Alenda Y. Chang
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PROFESSIONAL HISTORY

2015-present	Assistant Professor, Film & Media Studies	University of California, Santa Barbara
2013-2015	Assistant Professor, English	University of Connecticut
2008-2013	Graduate Student Instructor	University of California, Berkeley
2004-2005	Fulbright Teacher of English as a Foreign Language	Yilan County Public Schools, Taiwan
2002-2004	Graduate Student Instructor	University of Maryland, College Park

RESEARCH INTERESTS

Game studies, environmental criticism, histories and theories of new media and documentary film, science and technology studies, sound studies

EDUCATION

Ph.D. Rhetoric | University of California, Berkeley, May 2013
    Designated Emphases in New Media and Film Studies
M.A. English Language and Literature | University of Maryland, May 2004
B.A. English and College Scholar in Biology, English, and Film | Cornell University, August 1998

PUBLICATIONS

Books

Playing Nature: The Ecology of Video Games, University of Minnesota Press (forthcoming late 2019)

Journal Articles/Book Chapters

"Rambunctious Games," for "Gamescapes: At Play in the Landscapes of Ideology" special focus in *Art Journal* (under review for publication in June 2019)

"*Corridors*: Engaging Multispecies Entanglements through Infrastructural Play," co-authored with Intae Hwang, in *Resilience: A Journal of the Environmental Humanities* (forthcoming early 2019)

"Surface Tensions: Environmental Narcissism in the Age of Man," in *Media Fields Journal* 13 (Mediating the Anthropocene), 2018

"Green Computer and Video Games: An Introduction," co-authored with John Parham, in *Ecozon@: European Journal of Literature, Culture and Environment* 8.2 (Autumn 2017)

"Introduction: The Multiple Lives of Permadeath," co-authored with Jesús Costantino and Braxton Soderman, *Journal of Gaming and Virtual Worlds* 9.2 (June 2017): 103-21

"Taking the 'Big Tent' Camping: An Argument for the Digital Environmental Humanities," in *Alternative Histories of the Digital Humanities*, ed. Adeline Koh, Punctum Books (forthcoming)

"Think Galactically, Act Microscopically? The Science of Scale in Video Games," in *Sustainable Media*, eds. Janet Walker and Nicole Starosielski, Routledge, March 2016

"Environmental Remediation," *electronic book review*, critical ecologies thread, ed. Lisa Swanstrom, 7 June 2015

"Back to the Virtual Farm: Gleaning the Agriculture-Management Game," *Interdisciplinary Studies in Literature and Environment* 19.2 (Spring 2012), Oxford University Press

"Games as Environmental Texts," *Qui Parle* 19.2 (Spring/Summer 2011), University of Nebraska Press

Games

"Corridors," developed with Intae Hwang, in *Resilience: A Journal of the Environmental Humanities* (forthcoming early 2019)

Reviews

Review of *My Life as a Night Elf Priest: An Anthropological Account of World of WarCraft*, by Bonnie A. Nardi, *The Information Society* 27.3 (2011): 194-196

Invited Online Essays
 "Growing Games," *Ant, Spider, Bee: Exploring the Digital Environmental Humanities.* Eds. Kimberly Coulter, Wilko von Hardenberg, and Finn Arne Jørgensen. 2 July 2015
 "'Slow Violence': A Proposal for Ecological Game Studies," *Ant, Spider, Bee: Exploring the Digital Environmental Humanities.* Eds. Kimberly Coulter, Wilko von Hardenberg, and Finn Arne Jørgensen. 27 Jan. 2013
 "Where the Wi-Fi Ends," *In Medias Res.* Ed. Ethan Tussey. 15 Oct. 2016

Conference Proceedings
 "Playing the Environment: Games as Virtual Ecologies," Digital Arts and Culture, University of California, Irvine, December 2009

INVITED PRESENTATIONS & WORKSHOPS

"Playing with Ice," for After Ice workshop, University of Alberta, Edmonton, Canada, May 4-5, 2018

"Revisiting the Two Cultures," NEH Energizing the Humanities grant, Bakersfield College, April 19-20, 2018

"The Problem of Modeling (and Rendering) Trees," Keywords for Video Game Studies: Nature, University of Oregon, February 22, 2017

"The Ecology of Videogames," Arts Dean's Lecture Series (Video Games as Visual Culture), University of California, Santa Cruz, February 8, 2017

"Pervasive Play" pre-conference workshop, Computer-Human Interaction (CHI) 2016, May 7, 2016

"On SpeedTrees and First-Person Walkers," Critical Game Studies conference, University of California, Irvine, May 2, 2016

Faculty roundtable, "Power Dynamics: Media and the Environment conference," Carsey-Wolf Center, University of California, Santa Barbara, April 29-30, 2016

"Bringing Games to Life," Playthink Art Game Salon, University of Southern California School of Cinematic Arts, April 25, 2016

"Nasty, brutish, and usually short: on game life and permadeath," Film and Media Studies Department, University of California, Santa Barbara, April 8, 2016

"Mountain, Water, Game: Environmental Play in Digital Worlds," Center for Information Technology and Society (CITS), University of California, Santa Barbara, March 2, 2016

"Superfun(d)? Remediation Two Ways," Drew University, April 17, 2015, part of the "Speculative Environments: Environmental Studies, Media, and Science Fictions" roundtable sponsored by the Environmental Studies and Sustainability Program

"The Ecology of Games," University of Maine, September 24, 2014, presented by the Maine Humanities Center & "Environmental Storytelling through Games" (workshop), University of Maine, September 25, 2014

"Greening Games: What Environmental Science Can Teach Us About Playing Video Games," Drew University, April 21, 2014, sponsored by the Environmental Studies and Sustainability Program

"From It-Narratives to Bit-Narratives: The Secret Lives of Digital Things," English Department Faculty Brown Bag Talk, University of Connecticut, April 9, 2014

"Greening Games," Digital Directions speaker series, Digital Media and Design Department, University of Connecticut, April 8, 2014

CONFERENCE PRESENTATIONS

"Collapse and Community Around the Ending of Game Worlds," Society for Literature, Science and the Arts (SLSA), Tempe, AZ, November 2017

"The Adventures of a Binary Digit: Playing the Nonhuman in Contemporary Bit-Narratives," Association for the Study of Literature and the Environment (ASLE), Detroit, MI, June 2017

"On SpeedTrees and First-Person Walkers," part of the "Natural Media" panel sponsored by the MS Visual Culture Forum, Modern Language Association (MLA), January 2017

"Nature," part of the Digital Pedagogies panel sponsored by the MLA Publications Committee, MLA, January 2017

"Digital Morphogenesis and the Beautiful Logic of Plants," Elemental Media symposium, New York University, November 11, 2016

"'An Infinite Canvas in Time' and Space: Visualizing Big History and Science Fiction in ChronoZ∞m and *No Man's Sky*," Society for Cinema and Media Studies (SCMS), Atlanta, March-April 2016

"Photo-/Phyto-: media theory and environmental remediation," Society for Literature, Science and the Arts (SLSA), Houston, November 2015

Chair & organizer, "Of Dungeon Crawls and Chthonic Uprisings: Unearthing the Ecological Subtexts of Games," Association for the Study of Literature and the Environment (ASLE), Moscow, ID, June 2015

"The Game Without Us," "Video Games and Permadeath" panel, SCMS, Montréal, March 2015

"Think Microscopically, Act Galactically? Scaling Sustainability's Many Faces With Video Games," "Media and Sustainability" panel, SCMS, Seattle, March 2014

"Place-Based Gaming," recorded talk for the "New Media, New Audiences: Circulating Environmental History" session, European Society for Environmental History, Munich, Germany, August 2013

"Game Over? Duration, Distance, and Environmental Disaster in thatgamecompany's *Journey*," "Playing the Past, Playing the Future: Time in Contemporary Video Games" panel, SCMS, Chicago, March 2013

"Games and Ecocriticism," "Digital Technology, Environmental Aesthetics, Eco-critical Discourse" special session, MLA, Boston, January 2013

"The Ecology of Games," ASLE's Environment and Media special session, MLA, Boston, January 2013

"Playing Nature," SLSA, Milwaukee, September 2012

"Finding it Hard to Breathe in the Cloud," "RESEARCH/DESIGN" Keywords for Video Game Studies Colloquium, University of Washington, May 2012

"Exponential Vision and the Powers of Ten," SCMS, Boston, March 2012 (Co-chair, "Scaling Data's Many Faces: Data Mining, Information Visualization, and Other Non-optical Vistas")

"Land's Labors Lost: Farm Games and the Counter-Pastoral," Marxism and New Media, Duke University, January 2012

"Your Cow is 90% Ready: Back to the Virtual Farm," ASLE, University of Indiana at Bloomington, June 2011

"'Such Strange Murmurs': The Ecopolitics of Sound in the Nature Film," American Comparative Literature Association, Vancouver, Canada, April 2011

"Keywords for Video Game Studies," Cultural Studies Association roundtable, UC Berkeley, March 2010

"Playing the Environment: Games as Virtual Ecologies," Digital Arts and Culture, UC Irvine, December 2009

"'Mission Planet': Games as Virtual Ecologies," SLSA, Georgia Tech, Atlanta, November 2009

"Engaging Production, or Writing as Design," Conference on College Composition and Communication, San Francisco, March 2009

"Contract or Charter? The End User License Agreement and the Textual Warranting of Virtual Worlds," Media and Literature Discussion Group, MLA, San Francisco, December 2008

"Aurality, Literacy, and the Net: Voice over Internet Protocol (VoIP) and the Recovery of Sound," ParaSite New Media Symposium, UC Berkeley, October 2007

"Representing the Natural World: Nature Documentary and the Rhetoric of Ethological Film," Humanitech Conference, University at Albany, April 2004

"Envisioning the Wild: Synecdoche, the Nature Film, and the Science of Ecology," British Comparative Literature Association, University of Leeds, July 2004

"Nature as Postcolonial Object: The Evolution of the Documentary Gaze," ASLE-UK, University College Chichester, July 2004

SELECTED HONORS AND AWARDS

Hellman's Fellow, University of California, 2017-2018

University of California Office of the President Carbon Neutrality Initiative curricular grant, 2016-2017

Instructional Improvement Program Grant, Instructional Development, UC Santa Barbara, 2016-2017

University of California Humanities Research Institute (UCHRI) Junior Faculty Manuscript Workshop Grant, 2015-2016

Provost's Commendation for Teaching Excellence, Fall 2014

Berkeley Center for New Media Summer Research Fellowship, May 2012

Graduate Student Award for Best Scholarly Paper, ASLE Ninth Biennial Conference, June 2011

Outstanding Graduate Student Instructor, 2010-2011

Humanities, Arts, Science, and Technology Advanced Collaboratory (HASTAC) Scholar, 2010-2011

Dean's Normative Time Fellowship, 2010-2011

Arts Research Center Graduate Fellow, 2010
Wollenberg Grants, Rhetoric Department, 2007, 2009, 2011
Eugene Cota Robles Fellowship for Graduate Study, 2006-2008
Fulbright Full Grant for English Teaching Assistantship (Taiwan), 2004-2005
High Pass, Master's Writing Project, 2004

TEACHING EXPERIENCE

University of California, Santa Barbara
Instructor, Film and Media Studies 166SV ("Scientific Visions"), Winter 2018
Instructor, Film and Media Studies 166ME ("Metagaming"), Fall 2017
Instructor, Film and Media Studies 187CN ("Comparative Natures"), Fall 2017
Instructor, Film and Media Studies 166SM ("Streaming Media"), Winter 2017
Instructor, Film and Media Studies 165GS ("Game Studies"), Fall 2016
Instructor, Film and Media Studies 241 ("Television and New Media Theory"), Fall 2016
Instructor, Film and Media Studies 242ES ("Ecologies of Scale"), Spring 2016
Instructor, Film and Media Studies 187ME (Media and the Environment: "Remediation"), Spring 2016
Instructor, Film and Media Studies 166GG ("Growing Games"), Winter 2016

University of Connecticut
Instructor, English 4601W ("Digital Rhetoric"), Spring 2015
Instructor, English 3621 ("Games, Texts, Worlds"), Spring 2015
*Instructor, English 6500 ("Introduction to the Digital Humanities"), Fall 2014
Instructor, English 3621 ("Digital Rhetoric"), Fall 2014
Instructor, English 3623 ("Literature Before and After the Digital"), Spring 2014
Instructor, English 2600 ("Introduction to Literary Studies"), Spring 2014

University of California, Berkeley
Instructor, Film 25B ("Histories of Sound Film"), Summer 2012
Instructor, Rhetoric R1B ("Record, Rewind, Play: Theories and Technologies of Sound"), Summer 2011
Instructor, Rhetoric R1B ("Representing Nature: Ecocritical Approaches"), Spring 2010
Instructor, Rhetoric R1A ("Good Old-Fashioned Futures"), Fall 2009
Teaching Assistant, Rhetoric 104 ("Before and After the Digital"), Spring 2013
Teaching Assistant, Rhetoric 20 ("Rhetorical Interpretation"), Spring 2012
Teaching Assistant, Media Studies 102 ("Effects of Mass Media"), Fall 2012
Teaching Assistant, Rhetoric 10 ("Modern Reason"), Fall 2011
*Teaching Assistant, New Media 201/IEOR 298-3 ("Questioning New Media"), Fall 2008-Spring 2010
Teaching Assistant, Rhetoric R1B ("The Craft of Writing: Dimensions of Reading"), Spring 2009
Teaching Assistant, Rhetoric R1B ("Photography and the Photographic"), Fall 2008

Fulbright Teacher of English as a Foreign Language (Yilan County Public Schools, Taiwan), Institute of International Education / United States Department of State, August 2004-June 2005

University of Maryland, College Park
Instructor, English 101X: Introduction to Academic Writing for English as a Second Language (ESL) students, Spring 2004
Instructor, English 101: Introduction to Academic Writing, Fall 2003
Instructor, UNIV 100 ("The Student in the University"), Division of Letters and Sciences, Fall 2002

SERVICE

Editing
Guest editor with John Parham (University of Worcester, UK), *Ecozon@: European Journal of Literature, Culture and Environment* 8.2 (Autumn 2017) on "Green Computer and Video Games"
Co-editor with Braxton Soderman and Jésus Costantino, *Journal of Gaming and Virtual Worlds* (Summer 2017) on "Permadeath and Precarity in Video Games"

Reviewing
    Conferences: 2018 ASLE off-year symposium on ecomedia ("A Clockwork Green: Mediating the Anthropocene"), Program Committee for the 2016 SCMS conference, 2013 CHI conference
    Journals: *Preternature*, *Journal of Visual Culture*, *TRACE Journal*, *Cuadernos de Música, Artes Visuales y Artes Escénicas* (MAVAE)
    Presses: MIT Press, University of Chicago, Bloomsbury

University of California, Santa Barbara
    Undergraduate Committee, Film and Media Studies Department, Fall 2015-present
    Faculty Advisory Board, Digital Arts and Humanities Commons, 2016-present
    Orfalea Center for Global & International Studies Environmental Justice/Climate Justice Research Hub, 2016-present
    Faculty affiliate (Theater and Dance, Center for Information Technology and Society, Center for Digital Games Research)
    Advisory Board, UCSB Critical Issues in America: "Climate Futures: This Changes Everything"

University of Connecticut
    Humanities Institute Junior Faculty Forum co-organizer, College of Liberal Arts and Sciences, Fall 2014-Spring 2015
    Undergraduate Curriculum & Courses Committee, English Department, Fall 2014-Spring 2015
    Digital Committee, English Department, Fall 2013-Spring 2015
    AETNA Graduate Creative Works in Progress Committee, English Department, Fall 2014-Spring 2015
    Robert Wooster Stallman Prize Committee, English Department, Fall 2014-Spring 2015
    Edwin Way Teale Essay Award Committee, English Department, Spring 2014
    2600 Committee, English Department, Fall 2013-Spring 2014

University of California, Berkeley
    Graduate Student Representative, Berkeley Center for New Media Executive Committee (Academic Programs subcommittee), Fall 2009-Spring 2012
    Graduate Student Representative, Graduate Admissions Committee, Rhetoric Department, 2009-2010

Miscellaneous
    Panel moderator, Queerness and Games conference 2017, University of Southern California, April 2017
    Committee on Environment and e-Waste, Society for Cinema and Media Studies
    Nominated to Executive Committee, TC Digital Humanities forum, Modern Language Association

RELATED EXPERIENCE

Contributor, Ecomediastudies.org, Summer 2012
Contributor, Critical Gaming Project, University of Washington, Fall 2010-Spring 2013
Co-organizer, "Press Start to Continue: Toward a New Video Game Studies," Humanities, Arts, Science, and Technology Advanced Collaboratory (HASTAC) online forum, February-March 2012
Freelance Copy Editor, Write With Inc. for Prentice Hall, 2006-2007

University of California, Berkeley
    Executive Producer, "AirQuest" game development team, Social Apps Lab, Fall 2011-Spring 2013
    Graduate Associate, History and Theory of New Media lecture series, Fall 2011-Spring 2013
    Conference Organizer, "World Craft: The Business and Culture of Gaming in East Asia," February 2011
    Graduate Associate, Art, Technology, and Culture Colloquium, Fall 2008-Spring 2010
    Organizer, New Media Working Group, Townsend Center for the Humanities, Fall 2008-Spring 2010
    Reader, Gender and Women's Studies 103 ("Identities Across Difference"), Fall 2009

University of Maryland
    Research Assistant to Dr. Kandice Chuh, Department of English, July 2005-November 2006

Undergraduate Academic Advisor, Division of Letters and Sciences, June 2002-August 2003, June-July 2004
Co-Editor, "E-Lit Up Close," Word Circuits, 2003

Homestead.com (acquired by Intuit), Human Resources manager, 1999-2002
Jump Networks (acquired by Microsoft), Director of Recruiting, 1997-1999

PROFESSIONAL ASSOCIATIONS

Modern Language Association
Association for the Study of Literature and Environment
Society for Literature, Science, and the Arts
Society for Cinema and Media Studies
    Media and Environment and Video Game Studies Scholarly Interest Groups

LANGUAGES

Proficient in French and Mandarin Chinese