

Todd Harper
University of Baltimore, Yale Gordon College of Arts and Sciences
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Education

Doctor of Philosophy, Mass Communication Nov, 2010

School of Media Arts and Studies, Ohio University

Dissertation title: "The art of war: fighting games, performativity, and social game play"
(Advisor: Prof. Mia Consalvo)

Master of Arts, Media Studies Aug, 2006

S. I. Newhouse School of Public Communications, Syracuse University

Thesis title: "Player agency and the intrinsic qualities of games" (Advisor: Prof. Brad Gorham)

Bachelor of Arts, Communication Arts May, 2001

University of Wisconsin – Madison

Concentration: Radio/TV/Film

Positions Held

University of Baltimore, Yale Gordon College of Arts and Sciences 9/14 – Current
Visiting Lecturer

MIT Game Lab/GAMBIT, Massachusetts Institute of Technology 9/10 – 6/14
Postdoctoral Researcher, Instructor

Teaching and Instruction

As instructor, University of Baltimore:

COSC 150 – Introduction to Game Design, Fall 2014

- Introductory survey of digital game design, intended to expose students to various aspects of the game creation process and prepare them for future coursework.

COSC 250 – Game Scripting, Fall 2014

- Entry-level game programming course focusing on introducing students to the basics of programming and how it can be used to create software prototypes.

COSC 320 – Game Concept and Design, Fall 2014

- Mid-level course on the game design process, including game studies theory, prototyping, analysis, and creating documentation.

COSC 469 – Game Development Project I, Fall 2014

- Upper-level capstone class intended to prepare students for creation of an end-of-program digital game project. Focus is on developing a pitch, working in a team, and prototyping.

As instructor, Massachusetts Institute of Technology:

CMS 100 – Introduction to Media Studies, Fall 2011

- Intro-level course in analysis and critique of media texts, survey of media industries and influences

CMS 300 – Introduction to Game Studies, Fall 2010, Spring 2011, Fall 2012

- Introduction to game studies literature and concepts. Covers the structure of games as a medium and methods for analyzing game texts and gaming culture.

CMS 607 – Theory & Practice of Player Research, Spring 2012

- Advanced course in philosophies and methods of audience research specific to digital game players and player communities. New course developed for MIT.

CMS S.60 – Game Design for Expression, Fall 2013

- Newly-developed special topics workshop course in making small-scale, expressive games (digital and non) to convey and explore personal histories/ideologies/topics.

As instructor, Ohio University School of Media Arts and Studies

MDIA 105 – Intro to Mass Communication, Fall 2007, Winter 2008

- Intro-level survey course in mass media for non-major undergraduates. Combined analysis, media history, and contemporary industry issues.

MDIA 486A – Age/Race/Class Gender and the Media, Fall 2009

MDIA 380 – Media and Identity, Summer 2010

- Upper-level courses covering the intersection of the mass media with culture and identity. Analysis and theory-focused course.

MDIA 279 – History of Media, Spring 2009

- Upper-level intensive course in history of media. Three areas of focus: media content, technological development, and law and regulation.

MDIA 486 – Digital Games and Representation, Winter 2010, Spring 2010

- Upper-level course focusing on how the digital game form conveys concepts, ideological content, and issues of identity.

Books and Monographs

Harper, T. (2013). *The Culture of Digital Fighting Games: Performance and Practice*. New York: Routledge.

Peer-reviewed Journal Articles

Harper, T. (2011). Rules, rhetoric, and genre: procedural rhetoric in *Persona 3*. *Games and Culture* 6 (5), 395-413.

Dutton, N., Consalvo, M., & Harper, T. (2011). Digital pitchforks and virtual torches: fan responses to the *Mass Effect* news debacle. *Convergence*, 17 (3), 287-305.

Liebler, C., Schwartz, J., & Harper, T. (2009). Queer tales of morality: the press, same-sex marriage, and hegemonic framing. *Journal of Communication*, 59 (4), 635-675.

Book Chapters

Consalvo, M. & Harper, T. (2009). The sexi(e)st of all: avatars, gender, and online games. In Panteli (Ed.), *Virtual Social Networks: Mediated, Massive and Multiplayer* (98-113). London: Palgrave.

Creative and other Research Projects

A Closed World

Flash-based video game exploring adding meaningful LGBT content in games –
<http://gambit.mit.edu/loadgame/aclosedworld.php>
Singapore-MIT GAMBIT Game Lab, Summer 2011

Fugue

Flash-based browser video game exploring identity and playstyle –
<http://gambit.mit.edu/loadgame/fugue.php>
Singapore-MIT GAMBIT Game Lab, Summer 2012

Research Presentations

Harper, T. (2013, October). Belly up to the Barcraft: e-sports spectatorship in informal spaces. Paper presented at the Association of Internet Researchers annual conference, Denver, Colorado.

Harper, T. (2013, August). Punish or Pardon: Community Values in Player-sourced e-Sports Moderation. Paper presented at the Digital Games Research Association 2013 conference, Atlanta, Georgia.

Harper, T. (2012, April). Dragon Gay-ge? Same-sex romance options in Bioware games. Paper presented at the Popular Culture Association conference, Boston, Massachusetts.

Harper, T. (2011, October). Gay-for-play: addressing the challenge of relevant gay game content. Paper presented at the Association of Internet Researchers conference, Seattle, Washington.

Harper, T. (2011, September). "Ooh that's cool!": aesthetics of player-created *Little Big Planet* content. Paper presented at the Digital Games Research Association 2011 conference, Utrecht, the Netherlands.

Harper, T. (2011, May). The arcade ideal as play environment: how arcade sticks, online haters, and laggy monitors shape fighting game play. Paper presented at the International Communication Association 2011 conference, Boston, Massachusetts.

Consalvo, M., Dutton, N., & Harper, T. (2009, October). Digital pitchforks and virtual torches: fan responses to the *Mass Effect* news debacle. Paper presented at the Association of Internet Researchers conference, Milwaukee, Wisconsin.

Harper, T. (2009, August). Straight-for-pay: Performativity and sexuality on Seacody.com. Paper presented at the Association for Education in Journalism and Mass Communication conference, Boston, Massachusetts.

Consalvo, M., Alley, T., Dutton, N., Falk, M., Fisher, H., Harper, T., & Yulish, A. (2008, October). Where's my montage? The performance of hard work and its reward in film, television, and MMOGs. Paper presented at the Association of Internet Researchers conference, Copenhagen, Denmark.

Harper, T. (2008, May). Procedural rhetoric in *Persona 3*: mechanics and narrative as ideological signifier. Paper presented at the International Communication Association 2008 conference, Montreal, Canada.

Harper, T. (2007, October). The six-process gameplay model: a proposal for examining meaning and gameplay. Paper presented at the Association of Internet Researchers conference, Vancouver, Canada.

Liebler, C., Schwartz, J., & Harper, T. (2006, May). Queer tales of morality: the press, gay marriage, and hegemonic framing. Paper presented at the International Communication Association 2007 conference, San Francisco, California.

Invited Talks/Lectures

"Creating Culture in Virtual Worlds" (March 2014)
MIT Museum Talkback 360 Lecture Series, Cambridge, Massachusetts

"Let's Fight Like Gentlemen" (October 2013)
MIT Comparative Media Studies/Writing Colloquium Series
Massachusetts Institute of Technology, Cambridge, Massachusetts

Panels and Roundtables

Voices of Queer Advocacy (Panel)
Different Games Conference, Brooklyn, NY, April 2014

Teaching Theory Through Contemporary Popular Culture (Roundtable)
Popular Culture Association conference, Chicago, IL, April 2014

Resisting Resistance: a Game Studies Roundtable (Roundtable)
Association of Internet Researchers conference, Denver, CO, October 2013.

Moving Forward in Queer Game Studies (Roundtable)
Organized with Adrienne Shaw and Lee Sherlock
Association of Internet Researchers conference, Salford, UK, October 2012

Representations of Gender and Sexuality in Bioware Games (Panel)
Organized with Carlen Lavigne and Dan Whiteside
Popular Culture Association conference, Boston, MA, April 2012.

Sexual Identity in Digital Gaming (Panel)
Association of Internet Researchers conference, Seattle, WA, October 2011.

Other Presentations

Finding a Good Fit: On Being Fat and Queer in Gaming (Talk)
Gaymer X, San Francisco, CA, July 2014

How to Subversively Queer Your Work (Panel)
Game Developer's Conference, San Francisco, CA, March 2014

Research Experience

Project Research Assistant 6/06 – 8/06
S. I. Newhouse School of Public Communications, Syracuse University

- Identified and collected literature on political reporting; assisted in survey instrument design

Research Assistant 9/05 – 8/06
S. I. Newhouse School of Public Communications, Syracuse University

- Performed literature searches, secured material for review, and prioritized material for faculty member; assisted in preparing manuscripts for submission; other duties as assigned

Professional Experience

Web Content Editor/Developer

8/01 – 2/03

Indiana State University, Division of Lifelong Learning/Distance Education

- FIPSE project to create “virtual instructional designer” site to assist college educators in using online technology in distance and face-to-face classrooms
- Primary duties: edit and proof all site content, create original tutorials for technology-related topics
- Secondary duties: help maintain site HTML and graphics, communicate project information and milestones to partner schools

Honors and Awards

"Straight-for-pay: Performativity and sexuality on Seacody.com"

Top student paper, LGBT Studies division, AEJMC conference, August 2009

Academic and University Service

Research consultant, GAMBIT Hate Speech Project

<http://gambit.mit.edu/projects/hatespeech.php>

Singapore-GAMBIT Game Lab, Winter 2010-2011

Discussant, “Practicing Masculinities” panel, Digital Games Research Association conference, September 2011.

Reviewer, Association of Internet Researchers Conference, 2011

Reviewer, International Communication Association Conference, 2011

Reviewer, SIGGRAPH Conference Games Papers track, 2011

Reviewer, Foundations of Digital Games Conference, 2010

Guest reviewer, *Journal of Virtual Worlds Research*, vol. 1 issue 3 (Feb 2009)

Reviewer, Digital Games Research Association International Conference, 2007

Reviewer, Association of Internet Researchers Conference, 2007