

# Matthew D. Barton

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## *Curriculum Vitae*

### Education

Ph.D. in Rhetoric and Composition, Aug. 2005

University of South Florida

Dissertation: "Dissertations: Past, Present, and Future."

M.A. in English, received May 2001

Northwestern State University

Thesis: "The Rhetoric of Style."

B.A. in English, received May 1999

Louisiana Scholars College

Thesis: "The Cathedral of Ice: Terministic Screens, Tyrannizing Images, Visual Rhetoric, and Nazi Propaganda Strategies."

### Employment

Professor of English, St. Cloud State University

July 2005-present

Teaching graduate and undergraduate courses in professional communication, digital rhetoric, popular culture, game studies, and composition.

Graduate Teaching Assistant, University of South Florida

August 2001-June 2005

Taught first-year composition.

Adjunct Instructor, University of Tampa

August 2001-May 2003

Taught first-year composition and basic writing.

Graduate Teaching Assistant, Northwestern State University

August 1999-May 2001

Taught basic writing, reading, and first-year composition.

### Scholarship

## Books

*Dungeons & Desktops: The History of Computer Role-Playing Games*. 2nd ed. A. K. Peters/CRC Press, 2019.

*Vintage Games 2.0: An Insider Look at the Most Influential Games of All Time*. Focal Press, 2016.

*Vintage Game Consoles: An Inside Look at Apple, Atari, Commodore, Nintendo, and the Greatest Gaming Platforms of All Time*. Focal Press, 2014.

*Honoring the Code: Conversations with Great Game Designers*. A.K. Peters Press/CRC Press, 2013.

*Vintage Games: An Insider Look at the History of Grand Theft Auto, Super Mario, and the Most Influential Games of All Time*. Co-authored with Bill Loguidice. Focal Press, 2009.

*Dungeons & Desktops: The History of Computer Role-Playing Games*. A.K. Peters Press, 2008.

*Wiki Writing: Collaborative Learning in the College Classroom*. Co-edited with Robert Cummings. University of Michigan Press, 2008.

## Articles and Chapters

"Welwala at the Borders: Language, Space, and Power in The Expanse." *American Science Fiction Television and Space: Productions and (Re) configurations* (1987-2021). Co-authored with Edward M. Sadrai, Kyoko Kishimoto, Michael B. Dando, and Sharon Cogdill. Cham: Springer International Publishing, 2023. 21-38.

"'Am I real?': Hybridity, Strategic Multiplicity, and Self-Actualization in Star Trek: Picard." Co-authored with Kyoko Kishimoto, Edward M. Sadrai, Michael B. Dando, and Sharon Cogdill. *Interdisciplinary Literary Studies*, vol. 23 no. 3, 2021, p. 338-367. Project MUSE [muse.jhu.edu/article/805949](https://muse.jhu.edu/article/805949).

"Resurrecting 'Obsolete' Video Game Techniques from *Alone in the Dark* and *Resident Evil*." *The Playful Undead and Video Games: Critical Analyses of Zombies and Gameplay*. Eds. Stephen J. Webley, Peter Zackariasson. Routledge/Taylor & Francis (2020).

"Arnold Hendrick on *Darklands*." Co-authored with Arnold J. Hendrick. *Historia Ludens: The Playing Historian*. Eds. Alexander von Lünen, Katherine J. Lewis, Benjamin Litherland, Pat Cullum. Routledge/Taylor & Francis (2020).

"Online Public Spheres in the Era of Fake News: Implications for the Composition Classroom." Co-authored with Dan Ehrenfeld. *Computers and Composition* 54 (2019).

"Process, Product, and Potential: The Archaeological Assessment of Collaborative, Wiki-Based Student Projects in the Technical Communication Classroom." Co-authored with James R. Heiman. *Technical Communication Quarterly* 21.1 (2012): 46-60.

"A Student's Guide to Using Wikis." *Writing Commons* (2012).

"A Student's Guide to Collaborative Writing Technologies." *Writing Spaces* vol. 2, Parlor Press, (2011): 320-332. Co-authored with Karl Klint.

"Across Disciplines: Establishing a New Media Program." Co-authored with Kevin Moberly. *Collaborative Approaches to the Digital in English Studies*. Computers and Composition Digital Press/Utah State UP (2011): 164-181.

"Paradox and Promise: MySpace, Facebook, and the Sociopolitics of Social Networking in the Writing Classroom." Co-authored with Gina Maranto. *Computers and Composition* 27.1 (2010): 36-47.

"How's the Weather: Simulating Weather in Virtual Environments." *Game Studies* 8.1 (2008).

"Is There a Wiki in This Class? Wikibooks and the Future of Higher Education." *Wiki Writing: Collaborative Learning in the Classroom*. University of Michigan Press, 2008: 177-193.

"New Media and the Virtual Workplace." *Virtual Workplaces and the New Nature of Business Practices*, eds. Pavel Zemliansky and Kirk St. Amant. IGI Global, 2008: 382-394.

"Databases and Collaborative Spaces for Composition." Co-authored with Charles Lowe. *Computers and Composition Online* (Spring 2006).

"The Future of Rational-Critical Debate in Online Public Spheres." *Computers and Composition* 22.2 (2005): 177-190.

"Dragon's Layers: Don Bluth, Full Motion Video, and the Gaming Industry." *Text Technology* 13.1 (2004): 1-12.

"A Review of *College Writing Online*." *Kairos* 8.2 (2003).

"What it means to be a Kairosnews reporter." *Kairos* 7.3 (2002).

"*Writing Space: Computers, Hypertext, and the Remediation of Print*: Jay David Bolter." *Computers and Composition* 19.4 (2002): 499-503.

## Presentations

"Writing in the AI Age: Navigating Challenges and Opportunities." *MNWE*, Bloomington, MN, 2024.

"'You can only get so far without a tribe': Tusken Sign Language, Power, and Decolonized Personhood." *DePaul Pop Culture Conference*, May 4, 2024.  
Co-presenters: Sharon Cogdill, Michael Dando, Kyoko Kishimoto, and Craig Meyer.

"(One Does Not Simply) Put the Meme in Enthymemes: Using Memetic and Mimetic Pedagogy in Writing Instruction." *GPACW*, SCSU, Nov. 2014. Co-presenter: James Heiman.

"One Does Not Simply Use Memes to Teach Writing!: Locating the Rhetoricity of Memes in the History, Theory, and Technology of Writing Studies." *CCCC*, Tampa, Mar. 2014. Co-presenter: James Heiman.

"Institutions, Instruments, Instruction, and Innovation." *Minnesota Writing and English*, Century College, White Bear Lake, MN, Mar. 2014.

"Games for Surviving and Thriving." *Survive & Thrive*, Saint Cloud, MN, Oct. 2013.

"Mmm...Chocolate MOOC?" *Computers & Writing*, Frostburg State University, June 2013.

"Becoming a Professional YouTuber." Featured speaker. *LEOCON*, Texas A&M Commerce, Apr. 2013.

"PDAs; or, Public Displays of Affiliation: Composing at the Intersections of the Academy, the Games Industry, and the Gaming Community." *CCCC*, Las Vegas, Mar. 2013.

"New Compass, New Map: Using Critical Discourse Analysis to Improve Wiki Implementation and Assessment in the Technical Communication Classroom." *Association for Teachers of Technical Writing*, Las Vegas, Mar. 2013. Co-presenter: James Heiman.

"Kickstarting Your Research Projects." *Great Plains Alliance for Computers and Writing*, Minnesota State University at Mankato, Nov. 2012.

"Gamifying Wiki Assessment: Using Videogame Design Principles to Enhance Wiki-Based Writing Projects." *CCCC*, St. Louis, Mar. 2012.

"Drinking the Electric Kool-Aid: Transmedia, Immersion, and LSD." *Great Plains Alliance for Computers and Writing*, Dakota State University, Nov. 2011.

"Building on the Greatest Games of All Time." *Campus Party Colombia 2011*. Invited speaker. Bogota, Colombia, Mar. 2011.

"Wikis as Public Works: The Rhetoric & Composition Wikibook." *WPA*, Philadelphia, July 2010.

"From *Zork* to *Zelda*: A Rhetorical History of Virtual Worlds." *Computers and Writing*, Purdue, May 2010.

"One Ning to Rule Them All: Teaching Web 2.0 for Free with Ning Social Media Service." with Jennifer Spies. *Great Plains Alliance for Computers and Writing*, Saint Cloud State University, Nov. 2009.

"Across Disciplines: Establishing a Center for New Media Studies at a 'Normal University.'" *Great Plains Alliance for Computers and Writing*, Iowa State University, Nov. 2008.

"Use of Online Coproduced Interaction to Teach Composition." Featured panel. *Rhetoric Society of America*, Seattle, May 2008.

"The Role of Role-Playing Games." *Computers and Writing*, The University of Georgia, May 2008.

"The Wild, Wild Wiki: How the Web was One." Keynote. *Jacobson Symposium in Teaching with Technology*. Creighton University, Mar. 29, 2008.

"Negotiating the Identity of New Media." *CCCC*, New York, March 2007.

"The Wisdom of Wikis: Public Ownership of the Means of Instruction." *Computers and Writing*, Wayne State University, May 2007.

"Is there a Wiki in this Class?" *Computers and Writing*, Texas Tech University, May 2006.

"Cruisin' the Strip: The Metaphors of MySpace and Facebook." *Great Plains Alliance for Computers and Writing*; Minnesota State University, Mankato; Nov. 2006.

"Databases and Collaborative Spaces for First Year Composition." *Computers and Writing*, Stanford University, June 2005.

"Prelates at the Gate: The Rhetoric of Meta-Wikis." *Great Plains Alliance for Computers and Writing*, North Dakota State University, April 2005.

"The Wiki as a Panopticon." CCCC, San Antonio, March 2004.

"Introducing the Wiki—A Collaborative Tool for FY Comp." *Computers and Writing*, Purdue University, May 2003.

"The Use of Traditional Imagery in Riefenstahl's *Triumph of the Will*." Popular Culture Association in the South; Atlantic Beach, Florida; Oct. 2003.

### **Workshops, Roundtables, and Special Interest Groups**

"A Proactive Approach to AI: Designing Activities and Assignments." Presenter. Center for Excellence in Teaching and Learning, SCSU, Jan 3 2024.

"YouTube Basics." Facilitator. Center for Excellence in Teaching and Learning, SCSU, May and Aug. 2013.

"YouTube Basics." Facilitator. LEOCON, Texas A&M Commerce, April 2013.

"Composition 2.0: Teaching and Learning Writing in an Age of Freeware, Webware, and Data-Driven Applications." Roundtable. *Computers and Writing*, May 2010.

"Professional Identity and Development: Realities of Digital Composing." Speaker. CCCC, New Orleans, April 2008.

"1 UP: Perspectives from Scholars/Practitioners of Video Games." Co-chair. CCCC, New Orleans, April 2008; New York, March 2007.

"1 UP: Perspectives from Scholars/Practitioners of Video Games." Speaker. CCCC, Chicago, March 2006.

"Wiki Rhetoricians Special Interest Group." Discussion Leader. CCCC, San Francisco, March 2005.

"Town Hall Session I: Open Source Opens Thinking." Speaker. *Computers and Writing*, Stanford University, June 2005.

## **Service**

### **Service to the Field**

Peer reviewer for two articles in a special issue of *Kinephanos* journal on videogame history. (*Kinephanos* is a bilingual Canadian-based academic journal studying moving images and mass media.) (2014).

Judge for *C&C Kendrick Webtext Award*. Awarded by *Computers & Composition* journal.

Peer reviewer for *MIT Press*.

Peer reviewer for *Computers & Composition* (online and print editions) journal.

Peer reviewer for *Pedagogy* journal.

Assistant editor for *Writing Spaces*.

Review editor and contributor to *Writing Commons*.

Peer reviewer for *The Game Culture Reader*, Cambridge Scholars Publishing (2014).

Peer reviewed book proposal for *The Book of Science Fiction Videogames*, CRC Press (2013).

Peer reviewed book proposal for *Lean Game Development: Theory and Practice of Sustainably Making Game Experiences People Want* (2013).

Peer reviewed a research grant submitted to the Social Sciences and Humanities Research Council of Canada (2013).

External reviewer for Thomas Nelson's candidacy to associate professor in the Department of Focused Inquiry at Virginia Commonwealth University.

Peer reviewer for Vanderbilt University Press, 2006.

### Service to University

Co-host. *Great Plains Alliance for Computers and Writing*, SCSU, 2014.

Member, Associate Dean CLA/Director of School of the Arts Search Committee, SCSU, spring 2013.

Team Leader, University Campaign. SCSU, spring 2013.

Chair, Master's Thesis Committees (7), SCSU since 2007.

Second Reader, Master's Thesis Committees (3), SCSU, 2007-2009.

Host. *Great Plains Alliance for Computers and Writing*, SCSU, 2009.

Professional and Student Affairs Committee, SCSU, 2009.

Committee on Committees, SCSU, 2009.

Administrative Committee, Chair, SCSU, 2008.

Evaluator, Standard Research Grants Program of the Social Sciences and Humanities Research Council of Canada, 2007, 2008.