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## **EDUCATION**

PhD Digital Media, Georgia Institute of Technology, 2013

MA Communication and Culture, York University and Ryerson University, 2007

**Degree awarded with distinction**

BA Theatre Studies and German Studies, Brown University 2004

The Trinity/La MaMA Experimental Theatre Company Program, 2003

Instruction in experimental performance techniques, dramaturgy, theory, and playwriting. Instructors: Ellen Stewart, Maureen Fleming, Jonathan Hart Makwaia, Tiffany Mills, Roberto Sifuentes.

## **EMPLOYMENT**

University of Skövde, School of Informatics, Division of Game Development  
Associate Professor in Media Arts, Aesthetics, and Narration, 2022 -

University of Skövde, School of Informatics, Division of Game Development  
Senior Lecturer in Media Arts, Aesthetics, and Narration, 2020 - 2021

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

Rensselaer Polytechnic Institute, Department of Communication & Media + GSAS (Games and Simulations Arts and Sciences) Program  
Assistant Professor, 2013 - 2016  
Courtesy Appointment, Arts Department, 2016

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

Untravel Media, Inc.  
Field Producer (video), Writer, Director, 2008

York University, Future Cinema Augmented Reality Lab  
Graduate Research Assistant, 2006-7

Rhode Island PBS Television  
Associate Producer, 2005

Trinity Repertory Theatre  
Literary Office assistant; Costume Shop assistant, 2004

La MaMa Experimental Theatre Company  
Development Office intern, 2003

## **AWARDS, RESIDENCIES + FELLOWSHIPS**

The 2019 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.” (2019)

The AAC&U: American Association of Colleges and Universities Annual Meeting 2019 **Early Career Award**. Funded award to support presentation at the AAC&U conference.

The Strong National Museum of Play 2018 **Research Fellowship**; Rochester NY funded research fellowship to examine the Carol Shaw game design archives.

Rensselaer Polytechnic Institute Trustees 2017 **Faculty Achievement Award**

**Watershed Lab Invited Residency;** Mount Tremper Arts, Mount Tremper, NY  
2017 Development residency and workshop performance to support *The Nubian Word for Flowers* (Assistant Director, Dramaturg)

Theatre Association of New York State (**TANYS**) **Outstanding Achievement** 2017  
Production Concept Award for direction of *Our Town: New Media Theatrical Experience* (Director)

**Best Paper Award**, 9th International Conference on Interactive Digital Storytelling (ICIDS) 2016 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.

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 in 2012.

Brown University 2004 **Weston Fine Arts Award for Directing** for my production of *Machinal* (Director)

## **BOOKS**

**Rouse, R.**, Series Editor: *Interactive Storytelling Art* book series (2018 - ongoing); Carnegie Mellon ETC Press.

Clark, L., Kelomees, R., Ed. (2022) *(re/dis) connection: Interactive Storytelling Art, vol. 5*. Carnegie Mellon ETC Press.

Reyes, M. C., Pope, J., Ed. (2021) *Texts of Discomfort: Interactive Storytelling Art, vol. 4*. Carnegie Mellon ETC Press.

Bown, R., Salisbury, B., Ed. (2020) *The Expression of Emotion in Humans and Technology: Interactive Storytelling Art, vol. 3*. Carnegie Mellon ETC Press.

**Rouse, R.**, Dionisio, M., Ed. (2018) *Looking Forward, Looking Back: Interactive Digital Storytelling and Hybrid Art-Scholarship Approaches. Interactive Storytelling Art, vol. 1*. Carnegie Mellon ETC Press.

**Rouse, R.**, Berg Marklund, B., Taylor, A. A. (2022) *What Happens When We Play: A Critical Approach to Game User Experience Design and Education*. Carnegie Mellon ETC Press.

**Rouse, R.**, Koenitz, H. (2018) "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.

Hollengreen, L., Pearce, C., **Rouse, R.**, Schweizer, B., Ed. (2014) *Meet Me at the Fair: A World's Fair Reader*. Carnegie Mellon ETC Press.

## **BOOK CHAPTERS**

### ***Invited***

**Rouse, R.** (In Press) "The Brightest Heaven of Invention: Theatre as Laboratory for Interactive Storytelling with Immersive Technology." In: Bakk, Á. K., Makai, P. K., Eds. *Immersion in Analogue and Digital Environments: Enchantment as a Laboratory for Transdisciplinary Thinking and Practice*. Palgrave MacMillan

**Rouse, R.** (2022) "Design Power: Four Myths about Technology, the Role of the Designer, Power, and Oppression." In: Rouse, R., Berg Marklund, B., Taylor, A. A., Eds. (2022) *What Happens When We Play: A Critical Approach to Game User Experience Design and Education*. Carnegie Mellon ETC Press. 41-66.

**Rouse, R.** (2022) "Understanding a Complex Inheritance: Measurement, Game Culture, Military Technology & Computer Science Legacies in GUX." In: Rouse, R., Berg Marklund, B., Taylor, A. A., Eds. (2022) *What Happens When We Play: A Critical Approach to Game User Experience Design and Education*. Carnegie Mellon ETC Press. 83-118.

### ***Invited***

Hollengreen, L., Rouse, R. (2022) "Design at the Border: Liminality, the Virtual, and Interior Transformation from Antiquity to Mixed Reality." In: Turner-Rahman, G. T., Vahdat, V., Gottwald, D. *Virtual Interiorities, Book One: When Worlds Collide*. Carnegie Mellon ETC Press. 137-172.

### ***Invited***

**Rouse, R.** (2021) "Against the Instrumentalization of Empathy: Immersive Technologies and Social Change." In: Fisher, J. A., Ed. *Augmented and Mixed Reality for Communities*. Taylor & Francis CRC Press. Pp. 3-19.

Holloway-Attaway, L., **Rouse, R.** (2020) "Augmenting Affect: Interaction, Materiality, and Mimetic Communication in Augmented Reality Movable Books." In: Bown, R., Salisbury, B., Eds. *The Art Exhibit at ICIDS 2019 Art Book: The Expression of Emotions in Humans and Technology*. Carnegie Mellon ETC Press: Pittsburgh, PA. pp. 69-78.

### ***Invited***

**Rouse, R.** (2019) "VR and Media of Attraction: Design Lessons from History." Ed. W. Sherman. *VR Developer Gems*. Taylor & Francis CRC Press. Pp. 21-39.

Holloway-Attaway, L., **Rouse, R.** (2018) "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.

### ***Invited***

**Rouse, R.** (2014) "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**

Parvin, N., **Rouse, R.** (In Press) "Feminist Philosophical Toys: Playful Companions and Live Theorisation." *Hypatia: a Journal of Feminist Philosophy* 38 (1), 1-44.

**Rouse, R.**, Malazita, J. (2023) "Critical Disciplinary Thinking and Curricular Design in Games." *Design Issues* 39 (1), 88-104.

**Rouse, R.**, Youmans A. C., "When Everyone Wins: Dialogue, Play, and Black History for Critical Games Education." (2022) *Media and Communication* 10 (4). 1-12.

Holloway-Attaway, L., **Rouse, R.** (2022) "When You Hear the Chime: Movable Books and the Dramaturgical Functions of Sound in Mixed Reality Narrative Design." *Interactive Storytelling* LCNS 13792, Springer. 427-440.

Corron, A., **Rouse, R.** (2022) "Game Over: The Perils of Framing Feminist Game Design Pedagogy as Repair versus Transformation." *Catalyst: Feminism, Theory, Technoscience* 8 (2), 1-26.

Citational Justice Collective (2022) "Citational Justice and the Politics of Knowledge Production." *ACM Interactions*, September-October. 79-82.

Parvin, N., **Rouse, R.**, Alvarez, D., Haghani, S., Clark, S., Gaskins, N. R., Sullivan, A., Mergil, E., Pelizari, J., Anupam, A., Casula, P., Gupta, S. (2022) "Mess and Making Matters in Feminist Teaching." *Catalyst: Feminism, Theory, Technoscience Journal* 8 (2): 1-45.

**Rouse, R.**, Holloway-Attaway, L. (2022) "Playing at the Page: Designing to Support Creative Readership Practices." *JIB: Journal of Interactive Books*, 1(1) April 2022: 147-166. DOI: <https://doi.org/10.57579/2022JIB013RR>

**Rouse, R.**, Holloway-Attaway, L. (2022) "Behind the Page: Historical Connections and the Making of Simmer, a Mixed Reality Movable Book." *Movable Stationery*, Vol. 30, No. 1, pp. 20-25.

**Rouse, R.**, Corron, A. (2022) "Why Video Games Education Needs Harriet Tubman." *Ms. Magazine*, February 22, 2022: <https://msmagazine.com/2022/02/22/video-games-sexism-racism-harriet-tubman-feminist/>

**Rouse, R.**, Holloway-Attaway, L. (2022) "Troubling Games: Materials, Histories, and Speculative Future Worlds for Games Pedagogies." *Convergence*, February 2022. DOI: [10.1177/13548565211063080](https://doi.org/10.1177/13548565211063080)

Lamb, M., **Rouse, R.** (2021) "Traveling Through the Dark: Using an interdisciplinary theatre and cognitive science approach to identify design strategies for human-machine shared experience in a self-driving car." In: Billing, E., Kalckert, A., Eds. *Proceedings of the 16th SweCog Conference*, p. 32-34.

**Rouse, R.** (2021) Book Review of Jungnickle, K, Ed. (2020) *Transmissions: Critical Tactics for Making and Communicating Research*. Cambridge, MA: MIT Press. *Catalyst: Feminism, Theory, Technoscience Journal*, 7 (2), Pp. 1-4.

Marklund, B. B., **Rouse, R.**, Holloway-Attaway, L. (2020) "Contextualizing Game Literacy: a Transhistorical Approach to Understanding Game-Based Learning

Environments." *International Conference on the Foundations of Digital Games 2020 Proceedings*, ACM.

**Rouse, R.**, Holloway-Attaway, L. (2020) "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, pp. 7-42.

**Rouse, R.**, Corron, A. (2020) "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.

Persson, L., **Rouse, R.** (2020) "The Game Narrative Renaissance: A Call for a Dedicated Game Writing Pedagogy." *Proceedings of DiGRA International conference of the Digital Games Research Association*.

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

**Rouse, R.** (2018) "Partners: Human and Nonhuman Performers and Interactive Narrative in Postdigital Theater." *Interactive Storytelling: Lecture Notes in Computer Science 11318*, Springer Press International. pp. 369-382.

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

**Rouse, R.**, Barba, E. (2017) "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. (2017) "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. (2017) "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.

**Rouse, R.** (2016) "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.

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

**Rouse, R.** (2015) "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. (2015) "MRx Design and Criticism: The Confluence of Media Studies, Performance, and Social Interaction." *Digital Creativity*, Volume 26, Issue 3/4. December 2015.

Barba, E., **Rouse, R.**, Bolter, J.D., MacIntyre, B. (2010) "Thinking Inside the Box: Meaning-Making in Handheld AR Experiences." *Proceedings of the Ninth IEEE International Symposium on Mixed and Augmented Reality*.

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

**Rouse, R.** (2007) "Dear Miss Millicent Jones." *Public* (34) p. 48-51.

Rouse, W. B., **Rouse, R.** (2004) "Teamwork in the Performing Arts." *Proceedings of the IEEE*, 92 (4) p. 606-615.



Rouse, W. B., **Rouse, R. K.** (2004) "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**

**Co-founder and co-producer** of PlayLab (2022 - ongoing) in collaboration with Lars Kristensen, Jenny Skarsdet (Skövde Kommun Kulturföretag), and Thomas Oldrell (Skövde Konstmuseet). Performances, residencies, seminars, and workshops have been continually presented at PlayLab from June 2022.

**Lead Editor**, Catalyst: Feminism, Theory, Technoscience journal (2023-2025)

**Editorial Board Member**, *JINR: Journal of Interactive Narrative Research* (2022 - present) Carnegie Mellon ETC Press

**Curator**, special event series. Paperology international research group, University of Montreal. (2021-2022)

**Co-Chair**, Narrative and Interactive Entertainment Track, *IEEE Conference on Games*, August 17-20, 2021, IT University of Copenhagen

**Co-Chair**, *Material Feminisms in the Making: Of Messiness and Social Justice in the Practices of Art, Design, and Education* international symposium. Ethics and Technological Futures Series, Digital Integrative Liberal Arts Center, Georgia Institute of Technology, Atlanta, Georgia, March 8, 2021.

**Co-Chair**, Digital Strategy for International Conference for Interactive Digital Storytelling (ICIDS) 2020 Conference, University of Bournemouth, UK

**Member**, ARDIN (Association for Research in Digital Interactive Narrative) Task Force for Inclusion (2020 - ongoing)

**Member**, COST Action, Interactive Narrative Design for Complexity Relationships — Societal Context Working Group (2020 - ongoing)

**Member**, Paperology Reading and Activity Group, University of Montreal (2020-2022)

**Contributor**, *Raucous Reflectories*, Bristol UK (2020)

**Book Manuscript Reviewer**, Paid. Routledge Media and Cultural Studies (2020)

**Book Manuscript Reviewer**, Paid. Methuen Drama Performance and Design Series (2020)

Association for Research in Digital Interactive Narrative (ARDIN) **Board Member** (2018 - 2022)

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

**Associate Chair, Program Committee** for International Conference for Interactive Digital Storytelling (ICIDS) 2022 Conference, University of California Santa Clara, USA

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

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

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

**Board Member**, Rensselaer Teaching and Learning Collaboratory (2016- 2019)

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

**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

**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. (2014)

**Rouse, R.** Copy Editor. (Paid.)

Murray, J. *Inventing the Medium: Principles of Interaction Design as a Cultural Practice*. MIT Press: Cambridge, MA. (2012)

**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. (2011)

## **INSTALLATIONS, PERFORMANCES + MOVABLE BOOKS**

*Travelling through the Dark (in progress, expected completion 2023)*

An art-science interactive installation investigating possible future relations between humans and AI systems in self-driving cars. Co-Designers: Maurice Lamb, **Rebecca Rouse**.

*Swim Songs (in progress, expected completion 2023)*

Original music album and handmade book. Composer: Brendan Padgett. Lyrics; Book Design & Paper Engineering: **Rebecca Rouse**.

This song cycle looks at water through cultural, political, and material lenses. To be accompanied by a handmade sculptural pop-up book, intended to facilitate a multi-modal interactive listening and tactile experience.

*Paperology: An Ephemeral Portrait (2020)*

Mixed media pop-up book. Paper engineer: **Rebecca Rouse**.

Designed for collaborative authoring for the international Paperology Research and Action Group, ongoing 2020 - 2021. Hosted by the Université de Montréal.

*Simmer (2019)*

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 (2019)*

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 (2019)*

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. (2019)
- *Fu:Bar/Glitch Art Festival*, October 5 -11, AKC Attack Autonomni Kulturni Arts Center, Zagreb, Croatia. (2019)
- *IDKF: Internationales Digital Kunst Festival*, Stuttgart, Germany, December (2020)

*Land Mass, Barnacle, Colony, Bot* (2019)

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* (2019)

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.

*A Little Night Music* (2018)

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.

*Peer Gynt: Orchestral Spectacular* (2017)

**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* (2017)

Director, Libretto: IONE; Composer: Pauline Oliveros

**Assistant Director and Dramaturge: Rebecca Rouse**

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

*Finding Roebbling* (2017)

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 (2017)*

**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.

*Below Stairs (2015)*

**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.

*The Episodic Operator (2014)*

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.

*after the quake (2013)*

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.

*Ascent (2012)*

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

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

*Ducks Feed People (2011)*

**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 (2011)*

**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.

*Showtime Vending (2010)*

**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 (2010)*

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

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

*[inbox] (2009)*

**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 (2009)*

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.

*Woyzeck (2007)*

**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.

*The Magellan Project (2004)*

**Director, Playwright: Rebecca Rouse**, Choreographer: Kyle Shepard, Composer: Ben Kamber.

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

*Machinal* (2004)

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

Leeds Theatre, Brown University, Providence RI. February 2004

*Transforming Jimmy Dalton* (2003)

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

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

*Fefu and Her Friends*. (2002)

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

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

## **KEYNOTES, CONFERENCES & INVITED TALKS**

Lissa Holloway-Attaway, **Rebecca Rouse**. (2022) "When You Hear the Chime: Movable Books and the Dramaturgical Functions of Sound in Mixed Reality Narrative Design." *ICIDS International Conference on Interactive Digital Storytelling*, UC Santa Cruz, California USA, December 4-7.

**Rebecca Rouse**, Lars Kristensen. (2022) "Making the Future of Media Theatre through Conversation, Exchange, and Production." *ZipScene* conference, Moholy-Nagy University of Art and Design, Budapest, Hungary, November 10-11.

**Rebecca Rouse**, Nassim Parvin. (2022) "Humble Materials and Transformative Play." *Transformative Play Initiative Seminar: Role-Playing, Culture & Heritage*, Uppsala University Gotland, Sweden, October 20-21.

Louise Persson, **Rebecca Rouse**. (2022) "The Game Narrative Renaissance: A Call for a Dedicated Game Writing Pedagogy." *DiGRA: Digital Games Research Association*, University of Kraków, Poland, July 7-11.

**Rebecca Rouse**. (2022) "Architectures of Engagement: Storyworld Experience Design from Medieval Immersion to Digital Games." *IMC International Medieval Congress*, University of Leeds, England, July 4-7.

**Invited**

**Rebecca Rouse.** (2022) "Ethics and Human Rights in the Metaverse." *Our Immersive Digital Future: The International Policy Implications of Extended Reality*. Digital Trade & Data Governance Research Center conference, George Washington University, Washington D. C., June 9-10.

**Invited**

**Rebecca Rouse,** Maurice Lamb. (2022) "Driving Change: first reflections on an art-science collaboration exploring AI-human relations in a self-driving car." *Royal Anthropological Institute conference on Anthropology, AI, and Future of Human Society*, London, England, June 6-10.

**Invited**

Lars Almén, Maria Bäcke, Johan Bäcklund, **Rebecca Rouse,** Petra Weckström. (2022) "Agency, Policy, Literacy—Sustainable Digitalisation in Swedish Schools and Theaters in the 21st Century." *Panel at GoPar Conference 2022*, Jönköping University, Sweden, May 27-29, 2022.

**Invited**

**Rebecca Rouse.** (2022) "Paper Play: Expanding Mixed Reality Theatre, Game Design, and Critical Pedagogy with Movable Books and Paper Toys." *Paperology: an Interdisciplinary Symposium*, University of Montreal, Canada. May 6-8.

**Invited**

**Rebecca Rouse.** (2022) "Critical Feminist Platforms & Pedagogies: Messy Works in Progress & Invitations." *Media Technology Higher Seminar*, Södertörns Högskola, Stockholm, Sweden, April 6, 2022.

Bobby Schweizer, **Rebecca Rouse.** (2022) "Amusement Identities on the Midway, Pike, Gayway, and Beyond." *ISIE: Institute for the Study of International Expositions Symposium*, University of Arizona, Tucson AZ, March 24-25, 2022.

**Rebecca Rouse,** Jessica Pelizari, and Erin Mergil. (2022) "Hands are for Mess Making: How Identity Exploration in the Prepared Environment Fuels Social Justice." *American Montessori Society Conference*, Nashville TN, March 17-20, 2022.

Amy Corron, **Rebecca Rouse.** (2021) "Towards a Liberatory Game Design Education via Dialogue, Historical Engagement, and Media Literacy." *Inclusive Media Education for Diverse Societies*, University of Groningen, Netherlands, November 11-12, 2021.



Maurice Lamb, **Rebecca Rouse**. (2021) "Traveling Through the Dark: Using an Interdisciplinary Theatre and Cognitive Science Approach to Identify Design Strategies for Human-Machine Shared Experience in a Self-Driving Car."

*SweCog: Swedish Cognitive Science Society 2021 conference*, University of Skövde, Sweden, November 10-12, 2021.

Nassim Parvin, **Rebecca Rouse**. (2021) "Feminist Philosophical Toys: Making and Doing."

*4S: Society for Social Studies of Science conference 2021*, University of Toronto, Canada, October 6-9, 2021.

**Rebecca Rouse**, Bobby Schweizer. (2021) "Apparitions of Game History: Tracing Games at World's Fairs and Expositions."

*4S: Society for Social Studies of Science conference 2021*, University of Toronto, Canada, October 6-9, 2021.

"Curtain Call for the Digital: Voices from Theater Practice in Postdigital Culture."

**Rebecca Rouse**. (2021)

*ZipScene Conference 2021*, Moholy-Nagy University of Art and Design, Budapest, Hungary, September 30 - October 2, 2021.

"(Re)Discovery and Making the Self Through Movable Book Design and Intertextual Storytelling."

**Rebecca Rouse**. (2021)

*MIX Conference 2021: Amplified Publishing*, Bath Spa University, UK, July 3-6, 2021.

"When You Hear the Chime: Amplified Reading from Vinyl to Augmented Reality."

**Rebecca Rouse**, Lissa Holloway-Attaway. (2021)

*MIX Conference 2021: Amplified Publishing*, Bath Spa University, UK, July 3-6, 2021.

"Polarizing Platforms: Postdigital Debate and Performative Interactivity in Mediated Narratives of the Everyday."

**Rebecca Rouse**. (2021)

*ELO: Electronic Literature Organization Conference*, Aarhus University and the University of Bergen, Norway, May 24-28, 2021.

"A Commonplace Book for Uncommon Times: Creative Documentation of the Papyrology Research Collaboration."

**Rebecca Rouse**. (2021)

*ICQI: International Congress of Qualitative Inquiry*, University of Illinois at Urbana-Champaign, May 19-22, 2021.

**Invited**

"Simmer: Augmented Reality Artist Book."

**Rebecca Rouse**, Lissa Holloway-Attaway. (2021)

*The Movable Book Society Show-And-Tell*, online symposium series, May 22, 2021.

**Invited**

"Theatre as Laboratory for Expanded Human & Non-Human Partnerships."

**Rebecca Rouse**. (2021)

*Blend and Bleed: Symposium on Transreality and Pervasive Play*. LUCA School of Arts, Belgium, May 1, 2021.

**Invited Keynote**

"Immersive Technologies, Empathy, and Social Change."

**Rebecca Rouse**. (2021)

*5th Annual CHCI Immersive Storytelling Workshop*, Virginia Tech, Blacksburg VA, April 15-16, 2021.

"Playing in and Becoming-with the Cauldron: Speculative Queer Feminisms in the Games Classroom."

Lissa Holloway-Attaway, **Rebecca Rouse**. (2021)

*New Materialist Informatics Conference*, Kassel University, Germany, March 23-25, 2021.

"Feminist Philosophical Toys."

Nassim Parvin, **Rebecca Rouse** (2021)

*Material Feminisms in the Making: Of Messiness and Social Justice in the Practices of Art, Design, and Education* international symposium. Ethics and Technological Futures Series, Digital Integrative Liberal Arts Center, Georgia Institute of Technology, Atlanta, Georgia, March 8, 2021.

**Invited**

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

**Rebecca Rouse**, Lissa Holloway-Attaway. (2021)

*Pop-App: International Conference on Description, Conservation, and Use of Movable Books.* Palazzo Barolo, Turin, Italy. February 16-19, 2021.

***Invited Lecture***

"Bodies, Space, and Technologies: Shifting Relationships in Theatre History."

**Rebecca Rouse.** (2020)

The Thinking Body: Brains and Bodies, Cognition and Emotion in the Humanities, Utrecht University, Netherlands, 26 November 2020.

***Invited Keynote***

"Augmenting the City Together: Digital Heritage Collaborations."

Rebecca Rouse. (2020)

Game of Cities: Culture, Participation, Democracy - Urban Cultural Planning Conference, Gdansk, Poland, 19-21 November 2020.

"Design Lessons from History for Spatialized Interactive Narratives."

**Rebecca Rouse.** (2020)

ARDIN: Association for Research in Digital Interactive Narratives, online monthly symposium, 28 October, 2020.

"AR Design for Cultural Heritage: Reflections on a Community-Engaged University Course for Public History."

**Rebecca Rouse.** (2020)

9th Annual KASTIS Cultural Heritage Seminar, University of Skövde, Sweden, 1-2 October 2020.

***Invited***

"Storytelling on Stage with New Media: Challenges and Opportunities."

**Rebecca Rouse.** (2020)

Techformance Writing Workshop, Gothenburg, Sweden, 17 September 2020,

"Impossible Play: Immersive Media, Interactivity, and Classic Theatre."

**Rebecca Rouse.** (2020)

Interactive Performance Seminar, Skövde Museum of Art, Skövde, Sweden, 12 April 2020.

***Invited Keynote***

"Mixed Reality Theatre: History and Practice"

**Rebecca Rouse.** (2019)

*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.** (2019)

*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.** (2019)

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

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

**Rebecca Rouse.** (2019)

*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.** (2019)

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

"The STEM/STEAM History of Harriet Tubman."

Janell Hobson, **Rebecca Rouse.** (2019)

*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."

**Rebecca Rouse.** (2019)

*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. (2019)

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

**Invited**

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

Rebecca Rouse. (2018)

*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**. (2018)

*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. (2018)

*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**. (2018)

*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. (2018)

*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**. (2018)

*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**. (2018)

*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. (2018)

*Albany IT Symposium*, Albany NY. April 2018.

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

**Rebecca Rouse**, Noah Zucker. (2017)

*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**. (2017)

*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**. (2017)

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

Siena College, Albany NY. May 2017.

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

**Rebecca Rouse**. (2016)

*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. (2016)

*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. (2016)

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

Siena College, Albany NY. May 2016.

**Invited**

“Technology on Stage: Dramaturgy, Design and Performance.”

**Rebecca Rouse.** (2016)

*Production Workshop UpSpace Series*

Brown University, Providence RI. March 2016.

**Invited**

“Mixed Reality Design from a Performance Perspective.”

**Rebecca Rouse.** (2015)

*Designing Digital Heritage Symposium.*

University of Skövde, Sweden. December 2015.

**Invited**

“Designing Digital Heritage and Mixed Reality Performances.”

**Rebecca Rouse.** (2014)

*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.** (2014)

*Digital Humanities 2014.*

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

“NEXT10” Symposium Panel

**Moderator, Rebecca Rouse.** (2014)

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.** (2014)

*14th Rensselaer Colloquium on Teaching and Learning.*

Rensselaer Polytechnic Institute, Troy, NY. April 2014.

### ***Invited***

“Digital Media on Stage in Theory & Production.”

**Rebecca Rouse,** Melissa Foulger. (2013).

*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 Jafarimaimi, Maria Engberg, Jay David Bolter. (2013)

*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.** (2013)

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

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

“Integrating and Using Panoramas and Photographic Images in AR Experiences.”

Evan Barba, Jay David Bolter, Maria Engberg, Isaac Kulka, **Rebecca Rouse.** (2012)

*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.** (2012)

*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.** (2012)

*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.** (2012)

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

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

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

**Rebecca Rouse,** Jay David Bolter. (2011)

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

Liverpool, UK. September 2011.

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

Evan Barba, **Rebecca Rouse,** Jay David Bolter, Blair Macintyre. (2010)

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

Seoul, Korea. October 2010.

**Invited**

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

**Rebecca Rouse.** (2009)

*gRIG Seminar 2009. Narrative Strategies: Guild for Reality Integrators & Generators*  
University of Oslo InterMedia Lab: Oslo, Norway. October 2009.

"Remediating Woyzeck: The Uncanny Across Technologies."

**Rebecca Rouse**, Brendan Padgett. (2008)

*Uncanny Media: International Conference on the Gothic Shadows of Mediation*  
Utrecht University, Utrecht, Netherlands. August 2008.

## **RESEARCH FUNDING**

**ADD Riksbanken app**

**ADD EU Horizon grant Opera in Transition**

Arts and Humanities Research Council UK (2022)

Project: Gaming Democracy

Applicant: Dr. Joseph Dunne-Howrie, Rose Bruford College, London

PlayLab supporting application as international partner, to share funding and host 1 of 3 workshops in immersive and interactive technologies, performance, and democracy.  
In Review. 20,000 GBP.

Västragötalands Regionen Utvecklingsprojekt (2022)

Project: Kinemalab

Applicant: Gothenburg Studios Development

PlayLab supporting application as regional partner, to share funding to develop collaborative workshops in emerging image technologies like VR and AR for filmmakers and youth.

**Awarded. 600,000 SEK.**

Västra Götalandsregionen Verksamhetsstöd (2022)

Project: Future Media Theaters PlayLab

Co-applicants: Lars Kristensen, Rebecca Rouse.

Declined: 3,300,000 SEK.

Vinnova Framtidsprototyper (2022)

Project: PostCar Theme Park

Co-Applicants: Rebecca Rouse, Lars Kristensen.

Declined. 500,000 SEK.

Riksbanken Jubileumsfond (2022)  
Project: Framtidens Media Teater  
Co-Applicants: Rebecca Rouse, Lars Kristensen.  
Declined. 4,700,000 SEK.

Västra Götalandsregionen Cultural Development Fund (2021)  
Project: "Future Media Theatres."  
Co-Applicants: Lars Kristiansen, Rebecca Rouse.  
**Awarded. 400,000 SEK.**

EU Cultural Heritage Challenge for Europe: JPICH Cultural Heritage and Global Change Grant (2020)  
Project: "CoMap: Re-Mapping and Re-Playing Postcolonial Histories with Children."  
Co-Applicants: Lissa Holloway-Attaway, Rebecca Rouse, Cláudia Silva, Stella Wisdom  
Declined. 235,083 Euros.

Wallenberg Foundation Grant (2020)  
Project: "Storytelling Dis-ease: Using Interactive Digital Narratives to Understand Global Disaster."  
Co-Applicants: Lissa Holloway-Attaway, Rebecca Rouse, Lars Kristensen  
Declined. 4,800,358 SEK.

Vetenskapsrådet Research Project Grant for digitisation and accessibility in Cultural Heritage (2020)  
Project: "Playing Heritage: Advancing the Field of Interactive Digital Narratives and Inclusive Cultural Heritage Games for Children."  
Co-Applicants: Lissa Holloway-Attaway, Björn Berg Marklund, Rebecca Rouse  
Declined. 4,488,000 SEK.

Seed Box Grant (2018)  
"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.**

Rensselaer Student Union (2017)  
"Peer Gynt"

Co-applicants: Rebecca Rouse, Nicholas DeMaison, the RPI Players.  
**Awarded. \$4,800.**

Friends of Folsom Library (2017)  
"Finding Roebling"  
Co-PIs: Andrew White, Jenifer Monger, Rebecca Rouse  
**Awarded. \$1,500.**

RPI Teaching and Learning Collaboratory Seed Grant (2017)  
"Metaliteracy Quest Project"  
PI: Andrew White  
Co-PIs: Lillian Spina-Caza, Rebecca Rouse, Jenna Pitera  
**Awarded. \$20,000.**

HASS Dean's Office Funding (2016)  
"Our Town: New Media Theatrical Experience"  
Co-PIs: Rebecca Rouse, Marc Destefano  
**Awarded. \$4,500.**

NEH Humanities Connections (2016)  
"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 2016  
Rensselaer Polytechnic Institute  
**Awarded.**

Rensselaer HASS Flash Grant (2015)  
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 (2015)

"Our Town New Media Theatrical Experience"  
Co-applicants: Rebecca Rouse, the RPI Players.  
**Awarded \$2,500**

Rensselaer HASS Flash Grant (2014)  
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.**

Ivan Allen College Travel Grant (2013)  
Georgia Institute of Technology  
**Awarded**

School of Literature, Media, and Communication Travel Grant (2013)  
Georgia Institute of Technology  
**Awarded**

Graphics, Visualization and Usability Center - GVU 20 Commissioned Project Award  
(2012) Georgia Institute of Technology  
"Ascent."  
Rebecca Rouse, Andrew Quitmeyer, Paul Clifton, Mariam Asad, Tom Jenkins.  
**Awarded \$8,000.**

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

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

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

## **STUDENT ADVISING**

**Dissertations Supervised as Chair**

Carolyn Tennant (Graduated 2021) "The Expressive Archive: Defining a Genre."  
Electronic Arts PhD Program, Dept. of the Arts  
Rensselaer Polytechnic Institute, Troy NY USA

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, Troy NY USA

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, Troy NY USA

### **PhD Committees**

Brooke Bosley (expected graduation date 2025) "Black Feminist Approaches to  
HCI and Design."  
Doctoral Program in Digital Media, School of Literature, Media and  
Communication  
Georgia Institute of Technology, Atlanta GA USA

Carina Erdmann (expected graduation 2025) "Distant Bodies and Accomplices:  
Rethinking the Interaction Between Player and Avatar Through Remote  
LARPing."  
Doctoral Program in the Arts, Research Unit: Inter-Actions  
LUCA School of the Arts, Belgium.

### **ADD NEW GT STUDENT HERE!**

Ágnes Bakk (expected graduation 2023) "Magic in VR: New Frameworks for VR  
Experience Design Applying Insights from Performance Art, Video Games, and  
the Psychology of the Illusionary."  
Doctoral Program in Art and Design  
Moholy-Nagy University of Art and Design, Budapest, Hungary

Van Tran Nguyen (Graduated 2021) "Performing Memory for Land, Labor, and  
Hybrid Identities."  
Doctoral Program in Electronic Arts, Dept. of the Arts  
Rensselaer Polytechnic Institute, Troy NY USA

Mara Dionisio (Graduated 2021) "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

Joshua A. Fisher (Graduated 2019) "Mixed Reality Technologies for Participatory Documentary and Interactive Performance."  
Doctoral Program in Digital Media, School of Literature, Media and Communication  
Georgia Institute of Technology, Atlanta GA USA

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, Troy NY USA

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, Troy NY USA

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, Troy NY USA

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, Troy NY USA

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

**External PhD Evaluation:**

Abbie Victoria Trott (Dissertation examiner - 2021) "A 'Standard' Topic?: Theatre, Young People and the Everyday Postdigital."

Theatre Studies PhD Program, School of Culture and Communication  
University of Melbourne, Australia

Maria Cecilia Reyes (Dissertation examiner - 2019) "Interactive Fiction in  
Cinematic Virtual Reality."  
Doctoral Program in Digital Humanities  
University of Genoa, Italy

Torbjörn Svensson (50% seminar opponent - 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

### **Masters Thesis Advising**

Sandra Alexandersson (Graduated 2022) "Queer Game Design"  
Game Development Master's Degree, School of Informatics.  
University of Skövde, Sweden.

Josefin Nordin (Graduated 2022) "Queer Representation in Digital Games"  
Games User Experience Master's Degree, School of Informatics.  
University of Skövde, Sweden.

Felix Enekvist Redig (Graduated 2021) "Trans Play: Imagining the Future of Trans  
Games and Research From an Insider's Perspective."  
Games User Experience Master's Degree, School of Informatics.  
University of Skövde, Sweden.

Adam Svensson (Graduated 2021). "Implementation of Binaural Beats in Video  
Games: The Effects of a Therapy Based on Video Games and Binaural Beats on  
University Students."  
Media Arts, Aesthetics, and Narration Masters Degree, School of Informatics  
University of Skövde, Sweden

Tom Yngvesson and Maria Levander (Graduated 2020) "Diversity and Inclusion  
in the Game Development Classroom: Creating a Game to Initiate Dialogue."  
Media Arts, Aesthetics, and Narration Masters Degree, School of Informatics  
University of Skövde, Sweden



## **Undergraduate Advising**

Jimmy Brunnberg (Graduated 2020) "How Tools Shape the Game Authoring Process."

Game Development Bachelor's Degree, School of Informatics  
University of Skövde, Sweden

Santino Cimino and Linus Persson Lundh (Graduated 2020) "On the Subject of Retroactive Characterization in Games."

Game Development Bachelor's Degree, School of Informatics  
University of Skövde, Sweden

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  
Interactive Dramaturgies  
Interactive Performance and Games  
Moral Philosophy for Game Narratives

### **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  
Prototyping Interactive Technology for Performance  
Advanced Topics in GUX

### **Degree Programs Designed**

## **WORKSHOP TEACHING**

“Critical Pedagogy in Action.”

Co-Instructors: Lissa Holloway-Attaway, Rebecca Rouse

Annual *Pedagogy Course 2* for faculty, University of Skövde, (2021 - ongoing)

“Ethical Design and Social Change in Interactive Digital Narratives for Cultural Heritage.”

Instructor: Rebecca Rouse

*INDCOR: Interactive Digital Narratives as Representations of Complexity in Cultural Heritage Training School*, St. Martin’s Institute of Higher Education, Malta, September 24, 2021.

“Theatre as Laboratory: Experimentation with Non-Human Partners in Expanding Dramaturgies.”

Co-Instructors: Rebecca Rouse, Ashley Ferro-Murray

*Blend&Bleed: On Transreality and Pervasive Play*, LUCA School of the Arts, Belgium, May 1-8, 2021.

“Facilitating Diverse and Inclusive Classrooms.”

Co-Instructors: Rebecca Rouse, Guy Schaffer

*Teaching and Learning Colloquium 2019*, Rensselaer Polytechnic Institute, May 14, 2019.

“Augmented and Virtual Reality for Teaching and Learning.”

Co-Instructors: Rebecca Rouse, Jason Hicken

*Teaching and Learning Colloquium 2018*, Rensselaer Polytechnic Institute, May 15, 2018.

“Diving Into the Multiplicity: Liberating Your Design Process from a Convention-Centered Approach.”

Instructor: Rebecca Rouse

*IEEE Virtual Reality Conference*, University of Southern California, March 18, 2017.

“Integrating and Using Panoramas and Photographic Images in AR Experiences.”

Co-Instructors: Evan Barba, Isaac Kulka, Rebecca Rouse, Maria Engberg, Jay David Bolter.

*IEEE ISMAR: International Symposium on Augmented and Mixed Reality* conference, Georgia Institute of Technology, November 5, 2012.

## **REVIEWING**

- Design Issues journal reviewer (2022)
- Frontiers in VR journal reviewer (2022)
- IEEE Conference on Games - Narrative Games track chair (2021)
- Matter: Journal of New Materialist Research reviewer (2021)
- Routledge - peer review of book manuscript (2021)
- Digital Creativity journal reviewer (2017 - present)
- Convergence journal reviewer (2014 - present)
- ICIDS: International Conferences for Interactive Digital Storytelling reviewer (2017 - present)
- FDG: Foundations of Digital Games reviewer (2021)
- IMX: ACM International Conference on Interactive Media Experiences reviewer (2021)
- ACM Creativity and Cognition reviewer (2015; 2021)
- CHI and CHI Play reviewer (2013 - present)
- ELO: Electronic Literature Organization reviewer (2020)
- Bloomsbury Methuen Drama - peer review of book manuscript (2020)
- NEA: National Endowment for the Arts pandemic crisis allocation funds evaluation board (2020)
- NEH: National Endowment for the Humanities Advancement Grants proposal evaluation board (2019)
- JPADM: International Journal of Performance and Digital Media reviewer (2018 - 2020)
- ISMAR: IEEE International Symposium for Mixed and Augmented Reality reviewer (2011 - 2018)
- ArtsIT reviewer (2018)
- IJHCI: International Journal of Human Computer Interaction reviewer (2016)
- IEEE VR: Virtual Reality + 3DUI reviewer (2015, 2016)
- SURP Summer Undergraduate Research Projects, Rensselaer Polytechnic Institute evaluation panel (2014)
- PURA President's Undergraduate Research Awards evaluation panel, Georgia Institute of Technology (2013)

## **CONSULTING**

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**

Supervising Doctoral Students course, May - October 2021.

Course Leader: Kathleen Mahon.

Department of Educational Work, University of Borås, Sweden

Course completed October 18, 2021

Panel Series Webinar: "Whose History is Public History?" with Soldiers Memorial Public Historian Marvin Alonzo Greer, NPS Public Historian Nick Sacco, and UW Researcher and Choctaw Apache Advocate Lindsey Manshack. Informal History Podcast, St. Louis, Missouri, June 30, 2020.

Papatango Playwriting Workshop: Scene Building. Taught by Sharon Clark. Produced by Papatango Theatre Company and North Somerset Libraries UK. June 18, 2020.

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.

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.

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

Rensselaer Graduate Advising Enhancement Workshop. Rensselaer Polytechnic Institute. 2016.

NEH Office of the Digital Humanities Project Directors meeting open seminar. Washington DC. 2016.

Campus Pride Index: How LGBTQ-Friendly is my campus? Webinar with Shane L. Windmeyer, Executive Director, Campus Pride. 2015.

Blended Learning Seminar. Rensselaer Polytechnic Institute. 2014.

Supporting Trans Students in Higher Education. Webinar with Genny Beemyn, UMass Amherst College. 2014.

SafeZone Training. LGBTQ awareness training with Tara Schuster. Rensselaer Polytechnic Institute. 2013.

Faculty Advising Training Workshop Series with Jeannie Stiegler. Rensselaer Polytechnic Institute. 2013.

CETL Center for Teaching and Learning certificate program in active learning pedagogies and curriculum design. Georgia Institute of Technology. 2012-2013.

## **PRESS & INTERVIEWS**

Radio interview (2022) June 3, 2022 P4 Skaraborg, live at the Skövde Konstmuseet for the Interactive Performance and Games course public LARP event. Conducted partly in Swedish and partly in English.

Interview - Conspiracy Games and Countergames Podcast (2021)

Episode 6: "Transformative Gaming and the Lessons of Play", July 2021

Interview with Max Haven, A. T. Kingsmith, and Aris Komporozos-Athanasiou on my research in critical feminist game design pedagogy.

<https://soundcloud.com/reimaginevalue/rouse>

Interview (2019)

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

The Albany Times Union (2018)

“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>

The Albany Times Union (2017)

“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 (2017)

“#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 (2017)

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 (2017)

“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-opera-ione.html?\\_r=0](https://www.nytimes.com/2017/12/01/arts/music/pauline-oliveros-opera-ione.html?_r=0)

The New York Times (2017)

“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-opera.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-opera.html?ref=collection%2Fsectioncollection%2Farts&action=click&contentCollection=arts&region=stream&module=stream_unit&version=latest&contentPlacement=3&pg)

The Troy Record (2015)

“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>

Virgin Atlantic's BoingBoing in-flight TV channel (2011)

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

The Toronto Star (2007)

"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)