Ph.D. in English (Film and Media Studies), University of Florida (2011)  
M.A. in English, McGill University (2004)  
B.A. in English and Western Society & Culture, Concordia University (2002)  

Assistant Professor, Pratt Institute, 2013-  
• Currently teaching in the Graduate Program in Media Studies in the Humanities and Media Studies Department. See http://stephanieboluk.com for blogs and complete syllabi.

HMS 540 – Metagames Special Topic: Gender & Videogames  
In the past year gender has become a flashpoint within the videogame community. This class will engage in a semester-long examination of how technology and gender operate not only in videogames, but also within the history of digital media and computation more broadly. Richard Garfield writes, "a game without a metagame is like an idealized object in physics. It may be a useful construct but it doesn’t really exist." And although the term metagame has a long history in strategy games and tabletop role-playing, more recently, it has become a common label for describing min-maxing in massively multiplayer online games, the latest exploits discovered in speedrunning, and the ever-shifting strategies in competitive games and e-sports, it is important to remember that the metagame also includes the most toxic elements of videogame culture (sexual harassment, doxxing, griefing, etc.). What the metagame identifies is not the history of the game, but the history of play. Within this history of play, however, issues of gender, race, sexuality, class, and ability are not often regarded as elements that are as important to the game as mouse, keyboard, console, and controller.

HMS 540 – Money as Medium  
This course investigates the first digital medium, the one which now appears necessary and universal, and which radically impacted the emergence of culture, subjectivity, objectivity and "civilization": money. We will investigate the current co-evolution of aesthetics and financialization in what has come to be called "digital culture." We begin reading Marx’s analysis of capital and his theories of money. In order to better understand the nature and effects of the emerging world money-system we will also explore the growing technologies of finance (from ancient coins and paper currency to credit economies, derivatives, and ultrafast algorithmic trading), transformations in perception (fetishism, visuality, attention economies), shifts in the built environment (urbanism, gentrification, the slum, digital spaces, and augmented realities), aspects of the geo-political (colonialism, racism, imperialism, globality, rentier capitalism), and a brief history of philosophical modes of abstraction. Money will also be considered alongside other media of exchange and mobilization including print, photography, the road, the railroad, cinema, and networked and programmable technology. Students will be expected draw on their reading and research in order to realize a project of their own design using money as a medium.

HMS 440 – Surveillance Cultures  
From surveillance to sousveillance to dataveillance the course will examine how societies of control are shaped through governmental, political, social, and cultural forms of monitoring. We will survey theories ranging from Bentham’s "Panopticon," Orwell’s "Big Brother," Deleuze’s “Societies of Control" and Galloway and Thacker’s “Protocological Control" in an attempt to think about our contemporary moment of financialization, securitization, and informatization.

HMS 549 – Media Studies Thesis Workshop  
This course prepares students for the production of a scholarly thesis or critical media project. It is run as a workshop and requires active participation and engagement in the form of attendance, continuous research and work on your thesis. Students will be expected to engage in rigorous peer review and critique. During the semester, students are responsible for revising their thesis prospectuses, completing a proposal, detailed timeline, annotated bibliography and, eventually, a partial draft of thesis work.

HMS 549 – Media Studies Core Seminar: Mediologies II  
Mediologies II provides a survey of contemporary media theory based on specific case studies drawn from a diverse archive of media artifacts, industries, and technologies. Moving from orality and print to software and wetware while examining objects such as bookrolls, GUIs, and Brain-Machine interfaces, the objective of the course is to (1) examine the historical and material specificity of different media technologies and the forms of social life they enable; (2) engage critical debates about media, culture and power, and (3)
consider problems of reading posed by specific media objects and processes. Our goal throughout is to develop the research tools, modes of reading, and forms of critical practice to better understand both our present media ecology as well as the past.

**HMS 540 – Electronic Literature**
What is electronic literature? This course analyzes the institutional authorities, historical genealogies, theoretical interests, critical audiences, and market values that have produced this constellation of “digital-born” writing practices on both page and screen. Readings cover the history of computational media accompanied by the writing of information and media theorists (e.g., Bush, Turing, McLuhan, Hayles, Hansen, etc.), alongside literary and artistic precedents of electronic literature (e.g., Tzara, Burroughs, Borges, Perec, Queneau, etc). Works examined will potentially include net art, hypertext fiction, generative poetry, alternate reality games, interactive fiction, videogames, and digital-born print novels.

**HMS 540 - Encounters**
Encounters allow Media Studies graduate students to explore the intellectual, artistic, and political life of New York through a program of events, including speakers, films, presentations, projects, outings, gallery shows and various other activities designed to introduce a widely varied set of media practices and theories. Seminar-style discussions will be held during weeks in which events are not scheduled.

**HMS 540 – Metagames**
At the start of the twenty-first century, games have been rapidly expanding to become a dominant cultural interface. From romhacking to raiding and from esports to experimental artgames, this course will explore the way in which play and production are entangled in contemporary gamespaces. By thinking in terms of metagames: games about games, games within games, and the games around games we will play with practice and practice play.

**HMS 440 – Contemporary Media Theory**
Contemporary Media Theory surveys key critical approaches in media studies anchored around a diverse archive of media artifacts, industries, and technologies: from orality to software to wetware, from bookrolls to GUIs to Brain Machine Interfaces. We examine the historical and material specificity of different media technologies and the forms of social life they enable. The class will engage critical debates about media, culture and power and consider problems of reading posed by specific media objects and processes. Our goal throughout is to develop the research tools, modes of reading, and forms of critical practice to better operate within the current world-media system.

**Postdoctoral Fellow, Vassar College, 2011-2013**

**MEDS 250: Digital Arts/E-Poetries**
This course explores the relationship between digital art and electronic literature. Material examined includes generative poetry, netart, hypertext fiction, codework, interactive fiction, locative narratives (ARGs), bioart, database art, critical interface design, and videogames.

**MEDS 250: Virtual Worlds and Utopia**
This course explores experimental and critical forms of game design and game space in conjunction with philosophical and literary text on theories of utopia and the virtual.

**MEDS 160: Approaches to Media Studies**
This course offers a survey of theoretical approaches and practice-based methodologies in Media Studies.

**Instructor, University of Florida, 2007-2010**

• Designed and taught courses in composition, literature, film and digital media to classes of 19-35 students. See [http://stephanieboluk.com](http://stephanieboluk.com) for blogs and complete syllabi.

**EUS/LIT 4930: Plague and European Culture**
This course examines the history of European plague and the tradition of plague writing that developed around biological epidemics.

**LIT 3003: Forms of Narrative**
This course investigates the various historical definitions of narrative and applies methodologies for critically analyzing storytelling in multimodal forms with the goal of developing a transmedial narratology.

**ENG 2300: Intro to Film Analysis**
This course traces the history of film and film theory and teaches students to master film language and terminology.

**AML 2070: Tourists, Travelers and Expats—The American Abroad**
This survey of American literature examines American travel writers and the formation of national identities in conversation with issues such as dislocation, cosmopolitanism, and globalization.

**Teaching Assistant, McGill University, Fall 2004-Winter 2004**

• Teaching assistant to Professors Derek Nystrom and Ned Schantz.
ENG 275: Introduction to Cultural Studies
ENG 276: Methods of Cultural Analysis

Grading Assistant, McGill University, Summer 2004
ENG 430: Comedy

Books


Metagames: Videogames and the Practice of Play. (Under advance contract with University of Minnesota Press). Co-authored with Patrick LeMieux (in progress)


Book Chapters


Journals (Refereed)

“Blondie and the End of History.” (in progress for special issue of Extrapolation, on “Late Capitalism and Mere Genre,” guest edited by Gerry Canavan and Ben Robertson).


http://www.digitalhumanities.org/dhq/vol/6/2/000122/000122.html

http://www.leoalmanac.org/vol17-no2-hundred-thousand-billion-fingers/

http://www.electronicbookreview.com/thread/firstperson/colossalintro

http://jvc.muse.jhu.edu/journals/jem/summary/v010/10.2.boluk.html

http://www.electronicbookreview.com/thread/firstperson/colossalintro
Proceedings

“Money as Medium, Speculation and Scret.” Lateral 3 (Spring 2014).
http://lateral.culturalstudiesassociation.org/issue3/ecologies/boluk/main

“Seriality, the Literary and Database in Homestar Runner: Some Old Issues in New Media.”
http://www.escholarship.org/uc/item/07z9459z?display=all [Peer Reviewed]

“Eccentric Spaces and Filmic Traces: Portals in Aperture Laboratories and New York City.”
http://www.escholarship.org/uc/item/95b6t1cm?display=all [Peer Reviewed]

Invited Talks

“Welcome to Flatland: Money, Metagames, and Valve’s Digital Economy.” School of Media Studies’

“Metagaming: Videogames and the Practice of Play.” University of Florida. Digital Assembly

“Breaking the Metagame: 17 Seconds in Dota 2.” With Patrick LeMieux. Drexel University, ExCite

“Symbolic Xchanges: Poetry, Money, ARGs.” Network Ecologies Symposium Duke University,
Durham, NC. October 18-19, 2013. http://sites.fhi.duke.edu/ecologyofnetworks/network_ecologies-
symposium/

“Metagames: Alternative Histories of Play.” Plenary Keynote for Interface 2013: Creative and Critical
Approaches to the Digital Humanities” Videogames & the Humanities.” Carleton University, Ottawa,

“Videogames & the Humanities.” Exploring the [Digital] Medium: Gaming the Humanities. Speaker
http://peterwaites.com/edm/event_052812_symposium.html

Presentations

“Of Mice and Manicules: Making History and Race Visible in the Right White Hand of Games and
GUIs” Interrupt III. Brown University. Providence, RI. March 13, 2015. (Invited IRQ Presenter)
http://www.irq3.interrupt.xyz/

“Introduction To Game Analysis: Book Launch Panel for Clara Fernández-Vara.” NYU Game Center.
November 6, 2014.

“Welcome to Flatland: Valve’s Productivity Wager.” 28th Annual Conference of the Society for

“Immaterial Labour Roundtable” 28th Annual Conference of the Society for Literature, Science, and

“From steam powered to Steam Powered: Valve’s Post-Industrial Management Philosophy” 28th
Montreal, QC. October 23-26, 2014.

“Roundtable Discussion with Khavn De La Cruz on Squatterpunk” With Jonathan Beller, James

“Echo Chambers: The Colossal Cave within House of Leaves” Hold the Light: Electronic Literature

“ARGHHHHH!: The Joys and Frustrations of Teaching with Alternate Reality Games” Roundtable at the Resistance + Appropriation: Association of Internet Researchers (AoIR), Denver, CO. October 24-27, 2013.


“What Should We Do With our Games?” 27th Annual Conference of the Society for Literature, Science and the Arts (SLSA) Notre Dame, South Bend, IN WI. October 3-6, 2013.


“What Should We Do With Our Games?” in “Practicing Digital Theory; Theorizing Digital Practice.” Modern Language Association (MLA 2013), Boston, Mass (Jan 3-7 2013)


“On Kawara and Kawara Machines: Data and Data Analytics.” Duration Before (and After) Media. OCAD University, Toronto, ON, Aug 10-12.


“Of Mice, Men and Supermen: Comics and the Representation of History.” 10th Annual Graduate Symposium on Language and Literature, Montreal, QC, March 20-21, 2004


Radio & Newspaper

- Wrote and delivered the following pieces for Recess!, a daily, three minute radio show about children's culture broadcasted on NPR stations across the United States:

Professional Experience

**Production Editor**, ImageText (http://www.english.ufl.edu/imagetext/), September 2008-2010
- Assisted in management and publication of an interdisciplinary academic journal
- Duties included overseeing editorial staff in copyediting, proofing and formatting articles
- Built new production tools

**Editorial Staff**, ImageText, September 2005-2010
- Peer reviewed, copyedited and formatted articles for publication

**Writing Tutor**, UF Reading & Writing Center (http://www.at.ufl.edu/rwcenter/), Spring 2009
- Taught writing skills for professional and academic contexts
- Assisted second language students in improving communication and writing abilities
- Prepared students for standardized writing, grammar and reading exams (e.g. CLAST)

**Editorial Assistant**, World Development, September 2004-August 2005
- Assisted in the management of an international, multi-disciplinary journal devoted to the study and promotion of world development

**Copyeditor**, Department of Chemistry, McGill University, August 2005-2007
- Proofread and edited articles and book chapters in preparation for their publication.

**Exam Invigilator**, McGill University, 2002-2004
- Administered final exams
Research Assistant to Dr. Katherine Addleman, a freelance medical writer, 2003-2004
• Gathered information and assist in the writing of articles in the field of health and medicine

Research Assistant to Dr. Ariela Freedman, Concordia University, Fall 2000-Fall 2002
• Research focused on British modernism, WWI and contemporary Indian postcolonialism
• Performed editorial work such as the reviewing, indexing and proofreading of manuscripts
• Investigated publication laws and guidelines; communicated with publishing houses

Service


Judge for Edward F. Bruns essay award: Awarded for the best essay by graduate student member of SLSA.

2014 Judge for “The N. Katherine Hayles Award for Criticism of Electronic Literature.” Electronic Literature Organization.


Exhibitions/Curation


Awards

Carolyn Grant Faculty Conversations Grant (2012).

Vassar Faculty Research Grant (2011-2012, funding to write and program for Metagames)

University of Florida Alumni Doctoral Fellowship, 2005-2009

Fonds de recherche sur la société et la culture (FQRSC) Doctoral Research Scholarship, 2005-2008

SLSA Travel Grant (2010)

Arthur O. Lewis Award (best essay by an untenured scholar, Society for Utopian Studies, 2009)

Bruns Essay Prize (best essay by graduate student member of SLSA, 2009, reviewed by Eugene Thacker)

M. Thomas Inge Award for Comics Scholarship (2009)

European Studies Course Development Grant (2009)
University of Florida Graduate Travel Grant (2009-2010)
Concordia University Medal for English, 2002 (most outstanding graduating student)
Undergraduate Research Scholarship, 2002
George Rude Scholarship, 1999