



Rebecca Rouse, Senior Lecturer  
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## **EDUCATION**

2013

PhD Digital Media, Georgia Institute of Technology

2007

MA Communication and Culture, York University and Ryerson University  
**Degree awarded with distinction**

2004

BA Theatre Studies and German Studies, Brown University

2002

The Trinity/La MaMA Experimental Theatre Company Program  
Instruction in experimental performance techniques, dramaturgy, theory, and  
playwriting. Instructors: Ellen Stewart, Maureen Fleming, Jonathan Hart  
Makwaia, Tiffany Mills, Roberto Sifuentes.

## **EMPLOYMENT**

2020 - present

University of Skövde, School of Informatics  
Senior Lecturer in Media Arts, Aesthetics, and Narration, 2020 -

2017- 2019

Rensselaer Polytechnic Institute, Arts Department + GSAS (Games and  
Simulations Arts and Sciences) Program  
Assistant Professor, 2017 - 2019

2013-16

Rensselaer Polytechnic Institute, Department of Communication & Media +  
GSAS (Games and Simulations Arts and Sciences) Program

Assistant Professor, 2013 - 2016  
Courtesy Appointment, Arts Department, 2016

2008-13

Georgia Institute of Technology, Wesley Center for New Media  
Research Associate, 2008 - 2009  
Graduate Research Assistant, 2009 - 2012  
Instructor, 2012 - 2013

2008

Untravel Media, Inc.  
Field Producer (video), Writer, Director

2006-7

York University, Future Cinema Augmented Reality Lab  
Graduate Research Assistant

2005

Rhode Island PBS Television  
Associate Producer

2004

Trinity Repertory Theatre  
Literary Office assistant; Costume Shop assistant

2003

La MaMa Experimental Theatre Company  
Development Office intern

## **AWARDS, RESIDENCIES + FELLOWSHIPS**

2019

The ICIDS Art Exhibition juried **Excellence in Innovation Award** for "Simmer," augmented reality artist book created in collaboration with Lissa Holloway-Attaway and Brendan Padgett.

**Best Paper Nomination**, 12th International Conference on Interactive Digital Storytelling (ICIDS) for "Someone Else's Story: an Ethical Approach to Interactive Narrative Design for Cultural Heritage."

The AAC&U: American Association of Colleges and Universities Annual Meeting **Early Career Award**. Funded award to support presentation at the AAC&U conference.

2018

The Strong National Museum of Play **Research Fellowship**; Rochester NY  
Weeklong funded research fellowship to examine the Carol Shaw game design archives.

2017

Rensselaer Polytechnic Institute Trustees **Faculty Achievement Award**

**Watershed Lab Invited Residency**; Mount Tremper Arts, Mount Tremper, NY  
Development residency and workshop performance to support *The Nubian Word for Flowers* (Assistant Director, Dramaturg)

Theatre Association of New York State (**TANYS**) **Outstanding Achievement**  
Production Concept Award for direction of *Our Town: New Media Theatrical Experience* (Director)

2016

**Best Paper Award**, 9th International Conference on Interactive Digital Storytelling (ICIDS) for "Media of Attraction: A Media Archeology Approach to Panoramas, Kinematography, Mixed Reality and Beyond." 1,000 Euros, funded by Springer International. Funds used to found a PhD bursary for ICIDS.

2012

Georgia Institute of Technology 2012-2013 **Dean James. E. Dull Award** for my contributions as Dramaturg for the DramaTech Theatre production of *after the quake*

Georgia Institute of Technology CETL Center for the Enhancement of Teaching and Learning **"Thank a Teacher" Award**. 2 Awards.

2004

Brown University **Weston Fine Arts Award for Directing** for my production of *Machinal* (Director)

## **BOOKS**

2018

**Rouse, R.**, Koenitz, H. "Preface: Authoring Our Own Disciplinary Identity as the Interactive Digital Narrative Field Matures." **Rouse, R.**, Koenitz, H., Haahr, M., Eds. *Interactive Storytelling: Lecture Notes In Computer Science*. Proceedings of ICIDS 11th Interactional Conference on Interactive Digital Storytelling, Dublin Ireland, December 5-8, 2018, Springer Verlag.

**Rouse, R.**, Dionisio, M. "Introduction." *Looking Forward, Looking Back: Interactive Digital Storytelling and Hybrid Art-Scholarship Approaches*. Eds. **Rouse, R.**, Dionisio, M. Carnegie Mellon ETC Press: Pittsburgh, PA.

2014

Hollengreen, L., **Rouse, R.** "Introduction." *Meet Me at the Fair: A World's Fair Reader*. Eds. Hollengreen, L., Pearce, C., **Rouse, R.**, Schweizer, B. Carnegie Mellon ETC Press: Pittsburgh, PA. pp. 1-13.

## **BOOK CHAPTERS**

2019

### ***Invited***

**Rouse, R.** "VR and Media of Attraction: Design Lessons from History." Ed. W. Sherman. *VR Developer Gems*. Taylor & Francis CRC Press. Pp. 21-39.

2018

Holloway-Attaway, L., **Rouse, R.** "Designing Postdigital Curators: Establishing an Interdisciplinary Games and Mixed Reality Cultural Heritage Network." Eds. Ioannides, Roko, Martins, J., Lim, V. *Advances in Digital Cultural Heritage*. Lecture Notes in Computer Science: Springer Verlag.

2014

### ***Invited***

**Rouse, R.** "Negotiating Immersion and Critical Distance in Panoramic Forms from the 18th Century to Augmented Reality." Eds: M. Mroz-Grygierowska, T. Ekstrand, A. Wolozdko, I. Lonnborn. *ArtLine: A Baltic Collaboration*, Blekinge Museum: Karlskrona, Sweden. pp. 166-171.

## **ARTICLES + PROCEEDINGS**

2020

**Rouse, R.**, Holloway-Attaway, L. "A Prehistory of the Interactive Reader and Design Principles for Storytelling in Postdigital Culture." Yates, S. G., Ivanescu, A. (Eds.) *Book 2.0 Journal: special issue on the book and digital technology*, vol. 9, Issue 2. In press.

**Rouse, R.**, Corron, A. "Leveling Up: A Critical Feminist Pedagogy for Game Design." Bradbury-Rance, C. (Ed.) *MAI: Feminism and Visual Culture Journal, Focus Issue: Feminist Pedagogies*. Issue 5, Winter 2020.

2019

**Rouse, R.** "Someone Else's Story: an Ethical Approach to Interactive Narrative Design for Cultural Heritage." *Interactive Storytelling: Lecture Notes in Computer Science 11869*, pp. 47-60.

### ***Invited***

**Rouse, R.** (Book Review) "Media Archaeology and Intermedial Performance: Deep Time of the Theatre." *IJPADM: International Journal of Performance Arts and Digital Media*. November 2019, pp. 1-2.

2018

**Rouse, R.** "Partners: Human and Nonhuman Performers and Interactive Narrative in Postdigital Theater." *Interactive Storytelling: Lecture Notes in Computer Science*, Springer Press International. December 2018.

**Rouse, R.**, Holloway-Attaway, L. "Re-Engineering Computational Curricula with Postdigital Heritage, Critical Humanities, and Community Engagement." *IEEE DigitalHERITAGE 2018: 3rd International Congress + Expo*. San Francisco, October 2018.

2017

**Rouse, R.**, Barba, E. "Design for Emerging Media: How MR Designers Think About Storytelling, Process, and Defining the Field." Eds. N. Nunes, V. Nisi, I. Oakley. *Interactive Storytelling: Lecture Notes in Computer Science 10690*, Springer Press International. pp. 245-258.

**Rouse, R.**, Malazita, J. "What's 'Critical' About Critical Game Design?" *12th International Conference on the Foundations of Digital Games*, Extended Abstract and Panel Discussion.

**Rouse, R.**, Chang, B., Ruzanka, S. "Diving into the Multiplicity: Liberating Your Design Process from a Convention-Centered Approach." *Proceedings of the Virtual Reality (VR) 2017 IEEE Conference*. pp. 429-430.

2016

**Rouse, R.** "Media of Attraction: a Media Archeology Approach to Panoramas, Kinematography, Mixed Reality and Beyond." Eds. F. Nack and A.S. Gordon. *Interactive Storytelling: Lecture Notes in Computer Science 10045*, Springer Press International. pp. 97-107.

2015

Guest Eds. **Rouse, R.**, Engberg, M., JafariNaimi, N., Bolter, J. "Special Section: Understanding Mixed Reality." *Digital Creativity*, Volume 26, Issue 3/4. December 2015. pp. 175-227.

**Rouse, R.**, Engberg, M., JafariNaimi, N., Bolter, J. "MRx: An Interdisciplinary Framework for Mixed Reality Experience Design and Criticism." *Digital Creativity*, Volume 26, Issue 3/4. December 2015.

**Rouse, R.** "MRx as Performative and Theatrical Stage: The Performance Studies Lens." *Digital Creativity*, Volume 26, Issue 3/4. December 2015.

**Rouse, R.**, Engberg, M., JafariNaimi, N., Bolter, J. "MRx Design and Criticism: The Confluence of Media Studies, Performance, and Social Interaction." *Digital Creativity*, Volume 26, Issue 3/4. December 2015.

2010

Barba, E., **Rouse, R.**, Bolter, J.D., MacIntrye, B. "Thinking Inside the Box: Meaning-Making in Handheld AR Experiences." *Proceedings of the Ninth IEEE International Symposium on Mixed and Augmented Reality*.

2009

Barba, E., **Rouse, R.** "(In)box With Malcom." *Proceedings of the ACM International Conference on Creativity and Cognition 2009*.

2007

**Rouse, R.** "Dear Miss Millicent Jones." *Public* (34) p. 48-51.

2004

Rouse, W. B., **Rouse, R.** "Teamwork in the Performing Arts." *Proceedings of the IEEE*, 92 (4) p. 606-615.

2001

Rouse, W. B., **Rouse, R. K.** "Understanding and Supporting Teams in the Performing Arts." *Proceedings of the International Workshop on Human Supervision and Control in Engineering and Music*. Kassel, Germany. September 2001. p. 233-237.

## **EDITING, CURATION + LEADERSHIP**

2019

Association for Research in Digital Interactive Narrative (ARDIN) **Board Member** (2018 - ongoing)

International Conference for Interactive Digital Storytelling (ICIDS) **Steering Committee Member** (2018 - ongoing)

**Associate Chair, Program Committee** for International Conference for Interactive Digital Storytelling (ICIDS) 2019 Conference, University of Utah, Salt Lake City, Utah

2018

Association for Research in Digital Interactive Narrative (ARDIN) **Board Member** (2018 - ongoing)

International Conference for Interactive Digital Storytelling (ICIDS) **Steering Committee Member** (2018 - ongoing)

**Co-Chair**, Rensselaer LGBTQ Task Force (2018 - 2019)

**Co-Chair, Program Committee** for International Conference for Interactive Digital Storytelling (ICIDS) 2018 Conference, Trinity College Dublin, Ireland

2017

**Rouse, R.**, Dionisio, M. Art Exhibition Co-Curators: International Conference for Interactive Digital Storytelling (ICIDS) Conference, October 2017 Madeira, Portugal (2016-2017)

**Editorial Board Member**, *Digital Creativity Journal* (2017 - present)  
Taylor & Francis

2014

**Rouse, R.** Editor. (Assisted with structural and rhetorical revisions to address reviewers' concerns, edited for style and clarity, and copy editing. Paid.)  
Schrank, B. *Avant-garde Videogames: Playing with Technoculture*. MIT Press: Cambridge, MA.

2012

**Rouse, R.** Copy Editor. (Paid.)  
Murray, J. *Inventing the Medium: Principles of Interaction Design as a Cultural Practice*. MIT Press: Cambridge, MA.

2011

**Rouse, R.** Copy Editor. (Editing for clarity and style, and assistance with ESL related writing issues. Paid.)  
Bouwknegt, H. *Beyond the Simulacrum: A Conceptual Semiotic Approach for the Analysis and Design of Digital Media*. Nodus Publikationen: Muenster, Germany.

## **INSTALLATIONS + PERFORMANCES**

2020

*The Golden Key Variations*  
Mixed media popup book. Author, illustrator, and paper engineer, **Rebecca Rouse**. Composer, Brendan Padgett. *9th International Digital Storytelling Conference*, March 31- April 1, Loughborough University, Loughborough UK.

2019

*Simmer*  
Mixed media augmented reality popup book. Design and paper engineering, **Rebecca Rouse**. Text and augmented reality, Lissa Holloway-Attaway. Composer, Brendan Padgett. *12th International Conference for Interactive Digital Storytelling Juried Art Exhibition*, November 20-22, Salt Lake City, Utah.

*The Golden Key Variations*  
Mixed media popup book. Author, illustrator, and paper engineer, **Rebecca Rouse**. Composer, Brendan Padgett. *Changing Climates* exhibition May 22 - June 1, The Karlskrona Marine Museum, Karlskrona, Sweden.



*Go Deeper*

Immersive film installation. Cinematography, Marcos Serafim. Screenplay, **Rebecca Rouse**. Narrator, Brendan Padgett.

- *Changing Climates* exhibition May 22 - June 1, The Karlskrona Marine Museum, Karlskrona, Sweden.
- *Fu:Bar/Glitch Art Festival*, October 5 -11, AKC Attack Autonomni Kulturni Arts Center, Zagreb, Croatia.

*Land Mass, Barnacle, Colony, Bot*

Interactive media performance. Director and Playwright, **Rebecca Rouse**. Producer, Lissa Holloway-Attaway. Composer, Brendan Padgett. Performance May 22, The Karlskrona Marine Museum, Karlskrona, Sweden.

*Sweeney Todd*

Music and Lyrics, Stephen Sondheim. Book, Hugh Wheeler. Director, **Rebecca Rouse**. Produced by The RPI Players. Performances April 12 - 20, The RPI Playhouse, Rensselaer Polytechnic Institute, Troy, NY.

2018

*A Little Night Music*

Music and Lyrics, Stephen Sondheim. Book, Hugh Wheeler. Director, Stephen Sanborn. Produced by The RPI Players. **Madame Armfeldt, Rebecca Rouse**. Performances April 20 -28, The RPI Playhouse, Rensselaer Polytechnic Institute, Troy NY.

2017

*Peer Gynt: Orchestral Spectacular*

**Director, Rebecca Rouse**. Conductor and Musical Director, Nicholas DeMaison. Adaptation: **Story, Rebecca Rouse**. Music, Nicholas DeMaison. Puppet Design, Jefferson Kielwagen. In collaboration with the RPI Players. Performance December 10th, EMPAC (Experimental Media Performing Arts Center), Rensselaer Polytechnic Institute, Troy NY.

*The Nubian Word For Flowers*

Director, Libretto: IONE; Composer: Pauline Oliveros

**Assistant Director and Dramaturge: Rebecca Rouse**

World Premiere Performance November 30th, Roulette, Brooklyn NY.

*Finding Roebing*

Exhibit Producer: Andrew White, Director of Rensselaer Libraries. Author: Erica Wagner. Exhibit Designer: Jenifer Monger, Archivist. **Experience Designer: Rebecca Rouse.** Lead Developer and Interface Designer: Noah Zucker. Voice Actor: Marc Destefano.

Exhibited September - December, Rensselaer Polytechnic Institute Folsom Library, Troy NY.

*Our Town*

**Director: Rebecca Rouse;** Interaction Designer: Marc Destefano; Visual Artist: Clare Johnson; Composer: Brendan Padgett; Playwright: Thornton Wilder. In collaboration with the RPI Players, EMPAC, and the Rensselaer Choir. Performance March 9-11 at EMPAC (Experimental Media Performing Arts Center), Rensselaer Polytechnic Institute, Troy NY.

2015

*Below Stairs*

**Project Lead, Script and Visual Art: Rebecca Rouse.** Programming: Kate Tyrol. Usability: Jacky Doll. Acknowledgements: Ilene Frank, RCHS Executive Director; Stacy Pomeroy-Draper, RCHS Curator. The students of COMM 4965/6963 Spring 2014: Leo Antelles, Sebastian Basch, Jason Coley, Jacky Doll, John Grover, Sarabeth Jaffe, Irene Khan, Leslie King, Raven Kwok, Nick Lewis, Doris Xian. Rensselaer County Historical Society Hart-Cluett House. Troy, NY. October 2015.

2014

*The Episodic Operator*

Designers and performers: Jonas Braasch, Ted Krueger, Pauline Oliveros, Mei Si, and David Whalen. **Concept design development and script: Rebecca Rouse.** International Symposium on Adaptive Technology for Music and Art (ISATMA). Rensselaer Polytechnic Institute, Troy NY. July 2014.

2013

*after the quake*

Director: Melissa Foulger, **Dramaturge: Rebecca Rouse,** Playwright: Frank Galati DramaTech Theatre, Georgia Institute of Technology, Atlanta, Georgia. February 2013.

**Invited performance** at ArtLine Mixing Realities Digital Performance Festival, Blekinge Technical Institute, Karlskrona, Sweden. May 2013.

2012

*Ascent*

**Designers:** **Rebecca Rouse**, Andrew Quitmeyer, Mariam Asad, Paul Clifton, Tom Jenkins.

GVU20 Anniversary Celebration, Technology Square Research Building, Atlanta, Georgia. October 2012.

2011

*Ducks Feed People*

**Designers:** Andrew Quitmeyer, **Rebecca Rouse**, Thomas Lodato, Vignesh Swaminathan, Andrew Roberts, Matthew Drake, Michael Nitsche.

Piedmont Park, Atlanta GA installation December 2010, **featured on Virgin Atlantic Flight's Boingboing channel** May and June 2011.

*Pictures at an Exhibition*

Designers: DWIG (Digital World Image Group) and SynLab (Synaesthetic Media Lab) led by Michael Nitsche and Alexandra Mazalek.

**Performers:** **Rebecca Rouse**, Brad Beglin, Michelle Bjornas, Mauree Culberson, Donovan Verity.

Center for Puppetry Arts, Atlanta GA. May 2011.

2010

*Showtime Vending*

**Designers:** Andrew Quitmeyer, **Rebecca Rouse**, Thomas Lodato, Vignesh Swaminathan, Andrew Roberts, Matthew Drake, Michael Nitsche,.

Digital Media Demo Day, Georgia Institute of Technology, Atlanta GA. May 2010.

*The Media Experiment*

**Designers and Performers:** **Rebecca Rouse**, Andrew Quitmeyer.

The High Museum of Art, Atlanta GA, and The Blue Tower Arts Gallery, Atlanta, GA. May 2010.

2009

*[inbox]*

**Designers:** Evan Barba, **Rebecca Rouse**.

ACM Creativity and Cognition 2009. Everyday Creativity: Shared Languages and Collective Action. Berkeley University Art Museum, Berkeley, CA. October 2009.

*Club Verona*

Director: Melissa Foulger. Writer: Jenifer Vandagriff. **Producer: Rebecca Rouse.**

Advisors: Jay David Bolter, Michael Nitsche.

Digital Media Demo Day, Georgia Institute of Technology, Atlanta GA. May 2009.

2007

*Woyzeck*

**Director, Designer, Translator, Adaptation Script and Lyrics: Rebecca Rouse,**

Composer: Brendan Padgett, Choreographer: Kyle Shepard, Playwright: Georg Büchner.

Inaugural installation at the Future Cinema Augmented Reality Lab, York University, Toronto, Canada. September 2007.

2004

*The Magellan Project*

**Director, Playwright: Rebecca Rouse,** Choreographer: Kyle Shepard,

Composer: Ben Kamber.

Production Workshop, Brown University, Providence RI. May 2004.

*Machinal*

**Director: Rebecca Rouse,** Playwright: Sophie Treadwell

Leeds Theatre, Brown University, Providence RI. February 2004

2003

*Transforming Jimmy Dalton*

**Lyrics, Book: Rebecca Rouse,** Music: Brendan Padgett, Director: Michael Perlman.

Stuart Theatre, Brown University, Providence RI. February 2003.

2002

*Fefu and Her Friends.*

**Director: Rebecca Rouse,** Playwright: Maria Irene Fornes

Production Workshop, Brown University, Providence RI. May 2002.

## **CONFERENCE PRESENTATIONS**

2020

### ***Invited Keynote***

"Storytelling in Panoramic Forms: Immersion, Empathy, and Social Change."

**Rebecca Rouse.**

*5th Annual CHCI Immersive Storytelling Workshop, Virginia Tech, Blacksburg VA, March 2020.*

### ***Invited***

"Playing at the Page: Designing to Support Creative Readership Practices."

**Rebecca Rouse, Lissa Holloway-Attaway.**

*Pop-App: International Conference on Description, Conservation, and use of Movable Books, Palazzo Barolo, Turin, Italy, February 2020.*

2019

### ***Invited Keynote***

"Mixed Reality Theatre: History and Practice"

**Rebecca Rouse.**

*ZipScene Conference, Moholy-Nagy University of Art and Design, Budapest Hungary, November 2019.*

"D'en face: Resisting Distraction via Augmented Reality."

Laura Hollengreen, **Rebecca Rouse.**

*ICMA: International Center of Medieval Art at Forum Kunst des Mittelalters. Bern, Switzerland, September 2019.*

"Teaching Digital Design for Cultural Heritage: Augmented Reality, Archives, and Community Engagement."

**Rebecca Rouse.**

*SAA: Society for American Archivists, Austin TX, July 2019.*

"AR Design for Hidden Histories: Community Engagement, Co-Design, and Interdisciplinary Collaboration."

**Rebecca Rouse.**

*DH2019: Digital Humanities, Utrecht, Netherlands, July 2019.*

"Playing at High Stakes: Using Intergroup Dialogue to Advance Critical Pedagogy for Game Design."

Amy Corron, **Rebecca Rouse.**

*Intergroup Dialogue Conference, University of Massachusetts Amherst, Amherst MA, June 2019.*

“The STEM/STEAM History of Harriet Tubman.”

Janell Hobson, **Rebecca Rouse.**

*Women, Race, & Class Lecture Series, Department of Women’s, Gender, and Sexuality Studies, University at Albany, Albany NY, February 2019.*

***Invited***

Pedagogical Approaches to Community Engagement and AR Design.”

*Digital Media Alumni Lecture Series, Georgia Institute of Technology, Atlanta GA, January 2019.*

“Critical Computing: Developing an Integrated Humanities, Arts, and Computer Science Curriculum”

**Rebecca Rouse,** James Malazita.

*AAC&U: American Association of Colleges and Universities Annual Meeting, Atlanta GA, January 2019.*

2018

***Invited***

“Land Mass, Barnacle, Colony, Bot: Performing Speculative Baltics Past and Future.”

Rebecca Rouse.

*Changing Climates: Engaging Citizens with Local Environments and Ecologies through Digital Interventions Symposium and Living Lab.*

University of Skövde, Sweden. November 2018.

“What We Don’t Talk About When We Talk About Games: Responsibility, Games, Rigor, and Criticality.”

Gillian Smith, James Malazita, **Rebecca Rouse.**

*DGC: Different Games Collective 2018 Conference.* Worcester Polytechnic Institute, October 2018.

“Incorporating Intergroup Dialogue in Games Education to Increase Diversity and Inclusion.”

**Rebecca Rouse,** Amy Corron.

*DGC: Different Games Collective 2018 Conference.* Worcester Polytechnic Institute, October 2018.

**Invited**

"The Set Directs the Play: Human and Nonhuman Performers on the Postdigital Stage."

**Rebecca Rouse.**

*College of Architecture Colloquium, University of Arizona, Tucson AZ.*  
September 2018.

"Designing for the Postdigital Reader: Literary Adaptation, Performance, Inscription, and Heritage in Mixed Reality."

**Rebecca Rouse**, Lissa Holloway-Attaway.

*Electronic Literature Organization ELO 2018 Conference.* University of Quebec, Montreal, Canada. August 2018.

"The Challenges of Multimedia Archives: A Case Study in Accessibility and Engaging Researchers."

Jennifer Monger, **Rebecca Rouse.**

*New York Archives 2018 Conference,* University at Albany, Albany, New York.  
June 2018.

"Playing with Postdigital Heritage: Designing Mixed Reality Media Games for New Engagements with the Past."

Lissa Holloway-Attaway, **Rebecca Rouse.**

*Video Games and Museums: Educational Digital Tools for the Participatory GLAM (Galleries, Libraries, and Museums) Space.*  
University of Helsinki, Finland. May 2018.

"Virtual Reality and Immersive Experience: Where New Forms of Reality Fit in Your Business."

Panelist with Alex Chaucer, Sam Margolius, Elizabeth McLaren, Ian Stead.  
*Albany IT Symposium,* Albany NY. April 2018.

2017

"Animating the Archive: Augmented Reality for Cultural Heritage."

**Rebecca Rouse**, Noah Zucker.

*The Carl A. Westerdahl Forum Symposium: The Postdigital Library*  
Rensselaer Polytechnic Institute Libraries and Archives, Troy NY. September 2017.

"Digital Blackfriars: A Multimedia Experiment"

Kirk Quinsland, **Rebecca Rouse**.

*Digitizing the Stage: Rethinking the Early Modern Theatre Archive*

The Bodleian Libraries and the Folger Shakespeare Library, University of Oxford.  
Oxford, UK. July 2017

"Communicating Across Difference: Building an Intergroup Dialogue Program at  
a STEM Institution"

Amy Corron, **Rebecca Rouse**

*Engage for Change: Capital Region Community Engagement Conference.*

Siena College, Albany NY. May 2017.

2016

"Media of Attraction: a Media Archeology Approach to Panoramas,  
Kinematography, Mixed Reality and Beyond."

**Rebecca Rouse**

*ICIDS: 9th International Conference on Interactive Digital Storytelling.*

Institute for Creative Technologies, University of Southern California, Los  
Angeles, USA. November 2016.

**Invited**

"Bridging Engineering and Liberal Arts in an Augmented Reality Design  
Course."

**Rebecca Rouse**, Jacky Doll.

*9th Symposium on Engineering and Liberal Education.*

Union College, Schenectady NY. June 2016.

"Teaching Mobile Augmented Reality Design and History through Community-  
University Collaboration."

**Rebecca Rouse**, Kathryn T. Sheehan, Katherine Tyrol.

*Engage for Change: Capital Region Community Engagement Conference.*

Siena College, Albany NY. May 2016.

**Invited**

"Technology on Stage: Dramaturgy, Design and Performance."

**Rebecca Rouse**

*Production Workshop UpSpace Series*

Brown University, Providence RI. March 2016.



2015

**Invited**

"Mixed Reality Design from a Performance Perspective."

**Rebecca Rouse**

*Designing Digital Heritage Symposium.*

University of Skövde, Sweden. December 2015.

2014

**Invited**

"Designing Digital Heritage and Mixed Reality Performances."

**Rebecca Rouse**

*Designing Digital Heritage Symposium.*

University of Skövde, Sweden. December 2014.

"The Digital Alchemist: A Mixed Reality Exploration of Jonson's Alchemist as Site-Specific Theatre."

Kirk Quinsland, **Rebecca Rouse**

*Digital Humanities 2014.*

University of Lausanne and Ecole Polytechnique Federale de Lausanne, Lausanne, Switzerland. July 2014.

"NEXT10" Symposium Panel

**Moderator, Rebecca Rouse**

Panelists: Matt Boch, Jake Elliott, Tamas Kemenczy, Michael Nitsche.

*GameFest.*

Rensselaer Polytechnic Institute, Troy, NY. April 2014.

"On the Horizon: Augmented Reality for Learner-Centered Teaching Environments."

**Rebecca Rouse**

*14th Rensselaer Colloquium on Teaching and Learning.*

Rensselaer Polytechnic Institute, Troy, NY. April 2014.

2013

**Invited**

"Digital Media on Stage in Theory & Production."

**Rebecca Rouse, Melissa Foulger**

*ArtLine Mixing Realities Digital Performance Festival.*

Blekinge Technical Institute, Karlskrona, Sweden. May 2013.

"Writing, Performance, Design: Frameworks for Understanding & Creating New Narratives in Augmented Reality."

**Rebecca Rouse**, Nassim Jafarinaimi, Maria Engberg, Jay David Bolter  
*HASTAC 2013 - The Storm of Progress: New Horizons, New Narratives, New Codes.*

York University, Toronto, Canada. April 2013.

"Technology on Stage in *after the quake.*"

**Rebecca Rouse**

*Performing Technology: Symposium on Digital Media, Stage and Performative Applications.*

Georgia Institute of Technology, Atlanta, Georgia. February 2013.

2012

"Integrating and Using Panoramas and Photographic Images in AR Experiences."

Evan Barba, Jay David Bolter, Maria Engberg, Isaac Kulka, **Rebecca Rouse**  
*The Eleventh IEEE International Symposium on Mixed and Augmented Reality.*  
Georgia Institute of Technology, Atlanta, Georgia. November 2012.

**Invited**

"Experiments with Digital Media in Performance: Research in the Digital Performance Initiative."

**Rebecca Rouse**

*Guest Lecture, Digital Culture and Communication Program.*

Blekinge Institute of Technology, Karlskrona, Sweden. October 2012.

**Invited**

"Spectacle on Display: From 18th Century Panoramas to Augmented Reality."

**Rebecca Rouse**

*ArtLine Seminar: Performing Exhibitions: Digital Media & Art.*

Blekinge Institute of Technology, Karlskrona, Sweden. October 2012.

"A Dramaturgy for Digital Technologies in Story-Based Theater."

**Rebecca Rouse**

*International Federation for Theatre Research 2012 Conference - Mediating Performance: Scene, Media and Mediation.*

Pontificia Universidad Catolica de Chile, Santiago, Chile. July 2012.

2011

"Panoramic Forms: From Social Spectacle to Handheld Illusion."

**Rebecca Rouse**, Jay David Bolter

*Rewire Conference 2011: Fourth International Conference on the Histories of Media, Art, Science and Technology.*

Liverpool, UK. September 2011.

2010

"Thinking Inside the Box: Meaning-Making in Handheld AR Experiences."

Evan Barba, **Rebecca Rouse**, Jay David Bolter, Blair Macintyre

*The Ninth IEEE International Symposium on Mixed and Augmented Reality.*

Seoul, Korea. October 2010.

2009

**Invited**

"Storyworlds & Mixed Reality Technologies: Current Research in the Digital Performance Initiative."

**Rebecca Rouse**

*gRIG Seminar 2009. Narrative Strategies: Guild for Reality Integrators & Generators*

University of Oslo InterMedia Lab: Oslo, Norway. October 2009.

2008

"Remediating Woyzeck: The Uncanny Across Technologies."

**Rebecca Rouse**, Brendan Padgett

*Uncanny Media: International Conference on the Gothic Shadows of Mediation*

Utrecht University, Utrecht, Netherlands. August 2008.

## **RESEARCH FUNDING**

2018

Seed Box Grant

"Enacting Baltic Ecosystems: Supporting Critical Digital Imaginaries and Interventions with the Baltic Sea and its Environment(s)."

PI: Lissa Holloway-Attaway

Co-PIs: Cheryl E. Ball, Jay David Bolter, Nynne Sole Dalä, Torun Ekstrand, Maria Engberg, Sigi Iottkandt, Rebecca Rouse, Daniel Spikol.

**Awarded. \$40,000.**

2017

Rensselaer Student Union

"Peer Gynt"

Co-applicants: Rebecca Rouse, Nicholas DeMaison, the RPI Players.

**Awarded. \$4,800.**

Friends of Folsom Library

"Finding Roebling"

Co-PIs: Andrew White, Jenifer Monger, Rebecca Rouse

**Awarded. \$1,500.**

RPI Teaching and Learning Collaboratory Seed Grant

"Metaliteracy Quest Project"

PI: Andrew White

Co-PIs: Lillian Spina-Caza, Rebecca Rouse, Jenna Pitera

**Awarded. \$20,000.**

2016

HASS Dean's Office Funding

"Our Town: New Media Theatrical Experience"

Co-PIs: Rebecca Rouse, Marc Destefano

**Awarded. \$4,500.**

NEH Humanities Connections

"alt.code: Building a Humanities Curriculum via the Synthesis of Critical Theory, Computer Science, and the Digital and Physical Arts."

Co-PIs: Jim Malazita, Rebecca Rouse, Sibel Adali, Barbara Cutler.

**Awarded. \$64,000.**

Airline Voucher Travel Funding Program (Rensselaer Polytechnic Institute)

**Awarded.**

2015

Rensselaer HASS Flash Grant (Rensselaer Polytechnic Institute)

"Our Town: New Media Theatrical Experience"

Co-PIs: Rebecca Rouse, Marc Destefano.

**Awarded \$2,500.**

Rensselaer Student Union - Performing Arts EMPAC Fund  
"Our Town New Media Theatrical Experience"  
Co-applicants: Rebecca Rouse, the RPI Players.  
**Awarded \$2,500**

2014

Rensselaer HASS Flash Grant (Rensselaer Polytechnic Institute)  
"Fairlandia: An Augmented Reality Mobile Project for the World's Fair."  
Co-applicants: Tamar Gordon, Rebecca Rouse, Marc Destefano, Lori C. Walters.  
**Awarded \$4,769.**

2013

Ivan Allen College Travel Grant (Georgia Institute of Technology)  
**Awarded**

School of Literature, Media, and Communication Travel Grant (Georgia Institute of Technology)  
**Awarded**

2012

Graphics, Visualization and Usability Center - GVU 20 Commissioned Project Award. (Georgia Institute of Technology)  
"Ascent."  
Rebecca Rouse, Andrew Quitmeyer, Paul Clifton, Mariam Asad, Tom Jenkins.  
**Awarded \$8,000.**

Wesley New Media Center Travel Grant (Georgia Institute of Technology)  
**Awarded (2009, 2010, 2011, 2012)**

GVU Graphics, Visualization, Usability Center Travel Grant (Georgia Institute of Technology)  
**Awarded (2009, 2010, 2011, 2012)**

SGA Student Government Association Travel Grant (Georgia Institute of Technology)  
**Awarded (2009, 2010, 2011, 2012)**

## **STUDENT ADVISING**

### **Dissertations Supervised as Chair**

Eric Walsh (Graduated 2018) "Design Strategies for Encouraging Impact in Games for Change."

Communication and Rhetoric PhD Program, Dept. of Communication and Media  
Rensselaer Polytechnic Institute

Jason Coley (Graduated 2019) "The Body's Acclimation to Virtual Environments: Understanding How We Enact Presence in Virtual Reality."

Communication and Rhetoric PhD Program, Dept. of Communication and Media  
Rensselaer Polytechnic Institute

Carolyn Tennant (expected graduation 2020) "Meiko and the Grove: Documentary, Archives, and Emerging Media."

Electronic Arts PhD Program, Dept. of the Arts  
Rensselaer Polytechnic Institute

### **PhD Committees**

Mara Dionisio (expected graduation 2020) "Leveraging Transmedia Education-Entertainment to Augment Tourists' Awareness of Local Issues."

Doctoral Program in Digital Media, Faculty of Science and Technology  
Universidade Nova de Lisboa, Portugal

Van Tran Nguyen (expected graduation 2020) "Performing Memory for Land, Labor, and Hybrid Identities."

Electronic Arts PhD Program, Dept. of the Arts  
Rensselaer Polytechnic Institute

Joshua A. Fisher (Graduated 2019) "Mixed Reality Technologies for Participatory Documentary and Interactive Performance."

Digital Media PhD Program, School of Literature, Media and Communication  
Georgia Institute of Technology

Maria Cecilia Reyes (Graduated 2019) "Interactive Fiction in Cinematic Virtual Reality."

Doctoral Program in Digital Humanities  
University of Genoa, Italy

Matthew O'Hare (Graduated 2018) "Points of Contact: An Actor-Centered Approach for the Design of Interactive Environments for Theatre Performance."  
Electronic Arts PhD Program, Dept. of the Arts  
Rensselaer Polytechnic Institute

Diana Alvarez (Graduated 2018) "Bridge Artistx Innovate: Gatherings of Women, Non-Binary, and Genderqueer Artists of Color."  
Electronic Arts PhD Program, Dept. of the Arts  
Rensselaer Polytechnic Institute

Robb Conrad Lauzon (Graduated 2018) "Experiencing Memorial Space in 'A Land of Refuge'"  
Communication and Rhetoric PhD Program, Dept. of Communication and Media  
Rensselaer Polytechnic Institute

Britney Summit-Gil (Graduated 2017) "Making Men: Community Building and Masculinity Online."  
Communication and Rhetoric PhD Program, Dept. of Communication and Media  
Rensselaer Polytechnic Institute

Kirk Quinsland (Graduated 2014) "Interactive Performance and the Early Modern Stage."  
English PhD Program, Dept. of English  
Fordham University

**External PhD Evaluation:**

Torbjörn Svensson (50% seminar - 2018) "Exploring Engagement from Games to News: Developing Models of Interaction and Play for Youth with Local News."  
Informatics PhD Program, School of Informatics  
University of Skövde, Sweden

**Undergraduate Advising**

Advising 10-20 GSAS Games and Simulation Arts and Sciences undergraduates each year from 2013 - 2019

## **CURRICULUM DEVELOPMENT**

### **Undergraduate Courses Designed**

History and Culture of Games  
Introduction to Media Studies  
Playwrighting  
World's Fairs: Technology, Design, and Society

### **Graduate Courses Designed**

Augmented Reality Design for Cultural Heritage  
Game Design: Theory and Praxis  
Topics in Games Research: Interactive Narrative and Play from Antiquity to Mixed Reality  
Advanced Game Design & UX Methods  
Mixed Reality Stage Design

### **Degree Programs Designed**

Critical Game Design MS/PhD

## **REVIEWING**

- ICIDS: International Conferences for Interactive Digital Storytelling (2017 - present)
- CHI and CHI Play (2018 - present)
- ELO: Electronic Literature Organization (2020)
- NEH: National Endowment for the Humanities Advancement Grants (2019)
- IJPADM: International Journal of Performance and Digital Media (2018)
- ISMAR: IEEE International Symposium for Mixed and Augmented Reality (2011 - 2018)
- ArtsIT (2018)
- IJHCI: International Journal of Human Computer Interaction (2016)
- IEEE VR: Virtual Reality + 3DUI (2015, 2016)
- ACM Creativity and Cognition (2015)
- SURP Summer Undergraduate Research Projects, Rensselaer Polytechnic Institute (2014)
- Convergence Journal Special Issue: Cultural Expression in Augmented and Mixed Reality (2014)
- CHI 2013: Changing Perspectives (2013)
- PURA President's Undergraduate Research Awards, Georgia Institute of Technology (2013)



## **CONSULTING**

2018

Consultant to advise design of campus-wide immersive media experience to debut future campus planning vision.

University of Arizona, Office of Creative Services and Brand Management.  
September 2018.

Consultant to advise development of NEH funded minor in "Digital Humanities, Data Science, and Social Justice."

Xavier University of Louisiana, Colleges of Arts and Sciences. August 2018.

## **PROFESSIONAL DEVELOPMENT**

2019

- The National Intergroup Relations Institute; University of Michigan. Intensive two day workshop training for university faculty and administrators on intergroup dialogue and pedagogy. Rensselaer Polytechnic Institute, Troy NY, August 2019.

2018

- Unreal Academy. Intensive three day workshop training for university faculty on the Unreal 4 game engine. Epic Games, Inc., New York City NY, July 2018.

2016

- Workshop participant, Teaching Game Studies. DiGRA/FDG Dundee, Scotland, August 2016.

2015

- Rensselaer Graduate Advising Enhancement Workshop. Rensselaer Polytechnic Institute.
- NEH Office of the Digital Humanities Project Directors meeting open seminar. Washington DC.
- Campus Pride Index: How LGBTQ-Friendly is my campus? Webinar with Shane L. Windmeyer, Executive Director, Campus Pride.

2014

- Blended Learning Seminar. Rensselaer Polytechnic Institute.
- Supporting Trans Students in Higher Education. Webinar with Genny Beemyn, UMass Amherst College.

2013

- SafeZone Training. LGBTQ awareness training with Tara Schuster. Rensselaer Polytechnic Institute.
- Faculty Advising Training Workshop Series with Jeannie Stiegler. Rensselaer Polytechnic Institute.
- CETL Center for Teaching and Learning certificate program in active learning pedagogies and curriculum design. Georgia Institute of Technology.

## **PRESS & INTERVIEWS**

2019

Interview

Bakk, A. K. "VR as a Narcissistic Medium." *Acta. Univ. Sapientiae Film and Media Studies Journal*, Issue 17, pp. 157-167.

2018

The Albany Times Union

"Cohoes, RPI work together on cutting-edge mural."

Article on my AR Design for Cultural Heritage course collaboration with the City of Cohoes on an augmented reality mural by Kenneth C. Crowe.

<https://www.timesunion.com/news/article/Cohoes-and-RPI-work-together-on-augmented-reality-12717696.php>

2017

The Albany Times Union

"Elevating Brooklyn Bridge Builder: Ex-London Times editor pens bio of Roebling; RPI opens virtual reality expo."

Review of the Finding Roebling exhibit at Folsom Library by Lynda Edwards

<https://www.timesunion.com/local/article/Elevating-Brooklyn-Bridge-builder-12205079.php>

Interview - Voices of VR Podcast

"#598; Cinema of Attractions: What can VR Learn from the Early Days of Film"

Interview with Kent Bye about my Media of Attraction research

<http://voicesofvr.com/598-cinema-of-attractions-what-vr-can-learn-from-the-early-days-of-film/>

RPT Internacional Telejournal Madeira

Television interview about my co-curation of the ICIDS Art Exhibition in Madeira

<http://www.rtp.pt/play/p85/e316016/telejournal-madeira>

The New York Times

“Review: A ‘Phantom Opera’ Dreams Between Life and Death”

Review of The Nubian World for Flowers world premiere at Roulette

Intermedium by Zachary Woolfe

<https://www.nytimes.com/2017/12/01/arts/music/pauline-oliveros-operation.html? r=0>

The New York Times

“An Unfinished ‘Phantom Opera’ Is Completed With Love”

The Nubian Word for Flowers pre-performance profile by Thomas May

[https://www.nytimes.com/2017/11/24/arts/music/pauline-oliveros-operation.html?ref=collection%2Fsectioncollection%2Farts&action=click&contentCollection=arts&region=stream&module=stream\\_unit&version=latest&contentPlacement=3&pg](https://www.nytimes.com/2017/11/24/arts/music/pauline-oliveros-operation.html?ref=collection%2Fsectioncollection%2Farts&action=click&contentCollection=arts&region=stream&module=stream_unit&version=latest&contentPlacement=3&pg)

2015

The Troy Record

“Hart-Cluett House Comes to Digital Life”

Review of the Below Stairs AR application by Danielle Sanzone

<http://www.troyrecord.com/general-news/20151022/hart-cluett-house-comes-to-digital-life>

2011

Virgin Atlantic’s BoingBoing in-flight TV channel

Segment featuring “Ducks Feed People” media-art-ecology collaboration with Andrew Quitmeyer, Thomas Lodato, Vignesh Swaminathan, Andrew Roberts, Matthew Drake, Michael Nitsche.

2007

The Toronto Star

“Audience Directs Interactive Play”

Review of Augmented Reality “Woyzeck” by Shauna Rempel

[https://www.thestar.com/life/2007/10/11/audience\\_directs\\_interactive\\_play.html](https://www.thestar.com/life/2007/10/11/audience_directs_interactive_play.html)