

Christopher W. Totten
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ARTIST STATEMENT

My work reflects a desire to build bridges between the world of game design and game technologies and the world of the fine arts and humanities. This is expressed through curation and exhibition of games in museums and other cultural contexts as well as my professional creative work. This creative work includes the publishing of digital and non-digital games, publications and conference talks on the blending of fine arts and games, and pedagogy that asks students to use influences from the media landscape around them. A description of how this is applied in the classroom and in my industry work can be found in my narrative.

EDUCATION

2009 Master of Architecture - Digital Media Concentration, The Catholic University of America
2007 B.S. Architecture, The Catholic University of America

PROFESSIONAL EXPERIENCE

2023- Associate Professor of Animation Game Design, Kent State Tuscarawas
2018-2023 Assistant Professor of Animation Game Design, Kent State Tuscarawas
2018 Adjunct Game Design faculty, Cleveland Institute of Art
2018 Adjunct Computer Design, Animation, and Game Design faculty, Kent State Tuscarawas
2014-2017 Game Artist in Residence, American University, Game Lab/Department of Art
2012-2014 Assistant Professor of Mobile Game Design, George Mason University, Department of Art
2010-2012 Full-time instructor in Design, Westwood College

INDUSTRY EXPERIENCE

2021- President and Creative Director, Team Nemo, Inc.
2011- Founder and Creative Director, Pie for Breakfast Studios
2018-2021 Organizer, Akron Art Museum Open World Arcade and GameFest Akron
2014-2022 Founder and Organizer, Smithsonian American Art Museum Arcade
2020 Illustrator for *A Pattern Language for Game Design* by Chris Barney
2017 Freelance illustrator, Georgetown University Press
2014-2017 Art director, American University Game Lab
2016 Game Design consultant, iThrive games
2012-2014 Producer for mobile game projects, George Mason University

2012-2014	Art director/level designer/2D and 3D artist, E4 Software
2012	Contributing artist and level designer, FrostFire Games
2009	Digital media consultant, Giuliani Associates Architects

HONORS AND AWARDS

2025	Debug Top 100 best reviewed games – <i>Kudzu</i>
2025	Cleveland Gaming Classic Gamedev Showcase, Best Sound Design: Little Nemo and the Nightmare Fiends
2025	Debug Awards 2025 – Retro World Best Retro Game – <i>Kudzu</i> – Nominated
2024	Cleveland Gaming Classic Gamedev Showcase, Best Characters and Storytelling: Little Nemo and the Nightmare Fiends
2024	Debug Awards 2024 – Most Anticipated Award – <i>Little Nemo and the Nightmare Fiends</i> – Nominated, did not win.
2023	GDEX 2023 Best of Show for Visual Art/Design. Honorable mention for best audio: Little Nemo and the Nightmare Fiends
2023	Game Developers Conference – Top Speaker 2022. I was one of the top speakers from the previous year and earned inclusion in the prestigious speaker playing card deck
2023	Kickstarter “Project we Love” - Kudzu
2022	International Conference of Meaningful Play – Best Digital Game: Little Nemo and the Nightmare Fiends
2022	IndieCade Horizons Faculty of Excellence Award for Innovation (Award page)
2022	GDC Featured Talk: Making Indie Games with Public Domain Content
2022	Cleveland Gaming Classic Gamedev Showcase, Best in Show and Best Art: Little Nemo and the Nightmare Fiends
2022	GDEX 2022 honorable mentions for visual art/design, audio, and best of show: Little Nemo and the Nightmare Fiends
2021	Cleveland Gaming Classic Gamedev Showcase, Best in Category (Platformer): Little Nemo and the Nightmare Fiends
2021	GDEX 2021 honorable mention for visual art/design: Little Nemo and the Nightmare Fiends
2021	Tuscarawas Campus Distinguished Teaching Award Finalist
2021	Kickstarter “Project we Love”: Little Nemo and the Nightmare Fiends (campaign page showing this designation)
2020	GDC Featured Talk: Creating an Art Theory for Game Worlds
2018	Bronze Medal for Excellence: La Mancha, International Serious Play Educational Game Awards (Recipient list)
2018	GLAMi Award finalist: SAAM Arcade – Museums and the Web Conference 2018, Vancouver, BC, Canada. (Finalist list, Submission info)
2015	Best Paper in Topic Nominee, Foundations of Digital Games Conference
2014	Career Connection Faculty Award Nominee, George Mason University

2011	Campus Teacher of the Year, Westwood College
2010	Spot Award for Outstanding Performance, Westwood College
2008	Dean's Commendation for Thesis Research, Catholic University of America

RESEARCH

EXHIBITIONS

Exhibitions Curated/Organized

2024	Short Sweet Game Festival (part of Short Sweet Game Festival), Atlas Theater, Shaker Heights, OH
2022	Smithsonian American Art Museum Arcade: Line, Form, Color (Event page)
2021	Smithsonian American Art Museum Arcade: Together Apart Community Game Jam (Event page)
2019-	Open World Arcade and GameFest Akron, Akron Art Museum
2019	Smithsonian American Art Museum Arcade: Breaking Barriers, Smithsonian American Art Museum (article about 2019 event)
2018	Smithsonian American Art Museum Arcade: Game Spaces, Smithsonian American Art Museum (Event page)
2014-2016	Smithsonian American Art Museum Arcade (yearly festival), Smithsonian American Art Museum

Invited Exhibitions

2025	Little Nemo and the Nightmare Fiends , <i>Free Play: Innovative Ohio Game Design</i> , Cleveland Institute of Art, Cleveland, OH. (Exhibition page)
2024	Little Nemo and the Nightmare Fiends , given its own exhibition at the Chicago GameSpace next to prints of its source material, the 1905 <i>Little Nemo in Slumberland</i> comics by Winsor McCay, Chicago, IL.
2024	Kudzu , <i>SouthernGuage Plant-based Film and Expanded Media Showcase</i> , Columbia, SC.
2018	Lissitzky's Revenge , <i>Bit Bash: Interactive Influence</i> , Art Institute Chicago, Chicago, IL. (notification)

Exhibitions, Juried

2026	Little Nemo and the Nightmare Fiends , <i>MAGFest Indie Videogame Showcase</i> , National Harbor, MD.
2025	Little Nemo and the Nightmare Fiends, <i>GDEX 2025</i> , Columbus, OH
2025	Little Nemo and the Nightmare Fiends, <i>Cleveland Gaming Classic 2025</i> , Cleveland, OH
2024	Little Nemo and the Nightmare Fiends , <i>Too Many Games 2024</i> , Philadelphia, PA
2024	Little Nemo and the Nightmare Fiends and Kudzu , <i>MAGFest Indie Videogame Showcase</i> . National Harbor, MD.

2023	Little Nemo and the Nightmare Fiends , <i>Steam NextFest Summer 2023</i> . Online. Online showcase of top upcoming games on the industry-leading Steam online game marketplace. Game was featured in marketing materials and discussed specifically as a highlight of the event by the hosts of the kickoff streaming event.
2023	Little Nemo and the Nightmare Fiends , <i>Too Many Games 2023</i> , Philadelphia, PA
2023	Little Nemo and the Nightmare Fiends , <i>GDEX 2023</i> , Columbus, OH
2022	Little Nemo and the Nightmare Fiends , <i>International Academic Conference on Meaningful Play</i> , Michigan State University, East Lansing, MI.
2022	Little Nemo and the Nightmare Fiends , <i>Boston Festival of Indie Games (Boston FIG) 2022</i> , Boston, MA.
2022	Little Nemo and the Nightmare Fiends , <i>Cleveland Gaming Classic</i> . Cleveland, OH.
2022	Little Nemo and the Nightmare Fiends , <i>GDEX 2022</i> , Columbus, OH
2021	Little Nemo and the Nightmare Fiends , <i>Cleveland Gaming Classic</i> . Cleveland, OH. (Showcase list)
2021	Little Nemo and the Nightmare Fiends , <i>GDEX 2021</i> , Columbus, OH (Game page on convention website)
2021	Kudzu , <i>Indie Maker Syndicate 2021</i> . National Harbor, MD – held online. (Game page on convention website)
2021	Kudzu and Little Nemo and the Nightmare Fiends , <i>Great Lakes Game Expo</i> , Detroit, MI – held online. (Game page on conference website)
2019	La Mancha , <i>Ingenuity Fest 2019</i> , Cleveland, OH. Selected to participate in the Cleveland Game Developers showcase booth.
2019	La Mancha , <i>MAGFest Indie Tabletop Game Showcase</i> , National Harbor, MD. (Application, Acceptance notification)
2018	La Mancha , <i>International Academic Conference on Meaningful Play</i> , Michigan State University, East Lansing, MI. (Game page on conference schedule)
2016	Lissitzky's Revenge , <i>Blank Arcade</i> , Hannah Maclure Centre, Dundee, Scotland.
2016	Addie's Patchwork Playgroun d, <i>Baltimore Artscape</i> , Baltimore, MD.
2016	Dead Man's Trail , <i>MAGFest Indie Video Game Showcase</i> , National Harbor, MD.
2015	Lissitzky's Revenge , <i>Baltimore Artscape</i> , Baltimore, MD.
2015	Lissitzky's Revenge , <i>America Now: Innovation in Art</i> , Smithsonian American Art Museum, Washington, DC.
2014	Dead Man's Trail , <i>Baltimore Artscape</i> , Baltimore, MD.
2012	Swarm! , <i>Arts By George</i> , Fairfax, VA.

CREATIVE WORKS

Games Published

2024	Kudzu , Designer/Artist. A retro-styled action-adventure game for the Game Boy handheld console, Nintendo Switch, and Nintendo Switch 2.
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2023 **Life is a Dream (prototype)**, Producer/art director – a retro-game-styled project based on the 1636 play *Life is a Dream (La vida es sueño)* by Pedro Calderón de la Barca. This prototype was created as part of an Ohio Humanities Spark Grant and submitted to the National Endowment for the Humanities for consideration for a Prototyping Grant.

2021 **Fix Fix Robot!**, game designer and 2D artist, Pie for Breakfast Studios, educational card game for K-12 students. (order page)

2021 **GameFest Akron 2021 Virtual Gallery**, Project manager, Akron Art Museum (archived gallery page.)

2020 **GameFest Akron 2020 Virtual Gallery**, Project manager, Akron Art Museum (archived gallery page.)

2020 **Kudzu – demo edition**, Designer/Artist, Pie for Breakfast Studios (online download page – full game in-progress)

2020 **What's Your Number?**, Designer and Writer, Pie for Breakfast Studios (online download page)

2019 **The Ingenious Card Game of La Mancha**, Designer and Artist, Pie for Breakfast Studios (order page)

2017 **Function Force**, Art Director and Designer, American University Game Lab/ETS

2016 **Addie's Patchwork Playground**, Director/art director/2D artist/level designer, Pie for Breakfast Studios/American University Game Lab

2016 **Vox Populi: The Ustradian Games**, Art director/2D Artist, American University Game Lab/ETS

2015 **Assessment Micro Games**, Art Director/2D artist, American University Game Lab/ETS

2015 **Lissitzky's Revenge**, Designer/Artist, Pie for Breakfast Studios

2014 **Delivery Drone**, Art Director/2D Artist, American University Game Lab

2014 **Function Force**, 3D Artist, White House Educational Game Jam

2015 **Ice Bucket Challenge**, Designer/Artist Pie for Breakfast Studios/American University Game Lab

2014 **Zup!**, Art Director/2D Artist Pie for Breakfast Studios/E4 Software

2014 **Celestium**, Art Director/2D Artist/Level Designer, Global Game Jam 2014

2014 **Onward and Life Quest**, Producer, George Mason University

2013 **Swarm!**, Art Director/2D and 3D Artist, Level Designer, E4 Software

2012 **Star Sharks**, 2D and 3D Artist, IGDA DC “Tighten Up the Graphics on Level 3” Game Jam

2012 **ABC's Learn and Sing**, Art Director/2D and 3D Artist, E4 Software

2012 **Clone Zombie Apocalypse**, Developer, Level Designer, 2D and 3D Artist, Wiley Publishing – example created for character modeling textbook

2012 **Susie's Summer Home**, 3D Artist, Global Game Jam 2012.

2011 **The Nightmare over Innsmouth**, Developer/2D and 3D Artist/level designer, Game Developers Conference China level design demonstration

2009 **Game Design and Architecture**, Designer/2D Artist, Catholic University of America School of Architecture

Games in Progress

Little Nemo and the Nightmare Fiends, Creative director/art director/2D artist and animator, Pie for Breakfast Studios and Pxlplz, Digital game for PC, Mac, and consoles. Game was successfully funded on Kickstarter.

Published Tutorials

2021 **Level Design Prototyping in Unity/ProBuilder – example project and instructional video**, Designer/instructor, Game Developers Conference Masterclass, posted on itch.io.

2021 **Level Design Prototyping in GBStudio – example project and instructional video**, Designer/instructor, Game Developers Conference Masterclass, posted on itch.io.

2021 **Level Design Prototyping in Twine – example project and instructional video**, Designer/instructor, Game Developers Conference Masterclass, posted on itch.io.

2020 **Blender 2.8x Grease Pencil 2D animation tutorial**, Designer/instructor, YouTube livestream tutorial

PUBLICATIONS

Books

An Architectural Approach to Level Design, Third Edition, AK Peters/CRC Press, (Upcoming – 2026)

Level Design Practices: World Design in 2D Action-Adventures. Co-written with Adrian Sandoval, 2025 CRC Press. (Store page)

Level Design Practices, series editor, CRC Press, 2023 (signed editor contract)

An Architectural Approach to Level Design, Second Edition, AK Peters/CRC Press, 2019 (Store page)

Level Design: Processes and Experiences, editor, AK Peters/CRC Press, 2016.

Smithsonian American Art Museum Indie Arcade Event Book, editor. Self-published, 2016.

An Architectural Approach to Level Design, AK Peters/CRC Press, 2014

Game Character Creation in Blender and Unity, Wiley Publishing, 2012.

Books, translated into different languages

An Architectural Approach to Level Design (2nd edition). CRC Press. Translated into Chinese. 2026.

An Architectural Approach to Level Design (2nd edition). Born Digital, Inc. Translated into Japanese. 2025. (Store Page)

An Architectural Approach to Level Design. Born Digital, Inc. Translated into Japanese. 2015.

Book Chapters, Peer Reviewed

“Comparing Pedagogies of the Architectural and Game Design Classrooms”, in *Video Games and Architecture*. Routledge, 2025. (Store page)

“Architectural Spaces and Level Design in Modern Games”, in *The Digital Gaming Handbook*. Editor, Roberto Dillon, CRC Press, 2020. (Book shop page, chapter proof)

Architectural concept illustrations, in *Pattern Language for Game Design* by Chris Barney, Illustrator, CRC Press, 2020 (Store page, preview chapter featuring my illustrations)

“De-coding Games through Historical Research in Art and Design”, in *Game Design Research*. Editors, Petri Lankoski and Jussi Holopainen, ETC Press, 2017.

“Moving Forward by Looking Back: Using Art and Architectural History to Make and Understand Games”, in *Contemporary Research on Intertextuality in Video Games*. Editors, Christophe Duret and Christian-Marie Pons, IGI Global, 2016.

Journal issues, edited

The Video Game Art Reader Issue 3 - special issue on Games and Architecture, Fall 2019/Winter 2020. (Online open access version of the issue)

Journal Articles, Peer Reviewed

“Level Design”, *The Encyclopedia of Ludic Terms*. Online scholarly resource. Spring 2022.

“Suddenly-online Professional Development Pedagogy: End-of-Semester Showcasing in *Animal Crossing: New Horizons*”, *The Journal of Literacy and Technology*, Guest Issue on the eLearning Literacy for Suddenly Online – Considerations of Theory, Research, and Practice. Fall 2020.

“Game Spaces: Game Architecture as Aesthetic at the Smithsonian American Art Museum Arcade”, *The Video Game Art Reader* journal, Issue 3 – special issue on Games and Architecture. Fall 2019/Winter 2020. (copy of journal)

“Interpreting Medieval Texts through Game Design: The Creation of *La Mancha*,” article in “What does it Mean to Read a Text from Medieval England?,” by Moira Fitzgibbons. Part of the *Open Access Companion to the Canterbury Tales*. 2017.

“Game Levels as Works of Art, Architecture, and Design,” *The Video Game Art Reader* journal, Issue 1. 2017.

Conference Proceedings, Peer Reviewed

“Forms, Uses, and Trends in Undergraduate Student Game Design Sketchbooks”, author. The International Academic Conference on Meaningful Play, Pittsburgh, PA, October 2024.

“Art, Play, and Winsor McCay: The Critical Art of Little Nemo and the Nightmare Fiends”, author. The International Academic Conference on Meaningful Play, East Lansing, MI, October 2022.

“Experiencing Chivalric Texts through Gameplay in *La Mancha*”, author. Medieval in Modern Games Online Conference Proceedings, May 2021.

“The Making of *La Mancha*: Games as Literary Criticism”, author. Foundations of Digital Games Conference Proceedings, September 2020

“Merging Education, Assessment, and Entertainment in Math Games: A Case Study of Function Force,” co-author. The International Academic Conference on Meaningful Play Proceedings, October 2018.

“A Case Study in Newsgame Creation: Why Game Designers and Journalists are Still Learning to Work Together,” co-author. 66th International Communication Conference, Fokouka, Japan, June 2016.

“Designing Microgames for Assessment: A Case Study in Rapid Iteration,” co-author. International Conference on Advances in Computer Entertainment Technology, Iskandar, Malaysia. Nov. 2015.

“Bug-fixing Game-like Syllabi: Evaluating Common Issues and Iterating New Pedagogical Mechanics.” Foundations of Digital Games Conference Proceedings, June 2015.

“Teaching Serious Game App Design Through Client-based Projects.” Digital Games Research Association Conference Proceedings, Aug. 2013.

Public Scholarship

“12 Principles for Game Animation.” GameDeveloper.com. December 2, 2021.

“Building Community through Games: Reflections on seven years of SAAM Arcade” Smithsonian American Art Museum. July 2021.

“Zen and the Art of Level Design in *Kudzū*.” GameDeveloper.com. December 14, 2020.

“The Animated Legacy of Winsor McCay’s *Little Nemo in Slumberland* and the Walking Bed.” In *Welcome to Slumberland: A “Walking Bed” Roundtable*. VaultOfCulture.com. October 21, 2020.

“Blathercade Postmortem – Thoughts on running a game festival in *Animal Crossing*’s museum.” Medium.com, May 11, 2020.

“Architectural enemies and making the player blame themselves: the level design of *Dead Man’s Trail*.” Gamasutra.com, April 11, 2017.

“Game Design Primer.” White paper for iThrive Games, July 2016.

“Things We Teach Each Other: On Specialization.” Indie Game Magazine, May 2014

“3D Art for Indies.” IGDA Insider Magazine, Jan. 2014.

“SWARM!: An Academic Postmortem”, GameCareerGuide.com. Mar. 2013.

“CG for Games: All-in-One Development in Blender and Unity.” CG Magazine (Chinese Publication), Dec. 2011.

“Designing Better Levels Through Human Survival Instincts.” GameDeveloper.com, June 2011.

“Why are There No Good Bible Games?” VideoGameWriters.com, May 2011.

“Contextual Tales: Creating Better Narrative Environments.” VideoGameWriters.com, May 2011.

“Games Aren’t Art, They’re Architecture.” VideoGameWriters.com, Apr. 2011.

“Extracting Game Design Lessons from Christopher Nolan’s *Inception*.” Game Career Guide, Aug. 2010.

“Graduate Thesis: Game Design and Architecture.” Game Career Guide and Gamasutra.com, June 2009.

PRESENTATIONS

Keynote Presentations and invited conference talks

“Keynote: Lessons from Games and the Arts”, Digital Games Research Association (DiGRA) Mx Conference. Guadalajara, Mexico. July 2025 (presented online).

“Principles of Spatial Design for Game Designers”, Computer Entertainment Developers Conference (CEDEC). Yokohama, Japan. July 2025.

“Video Games Development in the West: The Panel”, Computer Entertainment Developers Conference (CEDEC). Yokohama, Japan. July 2025.

“Advanced Pacing and Progression in Level Design” – part of day-long online Level Design workshop for Japanese game developers. Organized by Born Digital publishing. June 2025.

Conference Presentations, Competitive

“Games as Gesamtkunstwerk: Generative and Aesthetic Methods for Scholarly Practice” Art and Games Seminar, University of Tampere Game Research Lab. Finland. March, 2025. (presented online.)

“Sketchbooks and Visual Analysis in the Game Design Classroom”, Game Developers Conference (GDC), San Francisco, CA. March 2025.

“An Architectural Approach to Level Design” – day-long online workshop for Japanese game developers. Organized by Born Digital publishing. March 2025.

“Forms, Uses, and Trends in Undergraduate Student Game Design Sketchbooks”. The International Academic Conference on Meaningful Play, Pittsburgh, PA, October 2024.

“How the Heck do you Teach Level Design? Educating in the Studio”, Game Developers Conference (GDC), San Francisco, CA. March 2024.

“GDC Masterclass: The Many Faces of Level Design”, Game Developers Conference (GDC) Masterclasses, November 4, and December 9, 2022.

“Art, Play, and Winsor McCay: The Critical Art of Little Nemo and the Nightmare Fiends”, The International Academic Conference on Meaningful Play, East Lansing, MI, October 2022.

“Art, Play, and Winsor McCay: The Critical Art of Little Nemo and the Nightmare Fiends”, Animation & Digital Games: Intersections, Aesthetics, Practices Workshop. German Society of Media Studies (held online), June 2022.

“Roundtable: Winsor McCay in the Land of Wonderful Dreams”, Popular Culture Association (PCA) Conference, Bowling Green, OH (held online due to COVID-19), April 2022.

“Indie Summit: Making Indie Games with Public Domain Content”, Game Developers Conference (GDC), San Francisco, CA. March 2022

“12 Principles for Game Animation”, Game Developers Session, Prague, Czech Republic, Nov. 2021. (Held online due to COVID-19, Talk page printed from the GDS website)

“12 Principles for Game Animation”, GDEX, Columbus, OH, Sept. 2021. (Talk page on GDEX website)

“The Spirit of Digital Place: Architectural Dwelling and Game Space”, Affecting Game Space: Theory and Practice, University of Edinburgh Game Worlds Cluster. Edinburgh, Scotland. September 2021 (held online due to COVID-19.) (Program link)

“Educators Summit: Living the Dream or Surviving the Nightmare? Making Commercial Indie Games as a Professor”, Game Developers Conference (GDC), San Francisco, CA. July 2021 (held online due to COVID-19.) (talk page on the GDC Vault)

“Game development faculty panel”, IndieCade Horizons, Los Angeles, CA. June 2021 (held online due to COVID-19.)

“Experiencing Chivalric Texts through Gameplay in *La Mancha*”, Medieval in Modern Games Online Conference, Winchester, England, May 2021. (Social media academic conference held on Twitter)

“GDC Masterclass: The Many Faces of Level Design”, Game Developers Conference (GDC) Masterclasses, March 5, 2020.

“Make Games and Live Where You Want!”, Great Lakes Game Expo, Michigan (held online due to COVID-19), February 2021.

“The Making of *La Mancha*: Games as Literary Criticism”, Foundations of Digital Games Conference, Malta (held online due to COVID-19) September 2020.

“Making Indie Games with Public Domain Content,” Vector Game Conference, Richmond, KY, April 2020 (held online due to COVID-19.)

“Educators Summit: Living the Dream or Surviving the Nightmare? Making Commercial Indie Games as a Professor” Game Developers Conference (GDC), San Francisco, CA. March 2020 (cancelled due to COVID-19.)

“When Magritte met Mario: How Games get into Museums”, GDEX, Columbus, OH, Sept. 2019.

“Level Design and Architecture,” Vector Game Conference, Richmond, KY, April 2019.

“Merging Education, Assessment, and Entertainment in Math Games: A Case Study of Function Force,” The International Academic Conference on Meaningful Play, East Lansing, MI, October 2018.

“Building Games Inspired by the Arts”, GDEX, Columbus, OH, Sept. 2018.

“An Architectural Approach to Level Design: How I wrote a book about level design (and so can you!)”, part of the Level Design Workshop, Game Developers Conference, San Francisco, CA, March 2018. (Talk page on the GDC Vault)

“You Made a Game, Now What? Industry Awareness in the Classroom”, Game Developers Conference Education Summit, San Francisco, CA, March 2018. (Talk page on the GDC Vault)

“Video Game Levels as Works of Art, Architecture, and Design” Chicago Design Museum. February, 2018. (Talk information)

“Buy and Play Local: Building Local Arcade Events” GDEX, Columbus, OH, Oct. 2017.

“Playful Classrooms for Teaching Serious Game Design.” Serious Play Conference, George Mason University, Fairfax, VA. July 2017

“Game Academia’s Art Problem”, part of the Game Educator Soapbox, Game Developers Conference, San Francisco, CA, Feb. 2017.

“Building a Local Game Community with Cultural Allies.” GDEX, Columbus, OH, Oct. 2016.

“It belongs in a museum! Showing Games in Cultural Institutions.” East Coast Game Conference, Raleigh, NC, Apr. 2016.

“Level Design Like An Architect.” East Coast Game Conference, Raleigh, NC, Apr. 2015.

“Is Game Art Art?” East Coast Game Conference, Raleigh, NC, Apr. 2015.

“Game Verbs for Change.” Workshop presentation at Games For Change Conference, Apr. 2014.

“Serious Games: The Role of the Academic Institution.” Panel presentation at MAGFest (Music and Gaming Festival.) National Harbor, MD, Jan. 2014.

“Understanding Game Environments and Worlds.” Panel presentation at MAGFest (Music and Gaming Festival.) National Harbor, MD, Jan. 2014.

“Teaching Serious Game App Design Through Client-based Projects.” DiGRA, Atlanta, GA, Aug. 2013.

“Teaching in Level Design through Visual Communication.” East Coast Game Conference, Raleigh, NC, Apr. 2013.

Gamification Panel. WIPJam at mHealth conference. National Harbor, MD. Dec. 2012.

“The Lens of Truth: Real World Adaptive Level Design.” Nanocon Workshop on Integrated Design, Dakota State University, Madison, South Dakota, Nov. 2012.

“Designing Better Levels Through Human Survival Instincts.” East Coast Game Conference, Raleigh, NC, Apr. 2012.

“Designing Better Levels Through Human Survival Instincts.” Game Developers Conference China, Shanghai, Nov. 2011.

“Necroludology: Reanimating Our Fear of Zombies through Gameplay.” Nanocon Workshop on Integrated Design, Dakota State University, Madison, South Dakota, Nov. 2011.

Media Reviews of Work

M. Jowett. Kudzu: Review, article in issue 6 of *Debug* indie game magazine, featuring prominent indie games. Kudzu is among the games reviewed in the retro game section. July – Sept. 2024 issue.

Hagues, A. “Kudzu is a Lovely Zelda-Inspired Adventure That’s Playable on Game Boy.” Article on *Nintendo Life* covering my Nintendo Switch and Game Boy game, Kudzu. April 5, 2024.

DLC Podcast – Kudzu for Nintendo Switch review. Kudzu appeared as a recommended game on the popular DLC video game podcast. April 8, 2024.

Clark, S. “Kudzu: Switch Review”. Article on The Gaming Outsider giving a review of my Nintendo Switch and Game Boy game, Kudzu, with a score of 9/10. April 2, 2024.

Nation, J. “Review: Kudzu on Nintendo Switch.” Review video from Nindie Spotlight of my Nintendo Switch and Game Boy game, Kudzu, with a score of 8.2/10. April 5, 2024.

Trew, J. “2023 was a Good Year for Game Boy Games”. Article in Engadget on a new wave of Game Boy role-playing-games coming to the console, including my game *Kudzu*.

Jowett, M. “Retro World”, article in issue 2 (Jul-Sept 2023) of *Debug* indie game magazine, featuring prominent upcoming retro-style indie games. My Game Boy game Kudzu is one of the listed games.

Jowett, M. “Homebrew Heroes”, article in issue 13 of *Pixel Addict* retro computing magazine listing upcoming homebrew games – new games released for historic game consoles. My Game Boy game Kudzu is featured in this list.

Feit, D. “Kickstarter Kompilation, June 2023 Edition”, article listing prominent retro game Kickstarter projects during the month of June 2023, specifically mentioning my Game Boy game, Kudzu.

Gray, K. “33 Indie Games We’re Excited about on Switch in 2022”, article including my game *Little Nemo and the Nightmare Fiends* in a list of most anticipated upcoming independent games for the Nintendo Switch platform. January 7, 2022.

Lambie, R. “Looking forward to *Little Nemo and the Nightmare Fiends*”, article in international press (UK) appearing online and in print with impressions of my game based on *Little Nemo in Slumberland*, in Wireframe Magazine. Issue 49. April 2021.

Boudreau, I. “*Little Nemo and the Nightmare Fiends* brings a classic fantasy cartoon to life”, article giving impressions of my game based on *Little Nemo in Slumberland*, in PCGamesN. March 25, 2021.

Collins, G. “*Little Nemo and the Nightmare Fiends*: Exploring Art Through Games”, article discussing the use of games as a means to understand the arts, in K12 eSports News. March 2021.

Taylor, B. “*Little Nemo and the Nightmare Fiends*’ Kickstarter is a Heartfelt Tribute to the Comic”, article giving impressions of my game based on *Little Nemo in Slumberland*, in Big Boss Battle. March 4, 2021.

“New Animation Game Design Degree Receives Accreditation at Kent State Tuscarawas”, article describing the accreditation of the Animation Game Design program by the National Association of Schools of Art and Design (NASAD), in Kent State Tuscarawas news. December 14, 2020.

“Vector Game Conference features KSU students, staff.”, article describing KSU Tuscarawas student and faculty’s contributions to the 2020 Vector Conference, in Times-Reporter. April, 24, 2020.

Kalata, K. “Little Nemo: Dream Master”, article providing overviews of video game adaptations of *Little Nemo in Slumberland* that includes *Nightmare Fiends*, in Hardcore Gaming 101. February 16, 2020.

Micciche, J., “Little Nemo Returns to Gaming in 2021”, reaction article to the public announcement of *Little Nemo and the Nightmare Fiends*, in BrutalGamer. February 10, 2020.

Ashcraft, B., “*Super Mario Maker 2* Creation Tips from a Nintendo Legend and a Level Design Guru”, overview of level design principles from *An Architectural Approach to Level Design* applied to popular games, in Kotaku. July 2, 2019.

Lollygagger’s Podcast. “Episode 32 – Immortal April Fool’s Jokes”, overview of the *La Mancha* Kickstarter campaign. November 5, 2018.

Torfe, Pat. “Survive a Cross-Country Journey in *Dead Man’s Trail*”, preview of Dead Man’s Trail in Bloody Disgusting, April 4, 2017.

Chappellet-Lanier, T. “6 DC-born indie games you can play right now”, preview of Dead Man’s Trail in Technical.ly DC, July 25, 2016.

Priestman, C., "Iconic 20th century art is being turned into a series of experimental videogames," Review of "Lissitzky's Revenge" in Killscreen, Apr. 9, 2015.

Meier, A., "Be the Bolshevik Wedge in a Game Inspired by El Lissitzky's 1919 Propaganda Art," Review of "Lissitzky's Revenge" in Hyperallergic, May 15, 2015.

Ronan, R., "Indie games: Lissitzky's Revenge," Review of "Lissitzky's Revenge" (March 2015) in Smith Journal, June 10, 2015.

Rinehart, K., “Recap: Indie Arcade @ Smithsonian American Art Museum.” Review of Smithsonian American Art Museum Indie Arcade event in Brightest Young Things, December 10, 2014.

Media Appearances and Mentions

Indie Game Design and Publishing with Chris Totten: Homebrew Game Club Podcast, May 5, 2025.

I was interviewed by the Homebrew Game Club podcast about my career and my work on the Nintendo Switch and Game Boy game Kudzu.

Devoured: The Extraordinary Story of Kudzu, The Vine that Ate the South, March 6, 2024

My game Kudzu and I were specifically mentioned in Ayurella Horn-Muller's book on the history and cultural impact of the invasive vine kudzu, published by LSU Press.

Roblox is launching a generative AI that builds 3D environments in a snap, September 6, 2024

I was interviewed as an expert on level design by MIT Technology Review about Roblox's AI-based 3D environment technology. I expressed doubts that AI levels could be as interesting or responsive to player experiences as human designers.

Push To Talk Newsletter: "The Professor and the Game Boy", April 19, 2024

I was interviewed by game marketing professional Ryan Rigney (formerly worked on Apex Legends, PUBG, and League of Legends) for his newsletter on game development.

NintenDomain Podcast: "Kudzu Developer Chris Totten is here!", April 12, 2024

I was interviewed about my Nintendo Switch and Game Boy game Kudzu, including its design and development processes.

GB Studio Central: Architecture and Game Design: An Interview with Kudzu's Chris Totten, April 2, 2024.

I was interviewed by a game developer community site about my game Kudzu, as well as its design and artistic inspirations.

GameRant: "Kudzu Interview: Dev Talks Kickstarter Journey and Game Boy Development, July 6, 2023

I was interviewed for a popular game website about my Kickstarter-funded Game Boy game, Kudzu.

Milan Triennale Magazine: "Alien Space Video Game", July 1, 2022

I was interviewed by journalist Matteo Lupetti for a magazine article on the design of game worlds in the "metroidvania" genre.

Nice Games Club Podcast, May 23, 2022

I was interviewed on a popular game development podcast about teaching game development and how teaching and game making can inform one another.

Polygon: "10 developers on what makes their game 'hand-drawn'", April 22, 2021

I was interviewed by journalist Nicole Carpenter for Polygon about my game *Little Nemo and the Nightmare Fiends* for an article on the "hand-drawn" game art trend.

Polymedia Network Video Gaming Podcast, March 26, 2021

I was the featured guest on a popular gaming podcast hosted by two established YouTube and academic personalities. We spoke about my upcoming game *Little Nemo and the Nightmare Fiends*, our process for building it, and its connections to the history of comics and animation.

Level Design Lobby Podcast, March 9, 2021

I was the featured guest on the Level Design Lobby Podcast to discuss the design and inspirations for my game *Little Nemo and the Nightmare Fiends*. We discussed the architectural origins of the environmental design and our approach to building the game's worlds.

Level Design Podcast, July 28, 2020

I was the featured guest on the Level Design Podcast. Topics included my book *An Architectural Approach to Level Design*, approaching games with a fine arts and design perspective.

Board Game Design Lab Podcast: Mixing the Fine Arts with Game Design, December 4, 2019

I was the featured guest on the Board Game Design Lab podcast. Topics included my *Don Quixote*-themed tabletop game, *La Mancha*, as well as my wider research into the connections between games and the fine arts.

Vice Italy: Level design article, 2019

I was interviewed by Vice Italy thanks to my work on level design about “Metroidvania” levels following a recent online discussion about the usability of the term in game design. In my book *An Architectural Approach to Level Design*, I had proposed an alternate term for this type of level design. (Press contact e-mail)

TechRadar: “How to make a *Mario Maker* level that’s actually fun”, July 7, 2019

I was interviewed by the technology news site TechRadar about the work I do with game level (environment) design following the release of my book *An Architectural Approach to Level Design* and Nintendo’s *Super Mario Maker 2*.

Newsweek: “*Mario Maker 2* Course ID List: The Top Challenges from YouTubers, Streamers, and Game Devs”, July 2, 2019

Following Nintendo’s release of the game *Super Mario Maker 2*, in which users can create levels for the game *Super Mario Bros.*, I was featured in a Newsweek article listing levels by prominent members of the game industry. They also mentioned tips for level design in *Super Mario Maker 2* that I had self-published to promote my book *An Architectural Approach to Level Design*.

The Gary Rivers Show, February 7, 2019

I was interviewed on the Gary Rivers Show on WHBC News-Radio in Canton, OH following the 2019 Global Game Jam to discuss the event, the student games that were created during the event, and the opportunities such events have for expanding STEAM learning in the region.

Board Games for Humans Blog, November 13, 2018

I was interviewed by the blog Board Games for Humans about my literature card game, *La Mancha*. Topics included the design of the game and how the game's design and artwork reflects a support for inclusion in games for people of different gender identities, races, and sexual orientations.

Level Design Lobby Podcast, November 6, 2018

I was the featured guest interviewee on the Level Design Lobby game design podcast. Interview topics included writing about level design, dealing with imposter syndrome, the second edition of my level design book, and how digital level design influenced my card game, *La Mancha*.

“GDC 2018 Level Design Workshop: An Expert Roundtable Q&A, in *Gamasutra*, February 23, 2018

Before my appearance in the 2018 Level Design Workshop at the Game Developers Conference, the other presenters and I were interviewed by the game industry business and news site *Gamasutra* about our work in level design and tips for upcoming designers.

GamesIndustry.biz, February 6, 2018

Featured in an article on the SAAM Arcade event at the Smithsonian American Art Museum. I was heavily quoted in relation to the 2018 theme: Game Spaces.

Entertainment Software Association, August 5, 2017.

I was interviewed by an ESA film crew during the SAAM Arcade at the Smithsonian American Art Museum.

Venturebeat, July 10, 2017

I was interviewed for an article on the Smithsonian American Art Museum's video-game related programs, including the SAAM Arcade. Interview topics included the history of the event and how we curate our selections.

Checkpoints Podcast, July 2016.

I was the featured guest interviewee on the Checkpoints games and culture podcast. Interview topics included the relationships between Architecture and game environment design, game-based pedagogy, and the cultural influence of the games medium.

“Retro video games are going high-brow.” Indianapolis Star, Jan. 19, 2016.

I was interviewed for a story in the Indianapolis Star on the role of games in museums and other cultural institutions.

Entertainment Software Association, Jan. 16, 2016.

I was interviewed by an ESA film crew during the Indie Arcade at the Smithsonian American Art Museum.

PBS, Jan. 16, 2016.

I was interviewed by a reporter from PBS during the Smithsonian American Art Museum Indie Arcade for a story.

American University Connections Magazine, 2015.

Work of mine was featured in a retrospective on the arts at American University.

Al Jazeera English America, Dec. 25, 2015.

I was interviewed for a piece on women in game development and gaming for Al Jazeera English along with AU Game Design MA student Kelli Dunlapp, PsyD, and faculty member Benjamin Stokes.

North Coast Game Educators Alliance Podcast, Nov. 15, 2015.

I was a featured guest talking about game education and level design.

PBS Game Show, Aug. 11, 2015.

A book of mine was featured and referenced on an episode of PBS's YouTube series, Game Show.

Mason Spirit Magazine, "Rethinking the Classroom: Project-based Design", spring 2013 issue.

My courses were highlighted in a series of short articles about innovative teaching methods. The methods covered were project-based courses that were structured like games.

Mason Research Magazine, "Mason Students Develop Mobile Apps to Discourage Underage Alcohol Use", January 2013.

I was interviewed for a feature piece regarding my mobile game design class, where students designed educational game applications for the Century Council, a non-profit combating underage drinking.

Invited Lectures

Visiting artist talk, University of Wisconsin, Stout. Menomonie, WI. April 10, 2025. Presentation to the faculty and students of the University of Wisconsin Stout School of Art.

Panel on Adaptation in Games. Northeastern University, Boston, MA. February 15, 2022.
Presentation to game design narrative students (conducted online.)

"An Architectural Approach to Level Design" Drexel University, Philadelphia, PA. February 16, 2020. Presentation to game and architecture students (conducted online.)

IGDA Detroit Interview. I was the guest speaker at the November 2020 meeting of the Detroit chapter of the International Game Developers Association (IGDA), where I was asked about my work and teaching. The interview was conducted online due to COVID-19.

“Level Design and Architecture” Sheridan College. Oakville, Ontario, Canada. April 8, 2020 (conducted online.)

“Basics of Level Design.” University of Maryland - Baltimore County. Baltimore, MD. February 2018.

“Getting into the Game Industry.” Cleveland Institute of Art. Cleveland, OH. November 2017.

“Game Design and Russian Art.” Howard University. Washington, DC. November 2016.

Local Presentations and appearances

GameFest Akron artists panel – Akron Art Museum, November 2021

I co-moderated a panel of artists featured in the annual GameFest Akron event, talking about their work, processes, and themes.

“Tusc Talks”, June 16, 2021

I was interviewed on the “Tusc Talks” segment on WBTC Big Hits Radio in Uhrichsville, OH to talk about the Animation Game Design program’s appearance at the Summer 2021 IndieCade Horizons event.

Central Ohio Gamedev Group March 27, 2021 meeting

I was invited to speak to the Central Ohio Gamedev Group (COGG) about the development and animation workflow of my game *Little Nemo and the Nightmare Fiends*. (Conducted online due to COVID-19.)

Ultimate Team Up – NE Ohio Board Game Design group, March 18, 2021

I was interviewed by Ultimate Team Up, the Northeast Ohio tabletop design group, about my work and how I handle public domain and arts-based intellectual property in my games.

“Tusc Talks”, December 11, 2020

I was interviewed on the “Tusc Talks” segment on WBTC Big Hits Radio in Uhrichsville, OH to talk about the newly accredited Animation Game Design program, its goals, and the curriculum that students can expect when entering the program.

GameFest Akron artists panel – Akron Art Museum, November 2020

I co-moderated a panel of artists featured in the annual GameFest Akron event, talking about their work, processes, and themes.

“Tusc Talks”, May 13, 2020

I was interviewed on the “Tusc Talks” segment on WBTC Big Hits Radio in Uhrichsville, OH to talk about the Animation Game Design program and game making at Kent State University. Discussion included the student experience we build into our program and the types of jobs students can get in the field.

“La Mancha game demo day.” M.A.D. Bros. Games and Hobbies. New Philadelphia, OH. September, 2019.

EXTERNAL GRANTS

2023	Co-PI, Ohio Humanities Spark Grant for digital game based on Pedro Calderon de la Barca’s 1636 play <i>Life is a Dream</i> , with faculty from Otterbein University, \$5,000 (awarded)
2023	Billy Ireland Cartoon Museum - Lucy Shelton Caswell Award for comics research - \$2000 (applied – not awarded)
2022	Co-PI, National Endowment for the Humanities (NEH) Discovery Grant for digital game based on Pedro Calderon de la Barca’s 1636 play <i>Life is a Dream</i> , with faculty from Otterbein University, \$30,000 (applied – not awarded)
2019	Co-PI, National Science Foundation (NSF) informational grant for Urban Reforestation Game Project with Kent State Cleveland Urban Design Collaborative, \$150,000 (applied – not awarded)

INTERNAL GRANTS

2015	Co-PI, American University College of Arts and Sciences Mellon Competition, \$2500
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TEACHING

COURSES TAUGHT

Kent State University Tuscarawas – Tenure Track (SSI 2018-2022 course mean summary sheet)
Level Design

Internship in AGD (Syllabus, Course Narrative, SSI-2020-2021 not available, SSI-2022 not available at the time of this submission)

Games for Impact (formerly Games for Education) (Syllabus, Course Narrative, SSI-2019, SSI-2020 not available, SSI-2021)

Game Prototyping (Syllabus, Course Narrative, SSI-[2019](#), SSI-2020-2021 not available, SSI-2022)

Senior Capstone (Syllabus, Course Narrative, SSI-[2019](#), SSI-2020-2021 not available, SSI-2022)

Animation Theory (Syllabus, Course Narrative, SSI-[2018](#), SSI-2020 not available, SSI-2021)

Character Animation (Syllabus, Course Narrative, Kent Campus SSI, Stark Campus SSI)
Modeling & Texturing I (Syllabus, Course Narrative, [SSI-2018](#), SSI-2019 – section 080, section 081)
Modeling and Texturing II (Syllabus, Course Narrative, Kent Campus SSI, Tusc Campus SSI)

Kent State University Tuscarawas – Adjunct

2D Graphics Technology

Cleveland Institute of Art

Game Production IV

American University

Game Design and Art Production Pipeline
Digital Art Tools and Techniques
Introduction to 3D Static Modeling
3D Animation
The Design of Play
History of Game Design
History of Graphic Design

George Mason University

Mobile Game Design
Introduction to Game Design
History of Game Design

Westwood College

Introduction to Game Design
3D Modeling I
3D Animation
Level Design
3D Special Effects
Senior Game Project
History of Graphic Design

GRADUATE RESEARCH

2025-2026	Spencer Everhart – Graduate Visual Communication Design thesis on performance and phenomenology in games – Kent State Visual Communication Design
2022-2023	Yiou Wang – Graduate architecture thesis on playful game-like architecture design – Harvard University Graduate School of Design
2021	Kaitlin Boniecki – Graduate architecture thesis on urban planning and games – Kent State College of Architecture and Environmental Design

UNDERGRADUATE RESEARCH

2025-2026 Eugene Murvin – Honors Capstone Project
2025-2026 Nora Ladd – Honors Capstone Project – KSU College of Architecture and Environment Design
2024-2025 Logan Jackson – Individual Honors Work
2020-2023 Daniel Early – Honors Capstone Project
2021-2022 Titus Morrison – Honors Capstone Project
2021 Sam Hundley – Honors Capstone Project
2020-2021 Emma Stedman – Individual Honors Work
2020 Izzy Bennett – Marshall College Level Design independent study advising
2019 Megan Smith, Lauren Moore, Taja Emmanuel, and Taegen Catlin – Concept art development for commercial game, *Little Nemo and the Nightmare Fiends*.
2019 Jordan Shaw - Honors Capstone Project
2018 Megan Smith - Honors Project for Character Animation
2017 Robert Lauer - Cleveland Institute of Art senior thesis
2016 Daniel Petricca, Kirby Cofino, and Gray Leonard - educational game development

SERVICE

TUSCARAWAS CAMPUS

2024- Faculty Council Member
2022- Faculty Affairs Committee Member
2022-2023 Faculty Council Member
2021-2022 Student Academic Affairs Committee.
2018- Coordinate Tuscarawas Campus and student visibility at external festivals (state, national, and international level)
2019-2021 Academic Affairs Committee member
2018- Faculty advisor, Animation and Game Design Club
2018-2019 Learning Commons Committee member

ANIMATION GAME DESIGN (AGD) PROGRAM

2020- Program Coordinator/Lead Faculty – Animation Game Design Program
2019- National Association of Schools of Art and Design (NASAD) accreditation document preparation for Animation Game Design program
2018- Global Game Jam site advisor for Kent State University site (Site page)

COLLEGE OF APPLIED AND TECHNICAL STUDIES

2023- CATS College Advisory Committee (became Committee Convener in 2025)
2022 - 2025 CATS College Curriculum Committee member
2021 - 2022 CATS Culture/Diversity Equity and Inclusion Working Group

UNIVERSITY

2025 - Kent State Provost Advisory Council
2023 - 2025 Kent State Educational Policies Council
2024 - Kent State Faculty Alliance (Formerly Kent State AAUP) Regional Campus Union representative
2024 - Kent State Child Development McManus Fundraising Dinner Games Organizer
2023 - 2024 Kent State Provost Advisory Council
2022 – 2024 National Association of Schools of Art and Design (NASAD) review committee
2023 - Kent State University Libraries Advisory Board (alternate)
2021- 2022 Kent State University Press Editorial Board
2019-2021 Multidisciplinary Advisory Committee

DISCIPLINE

2024- Ohio Game Industry leadership committee
2020-2024 Video Game Art (VGA) Gallery Board of Directors member
2020-2024 VGA Reader Editorial Board member
2020 Program review: University of Baltimore Simulation and Game Design Program
2020 Proposal review, *Quests: Theory and History in Games and Narratives, 2nd Edition* by Jeff Howard. CRC Press, Boca Raton, FL.
2019 Proposal review, *3DS Max Modeling Basics for Video Game Assets: Design, Model Texture and Rig 3D Characters for Export to Unity and other Game Engines* by Bill Culbertson. CRC Press, Boca Raton, FL.
2018-2021 Indie Arcade Organizer, Akron Art Museum Open World Arcade and GameFest Akron
2018-2020 Selection committee member and Speaker Mentor, Game Developers Conference Level Design Workshop
2017 Game Developers Choice Awards Committee Member, Game Developers Conference
2017 Tabletop and Digital Game Reviewer, Serious Play Conference Awards
2017-2020 Leadership and Curriculum Committee, Global Game Jam Next – game jam event for 9-17-year olds
2016 Proposal review, *Game Programming for Artists* by Jarryd Huntley and Hanna Brady. CRC Press, Boca Raton, FL.
2016 Proposal review, *Pixel Art for Game Developers* by Daniel Silber, CRC Press, Boca Raton, FL. Also quoted on the back cover of the book.
2016 Manuscript review, *Video Game Design: Principles and Processes from the Ground Up*, Bloomsbury Publishing, London, UK
2014-2022 Founder and Organizer, Smithsonian American Art Museum Arcade – yearly game festival
2013- Site Organizer, Global Game Jam

2017 Appointed reviewer, game criticism and analysis track for paper submissions for the Digital Games Research Association Conference

2016 Appointed reviewer, game criticism and analysis track for paper submissions for the Digital Games Research Association/Foundations of Digital Games Conference

2014-2016 Chapter Chair, International Game Developers Association (IGDA) Washington, DC chapter

2011-2014 Chapter Board Member, International Game Developers Association (IGDA) Washington, DC Chapter

2014 Research Advisory Committee Member, Global Game Jam

2012 - 2019 Conference Associate, Game Developers Conference (GDC)

2013- MAGFest Academic Game Symposium (MAGES) member, MAGFest

LOCAL SERVICE AND APPEARANCES

2022 Mentored high school senior game design project – Orange High School

2022- Invited the kindergarten class from the Kent State Child Development Center to visit the AGD 23030: Game Prototyping Final Presentation. Kent, OH.

2022 Game Design presentation at Woodland Elementary. Stow, OH.

2019 Invited the kindergarten class from the Kent State Child Development Center to visit the AGD 33095 ST: Game Prototyping Final Presentation. Kent, OH.

2018 “A Future in Game Design.” Buckeye Career Center. New Philadelphia, OH.

DISCIPLINARY MEMBERSHIPS

International Game Developers' Association (IGDA) – Lifetime member

Popular Culture Association

Higher Education Video Game Alliance (HEVGA) – Voting member

Digital Games Research Association (DiGRA)

Cleveland Game Developers

Central Ohio Game Making Group

Akron Game Developers