

# Jason Crider

## Curriculum Vitae

University of Florida  
Department of English  
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### Education

Ph.D., Department of English, University of Florida (expected 2021)  
Dissertation: *Prosthetic Rhetoric: Writing and the Networked Body*  
Chair: Sidney I. Dobrin

M.A., Department of English, Clemson University, 2016

B.A., Department of English-Rhetoric and Writing, 2013

### Academic Appointments

Graduate Research Fellow, University of Florida, 2016-present.

Graduate Teacher of Record, Clemson University, 2015-2016.

Adobe Creative Suite Assistant, Cooper Digital Studio, Clemson University, Clemson's Adobe Creative Cloud Initiative, 2014-2015.

Writing Tutor, University of Wisconsin-La Crosse, 2011-2013.

### Grants

#### Internal

(\$3,100.00) Healthy Civic Campus & Community Grant, 2017. "[EcoTour: Using Mobile Technologies to Promote Local Environmental Engagement](#)." Role: Grant Writer, Augmented Reality Application Developer. Co-PI with Shannon Butts, Jacob Greene, and Madison Jones.

#### Contributor

(\$324,865) *National Endowment for the Humanities*, 2019. "[MassMine Advancement Grant for Sustainable Data-Driven Humanities Research](#)." Role: Intellectual Contributor. PI: Aaron Beveridge

(\$15, 249) Creative Campus Catalyst Fund, 2019. *UF-GNV Creative Community Collaborations Project*, University of Florida. “[Augmenting Sustainability: An AR App for the UF Campus and Gainesville Community](#).” Role: Consultant and Student Advisor with Shannon Butts and Madison Jones.

## Peer-Reviewed Articles

(Forthcoming) “Digital Daimons: Algorithmic Rhetorics of Augmented Reality,” with Jacob Greene and Sean Morey, *Computers and Composition*.

(Forthcoming) “Hyperanimals: Inverting Nature through Pokémon Go,” with Sean Morey, *ISLE: Interdisciplinary Studies in Literature and Environment*.

“[Augmented Vision\(s\): Visual Rhetoric in the Augmented Reality Apparatus](#),” *Technoculture*, vol. 8, June 2019.

“[Disney Death Tour: Monumentality, Augmented Reality, and Digital Rhetoric](#),” with Kenny Anderson. Forthcoming in *Kairos: A Journal of Rhetoric, Technology, and Pedagogy*,” vol. 23, no. 2, (Topoi) January 2019.

“[Haptic Heuretics: Electrify Tinkering as Rhetorical Making](#),” with Caleb Andrew Milligan. *Textshop Experiments*, vol. 4, spring 2018.

## Peer-Reviewed Invited Chapters

“I See the Body Electrify,” Forthcoming in the edited collection *Mediating Nature: The Role of Technology in Ecological Literacy*, ed. Sidney I. Dobrin and Sean Morey. Routledge, November 2019.

## Book Reviews

[The Undersea Network \(Sign, Storage, Transmission\)](#), by Nicole Starosielski. *Computers and Composition Online*, spring 2018.

## Digital Projects and Design

“[EcoTour: Using Mobile Technologies to Promote Local Environmental Engagement](#),” Augmented Reality Application, with Shannon Butts, Jacob Greene, and Madison Jones, 2017.

“[The Augmented Tarot](#),” Augmented Reality Application, TraceARCs, 2017.

*Writing Posthumanism, Posthuman Writing*, Book Cover Design, ed. Sidney I. Dobrin (Parlor Press, 2015).

*Trace: A Journal of Writing, Media, and Ecology*, Cover Design and Web Layout, Issue 1-3, 2016-present.

*South Atlantic Review*, Cover Design and Layout, South Atlantic Modern Language Association, ongoing cover and layout, 2015-present.

*Steam Ticket: A Third Coast Review*, Cover Design and Layout, Vol. 16, University of Wisconsin-La Crosse, 2013.

*Konsult Experiment*, Web Design and Layout 2018-present.

*Sequentials*, Web Design, 2017.

## **Awards and Honors**

Kairos Best Webtext Award for “Disney Death Tour,” 2019.

University of Florida Department of English Graduate Teaching Award, fall 2018.

Graduate School Research Fellowship, University of Florida, 2016-2020.

Passed with Distinction, MA Defense, Clemson University, April 2016

## **Trade and Creative Publications**

“[Tiny Houses, Big Hurdles](#),” news article for WUFT’s “Energy Burden” Special Report, Dec. 2017.

“[Editorial: inFESTation](#),” contributor for Punknews.org.

“[Talking, drums, Stranger Things, and Fest with PUP’s Zack Mykula](#),” interview for Punknews.org.

“Keys, Clocks, Cinderblocks,” fiction, *Steam Ticket: A Third Coast Review*, Vol. 15, 2012.

“Coulee Cuts,” weekly music column in *Second Supper: La Crosse’s Free Press*, 2010-2013.

## **Invited Campus Talks**

“Location-Based Writing and the Disney Death Tour,” University of North Florida, March 2019.

“Composing in the Dark(room): Writing with the Creative Cloud at Clemson and UF,” part of Adobe’s Creative Campus Collaboration series, Clemson University, April 2018.

“Augmented Reality and Critical Tourism,” University of North Florida, March 2018.

## Conference Presentations

“Contemplating Rhetorical Futures in a Post-Desktop Computing World,” Roundtable at Western States Rhetoric and Literacy Conference, *Contemplative Rhetorics and Literacies*, Montana State University, Bozeman, MT, October 2019.

“Cyborg in the Swamp: Writing, Disability, *Ecohexis*” ASLE Thirteenth Biennial Conference, *Paradise on Fire*, University of California, Davis, CA, June 2019.

“User/Body Rhetorics: Adaptive Strategies for Networked Embodiment” Computers and Writing, *Mission Critical: Centering Ethical Challenges in Computers and Writing*, East Lansing, MI, June 2019.

“Terroir Ecocriticism: Composition via *Annihilation*” 17th Annual Hawaii International Conference on Arts and Humanities, Honolulu, HI, January 2019.

“EcoTour: Digital Rhetoric and Local Spaces,” Roundtable at Rhetoric Society of America Conference, *Re-inventing Rhetoric*, Minneapolis, MN, May-June 2018.

“Virtual Environing: Writing Ecologies with Mobile Media” Computers and Writing, *Digital Phronesis: Culture/Code/Play*, Fairfax, VA, May 2018.

“On the Edge of Multimodality: Critical Tourism, Emplaced Composition, and AR” Conference on College Composition and Communication, *Language, Laboring, and Transforming*, Kansas City, MO, March 2018.

“Visualizing Hyperoceans, or How to See like an Ocean” ASLE Twelfth Biennial Conference, *Rust/Resistance: Works of Recovery*, Wayne State University, Detroit, MI, June 2017.

“Architectural Writing: Everting Rhetoric and Composition through Augmented Reality” Computers and Writing, *Techne: Creating Spaces of Wonder*, University of Findlay, Findlay, OH, June 2017.

“I See the Body Electrate: Oracular Technologies and Ocular Delivery” Embodying Media Conference, *From Print to Digital*, University of Cambridge, Cambridge, UK, May 2017.

“Articulating Digital Heterotopias: *Pokémon Go* and the Augmented Future” 16<sup>th</sup> Annual English Graduate Organization Conference, *Futures Near and Far: Utopia, Dystopia, and Futurity*, University of Florida, Gainesville, FL, October 2016.

“Augmented Reality and the Sunglasses of Ideology” 13<sup>th</sup> Annual Conference of the Digital Humanities Research Group, *Born Digital: Reformatting Humanities in the 21<sup>st</sup> Century*, University of Miami, Miami, FL, March 2015.

## Workshops Facilitated

"Augmenting the Curriculum: Pedagogical Possibilities for Augmented Reality," with Shannon Butts, Sid Dobrin, and Madison Jones, UF Interface Conference, *Learning Beyond 4 Walls*, University of Florida, April 2019.

“Augmented Reality and the University,” Gator Computing Program, University of Florida, June 2019.

“Augmented Reality Development,” Passport to Great Teaching, Office of Faculty Development and Teaching Excellence, University of Florida, December 2018.

“Intro to Raspberry Pi,” MADE@UF Spring Workshop Series, University of Florida, April 2018.

“Intro to Augmented Reality: Aurasma,” MADE@UF Fall Workshop Series, with Shannon Butts and Madison Jones, University of Florida, October 2017.

“Using Virtual and Augmented Reality for Public Libraries,” University of Florida, August 2017.

“Introduction to Augmented Reality Workshop,” with Shannon Butts and Jacob W. Greene, University of Florida, October 2016.

## Conferences Organized

### Chief Organizer

*Margins: Rhetoric and Place in the Digital Now*, Clemson University, February 2016.

### Co-Organizer

*Embodied Interventions*, Digital Assembly Symposium, University of Florida, February 2019.

*In Ecomedia Res*, Digital Assembly Symposium, University of Florida, February-March, 2018.

*The Materials of Digital Culture*, Digital Assembly Symposium, University of Florida, March 2017.

## Teaching

### University of Florida

ENC 3414: Hypermedia and Digital Rhetorics (Upper Division, spring 2019)

AML 2070: Transcendental, Radical, Wild: American Environmental Literature (Fall 2018)

ENG 1131: Writing through EcoMedia (spring 2018)

ENC 1145: Writing about Paranoia (fall 2017)

### Clemson University

ENGL 1030: Accelerated Composition (4 sections, 2015-2016)

## Editorial Work

Production Editor, *Enculturation: A Journal of Writing, Rhetoric, and Culture*, 2019-present.

Managing Editor and Web Developer, *Trace: A Journal of Writing, Media, and Ecology*, 2016-present.

Web Developer and Editor, *Gregory Ulmer's Konsult Experiment*, 2018-present.

Web Developer, *Sequentials*, University of Florida, 2017.

Associate Managing Editor, *ImageText*, University of Florida, 2016-2017.

Editor-in-Chief, *Steam Ticket: A Third Coast Review*, University of Wisconsin-La Crosse, 2013.

## Service

Roundtable Contributor, "Keeping the Balance," Department of English, University of Florida, 2019.

Newcomers' Welcome Booth, Conference on College Composition and Communication, 2018.

Augmented Reality Coordinator, Trace Innovation Initiative, 2016-present.

President/Vice President/Treasurer, Digital Assembly, University of Florida, 2016-present.

Moderator, *Pedagogy, Practice and Philosophy*, University Writing Program 2018 Conference, University of Florida, 2017-2018.

Reviewer for Jacob W. Greene's "Introduction to Mobile Augmented Reality Development in Unity," Programming Historian, programminghistorian.github.io, 2016.

Senator (English) and Cabinet Member (Finance Committee), Graduate Student Government, Clemson University, 2015-2016.

Co-Organizer, Masters of English Incoming Student Orientation, Clemson University 2015.

Summer Reading Program Facilitator, Clemson University, 2015.

## **Technical Proficiencies**

Augmented Reality Development: Vuforia SDK, Unity Game Engine, Aurasma Studio, Xcode, Audacity

Web Design: HTML5, CSS3, Python, Bootstrap 4.0.0, Foundation 6

Multimedia Production: Adobe Illustrator, Photoshop, InDesign, Lightroom, and Premiere Pro

Physical Computing: Raspberry Pi and Arduino development

## **Professional Memberships**

National Council of Teachers of English (since 2017)

Rhetoric Society of America (since 2018)

Association for the Study of Literature and the Environment (since 2016)

*References Available Upon Request*