MORGAN CSELINACZ

m.cselinacz@gmail.com

EDUCATION

MA University of Alberta, Digital Humanities Sept 2019 - Present
Thesis: TBD
Advisor: Dr. Astrid Ensslin

BSc University of Alberta, Psychology Specialization Sept 2015 – Apr 2019
Graduated with Distinction
Certificate in Computer Game Development

HONORS AND AWARDS

Walter H. Johns Graduate Fellowship Sept 2019
Granted by the University of Alberta, $5800

Joseph-Armand Bombardier Canada Graduate Scholarship – Master's Sept 2019
Granted by the Social Sciences and Humanities Research Council of
Canada, $17500

Samuel J McCoppen Scholarship Sept 2018
Granted by the University of Alberta, $1500

Undergraduate Student Research Award May 2018
Granted by the National Sciences and Engineering Research Council of
Canada, $4000

Outstanding Achievement in Science Award & Scholarship Dec 2017
Granted by the Interdepartmental Science Students' Society, University
of Alberta, $500

Frederick A Scherrer Scholarship in Science Sept 2017
Granted by the University of Alberta, $2000

Polonia Foundation in Alberta Student Scholarship May 2017
Granted by the Polonia Foundation in Alberta, $1000

Jason Lang Scholarship Jan 2017
Granted by the Government of Alberta, $1000

Undergraduate Scholarship Sept 2016
Granted by the University of Alberta, $500

MacEachran Humanities Scholarship in Psychology   Sept 2016
Granted by the University of Alberta Department of Psychology, $1000

University of Alberta Dean's Honor Roll (First Class Standing)   2015 - 2019
Granted to undergraduate students achieving a GPA of 3.7 or higher over
the academic year

William and Mary Hawrysh Memorial Leadership Scholarship   Sept 2015
Granted by the University of Alberta, $3500

Alexander Rutherford Scholarship   Sept 2015
Granted by the Government of Alberta, $1500

SUNIA Scholarship   Sept 2014
Granted by the Alberta Teacher's Association
Funding to attend the SUNIA Conference in Golden, Alberta

COURSE EXPERIENCE AND PROJECTS

DH 618 – User Designed Experience in Iterative Game Design   Sept – Dec 2020
Designer, University of Alberta
Currently developing a board game that satirically critiques Joseph Campbell's monomyth
and the issues surrounding it.

DH 510: Digital Fictions   Jan – Apr 2020
Designer, University of Alberta
Designer and writer for the Twine experience *In My Skin*, which explores concepts such as
artificial intelligence, humanity, time, identity, and self.
Available at: https://chilli-nutz.itch.io/in-my-skin

INTD 450: Computers and Games Capstone   Jan – Apr 2019
Lead Writer, University of Alberta
Lead writer for the puzzle video game *Thea.png*, which emulates the GUI of an old Windows
XP computer and delves into the life of Thea, a woman in an abusive relationship. I wrote the
story script and overlooked the writing of the game for consistency, aesthetic, tone, and
impact. I also helped lead the team to meet deadlines and balance scope. Created in Unity.
Available at: https://fifty-fifty.itch.io/theapng

INTD 350: Game Design Principles and Practice   Jan – Apr 2019
Designer, University of Alberta
Created and designed *The Great Acorn Race*, a card-based resource building board game.
Available at: TBA

MLCS 499: Advanced Critical Game Design and Theory   Jan – Apr 2019
Lead Designer, University of Alberta

Created a design document/story script for the puzzle game *Bleak Citizenship Society Club*. The player is at a masquerade ball where characters wear the faces of other characters as masks. Players must find the 'true' identity of each character by solving logic puzzles which reveal information about identity, sexuality, and performativity.
Available upon request.

MLCS 399: Video Games Across Cultures   Sept – Dec 2018
Designer, University of Alberta
Created a design document for *Virgin in Paradise* – a fantasy dating simulator where the player, 'the virgin', is on a dating show where they cannot see their date's appearance until the very end of the game. They are then presented with the choice to have sex with their revealed partner, meant to invoke controversial feelings about gender, its expression, sex, and (fantasy) stereotyping.
Available upon request.

CMPUT 250: Computers and Games   Sept – Dec 2018
Writer/Producer, University of Alberta
Writer and producer for the 2-D point-and-click adventure/dating simulator/murder mystery game *Mr. Catfish's Singles Retreat Event Extravaganza!!!*. I wrote the script, branching dialogue paths, and different endings, and led the project for scope, deadlines, consistency, and quality. Created in RPG Maker MV.
Available at: https://chilli-nutz.itch.io/mr-catfish

RESEARCH EXPERIENCE

BORG Lab, University of Alberta   Mar – Apr 2020; Sept 2020 - Present
Research Assistant, Dr. Sean Gouglas
- Consultant on *Gaming the Curriculum Wiki* for game studies concepts
- Wrote and edited wiki articles to be used as a reference for professors teaching game studies concepts
- Synthesized research on game studies topics, issues, and examples
- Provided examples of inclusive and diverse games which do not reflect toxic masculine ideals

Digital Synergies Research Area, University of Alberta   Jan 2019 – Aug 2020
Research Assistant, Dr. Astrid Ensslin
- Organized and ran faculty-wide events
- Managed social media/newsletter/mailing lists
- Upkeep and updating the Digital Synergies website
- Catering manager
- Meeting coordinator
- Ran and designed the Media Archaeology, Artificial Intelligence, and Intersectional Activism (MAIA) Lab

General Artificial Intelligence Lab, University of Alberta   Jan – Aug 2018
Student/Research Assistant, Dr. Vadim Bulitko

- Collected and analyzed artificial life simulation data
- Wrote and edited peer-reviewed research papers
- Synthesized research on artificial evolution, artificial life, and machine/deep learning
- Collaborated with researchers at the University of Idaho (Polymorphic Games)
- Participated in the Experimental AI in Games Workshop at AIIDE Conference in Edmonton AB (2018)
- Presented at the Artificial Life Conference in Tokyo JP (2018)
- Presented at the Royce-Harder Research Conference in Edmonton AB (2018)
- Participated in the University of Alberta Science Internship Program (2018)

Intercultural Communication Lab, University of Alberta   Sept 2016 – Sept 2017
Student/Research Assistant, Dr. Kim Noels
- Collected data and managed live research participants
- Ran statistical analyses using commercial software including SPSS
- Presented at the Joseph R. Royce Conference, Edmonton AB (2017)

TEACHING EXPERIENCE

MLCS 345: Video Games Across Cultures   Sept 2020 - Present
University of Alberta, Department of Modern Languages and Cultural Studies
Teaching Assistant
Examination and design of video games as objects of cultural studies for developing intercultural understanding.
- Attend classes and answer student questions over Zoom
- Weekly office hours and streaming sessions of games
  - Streams are meant to make the course more accessible for students who cannot afford or do not have the technology to play them
- Generate and contribute to weekly discussions
- Answer emails regarding questions, concerns, or comments about the course
- Grade weekly discussions and final design document project for ~30 students

STS 351: Understanding Video Games   May – Jun 2020; Sept 2020 - Present
University of Alberta, Department of Science, Technology, and Society
Teaching Assistant
Understanding Video Games is a 12-lesson course teaching a comprehensive overview of analytical theory pertaining to video game media.
- Generate weekly discussions about lesson topics
- Grading midterm and final exams for ~60 students
- Answer emails regarding questions, concerns, or comments about the course
- Create midterm and final exam questions
- Update and create closed captions tracks and transcript files for course videos

WORK EXPERIENCE

Ascendant Books, Edmonton, Alberta   Sept 2017 – May 2018

Sales Associate
- Prepared merchandise
- Organized merchandise
- Assisted and managed customers
- Worked at the cash register

City of Edmonton Council, Edmonton, Alberta   Sept 2015 – Mar 2016
Constituent Outreach Team Leader
- Led and managed a group of door knockers out to neighborhoods
- Organized and scheduled door knocking days
- Synthesized constituents' concerns and presented them to City Council

Mowbrey Gil LLP, Edmonton, Alberta   May 2015 – Apr 2019
HR/Administrative Assistant
- Worked reception
- Prepared invoices
- Organized and managed client files and file systems
- Data entry, organization, and visualization
- Use of commercial software including Microsoft Excel, Office, and Outlook

PUBLICATIONS

Conference Papers

(Peer-Reviewed)

S. Soares, E., Bulitko, V., Doucet, K., Cselinacz, M., Soule, T., Heck, S., & Wright, L. (2018). *Learning to recognize A-life behaviors*. In poster collection: The Sixth Annual Conference on Advances in Cognitive Systems. Stanford University CA. http://www.cogsys.org/papers/ACSvol6/posters/Soares.pdf

(Abstract-Reviewed)

Frizzera, L., Cselinacz, M., Ilovan, M., Ensslin, A., & Rockwell, G. (2020). *Knowing Ourselves: Building an Interactive Researcher Map at the University of Alberta*. Presented at: CSDH/SCHN Digital Humanities Conference 2020. London, ON. http://dx.doi.org/10.17613/dqwr-sd88

Bulitko, V., Walters, M., Cselinacz, M., & Brown, M. (2018). *Evolving NPC behaviors in A-life with player proxies*. Presented at: Experimental AI in Games (EXAG) Workshop at the AAAI Conference on Artificial Intelligence and Interactive Digital Entertainment (AIIDE). Edmonton AB. http://ceur-ws.org/Vol-2282/EXAG_116.pdf

Acknowledgements

Lou, N. M. (2019). *Breaking the vicious cycle of language barriers: Growth language-mindsets improve communication experience for migrant university students* (Doctoral dissertation). University of Alberta, Edmonton AB. https://doi.org/10.7939/r3-tnzx-4736

Plowes, N., Du, Y., Congdon, J.V., Bulitko, V., S. Soares, E., & Spetch, M.L. (2019). Odometry and backtracking: social and individual navigation in group foraging desert harvester ants *(Veromessor pergandei). Animal Cognition*, *22*: 35. https://doi.org/10.1007/s10071-018-1218-7

PRESENTATIONS AND INVITED LECTURES

Paper Presentation, University of Alberta   Apr 2019
Representing Narrative Without Words
by M. Cselinacz, J. Guy, and L. Friskie
Presented at the DiHuCon: Patterns of Propagation

Keynote Address, Derrick Club of Edmonton, Edmonton AB   Sept 2019
Wine & Whiskey Charity Night
Presented by Diabetes Research Institute Foundation Canada (DRIFCan)

Paper Presentation, University of Alberta   Apr 2019
Bleak Citizenship Society: Deconstruction of Identity and Performativity
by M. Cselinacz
Presented at the Disruption!: DiHuCon Conference

Paper Presentation, University of Alberta   Apr 2018
Using a Deep Artificial Neural Network to Classify Veromessor pergandei Trajectories when Displaced from their Feeding Column
by M. Cselinacz, M. Spetch, V. Bulitko, and E. Schumacker Soares
Presented at the Royce-Harder Research Conference

Paper Presentation, University of Alberta   Apr 2017
I Think I Can't*: The Effect of Learning Mindsets on Language Anxiety in Immigrants and International Students*
by B. Ongaro, M. Cselinacz, N. M. Lou, and K. Noels
Presented at the Joseph R. Royce Conference

Keynote Address, Shaw Conference Center, Edmonton AB   Nov 2009
Denim and Diamonds Gala
Presented by the Juvenile Diabetes Research Foundation

PROFESSIONAL TRAINING

Digital Experience Design Foundation, MacEwan University   Sept 2020 - Present
Professional Development Certificate

An introduction into the field of user experience design for the development of digital products and prototypes/mockups such as websites, apps, and game interfaces. Students will be able to better assess client requirements, analyze user behaviors and motivations, and then apply new processes and techniques to develop a design solution that achieves the results the client is looking for.

Emerging Leaders Program, University of Alberta   Nov 2016
Based around a social change model of leadership. Participated in workshops which encouraged collaboration, conflict resolution, change, and citizenship.

COMMUNITY SERVICE

Digital Humanities Students' Association   Apr 2020 - Present
Vice President External, University of Alberta

INTD 350: Game Design Principles and Practice   Jan 2020 - Present
Gaming Assistant, University of Alberta

Digital Humanities Students' Association   Sept 2019 - Apr 2020
DiHu Conference and Committee Organizer, University of Alberta
Conference moved online and postponed to September 2020 due to COVID-19 outbreak

CMPUT 250: Computers and Games   Sept 2019 - Present
Executive Producer, University of Alberta

Press A to Start Conference, MacEwan Game Development Club   Apr 2019
General Volunteer, MacEwan University

Patient Immersion Program   Oct 2017 - Apr 2019
Chronic Illness Mentor, University of Alberta Faculty of Medicine

High School Model United Nations   Mar 2017 – Apr 2018
Director General, University of Alberta

Edmonton Center Federal Government Youth Council   Oct 2016 – Mar 2018
Youth Member, Edmonton AB

Polonia Foundation of Alberta   Sept 2016 – Sept 2018
Casino Night Volunteer, Edmonton AB

Undergraduate Psychology Association   May 2016 – Apr 2017
Vice President External, University of Alberta

High School Model United Nations   Mar 2016 – Apr 2017
Under-Secretary General Logistics, University of Alberta

Week of Welcome/Orientation Mar 2016 – Sept 2017
Orientation Leader, University of Alberta

High School Model United Nations Sept 2015 – Feb 2016
Security Council Director, University of Alberta

Norwood Senior Center Sept 2011 – Jun 2013
General Volunteer, Edmonton AB

Juvenile Diabetes Research Foundation Feb 2006 – Jun 2016
Youth Ambassador, Edmonton AB

LANGUAGES

English: Distinguished Proficiency/Native Language

Polish: Intermediate Low Proficiency

COMPUTER SKILLS

Programming: Matlab [basic proficiency], Python [basic proficiency], Javascript [basic proficiency]

Applications: Microsoft Word, Microsoft Powerpoint, Microsoft Excel, Ubuntu, VSCode

OTHER

Research Interests: Ethics of artificial intelligence; Integration of artificial intelligence and androids into society; Representation of androids and artificial intelligence in media; Societal impact of video games; Game studies

Citizenship: Canada, Poland