

PS Berge

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Pronouns: they/them

Education

Ph.D. Texts and Technology, University of Central Florida, Spring 2025

(In-Progress)

Specialization: Digital Media

M.F.A. Creative Writing, University of Alabama, 2020

Thesis Title: *DARKGLOW: A HEAVY-METAL BALLAD*

Project: An illustrated, hybrid media novel

Advisor: Dr. Heidi Staples

M.A. Composition, Rhetoric, and English Studies, 2019

Thesis Title: "Lost in the Rift: Exploring the Rhetoric of Immersion and Identity in Virtual Realities"

Nominated for the English Department's Outstanding Thesis by a Master's Student Award

Advisor: Dr. Amber Buck

B.A. English, University of Washington, 2016

Emphasis in Creative Writing, *Summa Cum Laude*

Minor in History

A.A. Integrated Studies, Cascadia Community College, 2014

Certificate in Programming Foundations

Conference Presentations

Awadhi, A., **Berge, P.S.**, Dwyer, S., Lovett, S., McQuaid, S., & Woolbright, L. (2021). Role-Playing Peer Review: Games and Gatekeepers. Role-Playing Peer Review: Games and Gatekeepers. Engaged Learning Experience presented at the meeting of the College Conference on Composition and Communications, Spokane, WA [Converted for COVID-19, re-accepted from 2020].

Berge, P.S., & Britt, R. K. (2020). Dance with me, Claude: Shippers, queerbaiting, and meaning making in the Fire Emblem: Three Houses Twitter Fandom. Manuscript accepted for presentation at the National Communication Association, Indianapolis, IN [Converted for COVID-19], Game Studies Division. ***Top Paper Awarded from Game Studies Division.**

Britt, R. K., & **Berge, P.S.** (2020). r/persona5 as a community of practice: A computational content analysis of expressed communication based on a Japanese role-playing game. Manuscript accepted for presentation at the National Communication Association, Indianapolis, IN [Converted for COVID-19], Japan-US Communication Association.

Awadhi, A., **Berge, P.S.**, Dwyer, S., Lovett, S., McQuaid, S., & Woolbright, L. (April, 2021). Role-Playing Peer Review: Games and Gatekeepers. Role-Playing Peer Review: Games and Gatekeepers. Engaged Learning Experience presented at the meeting of the College Conference on Composition and Communications, Spokane, WA [Converted for COVID-19].

Berge, P.S., Eubanks, J., Nisbitt, L., & Stevens, A. (2019). "Exploring the Rhetoric of Immersion and Identity in Virtual Reality." Presented in Performance Expression and Identity within Multimodal Technologies at the meeting of the College Conference on Composition and Communications, Pittsburgh, PA.

Courses Taught

University of Alabama

Applied Topics in Creative Writing: Press Start: Writing for Games (Proposed & Developed Course; Instructor of Record; Advanced Undergraduate Course)

Advanced English Composition: "Play//Write: Writing and the World of Video Games" (Proposed & Developed Course; Instructor of Record)

Intro to Creative Writing: "Heroes of the Fractured Worlds" (Developed Course; Instructor of Record)

English Composition II (Instructor of Record)

English Composition I (Instructor of Record)

British Literature II (Graduate Teaching Assistant)

British Literature I (Graduate Teaching Assistant)

Service

Digital Culture Research Group, active member, University of Central Florida, 2020

Carolyn P. Handa Undergraduate Scholarship Award Committee, Spring 2020

CCCC's Council for Play and Game Studies, active member and panelist, 2019-Present

Digital Literacy / Tech Support Mentor, University of Alabama, 2019-2020

Digital Pedagogy Community of Practice, active member, University of Alabama, 2019-2020

EN 200 Online Curriculum Development, University of Alabama, Spring 2019-2020

ePortfolio Assessment Group, University of Alabama, 2019, 2020

ePortfolio Pilot Group, University of Alabama, 2018-2020

Online creative writing pedagogy training development and assistance, Spring-Summer 2020

Fellowships and Awards

2020

Presidential Doctoral Fellowship, University of Central Florida

Extraordinary Service Scholarship, awarded for curriculum development work, University of Alabama

2019

Outstanding Teaching by a MA Student Award, awarded at the department, college, and graduate school level, University of Alabama

2018

Carolyn P. Handa Teaching Award, University of Alabama

National Graduate Council Fellowship, University of Alabama

2016

Truman Capote Literary Trust, University of Alabama

Slavic Department's Best Essay Competition Winner, "Womanish Fiddle Faddle: Vasilisa the Priest's Daughter as a Model for Gender Discussion in Folklore," University of Washington

Talks and Workshops

University of Alabama

Guest Speaker

Guest speaker on emergent pedagogy in online environments with graduate student instructors, May 2020.

Guest speaker on "Teaching with ePortfolios" with graduate student instructors, Nov. 2019.

Guest speaker on "Performing Video Game and Virtual Reality Research" with senior writing students for Games Writing course, Oct. 2019.

Guest speaker on technology research in virtual reality and video games for Gaming Journalism class in the Journalism and Media Studies department, Feb. 2019. ([Observation Link](#))

Guest speaker on "Collaborative Writing, Print to Digital" for graduate level Research Methods course. ([Observation Link](#))

Featured speaker on video game pedagogy, interactive course materials, and roleplaying in the classroom at First-Year Writing Program's Creative Composition Series, Mar. 2018.

Workshops

Led guest workshop on "A Dip into Design: Building for 'Fun'" with senior writing students for Games Writing course, Oct. 2019.

Led guest workshop on "Going *meta* in our writing" with creative writing students, Feb. 2017.

Led guest workshop on "Building Images" with creative writing undergraduates, Sept. 2016.

Relevant Work Experience

University of Alabama

Graduate Teaching Assistant, Digital Literacy / Tech Support Mentor, 2016-present

- Developing creative and engaging lessons plans, syllabi, and activities to encourage emergent learning and introduce students to composing and critical thinking fundamentals, including multimodal composing strategies, rhetoric, discourse analysis, and holistic revision strategies
- Working with other instructors and departments to develop pedagogical resources and innovative approaches to teaching both composition and creative writing at the department level

Blu-Orange Entertainment LLC

Founder, lead designer, lead writer, team manager, 2012-2016

- Recruited and managed a small team of programmers, artists, and designers
- Worked together to develop games for local game jams, winning several contests
- Developed team members to go on to successful careers in software and game development

Grey Door Games LLC

Programmer and writer, 2014-2015

- Designed game-specific combat and locomotion systems to design specifications
- Collaborated with designer on narrative elements and key mechanics

Technical Skills

C#, 4 years experience

HTML, 3 years experience

C++, 2 years experience

Java, 1 year experience

Software Proficiencies: Adobe Suite (InDesign, Illustrator, Photoshop, Premiere, After Effects), Microsoft Office and Visual Studio, WordPress and Weebly, Twine, A-Frame, Unity Engine, Unreal Engine 4.

Teaching Recommendations

Sample Course Site: <https://playslashwrite.space/>

Dr. Rebecca Britt

Class Taught: JCM 451, Gaming Journalism on Feb. 25th 2019 (Guest Speaker)

Topic: Graduate rhetorical research, identity, and virtual reality

[Observation Link](#)

Dr. Alexis McGee

Class Taught: EN 653, Research Methods on Dec. 2nd 2018 (Guest Speaker)

Topic: Collaborative writing in digital spaces

[Observation Link](#)

Professor Jessica Kidd

(This memo was in recommendation for the UA Outstanding Teaching Award, used with permission.)

Classes Observed: EN 101, EN 102: English Composition I & II; Fall 2017-Spring 2018

[Observation Link](#)