

Steve Wilcox
swilcox@uwaterloo.ca/stevewilcox.info
Department of English Language and Literature
University of Waterloo
Waterloo, Ontario, Canada

Education

Ph.D. Candidate in English, University of Waterloo, 2010-2016.

- Dissertation: *Uncommon Places: The Multimodal Art of Embodied Invention*.
 - In this dissertation I develop the concept of embodied invention—a sensory and rhetorical method for translating knowledges across bodies and between cultures. Traditionally invention refers to the rhetorical art of discovering knowledge situated in particular socio-cultural contexts, called commonplaces. Drawing on contemporary disability studies, feminism, and phenomenology, I argue that 1) bodies themselves constitute commonplaces and 2) some embodied places are, through social and cultural norms, more common than others. I then approach comics and videogames by women, LGBTQ people, and persons with disabilities as objects that train audiences to discover knowledges situated in marginalized bodies and cultures.
 - A portion of this dissertation is argued through the design of a videogame. This is the first project of its nature in the department.
- Comprehensive Exams: New Media (Primary), Literary Theory (Secondary).

M.A. in Rhetoric and Communication Design, University of Waterloo, 2008-2009.

- Thesis: *The Rhetoric of Silence: John Cage, Exigence and the Art of the Commonplace*.

B.A. in English Language and Literature, University of Guelph, 2003-2007.

Awards/Honours

Fall 2015	Doctoral Thesis Completion Award. (\$5,000).
Sep. 2014, Jan. 2015	Graduate Research Studentship, Canadian Institutes of Health Research, via GET-FACTS: Knowledge Translation (Genetics, Environment and Therapies: Food Allergy Clinical Tolerance Studies). (\$7,000).
Sep. 2013	W.K. Thomas Award. University of Waterloo. (\$5,000).
June 2013	SSHRC Storytellers competition Finalist (Top 5 in Canada). "Pattern Recognition And Games (PRAGmatic) Project." (\$3,000).
May 2013	Ontario Graduate Scholarship. (\$15,000).
May 2013	President's Graduate Scholarship. (\$10,000).

Jan. 2013, Faculty of Arts Graduate Scholarship. University of Waterloo. (\$2,000)
Sep. 2011

Jan. 2012, Arts Graduate Experience Award. University of Waterloo. (\$2,000)
Jan. 2011,
Sep. 2010

Publications

Wilcox, Steve. "On the Publishing Methods of Our Time: Mobilizing Knowledge in Game Studies." *From Technical Standards to Research Communities – Implementing New Knowledge Environments Gatherings, Sydney 2014 and Whistler 2015. Scholarly and Research Communication Journal*. October 2015. [Peer-reviewed].

Hancock, Michael, Gerald Voorhees, and Steve Wilcox. Special Issue Editor. "Selected Essays from First Person Scholar." *Loading...Journal of the Canadian Game Studies Association*. Nov. 2015.

Conference Papers

"New Media and Intercultural Imagination: How Webcomics and Videogames Can Help Us Imagine a Better Future." *Crip Futurities – University of Michigan*. Ann Arbor, Michigan. Feb. 2015.

"First Person Scholar: Talking to Games Academics, Enthusiasts and Professionals." Panel with Meghan Blythe-Adams, Michael Hancock, Gerald Voorhees, Emma Vossen, and Steve Wilcox. *Canadian Game Studies Association. Congress 2015*. University of Ottawa, ON. June 2015.

"Commonplace Games" *Canadian Society for Digital Humanities. Congress 2015*. University of Ottawa, ON. June 2015.

"Mobilizing Knowledge in Game Studies." *Sustaining Partnerships to Transform Scholarly Production*. Whistler, B.C. January 2015.

"Pattern Recognition And Games (PRAGmatic) Project." *World Social Sciences Forum 2013*. Montreal, Que. Oct 2013.

"Introduction to the Unreal Development Kit." *THATCamp IMMERSe: The Humanities and Technology Camp*. Waterloo, ON. July 2013.

"Pattern Recognition And Games (PRAGmatic) Project." *SSHRC Storytellers Competition. Congress 2013*. University of Victoria, B.C. June 2013.

"Why Games Studies Needs Middle-State Publishing." *Canadian Game Studies Association. Congress 2013*. University of Victoria, B.C. June 2013.

"Simulating the Revolution: Military Applications of VR & McLuhanist Media Theory." *Canadian Communication Association*. Congress 2012. Waterloo, ON. May 2012.

"Autopoiesis & Antienvironments: How Posthumanism Informs Media Theory." *De/Centering the Human Subject: Graduate Student Colloquium*. Waterloo, ON. May 2012.

"Decoding the Virtual Body: Marshall McLuhan and the Disembodied Posthuman." *McLuhan 100* (Peer-reviewed). Toronto, ON. Nov 2011.

"The Dialectics of Digital Media: Marshall McLuhan, Katherine Hayles and Pattern-Recognition." *Society for Literature, Science, and the Arts*. Kitchener, ON. Sep. 2011.

Invited Presentations

"Allergies & Allegories demo." University of Waterloo – Arts Alumni Event. Waterloo, ON. Oct 2015.

"Feed-Forward Scholarship." (Invited as guest speaker to represent 'the next generation of scholars'). *SSHRC - Imagining Canada's Future*. Waterloo, ON. Nov 2013.

Forthcoming Publications

Hawreliak, Jason, Neil Randall, and Steve Wilcox. Editor. *Understanding Games: A Book Series Studying Games in Contexts*. Book series proposal. 2016.

Teaching

- | | |
|-------------------------|---|
| Winter 2016 | <p><i>Instructor. WS 365: Gender and Race in the Global Games Industry.</i></p> <ul style="list-style-type: none"> ▪ Co-designed and currently teaching a third-year course on games & culture in relation to gender, race, sexuality, & disability. |
| Fall 2015 | <p><i>Co-Designer, Guest Lecturer, ENGL 294: Game Studies.</i></p> <ul style="list-style-type: none"> ▪ Co-designed an innovative game studies course for second-year students that blends together games scholarship with instruction in game design. |
| Sep. 2012,
May 2013 | <p><i>Instructor. ENGL 108D: Digital Lives.</i></p> <ul style="list-style-type: none"> ▪ Designed and delivered a unique first-year undergraduate course on new media and digital culture that incorporated a range of digital artifacts, from games to interactive films. |
| Sep. 2010, Jan.
2011 | <p><i>Teaching Assistant. ENGL 109: Introduction to Academic Writing.</i></p> <ul style="list-style-type: none"> ▪ Conducted a 2-hour weekly workshop instructing students in genres of academic writing. |

- Sep. 2011 *Teaching Assistant. VCULT 101: Art History and Visual Cultures.*
- Taught a 2-hour weekly workshop on the history of art and visual cultures.

Research Positions

- Sep. 2014-Aug. 2015 *GET-FACTS: Knowledge Translation (Genetics, Environment and Therapies: Food Allergy Clinical Tolerance Studies) researcher.*
- Developed a knowledge translation game based on GET-FACTS research intended to raise awareness of life with food allergies. The game constituted a portion of my dissertation.
- Sep. 2014-Aug. 2015 *Humanities, Arts, Science, and Technology Alliance and Collaboratory (HASTAC) Scholar.*
- Created #gamestudies101/@gamestudies with fellow HASTAC scholar, Emma Vossen--a hashtag and Twitter account for sharing and collecting introductory game studies texts from a wide audience of academics and researchers.
- Jan. 2013 *Research Assistant. The Games Institute.*
- Established the award-winning Pattern Recognition and Games project (PRAGmatic), a data-visualization initiative designed to introduce new scholars to the field of game studies.
- Dec 2013-Sept. 2015 *Co-Founder, Editor-in-Chief. First Person Scholar: Game Studies Periodical.*
- Established *First Person Scholar* as a respected, highly-trafficked site that fosters communication between emergent and established scholars, game developers, and critical players.
 - Assembled an international board of game scholars to post critical, constructive responses to published articles.
 - Composed an influential middle-state publishing philosophy that has been adopted by others in the creation of a games studies journal.

Departmental, University, and Academic Service

- Feb. 2014, Feb 2015, Feb. 2016 *Judge, SSHRC Storytellers Competition. English.*
- Past winners have been invited to serve as judges on future competitions in which we review submissions that communicate how SSHRC-funded research projects benefit Canadians.
- Sep. 2012-Sept. 2014 *President. Student Association of Graduates in English.*
- Represented graduate students in departmental affairs, including as a member of the Graduate Studies Committee where I provided input on area exam reading lists, course syllabi, etc.
 - Coordinated with the Department Chair, Graduate Chair, and Graduate Officer on departmental and student affairs.
 - Conducted graduate student workshops on preparing for area exams, writing scholarship applications, etc.

Sep. 2012-Sep. 2014. Graduate Committee, Department of English Language and Literature, University of Waterloo.

Sep. 2011-Sep. 2014. Web Master for Student Association of Graduates in English. University of Waterloo.

Digital Projects

Wilcox, Steve. *Allergies & Allegories: A Food-Allergy Knowledge Translation Game*. 2016. Web.

Steve Wilcox. *Game Studies 101: An Annotated Archive of Games, Scholarship, and Criticism*. Winter 2016. [Forthcoming].

Vossen, Emma and Steve Wilcox. #gamestudies101 – A Hashtag for Sharing Introductory Texts to *Game Studies*. 2015. Web.

Aardse, Kent, Michael Hancock, Jason Hawreliak, and Steve Wilcox. *Pseudo Game Jam – A First Person Scholar Game Design Jam*. 2014. Web.

Wilcox, Steve. *The Bureau: A Murder-Mystery Videogame in Real Time*. 2011. Web.

Stock, Dani and Steve Wilcox. *Division Pixel Suppliers*. 2011. Arcade cabinet installation at THE MUSUEM. Kitchener, ON.

Relevant Work Experience

Web Designer, Graphic Designer. *First Person Scholar*.

Technical Writer and Web Designer. Pattern Discovery Technologies, Waterloo, ON. 2009-2010.

Research Interests

Game studies; game design; media studies; rhetoric; feminism; disability studies; linguistics; semiotics; epistemology; phenomenology; pragmatism; literary theory; knowledge mobilization; academic publishing.