Table of Contents

I. Earned Degrees 1

II. Employment History 1

III. Honors and Awards 1

IV. Research, Scholarship, and Creative Activities 3

A. Published Books, Book Chapters, and Edited Volumes 3

B. Refereed Publications and Submitted Articles 3

C. Other Publications and Creative Products 4

D. Presentations 6

E. Grants and Contracts 10

F. Other Scholarly and Creative Accomplishments 11

G. Societal and Policy Impacts 11

H. Other Professional Activities 11

V. Education 12

A. Courses Taught 12

B. Individual Student Guidance 13

C. Educational Innovations and Other Contributions 16

VI. Service 16

A. Professional Contributions 16

B. Public and Community Service 17

C. Institute Contributions 17

Ryan Scheiding
Assistant Professor, Digital Media (Game Design & Game Studies)
Georgia Institute of Technology

I. Earned Degrees

PhD Concordia University, Communication June 2021
Committee: Mia Consalvo (supervisor), William Buxton, Fenwick McKelvey

MA York University & Ryerson University, Communication and Culture June 2015
Advisor: Anne MacLennan

GDAS York Centre for Asian Research, Asian Studies June 2015

MA University of Waterloo, History October 2011
Advisor: Kimie Hara

BA University of Guelph, History June 2010

II. Employment History

Georgia Institute of Technology, Atlanta, GA 2023 to Present
Assistant Professor, Digital Media
School of Literature, Media, and Communication

York University, Toronto, ON 2021 to 2022
Course Director
Department of Cinema and Media Arts

Unity Technologies Canada & Concordia University, Montreal, QC 2021 to 2022
MITACS Post-Doctoral Research Fellow
Advisor: Mia Consalvo

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

Concordia University, Montreal, QC 2015 to 2021
Research Assistant
Advisors: Mia Consalvo and William Buxton

III. Honors and Awards

*IAC Grants to Enhance and Advance Research and Scholarship (GEARS) July 2026 – June 2027
$5,000, GamePaD Lab Korean Games & Game Design Research Group – Historical/Korean Language Research

*CIOS Honor Roll – LMC 4710 Game Studio Spring 2026
Teaching Award recognizing outstanding teaching and educational impact

*Thank a Teacher Award – LMC 6317 Video Game Design & Analysis Spring 2026
Teaching Award from the Georgia Tech Center for Teaching and Learning

*Thank a Teacher Award – LMC 6311 Visual Culture & Design Spring 2026
Teaching Award from the Georgia Tech Center for Teaching and Learning

*Global Student Experiences (GSE) Grant March 2026
$15,000, Woosong University Exploratory FLSA Trip

*Provost's Fund for Excellence in Graduate Studies (PEGS) October 2025 – June 2026
$5,500, Korean Games & Game Design Research Group

*Thank a Teacher Award – LMC 4710 Game Studio Spring 2025
Teaching Award from the Georgia Tech Center for Teaching and Learning

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

IV. Research, Scholarship, and Creative Activities

A. Published Books, Book Chapters, and Edited Volumes

A1. Books

*Scheiding, R., "Playing Atomic Memories: Hiroshima & Nagasaki in Video Games," (Under Review at Fordham University Press, expected 2027-2028).

A2. Refereed Book Chapters

*Scheiding, R., "Trophy Typologies: What PlayStation Trophies Tell Us About Contemporary Video Games," In *Trophy Cases: The Theory, Design, & Cultural Politics of Video Game Trophies & Achievements*. Edited by Ryan Scheiding, Dan Staines, and Sarah Ganzon. New York: Bloomsbury Academic, 2026.

*Scheiding, R., "The Destruction of Raccoon City (Again): Japanese Collective Memory Discourse, the Atomic Bombs, and Resident Evil 3," In *The Handbook of Japanese Games and Gameplay*, pp. 201-215. Edited by Rachael Hutchinson. Tokyo: Japan Documents Press and Amsterdam University Press, 2025.

*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. https://doi.org/10.4324/9781003461319

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 Linderoth, and Anders Frank. London and New York: Routledge, 2022. https://doi.org/10.4324/9781003297406

A3. Edited Volumes

*Scheiding, R., Staines, D., and Ganzon, S., eds., *Trophy Cases: The Theory, Design, & Cultural Politics of Video Game Trophies & Achievements*. New York: Bloomsbury Academic, 2026.

B. Refereed Publications and Submitted Articles

B1. Published and Accepted 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 & Virtual Worlds*, vol. 16, no. 1 (March 2024), pp. 33-46. https://doi.org/10.1386/jgvw_00090_1

Scheiding, R., "Designing the Future? The Metaverse, NFTs, & the Future as Defined by Unity Users," *Games and Culture*, vol. 18, no. 6 (2022), https://doi.org/10.1177/15554120221139218

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. https://doi.org/10.1184/R1/20384340.v2.

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. https://doi.org/10.34382/00013370

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. https://doi.org/10.7202/1065894ar

B2. Conference Presentation with Proceedings (Refereed)

*Scheiding, R., and **Jang, S.,** "Building Responsible Positionality for Cross-Cultural Games Research: A Case Study of the Korean Games Initiative," Conference on BIPOC Game Studies 2027, January 14-15, 2027, University of Miami, Miami, FL. (Accepted, to be presented January 2027, to be published 2027-2028).

B3. Other Refereed Material

*Schartmann, A., *Influential Game Designers Keiji Inafune: Mega Man, Soul Sacrifice, Yaiba: Ninja Gaiden Z.* Blurb by Ryan Scheiding. New York: Bloomsbury Academic, 2025.

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.

B4. Submitted Journal Articles (with Date of Submission)

no data

C. Other Publications and Creative Products

C1. Games Created

The Curse of the Letter Writers

- Work in progress video game project
- Writer, Designer, Director
- Co-creators: Mimi Okabe, Marc Lajeunesse, and Robyn Hope

- Alpha version expected 2027
  https://tubba-games.itch.io/the-curse-of-the-letter-writers
- *Early concept work shown June 30 – July 4, 2025,
  art bit Exhibition at DiGRA 2025, Digital Games Research Association Annual Conference, Valletta, Malta

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
  https://tubba-games.itch.io/nagasaki-kitty-enhanced-edition
- Japanese version co-created with Mimi Okabe
- Japanese version released December 13, 2021,
  https://ryan-scheiding.itch.io/nagasaki-kitty-japanese-edition
- English version released April 5, 2021,
  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, 4th 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/

C2. Workshops (unrefereed)

"Writing, Designing, & Translating in RPG Maker MV," University of Alberta, March 10, 2021.

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

"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.

D. Presentations

D1. Conferences

*Scheiding, R., "Cultural Neutrality: *Stellar Blade* & the Politics of Design in Korean AAA Console Games," Canadian Game Studies Association (CGSA) Annual Conference 2026, June 12, 2026, Concordia University, Montreal, QC.

*Scheiding, R., "What About the Samurai Invasion? Historical Erasure in Korean Video Games," Popular Culture Association (PCA-ACA) Annual Conference 2026, April 9, 2026, Atlanta, GA.

*Scheiding, R., and **Cherepanova, S.,** "Postcolonial Video Game Design: Theory, Problems, & Potential Solutions," Southeast Regional Conference of the Association for Asian Studies (SEC/AAS) Annual Conference 2026, January 24, 2026, Georgia Institute of Technology, Atlanta, GA.

*Scheiding, R., "Obfuscating the Past: The Samurai Invasion of the Korean Peninsula in Video Games," Canadian Games Studies Association (CGSA) Annual Conference 2025, June 9, 2025, Concordia University, Montreal, QC.

*Scheiding, R., "Creating Anti-Nuclear Game Spaces: Science Fiction & Fantasy Settings as Representations of Hiroshima & Nagasaki," Society of Cinema and Media Studies Annual Conference 2025, April 3, 2025, Chicago, IL.

*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, Albuquerque 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., Harrisson, 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.

D2. Invited and Guest Lectures

*Invited Lecture, “Historical Game Studies & Game Design,” Woosong University, Daejeon, ROK, March 24, 2026.

*Invited Panel Member, “Game Design Beyond the Play,” CTRL + CM Speaker Series, Georgia Institute of Technology, Atlanta, GA, September 29, 2025.

*Invited Lecture **(with Audrey Chung and Xinmeng (Melody) Ren)**, “AI and Game Design Education,” Transformer 2025: AI and the Future of Games, Kennesaw State University, Atlanta, GA, April 26, 2025.

*Invited Lecture, “Game Studies & Game Design for HCI,” HCI 5-Minute Madness event, Georgia Institute of Technology, Atlanta, GA, October 3, 2024.

*Guest Lecture, “Game Studies & Game Design in LMC,” Georgia Institute of Technology, Atlanta, GA, October 2, 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.

Invited Lecture, “Situating Japanese Video Games: Industry & Outputs,” YCAPS Getting to Know Japan Series, Yokosuka Council on Asia-Pacific Studies, on-line event, 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.

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

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

D3. Research Talks

*Research Presentation **(with Soyoun Jang, Sargylana Cherepanova, Audrey Chung, and Hyunha Lim)**, "Korean Games & Game Design Research Group,” DM Demo Day, Georgia Institute of Technology, Atlanta, GA, April 23, 2026.

*Research Talk, "Introducing the Korean Games & Game Design Research Group,” DM Talk Series, Georgia Institute of Technology, Atlanta, GA, October 20, 2025.

*Research Talk, "Some Preliminary Thoughts on Korean Games,” DM Talk Series, Georgia Institute of Technology, Atlanta, GA, March 31, 2025.

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

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

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

Research Talk, "Who Wants to Travel Anyway? A Review of my Hexagram Internationalization Grant," Hexagram 20th Anniversary Gala, delivered asynchronously via video, December 2, 2021.

Research Talk, "Transforming Historiography into Ludic Experience," Milieux Institute, Concordia University, Montreal, QC, October 11, 2019.

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

Research 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, Montreal, QC, April 18, 2017.

E. Grants and Contracts

E1. As Principal Investigator

*IAC Grants to Enhance and Advance Research and Scholarship (GEARS) 2026-2027, GamePaD Lab Korean Games & Game Design Research Group – Historical/Korean Language Research, $5000

*Global Student Experiences (GSE) 2025-2026, FLSA with Woosong University Exploratory Trip, $15,000

*Provost's Fund for Excellence in Graduate Studies (PEGS) 2025-2026, Korean Games & Game Design Research Group, $5,500

E2. As Co-Principal Investigator

no data

E3. As Senior Personnel or Contributor

no data

E4. Pending Proposals

no data

E5. Proposals Submitted but Not Funded (Last Two Years)

*Arts at Tech 2025, GamePaD Lab Game Jam & Design Competition

*Arts at Tech 2024, GamePaD Project

F. Other Scholarly and Creative Accomplishments

no data

G. Societal and Policy Impacts

*Media Interview, "How Metal Gear Solid V's Design Betrays Its Anti-Nuclear Ideals," TSQATL, February 4, 2026. https://www.techsquareatl.com/tech-square-news/2025/2/4/how-metal-gear-solid-vs-design-betrays-its-anti-nuclear-ideals?rq=Ryan%20Scheiding

*Media Interview, "Understanding the World Through Video Games," Ivan Allen College of Liberal Arts, April 17, 2024. https://iac.gatech.edu/featured-news/2024/03/video-game-design-nagasaki-kitty

Media Interview, "Interview with Nagasaki Kitty Creator, Dr. Ryan Scheiding," Epoch Xperience, July 15, 2021. https://www.youtube.com/watch?v=U-Q6II47JeQ

H. Other Professional Activities

*Ivan Allen College (IAC) Early Career Grant Academy
Georgia Institute of Technology, Atlanta, GA, 2024-2025
Description: Grant writing academy for early career scholars, designed to identify appropriate funding opportunities, expected deliverable is a major grant application

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

V. Education

A. Courses Taught

Spring, 2026
LMC 6317
Interactive Fiction
Number of Students: 22

Spring, 2026
LMC 6311
Visual Culture & Design
Number of Students: 19

Spring, 2026
LMC 4710
Game Studio
Number of Students: 18

Spring, 2026
LMC 8910
Special Problems in Information and Design Technology
Number of Students: 2

Fall, 2025
LMC 6650
Project Studio – Game Design
Number of Students: 11

Fall, 2025
LMC 4725
Games Design as Cultural Practice
Number of Students: 20

Fall, 2025
LMC 8910
Special Problems in Information and Design Technology
Number of Students: 1

Spring, 2025
LMC 6325
Game Design and Analysis
Number of Students: 12

Spring, 2025
LMC 4710

Game Studio
Number of Students: 15

Fall, 2024
LMC 6650
Project Studio – Game Design
Number of Students: 6

Fall, 2024
LMC 4725
Games Design as Cultural Practice
Number of Students: 18

Spring, 2024
LMC 6650
Project Studio – Game Design
Number of Students: 20

Spring, 2024
LMC 6316
Historical Approaches to Digital Media
Number of Students: 6

Spring, 2024
LMC 8910
Special Problems in Information and Design Technology
Number of Students: 1

Fall, 2023
LMC 4725
Games Design as Cultural Practice
Number of Students 25

B. Individual Student Guidance

B1. Ph.D. Students

Sargylana Cherepanova (*co-advisee with Anne Sullivan in F24, solo advisee starting S25)
Start Date: Fall 2024
Progression: Preparing for Qualification Exam, Completing Coursework
Title of project/dissertation: Pending

B2. M.S. Students (Indicate Thesis Option for Each Student)

Min Ji (Kayla) Kim
Start Date: Fall 2025
Progression: Proposal Submitted, Completing Coursework
Title of project/dissertation: Title Pending

Jeremiah Timberlake
Start Date: Fall 2025
Progression: Proposal Submitted, Completing Coursework
Title of project/dissertation: Title Pending

Wu Xuefei
Start Date: Fall 2025
Progression: Proposal Submitted, Completing Coursework
Title of project/dissertation: Title Pending

Yi Zhou
Start Date: Fall 2025
Progression: Proposal Submitted, Completing Coursework
Title of project/dissertation: Title Pending

Audrey Chung
Start Date: Spring 2025
Progression: Graduated Spring 2026
Title of project/dissertation: Negotiating Diasporic Identities Through Queering Gameplay Mechanics

Christian Gutierrez, Luyao Ma, and Yuxin Ye (joint project)
Start Date: Spring 2025
Progression: Graduated Spring 2026
Title of project/dissertation: Outdoor Recreation through Video Games

Savannah Mosley
Start Date: Spring 2025
Progression: Graduated Spring 2026
Title of project/dissertation: Streaming Worlds: Storytelling Through Live-Played Games

Kimberly Velez
Start Date: Spring 2025
Progression: Graduated Spring 2026
Title of project/dissertation: Music as a Storyteller in Video Games

Chunqin Cao
Start Date: Spring 2024
Progression: Graduated Spring 2026
Title of project/dissertation: Dream(E)scape

Xinmeng Ren
Start Date: Spring 2024

Progression: Graduated Spring 2025
Title of project/dissertation: Protocol Zero: An AR Card Game of Overcoming AI Algorithm Bias

Allen Zhang and Michael Parkin (joint project)
Start Date: Spring 2024
Progression: Graduated Spring 2025
Title of project/dissertation: Play. Pause. Return: Making it easier for players to jump back into their favorite games — no matter how long it's been

Fenghao Zuo
Start Date: Spring 2024
Progression: Graduated Spring 2025
Title of project/dissertation: Integrating Combat Mechanics into Narrative: Toward Expanding the Audience of Souls-like Games

B3. Undergraduate Students

no data

B4. Service on Thesis or Dissertation Committees

Pedro Silva
Role: Ph.D. Dissertation Committee Member
Date of Graduation: 2026
Title of project/thesis: Once More, With Insight: Designing Interactive Replay Stories to Reveal Complexity

Sheleah Harris
Role: MS Committee Member
Date of Graduation: 2026
Title of project/thesis: Imagined Realms: Mapping the Path to AI Literacy

Daksh Kapoor
Role: MS Committee Member
Date of Graduation: 2026
Title of project/thesis: Imagined Realms: Trojan Step: An Interactive Stealth Game to Redefine Movement and Expression

Jingyi Ma
Role: MS Committee Member
Date of Graduation: 2026
Title of project/thesis: AI Assisted Decision Making in the Workforce - A Case Study of Human-in-the-Loop Vehicle Damage Assessment

Gemma Tate
Role: Qualification Exam Committee Member
Date of Exam: Fall 2025

Xuanyu Hao
Role: MS Committee Member
Date of Graduation: 2025
Title of project/thesis: Embody Kin with Games

Shamim Shoomali
Role: Qualification Exam Committee Member
Date of Exam: Spring 2025

Gemma Tate
Role: MS Committee Member
Date of Graduation: 2025
Title of project/thesis: Integration of Narrative in Game Mechanic Design

Cecile Yangminming Zhang
Role: Qualification Exam Committee Member
Date of Exam: Spring 2025

Grayson Mullins
Role: MS Committee Member
Date of Graduation: 2024
Title of Thesis: Invisible Loss

B5. Mentorship of Postdoctoral Fellows or Visiting Scholars
no data

C. Educational Innovations and Other Contributions

YouTube Channel, Ryan Scheiding, @ryanscheiding, https://www.youtube.com/channel/UCRenF-nTS5egqnOp-AAzZoA

Itch.io Page, TUBBA Games Manufacturing Concern, https://tubba-games.itch.io/

VI. Service

A. Professional Contributions

*Award reviewer (best paper), Canadian Game Studies Association (CGSA), 2026.

*Conference reviewer, Digital Games Research Association (DiGRA), 2025-2026

*Journal reviewer, Critical Studies in Media Communication (CSMC), 2021-2025.

*Journal reviewer, Replaying Japan, 2021-2024.

*Journal reviewer, Games & Culture, 2022-2024.

*Journal reviewer, Science Fiction Film and Television, 2024.

*Conference reviewer, Replaying Japan, 2024.

*Conference reviewer, Canadian Game Studies Association (CGSA), 2024, 2026.

*Conference reviewer, Nordic DiGRA, 2023.

B. Public and Community Service

*Research Lab Director, *Korean Games Initiative (KGI)*, Georgia Institute of Technology, Atlanta, GA (January 2026 - present).

*Research Lab Director, *Game Philosophy and Design Lab (Game PaD Lab)*, Georgia Institute of Technology, Atlanta, GA (January 2025 - present).

Working Group Member, *Technoculture, Art and Games Lab Territorial Acknowledgement Working Group*, Concordia University, Montreal, QC (2020).

Academic/Faculty Representative, *Concordia Communications Doctoral Student Association*, Concordia University, Montreal, QC (2016-2018).

President, *York University and Ryerson University Communication and Culture Graduate Students Association,* York University and Ryerson University, Toronto, ON (2014-2015).

Master's Student Representative, *York University and Ryerson University Communication and Culture Graduate Students Association*, York University and Ryerson University, Toronto, ON (2013-2014).

C. Institute Contributions

*Literature, Media, & Communication Executive Committee, 2025-2026, Assistant Professor Committee Member

*Digital Media Master's Program Committee, 2025-2026, Faculty Committee Member

*Digital Media Master's Program Committee, 2024-2025, Faculty Committee Member

*Digital Media Community Committee, 2023-2024, Faculty Committee Member