

# RYAN SCHEIDING

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Atlanta, GA  
ryanscheiding.ca

## WORK EXPERIENCE

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**Georgia Institute of Technology, Atlanta, GA** 2023 to Present  
**Assistant Professor, Digital Media**

- Specialization in Game Design and Game Studies
- Tenure Track faculty responsible for Teaching, Research, and Service

**Unity Technologies Canada & Concordia University, Montreal, QC** 2021 to 2022  
**MITACS Post-Doctoral Research Fellow**

- Worked on project “Understanding the Path from Real to Virtual Economy Adoption: The Unity Engine, Design Theory & Future Directions”
- Examined how current Unity users developed content in a metaverse context
- Analyzed survey results focused on Unity users and their experiences working with/understandings of NFTs and the metaverse
- Authored scholarly journal article of results
- Authored company-use white paper detailing results

**Critical Studies in Media Communication Journal, Montreal, QC** 2019 to 2020  
**Editorial Assistant**

- Assigned reviewers to potential articles
- Managed reviewers through online system
- Assisted the Editor in Chief
- Contacted editorial board members regarding membership

## EDUCATION

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**PhD** Concordia University, Communication Studies June 2021  
Dissertation: “Zombies, Vaults and Violence: Collective Memory and the Representation of Atomic Fears in Video Games”  
Committee: Mia Consalvo (supervisor), William Buxton, Fenwick McKelvey

**MA** York University & Ryerson University, Communication and Culture June 2015  
MRP: “‘Those Poor Civilians of Raccoon City’: The Collective Memory & Allegorical References to Atomic Bomb Victims in *Resident Evil*”  
Advisor: Anne MacLennan

- GDAS** York Centre for Asian Research, Asian Studies June 2015  
Papers Submitted: “Reading Orientalism in Postwar Japanese Literature: A Case Study of Ooka and Mishima” and “Defining the Culture-Technology Binary Model in Kawabata’s *The Master of Go* and Mishima’s *Three Million Yen*”
- MA** University of Waterloo, History October 2011  
MRP: “The Legacy of a Stereotype: Reflections of the 1940s Anti-Japanese Stereotype in Modern Media Sources”  
Advisor: Kimie Hara
- BA** University of Guelph, History June 2010

#### HONORS AND AWARDS

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- SSHRC Doctoral Fellowship COVID-19 Extension** September 2020 – December 2020  
\$6,667, Extension of Fellowship awarded in response to COVID-19
- Hexagram Internationalization Research-Creation Grant** February 2020 – May 2020  
\$1,050, Awarded to fund video game creation workshop at Ritsumeikan University (Kyoto)
- Concordia University Conference and Exposition Award** August 2019  
\$1,000, Awarded to fund conference travel to Kyoto, Japan
- SSHRC Doctoral Fellowship** September 2018 – August 2020  
\$40,000, Supports high-calibre students in doctoral programs
- Tag/ReFiG Project Award** September 2017 – August 2018  
\$1,500, Awarded towards production of video game *Nagasaki Kitty*
- Concordia Graduate Scholarship** September 2015 – August 2018  
\$32,400, Awarded to exceptional incoming doctoral students
- Canadian Media Research Consortium Travel Grant** August 2014  
\$500, Awarded to fund research travel
- Ontario Graduate Scholarship** May 2014 – April 2015  
\$15,000, Awarded towards completion of MA
- York University Graduate Scholarship** September 2013  
\$12,000, Awarded to exceptional incoming graduate students
- Dean’s Honours List – University of Guelph** Winter 2010

Dean's Honours List – University of Guelph

Fall 2009

Dean's Honours List – University of Guelph

Winter 2009

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## RESEARCH EXPERIENCE

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**Concordia University**, Montreal, QC

2015 to 2021

**Research Assistant**

- Social Class and Games Project, Supervisor – Mia Consalvo
- Peter Pond and Canadian Cultural Memory Project, Supervisor – William Buxton
- Japan(ese) Gaming Capital Project, Supervisor – Mia Consalvo
- Japanese “Superstar Indies” and Japanese Video Game Industry Project, Supervisor – Mia Consalvo
- Kulturtechniken School of German Theory Project, Supervisor – William Buxton
- Memory Lab Project, Supervisor – William Buxton

**York University**, Toronto, ON

2013 to 2014

**Research Assistant**

- Supervisor – Jen Jenson

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## TEACHING EXPERIENCE

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**Georgia Institute of Technology**, Atlanta, GA

August 2023 to Present

**Assistant Professor**, School of Literature, Media, & Communication – Digital Media

- *Games Design as a Cultural Practice*, an undergraduate course averaging 25 students per semester, covering the following topics: cultural issues in game design, toolbased game design, prototyping, and dissemination
- *Historical Approaches to Digital Media*, a graduate course averaging 10 students per semester, covering the following topics: early communication systems, “modern” mass media, collective memory, and discourse
- *Project Studio – Game Design*, a graduate level course averaging 20 students per semester, covering the following topics: postcolonialism, monsters, tools-based game design, prototyping, and dissemination
- Developed workshop-centric activities and assignments including capstone game prototyping project, digital game dissemination workshops, and playtesting/showcase sessions
- Integrated online content through CANVAS on-line platform
- Designed syllabus and course content to include traditional lectures and readings as well as workshops and new platforms

**York University, Toronto, ON**

September 2021 to December 2022

**Course Director**, Department of Cinema and Media Arts

- *Games and Media*, an undergraduate course averaging 50 students per semester, covering the following topics: remediation, transmedia, videogame narratives, game making, game design
- *Games and Media*, an online only undergraduate course averaging 35 students per semester, covering the following topics: remediation, transmedia, videogame narratives, game making, game design
- Developed workshop-centric activities and assignments including gameplay/video capture, simple audio recording, game streaming, game narrative design, and game playtesting
- Taught via online platforms eClass, YouTube (streaming), and Zoom
- Designed syllabus and course content to include traditional lectures and readings as well as workshops and new platforms

**Concordia University, Montreal, QC**

January 2017 to December 2018

**Sessional Instructor**, Communication Studies

- *Games, Media & Culture*, an undergraduate course averaging 60 students per semester, covering the following topics: theories of play, videogame history, videogame narratives, videogames and their relation to postcolonialism, behavior and identity, game making
- *Mass Communication*, an undergraduate course averaging 60 students per semester, covering the following topics: Conceiving “Mass” and “Media”, Global Power, Ownership and Message Flows, Audiences
- Developed quizzes, exams, and assignments
- Integrated both traditional writing and research creation into assignments
- Revised the syllabus to maintain standards of the field
- Created course content via online platforms including *YouTube*, *Twitter*, and *Twitch*

**Concordia University, Montreal, QC**

September 2015 to December 2020

**Teaching Assistant**, Communication Studies

- *Game Studies: Theory and Research*, a graduate seminar course averaging 12 students per semester
- *Communication History*, an undergraduate course averaging 80 students per semester
- *Introduction to Communication*, an undergraduate course averaging 80 students per semester
- Designed and led seminars for students
- Marked assignments, midterms, and examinations
- Pre-screened and selected relevant video content for course material
- Provided digital readings via online systems while meeting copyright regulations
- Taught via numerous online platforms including *Zoom*, *Mozilla Hubs*, and *Online Town*

University of Waterloo, Waterloo, ON  
Teaching Assistant, History

September 2010 to April 2011

- History of Film
- History of Western Europe

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## REFEREED CONTRIBUTIONS

### *Journal Articles*

Scheiding, R., and Staines, D., "Ruptures of Design: Trophies, Live Service Games, & Anti-Nuclear Metacommentary in Metal Gear Solid V," *Journal of Gaming and Virtual Worlds*, vol. 16, no. 1 (March 2024), pp. 33-46.

Scheiding, R., "Designing the Future? The Metaverse, NFTs, & the Future as Defined by Unity Users," *Games and Culture*, vol. 18, no. 6 (September 2023), pp. 804-820.

Staines, D., Scheiding, R., and Blasonato, M., "Trophies, Typhon, and Trolley Problems: Moral Play and Playing Well in *Prey*," *Well Played*, vol. 11, no. 1 (2022), pp. 56-77.

Scheiding, R., "'That's Not Real Victory': Atomic Bomb Collective/Cultural Memory in *Call of Duty* and *Valkyria Chronicles*," *RePlaying Japan* vol.2 (2020), pp. 135-146.

Scheiding, R., "'The Father of Survival Horror': Shinji Mikami, Procedural Rhetoric, and the Collective/Cultural Memory of the Atomic Bombs" *Loading: The Journal of the Canadian Game Studies Association*, vol. 12, no. 20 (2019), pp. 1-14.

### *Book Chapters*

Scheiding, R., "(De)colonial Difficulties in JRPGs: Collective Memory & (Post)colonialism in *Atelier Ryza*," In: *Asian Histories and Heritages in Video Games*, pp.48-62. Edited by Yowei Kang, Kenneth C. C. Yang, Michał Mochocki, Jakub Majewski, and Paweł Schreiber. London and New York: Routledge, 2024.

Scheiding, R., "War Never Changes? Creating an American Victimology in *Fallout 4*," In *Representing Conflict in Games: Antagonism, Rivalry and Competition*, pp. 135-152. Edited by Bjorn Sjoblom, Jonas Linderroth, and Anders Frank. London and New York: Routledge, 2022.

### **Books – Accepted/In Press**

Scheiding, R., Staines, D., and Ganzon, S., eds., *Trophy Cases: The Theory, Design, & Cultural Politics of Video Game Trophies & Achievements*. Under contract: Lexington Press (expected November 2025).

### **Book Chapters – Accepted/In Press**

Scheiding, R., “The Destruction of Raccoon City (Again): Japanese Collective Memory Discourse, the Atomic Bombs, and *Resident Evil 3*,” Accepted in: *The Handbook of Japanese Games and Gameplay*, edited by Rachael Hutchinson (to be published by Japan Documents Press and Amsterdam University Press, expected 2023-2024).

### **Invited Commentary**

Innis, H. “H. A. Innis, Peter Pond: Fur Trader and Adventurer. Toronto: R.S. Irwin & Gordon, 1930.” In *Harold Innis on Peter Pond: Biography, Cultural Memory, and the Continental Fur Trade*, pp. 47-129. Edited by William J. Buxton. Commentary by Ryan Scheiding. Montreal & Kingston: McGill-Queen’s University Press, 2019.

### **Conference Papers**

Scheiding, R., “Godzilla Raids Again?!: Video Game Characterizations of Godzilla & Anti-Nuclear Representation,” RePlaying Japan Conference 2024, August, 19, 2024, University at Buffalo, SUNY, Buffalo, NY.

Scheiding, R., “A Typology of Trophies: PlayStation Trophies, Game Design, & Contemporary Video Games,” Canadian Games Studies Association (CGSA) Annual Conference 2024, June 18, 2024, Concordia University, Montreal, QC.

Scheiding, R., Tate, G., Kim, S., Patil, A., and Parkin, M. “What Makes a Game Postcolonial? Designing Postcolonial Games in Graduate Level Coursework,” Postcolonialism and Media: An Interdisciplinary Symposium, March 8, 2024, Georgia Institute of Technology, Atlanta, GA.

Scheiding, R., “Dinosaurs, Mecha, & Time Travel: Sci-fi Representations of the Atomic Bombings in Japanese Video Games Before & After Fukushima,” Southwest Popular/American Culture Association Annual Conference 2024, February 23, 2024, Albauerque Marriott, Albuquerque, NM.

DeJong, S., and Scheiding, R., “Improving Educational Game Design: Agency and Possibility Through Serious Game Design Retrospectives,” Canadian Games Studies Association (CGSA) Annual Conference 2023, June 9, 2023, hosted online (no centralized location).

Ganzon, S. C., and Scheiding, R., "Romancing Orientalism: How Dating Mechanics Create Asian 'Others'," International Communications Association (ICA) Annual Conference 2023, May 27, 2023, Sheraton Centre Toronto Hotel, Toronto, ON.

Scheiding, R., "'This Extremely Japanese-Styled Title': Fatal Frame, Folklore, & the Narrative Construction of Japanese-ness," International Conference on Games and Narrative (ICGaN) 2023, May 16, 2023, hybrid event hosted by the Games Institute at the University of Waterloo, Waterloo, ON.

Scheiding, R., "Learning About Yōkai with Video Games: Nioh 2 as a Cross-Cultural Learning Tool for Japanese Folklore," RePlaying Japan Conference 2022, August 25, 2022, hosted online by the University of Alberta, Edmonton, AB.

Scheiding, R., and Okabe, M., "Educational Game Creation & Critical Translation in RPG Maker MV," RePlaying Japan Conference 2021, August 11, 2021, hosted online by the University of Alberta, Edmonton, AB.

Scheiding, R., "Navigating Nonsensical Narrative: A Case Study of *Far Cry 5*," International Conference on Games and Narrative (ICGaN) 2021, June 13, 2021, hosted online by the Games Institute at the University of Waterloo, Waterloo, ON.

Scheiding, R., "Who Am I Anyway? - Considering Positionality within Video Game Research as a Bi-Racial/Indigenous Scholar," Canadian Games Studies Association (CGSA) Annual Conference 2021, May 31, 2021, hosted online by the University of Alberta, Edmonton, AB.

Scheiding, R., "'That's Not Real Victory': Atomic Bomb Collective/Cultural Memory in *Call of Duty* and *Valkyria Chronicles*," RePlaying Japan Conference 2019, August 10, 2019, Ritsumeikan University, Kyoto, Japan.

Scheiding, R., Harrison, A., and Consalvo, M., "'Japan(ese)' Gaming Capital: How Western Fans Define & Interact with Japanese Games," International Communication Association (ICA) Annual Conference 2019, May 25, 2019, Washington Hilton Hotel, Washington, DC.

Scheiding, R., "Alternative Facts & Atomic Bomb Collective Memory: The Case of John Hersey's *Hiroshima*," Media in Transition 10, May 17, 2019, Massachusetts Institute of Technology, Boston, MA.

Scheiding, R., "'The Father of Survival Horror': Shinji Mikami, Procedural Rhetoric & the Collective/ Cultural Memory of the Atomic Bombs," Canadian Games Studies Association (CGSA) Annual Conference 2018, May 31, 2018, University of Regina, Regina, SK.

Buxton, W., and Scheiding, R., "Commemorating Peter Pond and the Methye/ La Loche Portage: A Tale of Two Cairns," Canadian Historical Association (CHA) Annual Conference 2018, May 29, 2018, University of Regina, Regina, SK.

Scheiding, R., LaJeunesse, M., and Consalvo, M., "Superstar Indies: Understanding a Japanese Videogame Phenomenon," Replaying Japan Conference 2017, August 22, 2017, Strong Museum of Play, Rochester, NY.

Scheiding, R., and Sugiarto, M., "More Than Just a Ninja: Hanzo Hattori & the Collective/Cultural Memory of Videogames," Canadian Games Studies Association (CGSA) Annual Conference 2017, June 2, 2017, Ryerson University, Toronto, ON.

Scheiding, R., "Nagasaki Kitty: A War Story (Paper)," Canadian Games Studies Association (CGSA) Annual Conference 2017, June 1, 2017, Ryerson University, Toronto, ON.

Scheiding, R., "'I'm a weapon... No! A shield!': The *Valkyria Chronicles III* Translation Project & the Informal Grey Economy of Video Games," Canadian Games Studies Association (CGSA) Annual Conference 2016, May 14, 2016, University of Calgary, Calgary, AB.

Scheiding, R., "Killing the Past, Teaching the Past: Video Games and Historical Understanding," Popular Culture Association of Canada (PCAC) 6th Annual Conference, May 14, 2016, McGill University, Montreal, QC.

Scheiding, R., "Video Game Audiences as Non-Political Publics in the Post-Modern World," Canadian Communication Association (CCA) Annual Conference 2015, June 3, 2015, University of Ottawa, Ottawa, ON.

Scheiding, R., "The Destruction of Raccoon City: Memory of the Atomic Bombs as Allegory in *Resident Evil*," Popular Culture Association of Canada (PCAC) 5th Annual Conference, May 9, 2015, Sheraton on the Falls Hotel, Niagara Falls, ON.

Scheiding, R., "When Virtual Worlds Invade Reality: Theory and Lived Experience in Game Studies," Intersections/ Cross-sections 2015, March 13, 2015, Ryerson University, Toronto, ON.

Scheiding, R., "Echoes of History's Horrors: Allegorical References to the Atomic Bombs in Japanese Video Games," Future Communications 2014, November 14, 2014, York University, Toronto, ON.



Scheiding, R., "The Legacy of a Stereotype: Historical Wartime Hatreds Reflected in Video Games," RePlaying Japan Conference 2014, August 23, 2014, University of Alberta, Edmonton, AB.

## GAMES

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### **Nagasaki Kitty (RPG Maker MV)**

- Iterative project consisting of four publicly shown/released versions: Game demo, English version, Japanese version, and Enhanced Edition
- Writer, Designer, and Director of all four versions
- Enhanced Edition co-created with Mimi Okabe, Marc Lajeunesse, and Robyn Hope
- Enhanced Edition released August 9, 2023
- Japanese version co-created with Mimi Okabe
- Japanese version released December 13, 2021, [https://ryan-scheiding.itch.io/nagasaki-kitty-japanese-edition](https://ryan-scheiding itch io/nagasaki-kitty-japanese-edition)
- English version released April 5, 2021, [https://ryan-scheiding.itch.io/nagasaki-kitty](https://ryan-scheiding itch io/nagasaki-kitty)
- Game demo shown October 11, 2019, *Lost in Pixelation* workshop, Milieux Institute, Concordia University, Montreal, QC

### **Nagumo's Ruin: The Battle of Midway**

- Created in Twine
- Writer, Designer, and Director
- Shown October 16, 2019, *Death, Memories and Technologies: Exploring Digital Graveyards Memorials* exhibit, 4<sup>th</sup> Space, Concordia University, Montreal, QC
- Full version available, <http://www.ryanscheiding.ca/wp-content/uploads/2019/10/Nagumos-Ruin-V2.html>

### **Nagasaki Kitty (Twine)**

- Iterative project consisting of two publicly shown/released versions: Game demo and Full version
- Writer/Director
- Full version co-created with Marilyn Sugiarto, Samia Pedraca, Luciano Frizzera and Mimi Okabe
- Game demo co-created with Marilyn Sugiarto, Samia Pedraca and Luciano Frizzera
- Full version shown January 26, 2017 – May 13, 2018, *INTERPLAY: Thinking Through Games* exhibit, THEMUSEUM, Kitchener, ON
- Game demo shown June 1, 2017, Canadian Games Studies Association (CGSA) Annual Conference 2017, Ryerson University, Toronto, ON
- Full version available, <http://nagasaki-kitty.ca/>

## WORKSHOPS, PUBLIC TALKS, GUEST LECTURES AND INTERVIEWS

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**Research Talk**, “Japanese Ghosts (Yūrei 幽霊), Monsters (Yōkai 妖怪), & Historical Game World Building,” DM Talk Series, Georgia Institute of Technology, September 9, 2024.

**Media Interview**, “Understanding the World Through Video Games,” Ivan Allen College of Liberal Arts, April 17, 2024.

**Research Talk**, “Godzilla, Video Games, & Nuclear Representation,” DM Talk Series, Georgia Institute of Technology, March 25, 2024.

**Invited Lecture**, “Monsters, Time-Travel, & Fantasy Worlds: Collective Memory & Allegorical Representations of Hiroshima & Nagasaki in Japanese Video Games,” Cultural Productions and Practices in Contemporary Japan Series, Institut national des langues et civilisations orientales (on-line event), January 19, 2024.

**Research Talk**, “(De)colonial Difficulties in JRPGs: Collective Memory & (Post)colonialism in Atelier Ryza,” DM Talk Series, Georgia Institute of Technology, September 11, 2023.

**Public Talk**, “Situating Japanese Video Games: Industry & Outputs,” YCAPS Getting to Know Japan Series, Yokosuka Council on Asia-Pacific Studies, November 8, 2022.

**Guest Lecture**, “The Atomic Bombings of Hiroshima & Nagasaki: History, Memory, Media,” University of King’s College (delivered asynchronously via video), March 22, 2022.

**Public Talk**, “Who Wants to Travel Anyway? A Review of my Hexagram Internationalization Grant,” Hexagram 20<sup>th</sup> Anniversary Gala (delivered asynchronously via video), December 2, 2021.

**Interview**, “Interview with Nagasaki Kitty Creator, Dr. Ryan Scheiding,” Epoch Xperience, July 15, 2021.

**Workshop**, “Writing, Designing, & Translating in RPG Maker MV,” University of Alberta, March 10, 2021.

**Workshop**, “Historical Narratives, Video Games, and Research Creation,” Ritsumeikan Center for Game Studies, Ritsumeikan University, Scheduled May 2020 (cancelled due to COVID-19).

**Workshop**, “Can I make a video game? What if I don’t know how to code? Twine/RPG Maker MV Workshop,” Critical Media Lab, University of Waterloo, November 13, 2019.

**Public Talk**, “Transforming Historiography into Ludic Experience,” Milieux Institute, Concordia University, October 11, 2019.

**Public Talk**, “A Fractured Discourse – An Examination of Japanese War Memory & Historiography,” Technoculture, Arts and Games (TAG) Research Centre, Concordia University, May 9, 2019.

**Public Talk**, “Zombies, Vaults, & Violence: Collective Memory and the Representation of Atomic Fears in *Resident Evil & Fallout*,” Technoculture, Arts and Games (TAG) Research Centre, Concordia University, April 18, 2017.

**Guest Lecture**, “The Legacy of a Stereotype: Reflections of the 1940s Anti-Japanese Stereotype in Modern Media Sources,” Renison University College, October 12, 2011.

**Guest Lecture**, “The Spanish Civil War 1936-1939,” University of Waterloo, March 9, 2011.

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## PROFESSIONAL TRAINING

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### **Graduate Seminar in University Teaching**

Centre for Teaching and Learning, Concordia University, Montreal, QC, November 2016  
Description: 32-hour teaching certification course, received training in lecturing, lesson planning, and pedagogy

### **Teaching English as a Second Language**

Oxford Seminars, Guelph, ON, March 2012  
Description: 100-hour teaching certification course, received training in teaching English as a second language

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## SERVICE POSITIONS

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### **Digital Media Master’s Program Committee, 2024-2025**

Faculty Committee Member – Served on committee that administered the admissions process for incoming students to the Digital Media M.S. degree.

### **Digital Media Community Committee, 2023-2024**

Faculty Committee Member – Helped to organize events and practices to foster community within the digital media program including consultation with students to create student government and facilitation of open office hours.

### **Technoculture, Art and Games Lab Territorial Acknowledgement Working Group, 2020**

Working Group Member - Participated in meetings and helped to write/edit the Tag Lab’s policies on integrating the University’s territorial acknowledgement into research and activities. Statement can be found here: <https://tag.hexagram.ca/about/territorial-acknowledgement/>

**Concordia Communications Doctoral Student Association, 2016-2018**

Academic/Faculty Representative - Represented CDSA at Faculty meetings and acted as liaison between PhD Students and faculty.

**York University and Ryerson University Communication and Culture Graduate Students Association, 2013-2015**

President (2014-2015) - President of student government and chair of Internal Review Committee. Co-authored constitutional amendment of "Communication & Culture Graduate Student Association Constitution".

Master's Student Representative (2013-2014) - Advocated on behalf of 1<sup>st</sup> year master's students and sat on Internal Review Committee and Pro-Seminar Review Committee. Co-authored policy paper "Communication and Culture Graduate Student Association Subcommittee on Fall 2014 Pro-Seminar Alternatives".

**REFERENCES**

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**Available Upon Request**