JACK MURRAY

jack@jackademia.com

EDUCATION

University of Central Florida
PhD in Texts and Technology   **Fall 2019 – 2023**
Area of Concentration: Digital Media
Advisor: Dr. Anastasia Salter

University of Texas at Dallas
MA in Arts, Technology, and Emerging Communication   **2017-2019**
Area of Concentration: Game Studies
Thesis: *Massively Multiplayer Offline Games: Megagames and Players*
Committee: Dr. Josef Nguyen (Chair), Dr. Hong-An Wu, Dr. Tim Christopher

University of Texas at Dallas
B.S. in Software Engineering   **2013-2017**
Areas of Concentration: Software Architecture, Network Engineering
Design Project: A Common Device Interface for NTT Data

TEACHING AND RESEARCH EXPERIENCE

University of Central Florida
Graduate Teaching Associate – Games and Interactive Media, NCSM   Spring 2021 - Present

University of Central Florida
Graduate Research Assistant – Center for Humanities and Digital Research.   Fall 2020 – Present

University of Central Florida
Online Curriculum Development – GaIM programming bootcamp   Summer 2020

University of Central Florida   Fall 2029 – Spring 2020
Research Assistant- Dr. John Murray

University of Texas At Dallas
Teaching Assistant – Dr. Michael Andreen   Fall 2018—
                                                                 Spring 2019

PROFESSIONAL EXPERIENCE

900 Lbs. of Creative
Interactive Developer   August 2017 –
                                                                 August 2018

PUBLICATIONS AND PROCEEDINGS

Murray, Jack. "More Than Just the Table: Analog Games as Computational Platforms." In *International Conference on the Foundations of Digital Games*, 1–4. Bugibba Malta: ACM, 2020. https://doi.org/10.1145/3402942.3402974.

CONFRENCE PRESENTATIONS

"Board games as tools for describing computational thinking process" 2020 AECT International Convention, Board Games and Learning	November 2020
"More than Just the Table: Analog games as computational Platforms" FDG '20: International Conference on the Foundations of Digital games.	September 2020
"Super Baguettes, Space World Cup, and Moon Pope: Collaborative storytelling in megagames through metaplay", Electronic Literature Organization 2020 Conference	June 2020
"An Elaborate Contraption: Pervasive Games as Mechanisms of Control in Ernest Cline's Ready Player One"", ICFA 41, *Canceled due to COVID-19	March 2020*
"Live Action Role Playing: Narrative and the Boundaries of Play", PLAY Conference, Playing IRL, Texas Tech University Humanities Center	April 2019

GAMES AND MEDIA

Hello GoGo Unity AR, Mobile, Narrative Systems Research Lab, University of Texas at Dallas, University of Hiroshima	2019
Camelot's End Megagame Analog Game, With Carlos Ledoux and Shad Miller, Presented at BGG Con 2018	2018
Colossus of Atlantis Redux Analog Game, With Carlos Ledoux and Josh Miller. Original by Dillon Burke.	2018
Different Strokes: Print and Play Analog Game	2018

The Tandem Controller

Mixed Media Art, Presented at the Experimental Entertainment Expo, University of Texas at Dallas	2018
BSA: Northern Star Interactive Leadership Experience Unity, PC, 900lbs of Creative	2018
BSA:NAM VR Unity VR, Android Google DayDream, 900lbs of Creative	2018
Virtual Training Assistant: VR Factory Training Unity VR, HTC Vive, 900lbs of Creative	2018
Panopticon Digital Game, Unity, Narrative Systems Research Lab, University of Texas at Dallas	2017

SERVICE

ELO 2020 Scientific Committee	2020
ELO 2020 Discord Moderator	2020
Texts and Technology Student Organization Co-Treasurer	2020-2021
Experimental Entertainment Expo – Co-Director	Spring 2018
UTD ATEC Graduate Student Advisory Council MA Representative	2018-2019

AWARDS AND FELLOWSHIPS

ORGC Fellowship	2019-2023
Outstanding MA Thesis	April 2019

MEMBERSHIPS AND AFFILIATIONS

Digital Cultures Research Group, UCF
Center for Humanities and Digital Research@UCF
Electronic Literature Organization
Association for Educational Communications and Technology
International Association for the Fantastic in the Arts
International Game Developers Association
Studio for Mediating Play, UTD

Narrative Systems Research Lab, UTD
Games Research Lab, UTD
Interactive Analog Games Research Group, UTD