

Melissa Bianchi

Updated 7.19.2021

3301 College Ave.
Fort Lauderdale, FL 33314

(954) 262-8436
mb2007@nova.edu

ACADEMIC APPOINTMENTS

Assistant Professor of Writing and Communication 2018–Present
Department of Communication, Media, and the Arts
Halmos College of Arts and Sciences
Nova Southeastern University, Fort Lauderdale, FL

Interim Director of Graduate Studies 2021
Department of Communication, Media, and the Arts
Halmos College of Arts and Sciences
Nova Southeastern University, Fort Lauderdale, FL

EDUCATION

Ph.D. in English 2018
Fields: Media Studies, Rhetoric and Composition, and Ecocriticism
University of Florida

M.A. in English 2012
Fields: Media Studies, Rhetoric and Composition
University of Florida

B.A. in English 2010
Honors: *summa cum laude*
University of Florida

B.A. in Biology 2010
Honors: *cum laude*
University of Florida

PUBLICATIONS

Refereed Journal Articles

“Inklings and Tentacled Things: Grasping at Kinship through Video Games.” *Green Computer and Video Games*, special issue of *Ecozon@: European Journal of Literature, Culture and Environment*, vol. 8, no. 2, 2017, pp. 136–150.

“Claws and Controllers: Werewolves and Lycanthropy in Digital Games.” *Werewolves: Studies in Transformations*, special issue of *Revenant: Critical and Creative Studies of the Supernatural*, vol. 2, 2016, pp. 127–145.

“Rhetoric and Recapture: Theorizing Digital Game Ecologies through EA’s *The Sims* Series.” *Digital Environments*, special issue of *Green Letters: Studies in Ecocriticism*, vol. 18, no. 3, 2014, pp. 209–220.

Refereed Book Chapters

“The ‘Gud,’ the Bad, and the Biorg: Reading Posthumanist and Postanimal Critiques in *We3*.” *EcoComix: Essays on the Environment in Comics and Graphic Novels*, edited by Sidney I. Dobrin, McFarland & Company, 2020, pp. 65–79.

“Lost in the Woods: Procedurality and the Uncanny in *The Legend of Zelda* Series.” *Madness in the Woods: Representations of the Ecological Uncanny*, edited by Tina-Karen Pusse, Heike Schwarz, and Rebecca Downes, Peter Lang, 2020, pp. 233–244.

“Ecoplay: The Rhetorics of Games about Nature.” *Mediating Nature: The Role of Technology in Ecological Literacy*, edited by Sidney I. Dobrin and Sean Morey, Routledge, 2019, pp. 15–29.

“Rhetoric and Recapture: Theorizing Digital Game Ecologies through EA’s *The Sims* Series.” *Digital Environments*, edited by Sidney I. Dobrin, Routledge, 2017, pp. 1–12.

“How *World of Warcraft* Could Save Your Classroom: Teaching Technical Communication through the Social Practices of MMORPGs.” *Computer Games and Technical Communication: Critical Methods & Applications at the Intersection*, edited by Jennifer DeWinter and Ryan Moeller, Ashgate, 2014, pp. 209–220. (Co-author: Kyle Bohunicky)

Book Reviews

Review of *Playing Nature: Ecology in Video Games*, by Alenda Y. Chang. *ISLE: Interdisciplinary Studies in Literature and Environment*, vol. 27, no. 3, Summer 2020, pp. 672–674, doi:10.1093/isle/isaa066. (invited)

Mobile Applications

SeeWorld. Google Play Store, 2017. (Collaborators: Sidney I. Dobrin and Jacob Greene)

Super PAC Scramble. Google Play Store, 2016. (Collaborator: Jacob Greene)

PRESENTATIONS

Papers

“Simulated Scarcity and Sustainability: An Ecocritical Analysis of Resource Management in *Animal Crossing*.” Popular Culture Association National Conference, Zoom, Jun. 2021.

“Ocean Ecologies and Dinosaur Zoos: How Games Make Arguments about Nature.” Popular Culture Association National Conference, Washington, DC, Apr. 2019.

“Twitch Plays, Twitch Writes: Rhetoric and Composition in Streaming Games Live.” Conference on College Composition and Communication, Pittsburgh, PA, Mar. 2019.

“Inklings of Ecological Disaster: The Rhetorics of Species Transformation in Nintendo’s *Splatoon*.” Border Rhetorics: 17th Biennial Rhetoric Society of America Conference, Atlanta, GA, May 2016.

“Awkward Animal Avatars: Examining *Goat Simulator* as a Case of Botched Taxidermy.” Society for Cinema and Media Studies Conference, Atlanta, GA, Apr. 2016

“‘Distilling Doggie Dynamics’: Interrogating the Biopolitics of EA’s *The Sims* series.” Society for Literature, Science, and the Arts: After Biopolitics, Houston, TX, Nov. 2015.

“Over the River and Through the Wood: Becoming-Animal in Digital Environments.” Notes from Underground: The Depths of Environmental Arts, Culture and Justice, Association of the Study of Literature and Environment Conference, Moscow, ID, Jun. 2015.

“‘Orca 167 is Not Happy.’: How Zoo Simulation Games Reimagine Cultural Conceptions of Animals and Animal Captivity.” Popular Culture Association National Conference, New Orleans, LA, Apr. 2015.

“Playing as Animals: Reading Animal Avatars and Animal Alterity in Digital Games.” Reading Animals: An International English Studies Conference, School of English, University of Sheffield, Sheffield, UK, Jul. 2014.

“Why Play as Animals? Examining the Human Animal and Capitalist Culture in *Shelter*.” Popular Culture Association National Conference, Chicago, IL, Apr. 2014.

“*Alice* as Looking-Glass: A Critical Reflection on the Processes of Adaptation and Reinterpretation across Media Platforms.” Fantastic Adaptations, Transformations, and Audiences: The 34th International Conference on the Fantastic in the Arts, Orlando, FL, Mar. 2013.

Posters

“Digital Counterpublics: Writing Action through Augmented Reality Criticisms (ARCs).” CCCC, Houston, Texas, April 2016. (Co-presenter: Jacob Greene)

Workshops

“WRIT 6000 Defense Workshop.” CRDM Thesis Workshop Series, Department of Communication, Media, and the Arts, Fort Lauderdale, FL, November 5, 2020.

“Game Time: Improv(ing) Stories.” College of Pharmacy Faculty Development Program, Nova Southeastern University, Fort Lauderdale, FL, March 15, 2019. (Collaborator: Eric Mason)

“Game Time: Fun with a Purpose.” College of Pharmacy Faculty Development Program, Nova Southeastern University, Fort Lauderdale, FL, March 14, 2019. (Collaborator: Eric Mason)

“Breaking Down the Process: How to Effectively Engage & Assess Student Writing.” Writing & Communication Center Consultant Workshop, Nova Southeastern University, Fort Lauderdale, FL, February 4, 2019. (Collaborators: Molly Scanlon, Kelly Concannon)

“The Power of Play: Gamifying the Learning Process.” College of Pharmacy Faculty Workshop, Nova Southeastern University, Fort Lauderdale, FL, November 16, 2018. (Collaborator: Eric Mason)

“The Power of Play: Gamifying the Learning Process.” Writing & Communication Center Faculty Workshops, Nova Southeastern University, Fort Lauderdale, FL, November 5, 2018. (Collaborator: Eric Mason)

Roundtable Discussant

“Tracing New Possibilities for Research and Collaboration.” Humanities, Arts, Science, and Technology Alliance and Collaboratory (HASTAC): The Possible Worlds of Digital Humanities, Orlando, FL, November 2017. (Collaborators: Kyle Bohunicky, Emily Brooks, Madeline Gangnes, and Caleb Milligan)

EDITORIAL EXPERIENCE

Editor, *Diverse and Inclusive Design: Making Games for and about Everyone*, special issue of *OneShot: A Journal of Critical Games & Play*, vol. 2, no. 1, 2021.

Editor, *EcoPlay: Digital Games and Environmental Rhetoric*, special issue of *Trace: A Journal of Writing, Media, and Ecology*, vol. 2, no. 1, 2018.

Editor, *Digital Animals: Inhabiting the Intersections of Nature, Culture, and Technology*, special issue of *Trace: A Journal of Writing, Media, and Ecology*, vol. 1, no. 1, 2017.

CURATED EXHIBITS

Associate Curator and Technology Director, *Critical Making: A CRDM Exhibit*, Nova Southeastern University Don Taft Center, 2 Jul.–12 Aug. 2019.

FELLOWSHIPS

(\$2,000.00) Teaching Mentor Fellowship, University of Florida (UF) 2017–2018

(\$7,000.00) College of Liberal Arts & Sciences Dissertation Fellowship, UF 2017

(\$20,000.00/year) Graduate Student Fellowship, UF 2012–2016

(\$4,000.00/year) Marjorie Kinnan Rawlings Baskin Fellowship, UF 2010–2012

COURSES

Nova Southeastern University 2018–Present

Graduate

WRIT 6000	Master's Thesis	10 sections
WRIT 5900	Special Topics: Digital Games	1 section
WRIT 5650	Rhetorical Criticism	1 section
WRIT 5340	Studies in Multimodality & Digital Media	1 section
WRIT 5320	Advanced Writing with Technologies	1 section
WRIT 5110	Writing Science	1 section

Undergraduate

HONR 2020G	Research Methods for Video Game Studies	1 section
COMP 2000	Advanced College Writing	2 sections
COMP 2000	Advanced College Writing (Online)	2 sections
COMP 2000	Advanced College Writing (Hybrid)	1 section
COMP 1500	College Writing	10 sections
COMP 1500	College Writing (Online)	1 section
COMP 1500	College Writing (Hybrid)	2 sections

University of Florida 2010–2018

Undergraduate

ENC 3312	Advanced Argumentative Writing	1 section
ENC 3254	Professional Writing in the Disciplines	3 sections
ENC 1145	Special Topics for Composition: Animals	1 section
ENC 1102	Rhetoric and Academic Research	2 sections
ENC 1101	Expository and Argumentative Writing	5 sections
ENG 1131	Writing Through Media: Digital Games	2 sections
AML 4453	Animals in American Literature & Culture	1 section
AML 2070	Survey of American Literature	1 section

MASTER'S THESIS COMMITTEES

Nova Southeastern University

M.A. in Composition, Rhetoric, and Digital Media (CRDM)

Advisor	Anyssa Gonzalez	2021
	Angelica Zadak	2021
	Kaitlin Armstrong	2020
	Adam DeRoss	2020

Reader	Merly Mesa	2021
	Megan Provenzale	2021
	‘Aolani Robinson	2021

SERVICE

Professional

Organizer & Host, Southeastern Writing Center Association Game Night	2021
Manuscript Reviewer, Routledge	2020
Manuscript Reviewer, Columbia University Press	2018
Reviewer, <i>Imagetext: Interdisciplinary Comic Studies</i>	2016–2018
Reviewer, Cultural Rhetorics Conference	2016
Volunteer, Newcomers’ Booth, CCCC	2015–2016

Nova Southeastern University

Chair, CRDM Culminating Exam Committee	2021–Present
Member, DCMA Committee on Arts & Sciences Integration	2020–Present
Member, DCMA Curriculum Committee	2020–Present
Interviewer, NSU President’s Scholarship	2019–Present
Member, HCAS Curriculum Committee	2021
Interim Chair, DCMA Curriculum Committee	2021
Speaker, CRDM Virtual Open House	2021
Member, Digital Humanities Faculty Search Committee	2021
Judge, Digital Humanities Contest, Crossroads Humanities Student Conference	2021
Assessor, CRDM Assessment of Student Learning Outcomes	2020
Member, Writing Faculty Search Committee	2020
Volunteer, Faculty Peer Support Team for Canvas and Zoom	2020
Chair, Digital Media Design and Production Faculty Search Committee	2020
Chair, DCMA Web Design and Development Committee	2019–2020
Facilitator, CRDM Thesis Workshops	2019–2020
Organizer, CRDM Game Nights	2019–2020
Alternate Reviewer, President’s Faculty Research & Development Grant	2019–2020
Interviewer, Razor’s Edge Research Scholars Program	2019–2020
Member, CRDM Curriculum Committee	2018–2020
Member, DMS Curriculum Committee	2018–2019
Member, DWC Curriculum Committee	2018–2019
CRDM Faculty Representative, NSU Open House	Nov. 11, 2019
Recruiter, CRDM Booth, D3 Art+Design Conference and Ex9po	Apr. 3, 2019
Recruiter, CRDM Booth, Miami Book Fair Street Fair	Nov. 17, 2018
DMS Faculty Representative, CAHSS Early Immersion Event	Oct. 20, 2018

University of Florida

Coordinator, Trace Innovation Initiative	2014–2018
Member, Science Fiction Working Group (SFWG)	2014–2018
President, Digital Assembly	2014–2016
Organizer, <i>Applied Augmented Reality</i> , Digital Assembly Symposium	Feb. 2016

Moderator, <i>Imagining Climate Change</i> , Science Fiction Working Group	Feb. 2016
Organizer, <i>Changing the Game</i> , Digital Assembly Symposium	Feb. 2015
International & Minority SF in a Global World, SF Working Group	Oct. 2014
Organizer, <i>System 3rr0r</i> , Digital Assembly Symposium	Mar. 2014
Coordinator, Center for Children's Literature and Culture	2014–2015

EMPLOYMENT

Webmaster, Department of English, University of Florida	2017–2018
Writing Tutor, University Writing Center, University of Florida	2014–2016

TRAINING & CERTIFICATES

Collaborative Institutional Training Initiative (CITI) Program <i>Human Research</i> <i>Group 2: Social-Behavioral-Educational Researchers</i> <i>Stage 1 – Basic Course</i>	2020
NSU Best Practices in Online Teaching & Learning – Level 1	2020
NSU Teaching in the BlendFlex Model	2020
NSU CampusPress Website Management Training	2020

LANGUAGES

Spanish (fluent)

PROFESSIONAL AFFILIATIONS

Popular Culture Association (PCA)
Rhetoric Society of America (RSA)
Association for the Study of Literature and Environment (ASLE)
National Council of Teachers of English (NCTE)
Digital Games Research Association (DiGRA)