

## **Peter McDonald**

Curriculum Vitae

November 2020

University of Wisconsin-Madison  
Curriculum and Instruction  
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### **PROFESSIONAL APPOINTMENTS**

- 2020-21     Assistant Professor of Curriculum and Instruction, University of Wisconsin-Madison
- 2018-20     Assistant Professor of Game Design, DePaul University, School of Design
- 2013-17     Instructor and Teaching Assistant of English, University of Chicago
- 2011         Instructor of English, Okanagan College

### **EDUCATION**

- 2018         PhD in English Literature, University of Chicago  
Dissertation: *Playfulness, 1947-2017: Hermeneutics, Aesthetics, Games*
- 2010         MA in English Literature, Simon Fraser University
- 2009         BA in English Literature with Honours, University of British Columbia
- 2003         Certificate in Electronic Game Art and Design, Art Institute of Vancouver

### **RESEARCH AND TEACHING FIELDS**

New media; Game design; Game studies; Cultural studies; Critical theory; Feminist and queer theory; Science studies; Phenomenology; Psychoanalysis; Literary Criticism

## PUBLICATIONS

### Peer-Reviewed Essays

- 2019        “The Principle of Division in Roger Caillois’s *Man, Play and Games*.”  
*Games and Culture* (2019): 1-19.
- “Homo Ludens: A Renewed Reading.” *American Journal of Play* 11.2  
(2019): 247-267.
- 2017        “The Impossible Reversal: George Brecht’s Playfulness in *Deck: A  
Fluxgame*.” *Analog Game Studies* 4.4 (2017): np.
- 2015        “Worlding through Play: Alternate Reality Games, Large Scale Play, and  
*The Source*.” Co-authored with Patrick Jagoda, Melissa Gilliam, and  
Christopher Russell. *American Journal of Play* 8.1 (2015): 74-100.
- 2014        “For Every To there is a Fro: Interpreting Time, Rhythm, and Gesture in  
Play.” *Games and Culture* 9.6 (2014): 480-490.
- 2012        “Playing Attention: A Psychoanalytic Reading of Game Mechanics in *Ico*.”  
*Loading...* 6.9 (2012): 36-52.
- 2010        “Reflexivity as Entertainment: Early Novels and Recent Video Games.”  
Co-authored with Christina Lupton. *Mosaic* 43.4 (2010): 157-173.
- “*We Have Been Waiting: Ontology of the First Person Plural.*”  
*Rhizomes.net* 21 (2010): NP.  
<<http://www.rhizomes.net/issue21/mcdonald/index.html>>

### Book Chapters

- 2018        “Game Mechanics, Experience Design, and Affective Play.” Co-authored  
with Patrick Jagoda. *Routledge Companion to Media Studies and  
the Digital Humanities*. Ed. Jentery Sayers. New York: Routledge,  
2018. 174-182.
- 2017        “From Alternate to Alternative Reality: Nurturing Political Participation  
and Resistance in SEED.” Co-authored with Patrick Jagoda, Melissa

Gilliam, and Ashlyn Sparrow. *Alternate Reality and the Cusp of Digital Gameplay*. Ed. Antero Garcia and Greg Niemeyer. New York: Bloomsbury, 2017. 31-56.

- 2013 “On Couches and Controllers: Identification in the Video Game Apparatus.” *Ctrl-Alt-Play: Essays on Control in Video Gaming*. Ed. Matthew Wysocki. Jefferson, NC: McFarland, 2013. 108-120.

### **Book Reviews**

- 2020 “Book Review: John Sharp and David Thomas. Fun, Taste, & Games: An Aesthetics of the Idle, Unproductive, and Otherwise Playful.” *Critical Inquiry*.
- 2020 “Book Review: David Guerra: Slantwise Moves: Games, Literature, and Social Invention in Nineteenth-Century America.” *Modern Philology* 117.4 (2020).
- 2018 “Book Review: Ina Blom, *The Autobiography of Video: The Life and Times of a Memory Technology*.” *Spectator* 38.1 (2018): 71-3.

### **New Media & Games**

- 2017 *The Parasite* [Alternate Reality Game], University of Chicago, Chicago, IL, 2017.
- 2015 *The Sandbox | The Portal* [Electronic Literature] *Hyperrhiz* 11 (2015) <https://goo.gl/QjzDYB>
- 2014 *SEED* [Alternate Reality Game] Game Changer Chicago. Chicago, IL, 2014. <https://goo.gl/pjoMwP>
- 2013 *The Source* [Alternate Reality Game] Game Changer Chicago. Chicago, IL, 2013. <https://goo.gl/je82RM>
- Lucidity* [Electronic Literature] Game Changer Chicago. (2013)
- The Project* [Alternate Reality Game] Gray Center. Chicago, IL, 2013. <https://goo.gl/qwWZeD>

## GRANTS AND FELLOWSHIPS

- 2019 DePaul University, DePaul Humanities Center Fellowship
- 2017 University of Chicago, Mellon Foundation-University of Chicago  
Dissertation Completion Fellowship
- University of Chicago, GRAD Global Impact Fellowship
- 2016 University of Chicago, Nicholson Graduate Fellowship
- 2013 University of Chicago, Game Changer Chicago Design Lab Fellowship
- 2012 University of Chicago, SSHRC Joseph-Armand Bombardier CGS Doctoral  
Fellowship
- 2009 Simon Fraser University, SSHRC Joseph-Armand Bombardier CGS  
Master's Scholarship
- 2009 Simon Fraser University, Pacific Century Graduate Scholarship

## TALKS & PRESENTATIONS

### Published Conference Proceedings

- 2012 “Dizziness and Disorder: Aporia as Genre in Roger Caillois.” *Meaningful  
Play*, East Lansing, MI, October 2012. <<http://goo.gl/GRKhNk>>

### Papers Presented

- 2020 “From Defense Mechanism to *Defender*: Susan Isaacs and the  
Conceptual History of Game Mechanics.” *Society for Cinema and  
Media Studies*. Denver, CO, April 2020 (Conference cancelled due  
to Covid-19 pandemic).
- “Early Computer Game Design and the Pleasure of Pragmatic Systems.”  
College Art Association. Chicago, IL, February 2020.
- 2019 “An Era of Designed Play” Society for Literature, Science and the Arts,  
Irvine, CA, November 2019.

- “Designing Passivity” *Informed Experiences/Designing Consent*, Chicago, IL, April 2019.
- 2018 “Disciplining Game Design” *Society for Literature, Science and the Arts*, Toronto, ON, November 2018.
- 2017 “Weird Fun and Normal Fun: On the Concept of Play Style” *Society for Literature, Science and the Arts*, Tempe, AZ, November 2017.
- “Wit, Trickiness, and the Impossible Reversal: Reading George Brecht’s *Deck*” *New England American Studies Association*, Boston, MA, March 2017.
- 2016 “Post Machine Aesthetics and Phenomenology: A Panel Response,” *Society for Literature, Science, and the Arts*, Atlanta, GA, 2016
- “Toys and Playland: Two Models of Playtime.” *Extending Play*, New Brunswick, NJ, September 2016.
- 2014 “Inter(species)play.” *Inter/Play Joint Graduate Conference*, Chicago, IL, October 2014.
- “Satisfaction Guaranteed: Towards an Ontology of Fun.” *Cultural Studies Association*, Salt Lake City, UT, May 2014.
- “Idle Hands and the Unconscious Playground.” *Popular Culture Association/American Cultures Association*, Chicago, IL, April 2014.
- 2013 “Towards a History of Fun.” *Society for US Intellectual History*, Irvine CA, November 2013.
- “If you want to play games, there is a form for that’: Freedom and the Injunction to Play in The Project.” *Society for Literature, Science, and the Arts*, South Bend IN, October 2013.
- “Bouncing and Time.” *Extending Play*, New Brunswick, NJ, April 2013.
- 2012 “Dizziness and Disorder: Aporia as Genre in Roger Caillois.” *Meaningful Play*, East Lansing, MI, October 2012.

with Myka Tucker-Abramson. "Serial Realisms." *Cultural Studies Association*, San Diego CA, March 2012.

2011 with Emily Fedoruk. "Keeping Time: Counting as Gesture." *Times out of Joint: SFU Graduate Conference*, Vancouver BC, June 2011.

"'drowning must be a really comfortable arrangement': Time and Weariness in Crane's *The Open Boat*." *American Comparative Literature Association*, Vancouver BC, February 2011.

with Myka Tucker-Abramson. "Conflicted Genres and Generic Conflicts: Fallout 3 and Empire." *Cultural Studies Association*, Chicago IL, February 2011.

2010 "Draining the Medicinal Bath: Affective Inversions of Crisis." *System Crash: SFU Graduate Student Conference*, Vancouver BC, June 2010.

## TEACHING

### University of Wisconsin-Madison

Game Design I 2020

### DePaul University, Assistant Professor

Game Design Workshop (Graduate) 2020  
Game Development Project II (Undergraduate) 2020  
Game Design Pro-seminar (Graduate) 2019  
Games with a Purpose Bootcamp (Graduate) 2019  
Game Development Practicum (Graduate) 2019  
Solo Game Development (Undergraduate) 2019  
Game Development Project I (Undergraduate) 2018, 2019  
Creative Computation (Graduate) 2018  
Game Studies Pro-Seminar (Graduate) 2018

## ADVISING

2020 Annelise Belmonte, MFA Thesis Project, Chair  
2020 Jes Klass, MFA Thesis Project, Chair  
2020 Alex Bakos, MFA Thesis Project, Chair  
2019-20 Theo Ford, MFA Thesis Project, Chair  
2019-20 Michelle Lega, MFA Thesis Project, Chair

2019-20 John Henry Clark, MFA Thesis Project, Chair  
2019-20 Trynn Check, MFA Thesis Project, Member  
2018-20 Gracie Straznickas, PhD Committee, Chair  
2019 Jessa Dickinson, Depth Exam Committee, Member

## **UNIVERSITY SERVICE**

### **University of Wisconsin-Madison**

2020 DICE Area Studies  
2020 Colloquium Committee

### **DePaul University**

2018-20 Chair, Game Development Program Committee  
2018-20 Chair, Game Development Search Committee  
2018-20 Human Centered Design PhD Committee  
2018-20 CDM Diversity Committee  
2018-20 CDM Research Environment and Scholarship Committee  
2018-20 School of Design Curriculum Committee  
2018-19 School of Design Adjunct Review & Hiring  
2018-19 MFA Admissions Review  
2018-19 Faculty Adviser, Junior Development Experience Student Group  
2018-19 Faculty Supervisor, Graduate Student Assistantships

## **SERVICE TO PROFESSION**

Academic Press Reviewer: *Rutgers University Press, University of Chicago Press*

Journal Reviewer: *Journal of Games, Self, and Society; Caliban; Computers and Education*

Conference Reviewer: *Digital Games Research Association*

### **Organized Talks and Conference**

2018-20 *Inter/lude: Midwest Games Research Network*. Bi-Monthly meetings.  
2015-17 Alternate Realities and Virtual Worlds Lecture Series  
2014 Interplay Chicago Grad Student Conference, Chicago, IL, October 2014.

## **MEDIA COVERAGE**

- 2019      Beyond Gameplay Podcast. Kelli Dunlap, “The Limits of Empathy.” May 30, 2019
- 2018      *Wired*. Eric Thurm, “An Alternate Reality Game That Takes Freshman Orientation to a New Level.” March 25, 2018.
- Howlround*. Heidi Coleman, “The Parasite: An Alternate Reality Game for Orientation,” January 7, 2018.
- 2017      *Chronicle of Higher Education*. Anastasia Salter, “Playing at Orientation: Interview with the Designers of ‘The Parasite’ at University of Chicago,” November 27, 2017.
- UChicago News*. Freddy Tsao, “Faculty use augmented reality, digital media to create groundbreaking O-Week experience” September 27, 2017.
- 2014      *Chicago Maroon*. Anne Nazzaro, “Jagoda Talks Alternate Reality Game.” October 21, 2014.
- Fast Company*. Lauren Williamson, “The Alternate-Reality Games That Teach Kids The Cause And Effect Of Their Circumstances.” October 8, 2014.
- Hyde Park Herald*. Jessica Cohen, “Program Serves Local, Adventuresome Youth.” July 29, 2014.
- 2013      *Pacific Standard*. Kim O’Connor. “Playing With the Truth: When Alternate Reality Gets Real.” October 23, 2013.
- Chicago Maroon*. Hannah Nyhart, “Down the Rabbit Hole,” June 4, 2013.