplinary Research* 7.3 (2016): 91-92.

Salter, Anastasia. (2012). "Playing Through the "Art of Video Games" Exhibit at the Smithsonian American Art Museum." *Journal of Digital Humanities* 1.2 (2012): http://journalofdigitalhumanities.org/1-2/playing-through-the-art-of-video-games-exhibit-by-anastasia-salter/.

MEDIA, NEWS, OTHER WEB

Salter, Anastasia, John Murray, and Lee Skallerup Bessette. "DSC #23: Dawn of the Coasting AI." *The Data-Sitters Club.* August 25, 2025. https://datasittersclub.github.io/site/dsc23.html.

Podcast. "The Year of Curiosity." Carleton College, February 2025. https://yearofcuriositypodcast.podbean.com/.

Salter, Anastasia. "Generative AI and Electronic Literature." *Faculty Focus,* University of Central Florida, March 2024. https://fctl.ucf.edu/wp-content/uploads/sites/15/2024/04/Faculty-Focus-Spring-2024-final.pdf.

Salter, Anastasia and Quinn Dombrowski. "DSC #16: Anastasia's Secret Language." *The Data-Sitters Club,* September 19, 2022. https://datasittersclub.github.io/site/dsc16.html.

Salter, Anastasia, and Mel Stanfill. "Director Joss Whedon and his shield of feminism." *Orlando Sentinel.* February 18, 2021. http://orlandosentinel.com/opinion/guest-commentary/os-op-joss-whedon-shield-of-feminism-20210218-gz3mmbiqonctxgzf7jfxw3lcrm-story.html

Interview. "RIP Flash Player: Adobe Ends Support of Pioneering Web Animation Technology." *NPR: All Things Considered.* January 4, 2021. https://www.npr.org/2021/01/04/953314603/rip-flash-player-adobe-ends-support-of-pioneering-web-animation-technology

Podcast. "Designing Inclusive Games for the Higher Ed Classroom with Anastasia Salter. *Teaching in Higher Ed* 188. http://teachinginhighered.com/podcast/designing-inclusive-games-higher-ed-classroom/. 2018.

Contributor. *ProfHacker.* Group blog on technology and pedagogy hosted by the *Chronicle of Higher Education.* 2011-2018.

Salter, Anastasia, and John Murray. "How Flash Games Shaped the Internet." *The Atlantic: Tech.* November 29, 2014. http://www.theatlantic.com/technology/archive/2014/11/how-flash-games-shaped-the-internet/383136/

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

INVITED TALKS AND KEYNOTES

"Teaching Critical AI Literacy: Reports from the Field." University of Wisconsin-Milwaukee. March 14, 2025.

"Write Like You're Running Out of Time: Building an Approach to Academic Publishing." 2024 McKnight Annual Fellows' Meeting and Research & Writing Conference, Tampa, Florida, November 23, 2024.

"Dinner with Margie." (Panelist). Part of "E-Lit Narratives -- Plenary Panel Two: Celebrating Marjorie C. Luesebrink," convened by Lai-Tze Fan, Electronic Literature Organization Online Conference and Media Arts Festival, July 18-21, 2024.

"The Botpocalypse? Electronic Literature in the Age of AI." New Media Writing Prize Unconference. Virtual: Bournemouth University, Electronic Literature Organization, and the British Library, May 15, 2024.

"…What No One Else Has Thought? Generating 'Creativity' With AI." OHIO POPcats Popular Culture Speaker Series. Ohio University, April 15, 2024.

"Regenerating the Games Classroom." Leveling Up the Classroom Conference. Keynote Speaker. University of Kentucky, January 27-28, 2024.

"In Search of 'No-Code': Reimagining IDN Authoring Tools in the Age of AI." International Conference on Interactive Digital Storytelling. Keynote Speaker. Kobe, Japan, November 11-15, 2023.

"Resisting the Metaverse: Lessons for our Pedagogical Futures." Arizona State University Digital Culture Speaker Series, October 13, 2022.

"Gaming the Humanities" (Panelist). Digital Lagniappe Conference, April 16, 2021.

"Twine: Reinventing Gaming through the Personal Platform." University of California Santa Cruz Computational Media Seminar Series, March 1, 2021.

"Revisiting Rowling: The Auteur Who Lived" (with Mel Stanfill). Valencia Visiting Authors Series, January 28, 2021.

"Opening Remarks" (Panelist). A Toast to the Flash Generation. Virtual, December 31, 2020.

"Climates of Change Electronic Literature Panel" (Panelist). Fall for the Book. Virtual, October 19, 2020.

"'Program and Control'? Netflix's Bandersnatch and the Future of Choose Your Own Adventure." Duke Games Lab Open House, Duke University, January 24, 2019.

"#NostalgiaGate? Comics as Battleground in Transmedia Networked Publics." Keynote Speaker. University of Florida Comics Conference. April 6-8, Gainesville, Florida, 2018.

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

"Always Be Batman: Tracing American Cultural Identity through Transmedia Superheroes." Levis Lecture, Rollins University, February, 2017.

"Feminist Games Plenary" (Panelist). Electronic Literature Organization and Digital Humanities Summer Institute joint event, University of Victoria, June 2016.

"Make it Work: Failing Creatively in the Classroom." 2016 USC Upstate Technology Symposium (via Skype), May 2016.

"Playing Social Justice Warrior: Reclaiming Games through Cultural Revolution." In Play: Games, Aesthetics, Performance Symposium, University of Maryland, March 4, 2016.

"The Language of Sexual Violence and the Rhetoric of Consent" (Roundtable Participant). Modern Language Association session organized by the Committee on the Status of Women in the Profession, Austin, TX, January 7-10, 2016.

"Critical Making through Play." Keynote, EURECA Conference, American University in Cairo. February 22-25, 2015.

"Cultivating Creative Thinking in Student Scholarship" (Panelist). EURECA Conference, American University in Cairo. February 22-25, 2015.

"Beyond the Bridgekeeper: Exploring Narrative Games on the Margins." Digital Assembly: Changing the Game, University of Florida. February 19, 2015.

"Guardians of the Classroom: Transformative Play for Learning." Academic Technology Innovation Symposium Plenary, University of North Florida, October 15, 2014.

"Learning in a Game World." American Psychological Association Education Leadership Conference Plenary. Washington, DC, September 13-16, 2014.

"Digital Humanities Scholarship" (Panelist). Women's Studies Summer Technology Institute. University of Maryland, College Park, May 28, 2014.

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

"The CUNY Games Festival Plenary" (Panelist), City University of New York, January 17, 2014.

"Games in Education: A Cultural Perspective" (Conversation with Bryan Alexander). Online Seminar, National Institute for Technology in Liberal Education, October 24, 2013.

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

"Close Playing Roundtable" (Panelist). Honors Humanities dialog series. University of Maryland, College Park, MD, September 28, 2012.

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

CONFERENCE PRESENTATIONS

International

Salter, Anastasia, Kavi Duvvoori, Lai-tze Fan, Leonardo Flores, Abigail Moreshead, John Murray, Kiera Obbard, and Lee Skallerup Bessette. "Open Source Humanities in the Age of AI." Modern Language Association Conference, Toronto, ON, January 8-11, 2026.

Moulthrop, Stuart, Leonardo Flores, John McDaid, and **Anastasia Salter.** "GenAI and the Future of Electronic Literature." Electronic Literature Organization 2025 @ 25: Love Letters to the Past and Future Conference and Media Arts Festival, Waterloo and Toronto, Ontario, Canada, July 10-13, 2025.

Flores, Leonardo, Sarah Laiola, **Anastasia Salter**, Chloe A. Milligan, Zach Whalen, Dene Grigar, and Caitlin Fisher. "Bridging the Past and Future: Small Models, Virtual Realities, and E-Lit's Next Frontier." Electronic Literature Organization 2025 @ 25: Love Letters to the Past and Future Conference and Media Arts Festival, Waterloo and Toronto, Ontario, Canada, July 10-13, 2025.

Fan, Lai-Tze, Kathi Inman Berens, Kavi Duvvoori, Dana Gavin, Alexandre Gefen, Anna Ivanov, **Anastasia Salter,** and Paul Shovlin. "Textual Futures and Generative AI." Modern Language Association Conference, New Orleans, LA, January 9-12, 2025.

Fan, Lai-Tze, Caitlin Fisher, Leonardo Flores, Dene Grigar, Sarah Laiola, Chloe Milligan, **Anastasia Salter,** and Zach Whalen. "Bespoke Platforms and Algorithmic Resistance: Electronic Literary Futures." Modern Language Association Conference, New Orleans, LA, January 9-12, 2025.

Johnson, Emily, Daniel Cox, John Murray, and **Anastasia Salter.** "Teaching the Digital Humanities in the Age of AI." Association for Computers and the Humanities Conference, Online, November 6-8, 2024.

Salter, Anastasia. "Adventure is In Here: Fan Days as Resistance in Disney Parks." Society for Cinema and Media Studies, Boston, MA, March 14-17, 2024.

Salter, Anastasia. "'Woke' AI and Feminist Futures." Modern Language Association Conference, Philadelphia, PA, January 6-9, 2024.

Salter, Anastasia. "Code Before Content Generation? ChatGPT and the Challenge of Feminist AI." Electronic Literature Organization Conference, Coimbra, Portugal, July 12-15, 2023.

Laiola, Sarah, Chole Anna Milligan, **Anastasia Salter,** and John Murray. "Experimental Games Making as Critical Pedagogy." Society for Cinema and Media Studies, Denver, CO, April 12-15, 2023.

Leitch, Thomas, Sunggyung Jo, John Murray, Naghmeh Rezaie, **Anastasia Salter,** and Tanja Grubnic. "Adaptation and the Metaverse." Modern Language Association Conference, San Francisco, CA, January 6-8 2023.

Moreshead, Abigail*, and **Anastasia Salter.** "A Zoom of One's Own? Crafting Feminist Resistance through Electronic Literature during COVID-19." Modern Language Association Conference, San Francisco, CA, January 6-8 2023.

Salter, Anastasia, Mark Marino, David Ciccoricco, Chloe Anna Milligan, and PS Berge.* "Are We Platforms? Rethinking Pandemic Pedagogies of Electronic Literature." Electronic Literature Organization Conference, Como, Italy, May 30-June 1, 2022.

Salter, Anastasia, and Bridget Blodgett. "Unspeakable Games: Epic v. Apple, itch.io, and the Search for a Feminist Game Platform." Society for Cinema and Media Studies, Chicago, IL, March 31 – April 3, 2022.

Salter, Anastasia. "Reading in Public: Goodreads, Canvas, and the Future of Self-Surveilling Texts." Modern Language Association Conference, Online, January 6-9, 2022.

Fan, Lai-Tze, **Anastasia Salter**, Stuart Moulthrop, Sarah Laiola, and Chloe Milligan. "Alternative Play? Twine as Digital Storytelling Platform." Electronic Literature Organization Conference, Online, May 25-28, 2021.

Salter, Anastasia and Bridget Blodgett. "Shun Any Title: #ComicsGate, #MoveTheNeedle, and the Fan Betrayed." Society for Cinema and Media Studies, Online, March 17-21, 2021.

Ferguson, Andrew, Pawel Frelik, John Murray, and **Anastasia Salter**. (2021). "*Kentucky Route Zero:* The First Decade." International Conference on the Fantastic in the Arts, Online, March 18-21, 2021.

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

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

Salter, Anastasia. "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, 2019.

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

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

"Born Digital Literature: History, Theory, and Practice" (Presider, roundtable). Modern Language Association, Chicago, January 3-6, 2019.

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

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

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

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

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

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

Kocurek, Carly, Jennifer deWinter, Chris Hanson, **Anastasia Salter**, and Wendi Sierra. "Unobscuring the Work of Games: Design, Designers, and Methods of Inquiry." Society of Cinema and Media Studies Annual Conference, March 22-26, 2017.

"That's Not How Scholarship Works: Exploring the Process of Multimodal Critical Making" (Presider, roundtable). Modern Language Association Convention, Philadelphia, January 5-8, 2017.

Pressman, Jessica, Kathi Berens, **Anastasia Salter,** and Caitlin Fisher. "Boundary Play: Feminism in Augmented Reality, Video Games, and Electronic Literature." Modern Language Association Convention,\Philadelphia, January 5-8, 2017.

Salter, Anastasia. "Code Before Content? Brogrammer Culture in Games and Electronic Literature." Electronic Literature Organization Conference, Victoria, Canada, June 10-12, 2016.

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

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

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

"Hard Mode: Games and Narratives of Marginalization" (Roundtable presider and participant). Modern Language Association Convention, Chicago, January 9-12, 2014.

Salter, Anastasia. "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." Modern Language Association Annual Convention, Chicago, January 9-12, 2014.

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

Salter, Anastasia. "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, 2013.

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

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

"Close Playing: Literary Methods and Videogame Studies" (Roundtable participant.) Organized by Sample M. Roundtable at Modern Language Association. Seattle, January 5-8, 2012.

"Collaborative Student-centered Pedagogies for Cross-disciplinary Mobile Apps." (Panel presider and presenter) Mobility Shifts: An International Future of Learning Summit. New School, October 14, 2011.

Salter, Anastasia. "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, 2011.

Salter, Anastasia. "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, 2010.

National

Rankins-Robertson, Sherry, and Aurora Matzke, Angela Clark-Oates, Kyle Jensen, Priscila Santa Rosa, **Anastasia Salter.** Administration Roundtable. 2024 CCCC Fall Virtual Institute, Machine Writing and the Work of Rhetoric and Composition. Online, October 23, 2024.

Pintar, Judith, and **Anastasia Salter.** "Educator's Town Hall." Narrascope 2022: Celebrating Narrative Games. Online, July 30-31, 2022.

Moreshead, Abigail*, and **Anastasia Salter**. "Credibility Bookcases and 'Bookiness': The Gendering of Embodied Texts." Console-ing Passions: Conference on Television, Video, Audio, New Media, and Feminism. Orlando, Florida, June 23-25 2022.

Salter, Anastasia. "You Are Standing in a Classroom…: Meet the IFTF Education Committee" (Panelist). NarraScope 2019: Celebrating Narrative Games. Boston, MA, June 14-16, 2019.

Blodgett, Blodgett, and **Anastasia Salter**. "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, 2018.

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

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

Salter, Anastasia, and Keri Watson. "Playing Art Historian: Designing an Adventure Game for 20th Century Art History Courses." HASTAC (Humanities, Arts, Science, and Technology Alliance) Conference, Michigan State University, May 27-29, 2015.

Salter, Anastasia. "Social Media for Activist Pedagogy" (Panelist). HASTAC (Humanities, Arts, Science, and Technology Alliance) Conference, Michigan State University, May 27-29, 2015.

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

Salter, Anastasia. "Gameception: The Game A Week Challenge" (Panelist). North American Simulation and Gaming Association, Baltimore, MD, October 8-12, 2014.

Salter, Anastasia. "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, 2013.

Salter, Anastasia, and Bridget Blodgett. "#1ReasonWhy Gamers <3 Dickwolves: Understanding Sexism in the Gaming Community." Computers & Writing, Frostburg, June 6-9, 2013.

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

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

Salter, Anastasia. "Expanding Forms of Scholarly Inquiry within the Academy" (Panelist). Imagining America, New York, NY, October 5-7, 2012.

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

Salter, Anastasia. "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, 2011.

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

Salter, Anastasia. "Real Names, Virtual Orcs: The Real ID Battle in World of Warcraft." Pop Culture Association Conference. San Antonio, April 20-23, 2011.

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

Salter, Anastasia. "Thinking Beyond 'Gamification' for Learning." North American Simulation and Gaming Association, Pennsylvania, October 5-8, 2011.

Salter, Anastasia. "To Be A Mighty Pirate: Digital Adventures, 'Edutainment' and the Shaping of Virtual Self." Children's Literature Association Conference, June 10-12, 2010.

Salter, Anastasia. "Ugly Bodies, Pretty Bodies: Scott Westerfeld's *Uglies* and Inhuman Teens." Children's Literature Association Conference, Charlotte, NC, June 11-14, 2009.

Salter, Anastasia. "King's Quest Eternal: Fan Adventure Games and the Never-ending Classical Era." Popular Culture Association Conference, New Orleans, April 11-18, 2009.

Salter, Anastasia. "Virtually Yours: Desire and Fulfillment in Virtual Worlds." Popular Culture Association Conference, San Francisco, March 19-22, 2008.

Salter, Anastasia. "Queen's Quest: Gender and the Heroic Quest in Adventure Games." Popular Culture Association Conference: Digital Games track, Boston, April 4-7, 2007.

Regional

Salter, Anastasia. "Watching Simulators." Wandering Games Conference, Bangor University, UK. July 10-12, 2019.

Salter, Anastasia. "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, 2015.

Blodgett, Bridget, and **Anastasia Salter.** "Being Effie: The Hunger Games and War as a Form of Entertainment Media Consumption." Media and Transition 8, MIT, May 3-5, 2013.

Salter, Anastasia. "Being Harry Potter: Playing at Wizardry Across Platforms." Ascendio: A Harry Potter Symposium, Orlando, Florida, July 12-15, 2012.

Salter, Anastasia. "My House, Your Faction: Constructing Group Identity in *Harry Potter* and *Divergent*." Ascendio: A Harry Potter Symposium, Orlando, Florida, July 12-15, 2012.

Salter, Anastasia. "Queen's Quest: Gender and the Heroic Quest in Adventure Games." Academic programming track of WisCon 32. Madison, Wisconsin, May 2008.

Salter, Anastasia. "Girls Can't Be Knights! Veiled and Unveiled Challenges to Patriarchy in Tamora Pierce's Tortall Novels." Northeast Modern Language Association Conference, 2007.

EXTERNAL WORKSHOPS

"Distant Coding for the Digital Humanities" (with Lai-Tze Fan). Modern Language Association Conference 2026, Toronto, ON, Canada. January 9, 2026.

"To the Funhouse and Beyond: Probing Generative AI for Playful Text Generation" (with Stuart Moulthrop and John McDaid.) Electronic Literature Organization Conference, Waterloo, ON, Canada. July 10, 2025.

"Digital Humanities Programming Pedagogy in the Age of AI" (with John Murray). Digital Humanities Summer Institute (DHSI), Montreal, QC, Canada. May 26-30, 2025.

"Building Critical AI Literacy through Pedagogy." Carleton College. March 11, 2025.

"Online Privacy and Safety Workshop." (with Reid Pierce and Elizabeth Losh). William & Mary, Online. February 26, 2025.

"Generative AI and Digital Humanities." Carleton College. February 6, 2025.

"Critical Making, or Slow Scholarship in the Age of AI" (with John Murray and Jason Helms). Digital Humanities Summer Institute (DHSI), Victoria, BC, Canada. June 3-7, 2024.

"Games, AI, Digital Pedagogy" (with Edmond Chang and Paul Shovlin). OHIO POPcats Popular Culture Speaker Series, Ohio University. April 15, 2024.

"Critical Making as Scholarship" (with Jason Helms). Digital Humanities Summer Institute (DHSI), Victoria, BC, Canada. June 5-9, 2023.

"Resisting the Metaverse: Making Digital Literature to Transform the Classroom" (with Emily Johnson). New Media Writing Prize Unconference. Online, January 18, 2023.

"Twining: Lecture and Workshop" (with Stuart Moulthrop). The New School: Storytelling Across Media. Online, November 15, 2022.

"Critical Making as Scholarship with P5.JS and Tracery" (with Jason Helms). Digital Humanities Summer Institute 2022. Online, June 9, 2022.

"Procedural Play with Tracery." NarraScope 2020: Celebrating Narrative Games. Online, May 28, 2020.

"Make Lamp: Crafting Parser-Based IF with Inform 7" (with Judith Pintar). NarraScope 2019: Celebrating Narrative Games. Boston, MA, June 14-16, 2019.

"Weaving Nonlinear Tales: Constructing Ludic Narratives with Twine 2.x" (with Eric Murnane and Laura Moeller). Computers and Writing Conference, George Mason University, May 24-26, 2018.

"Making (and Playing) Monsters: Game Design with Frankenstein." Indiana Humanities Quantum Leap: One State, One Story. February 9, 2018.

"Why Games? Anthropology of/through Games." Part of AnthropologyCon at the American Anthropological Association, November 30, 2017.

"Twine 2.x: Building Games and Interactive Narratives." Kansas University Digital Humanities Forum, September 28-29, 2017.

"Game-based Learning for Student Success" (with Keri Watson). Sunshine State Teaching and Learning Conference, February 15-17, 2017.

"Twine 2.0." Electronic Literature Organization Conference, Victoria, Canada, June 10-12, 2016.

"Making Games for Social Justice: Introducing Twine as a Platform for Learning." 33rd Annual Teachers Conference Winter Roundtable. Columbia University, New York, February 26-27, 2016.

"Gamification and Games in the Classroom." Media Methods: Using Technology for Research and Engagement in Higher Education. Towson University, April 18, 2015.

"Weaving Humanities with Twine." Digital Currents: Institute for the Humanities, University of Michigan. March 20, 2015.

"Designing an Educational Board Game." American University in Cairo Center for Learning and Teaching. February 23, 2015.

"Digital Game Tools." North American Simulation and Gaming Association Conference, October 8-12, 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, 2014.

"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, 2013.

"Designing Board Games with a Purpose." THATCamp Games 2013, Case Western Reserve University, April 19-22, 2013.

"Building Your First Board Game." THATCamp Games, University of Maryland, January 20-22, 2012.

"Bootcamp Workshop: Introduction to Omeka" (with J.J. Pionke). THATCamp Chicago, Northwestern University, November 20, 2010.

EXTERNAL FUNDING

2021 - 2022. Gift (PI): Disney Foundation. Supporting interactive narrative work. $50,000.

2019 - 2020. PI: National Endowment for the Humanities. "Understanding Digital Culture: Humanist Lenses for Internet Research." $129,102.

2016. Contributor (PI Keri Watson): National Endowment for the Arts. "The Big Read: John Steinbeck's Grapes of Wrath." $16,000.

2015. Contributor (PI Keri Watson): National Endowment of the Arts. "The Big Read: Zora Neale Hurston's Their Eyes Were Watching God." $15,000.

2011 - 2012. PI: Maryland State Department of Education. "Interactive Media Production Professional Development." $25,000.

INTERNAL FUNDING

2024. PI. Office of Research Sponsorship: AI & Digital Humanities Keynote. $2,000.

2023. PI. "Texts and Technology PhD Student Lab." Technology Fees. $28,833.48.

2022. Co-PI (PI Mel Stanfill). "The Gamification of Racist Content on Social Media." UCF Research Foundation: Understanding and Advancing Racial Equity on Social Media. $30,271.

2022. Co-PI (PI Emily Johnson). "CAH*LAB: Multiplying Interdisciplinary Innovation." Seed Funding Grant. $40,000.

2021. Advisory Board (PI Emily Johnson). "emPower through Play: Participatory Design of Games for Diversity in Leadership." Seed Funding Grant. $27,169.

2020. PI. UCF Mid-Career Refresh Program Recipient. $31,148.

EXTERNAL AWARDS

2025. Honorable mention for the Ángel David Nieves Book Award for best Monograph, American Studies Association Digital Humanities Caucus for *Critical Making in the Age of AI* with Emily Johnson.

2023. Best Paper Award (one of six papers selected), Foundations of Digital Games for "The Constraints of Cozy Games: *Boyfriend Dungeon* and Consent in Queer Play" (with Anne Sullivan and Mel Stanfill).

2022. Runner Up for the N. Katherine Hayles Award for Criticism of Electronic Literature for *Twining: Critical and Creative Approaches to Hypertext Narratives* (with Stuart Moulthrop)

2021. Honorable Mention, Foundations of Digital Games for "Orange is Sus: Among Us and Political Play" (with Mel Stanfill and Anne Sullivan).

2020. Best Paper Runner Up, Foundations of Digital Games for "Crafting is So Hardcore: Masculinized Making in Gaming Representations of Labor" (with Anne Sullivan and Mel Stanfill).

2020. Exceptional Paper Award, Foundations of Digital Games for "Party Ghosts and Queer Teen Wolves: Monster Prom and Resisting Heteronormativity in Dating Simulators" (with Mark Kretzschmar).

2020. Honorable Mention for the N. Katherine Hayles Award for Criticism of Electronic Literature for *Adventure Games: Playing the Outsider* (with Aaron Reed and John Murray).

2019. Best Paper Award, Foundations of Digital Games for "But Does Pikachu Love You? Reproductive Labor in Casual and Hardcore Games" (with Mel Stanfill and Anne Sullivan).

2017. Honorable Mention Paper Award, Foundation of Digital Games for "This is Fine: #ResistJam and the 2016 Election in Gaming" (with Bridget Blodgett).

2016. Shortlisted for the N. Katherine Hayles Award for Criticism of Electronic Literature for "Alice in Dataland."

2016. Best Online Comic Studies Scholarship Award, Massachusetts Independent Comics Expo for *Comics as Scholarship* special issue of Digital Humanities Quarterly (with Roger Whitson).

2016. Featured Paper, Electronic Literature Organization conference, for "Code before Content? Brogrammer Culture in Games and Electronic Literature" (one of two).

2015. Research Fellowship, Strong National Museum of Play, for archival project: "Life and work of video game designer Jane Jensen."

2014. Exemplary Paper Award, Foundations of Digital Games for "#1ReasonWhy: Game Communities and the Invisible Woman" (with Bridget Blodgett).

2012. Rising Star Award, North American Simulation and Gaming Association Conference for "Building a Better Reality, Together: Alternate Reality Games as Shared Worlds."

INTERNAL AWARDS

2023. UCF Teaching Incentive Program Award Recipient.

2023. College of Arts & Humanities Excellence in Research Award.

2022. College of Arts & Humanities Excellence in Graduate Teaching Award.

2020. UCF Research Incentive Award Recipient.

2019. UCF Board of Trustees Faculty Recognition (with Mel Stanfill).

2019. UCF Women's History Month honoree.

2017. UCF Luminary Award.

2016-2017. Faculty Center of Teaching and Learning Fellow.

POSTDOCTORAL MENTORSHIP

Abigail Moreshead, August 2024 – May 2025.

Supported through internal Short-Term Postdoc Support Award.

Daniel Cox, August 2023 – August 2024.

Supported through internal Short-Term Postdoc Support Award.

DISSERTATION AND THESIS SUPERVISION

UCF: Defended – PhD (Chair / Co-Chair)

2023-2025, Chair, Ryu Yamamoto, Texts & Technology PhD. "The Path of Peace: Connecting Non-Violent Methods of Play in Indie Bullet-Hell Video Game History."

2022-2025, Co-Chair, Nikki Fragala Barnes, Texts & Technology PhD. "Transformative Pedagogies Via Iterative Instructional Design."

2022-2024. Chair, Bshaer Alharazi, Texts & Technology PhD. "Contextualizing TikTok Controversies: Critical Discourse Analysis of Platform Privacy Debates."

2022-2024. Chair, PS Berge, Texts & Technology PhD. "Unplayable Games: a ludoarsonist's manifesto on trans play and possibility in digital and analog gaming."

2019-2024. Chair, Kirk Lundblade, Texts & Technology PhD Candidate. "Crusading for Fun and Profit: An Examination of Ludohistorical Mode in the Crusader Kings Community."

Winner, Outstanding Dissertation Award for the College of Arts and Humanities.

2020-2023, Chair, Daniel King, Texts & Technology PhD. "Activist-Casual Game Design: Iterating Serious Games Through Research-Creation."

2020-2023. Chair, Daniel Cox, Texts & Technology PhD. "'Do you want to build with Snowman?': Positioning Twine Story Formats through Critical Code Study."

2020-2023. Co-Chair, Lauren Rouse, Texts & Technology PhD. "'But I Can't Forget': Media and Fannish Representations of Superheroes with PTSD."

2020-2023. Chair, Jack Murray, Texts & Technology PhD. "Planeswalking: Magic: The Gathering Across Analog and Digital Platforms."

2021-2023. Chair, Kendra Gilbertson, Texts & Technology PhD. "'It is in our DNA': Athlete Activism and Social Media Discourse During the 2020 WNBA Season."

2020-2023. Chair, Bonnie Cross, Texts & Technology PhD. "Narrating the Fragmenting Brain: Alzheimer's Neuronarratives."

2019-2021. Co-Chair, Christine Kugelmann, Texts & Technology PhD. "Canvas Course Design and the Effects on Faculty Workload and Stress During COVID-19."

2018-2021. Chair, Kenton Taylor Howard, Texts & Technology PhD. "Critical Modding: A Design Framework for Exploring Representation in Games."

2017-2021. Co-Chair, Rachel Winter, Texts & Technology PhD. "Political Fandom and Social Media: A Case Study of the Texas 2018 Senate Race." Winner, Outstanding Dissertation Award for the College of Arts and Humanities.

2017-2019. Chair, Laura Okkema, Texts & Technology PhD. "Hearing the Voices of the Deserters: Activist Critical Making in Electronic Literature."

2018-2019. Co-Chair, Mark Kretzschmar. Texts & Technology PhD. "Measuring Player Perceptions of Freedom and Control in Modded and Unmodded Versions of Bethesda's Skyrim: A Qualitative Play Study."

2016-2018. Chair, Eric Murnane, Texts & Technology PhD. "Emergent Narrative: Stories of Play, Playing with Stories."

UCF: Current – PhD (Chair / Co-Chair)

2025-present, Chair, Vee Kennedy, Texts & Technology PhD Candidate.

2025-present, Chair, PD Edgar, Texts & Technology PhD Candidate.

2025-present, Co-Chair, Kayla Campana, Texts & Technology PhD Candidate.

2024-present, Chair, Alia Hall, Texts & Technology PhD Candidate.

2024-present, Chair, Anyssa Gonzalez, Texts & Technology PhD Candidate.

2024-present, Chair, Daniel Heslep, Texts & Technology PhD Candidate.

2024-present, Co-Chair, Richard Finch, Texts & Technology PhD Candidate.

2024-present, Chair, Mirek Stolee, Texts & Technology PhD Candidate.

2021-present, Chair, Farrah Cato, Texts & Technology PhD Candidate.

UCF: Defended – PhD (Committee Member)

2022-2025. Committee, Rachel Marks, Texts & Technology PhD.

2019-2025. Committee, Ream Alghamdi, Texts & Technology PhD.

2017-2025. Committee, Jacob Boccio, Texts & Technology PhD.

2021-2023. Committee, Abigail Moreshead, Texts & Technology PhD.

      Winner, Outstanding Dissertation Award for the College of Arts and Humanities.

2019-2023. Committee, Bryce Jackson, Texts & Technology PhD.

2022. Committee, Elena Rogalle, Texts & Technology PhD.

2019-2022. Committee, Alex Rister, Texts & Technology PhD.

2019-2021. Committee, Amy VanSchaik, 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.

2016-2018. Committee, Nicholas deArmas, Texts & Technology PhD.

2015-2016. Committee, Cassandra Branham, Texts & Technology PhD.

UCF: Current – PhD (Committee Member)

2025-present, Committee, Emilie Buckley, Texts & Technology PhD Candidate.

2025-present, Committee, Carol Stinnett, Texts & Technology PhD Candidate.

2024-present, Committee, Kate Prior, Texts & Technology PhD Candidate.

2024-present, Committee, Monica Gonzalez Burgos, Texts & Technology PhD Candidate.

UCF: Defended – MA / MFA (Chair/Co-Chair)

2020-2021, Chair, Alex Boyd, Digital Media MA (Thesis track). "Representation of Death in Independent Videogames: Providing a Space for Meaningful Death Reflection."

2020-2021, Chair, Michele Ritter, Digital Media MA (Studio track). "Some Space." Twine, showcased at Spring Thing 2021 (Online).

2020-2021, Chair, Cameron Tolentino, Digital Media MA (Studio track). "[PYG]MALION*." Twine, showcased at Spring Thing 2021 (Online).

UCF: Defended – MA / MFA (Committee)

2021-2022. Committee, Jordan Zauha, Themed Experience MFA.

2016-2017. Committee, Alexandra Ross, Technical Communication MA.

2015-2016. Committee, Daniel McSwain, Digital Media MFA.

External Committees

2023-2025. External Committee Member, Kit Snyder, PhD in English at Texas Christian University.

2025. External Committee Member, Caighlan Smith, PhD in English at Memorial University of Newfoundland.

2023. External Committee Member, Megan Perram, PhD in the Department of Modern Languages and Cultural Studies at the University of Alberta.

2020-2022. External Committee Member, Brianna Dym, PhD in Information Science at University of Colorado Boulder.

2018-2020. 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.

COURSES TAUGHT

Undergraduate

Carleton College (Benedict Distinguished Fellow, 2025)

Interactive Digital Narratives - Theory and Practice

Creative Coding and Generative AI

University of Central Florida

Science Fiction (Honors)

Digital Archives

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

Humanities in the Age of AI

Theory and Practice of Interactive Storytelling*

Principles of Visual Language

Theories of Texts and Technology

Intro to Texts and Technology

Texts & Technology in History

Social Media Research*

Issues in Literary Study: Comics and Image-Text

Issues in Literary Study: Electronic Literature

Humanist Data Analysis

Critical Making for Humanist Scholarship

Playable Texts & Technology

Dissertation Design for Texts & Technology

University of Baltimore

    Designing for Mobile Web

    Interactive Multimedia

    Information Culture

    Interactive Design for Education

*Indicates a course that has received UCF's Quality Online Course Designation

LEADERSHIP IN THE PROFESSION

2026 to present. **TC Digital Humanities Executive Committee.** Modern Language Association.

2025 to present. **President.** Electronic Literature Organization.

2025 to present. **Inventio Section Editor.** *Kairos: A Journal of Rhetoric, Technology, and Pedagogy.*

2025 to present. **Committee.** Modern Language Association Committee on Information Technology.

2025 to present. **Program Co-Chair.** Foundations of Digital Games Conference 2026.

2022 to 2025. **Vice President.** Electronic Literature Organization.

2025. **Track Co-Chair.** Hyper-Creation Track, ACM Hypertext 2025.

2024 to 2025. **Track Co-Chair.** Lightning Talks Track, Foundations of Digital Games 2025.

2024. **Track Chair.** Applications and Case Studies Track, International Conference on Interactive Digital Storytelling 2024, Barranquilla, Colombia.

2023 to 2024. **Conference Co-Chair.** Electronic Literature Organization Conference and Media Arts Festival 2024, Online.

2023 to 2024. **Track Chair.** Game Criticism and Analysis Track, Foundations of Digital Games 2024.

2023. **Track Co-Chair.** Social and Cultural Contexts Track, International Conference on Interactive Digital Storytelling 2023.

2019 to 2022. **Conference Co-Chair.** Console-ing Passions Conference 2022, Orlando, FL. (Postponed and moved to hybrid due to COVID-19).

2020 to 2021. **Track Chair.** Digital Humanities Track, ACM Hypertext and Social Media Conference 2021, Online.

2020. **Track Chair.** Interactive Narrative Theory Track, International Conference on Interactive Digital Storytelling 2020, Bournemouth, UK.

2019 to 2020. **Conference Co-Chair.** ACM Hypertext and Social Media Conference 2020, Online.

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

2018 to 2022. **Steering Committee.** HASTAC (Humanities, Arts, Science, and Technology Alliance and Collaboratory).

2018 to 2022. **Education Committee**, Interactive Fiction Technology Foundation.

2016 to 2022. **Board of Directors**, Electronic Literature Organization. **Treasurer,** 2018 to 2022.

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

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

EDITORIAL AND ADVISORY BOARDS

2021 to 2023. Advisory Board, Filter.

2015 to 2021. Advisory Board, TRACE (University of Florida).

2017 to 2019. Editorial Board, Not Your Mama's Gamer Journal.

2013 to 2018. Editorial Board, Comics Grid: Journal of Comics Scholarship.

OTHER SERVICE TO THE PROFESSION

2025. Program Committee, ICIDS Conference.

2025. Book Peer Reviewer, MIT Press.

2025. Scientific Committee, Electronic Literature Organization Conference.

2024. Peer Reviewer, New Media and Society.

2024. Book Peer Reviewer, Lexington Press.

2024. Peer Reviewer, Journal of Men's Studies.

2024. Peer Reviewer, New Review of Hypermedia and Multimedia.

2024. Peer Reviewer, Game Studies.

2023. Peer Reviewer, Journal of Homosexuality.

2023. Peer Reviewer, ROMchip: A Journal of Game Histories.

2023. Program Committee, International Conference on Interactive Digital Storytelling.

2023. Program Committee, Webcomics and/as Hypertext Workshop.

2023. Program Committee, ACM Hypertext 2023.

2023. Book Peer Reviewer, Palgrave Macmillan.

2023. Peer Reviewer, Catalyst: Feminism, Theory, Technoscience.

2023. Program Committee, Digital Games Research Association Conference.

2023. Peer Reviewer, European Journal of Cultural Studies.

2023. Peer Reviewer, Game Studies.

2023. Scientific Committee, Electronic Literature Organization Conference.

2022. Peer Reviewer, Game Studies.

2022. Proposal Reviewer, Bloomsbury Press.

2022. Peer Reviewer, Journal of Cinema and Media Studies.

2022. Paper Reviewer, CHI Proceedings.

2022. Peer Reviewer, Hyperrhiz: New Media Cultures.

2022. Proposal Reviewer, Routledge.

2022. Peer Reviewer, TEXT: Journal of Writing Studies.

2022. Program Committee, ICIDS Conference.

2022. Book Blurb, Bloomsbury Press.

2022. Proposal Reviewer, MIT Press.

2022. Proposal Reviewer, Palgrave Macmillan.

2021. Book Peer Reviewer, MIT Press.

2021. Book Peer Reviewer, University Press of Mississippi.

2021. Peer Reviewer, ASAP Journal.

2021. Book Peer Reviewer, McFarland Press.

2021. Peer Reviewer, IEEE Transactions in Games.

2021. Peer Reviewer, Game Studies.

2021. Peer Reviewer, Filter.

2021. Peer Reviewer, Entertainment Computing.

2021. Book Proposal Reviewer, MIT Press.

2021. Program Committee, Electronic Literature Organization.

2021. Peer Reviewer, Electronic Book Review.

2020. Panel Reviewer, Foundations of Digital Games 2021.

2020. Proposal Reviewer, Bloomsbury Press.

2020. Proposal Reviewer, Cambridge University Press

2020. Peer Reviewer, Children's Literature Association Quarterly

2020. Peer Reviewer, Internet Research.

2020. Peer Reviewer, Journal of Cinema and Media Studies.

2020. Peer Reviewer, Critical Studies in Media Communication.

2020. Peer Reviewer, Digital Creativity Journal.

2020. Peer Reviewer, Game Studies Journal.

2020. Peer Reviewer, Cultural Studies Review (Poland).

2020. Peer Reviewer, Association of Internet Researchers 2020.

2020. Artistic Committee Chair, Electronic Literature Organization.

2019. Program Committee, DiGRA: Philosophy and Theory of Games and Play Track.

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. THATCamp Florida Advisory Committee.

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.

SERVICE

University

2022-2026. Graduate Associate Deans' Meetings.

2022-2026. UCF Graduate Council Policy and Curriculum Committees. (Ex Officio)

2020-2026. Doctoral Fellowship Committee.

2024-2025. AI Credential Development Taskforce.

2023. UCF IT Change Champions, Summer Email Committee.

2022. UCF COACHE Strategy Development Committee. (Spring)

2021. UCF COACHE Priority Setting Committee Member. (Fall)

2021. Faculty Wellness Task Force Member.

2020. CAH / COS Server Migration Committee.

2018. UCF Downtown Trailblazer Team Member.

2018. Faculty Senate Ad Hoc Committee on Freedom of Expression Member.

2018. Co-Chair, UCF / VC Downtown Digital Media Workgroup.

2018. Faculty Senate Steering Presidential Finalist Faculty Panel.

2017-2018. Faculty Senate Steering Committee Member.

2017-2017. UCF/VC Digital Media Nuts and Bolts Team Co-chair.

2016-2017. UCF/VC Academic Excellence Launch Team member.

2016-2018. Faculty Senate, at-large member.

2016. ORC Grant Proposal Reviewer.

2015. ORC Grant Proposal Reviewer.

College

2025-2026. AACU AI Institute CAH Team Leader.

2020-2026. CAH Information Technology Advisory Committee Member.

2022. Michael Wainstein, Five Year Review Faculty Committee Member.

2021. CAH AI Across the Curriculum Initiative Committee Member.

2018. School of Communication and Media Transition Team Member.

2017-2018. Games Research Group Coordinator.

Department

2025-present. Faculty Liaison, Digital Humanities Minor.

2025. English Promotion & Tenure Committee Chair.

2024. English AESP Revision Committee Member.

2023-2024. English Council Committee Member.

2022-2023. English Awards Committee Chair.

2021-2022. English Awards Committee Member.

2019-2022. Texts & Technology Curriculum Committee Member

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.

2018-2019. Texts & Technology Curriculum Committee Chair.

2018-2019. GaIM Instructor; Assistant Professor; and Open Rank Search Chairs.

2018-2019. GaIM BA Assessment Results and Planning Coordinator.

2018. GaIM AESP Committee Chair.

2017-2018. Digital Media Instructor Search Committee Chair.

2017-2018. Web Design Curriculum Committee Chair.

2016-2017. Undergraduate Policy and Curriculum Committee.

2015-2018. Texts & Technology Curriculum Committee.

2015-2017. SVAD Undergraduate Curriculum Steering Committee.

2015-2017. SVAD Graduate Curriculum Steering Committee.

2015-2017. SVAD Technology Committee.

2015-2018. Adler Family Fund for Excellence Scholarship Committee.

2015. Texts & Technology Program Admissions Committee.

2015. Search Committee Member, Art Studio Instructor.

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.

COMMUNITY SERVICE

2021 to present. Director at Large, Cuplet Fern Chapter, Florida Native Plant Society.

2024 recipient of the Silver Palmetto Award for service (selected by the FNPS president).

COMMUNITY TALKS

Salter, Anastasia. "Is that Plant Real? Generative AI and Nature Communication," Native Plants, Community, and Technology: A Cuplet Fern Micro-Conference, DeLand, Florida, May 19, 2024.

Salter, Anastasia, Mel Stanfill, Emily Johnson, and John Murray. "A.I. Across Creative Frontiers." UCF Celebrates the Arts, April 12, 2024.

INTERNAL TALKS

Salter, Anastasia. "Undertale: Replaying the Japanese RPG through the Lens of Pacifism." 2024 Reaching for the Stars as a Global Citizen Lecture Series. UCF, October 24, 2024.

Salter, Anastasia and Mel Stanfill. "AI in the Arts and Humanities." UCF Alumni Board Spring Meeting, March 1, 2024.

Salter, Anastasia. "AI in the Classroom." Undergraduate Policy and Curriculum Committee, December 12, 2023.

Salter, Anastasia. "AI in CAH." CAH Dean's Executive Council, October 6, 2023.

Stanfill, Mel and Anastasia Salter. "AI for Arts and Humanities: Less Moral Panic, More Politics of Remix." CAH*LAB Workshop, CHDR, September 28, 2023.

Salter, Anastasia. "Isolation Jam: Bitsy as Pandemic Storytelling Platform." UCF English Symposium, March 25-26, 2021.

Salter, Anastasia. "Building Asynchronous Networks with Slack and Discord." UCF Faculty Center for Teaching and Learning Technology Tuesdays: Collaborative Tools, February 16, 2021.

Salter, Anastasia. "Rethinking Remote Community: Using Slack for Virtual Engagement in Graduate Education." UCF Faculty Center for Teaching and Learning Winter Conference, December 16, 2021.

Salter, Anastasia, Blake Scott, and Keri Watson. UCF Faculty Author Series: Academic Publishing (panel). Organized by The John C. Hitt Library, Office of Research, and Faculty Excellence, April 12, 2018.

Salter, Anastasia. "GitHub as Platform." SocialSim DARPA Team Meeting, University of Central Florida, December 19, 2017

Salter, Anastasia. "Teaching through Making with Twine." Faculty Center for Teaching and Learning, April 3, 2017.

Salter, Anastasia. "Debriefing Student Engagement." Faculty Center for Teaching and Learning, February 23, 2017.

McDaniel, Rudy, Eric Main, and Anastasia Salter. "UCF Gamification Panel." Next Generation Learning Spaces, University of Central Florida, October 13, 2015.

Salter, Anastasia. "Games + Gamification." Role Immersion Faculty Cohort, University of Central Florida, September 30, 2015.

Salter, Anastasia. "Avatars in Games and Comics." Games Research Group, University of Central Florida, March 24, 2015.

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

REFERENCES

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