

Timothy J. Welsh

Loyola University New Orleans
Department of English
6363 St. Charles Ave. Box 50
New Orleans, LA 70118
twelsh@loyno.edu
www.timothyjwelsh.com

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Education

Ph.D. in English; University of Washington; June 2011

M.Ed.; University of Notre Dame; May 2004

B.A. in Liberal Studies and English; *magna cum laude*; University of Notre Dame; May 2002

Academic Employment

Loyola University New Orleans, Associate Professor of English, 2011-present.

Professional Activities

Books

Welsh, Timothy. *Mixed Realism: Videogames and the Violence of Fiction*. University of Minnesota Press, 2016.

In Progress

Goggin, Joyce and Timothy Welsh. *Non-Trivial Effort: Essays on Videogames and Literary Theory*. (under review)

Articles

Welsh, Timothy. "Do Cyborgs Dream of the Perfect Pump?: *Warframe* and Gender." *Well-Played*. Vol. 6, issue 1, Spring 2016.

Welsh, Timothy, guest editor, *New Orleans Review*. Issue 41, special issue on science fiction. Fall 2015.

Sebastian, John and Timothy Welsh. "Shades of Dante: Virtual Bodies in *Dante's Inferno*." *Digital Gaming Reimagines the Middle Ages*. Ed. Daniel Kline (New York: Routledge, 2013) 162-174.

Welsh, Timothy. "Face to Face: Humanizing the Digital Display in *Call of Duty: Modern Warfare 2*." *Guns, Grenades, and Grunts: First-Person Shooter Games*. (New York: Continuum Press, 2012) 389-414.

Welsh, Timothy. "Everyday Play: Cruising for Leisure in San Andreas." *The Meaning and Culture of Grand Theft Auto*. Ed. Nathan Garrelts. (Jefferson, NC: McFarland Press, 2006) 127-142.

Reviews

Welsh, Timothy. Review of *Literary Gaming* by Astrid Ensslin. *American Journal of Play*, vol. 7, issue 3, Spring 2015.

Welsh, Timothy. Review of *Vertov, Snow, Farocki: Machine Vision and the Posthuman* by David Tomas. *CHOICE: Current Reviews for Academic Libraries*, March 2014.

Welsh, Timothy. Review of *The Posthuman* by Rosi Braidotti. *CHOICE: Current Reviews for Academic Libraries*, January 2014.

Welsh, Timothy. Review of *The Oxford Handbook of Sound and Image in Digital Media* edited by Carol Vernallis, Amy Herzog, and John Richardson. *CHOICE: Current Reviews for Academic Libraries*, August 2014.

Welsh, Timothy. Review of *Mazes in Videogames: Meaning, Metaphor, and Design* by Alison Gazzard. *CHOICE: Current Reviews for Academic Libraries*, October 2013.

Web-based

Schaberg, Christopher and Timothy Welsh. "Playing through the Airport." *Invisible Culture*, issue 21 (October 21, 2014).
<<http://ivc.lib.rochester.edu/portfolio/playing-through-the-terminal-mixed-realism-and-air-travel/>>

Welsh, Timothy. "Circuits of Interactivity: Videogames, Interface, and *inFamous*." *First-Person Scholar*, (February 26, 2014).
<<http://www.firstpersonscholar.com/circuits-of-interactivity/>>

Welsh, Timothy. "Xbox is Ordinary." *Media Commons: Front Page*. (November 2013)
<<http://mediacommons.futureofthebook.org/question/what-are-intersections-digital-media-and-narrative-studies/response/xbox-ordinary>>

Welsh, Timothy. "Mediated Survivalism in *Fallout 3*." *In Media Res*. (October 2013)
<<http://mediacommons.futureofthebook.org/imr/2013/10/09/mediated-survivalism-fallout-3>>

Welsh, Timothy. "It's about the sharing: Instagram's recursive aura." *The New Everyday*. (October 2013)
<<http://mediacommons.futureofthebook.org/tne/pieces/its-about-sharing-instagrams-recursive-aura>>

Chang, Ed and Timothy Welsh. "Would You Kindly?: *Bioshock* and Posthuman Choice" *In Media Res*. (March 2011)
<<http://mediacommons.futureofthebook.org/imr/2011/03/10/would-you-kindly-bioshock-and-posthuman-choice>>

Welsh, Timothy. Review of *Gaming: Essays on Algorithmic Culture*, Alexander Galloway. *Resource Center for Cyberculture Studies*. (October 2007)
<<http://rccs.usfca.edu/bookinfo.asp%3FReviewID=474&BookID=364.html>>

Grants and Awards

Sabbatical, Loyola University New Orleans, 2018-2019.

Carter Fellowship, Student Collaboration Grant, Loyola University New Orleans, 2017.

Bobet Fellowship, "Videogames and Literary Theory Conference," Student Collaboration Grant, Loyola University New Orleans, 2015.

Faculty Excellence Award in Advising, 2014.

Bobet Fellowship, "Mixed Realism," Student Collaboration Grant, Loyola University New Orleans, 2014.

Marquette Fellowship, "Mixed Realism: A Theory of Fiction for Wired Culture," Loyola University New Orleans, 2013.

Bobet Fellowship, "Contemplative Gaming," Loyola University New Orleans, 2012.

Biever Lecture Grant, Ian Bogost, Loyola University New Orleans, 2012.

Presentations

National and International Conferences

"Time and *Dark Souls*." Society for Literature Science and the Arts, annual conference. Tempe, AZ. November 2017.

"Game Studies 1: Roundtable with Ian Bogost." Society for Literature Science and the Arts, annual conference. Tempe, AZ. November 2017.

"Playing *Dark Souls* Now: Difficulty, Time, and the Aestheticization of Play." Games and Literary Theory, 5th annual conference. Peer-reviewed. Montreal, Canada. October 2017.

"New Voices in Game Studies Roundtable." Popular Culture Association/American Culture Association, annual conference. San Diego, CA. March 2017.

"More Human than Posthuman: Reiterating Gender in *Warframe*." Popular Culture Association/American Culture Association, annual conference. San Diego, CA. March 2017.

"Fictional Worlds, Freemium Economics, and the Shifting Locus of Competition in *Grand Theft Auto V Online*." Games and Literary Theory, 4th annual conference. Peer-reviewed. Krakow, Poland. November 2016.

"Building a Game Studies Conference: A Case Study of Games & Literary Theory," Roundtable. Digital Games Research Association and Foundations of Digital Games, first joint conference. Peer-Reviewed. Dundee, Scotland. August 2016.

"From PvE to PvD: Pitting Players against Game Developers in Free-to-Play Games" Popular Culture Association/American Culture Association, annual conference. Seattle, WA. March 2016.

"Equinox and the Problem of Playing Gender in *Warframe*" Videogames and Literary Theory, 3rd annual conference. Peer-reviewed. New Orleans, LA. November 2015.

"Posthuman Possibilities: Gender in *Warframe*" Popular Culture Association/American Culture Association, annual conference. New Orleans, LA. March 2015.

"Terrifying Art: Videogames, Violence, and the Literary" Videogames and Literary Theory, 2nd annual conference. Peer-reviewed. Amsterdam, Netherlands. November 2014.

"Teaching at the End of the World" Round-Table 3rd Biennial Meeting of the BABEL Working Group. Santa Barbara, CA. October 2014.

"Incomplete Worlds: Videogames and Metafiction" Videogames and Literary Theory, inaugural conference. Peer-reviewed. Valetta, Malta. October 2013.

"Is Flight Post-natural: or, Air Travel's New Media Dilemmas " with Chris Schaberg Society for Literature Science and the Arts, annual conference. Notre Dame, IN. October 2013.

- "Designing a Project-Based Digital Media Course" with Brian Sullivan
NOLA Information Literacy Collective, annual conference. New Orleans, LA. August 2013.
- "Circuits of Interactivity: Videogames, Interface, and *inFamous*"
Popular Culture Association/American Culture Association, annual conference. Washington, DC. March 2013.
- "The Vitality of the Digital: Bioart and Videogames"
Society for Literature, Science and the Arts, annual conference. Milwaukee, WI. September 2012.
- "The Avatar's Avatar: Rethinking Realism in *.hack:Infection*."
Mimesis Now. Rochester, NY. April 2012.
- "Close Playing: Literary Methods and Video Game Studies." Roundtable.
Modern Language Association, annual conference. Seattle, WA. January 2012.
- "Close Playing, Paired Playing: A Practicum" with Ed Chang.
Modern Language Association, annual conference. Seattle, WA. January 2012.
- "Sympathy for the NPC: Re-sensitizing Violence in *Modern Warfare 2*."
Society for Literature, Science and the Arts, annual conference. Kitchner, ON. September 2011.
- "Close Playing, or *Bioshock* as Practicum."
University of Washington Teaching and Learning Symposium. Seattle, WA. April 2011.
- "How NOT to Teach Video Games." Bootcamp Session.
The Humanities and Technologies Camp (THATCamp) Pacific Northwest, inaugural conference. October 2010.
- "Save Points: Teaching (with) Video Games."
University of Washington Teaching and Learning Symposium. Seattle, WA. April 2010.
- "Keywords for Video Game Studies." Roundtable.
Cultural Studies Association, annual conference. San Francisco, CA. March 2010.
- "Against Immersion."
Society for Literature, Science and the Arts, annual conference. Charlotte, NC. November 2008.
- "Algorithmic Realism."
Real Things Conference. University of York and University of Sussex. York, England. July 2007.
- "Virtual Assemblages in *Metal Gear Solid 2*."
Graduate Conference for Interdisciplinary Studies, Department of Comparative Literature, University of Washington. Seattle, WA. May 2007.
- "Meet Me in St. Louis: A Conflict of Affect and Schmalz."
Pacific Northwest American Studies Association, annual conference. Spokane, WA. February 2006.

Digital or Recorded Presentations

- "Populating San Andreas."
Critical Code Studies Working Group. Online. February 2012.
<<http://wg12.criticalcodestudies.com/discussion/11/populating-san-andreas/p1>>
- "Playing (with) Power: Video Games and the Fantasies of Control"
Podcast. *On the Boards*. Oct. 20 2009.
<http://wpc.162d.edgecastcdn.net/00162D/audio/20091020_chang.mp3>

Teaching

Areas and Interests

Digital Media and Culture; New Media Studies; Video Game Studies; Digital Textuality; Digital Art and Aesthetics; Transmedia Storytelling; Metafiction; 20th/21st-Century Fiction; Modernism/Postmodernism; Technoculture; Posthumanism; Literary and Critical Theory.

Digital Media and Technoculture

English T121: Violence & Videogames
(Fall 2014)

English A220: Introduction to Film + Digital Media / Media and Mediation
(Fall 2017; Fall 2015; Spring 2015; Spring 2013; Spring 2012; Fall 2011)

English A222: How to Do Things with Videogames
(Spring, 2018; Spring 2016; Spring 2014)

English V294: Remix: Music, Art, Culture
(Summer 2014)

English A376: Studies in Technoculture: Virtual Reality
(Fall 2017)

English A394: Cyberspace and Everyday Life.
(Fall 2011)

English A408: Writing: Technique & Technology
(Fall 2014; Fall 2012)

English A444: Posthumanism
(Spring 2017; Fall 2014; Fall 2012)

Literature and Literary Theory

English A218: Reading Historically II
(Spring 2016; Spring 2014; Spring 2013)

English A333: Narrative Across Media
(Fall 2016; Spring 2014)

English A406: *New Orleans Review* Internship
(Spring 2015)

Composition

English T125: Writing about Literature
(Summer 2012, Summer 2011)

English A205: Writing about Texts
(Fall 2016; Fall 2015)

English N204: Videogames & Literature (online)
(Summer 2018; Summer 2017; Summer 2016; Summer 2014)

English N205: Postapocalyptic Literature (online)
(Summer 2018; Spring 2018; Summer 2017; Summer 2016)

English N222: Texts & Textuality
(Summer 2015)

College/Community Activities

Professional Service

Co-chair, Steering committee, Games and Literary Theory Association, 2016-present.

Peer-reviewer, Games and Literary Theory, 6th annual conference, Copenhagen, Denmark. 2018.

Peer-reviewer, Central and Eastern European Game Studies Conference, Krakow, Poland. 2018.

Peer-reviewer, Digital Games Research Association, 10th annual conference, Melbourne, Australia, 2017.

Peer-reviewer, Games and Literary Theory, 5th annual conference, Montreal, Canada. 2017.

Peer-reviewer, Games and Literary Theory, 4th annual conference, Krakow, Poland. 2016.

Peer-reviewer, International Philosophy of Computer Games Conference, Msida, Malta. 2016.

Peer-reviewer, Central and Eastern European Game Studies Conference, Lubin, Poland. 2016.

Host, International Conference Series on Videogames and Literary Theory, 3rd meeting, New Orleans. 2015.

Guest Editor, *New Orleans Review*, 2014-2015.

Reviewer, *CHOICE: Current Reviews for Academic Libraries*. 2013-2014.

Participant, *Day of Digital Humanities*. 2011, 2012.

Organizer and Moderator, *Keywords for Videogame Studies Colloquium*. With Ed Chang. U. Washington. 2010-2011.

Board member, Critical Gaming Project, 2007-2011.

President, Graduate Student Organization, Department of English, U. Washington, 2006-2008.

Advisory Committee, Creating Community through Blogging, U. Washington, 2006-2007.

Service to Loyola University New Orleans

Active

Advisor, Games for Peace Initiative, 2017-present.

Mentor, Loyola Online Teaching Program, 2017-present.

Course Reviewer, Standing Committee for Online Education, 2017-present.

Member, Film Studies Interdisciplinary Minor Steering Committee, 2014-present.

Chair, Film + Digital Media Assessment and Planning Committee, 2013-present.

Primary Advisor, Film + Digital Media concentration, 2013-present.

Co-founder, Co-Chair Game Studies Interdisciplinary Minor, 2013-present.

Academic Advisor, English Department, 2012-present. Since 2012, I have served as advisor for 11-20 students per year. I currently have 20 advisees.

Webmaster, English Department Websites, 2012-present.

Chair, Ad-hoc Committee for Computer-Integrated Courses, English Department, 2011-present.

Completed

Director of Composition, English Department, 2015-2018.

Member (ex-officio), English Department Administrative Committee, 2015-2018.

Member, Strategic Plan Implementation Team, 2016-2018.

Web Editor, New Orleans Review, 2013-2017.

Member, Hiring Committee, Visiting Assistant Professor in Creative Writing, 2016.

Member, English Department Strategic Planning Committee, 2015-2016.

Member, Humanities and Natural Sciences College Curriculum Committee, 2015.

Member, Faculty Senate, 2014-2016.

Guest Editor, *New Orleans Review*, 2014-2015.

Library Liaison, English Department, 2012-2015.

Member, Hiring Committee, Assistant Professor in Film Studies, 2012-2013.

Author, Film + Digital Media curriculum, 2013.

Member, English Department Personnel Committee, 2012-2013

Member, English Department Curriculum Committee, 2012-2013

Member, Visiting Assistant Professor Search Committee, 2012.

Co-organizer (with Chris Schaberg) of Biever Lecture by Dr. Ian Bogost (Georgia Tech), Loyola University New Orleans, November 2012.

Advisor, Assistant Professor in Interactive Media Search Committee, Visual Arts Department, 2011.

Member, English 122 Common Curriculum Course Development Committee, 2011.

Recommendations

John Sebastian

Vice President of Mission and Ministry, Associate Professor in English
Loyola University New Orleans
Dept. of English
6363 St. Charles Ave. Box 50
New Orleans, LA 70118
jtsebast@loyno.edu

Ian Bogost

Ivan Allen College Distinguished Chair in Media Studies, Professor of Interactive Computing
Georgia Institute of Technology
Technology Square Research Building 318B
85 Fifth Street NW
Atlanta, GA 30308-1030
ibogost@gatech.edu

Brian Reed

Associate Professor of English, Adjunct Professor of Slavic
University of Washington
Department of English Box 354330
Seattle, WA 98195
bmreed@uw.edu

Phillip Thurtle

Associate Professor, Comparative History of Ideas
University of Washington
CHID Dept. Box 354300
Seattle, WA 98195
thurtle@uw.edu