

# **RE-CENTERING**

## **ENGL 5213 – PORTFOLIO WORKSHOP**

**ISAAC GONZALEZ**

**EPIC POETRY**  
**ECO-POETICS**  
**MEDIA STUDIES**  
**PHENOMENOLOGY**  
**INDIGENOUS STUDIES**

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- Buddhist Eco-poetry Lesson Plan
- Death & Dying Course Syllabus
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- Intro to Buddhism / Tibetan Culture Course Assignments

## Other

- Epic of Gesar:The Eighteen Heroes – Ladakhi version translation
- Sand Mandala – University of Arkansas Artists and Concerts Committee Grant
- LALS Promos

**RE-DISCOVERING  
RE-IMAGINING  
RE-CREATING  
RE-INVENTING**

# INDIGENOUS STUDIES

Indigenous Epistemology & Post-Colonial Narratives



Solomon Enos. Watercolour. Hi'iaka breaks through the levels below Kilauea to find Lohi'au. 2005.



RawSasquatch. Digital. Kings of the Wild Frontier Banner. 2021.

# TIBETAN LITERATURE

# Buddhist Philosophy & Tibetan Fiction



## "King Sinkhri Is Shot from a Heavenly Ladder." Thangka Paintings of the Tibetan Oral Epic King Gesar. 2013.

~७॥ श्री-चैद्य-वैष्णव-स्तुति-स्तुति-स्तुति-स्तुति-स्तुति-

ଅନ୍ତର୍ଗତ

No. 1.

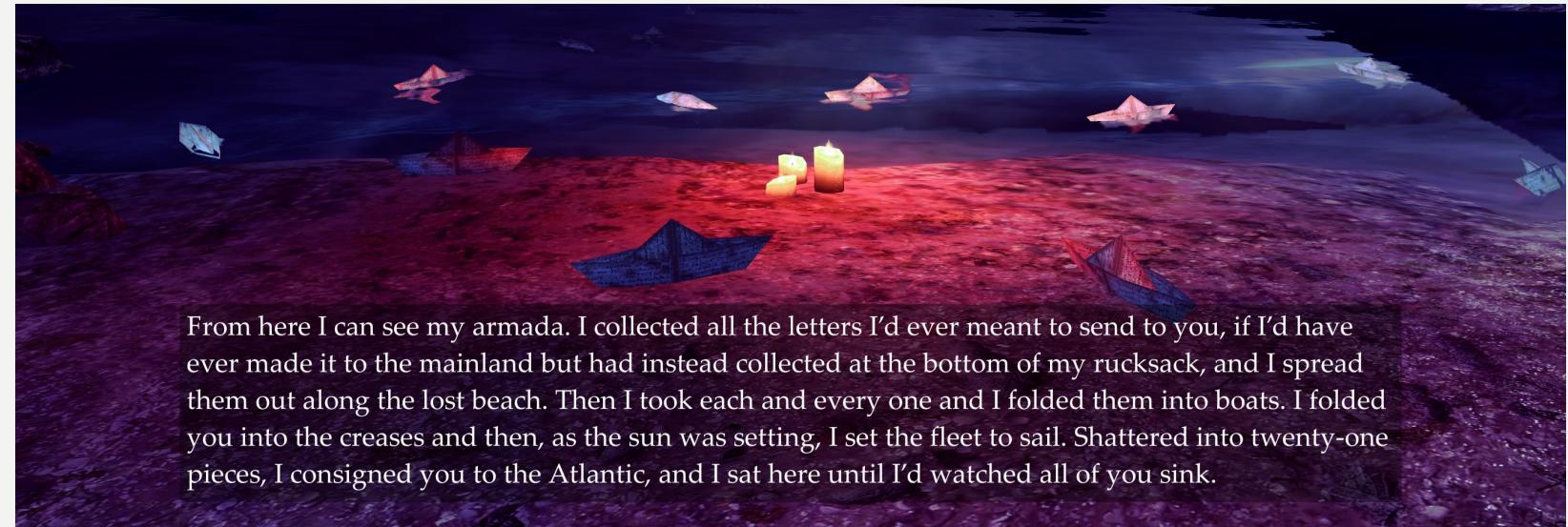
ମୁଖ୍ୟାବର୍ଗେତେବନ୍ଦିମୁଖବିଶାର୍ଥ୍ୟକୁଣ୍ଠା । ଦ୍ୟୁମ୍ୟବର୍ଷାମୀକର୍ଣ୍ଣର୍  
ବିଶାର୍ଥ୍ୟକୁଣ୍ଠାମେଲିମ୍ବେଦର୍ଥା । ମିଳାତିଶୀଳାବର୍ଷାତେବନ୍ଦିମୁଖବିଶାର୍ଥ୍ୟକୁଣ୍ଠା  
ପିଶ୍ଚମା । କଣ୍ଠାତିଶୀଳାବର୍ଷାତେବନ୍ଦିମୁଖବିଶାର୍ଥ୍ୟକୁଣ୍ଠା । ସର୍ବଦେଶ  
କୁଣ୍ଠାବିଶାର୍ଥା । ଦ୍ୱିକଣ୍ଠାମୁଖବର୍ଷାକଂମାନ୍ତ୍ରୀଦିପାକିନ୍ଦାକଣ୍ଠା । ମିଳା  
ତିଶୀଳାବର୍ଷାକଂର୍ତ୍ତିର୍ଯ୍ୟବର୍ଷାକିନ୍ଦାକଣ୍ଠା । ଶର୍ଵମାମ୍ରିତାବନ୍ଦିମୁଖ  
ବର୍ଷାକୁଣ୍ଠାକୁଣ୍ଠା । ଦ୍ୱିକଣ୍ଠାକଂମାନ୍ତ୍ରୀଦିପାକିନ୍ଦାକଣ୍ଠା । ମିଳାତିଶୀଳାବର୍ଷା  
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କୁଣ୍ଠାକୁଣ୍ଠା ।

1

Tsering Mutup. "Kesar Ling Norbu Dadul." 1981.

# GAME STUDIES

Play, Phenomenology, & Post-Structuralist Geography



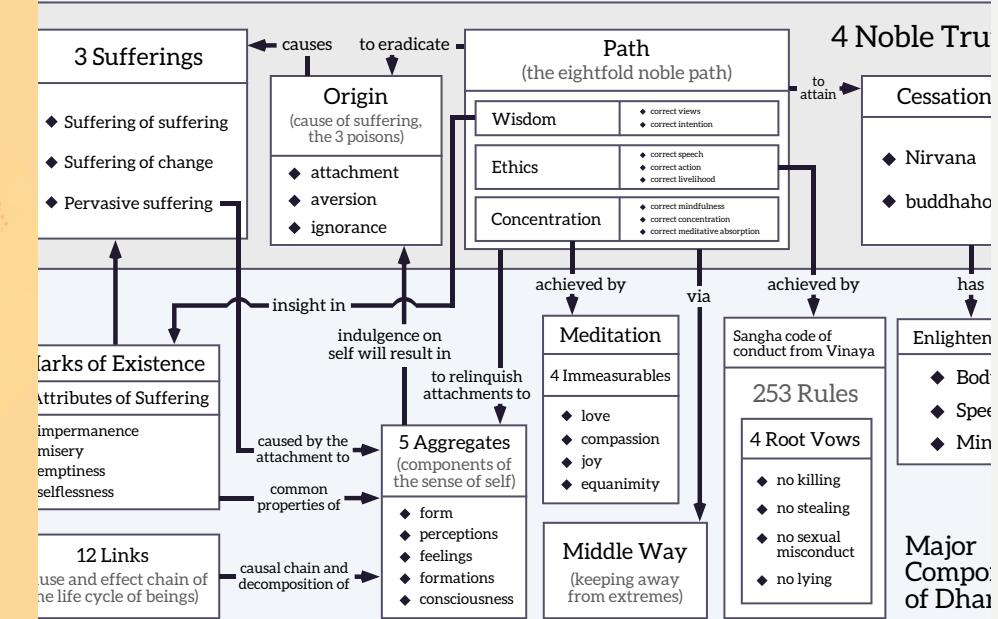
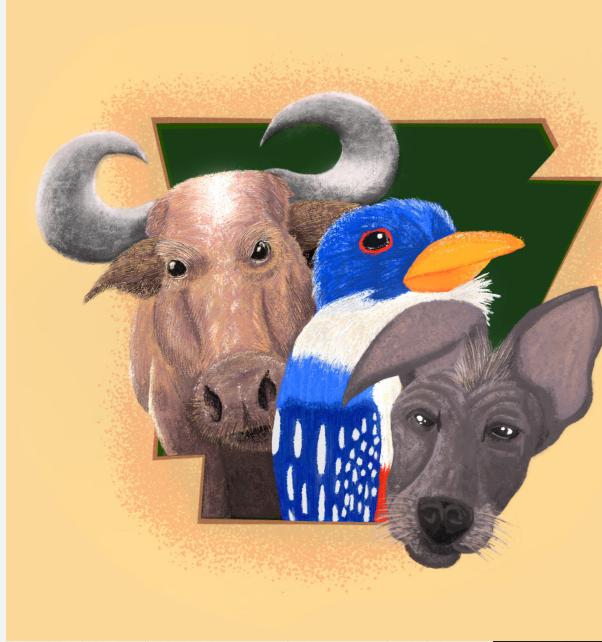
From here I can see my armada. I collected all the letters I'd ever meant to send to you, if I'd have ever made it to the mainland but had instead collected at the bottom of my rucksack, and I spread them out along the lost beach. Then I took each and every one and I folded them into boats. I folded you into the creases and then, as the sun was setting, I set the fleet to sail. Shattered into twenty-one pieces, I consigned you to the Atlantic, and I sat here until I'd watched all of you sink.

"Chapter 4." Dear Esther. The Chinese Room. 2012. Author's screenshot.



Coiot. "CBRX Episode 18." Civ Battle Royale. 2023.

# DRAWING / CODING



```

272 INSERT INTO Buildings
273   (Type, BuildingClass, Description, Civilopedia, Strategy, Help,
274    Cost, HurryCostModifier, MinAreaSize, Happiness, BuildingClass, ArtDefineTag, PrereqTech, PortraitIndex, IconAtlas,
275    GoldMaintenance, Espionage, EspionageModifier)
276 SELECT 'BUILDING_OSGAGE_MINERAL_COUNCIL', 'TXT_KEY_BUILDING_OSGAGE_MINERAL_COUNCIL', 'TXT_KEY_BUILDING_OSGAGE_MINERAL_COUNCIL_PEDIA',
277   'TXT_KEY_BUILDING_OSGAGE_MINERAL_COUNCIL_STRATEGY', 'TXT_KEY_BUILDING_OSGAGE_MINERAL_COUNCIL_HELP', Cost, HurryCostModifier, MinAreaSize, Happiness, BuildingClass,
278   ArtDefineTag, PrereqTech, 3, 'GR_OSGAGE_ATLAS', GoldMaintenance, Espionage, EspionageModifier
279 FROM Buildings WHERE (Type = 'BUILDING_STOCK_EXCHANGE');

280
281 INSERT INTO Building_YieldChanges
282   (BuildingType, YieldType, Yield)
283 SELECT 'BUILDING_OSGAGE_MINERAL_COUNCIL', YieldType, Yield
284 FROM Building_YieldChanges WHERE (BuildingType = 'BUILDING_STOCK_EXCHANGE');

285
286 -----
287
288 INSERT INTO BuildingClasses
289   (Type, BuildingClass, DefaultBuilding, Description)
290 VALUES ('BUILDINGCLASS_OSGAGE_ODON_XP', 'BUILDING_OSGAGE_ODON_XP', 'TXT_KEY_BUILDING_OSGAGE_ODON_XP');

291
292 INSERT INTO Buildings
293   (Type, BuildingClass, SpecialistCount, SpecialistType, PrereqTech, Cost, FaithCost, GreatWorkCount,
294    GoldMaintenance, MinAreaSize, NeverCapture, Description, Civilopedia, Help, ArtDefineTag, PortraitIndex, IconAtlas),
295 VALUES ('BUILDING_OSGAGE_ODON_XP', 'BUILDINGCLASS_OSGAGE_ODON_XP', 0, null, null, -1, -1, -1, -1, -1, -1, -1, -1, -1, -1, -1, 0,
296   0, 1, 'TXT_KEY_BUILDING_OSGAGE_ODON', 'TXT_KEY_BUILDING_OSGAGE_ODON_XP', null, 0, 'BW_ATLAS_1');

297
298 INSERT INTO Building_DomainFreeExperiences
299   (BuildingType, DomainType, Experience)
300 VALUES ('BUILDING_OSGAGE_ODON_XP', 'DOMAIN_LAND', 1);

301
302 INSERT INTO Building_ResourceYieldChanges
303   (BuildingType, ResourceType, YieldType, Yield)
304 SELECT 'BUILDING_OSGAGE_PROD_DUMMY', Type, 'YIELD_PRODUCTION', 2
305 FROM Resources WHERE ResourceClassType IN ('RESOURCECLASS_RUSH', 'RESOURCECLASS_MODERN') AND NOT Type IN ('RESOURCE_ARTIFACTS', 'RESOURCE_HIDDEN_ARTIFACTS');
306
307 INSERT INTO Building_ResourceYieldChanges
308   (BuildingType, ResourceType, YieldType, Yield)
309

```