

MORGAN CSELINACZ

m.cselinacz@gmail.com

EDUCATION

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| MA | University of Alberta, Digital Humanities
Thesis: TBD
Advisor: Dr. Astrid Ensslin | Sept 2019 - Present |
| BSc | University of Alberta, Psychology Specialization
Graduated with Distinction
Certificate in Computer Game Development | Sept 2015 – Apr 2019 |

HONORS AND AWARDS

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| Walter H. Johns Graduate Fellowship
Granted by the University of Alberta, \$5800 | Sept 2019 |
| Joseph-Armand Bombardier Canada Graduate Scholarship – Master’s
Granted by the Social Sciences and Humanities Research Council of Canada, \$17500 | Sept 2019 |
| Samuel J McCoppen Scholarship
Granted by the University of Alberta, \$1500 | Sept 2018 |
| Undergraduate Student Research Award
Granted by the National Sciences and Engineering Research Council of Canada, \$4000 | May 2018 |
| Outstanding Achievement in Science Award & Scholarship
Granted by the Interdepartmental Science Students’ Society, University of Alberta, \$500 | Dec 2017 |
| Frederick A Scherrer Scholarship in Science
Granted by the University of Alberta, \$2000 | Sept 2017 |
| Polonia Foundation in Alberta Student Scholarship
Granted by the Polonia Foundation in Alberta, \$1000 | May 2017 |
| Jason Lang Scholarship
Granted by the Government of Alberta, \$1000 | Jan 2017 |
| Undergraduate Scholarship
Granted by the University of Alberta, \$500 | Sept 2016 |

MacEachran Humanities Scholarship in Psychology Granted by the University of Alberta Department of Psychology, \$1000	Sept 2016
University of Alberta Dean's Honor Roll (First Class Standing) Granted to undergraduate students achieving a GPA of 3.7 or higher over the academic year	2015 - 2019
William and Mary Hawrysh Memorial Leadership Scholarship Granted by the University of Alberta, \$3500	Sept 2015
Alexander Rutherford Scholarship Granted by the Government of Alberta, \$1500	Sept 2015
SUNIA Scholarship Granted by the Alberta Teacher's Association Funding to attend the SUNIA Conference in Golden, Alberta	Sept 2014

COURSE EXPERIENCE AND PROJECTS

DH 618 – User Designed Experience in Iterative Game Design Designer , University of Alberta Currently developing a board game that satirically addresses Joseph Campbell's monomyth and the issues surrounding it.	Sept – Dec 2020
DH 510: Digital Fictions Designer , University of Alberta Designer and writer for the Twine experience <i>In My Skin</i> , which explores concepts such as artificial intelligence, humanity, time, identity, and self. Available at: https://chilli-nutz.itch.io/in-my-skin	Jan – Apr 2020
INTD 450: Computers and Games Capstone Lead Writer , University of Alberta Lead writer for the puzzle video game <i>Thea.png</i> , 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	Jan – Apr 2019
INTD 350: Game Design Principles and Practice Designer , University of Alberta Created and designed <i>The Great Acorn Race</i> , a card-based resource building board game. Available at: TBA	Jan – Apr 2019
MLCS 499: Advanced Critical Game Design and Theory Lead Designer , University of Alberta	Jan – Apr 2019

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/mailling 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, Ward 11, Edmonton, Alberta

Sept 2015 – Mar 2017

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 Orientation Leader, University of Alberta	Mar 2016 – Sept 2017
High School Model United Nations Security Council Director, University of Alberta	Sept 2015 – Feb 2016
Norwood Senior Center General Volunteer, Edmonton AB	Sept 2011 – Jun 2013
Juvenile Diabetes Research Foundation Youth Ambassador, Edmonton AB	Feb 2006 – Jun 2016

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