

JACK MURRAY

jack@jackademia.com

www.jackademia.com

EDUCATION

University of Central Florida

PhD in Texts and Technology

2023

Area of Concentration: Digital Media

Committee: Dr. Anastasia Salter (Chair), Dr. Edwin Lohmeyer, Dr. Stephen Hopkins, Dr. Aaron Trammell

University of Texas at Dallas

MA in Arts, Technology, and Emerging Communication

2019

Area of Concentration: Game Studies

Thesis: *Massively Multiplayer Offline Games: Megagames and Players*

Committee: Dr. Josef Nguyen (Chair), Dr. Hong-An Wu, Dr. Tim Christopher

University of Texas at Dallas

B.S. in Software Engineering

2017

Areas of Concentration: Software Architecture, Network Engineering

Design Project: A Common Device Interface for NTT Data

TEACHING AND RESEARCH EXPERIENCE

University of Central Florida

Graduate Teaching Associate – Dr. Anastasia Salter and Dr. Emily Johnson Spring 2022 – Spring 2023

University of Central Florida

Graduate Teaching Associate – Games and Interactive Media, NCSM Spring 2021 - 2022

University of Central Florida

Graduate Research Assistant – Center for Humanities and Digital Research. Fall 2020 – 2022

University of Central Florida

Online Curriculum Development – GaIM programming bootcamp Summer 2020

University of Central Florida

Research Assistant- Dr. John Murray

Fall 2019 – Spring 2020

University of Texas At Dallas

Teaching Assistant – Dr. Michael Andreen

Fall 2018—
Spring 2019

PROFESSIONAL EXPERIENCE

900 Lbs. of Creative

Interactive DeveloperAugust 2017 –
August 2018

PUBLICATIONS AND PROCEEDINGS

Murray, Jack. "I came here for board games and ended up with feelings", *Analog Game Studies*, (December 2022)

Murray, Jack. "'You Telling Me My Ass Isn't a Werewolf': Science Fiction Ontology and Representing Queerness in Gail Carriger's *Parasolverse*." *SFRA Review* 52, no. 3 (2022): 81–89.

Murray, Jack; Salter, Anastasia. "Mechanics on the Blockchain: A Taxonomy of NFTs in Games", *DiGRA 2022 International Conference Proceedings*, 2022

Murray, Jack. "Are you a Planeswalker?": Remediating Magic The Gathering, (August 2021), Paper Presented at Generation Analog, in *Analog Game Studies Generation Analog Proceedings* (Forthcoming)

Murray, J. A. (2021). SELL YOUR CARDS TO WHO: NON-FUNGIBLE TOKENS AND DIGITAL TRADING CARD GAMES. *AoIR Selected Papers of Internet Research*, 2021. <https://doi.org/10.5210/spir.v2021i0.11991>

Murray, Jack. "More Than Just the Table: Analog Games as Computational Platforms." In *International Conference on the Foundations of Digital Games*, 1–4. Bugibba Malta: ACM, 2020. <https://doi.org/10.1145/3402942.3402974>.

CONFERENCE PRESENTATIONS

Additional Casting Costs: How Magic: The Gathering Arena perfected the Ludic Economy, *Generation Analog 2022* August 2022

Mechanics on the Blockchain: A Taxonomy of NFTs in games, *DiGRA 2022: Kraków, Poland* July 2022

We Don't Need No Stinking Magic Circle: Unbinding Play, *Console-ing Passions 2022* June 2022

"You telling me my ass isn't a werewolf?", *International Conference on the Fantastic in the Arts 42*. March 2022

Funny Little Beans: Queer Structures and Orienting Affect in Multiplayer Games, *Society for Cinema and Media Studies Conference 2022* March 2022

Sell Your Trading Cards to Who: Non-Fungible Tokens and Digital Trading Card Games, *AoIR 2021: The 22nd Annual Conference of the Association of Internet Researchers*. October 2021

"Are you a Planeswalker?": Remediating Magic the Gathering, *Analog-Digital Hybridity, Generation Analog 2021* August 2021

Virtualizing Material Games Panel (Chair), Electronic Literature Organization 2021 Conference	May 2021
“An Elaborate Contraption: Pervasive Games as Mechanisms of Control in Ernest Cline’s Ready Player One””, ICFA 41	March 2021
“Board games as tools for describing computational thinking process” 2020 AECT International Convention, Board Games and Learning.	November 2020
“More than Just the Table: Analog games as computational Platforms” FDG '20: International Conference on the Foundations of Digital games.	September 2020
"Super Baguettes, Space World Cup, and Moon Pope: Collaborative storytelling in megagames through metaplay", Electronic Literature Organization 2020 Conference	June 2020
“Live Action Role Playing: Narrative and the Boundaries of Play”, PLAY Conference, Playing IRL, Texas Tech University Humanities Center	April 2019

GAMES AND MEDIA

<i>TwineSpace</i> Open Source AR Twine Story Format, with Dan Cox, PS Berge, and Anastasia Salter	2022
<i>Kobold Wild Wings: A 1 Page TTRPG</i> Analog Game	2022
<i>Zwerch Zwerch Revolution</i> Mixed Media Art, With Will and Chris Landis.	2022
<i>OnStage In Treble: VR</i> Unreal Engine 4 VR/Web, Center for Humanities and Digital Research @ UCF, UCF CREATE Lab	2021
<i>So you want to make a game? An interactive guide to choosing a game engine</i> Twine, Web, Center for Humanities and Digital Research @ UCF	2021
<i>Days Inside</i> Bitsy, Web	2020
<i>As You Walk</i> Inform 7, Web	2020
<i>The Long Haul – Print and Play</i> Analog Game	2020

<i>Hello GoGo</i> Unity AR, Mobile, Narrative Systems Research Lab, University of Texas at Dallas, University of Hiroshima	2019
<i>Camelot's End Megagame</i> Analog Game, With Carlos Ledoux and Shad Miller, Presented at BGG Con 2018	2018
<i>Colossus of Atlantis Redux</i> Analog Game, With Carlos Ledoux and Josh Miller. Original by Dillon Burke.	2018
<i>Space Freighter: Print and Play</i> Analog Game	2018
<i>Different Strokes: Print and Play</i> Analog Game	2018
<i>The Tandem Controller</i> Mixed Media Art, Presented at the Experimental Entertainment Expo, University of Texas at Dallas	2018
<i>BSA: Northern Star Interactive Leadership Experience</i> Unity, PC, 900lbs of Creative	2018
<i>BSA:NAM VR</i> Unity VR, Android Google DayDream, 900lbs of Creative	2018
<i>Virtual Training Assistant: VR Factory Training</i> Unity VR, HTC Vive, 900lbs of Creative	2018
<i>Panopticon</i> Digital Game, Unity, Narrative Systems Research Lab, University of Texas at Dallas	2017
SERVICE	
Consoling Passions 2021 Exhibition Committee	2021
ELO 2020 Scientific Committee	2020
ELO 2020 Discord Moderator	2020
Texts and Technology Student Organization Co-Treasurer	2020-2021
Experimental Entertainment Expo – Co-Director	Spring 2018
UTD ATEC Graduate Student Advisory Council MA Representative	2018-2019

AWARDS AND FELLOWSHIPS

T&T Graduate Studies Dissertation Grant	2022
ORGC Fellowship	2019-2023
Outstanding MA Thesis	April 2019

MEMBERSHIPS AND AFFILIATIONS

Digital Cultures Research Group, UCF
Center for Humanities and Digital Research@UCF
Studio for Mediating Play, UTD
Narrative Systems Research Lab, UTD
Games Research Lab, UTD
Interactive Analog Games Research Group, UTD