Astrid Ensslin, Curriculum Vitae

PERSONAL DETAILS

Name	**Astrid Christina ENSSLIN**
Address (work)	Modern Languages and Cultural Studies / Digital Humanities
	200 Old Arts (mail) / 241C Old Arts (office)
	University of Alberta
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TERTIARY QUALIFICATIONS

September 2002 – February 2006	University of Heidelberg, Germany: PhD (Dr.phil.) in Digital Media and Literary Studies
	- Distinction (*summa cum laude*) - Shortlisted for "Ruprecht Karl Award" 2006
September 2002 – August 2003	University of Leeds, UK: Postgraduate Certificate of Learning and Teaching in Higher Education (PGCLTHE)
	Practitioner and Fellow of the Higher Education Academy
April 1996 – April 2002	University of Tübingen, Germany: BA/MA (Staatsexamen) in JH English and German
	First Class Honors
September 1994 - February 1996	Stuttgart Academy of Music and Performing Arts: BMus (violin performance and pedagogy; elementary music education) - interim degree: pass

CAREER TO DATE

CURRENT POSITION:

University of Alberta, Departments of Modern Languages and Cultures ("MLCS") & Office of Interdisciplinary Studies / Digital Humanities ("DH")	**DIRECTOR, MEDIA STUDIES** (since October 2019) **DIRECTOR, "DIGITAL SYNERGIES" FACULTY OF ARTS SIGNATURE AREA FOR RESEARCH AND CREATIVE COLLABORATION** (since December 2018) **PROFESSOR OF DIGITAL HUMANITIES AND GAME STUDIES** (since August 2017) **PROFESSOR OF MEDIA AND DIGITAL COMMUNICATION** (July 2016 – July 2017)

Teaching: (* designed / developed by me)
- MLCS 210 Language(s) of Culture (convener and instructor; introduction to cultural studies)
- C-LIT 210 Cyberliterature (instructor: digital and cross-platform ergodic writing, narrative, games, and poetry, memes and fan fiction)
- *MLCS 345 Videogames Across Cultures (convener and instructor: postcolonial game studies; indigenous and other culture-specific and ethnic games; game design for intercultural literacy)
- MLCS 499 Directed Reading: Advanced Critical Game Design and Theory
- HUCO 530 Project Design and Management in Humanities Computing (instructor; centered around student team projects with Community Service Learning component and real-life clients from non-profit sector; theories and history of [project] management)
- *HUCO 617 Digital Fiction (convener and instructor; course covers large body of digital fictions / literary games; various digital media theories, including game studies, digital fiction theory, immersion, embodiment, materiality etc., and Twine/Scalar writing assignments)
- *MLCS 795 Graduate Portfolio / Grant Writing (co-designer and instructor; covering key aspects of grant writing, identifying non/academic funders, adjudication, and CV development)
- Guest lectures in CMPUT 250 Computers and Games, COMM 555 New Media Narratives, and C-LIT 210 Cyberliterature

Graduate student supervision (* as supervisor):

- o *Megan Perram (PhD MLCS)
- o *McKenzie Gordon (PhD MLCS/DH)
- o *Jordan Ashworth (PhD MLCS)
- o *Max Dickeson (PhD EFS)
- o *Liljana Gulcev (PhD MLCS)
- o *Melanie Oberg (PhD EFS)
- o Gregory Blomquist (PhD EFS)
- o Larisa Sembaliuk Cheladyn (PhD MLCS)
- o Ciaran Smith (PhD Psychology, Bangor University; external supervisor, March-Oct 2016)

- o *Kateryna Barnes (MA DH)
- o *Luisa Diaz (MA DH)
- o *Schyler Palm (MA DH)
- o *Elizaveta Tarnarutckaia (MA DH)
- o *Emily Villanueva (MA DH / LIS)
- o *Greg Whistance-Smith (MA DH) – pass without changes
- o *Nailisa Tanner (MA/MLIS DH / LIS) – now Collections and Outreach Librarian at UToronto
- o *Tejasvi Goorimoorthee (MA DH)
- o *Evgeniya Kuznetsova (MA DH) – pass without changes
- o *Olga Gonzales (MA/MLIS DH)
- o *Bamdad Aghilidehkordi (MA HUCO) – pass
- o *Jocelyn Beyer (MA DH / Anthropology) – pass

Administration and service (select list)
- ● Director of Media Studies
- ● Lead developer of Faculty-wide Media Studies degree (2016-2019; approved by the Government of Alberta)
- ● Director, "Digital Synergies" (transdisciplinary research cluster building; research promotion; grant capture; events planning; PR development)
- ● Member, UofA SSHRC Peer Review College
- ● Member of Sound Studies Institute Research Committee
- ● Member of MLCS Graduate Committee and Graduate Stream Advisor for Media and Cultural Studies
- ● MLCS Research Officer
- ● Acting Director of Digital Humanities (May 2018)

PREVIOUS POSITIONS:

July 2013 – January 2016	**Bangor University (UK, Wales), College of Arts and Humanities:**

DEPUTY DEAN AND DIRECTOR OF RESEARCH

- Coordinated and led CAH's REF 2014 submission; very successful: most submitted units came within the top 40% in the UK, one even in top 23% (Modern Languages & Linguistics) and one in top 30% (Media & Music); Modern Languages & Linguistics: 2nd in the UK for impact
- Chair, Faculty Research Committee (4-6 meetings p.a.)
- Chair, University's Researcher Development and Concordat Group (designed/implemented a comprehensive and successful research training framework aimed particularly at Early Career Researchers, in collaboration with HR and the Research and Enterprise Office)
- Author, Faculty Research Strategy
- College Management Board member
- University Research Committee member
- University Impact Development Committee member
- Member of expert committee for selection of CRIS (computer-based research information system)
- Member of University review college for various internal and external funding competitions
- Organizer of various research training and cooperation events (e.g. impact generation, developing world leading research, developing successful grant proposals) in the Faculty and School

August 2012 – January 2016	**Bangor University (UK, Wales), School of Creative Studies and Media (SCSM):**

PROFESSOR OF DIGITAL CULTURE AND COMMUNICATION

- Research leadership: e.g. AHRC "Reading Digital Fiction"; British Council "Computer Gaming Across Cultures"; Welsh Crucible "Transformative Thinking…" projects; monograph: *Literary Gaming*
- Publishing and editorship
- Deputy Chair (Research); SCSM Director of Research; Chair of SCSM Research and Knowledge Transfer Committee; author of SCSM Research Strategy; School's REF 2014 Coordinator
- Undergraduate and graduate teaching and supervision

- Graduate supervision (first supervisor; I sat on numerous other committees)

- o Sonia Fizek (PhD)
- o Lyle Skains (PhD)
- o Xavier Laurent (PhD)
- o James Barrett (PhD)
- o Isamar Carrillo Masso (MPhil)

July 2010-July 2012

Bangor University, School of Creative Studies and Media:

ASSOCIATE PROFESSOR IN DIGITAL HUMANITIES

- UG and graduate teaching & supervision ("Introduction to New Media", "Digital Communication", "Transmedia Storytelling", "Games and Virtual Environments", "Advanced Games", "Media and Cultural Theory"; UG final year dissertations)
- Research leadership: AHRC "What's Hard in German" project; book projects: *The Language of Gaming* and *Creating Second Lives*; various other publication projects; Bangor University's Digital Economies Cluster convener; Welsh Crucible researcher
- Administrative leadership: Associate Chair (Graduate Studies); University and Faculty Graduate Studies Committees; School's Media Studies subject group leader; pastoral tutor
- Graduate supervision: see above for students supervised

January 2007-June 2010

University of Wales, Bangor, School of Creative Studies and Media:

ASSISTANT PROFESSOR IN NEW MEDIA / DIGITAL COMMUNICATION (TENURE TRACK)

- UG and graduate teaching & supervision ("Introduction to New Media", "Games and Virtual Environments", "Publishing – Past and Present", "Saint – Genius – Star", "Marketing Creativity", UG final year dissertations)
- Leader of AHRC Collaborative Research Training Award, "Digital and Collaborative Multimedia in the Humanities"
- New course and degree development
- Research: monograph project, *The Language of Gaming*; conference organization; conference presentation; publication
- Member of School's Curriculum Development Group for overhaul of Media Studies provision
- SCSM's Special Needs Officer; University Committee for Special Needs and Disabilities; Faculty Learning and Teaching Committee; School Learning and Teaching Committee
- Senior and pastoral tutor

- Grad. supervision (first supervisor; I sat on numerous other committees)
  - Sonia Fizek (PhD)
  - Lyle Skains (PhD)
  - Xavier Laurent (PhD)
  - Susana Sambade (PhD – withdrawn due to illness)
  - Isamar Carrillo Masso (MPhil)
  - Shelly Ocsinberg (MPhil)
  - Sam Clark (MPhil)

April 2009	**Yale University, USA:** VISITING RESEARCHER, Digital Fiction International Network (funded by the Leverhulme Trust) • Joint research and work on co-publication on digital fiction theory and analysis with host, Dr Jessica Pressman
March 2006 – February 2007	**University of Manchester (UK), School of Languages, Linguistics and Cultures**: POSTDOCTORAL FELLOW on UK Economic and Social Research Council (ESRC) funded "GerManC" corpus project (Prof Martin Durrell, Dr Paul Bennett) • Design, compilation and annotation (lemmatization, TEI and morpho-syntactical tagging) of 100,000 word historical corpus of German newspapers (1650-1800) • Conference papers/posters and publications • Grant capture (large ESRC grant for follow-on project awarded to Investigators in spring 2007) • Project results rated "outstanding" by ESRC
September 2002 to February 2006	**University of Leeds (UK), School of Modern Languages and Cultures**: TEACHING FELLOW Teaching (lectures and seminars): German grammar, translation, communication and cultural studies lectures (all UG levels); final year dissertation supervision, personal skills workshops
January 2005	**University of Göttingen (D), Department of Applied Linguistics**: VISITING LECTURER Teaching lectures and workshops in digital humanities (HTML, web design, hypertext in linguistics and literary studies)

May – September 2005	**University of Leeds (UK), Department of Linguistics and Phonetics**: RESEARCH ASSISTANT on British Academy project "Language in the News" (Principal Investigator: Prof Sally Johnson)

- Compilation of newspaper corpus LANGCORP from Newsbank UK (6 million tokens)
- Statistical and qualitative corpus analysis using WordSmith Tools (key word, concordance and discourse analysis)
- Conference talks and organisation
- Publications (articles and chapters)
- Co-editor for Conference Volume (Continuum 2007)

February 2001 – July 2002	**SAP AG Walldorf (D):** DOCUMENTATION DEVELOPER: technical translation; documentation of business software; designing electronic training materials
January 2000 – July 2001	**University of Tübingen (D), English Department:** RESEARCH AND TEACHING ASSISTANT (Prof Kurt Kohn; Prof Peter Paul Schnierer); Online EFL course design and development; TA in English literature
September 1998 and September 1999	**Teaching placements** at Käthe-Kollwitz Schule (vocational college) and Schelztor-Gymnasium (grammar school, GCSE and A-level), Esslingen a.N., Germany; teaching high-school English and German
October 1998 – June 1999	Stantonbury Campus, Milton Keynes (UK): TEACHING ASSISTANT in German as a Foreign Language

PhDs supervised to completion:

- Dr James Barrett, "Reading Freedom: Techniques for the Control of Reading in Four Works of Digital Literature" (2015)
    - Dr Barrett is now a creative industries consultant in Stockholm (SE).
- Dr Lyle Skains, "Practice-led creative writing research into multimodal digital narratives" (2013)
    - Dr Skains is now a tenured Associate Professor at Manchester Metropolitan University.
- Dr Xavier Laurent, "Memory of Intelligent Virtual Agents in a 3D Environment: a Behavioural and Computational Approach" (2014)
    - Dr Laurent is now a digital learning technologist at Oxford University.

- Dr Sonia Fizek, "A Methodological Toolkit for Player Character Research in Offline Role-Playing Games" (2012)
    - Dr Fizek is now a tenured Professor at Cologne Game Lab.

PRIZES / AWARDS / HONOURS

August 2019	Visiting Scholar at the Electronic Literature Lab, Washington State University Vancouver
July 2019	N. Katherine Hayles Award for Criticism of Electronic Literature, 2nd Prize (*Small Screen Fictions*, 2018)
May 2019	UAlberta Faculty of Arts Research Excellence Award (Full Professor)
2015/16 and 2017/18	Nominated for the Learned Society of Wales
2017/18	Elected: Director and Secretary of the Electronic Literature Organization
2012	Elected: Fellow of the RSA (Royal Society for the Encouragement of Arts, Manufactures and Commerce)
2012	Welsh Crucible 2012 Researcher
2010 –2014	Research Associate of Bangor University's ESRC Bilingualism Centre
2009	MeCCSA Poster Prize, "'What an Unwiki Way of Doing Things:' Wikipedia's Multilingual Policy and Metalinguistic Practice"
2006	Doctoral thesis shortlisted for Heidelberg University's *Ruprecht Karl Award 2006* for outstanding scholarly and scientific research
2004	University of Leeds, Faculty of Arts Learning and Teaching Development Prizes 2003/04: First Prize
1994	*Humanismus heute* ("Humanism Today" award, issued by the government of the German Federal State of Baden-Württemberg)

1994   Shortlisted for Studienstiftung des Deutschen Volkes / German National Merit
            Foundation (Undergraduate Scholarships)

FUNDING / GRANT CAPTURE[1]

- 2020:

  - **CDN $24,420** SSHRC Connections Grant, "The Interactive Project" (Co-Investigator; PI: Prof. Christian Reyns)
  - **CDN $6,000** UARE International Student Intership Program: graduate student assistantship from UWA; 3-month project match-funding for "Writing New Bodies" (PI)

- 2019:
  - **CDN $42,585** SSHRC Connections Grant, "DYSCORPIA: Intersections of the Body and Technology" (CI; PI: Prof. Sean Caulfield)
  - **CDN $12,000** UARE International Student Intership Program: 2 graduate student assistantships from RWTH Aachen and LMU Munich; 3-/6-month project match-funding for "Writing New Bodies" (PI)
  - **CDN $15,000** KIAS-Faculty of Arts Team Grant ($10,000) and FoA SIG seed fund ($5,000) for "Digital Synergies" Signature Area (PI)
  - **CDN $2,000** KIAS Dialog Grant, "Preparing for the State of Play: Diversity and Inclusion in Games Higher Education" (Co-Applicant; PI: Prof. Sean Gouglas)

- 2018:
  - **CDN $208,653** SSHRC Insight Grant: "Writing new bodies: critical co-design for 21st century digital-born bibliotherapy," (PI)
  - **CDN $2,250** Endowment Fund for the Future: Support for the Advancement of Scholarship: "Rethinking the Canon of Pre-Web Hypertext Literature: A Call to Action about Preserving Our Early E-Lit Cultural Heritage" (PI)
  - **CDN $6,000 UARE International Internship program** to host a graduate research assistant from Ludwig Maximilians University, Munich (PI)
  - **CDN $650** Scholarship for 2018 Digital Humanities Summer Institute
  - **CDN $7,477** KIAS Research Team Grant, "EVE2050" (Co-Applicant; PI: Dr. Marilene Oliver)

- 2016-17:

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[1] **Total value** on Jan 27, 2020: **CDN $ 1,434,173.17**

- o CI, KIAS Cluster grant, "Deep Learning for Sound Recognition" (Co-Applicant; PI: Prof Michael Frishkopf), **CDN $55,000**
- o SSHRC ReFiG sub-project grant, "Linguicisms in Videogames:" **CDN $18,600** (PI)
- o Sheila Watson Recruitment Fellowship, "New Narratological Intersections: Digitality, Cognition, Antimimesis:" **CDN $10,000**
- o UARE Summer Program (undergraduate student assistant, 12-week research project): "Linguistic Accents in Videogames," **CDN $6,000** (PI)
- o **CDN $1,733** KIAS Dialogue grant, "Digital Narratives Around the World" (PI)
- o **CDN $10,677** UAlberta Special CERF Grant (capital equipment fund) (PI)
- o **CDN $650** Scholarship for Digital Humanities Summer Institute, June 2017
- o **CDN $1,500** in-kind funding (GPU) from nVidia for "Speech Accents in Games" project (PI)
- 2015-16: partner on UK Arts Council project for digital fiction installation, WALLPAPER (led by digital artists/writers Judi Alston and Andy Campbell)
- 2014-17: AHRC Large Research Grant, "Reading Digital Fiction" (cognitive stylistics / empirical reader response / digital media) (Co-Investigator; PI: Dr. Alice Bell): **£243,000**
- 2012-14: British Council UKIERI UK-US-India Trilateral Research in Partnership Grant, "Computer Gaming across Cultures" (PI): **£49,500**.
- 2012/13: Welsh Crucible 2012 Grant, "Transformative Thinking: Using Digital Fiction as a Tool for Improving Body Image" (Co-applicant; PI: Dr. Sarah Riley): **£8,838**
- 2010/11 MHRA conference funding, "The Future of Modern Languages" (PI): **£3,000**
- 2009-2012: AHRC/DFG Research Grant, "What's Hard in German?," (PI): **£247,000**.
- 2009: Bangor University 125th Anniversary Scholarship for PhD project, "Positioning Video Games in Corpus-based Discourse Analysis," 2009-12 (PI): **£12,000**
- 2009: Leverhulme Research Network Grant: "Digital Fiction International Network," with Sheffield Hallam University (Co-applicant; PI: Dr. Alice Bell): **£15,500**
- 2008: AHRC Collaborative Research Training Award, "Digital and Collaborative Multimedia in the Humanities," (PI), **£8,400**
- 2008: BA Overseas Conference Grant for AILA World Congress, Essen (PI): **£200**
- 2007: travelling scholarship from Modena University for international research network "PRIN" with Italian and Swiss universities: "Lingue di cultura in pericolo?," **EUR 2,500**
- 2007: *Literatur Digital* journal bursary for guest editorship: **US $500**
- 2007: Leeds Humanities Research Institute travelling scholarship for "Language in the Media" Research Network Seminar, Skipton/Yorkshire, **£200**
- 2006: DFG travelling scholarship for "Knowledge Transfer and Discourse" conference, Göttingen University, Germany, **EUR 1,500**
- 2003: DAAD (German Academic Exchange Service) visiting scholarship for digital writer-in-residence and workshop funding, **£500**

PUBLICATIONS / RESEARCH OUTPUTS

Books

1. Ensslin, Astrid (forthcoming, 2021) *Pre-Web Digital Publishing and the Lore of Electronic Literature*. Cambridge: C.U.P.

2. Ensslin, Astrid and Alice Bell (forthcoming, 2021) *Digital Fiction and the Unnatural: Transmedial Narrative Theory, Method, and Analysis*. Columbus, OH: Ohio State University Press: Theory and Interpretation of Narrative series.

3. Ensslin, Astrid and Isabel Balteiro (eds) (2019) *Approaches to Videogame Discourse*. New York: Bloomsbury.

4. Ensslin, Astrid (2014) *Literary Gaming*. Cambridge, MA: MIT Press.[2]

5. Bell, Alice, Astrid Ensslin and Hans Rustad (eds) (2013) *Analyzing Digital Fiction*. New York: Routledge.[3]

6. Ensslin, Astrid (2011) *The Language of Gaming*.[4] Basingstoke: Palgrave Macmillan.

7. Ensslin, Astrid & Eben Muse (eds) (2011) *Creating Second Lives: Community, Identity and Spatiality as Constructions of the Virtual*. New York: Routledge.

8. Ensslin, Astrid (2007) *Canonizing Hypertext: Explorations and Constructions*. London: Continuum.[5]

9. Johnson, Sally & Astrid Ensslin (eds) (2007) *Language in the Media: Representations, Identities, Ideologies*. London: Continuum.[6]

Journal editorship

1. Ensslin, Astrid, Pawel Frelik and Lisa Swanstrom (eds) (2017) *Small Screen Fictions*, special issue of *Paradoxa*, 29. [2nd prize of the 2019 N. Katherine Hayles Award]

2. Ensslin, Astrid, Eben Muse & Sonia Fizek (2009-2018) *Journal of Gaming and Virtual Worlds*. Bristol: Intellect. (Founding and Principal Editor; 3 issues per year).

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[2] Reviewed in *Leonardo*, August 2014: http://leonardo.info/reviews/aug2014/ensslin-harle.php, *American Journal of Play*, Spring 2015, *Technoculture: An Online Journal of Technology in Society*, September 2016, http://tcjournal.org/drupal/vol6/euteneuer; *GRAMMA: Journal of Theory and Criticism*, 2016, file:///C:/Users/cos602/Downloads/5410-15420-1-SM.pdf, and *The Farmington Review*, 2017: https://farmingtonreview.wordpress.com/2017/04/18/literary-gaming-at-the-intersection-of-the-future-a-review. Currently being translated into Polish.

[3] Reviewed in *Language and Literature*, 26 (3), 2017: 275-278.

[4] Reviewed in *Discourse & Society*, 24, 2013: 651-3, and *Media International Australia*, 145, 2012: 164-5. Translated into Italian.

[5] Reviewed in *Journal of Sociolinguistics*, 12(4), 2008: 553-6, *Discourse and Society*, 20(1): 177-179 and *The South Carolina Review*, 41:2, 2009, http://www.clemson.edu/caah/cedp/cudp/scr/articles/scr.

[6] Reviewed in *Language in Society*, 38(4), 2009: 540-1, *Journal of Sociolinguistics*, 13(4), 2009: 558-562, *Journal of Multilingual and Multicultural Development*, 30(2), 2009: 181-2, and *Bulletin Suisse de Linguistique appliquée, Valsa-Asla*, 90.

3. Ensslin, Astrid & Alice Bell (2007) *New Perspectives on Digital Literature: Criticism and Analysis*, Special Issue of *dichtung-digital*. Providence, Rhode Island: Brown University, www.dichtung-digital/Newsletter/aktuell.

4. Ensslin, Astrid & Jennifer Shepherd (eds, 2006-2008) *MHRA Working Papers in the Humanities*. London: Modern Humanities Research Association, www.mhra.org.uk/ojs/index.php/wph (*founding editor*)

Journal articles (peer reviewed)

1. Ensslin, Astrid, Carla Rice, Sarah Riley, Christine Wilks, Megan Perram, Hannah Fowlie, Lauren Munro, and Aly Bailey (forthcoming 2020), "These Waves …: Writing New Bodies for Applied E-literature Studies," *electronic book review*.

2. Perram, Megan, Astrid Ensslin, Carla Rice, Sarah Riley, Christine Wilks, Hannah Fowlie, Lauren Munro and K. Alysse Bailey (forthcoming, 2020) "Writing New Bodies in Digital Fiction," *First Person Scholar*.

3. Tarnarutskaia, Elizabeta and Astrid Ensslin (2020) "The myth of the "clarté française": Language ideologies and metalinguistic discourse of videogame speech accents on Reddit," *Discourse, Context & Media*, 3. https://www.sciencedirect.com/science/article/pii/S2211695819301850?dgcid=author.

4. Bell, Alice, Astrid Ensslin, Isabelle van der Bom, and Jen Smith (2019), "A Reader Response Method Not Just for 'You'," *Language and Literature*. Online First: https://journals.sagepub.com/doi/full/10.1177/0963947019859954.

5. Ensslin, Astrid, Alice Bell, R. Lyle Skains, and Isabelle van der Bom (2019) "Immersion, Digital Fiction, and the Switchboard Metaphor." *Participations: International Journal of Audience Research*, 16:1. http://www.participations.org/Volume%2016/Issue%201/16.pdf.

6. Ensslin, Astrid & Tejasvi Goorimoorthee (2018) "Transmediating *Bildung*: Videogames as Life Formation Narratives." *Games and Culture.* Online first: https://doi.org/10.1177/1555412018796948.

7. Thoss, Jeff, Astrid Ensslin & David Ciccoricco (2018) "Digital Narrative: Unnatural and Cognitive Perspectives." *Poetics Today*, 39:2.

8. Ensslin, Astrid (2018), "The Interlocutor in Print and Digital Fiction: Dialogicity, Agency, (De-)Conventionalization." *MATLIT: Materialities of Literature*, 6:3, 21-34. http://impactum-journals.uc.pt/matlit/article/view/5288 .

9. Ensslin, Astrid (2018), "Looking Back: Ten Years of Editing Gaming and Virtual Worlds Scholarship." *Journal of Gaming and Virtual Worlds*, 10:1.

10. Bell, Alice, Astrid Ensslin, Isabelle van der Bom, and Jen Smith (2018) "Immersion in Digital Fiction: A Cognitive, Empirical Approach." *International Journal of Literary Linguistics*, 7:1, http://www.ijll.uni-mainz.de/index.php/ijll/article/view/105. Open Access.

11. Ensslin, Astrid, Lisa Swanstrom and Pawel Frelik (2017), "Introducing Small Screen Fictions." *Paradoxa*, 29.

12. Ensslin, Astrid, Lyle Skains, Sarah Riley, Joan Haran, Alison Mackiewicz and Emma Halliwell (2016) "Exploring digital fiction as a tool for teenage body image bibliotherapy," *Digital Creativity*, 27:3, 177-195.

13. Jaworska, Sylvia, Cedric Krummes and Astrid Ensslin (2015) "Formulaic sequences in native and non-native argumentative writing in German," *International Journal of Corpus Linguistics*, 20(4), pp. 500-525.

14. Laurent, Xavier, Astrid Ensslin and Paloma Mari-Beffa (2015) "An action to an object does not improve its episodic encoding, but removes distraction," *Journal of Experimental Psychology: Human Perception and Performance*, 44(1), Nov 2, 2015.

15. Krummes, Cedric & Astrid Ensslin (2014) "What's Hard in German? (WHiG): a British learner corpus of German," *Corpora* 9:2, 191-205.

16. Krummes, Cedric & Astrid Ensslin (2012) "Formulaic Language and Collocations in German Essays: From Corpus-Driven Data to Corpus-Based Learning Materials," *Language Learning Journal*, iFirst, 1-18.

17. Ensslin, Astrid (2012) "'What an Un-wiki Way of Doing Things:' *Wikipedia*'s Multilingual Policy and Metalinguistic Practice," *Journal of Language and Politics*, 10(4), 535-61.

18. Ensslin, Astrid (2012) "'I Want to Say I May Have Seen My Son Die This Morning:' Unintentional Unreliable Narration in Digital Fiction," *Language and Literature*, 21(2), 136-49.

19. Ensslin, Astrid & Alice Bell (2012) "'Click = Kill:' Textual You in Ludic Digital Fiction," *Storyworlds*, 4, 49-74.

20. Ensslin, Astrid & Will Slocombe (2012) "Training Humanities Postgraduates in Collaborative and Digital Multimedia," *Arts and Humanities in Higher Education*, 11(1-2), 140-56.

21. Bell, Alice & Astrid Ensslin (2011) "'I know what it was. You know what it was:' Second Person Narration in Hypertext Fiction," *Narrative*, 19(3), 311-29.

22. Ensslin, Astrid (2011) "'Do Avatars Dream of Electric Steak?' – Games, Energy Supplies and the Cybernetic Body," *Journal of Gaming and Virtual Worlds*, 2(3), 37-50.

23. Bell, Alice, Astrid Ensslin, Dave Ciccoricco, Jess Laccetti, Jessica Pressman & Hans Rustad (2010) "A [S]creed for Digital Fiction," *The Electronic Book Review*, 7 March 2010. http://www.electronicbookreview.com/thread/electropoetics/DFINative.

24. Durrell, Martin, Astrid Ensslin & Paul Bennett (2009) "Zeitungen und Sprachausgleich im 17. und 18. Jahrhundert," *Zeitschrift für deutsche Philologie*, 127, 263-79. (Sonderheft, *Der Schreiber als Dolmetsch: Sprachliche Umsetzungstechniken beim binnensprachlichen Texttransfer in Mittelalter und Früher Neuzeit*).

25. Durrell, Martin, Astrid Ensslin & Paul Bennett (2007) "GerManC: A historical corpus of German 1650-1800," *Sprache und Datenverarbeitung*, 31(1), 71-80.

26. Johnson, Sally & Astrid Ensslin (2007) "'But her language skills shifted the family dynamics dramatically:' Language, gender and the construction of publics in two British newspapers," *Gender and Language*, 1(2), 229-54.

27. Ensslin, Astrid & Sally Johnson (2006) "Language in the news: Investigations into representations of 'Englishness' using *Wordsmith Tools*," *Corpora: Corpus-based Language Learning, Language Processing and Linguistics*, 1(2), 153-85.

28. Johnson, Sally & Astrid Ensslin (2006) "Language in the news: Some reflections on Keyword Analysis Using Wordsmith Tools and the BNC," *Leeds Working Papers in Linguistics and Phonetics*, 11.

29. Ensslin, Astrid (2006) "Hypermedia and the question of canonicity," *dichtung-digital*, 36. Providence, Rhode Island: Brown University, www.dichtung-digital.org/2006/1-Ensslin.htm.

30. Ensslin, Astrid (2006) "Literary hypertext in the foreign language classroom: A case study report," *Language Learning Journal*, 33, 13-21.

31. Ensslin, Astrid (2005) "Women in wasteland - Gendered deserts in T.S. Eliot and Shelley Jackson," *Journal of Gender Studies*, 14(3), 205-216.

32. Ensslin, Astrid (2004) "'Artistic performance is not for women:' Contemplation on the work of Elfriede Jelinek," *Journal of Literature & Aesthetics*, 4(1-2), 75-84.

33. Ensslin, Astrid (2004) "Reconstructing the deconstructed: Hypertext and literary education," *Language and Literature,* 13(4), 307-333.

Book chapters (peer reviewed)

1. Ensslin, Astrid (forthcoming 2020) "Hypertext Theory," in J. Frow, M. Byron, P. Goulimari, S. Pryor, and J. Rak (eds) *The Oxford Encyclopedia of Literary Theory*. Oxford: O.U.P.

2. Ensslin, Astrid, Carla Rice, Sarah Riley, Christine Wilks, Megan Perram, Hannah Fowlie, Lauren Munro, and Aly Bailey (forthcoming), "Bodies in e-lit," in J. O'Sullivan and D. Grigar (eds) *Electronic Literature as Digital Humanities*. New York: Bloomsbury.

3. Van der Bom, Isabelle, Lyle Skains, Alice Bell, and Astrid Ensslin (forthcoming 2020) "Reading Hyperlinks in Digital Fiction: an Empirical Approach," in Alice Bell, Sam Browse, Alison Gibbons, and Dave Peplow (eds) *Style and Response: Minds, Media, Methods*. Amsterdam: John Benjamins.

4. Ensslin, Astrid and Isabel Balteiro (2019) "Locating videogames in medium-specific, multilingual discourse analyses," in A. Ensslin and I. Balteiro (eds) *Approaches to Videogame Discourse*. New York: Bloomsbury.

5. Ensslin, Astrid and John Finnegan (2019) "Bad Language and Bro-up Cooperation in Co-sit Gaming," in A. Ensslin and I. Balteiro (eds) *Approaches to Videogame Discourse*. New York: Bloomsbury.

6. Goorimoorthee, Tejasvi, Adrianna Csipo, Shelby Carleton, and Astrid Ensslin (2019) "Language Ideologies in Videogame Discourse: Forms of Sociophonetic Othering in

Accented Character Speech," in A. Ensslin and I. Balteiro (eds) *Approaches to Videogame Discourse*. New York: Bloomsbury.

7. Bell, Alice and Astrid Ensslin (2018) "Digital Fiction and Unnatural Narrative," in Z. Dinnen & R. Warhol (eds) *Edinburgh Companion to Theories of Narrative*. Edinburgh: EUP.

8. Ensslin, Astrid and Lyle Skains (2017) "Hypertext: Storyspace to Twine," in J. Tabbi (ed.) *The Bloomsbury Handbook of Electronic Literature*. London: Bloomsbury.

9. Ensslin, Astrid (2017) "Linden Lab's *Second Life*," in M.J.P. Wolf (ed) *The Routledge Companion to Imaginary Worlds*. New York: Routledge.

10. Ensslin, Astrid (2017) "Future Modes: How 'New' New Media Transforms Communicative Meaning and Negotiates Relationships," in Daniel Perrin and Colleen Cotter (eds) *The Routledge Handbook of Language and Media*. Abingdon: Routledge.

11. Ensslin, Astrid (2017) "Electronic Fictions: Television, the Internet, and the Future of Digital Fiction," in Paula E. Geyh (ed) *The Cambridge Companion to Postmodern American Fiction*. Cambridge: C.U.P.

12. Ensslin, Astrid (2015) "Discourse of Games," in Cornelia Ilie & Karen Tracy (eds) *International Encyclopedia of Language and Social Interaction*. Hoboken, NJ: Wiley-Blackwell.

13. Ensslin, Astrid (2015) "Video Games as Unnatural Narratives," in Mathias Fuchs et al. (eds) *Diversity of Play*, pp. 41-72. Lueneburg: meson press.

14. Ensslin, Astrid (2014) "'Womping' the Metazone of Festival Dada: Jason Nelson's *Evidence of Everything Exploding*," in Marcel Cornis-Pope (ed.) *Literature and Multimedia in Late 20th and 21st Century Europe*. Amsterdam: John Benjamins.

15. Ensslin, Astrid (2014) "Hypertext" and "Nonlinear Writing," in Marie-Laure Ryan, Lori Emerson & Benjamin Robertson (eds) *Johns Hopkins Guide to Digital Media and Textuality*. Baltimore, MD: Johns Hopkins University Press.

16. Ensslin, Astrid (2014) "Toward Functional Ludo-narrativism: Metaludicity, Allusive Fallacy and Illusory Agency in *The Path*," in A. Bell, A. Ensslin and H. Rustad (eds) *Analyzing Digital Fiction*. New York: Routledge, 75-93.

17. Ensslin, Astrid & Cedric Krummes (2013) "Language Acquisition and Electronic Interaction," in Julia Herschensohn and Martha Young-Scholten (eds) *The Cambridge Handbook of Second Language Acquisition*. Cambridge: C.U.P., 292-312.

18. Ensslin, Astrid (2012) "Computer Gaming," in Joe Bray, Alison Gibbons and Brian McHale (eds) *The Routledge Companion to Experimental Literature*. London: Routledge, 497-511.

19. Ensslin, Astrid (2011) "Avatar Needs and the Remediation of Architecture in *Second Life*," in A. Ensslin and E. Muse (eds) *Creating Second Lives: Community, Identity and Spatiality as Constructions of the Virtual*. New York: Routledge. Routledge Studies in New Media and Cyberculture, 169-189.

20. Ensslin, Astrid (2011) "Zur Rolle des Englischen als Wissenschaftssprache im britischen Pressediskurs," in Antonie Hornung (ed) *Lingue di cultura in pericolo - Bedrohte Wissenschaftssprachen. L'italiano e il tedesco di fronte alla sfida*

dell'internazionalizzazione - Deutsch und Italienisch vor den Herausforderungen der Internationalisierung. Tübingen: Stauffenburg, 191-212.

21. Ensslin, Astrid (2011) "From (w)reader to breather: Cybertextual de-intentionalisation in Kate Pullinger et al.'s *Breathing Wall*," in Ruth Page & Bronwen Thomas (eds) *New Narratives: Theory and Practice*. Lincoln, NE: University of Nebraska Press, 138-52.

22. Ensslin, Astrid (2010) "From revisi(tati)on to retro-intentionalisation: Hermeneutics, multimodality and corporeality in hypertext, hypermedia and cybertext," in Roberto Simanowski, Peter Gendolla, and Joergen Schaefer (eds) *Reading Moving Letters: Digital Literature in Research and Teaching*. Bielefeld: transcript, 145-162.

23. Ensslin, Astrid (2010) "Black and white: Language ideologies in computer game discourse," in Sally Johnson & Tommaso Milani (eds) *Language Ideologies and Media Discourse: Texts, Practices, Policies*. London: Continuum, 205-222.

24. Ensslin, Astrid (2010) "Recallin' Fagin: Linguistic Accents, Intertextuality and Othering in Narrative Offline and Online Video Games," in Garry Crawford, Victoria Gosling and Ben Light (eds) *Online Gaming: Production, Play & Sociality*. London: Routledge, 224-35.

25. Ensslin, Astrid & James Pope (2010) "Digital literature in Creative and Media Studies," in Roberto Simanowski, Peter Gendolla and Joergen Schaefer (eds) *Reading Moving Letters: Digital Literature in Research and Teaching*. Bielefeld: transcript, 311-28.

26. Ensslin, Astrid & Sally Johnson (2009) "Sprache und Identität in der englischen Nachrichtenpresse: eine korpuslinguistische Analyse," in Oliver Stenschke & Sigurd Wichter (eds) *Wissenstransfer und Diskurs*, 347-62. Frankfurt a. M.: Peter Lang.

27. Ensslin, Astrid (2009) "Respiratory narrative: Multimodality and cybernetic corporeality in 'physio-cybertext'," in Ruth Page (ed) *New Perspectives on Narrative and Multimodality*, pp. 155-65. London: Routledge.

28. Ensslin, Astrid (2008) "Möglichkeiten und Perspektiven korpusbasierter Fachtextanalyse," in Dorothee Heller (ed) *Formulierungsmuster in deutscher und italienischer Fachkommunikation. Intra- und interlinguale Perspektiven*. Bern: Peter Lang, 31-49.

29. Ensslin, Astrid (2008) "'Im Unterhause abscheulich groß Getöse:' Representations of 18th century British parliamentary democracy in early modern German newspaper discourse and their treatment of borrowings from English," in Falco Pfalzgraf & Felicity Rash (eds) *Jahrbuch für Internationale Germanistik. Reihe A: Kongressberichte*. Frankfurt a.M.: Peter Lang, 73-96.

30. Durrell, Martin, Astrid Ensslin & Paul Bennett (2008) "Zur Standardisierung der Adjektivflexion im Deutschen im 18. Jahrhundert," in Waldemar Czachur & Marta Czyżewska (eds) *Vom Wort zum Text. Studien zur deutschen Sprache und Kultur. Festschrift für Professor Józef Wiktorowicz zum 65. Geburtstag*. Warszawa: Instytut Germanistyki Uniwersitetu Warszawskiego, 259-267.

31. Johnson, Sally & Astrid Ensslin (2007) "Language in the media: Theory and practice," in ibid. (eds) *Language in the Media: Representations, Identities, Ideologies*. London: Continuum, 3-24.

32. Ensslin, Astrid (2007) "Of chords, machines and bumble-bees: The metalinguistics of hyperpoetry," in Sally Johnson & Astrid Ensslin (eds) *Language in the Media: Representations, Identities, Ideologies*. London: Continuum, 250-68.

33. Ensslin, Astrid (2007) "Canonizing hypertext: Explorations and constructions," in Paul Georg Meyer (ed) *English and American Studies in German 2006: Summaries of Theses and Monographs. A Supplement to Anglia*. Tübingen: Niemeyer, 33-6.

34. Ensslin, Astrid (2007) "Breathalyzing physio-cybertext," in *HYPERTEXT 2007, Proceedings of the 18th ACM Conference on Hypertext and Hypermedia*, September 10-12, Manchester, UK. [CD-ROM]. Alpha, NJ: Sheridan Printing, 137-8.

35. Ensslin, Astrid (2006) "Escapism, *Weltschmerz* and Western Dominance – Late Romantic Orientalism in Wilhelm Hauff's *Märchen*," in Rüdiger Görner and Nima Mina (eds) *Wenn die Rosenhimmel tanzen: Orientalische Motivik in der deutschsprachigen Literatur des 19. Und 20. Jahrhunderts*. Munich: iudicium, 95-107.

Other publications

1. Ensslin, Astrid (2020) "Stories in Flesh and Bytes: Telling the Posthuman Body in Electronic Literature," in M. Oliver and D. Laforest (ed.) *Dyscorpia: Future Intersections of Technology and the Body*. Exhibition Catalogue. Edmonton: University of Alberta, Department of Art & Design, pp. 94-98.

2. Ensslin, Astrid (2009-2019), 14 entries in the *Electronic Literature Directory*, e.g. "Looppool," "Quam Artem Exerceas," "Directions," "Mahasukha Halo," "Intergrams," – full list available at http://directory.eliterature.org/author/4256.

3. Ensslin, Astrid (2018) "Riposte to *Grammalepsy: An Introduction*" (John Cayley), *electronic book review*, Nov 4th, 2018, http://electronicbookreview.com/essay/riposte-to-grammalepsy-an-introduction/.

4. Flaman, Jill, Natasha Nunn, Kaitlyn Ensley, and Astrid Ensslin (2018), "Student Storytelling Successes Recognized," *OIS News*, University of Alberta, February 5, 2018, https://www.ualberta.ca/interdisciplinary-studies/about-us/news/2018/february/natasha-nunn.

5. Ensslin, Astrid & Lisa Swanstrom (2017) "Interview with Mark Marino (et al.)," *Paradoxa*, 29.

6. Swanstrom, Lisa & Astrid Ensslin (2017) "Interview with Dene Grigar," *Paradoxa*, 29.

7. Bell, Alice and Astrid Ensslin (2015) "Digital Fiction: The Future of the Book?," in John Clark (ed.) *Opening Up the Book – Catalogue of 5th Sheffield International Artist's Book Prize and Related Events*.

8. Ensslin, Astrid (2013) "Can Playing Novels and Reading Videogames Improve Body Image and Literacy?," *Western Mail*, 18th Feb. 2013.

9. Ensslin, Astrid (2010) "Review of Theresa Heyd, *Email Hoaxes: Form, Function, Genre Ecology*. Amsterdam: John Benjamins," *Discourse Studies*, 12(2): 271-273.

10. Ensslin, Astrid (2010) "Review of Tanja Storsul and Dagny Stuedahl, *Ambivalence Towards Convergence: Digitalization and Media Change*. Göteborg: Nordicom, 2007." *Discourse & Communication*, 4(1): 91-93.

11. Ensslin, Astrid (2008) "Review of David Machin, *Introduction to Multimodal Analysis*." *Journal of Sociolinguistics*, 3: 393–398.

12. Ensslin, Astrid (2008) "Women in Games 2007: new platforms, new perspectives, new players: University of Wales, Newport, School of Art, Media and Design, 19–21 April 2007." Conference report. *Creative Industries Journal*, 1(1): 77-78.

13. Ensslin, Astrid (2007) "Review of Sharon Goodman and Kieran O'Halloran (eds) *The Art of English: Literary Creativity*. Basingstoke : Palgrave Macmillan, 2006." *Journal of Sociolinguistics*, 11:3: 441-446.

Language corpora:

- Ensslin, Astrid and Cedric Krummes (2012) **WHiG (What's Hard in German)**. Funded by the AHRC. Freely available from: http://korpling.german.hu-berlin.de/falko-suche/search.html
    - 150,000 tokens
    - 283 essays by British learners of German
    - TEI-annotated, lemmatized, POS- und error-tagged
- Ensslin, Astrid (2010-2016) **GameCorp**. Videogame paratext corpus.
    - 310,000 tokens
    - 193 texts from online chat rooms, player conversations, videogame magazines, Let's Play videos and discussion fora
- Ensslin, Astrid, Durrell, Martin and Bennett, Paul (2007) **GerManC**. Funded by the ESRC. University of Manchester: www.llc.manchester.ac.uk/research/projects/germanc
    - 100,000 tokens
    - 45 early modern German newspaper articles, 1650-1800
    - TEI-annotated, lemmatized und POS-tagged
    - ESRC rating: "outstanding"
    - ESRC follow-on project granted (2008-11)
- Ensslin, Astrid and Johnson, Sally (2005) **LANGCORP**. Funded by the British Academy. University of Leeds.
    - 6 m tokens
    - 7.000 newspaper articles from *The Guardian* und *The Times*, July 2004 – June 2005, containing instances of "language," "languages," "linguistics," and "linguistic" for corpus-based critical discourse analysis.

CONFERENCE PAPERS

Keynote lectures

1. "'These Waves …:" Writing New Bodies for Applied E-literature Studies." Electronic Literature Organization conference, Cork, July 17th, 2019.
2. "VR Story-gaming: Between Immersion, Flow, and Engagement." VR/AR in Education conference, Swansea University (UK), September 12th, 2018.
3. "Embodiment in Digital Fictions: Towards Post-Digital Écriture Féminine," 16th Annual St Jerome's Day Conference, "Translation and the Body," University of Alberta, Sept 30th, 2018.
4. "Transmediating Bildung: Videogames as Life Formation Narratives," Transmediating Culture(s) conference, Szczecin University (PL), Nov 17-19, 2016.
5. "Metaludicity in Jason Nelson's Poetry Games," Digital Poetry, University of Gothenburg (SE), Sept 20, 2016.
6. "The Language of Gaming: Affective Discourse Patterns in Two Videogame Paratext Genres," LEXESP 2016: Videogames and Language, May 5-6, 2016, University of Alicante (E).
7. "Videogames as Unnatural Narratives," DiGRA 2015 (Digital Games Research Association) conference, 14-17 May 2015, Leuphana (Lüneburg, D).
8. "Studying the Meanings of Digital Fiction: Ludostylistics and Psychonarratology," IALS 2014 (International Association of Literary Semantics) conference, 4 July 2014, Kent (UK).
9. (with Cedric Krummes), "Lernersprache zu DaF-Materialien: die Korpora WHiG und Falko," DAAD Conference 2012, Cumberland Lodge, Windsor Great Park (UK), June 2012.
10. "Literary Gaming: Between Ludic Digital Literature and Literary Computer Games," CoDE 2012 conference, Anglia Ruskin University, Cambridge (UK), 28 March 2012.
11. "'Staging Illusion:' Metalepsis as a Transmedia Phenomenon," "Staging Illusion" conference, University of Sussex (UK), 8-9 December 2011.
12. "New Media Writing: Towards Second Generation Criticism," MeCCSA PGN Conference, Bangor, 9 July 2009.

Other invited talks

1. Ensslin, Astrid, Matthew Guzdial, Chelsea Miya, Kyle Stooshnov, and Morgan Cselinacz (2020) "Digital Synergies and the Quest to Decode Human Bias in Computation," Faculty of Arts, Celebration of Research, University of Alberta, March 5th.
2. Ensslin, Astrid (2020) "Literary Games (for Bibliotherapy)", German-Canadian Centre for Innovation and Research, Culture and Digital Technologies Dialogue Series, University of Alberta, Jan 21st.

3. "Digital Synergies," invited talk at "We Are All Connected" 24h Thinkathon, Goethe Institute, Edmonton, Nov 29th, 2019.

4. "Writing New Bodies or Body *Worlds*? - Applied Digital Fiction as Critical, Feminist Participatory Co-Design," English Studies Research Seminar, Uppsala University (SE), Nov 27th, 2019.

5. "Writing New Bodies: postfeministische Körperbilder und postdigitale écriture féminine," invited research talk at University of Passau (D), Faculty of Arts and Humanities, Dec. 14th, 2018.

6. "Writing New Bodies: Critical Co-Design, Digital-born fiction and Postdigital Écriture Féminine", talk at MLCS Roundtable on "Postdigital Bodies and #metoo." Dec 3rd, 2018.

7. "Writing New Bodies" talk at 2018 Open Minds, UAlberta, Nov 27th, [YouTube link](#).

8. "Immersion, Digital Fiction, and the Switchboard Metaphor," Centre of Digital Arts and Humanities speaker series, Swansea University, UK, May 22, 2018.

9. "Writing New Bodies in Digital Fiction," KIAS EVE2050 symposium, University of Alberta, April 27th, 2018.

10. "Immersion in Digital Fiction: Insights from Cognitive, Empirical Reader Response Research, MLCS Research Colloquium, University of Alberta, April 10th, 2018.

11. "Festrede," ceremonial speech given at the 2017 graduation ceremony, University of Heideberg (English Studies), 14th July 2017, Alte Aula, Heidelberg (D).

12. (with Vadim Bulitko, Shelby Carleton, Tejasvi Goorimoorthee, and Sergio Poo-Hernandez) "Speech Accents in Games," talk at KIAS "Deep Learning and Sound Recognition" Symposium, University of Alberta, June 23, 2017.

13. "Teaching Games as Experimental Literature: Literary Gaming and Medium-Specific Unnatural Narratology," talk and roundtable discussion. University of Alberta, English and Film Studies Symposium "Ctr-Alt-Delete," April 21, 2017.

14. "The Digital According to Ryan: Immersion, Interactivity, Ludonarrativity," Booth Prize Panel talk at Narrative 2017, Lexington (KY), March 23-26, 2017.

15. (with Alice Bell, Isabelle van der Bom, and Jen Smith) "Immersion in Digital Fiction: A Cognitive Approach," Immersive and Interactive Literature Research Seminar, Oxford Brookes University, 8 December 2016.

16. "Researching and Teaching Digital-born Fiction and Games," Rutherford Speaker Series talk and workshop, University of Alberta, Oct 10th 2016.

17. "What is Game Studies and How Might ARC / HPC Resources Aid It?," talk at CANHEIT / HPCS 2016, University of Alberta, 20-22 June 2016.

18. "Gamifying the Bildungsroman: Visual Storytelling in "Literary" Games," talk at HuCon 2016, University of Alberta, 4 March 2016.

19. "Digital Fiction: Texts, Technologies, Techniques of Reading," Shankland Lecture, Bangor University, 7 December 2015.

20. "New Approaches to Analyzing Digital Fiction: Ludostylistics, Cognitive Narratology and Empirical Reader Response," Linguistics Research Circle, 10 December 2014, Bangor University.

21. "The Language of Gaming: From Research to Teaching," teachers' workshop given at the British Film Institute's Media Conference 2012, London, 4 July 2012.

22. "Computer Gaming and the Art of Narrative," Cambridge Screen Media Group, CRASSH, University of Cambridge, 20 February 2012.

23. "Literary Gaming as Metaludic Détournement," invited panelist, "ASAP/3: Arts of the Planet" Conference, Carnegie Mellon University Humanities Center, Pittsburgh, PA, 27-30 Oct 2011.

24. "Playing with rather than by the rules: metaludicity, allusive fallacy and illusory agency in *The Path*," talk at "Literature between Media" symposium, Hedmark University College, Norway, 5-7 October 2011.

25. "What's Hard in German? A Learner Corpus Methodology for Identifying Structural Difficulties," training session, Aston Corpus Summer School, 5 August 2011.

26. "The Language of Gaming: Between Code and Communication," invited panel convener and talk, "Under the Mask" 2011, University of Bedfordshire, 3 June 2011.

27. (with Cedric Krummes and Sylvia Jaworska) "What's Hard in German? Corpus Evidence of Formulaicity in Advanced British Learners of German," Bangor University, Bilingualism Research Seminar Series, 23 May 2011.

28. (with Cedric Krummes) "From Learner Essays to Textbook Examples: What's Hard in German?" IntelliText Workshop, University of Leeds, 11 March 2011.

29. "Playing With Rather Than By the Rules: Between Ludic Digital Literature and 'Literary' Computer Games," Heidelberg University, School of English, Research Seminar Series, University of Heidelberg, 13 January 2011.

30. "Videogames, Digital Fiction, and Virtual Worlds," inaugural meeting of the British Computer Society's Animation and Games Development Specialist Group, Technium CAST, Bangor, 28 July 2010.

31. Respondent on "Doing Digital Writing" panel, HEA/ESC "Teaching Digital Writing" Conference, Leicester, 23 April 2010.

32. "Metalanguage and the Ideology of Creationist Capitalism in Second Life," Language, Development and Cognition Seminar, Bangor, 11 February 2010.

33. "The Digital Fiction International Network," Digital Fiction International Network Workshop, Sheffield, 17 August 2009.

34. "Canonizing digital writing and cybersomatics," Digital Fiction International Network Workshop, Sheffield, 17th August 2009.

35. "Digital Literature as a Tool for (Foreign) Language Learning: Collaboration, Creativity, Transliteracy," Lancaster Literacy Discussion Group, Digital Methodologies series, Lancaster, 16 June 2009.

36. "Searching for Cultural Memory in Cyberspace: *Califia*, *Marble Springs* and the Mnemonics of Hypertext," Intermediality Research Cluster Workshop, Bangor, 23 February 2008.

37. "Möglichkeiten und Perspektiven korpusbasierter Fachtextanalyse," Facetten wissenschaftlicher Textproduktion und Methoden ihrer Analyse Seminar, Bergamo (I), 2-3 November 2007.

38. "Towards a methodology for constructing and annotating historical corpora: Tackling structural and lexical variability in Early Modern German newspaper texts," Digital Historical Corpora Conference, Dagstuhl (D), 3-8 December 2006

39. "Literarischer Hypertext - literaturwissenschaftliche und linguistische Dimensionen," University of Göttingen (D), Linguistics Research Lecture series, 6 January 2005.

40. "Elfriede Jelinek: Artists, Women and Cultural Myths," York Anglo-German Society, York, UK, 1 December 2004.

41. "Literary Hypertext in the EFL Literature Classroom, Or Literary Competence Revisited," University of Heidelberg (D), English Studies Research Seminar, 18 December 2003.

42. "Literary Hypertext: History - Theory - Learning and Teaching," German Studies Research Seminar, University of Leeds, 2 December 2003.

Peer-reviewed conference papers/posters:

1. (with Aly Bailey and Megan Perram) "Writing New Bodies at the Intersections of Gender? - Challenges of Community Co-Design as Feminist Participatory Action Research", Workshop at "Working the Intersections of Gender", UAlberta, Oct 3, 2019.

2. (with Elizaveta Tarnarutckaia) "The Myth of the "Clarté Française" in Players' Perception of Speech Accents in BioWare's Dragon Age," CGSA / Congress 2019, UBC Vancouver, paper delivered on June 5, 2019.

3. (with Tejasvi Goorimoorthee) "Language Ideologies in Videogame Discourse: Forms of Sociophonetic Othering in Accented Character Speech," ReFig Conference, 2018, Vancouver, University of British Columbia, paper delivered on Oct 24th, 2018.

4. Panel convener and chair for "Minding the Tap: Towards a Ludosemiotics of Mobile E-literature," ELO 2018 conference, Montreal, panel delivered on Aug. 14th, 2018

5. Ensslin, Astrid, "Gestural Semiotics and App Fiction," ELO 2018 conference, Montreal, paper delivered on Aug. 14th, 2018

6. Ensslin, Astrid, "'Completing the Circle'? The Curious Counter-canonical Case of the *Eastgate Quarterly Review of Hypertext* (1994-1995)," ELO 2018 conference, Montreal, paper delivered on Aug. 14th, 2018

7. "Wreading in Network Culture: Distributed 'Voices' in Digital-born Literature," 68th Annual Conference of the International Communication Association (ICA), May 24-28, 2018, Prague, May (delivered on May 26th).

8. (with Alice Bell) "Revisiting Immersion in Digital Fiction: Complexity, Hybridity, Fluidity," paper given at Narrative 2018, McGill University, April 21, 2018.

9. (with Tejasvi Goorimoorthee) "Speech Accents as Language Ideologies in Video Games," ReFiG 2017, University of Alberta, Oct 10-13 (delivered on Oct 11).

10. (with Tejasvi Goorimoorthee, Shelby Carleton, Vadim Bulitko, and Sergio Poo Hernandez) "Deep Learning for Speech Accent Detection in Videogames," EXAG (Experimental AI in Games) 4, Oct 5-9th 2017, University of Utah.

11. "The Interlocutor in Print and Digital Fiction: Dialogicity, Agency, (De)Conventionalization," paper given at Electronic Literature Organization 2017, University Fernando Pessoa, Porto (P), July 21, 2017.

12. "Theorizing Innovation? - 'Unnatural' Spatiality and Medium-specific Conventionalization in Videogames," paper given at CGSA (Canadian Game Studies Association) 2017, Ryerson University, Toronto, June 1, 2017.

13. "Linguicisms as Markers of Socio-cultural Inequality in Videogames," paper given at Digital Narratives Around the World Symposium, University of Alberta, May 18, 2017.

14. (with Ciaran Smith, James Intriligator and Robert Rogers) "Conservative killers & liberal questers: Even gaming is trumped by politics," poster given at Bangor University's School of Psychology Graduate Conference, 30 November 2016, Bangor (UK).

15. (with Alice Bell, Isabelle van der Bom, and Jen Smith) "Digital Fiction, Readers, and Immersion," "Style and Response: Minds, Media, Methods" conference. Sheffield Hallam University, 11-12 November 2016.

16. (with Alice Bell, Isabelle van der Bom, and Jen Smith) "Studying Readers of WALLPAPER: Digital fiction and Immersion," Poetics and Linguistics Conference, University of Cagliari, Sardinia, 27-30 July 2016.

17. (with Lyle Skains and Alice Bell) "Gaming the Composition: An ethnographic study on composing ergodic fiction," poster given at International Society for the Empirical Study of Literature Conference, Chicago, Illinois, 4-9 July 2016.

18. (with Alice Bell, Isabelle van der Bom and Jen Smith) "Studying Readers of WALLPAPER: Media-specific Cognitive Deixis and Immersive Hybridity," Electronic Literature Organisation, 10-12 June 2016, University of Victoria (CA).

19. (with Alice Bell) "Studying 'Readers' of Digital Fiction," "Experimental Narratives: From the Novel to Digital Storytelling" conference, Institute of Modern Languages Research, University of London, 27 Feb 2015.

20. (with Jen Smith) "Exploring Methodologies for Studying Readers of Digital-born Fiction," paper given at "The Reader in Stylistics: Ideal, Real or Implied?" conference, Nottingham, 24 June 2014.

21. "Locating the Literary in Electronic Ludicity: Jason Nelson's *evidence of everything exploding*," paper given at Electronic Literature Organisation Conference 2012, Morgantown, WV, 20-23 June 2012.

22. (with Cedric Krummes) "Creating Learning and Teaching Materials on Lexical Bundles and Collocations for German Essay Writing: Two Corpus Approaches," paper given at the 5th international FLaRN conference, Tilburg (NL), 28-30 March 2012.

23. (with Cedric Krummes and Sylvia Jaworska) "Formulaic sequences in German essays: Comparing L1 with L2 data," paper given at Learner Corpus Research 2011, Louvain (BE), 15-17 September 2011.

24. "Blurring Ontological Boundaries: Metalepsis as a Transmedia Phenomenon," paper given at Creating Second Lives 2011: Blurring Boundaries, Bangor, 8-9 September 2011.

25. (with Cedric Krummes and Sylvia Jaworska) "The Use of Discourse-Structuring Sequences by Advanced Learners of German: Corpus-Driven Investigations," poster given at Corpus Linguistics 2011, Birmingham, 20-22 July, 2011.

26. (with Sylvia Jaworska and Cedric Krummes) *"Auf der einen Hand und auf die andere Seite*: Corpus Evidence of Formulaic Sequences in Essays by Advanced Learners of German," paper given at AGS 2011, London, 13-15 April 2011.

27. (with Isamar Carrillo Masso) "The 'Language' of Gaming: Towards a Critical Discourse Analytical Approach", CADAAD 2010: "Ideology, identity and interaction," University of Lodz (PL), Sept 13-15, 2010.

28. (with Alice Bell) "Digitalising the Second Person," paper given at the International Association for Literary Semantics Conference 2010, Genoa, Italy, 24-28 July, 2010.

29. (with Alice Bell) "Reclaiming the Golden Age: The Second Person in Digital fiction," paper given at the Electronic Literature Organisation Conference, Brown University, USA, June 3-6, 2010.

30. (with Alice Bell, Dave Ciccoricco and Hans K. Rustad) "Close-Reading Digital Fiction: Analytic and Pedagogic Approaches," poster given at the HEA/ESC Teaching Digital Writing event, De Montfort/Leicester, April 23, 2010.

31. (with Cedric Krummes et al.) "How to Spot Error and Compare Learners of German: the Falko and WHiG Projects," paper given at the 73rd conference of the Association for German Studies in Great Britain and Ireland, Reading, March 29-31, 2010.

32. (with Cedric Krummes et al.) ""Dass wenn man etwas will, muss man dafür arbeiten"- Zielhypothesen im Lernerkorpus Falko," poster given at 31. Jahrestagung der Deutschen Gesellschaft für Sprachwissenschaft, Berlin, February 25, 2010.

33. (with Cedric Krummes et al.) "'What's Hard in German?:' Touching the Void of Over- and Underuse," paper given at the Forum for Germanic Language Studies Conference, January 8-9, 2010.

34. "Prims, Sims and the Aesthetic Commodification of Language: Neo-liberalist Metapragmatics in Second Life®," paper given at the Language in the (New) Media Conference, Seattle, WA, September 3-6, 2009.

35. "'I Want to Say I May Have Seen My Son Die This Morning:' Unreliable Narration in Digital Fiction," International Conference on Narrative, Birmingham, June 4-6, 2009.

36. (with Cedric Krummes) "And the World Will Smile(y) with You: Emoticons in Luxembourgish Emails". FGLS/GLAC, April/May 2009, Banff (Canada)

37. "Creating Spaces for Virtual Communities: The Role of Architecture in Second Life," Creating Second Lives, Bangor, October 2008, and (as poster presentation) at 2009 MeCCSA conference, Bradford (with Eben Muse)

38. "Thematising Interwikis: Wikipedia's multilingual policy and practice," AILA, Essen, August 2008, and (as poster presentation) at 2009 MeCCSA conference, Bradford

39. "'Do Avatars Dream of Electric Steak?' – Games, Energy Supplies and the Cybernetic Body," Feast! An Interdisciplinary Conference on Food in Text and Image, Bangor, 24-25 Nov. 2007.

40. "Breathalizing physio-cybertext," Hypertext '07, Manchester, 10-12 September 2007.

41. "Black and White: Language ideologies in computer game discourse," Language in the Media Conference, Leeds, 3-5 September 2007.

42. (with Martin Durrell) "GerManC: An annotated, spatialised, multi-genre corpus of Early Modern German," Corpus Linguistics '07 Conference, Birmingham, 27-30 July 2007.

43. "From (w)reader to breather: Cybertextual retro-intentionalisation in Kate Pullinger et al's *Breathing Wall*," Re-mediating Literature Conference, Utrecht (NL), 4-6 July 2007.

44. "Respiratory narrative and cybertextual retro-intentionalisation: Kate Pullinger et al's *The Breathing Wall*," Narrative and Multimodality Symposium, Birmingham, 27-28 April 2007.

45. (with Martin Durrell) "Towards a methodology for constructing and annotating historical corpora: Tackling structural and lexical variability in Early Modern German newspaper texts," paper given at the 4th Days of Swiss Linguistics, Basle (CH), 20-21 November 2006, and the FGLS 2007 Conference, Nottingham, 6 January 2007.

46. (with Martin Durrell) "Tracing variation in standardisation: A corpus-based methodology," poster presented at The Future of Historical Sociolinguistics Colloquium, Bruges (B), 2 December 2006.

47. "Sprache und Identität in der englischen Nachrichtenpresse" ("Language and Identity in English Newspapers"), Wissenstransfer und Diskurs (Knowledge Transfer and Discourse) Conference, Göttingen (D), 4-6 October 2006.

48. "Approaching hyperstylistics: The toolkit expanded," PALA Conference, Joensuu (FL), 26-29 July, 2006.

49. "Of chords, machines and bumble bees: A metalinguistics of hyperpoetry," Language in the Media AILA Network Seminar, Skipton, 6-8 April 2006.

50. (with Sally Johnson) "Language in the News: A Corpus-based Approach," Language in the Media: Representations, Identities, Ideologies, Leeds, 12-14 September 2005 and Triangle Conference, Leeds, 24 September 2005.

51. "Metalinguistic Representations in Digital Poetry," Language in the Media: Representations, Identities, Ideologies, Leeds, 12-14 September 2005, and Triangle Conference, Leeds, 24 September 2005.

52. "Continuing the Discontinuous or Discontinuing the Continuous? Masquerading Modernist Masculinities in T.S. Eliot's Early Poetry," English Studies Postgraduate Research Seminar, Leeds, 5 May 2005.

53. "Chauvinist, Hermaphrodite, Senile - Problematic Masculinities in the Poetry of T.S. Eliot," Masculinity as Masquerade, Postgraduate Conference, Swansea, 25-26 April 2005.

54. "Keatsean Escapism, Byronic *Weltschmerz* and Western Dominance - Late Romantic Orientalism in Wilhelm Hauff's Fairy Tales," "*Wenn die Rosenhimmel tanzen*:" Oriental Motifs in 19th and 20th Century German Literature and Thought, symposium, London, 5-7 May 2004.

55. "Language Learning with Literary Hypertext," Conference of University Teachers of German, Liverpool, 5-7 April 2004.

56. "Beyond Pastoral? Gender and the City in Feminist Hyperfiction," Beyond the Text? (Re)visiting Hypertextual Phenomena symposium, Heidelberg (D),11-13 February 2004.

57. "Women and the City in Hypertext: Ruth Nestvold's *Cutting Edges* and Dorit Linke's *Der Apfel*," Gender and the City Workshop, Leeds, 14 November 2003.

58. "*Heilige oder Hexe, Opfer oder Täterin*? A Feminist Reading of Literary Hypertexts in German," 34th Postgraduate Conference in German Studies, Swansea, 8 October 2003.

CONFERENCES / WORKSHOPS / SYMPOSIA / PANELS ORGANIZED

1. Nov 21, 2019: "Digital Synergies Mega-Launch" symposium, UAlberta, Digital Scholarship Centre, Visualization Lab

2. April 27, 2019: "Stories in Flesh and Bytes," panel at SSHRC/KIAS-funded Dyscorpia symposium, UAlberta.

3. Feb 15, 2019: "Digital Synergies" Kule Connect Café (supported by KIAS and FoA).

4. August 14, 2018: Panel convener and chair, "Minding the Tap: Towards a Ludosemiotics of Mobile E-literature," Electronic Literature Organization conference 2018, Montreal.

5. July 23-25, 2018: SSHRC-funded "Writing New Bodies" symposium and research training workshop (cooperative inquiry and digital storytelling for critical community co-design), UAlberta.

6. May 18, 2017: KIAS-funded "Digital Narratives around the World" symposium, UAlberta.

7. May 2014-November 2014: in the capacity of CAH Director of Research: workshops on impact generation through social media; how to put societal impact into research; how to develop 4* research, and interdisciplinary collaboration on "Energy."

8. June 11, 2014: Knowledge transfer panel discussion on "Procedural Narratives" with Games Developers North Wales, Bangor University.

9. May 6-8, 2013: "Computer Gaming across Cultures: Perspectives from Three Continents" symposium, Bangor University, funded by the British Council.

10. July 18-19, 2012: "WHiG Workshop: Korpora and DaF-Materialien – eine praktische Werkstatt," funded by AHRC, Bangor (with Cedric Krummes and Stefan Baumgarten)

11. September 8-9, 2011: "Creating Second Lives: Blurring Boundaries," funded by CAH, Bangor (with Eben Muse)

12. July 18-19, 2011: "WHiG Symposium," funded by AHRC, Bangor (with Cedric Krummes)

13. June 17, 2011: "The Future of Modern Languages," commissioned and funded by MHRA, London (with Naomi Segal, IGRS)

14. September 17, 2010: "CEDAR Final Doctoral Symposium: Digital Methods for Humanities Research," Bangor, funded by AHRC

15. August 17-19, 2009: "Digital Fiction International Network Workshop," Sheffield, funded by The Leverhulme Trust (with Alice Bell)

16. October 24-25, 2008: "Creating Second Lives" International Conference, Bangor, sponsored by Technium CAST and The Game Creators (with Eben Muse)
17. September 12-14, 2005: 1st "Language in the Media" Conference, funded by The British Academy, Leeds (with Sally Johnson)

FURTHER ESTEEM INDICATORS:

- Invited instructor, Digital Humanities Summer Institute 2019, University of Victoria, "Introduction to Electronic Literature in DH: Research and Practice," June 10-14, 2019. Re-invited for 2020.
- Member, College of Expert Reviewers of the European Science Foundation (since April 2019)
- Jury member, "Opening Up Digital Fiction" writing competition (funded by AHRC), Feb-May 2017 and June-July 2018.
- Expert reviewer and selection committee member for the European Commission's Research Executive Agency on its Horizon 2020 program, Societal Challenge (specific objective 6), March-Sept. 2015
- Advisor to Innovate UK and RCUK (Research Councils UK) on their Creative Content Industries Delivery Plan for 2015/16, Oct 2014
- AHRC panel member for specialized funding scheme, September 2013 (confidential)
- Invited advisory board member, ESF (European Science Foundation) Forward Look on "Media Studies: new media and new literacies," Cyprus 17-18 May 2012.
- Book series editor for CUP Elements series, "Digital Fiction" (from March 2019)
- Book series editor for Bloomsbury "Electronic Literature" series (from July 2019)
- Project Director of the *Electronic Literature Directory* (from July 2019)
- Editorial Board member of *Discourse, Context, and Media* (Elsevier) (since Jan 2018)
- Editorial Board member of *Digital Culture & Society* (transcript) (since July 2016)
- Review Board member of *Game Studies* journal (since Jan 2015)
- Editorial board member of the *electronic book review* and the *Electronic Literature Directory*
- Editorial Advisory Board member for edited volume, *New Opportunities for Artistic Practice in Virtual Worlds,* ed. Denise Doyle, IGI Global (2015).
- External advisor to (distinguished) professor promotion and tenure award committees: University of Wisconsin Milwaukee (2019); University of Memphis (2019); Laurentian University (2019), Sheffield Hallam University (2018); Rochester Institute of Technology (2017); Syracuse University (2017); University of Liverpool (2017), University of Southern Illinois University Edwardsville (2017); Bournemouth University (2017); University of Toronto (2015); George Washington University (Washington, DC) (2013)
- Invited peer reviewer for

- international funding and award, councils: SSHRC, European Commission (H2020), Arts and Humanities Research Council (UK), Leverhulme Trust (UK), Irish Research Council (Laureate Awards Program), the Council for the Humanities of the Netherlands Organisation for Scientific Research (NWO); the Austrian Science Fund (FWF), Steirischer Wissenschafspreis (Austria), the Fond National de la Recherche Luxembourg, Research Foundation Flanders, Santander and ESF-funded Knowledge Economy Skills Scholarships (KESS).
- book publishers: Bloomsbury, Oxford University Press, Routledge, Sage, Mouton de Gruyter, Emerald Publishing, Liverpool University Press, Amherst UP, and Pearson Longman
- journals: *New Media & Society; Game Studies; Games and Culture; Loading...Journal of the Canadian Gaming Studies Organization; Digital Culture and Society; Discourse, Context & Media; Poetics Today*; *Journal of Language and Politics; Corpora; International Journal of Applied Linguistics; Pragmatics and Society; Critical Discourse Studies; Contemporary Literature; Journal of Comparative Critical Studies; Reading in a Foreign Language; Journal of Global Analysis; Transformative Works and Cultures.*
- conference panels: ICA (International Communication Association), ELO (Electronic Literature Organisation) 2010, 2014, 2020, DiGRA (Digital Games Research Association) 2011, 2013, 2015-2020; CGSA (Canadian Games Studies Association) 2018-2020; FDG (Foundations of Digital Games) 2019-2020; GamesLit 2018; CEEGS 2016; GAMNLP 2012, and Creating Second Lives 2008 and 2010.
- External PhD/MA examiner: Monash University (AUS; MA), University of Waterloo (CA; PhD), University of London (Queen Mary, UK; PhD), University of Manchester (UK; PhD), University of Aberystwyth (UK; PhD), University of Winchester (UK; PhD), Edge Hill University (UK; PhD)

PUBLIC ENGAGEMENT / MEDIA WORK / IMPACT

- Curator:
  - DYSCORPIA: "Stories in Flesh and Bytes," Edmonton, AB, Enterprise Square Gallery, exhibition digital-born fictions by Mez Breeze, Jason Nelson, and Christine Wilks, April 23 – May 12, 2019.
  - "E-lit for kids," at Electronic Literature Organisation conference 2017, Porto (P), July 18-22, 2017
  - "WALLPAPER," immersive digital fiction installation by Dreaming Methods / One to One Trust; Sheffield, Bank Street Arts; Nov-Dec 2015.
  - "The Future of Reading?," Sheffield, Bank Street Arts Gallery; part of Off the Shelf Literary Festival, Oct-Nov 2014.

- Media appearances:
  - O'Sullivan, James (2019) "Good literature can come in digital forms – just look to the world of video games", *The Conversation*.
  - Grigar, Dene (2019) "A Conversation between Astrid Ensslin and David Kolb about *Socrates in the Labyrinth*, Hypertext, & the Lore of Electronic Literature" (series of eight videos), https://vimeo.com/358533888.
  - *Folha de S.Paulo* (Brazil's biggest newspaper), March 15, 2019, quoted in article on FPS aesthetics of the video footage shot by Christchurch killer: https://www1.folha.uol.com.br/mundo/2019/03/video-de-matanca-em-mesquita-evocaria-linguagem-de-jogos-de-tiro.shtml
  - *Gateway* articles
    - "New media studies program in development at the U of A," July 31, 2018 (A. Wildemann)
    - "MLCS to offer course on video games across cultures in Fall 2018," April 5, 2018 (A. Herron)
  - *LearningNews.com article*, "Canadian Student Wins Unicorn-Backed Bournemouth University New Media Writing Prize," Feb 16, 2018.
  - BBC Radio 4 "Word of Mouth" on "The Language of Videogames" (May 2017);
  - Deutschlandradio Kultur Berlin on "Literary Gaming" (May 2015);
  - Sky News on the language of the Internet (2014)
  - Commissioned article on digital fiction / body image research in the *Western Mail* (2013).

- Consultancy:
  - Grant writing and gender & language consultant for Canadian Equality Consulting, February 2019
  - Language of Gaming consultant for New Zealand Police (criminal investigation into serious cybercrime case), July 2018
  - Digital media/narrative and e-lit consultant for Edmonton Public Libraries, UofA Library, and Edmonton-based videogame start-up (since 2016)
- Secondary school teacher's workshop on "The Language of Gaming" at the British Film Institute in London (annual BFI conference, July 2012).
- Commissioned and funded by the MHRA (Modern Humanities Research Association) to organize the multi-sectorial "The Future of UK Modern Languages" conference, June 2011, following research into multilingualism and Englishness (since 2005)
- Leader of Bangor University's evolving Impact Case Study, "The Future of Reading, Writing and Publishing" (2014-16), funded by ESRC Impact Acceleration Grant

MEMBERSHIPS & LEADERSHIP ROLES IN ACADEMIC ASSOCIATIONS

- Nominated/appointed FRSA: Fellow of the **Royal Society for the Encouragement of Arts, Manufactures and Commerce**: since May 2012
- Member of ELO (**Electronic Literature Association**); Board of Directors & Secretary; convener of ELO Facebook Group, "Young People's eLiterature" (since June 2016);
- Elected Board Member and International Chapter Coordinator for the **Digital Games Research Association (DigRA)**: 2012-14 (member since 2009)
- Founding member of **DiGRA UK**
- Trustee, Committee Member and Academic Conference Coordinator for the **Modern Humanities Research Association** (MHRA): 2010-11 (graduate representative, 2004-06)
- Member of ICA (**International Communication Association**)
- Member of CGSA **(Canadian Game Studies Association)**
- Member of CSDH/SCHN **(Canadian Society for Digital Humanities)**
- Member of ISSN **(International Society for the Study of Narrative)**
- Member of MeCCSA **(Media, Communication and Cultural Studies Association)**
- Member of PALA (**Poetics and Linguistics Association**)
- Member of BAAL **(British Association of Applied Linguistics)**

LANGUAGE SKILLS

German	Native language
English	Cambridge Proficiency Grade A; lived and worked in UK (1998-1999 and 2002-2016) and Canada (since 2016)
Spanish	Intermediate level
Welsh	Cwrs Wlpan (entry certificate)
French	Elementary level
Latin	9 years at grammar school; A-level major
Ancient Greek	3 years at grammar school; GCSE

EXTRAMURAL VOLUNTEER ROLES (EXAMPLES)

Chair and member of various public school councils and boards (since 2018); Scouts/Guides summer and YMCA ski camp leader (1994-96); violinist / soloist / chorister in numerous (charity) concerts (1995+).