

Andrew M. Phelps

Curriculum Vitae

Professor

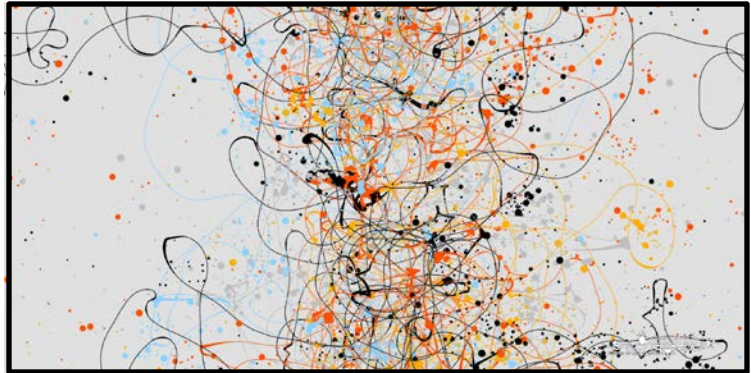
College of Imaging Arts & Sciences
Rochester Institute of Technology
152 Lomb Memorial Drive
Rochester, NY 14623-5608

Office: (585) 475-6758

Fax: (585) 475-2181

E-mail: andy@mail.rit.edu

Web: <https://professorandrewphelps.net>



Painting from "Splattershmup: A Game of Arts & Motion" as shown at the Smithsonian American Art Museum, 2016. Splattershmup was produced by Phelps and team in residence at RIT, 2015-2016.

EDUCATION

Master of Science in Information Technology, May 1999, Rochester Institute of Technology

Master's Thesis: **Multi-User Three-Dimensional Interactive Narrative: Defining the Orange for Multiple Viewers**

Advisors: W. Stratton, S. Jacobs, and S. Kurtz

Bachelor of Fine Arts in Computer Art, May 1997, Bowling Green State University
Graduated Magna Cum Laude

Bachelor of Fine Arts in Painting, May 1997, Bowling Green State University
Graduated Magna Cum Laude

RESEARCH INTERESTS

Game Engine Design and Development, Entertainment Technology Systems, Game Design, Casual and Serious Game Systems, Desktop Virtual Reality, Simulation Systems, Computer Mediated Communication, Computer Supported Cooperative Work, Web Technology Design and Implementation, Data-Driven Rich-Media Experiences, Computer-Based Art, Animation, Technical Art, Development Processes, Distributed Systems, Adaptable Media and Genetic Algorithms.

PEDAGOGICAL INTERESTS

Computing and STE(A)M Education, Educational Interactive Multimedia, Studio Classroom Instruction, Computer Supported Collaborative Learning, Project Based Learning, Objects-First Computer Programming, Computational Literacy as a Liberal Art, Concept-Based Curriculum, Active Learning, Studio Project Based Instruction, Team-Based Learning, Art and Technology Fusion, Educational Games, Games for STEM education and Serious Games.

PROFESSIONAL EXPERIENCE

- 6/2018-present **Professor**, RIT College of Art & Design. (Previously **Professor**, RIT B. Thomas Golisano College of Computing, beginning 1999).
- 10/2017-present **President**, Higher Education Video Game Alliance. Responsible for national leadership, organization, non-profit operation, management of executive director, relationships with numerous colleges, universities, industry, government, and philanthropic partners.
- 2/2013-6/2018 **Founding Director**, RIT Center for Media, Arts, Games, Interaction & Creativity (MAGIC) and **Founder & CEO, MAGIC Spell Studios**. In February of 2013, Professor Phelps was appointed by RIT President William Destler to establish a new university wide Research Center of Excellence exploring Media, Arts, Games, Interaction & Creativity (MAGIC). Phelps spearheads this new effort and in this role reports directly to the Vice President and Associate Provost for Research. Grew the effort in 5 years from an initial investment of 1M from the RIT venture fund to a 25M campus facility, recognition by the State of NY as a Center of Excellence for games and media, .
- 7/2009-2/2013 **Founding Director**, School of Interactive Games and Media (School established March 7, 2011) Responsible for teaching courses, performing research and scholarship, and conducting IGM functions related to program development, graduate program coordination, technical group administration, scheduling, assessment, events planning, facilities, faculty development, and other necessary day-to-day operations within the school.
- 7/2009-2/2013 **Professor and Chair**, Department of Interactive Games and Media (Promoted to Full Professor April 1, 2010, effective July 1, 2010)
- Associate Professor and Chair**, Department of Interactive Games and Media
B. Thomas Golisano College of Computing and Information Sciences
Rochester Institute of Technology (Rochester, NY)
- Founding Chair** of the Department of Interactive Games and Media (Established July 1, 2009) and responsible for the strategic mission and day to day activities of the Department of Interactive Games and Media. Responsibilities include faculty evaluation, program planning, student evaluation, faculty mentorship, outreach, strategic initiative planning, and interaction with administrative units above the department level. In addition, responsible for teaching and research activities related to the Game Design and Development as well as the New Media Programs.
- 9/2004-6/2009 **Director**, Game Design & Development
B. Thomas Golisano College of Computing and Information Sciences
Rochester Institute of Technology (Rochester, NY)

Responsible for the creation and implementation of courses related to both the Game Design and Development concentration as well as the MS and BS Game Design and Development Degrees. Responsibilities included acting as program representative to the IT department chair, dean's office, institute, and outside agencies.

9/2004-2013

Research Director, Laboratory for Game Design & Development
B. Thomas Golisano College of Computing and Information Sciences
Rochester Institute of Technology (Rochester, NY)
(Formerly the CASCI Laboratory for Graphical Simulation, Visualization & Virtual Worlds)

Responsible for coordinating research activities among faculty whose scholarship involved simulation or game development. Provided financial and resource support for a number of industry funded initiatives, including those sponsored by Microsoft Research.

6/1999-6/2018

Instructional Faculty, Information Technology Department
B. Thomas Golisano College of Computing and Information Sciences
Rochester Institute of Technology (Rochester, NY)
Academic Tenure Awarded: 07/2005

Responsible for teaching courses as well as performing research and scholarship within the Game Design and Development as well as New Media Interactive Development groups, the Information Technology program, and courses servicing Computer Science and Software Engineering.

ADDITIONAL EXPERIENCE

7/1998 &
7/1999

Summer Instructor, Kids on Campus
Rochester Institute of Technology (Rochester, NY)

2007

Academic Consultant / Educational Leader (NOVA Academy / RIT)
Rochester Institute of Technology (Rochester, NY)
Middle College Program administered by U. Boyd, D. Spang

AWARDS

2017

RIT Golden Brick Alumni Achievement Award

2011

Adobe Education Leader Impact Award, Adobe Inc.

2009

XNA Game Studio Express Innovation Award
Microsoft Corporation

2003

ETD Best Session Award

NOMINATIONS

| | |
|------|---|
| 2011 | Outstanding Alumni Award, Golisano College of Computing & Information Sciences, Rochester Institute of Technology. |
| 2011 | Trustees Scholarship Award, Rochester Institute of Technology |
| 2010 | Digital Preservation Award, Digital Preservation Coalition (project nomination) For work conducted as part of the Preserving Virtual Worlds research initiative Collaborative project between Rochester Institute of Technology, University of Illinois, University of Maryland, and Stanford University. |
| 2009 | Outstanding Alumni Award, Rochester Institute of Technology |
| 2008 | Trustees Scholarship Award, Rochester Institute of Technology B. Thomas Golisano College of Computing and Information Sciences Finalist Candidate (one of 8 at the institutional level) |
| 2007 | Trustees Scholarship Award, Rochester Institute of Technology |
| 2004 | Eisenhart Teaching Award, Rochester Institute of Technology |

BOOK CHAPTERS

1. Phelps, A., C. Egert and A. Decker. (2018) "Splattershup: A Game of Art & Motion". Learning in Games Book 3. Ed. K. Schrier. ETC Press, Carnegie Mellon University. (in press, forthcoming)
2. Decker, A. C. Egert, A. Phelps, "Trial by a Many-Colored Flame: A Multi-disciplinary, Community-Centric Approach to Digital Media and Computing Education", in New Directions for Computing Education (S. Fee, et al, ed.), pp. 237-257. Springer International Publishing, Cham, Switzerland. 2017.
3. Egert, C. and Phelps, A., "Motivating Science Education through Games", in Learning to Play: Exploring the Future of Education through Video Games (M. Khine, ed.), 53, pp. 129-151, Peter Lang, New York, New York, 2011

PEER-REVIEWED JOURNAL AND CONFERENCE PUBLICATIONS & PRESENTATIONS

1. Consalvo, M., & Phelps, A. (2019). Performing game development live on Twitch. Presented at the Hawaii International Conference on Systems Science, Maui, HI.

2. Phelps, A., Consalvo, M., and Egerct, C. Development Streaming as a Pedagogical and Community Strategy for Games Education. Workshop on New Research Perspectives on Game Design & Development Education. CHI PLAY 2018, October 28, 2018, Melbourne, Australia.
3. Decker, A., Egert, C.A., and Phelps, A. (2018) "Learning to Create or Creating to Learn" International Academic Conference on Meaningful Play, October 11, 2018 East Lansing, Michigan. ETC Press (forthcoming).
4. Decker, A., Egert, C.A., and Phelps, A. (2016) "Splat! er, Shmup? A Postmortem on a Capstone Production Experience", Proceedings of the 2016 Frontiers in Education Conference, Erie, PA, 9 pages.
5. Decker, A., Egert, C., Phelps, A. and McDonough, J., (2012) "Technical Properties of Play: A Technical Analysis of Significant Properties for Video Game Preservation", Proceedings from the 2012 IEEE Interational Games Innovation Conference, Rochester, NY, pp. 56-59.
6. Decker, A., Phelps, A. and Egert. C.A. (2017) "Disappearing Happy Little Sheep" EdTech: Focus on K-12. 57:2, pp. 50-54.
7. Phelps, A., R. Rains, D. Howard, B. Burton, S. Freyjadis (organizer). "Innovation in Media Education", Captivate Conference, Austin, TX, October 2013.
8. Phelps, A., "The Changing Role and Expectation of Games and Media in Education", IEEE CGAMES, University of Louisville, Louisville, KY, July 2010
9. Phelps, A., Egert, C., and Bayliss, J., "Games in the Classroom: Using Games as a Motivator for the Study of Computing (Part II)", in *IEEE Multimedia*, 16(3), pp. 2-7, 2009
10. Phelps, A., Egert, C., and Bayliss, J., "Games in the Classroom at the Rochester Institute of Technology: A Case Study", in *IEEE Multimedia*, 16(3), pp. 82-88, 2009
11. Phelps, A., Egert, C., and Bayliss, J., "Games in the Classroom: Using Games as a Motivator for the Study of Computing (Part I)", in *IEEE Multimedia*, 16(2), pp.4-8, April-June 2009
12. Phelps, A., Egert, C., and Weber, G., "Implementation Strategies for Microsoft XNA Game Development in Academic Laboratory Environments", Academic Resource Center, Microsoft Corporation, <http://www.academicresourcecenter.net/curriculum/pfv.aspx?ID=7459>, September 2008
13. Egert, C., Jacobs, S., and Phelps, A., "Bridging the Gap: Balancing Faculty Expectations and Student Realities in Computer Gaming Courses", in *FuturePlay*, Toronto, Ontario, Canada, pp. 201-204, October 2007
14. Egert, C., Bierre, K., Phelps, A., and Ventura, P., "Hello, M.U.P.P.E.T.S.: Using a 3D Collaborative Virtual Environment to Motivate Fundamental Object-Oriented Learning", in *Companion to the 21st Annual ACM SIGPLAN Conference on Object-Oriented Programming Systems, Languages, and Applications (OOPSLA)*, Portland, OR, pp. 881-886, October 2006

15. Phelps, A., Egert, C., and Bierre, K., "Games First Pedagogy: Using Games and Virtual Worlds to Enhance Programming Education", *Journal of Game Development*, 1(4), pp. 45-64, May 2006
16. Bierre, K., Ventura, P., Phelps, A., and Egert, C., "Motivating OOP by Blowing Things Up: An Exercise in Cooperation and Competition in an Introductory Java Programming Course", in *Proceedings of the 37th Technical Symposium on Computer Science Education*, Houston, TX, pp. 354-358, March 2006
17. Phelps, A., Egert, C. and Bierre, K., "MUPPETS: Multi-User Programming Pedagogy for Enhancing Traditional Study: An Environment for both Upper and Lower Division Students", in *IEEE Frontiers in Education*, Indianapolis, IN, pp. S2H-8 - S2H-15, October 19-22, 2005
18. Phelps, A. and Parks, D., "Fun and Games with Multi-Language Development", in *ACM Queue*, 1(10), pp. 46-56, February 2004
19. Bierre, K., and Phelps, A., "The Use of M.U.P.P.E.T.S. in an Introductory Java Course", in *Proceedings of the 5th Conference in Information Technology Education, ACM Special Interest Group for Information Technology Education*, Salt Lake City, UT, pp. 122-127, 2004.
20. Phelps, A., Bierre, K. and Parks, D., "MUPPETS: Multi-User Programming Pedagogy for Enhancing Traditional Study", in *Proceedings of the 4th Conference in Information Technology Education, ACM Special Interest Group for Information Technology Education*, Lafayette, IN, pp. 100-105, 2003
21. Lunt, B., Reichgelt, H., Ashford, T., Willis, C., Slazinsky, E., and Phelps, A., "An Empirical Comparison of Baccalaureate Programs in Computing", in *Journal of Information Technology Education*, 3, Santa Rosa, CA, pp. 19-34, 2004
22. Lunt, B., Reichgelt, H., Ashford, T., Willis, C., Slazinsky, E., and Phelps, A., "An Empirical Comparison of Baccalaureate Programs in Computing", in *Proceedings of the 2003 International Conference on Engineering and Computer Education (ICECE 2003)*, Santos, Brazil, March 2003

JURIED- AND PEER- REVIEWED CONFERENCE EXTENDED ABSTRACTS

1. Phelps, A. and Egert, C., "Educational Practices for Technology Students in Entertainment Domains", American Society for Engineering Education St. Lawrence Section Conference, Binghamton, NY, 2005

TECHNICAL REPORTS

2. McDonough, J. P., Olendorf, R., Kirschenbaum, M., Kraus, K., Reside, D., Donahue, R., Phelps, A., Egert, C., Lowood, H., and Rojo, S., Preserving Virtual Worlds Final Report, September 20, 2010, <https://www.ideals.illinois.edu/handle/2142/17097>

INVITED PRESENTATIONS

1. BEYOND THE BA: NAVIGATING STATUS AS A DEPARTMENT, CENTER OR PROGRAM, WHILE WORKING WITH INDUSTRY PARTNERS Mia Consalvo (Concordia University), Jim Whitehead (University of California Santa Cruz), Roger Altizer (University of Utah), Andrew Phelps (RIT), 31st Game Developer's conference (GDC), San Francisco, CA, March 2017
2. Who Owns What and Why? Student IP, Faculty IP, and Game Design Programs (with Owen Gottlieb , Andrew Phelps , Tracy Fullerton , Ira Fay , Mary Flanagan , Drew Davidson), 30th Game Developer's conference (GDC), San Francisco, CA, March 2016
3. Steinkuehler, C. and Phelps, A. "The Guild Decided Something Stupid and it Isn't OK". Invited presentation. Games+Learning+Society 11. Madison, WI. June, 2015.
4. Splattershmap: A Game of Art & Motion. Indie Arcade 2016. Smithsonian Museum of American Art. Washington D.C. January 2016.
5. Splattershmap: A Game of Art & Motion. Learning Arcade. Games+Learning+Society 11. Madison, WI. June 2015.
6. Phelps, A. "3D Games in Flash and HTML5", Adobe MAX Conference, Los Angeles, 2013.
7. Phelps, A. and Schell, J., "Cutting Edge Education Update", Microsoft Research Faculty Summit, Redmond, WA, July 2010
8. Phelps, A. and Egert, C., "Adobe Tools in a Game Production Pipeline", Adobe Education Leader's Institute, San Jose, CA, July 2010
9. Phelps, A., "Education, Inspiration, Research and Play", Rochester Museum and Science Center, Rochester, NY, April 2010
10. Phelps, A., "Student Work and Curricular Design From RIT Interactive Games and Media Department", presented at Adobe MAX 2009, Los Angeles, CA, October 2009
11. Phelps, A., "AEL Presentation", Adobe Education Leader Summer Institute, Los Angeles, CA, July, 2009
12. Phelps, A., "Games & Learning in STEM Disciplines: About the G4LI", External Research Symposium, Microsoft Research, Redmond, WA, http://research.microsoft.com/en-us/events/ersymposium2009/phelps_ersymp09.pdf, Spring 2009
13. Egert, C. and Phelps, A., "M.U.P.P.E.T.S.: An Overview", SUNY Conferences on Computing in the Disciplines (COCID), SUNY Institute of Technology, Utica, NY, April 3, 2009
14. Williams, A., Thomas, M., Holt, D., Plourde, J., Solt, P., Solt, B., Ray, A. and Phelps, A. Presentation of "Impulse" – a student game created in 2D Graphics Programming at RIT. Winner of a PAX 10

- Penny Arcade Challenge top-10 award. PAX 10 Penny Arcade Conference, Seattle, WA, August 2008.
15. Phelps, A., "Leadership and Games | Games for School Leadership", Presentation at the Games + Learning + Society conference, Madison, WI, July 2008
 16. Phelps, A., Presentation at AMTRA (Assoc. Math Teachers – Rochester Area) Annual Conference St. John Fisher College, 2008
 17. Steinkeuhler, C. and Phelps, A., "The Guilt of Guild Leadership", Games, Learning & Society 2.0, University of Wisconsin-Madison, Madison, WI, July 2007
 18. Nordlinger, J. and Phelps, A., "Games First Pedagogy: Using Games and Virtual Worlds to Enhance Programming Education", Microsoft Research, Redmond, WA, http://research.microsoft.com/en-us/um/redmond/events/fs2007/agenda_mon.aspx, Spring 2007
 19. Phelps, A., "The Intersection of Games, Youth, and Modern Culture", Pediatric Grand Rounds, University of Rochester Pediatrics, Strong Memorial Hospital, Rochester General Hospital, Fall 2006
 20. Phelps, A., "A Nexus of Education, Inspiration, Research, and Play", Faculty Scholars Series. The Idea Factory, Wallace Memorial Library, Rochester Institute of Technology, Fall 2006
 21. Phelps, A. and Egert, C., "Learning by Playing Together: The Impact of Collaborative Virtual Environments on Student Interaction and Program Cohesiveness", Conference on Games, Learning, and Society, Madison, WI, June 2006
 22. Nordlinger, J. and Phelps, A., "Gaming for Computer Science Instruction", Microsoft Research Faculty Summit, Microsoft Research, Redmond, WA, http://research.microsoft.com/en-us/um/redmond/events/fs2006/agenda_tue.aspx, Spring 2006
 23. Phelps, A., Presentation at the Latin American Microsoft Research Faculty Summit, Santiago, Chile, 2006
 24. Phelps, A., "Social Aspects of Game Related Software." Microsoft Research Social Software Symposium, Microsoft Research, Redmond, WA, Spring 2006
 25. Phelps, A., "Mastering the 3D Experience", Presentation at Macromedia MAX 2005, Anaheim, CA, October 2005
 26. Phelps, A. and Parks, D., "M.U.P.P.E.T.S.: The Multi-User Programming Pedagogy for Enhancing Traditional Study", Presentation at the Game Developer's Conference, San Diego, CA, Winter 2005

27. Phelps, A. and Parks, D., "M.U.P.P.E.T.S.: The Multi-User Programming Pedagogy for Enhancing Traditional Study", Presentation at the Computer Gaming Technologies Conference, Toronto, Ontario, Canada, April 2004
28. Phelps, A., "IGDA Annual Report on Web and Downloadable Games", Presented at Game Developer's Conference (GDC), San Diego, March, 2004
29. Phelps, A. "Ethical Dilemmas in Developing Video Game Content" St. John Fisher College Colloquium Series, Pittsford, NY, 2004
30. Phelps, A., "The Battle for Your Living Room." Presentation at SoftEdge 2003, Reuters Venture Capital Group and the New School University, New York, NY, October 2003
31. Phelps, A., "O'REILLY Alpha Geek", Speaking engagement at the Emerging Technologies Conference 2003, by personal invitation of Tim O'Reilly, Spring 2003
32. Lunt, B., Reichgelt, H., Ashford, T., Willis, C., Slazinsky, E., and Phelps, A., "An Empirical Comparison of Baccalaureate Programs in Computing", presentation at the American Society for Engineering Education annual conference by A. Phelps, Winner of "2003 ETD Best Session Award.", 2003
33. Phelps, A., "Games and Information Technology." Presentation at the Society for Information Technology Education, Savannah, GA, September 2002
34. Phelps, A., "Non-Linear Narrative and 3D Virtual Worlds", Presentation at the Society for Literature and Science (SLS) Conference, hosted by the Georgia Institute of Technology. Colony Square, Atlanta, Georgia, Fall 2002
35. Phelps, A., "Ten Things Wrong with Games in the Academic Community." Presentation at the Computer Gaming Technologies Conference, Algoma, Canada, May 2002
36. Phelps, A., "3D Games as Educational Tools", Presentation on the use of 3D games as an educational tool at the V-Learn 2000 conference physical node at the Cornell Theory Center, Ithaca, NY, October 2000
37. Phelps, A., "The Orange Project", Presentation at the Digital Biota 3 conference at San Jose State University for work in multi-user, Java/VRML based networked virtual reality environments, Sponsored by the Contact Consortium, San Jose State University Department of Mathematics and the NASA Ames Research Center, November 1999

EDITORIALLY SELECTED TRADE PUBLICATIONS

1. Phelps, A. and Egert, C., "A Balrog in the Browser: Simulating Fire in Shockwave 3D", featured at the Director Online User's Group, <http://www.director-online.com>, 2005
2. Phelps, A., "Simulating Water with Shockwave 3D", Director-Online User's Group, October 2004

3. Phelps, A., "Using JavaScript Syntax in Director MX 2004 for 3D File system Visualization", Macromedia DevNet Center for Director, Macromedia, Inc., <http://www.adobe.com/devnet/director/articles/visualization.html>, February 2004
4. Phelps, A. and Cloutier, A., "Methodologies for Quick Approximation of 2D Collision Detection Using Polygon Armatures", simultaneously published both at the Directors Online User's Group [DOUG] and the Macromedia DevNet forum, <http://www.director-online.com/buildArticle.php?id=1114>, 2003
5. Phelps, A., "Generating Perlin Noise with Director MX", Published by the Macromedia DevNet Center, http://www.macromedia.com/devnet/mx/director/articles/perlin_noise.html, 2003
6. Phelps, A., "3DISO: Adapting Isometric Scrolling to 3D Environment using Shockwave 3D", featured at the Director Online User's Group, <http://www.director-online.com>, February 2002. Six-part article series.
7. Phelps, A., "Teaching Old Turtles New Tricks: Artificial Life Simulation Using Director", featured in the Director Online User's Group, <http://www.director-online.com>, April 2001
8. Phelps, A., "LingoLand: Simple Terrain Simulation in Lingo", featured in the Director Online User's Group (DOUG), <http://www.director-online.com>, April 2001
9. Phelps, A., "Perspective Based Mazes: The Director Dungeon Crawl", featured in the Director Online User's Group, <http://www.director-online.com>, March 2001
10. Phelps, A., "Sexy Spheres and Silly Shadows: Raytracing in Lingo", featured in the Director Online User's Group, <http://www.director-online.com>, February 2001

PEER-REVIEWED PUBLICATIONS / CONTRIBUTING EDITOR

1. International Game Developers Association, 2006 Casual Games Whitepaper, http://www.igda.org/casual/IGDA_CasualGames_Whitepaper_2006.pdf, 2006
2. International Game Developers Association, 2005 Casual Games Whitepaper, http://www.igda.org/casual/IGDA_CasualGames_Whitepaper_2005.pdf, 2005
3. International Game Developers Association, 2004 Web and Downloadable Games Whitepaper, http://www.igda.org/online/IGDA_WebDL_Whitepaper_2004.pdf, 2004

PEER-REVIEWED PUBLICATIONS / CONTRIBUTING STANDARDS EDITOR

1. Co-Editor of the Virtual Reality Modeling Language, (VRML) Part2: External Authoring Interface proposal (ISO/IEC FDIS 14772-2:2001), 2000-2001

PEER-REVIEWED / EDITED CONFERENCE WORKSHOPS

1. Phelps, A., Egert, C., Bierre, K., and Parks, D., "An Open-Source CVE for Programming Education: A Case Study", *The 32nd International Conference on Computer Graphics and Interactive Techniques (SIGGRAPH)*, Los Angeles, CA, July 31-August 5, 2005
2. Phelps, A., "Introduction to the External Authoring Interface", ACM SIGGRAPH Web3D 2000, Monterey, CA, February 1999

PEER SELECTED / CLOSED CONFERENCE PANELS

1. Bogost, I., Brubaker, G., Phelps, A., White, W., Whitehead, J., and Zyda, M., "Creating and Managing an Academic Games Program", Foundations of Digital Games Conference, April 26-30, 2009
2. Fullerton, T., Roberts, S., Phelps, A., Buchanan, J., and Nitsche, M., "Successful Game Programs", Game Developer's Conference, San Francisco, CA, March 2008
3. Winn, B., Phelps, A., Yelon, J., Daley, M., "Exploring the Technology Used in Academic Game Development Programs Panel", Panel presented at FuturePlay 2006 International Academic Conference on the Future of Game Design and Technology, London, Ontario, Canada, October, 12, 2006

CLOSED INVITATION PROFESSIONAL VENUES

1. Phelps A., Invited attendance and participation on Games for Learning topics at the Microsoft Research Faculty Summit, July 2009
2. Phelps A., Invited attendance and participation at the Microsoft Research Social Computing Symposium, October 2008
3. Phelps A., Invited attendance and participation on Games for Learning topics at the Microsoft Research Faculty Summit, July 2008
4. Phelps A., Invited attendance and participation on Introductory Programming topics at the Microsoft Research Faculty Summit, July 2006

PEER-REVIEWED / JURIED GAMES, ARTWORK & 3D MODELS

1. Splattershmap: A Game of Art & Motion. Blank Arcade. Digital Games Research Association annual conference 2015. <http://www.lgrace.com/blankarcade2015/>
2. Computer Artist of the Month at Computer Graphics World Online (<http://www.cgw.com>). CGW is a monthly printed and online magazine focusing on the animation, visualization, and game design markets' use of 3D graphics technology. 2001.
3. Artwork presented at the SIAM Geometric Modelling Conference in Albuquerque, New Mexico by Christen Barghiel of Side Effects Software Inc (SESI) as a demonstration of a new computer graphics modelling technique known as "surface pasting".
4. "Fish" featured for photorealistic rendering techniques in the Side Effects Gallery, <http://www.sidefx.com/>, Summer 1999.
5. "Ancient Elf" featured in the Side Effects Gallery, <http://www.sidefx.com/>, October 1998.
6. "Dragon Tutorial" featured online at 3D-Café, www.3dcafe.com, May 1997. "Dragon Tutorial" also featured at MaxTrends® and the BoboLand® websites.
7. "Andyweb Screenshot", "Fly3" featured in 3D Computer Graphics and Animation: From Starting Up to Standing Out, 1997, by Mark Giambruno, New Riders Publishing, color insert and page 435.
8. "Sector 7G" featured in Inside 3D-Studio MAX, by Elliott and Miller, New Riders Publishing, 1996, page 412.

PROMOTIONAL & PUBLIC PRESS ARTWORK

1. GDC 2009 Promotional Artwork – Featured branding for all published work inside and outside the RIT community, leading up to the GDC conference. Artwork featured in several non-RIT press releases, 2009.
2. GDC 2008 Promotional Artwork – Featured branding for all published work inside and outside the RIT community, leading up to the GDC conference. Artwork featured in several non-RIT press releases, 2008.
3. GDC 2007 Promotional Artwork – Featured branding for all published work inside and outside the RIT community, leading up to the GDC conference. Artwork featured in several non-RIT press releases, 2007.
4. RIT BS GDD Promotional Artwork – Featured branding for published materials related to the BS GDD degree program. Artwork included materials for promotional brochures, branded booth/giveaway materials (bracelets, pens, shirts, and other materials), and critical events, 2007.

5. RIT MS GDD Promotional Artwork – Featured branding for published materials related to the MS GDD degree program. Artwork included materials for promotional brochures, branded booth/giveaway materials (bracelets, pens, shirts, and other materials), and critical events, 2006.

PRESS ARTICLES, INTERVIEWS, AND FEATURED WORK

1. RIT selected to host New Media Consortium in June 2016. 6/15/15/ RIT University News: <http://www.rit.edu/news/story.php?id=52485>
2. RIT's MAGIC Center to host international consortium next summer. Rochester Business Journal. <http://www.rbj.net/article.asp?alD=215278>
3. 4/24/15: RIT students take top prize in Microsoft's U.S. Imagine Cup National Finals Creators of 'Super Daryl Deluxe' video game move on to World Semi-Finals in July <http://www.rit.edu/news/story.php?id=51990>
4. 4/14/2015: MAGIC Speaker Series welcomes three speakers in April to discuss digital culture, Talks about Disney animation, Internet activism and drone security April 14, 22 and 28 <http://www.rit.edu/news/story.php?id=51787>
5. 4/3/15: Student-created video game selected for international exhibit. Class of RIT students honored for developing and publishing Splattershmap: A Game of Art & Motion. <http://www.rit.edu/news/story.php?id=51644>
6. 6/3/15: Adobe sponsors new media senior projects for student designers and developers Cross-disciplinary capstone projects encourage teamwork in new media <http://www.rit.edu/news/story.php?id=52430>
7. 3/17/2015: RIT gamers support Cancer Wellness Connections through LAN party March 20 Video game charity event raises money for co-op experience <http://www.rit.edu/news/story.php?id=51500>
8. 3/6/15: RIT students take top award in Intel University Games Showcase 'Super Daryl Deluxe' game showcased at Game Developers Conference in San Francisco <http://www.rit.edu/news/story.php?id=51346> and 3/4/15: <http://www.rit.edu/news/story.php?id=51302>
9. 7/3/14: New Video Game Alliance <https://www.youtube.com/watch?v=mXAVjTgwAG0>
10. 10/10/13: MAGIC Center Gearing Up: <https://www.youtube.com/watch?v=Ox-CchdpfY8>
11. 10/23/13: RIT on TV: New York Senate Committee Comes to MAGIC Center <https://www.youtube.com/watch?v=T8OolrhadOI>

12. Work with the Games for Learning Institute featured in the New York Times, http://www.nytimes.com/idg/IDG_852573C400693880002574DA0051B914.html?ref=technology, Fall 2008
13. Work with the Games for Learning Institute featured in the Chronicle for Higher Education, <http://chronicle.com/wiredcampus/index.php?id=3370>, Fall 2008
14. Partridge, Allen. "Creating Games for Fun & Profit." Thomson Learning Game Development Series, Charles River Media. Interview with professor A. Phelps, RIT, on casual games. Pp. 282-288. August 2007
15. "Aliens" student game Featured in Keynote of GameFest 2007. C. Satchell, Microsoft. Game by C. Cascioli, A. Tse, C. Baker, P. Kuhn, E. Huyer, C. Doody, and H. Beecham. A. Phelps faculty advisor. Gamefest 2007, Seattle, Washington, July 2007
16. "Rocktropolis" student game Featured in Games for Windows Magazine. C. Cascioli, C. Baker, A. Tse, and P. Kuhn. Faculty advisor A. Phelps. Page 30 (top). December 2006.
17. "Older Gamers Now the Norm" by D&C staff and wire reports. Democrat and Chronicle Oct 9, 2002 (also featured on <http://www.slashdot.org>. October 2002)
18. Work in games education featured at <http://austin.bizjournals.com> Sept. 2, 2002
19. Work in games education featured at <http://dailynews.att.net> (transcript of ABC radio program "Cyber Shake") July 24, 2002
20. Interviewed for special presentation on Games Education for National Public Radio "All Thing Considered" (locally WXXI-AM), May 22, 2002, Broadcast nationally
21. Appeared on TechTV, a technical news service available in the Silicon Valley area to promote and discuss games education. May 2002.
22. "Some Colleges Take Games Seriously" by Claudia Deutsch. The New York Times. Featured my work in games education, full page in the business section, April 1, 2002
23. "Schools Grooming Game-Makers of the Future". USA Today. <http://www.usatoday.com/life/cyber/tech/review/2002/4/01/game-developers.htm> (differed slightly from in-print version listed above). (No longer online)
24. "Schools Grooming Game-Makers of the Future" Associated Press, March 31, 2002: Story on RIT's computer game program picked up nationwide.
25. Referenced in "Images of the Future" by Tyler Hamilton appearing in the Toronto Star with four quotes as a gaming and 3D expert, for the "Day in 3-D" edition. April 21st 2001. <http://www.thestar.ca>.

26. Work on games education featured in the “Voice of America”, and is available for download at <http://www.voanews.com>.
27. Interviewed for German National Public Television to promote and discuss RIT’s programs in games education. This interview was rebroadcast in Germany, Switzerland, and Australia.
28. Work on Games Education featured in the following papers (includes article placements by The New York Times and USA Today): News (Birmingham, AL), Daily Herald (Arlington, IL), Daily News (McKeesport, PA), Frederick (MD), News-Post, Island Packet (Hilton Head Island, SC), Journal and Courier (Lafayette, IN), Kentucky.

ADDITIONAL PRESS AND PUBLIC APPEARANCES

News Era (Hopkinsville), Knoxville (TN), News, Sentinel, Lodi (CA), News-Sentinel, Metro (Philadelphia), Metro West Daily News (Farmington, MA), Montgomery (AL) Advertiser, Porterville (CA), Recorder, Record Search Light (Redding, CA), San Francisco Examiner, Santa Cruz (CA), Sentinel, Santa Maria (CA), Times, Signal (Santa Clarita, CA), South Bend (IN), Tribune, Springfield (OH), News-Sun, Tahoe Daily Tribune (South Lake Tahoe, CA), Times Observer (Warren, PA), Berkshire Eagle (Pittsfield, MA), Herald News (Fall River, MA), Leader (Corning), Register-Guard (Eugene, OR), Citizen (Auburn), News and Observer (Raleigh, NC), Niagara Gazette (Niagara Falls), Walla Walla (WA), Union Bulletin, Daily Journal (Manassas, VA), Dispatch (Moline, IL), Montgomery Journal (Rockville, MD), News and Record (Greensboro, NC), Northern Virginia Journal (Alexandria, VA), Prince George’s Journal (Lanham, MD), Rock Island (IL), Argus, Detroit News, International Herald Tribune (Paris, France), Davis (CA), Enterprise, Kalamazoo (MI), Gazette, Marin Independent Journal (Novato, CA), San Antonio (TX), Express News, Sioux City (IA), Sunday Journal, Sunday enterprise (Brockton, MA), Sunday Leader-Herald (Gloversville), Sunday News Journal (Wilmington, DE), Telegraph herald (Dubuque, IA), West Sound Sun (Bremerton, WA), Gazette (Cedar Rapids, IA), San Juan (PR), Star, Ventura County (CA), Milwaukee Journal Sentinel, Times (Hammond, IN), Vidette Times (Valparaiso IN), Edmonton (Alberta, Canada) Journal, Statesman Journal (Salem, OR), Sunday Journal (Albuquerque, NM), Sunday Times (Walnut Creek, CA), Cumberland (MD), Times News, Daily Breeze (Torrance, CA), Lubbock (TX), Avalanche-Journal, Film/Tape World, The Norman (OK), Transcript, Modesto(CA), Bee, Battle Creek (MI), Enquirer, Austin (Texas), American-Statesman, News-Capitol And Democrat (McAlester OK), IEEE Computer, The Daily News (Batavia).

RIT UNIVERSITY NEWS APPEARANCES (EITHER INDIVIDUALLY AND/OR RIT MAGIC CENTER)

- 12/13/2017 Learn more about RIT’s entrepreneurial ecosystem, leadership in cybersecurity, and donor Austin McChord
- 12/11/2017 RIT professor launches table-top games to enhance people’s understanding of religion
- 12/07/2017 Creating a Holo-Assistant with Chirag Kular
- 11/28/2017 RIT’s Andrew Phelps named president of Higher Education Video Game Alliance
- 11/02/2017 Student uses technology to help humanitarian causes at UNICEF International
- 10/16/2017 Rochester Philharmonic Orchestra partners with RIT’s MAGIC Spell Studios, The Strong for ‘Heroes: A Video Game Symphony’ performance Oct. 26

10/03/2017 Top RIT News stories and videos for September 2017

09/25/2017 RIT MAGIC Center co-sponsors game festival at Irondequoit Public Library

09/20/2017 RIT staffer, alumni win big at Digital Rochester GREAT Awards

09/14/2017 Filmmaker Cailleah Scott-Grimes brings her award-winning documentary to RIT Sept. 21

09/11/2017 RIT's brightest experts to highlight Light and Sound Interactive Sept. 12–14

09/07/2017 RIT helps create virtual reality 'MAGIC' for Buffalo Bills

08/18/2017 Summertime, and the students were busy (and in business)

08/02/2017 International conference on Japanese video game industry comes to Rochester Aug. 21–23

07/10/2017 RIT names Adrienne Decker as Fram Faculty Fellow in Applied Critical Thinking

05/23/2017 Staff Spotlight: Robert Mostyn

05/12/2017 New nine-credit general education immersion course is a first for RIT

05/09/2017 RIT MAGIC Center announces winners of statewide Game Development Challenge

05/04/2017 RIT ranked No. 1 game design school on the East Coast

05/03/2017 RIT featured among 'Colleges That Create Futures'

04/25/2017 RIT is local site for 2017 International NASA Space Apps Challenge, April 29–30

04/25/2017 RIT's MAGIC speaker series wraps up 2016-2017 season on April 26

03/21/2017 RIT's video game design programs jump in Princeton Review rankings

03/09/2017 RIT to host statewide Game Dev Challenge kickoff March 10

03/03/2017 RIT student-created game competes in 2017 Intel University Games Showcase

03/01/2017 RIT student John Miller hopes to make an impact at national gaming conference

02/20/2017 RIT students, faculty head to California for annual Game Developers Conference

12/19/2016 RIT professor awarded NEH grant to enhance religious literacy through gaming

12/12/2016 RIT professor awarded NSF grant to benefit the next generation of games and learning scholars

12/09/2016 MAGIC Spell Studios celebrates official launch

12/01/2016 Top RIT News stories and videos for November 2016

11/15/2016 RIT officially launches MAGIC Spell Studios, aimed at convergence of digital media disciplines

11/10/2016 Local video game developers, entrepreneurs will speak on campus Nov. 14

11/01/2016 Rochester Philharmonic Orchestra partners with RIT, MAGIC Spell Studios for 'Legend of Zelda' performance Nov. 11

09/15/2016 Card game created by RIT students now licensed by Hasbro

09/12/2016 RIT's MAGIC speaker series kicks off 2016-2017 season on Sept. 16

08/29/2016 RIT to become first university to publish video game on Xbox One platform

08/26/2016 Top RIT News stories and videos from summer 2016

08/17/2016 MAGIC's trustee-funded Co-Up program wraps up with second successful year

08/17/2016 An Innovation Ecosystem

08/02/2016 We've Got the Next Big Idea

06/17/2016 RIT's Dan Schneiderman represents New York state at White House 'makers' event

04/29/2016 Imagine RIT exhibit allows visitors to 'delve into dungeons'

04/27/2016 Three video games with ties to RIT featured at PAX East Indie showcase

04/21/2016 RIT is local site for 2016 International NASA Space Apps Challenge, April 23–24

04/07/2016 2016 Imagine RIT set for May 7

03/18/2016 RIT takes third place in Best Visual Quality in 2016 Intel University Games Showcase

03/17/2016 RIT's MAGIC Spell Studios joins forces with virtual reality giant, videogame developer Crytek

03/15/2016 RIT student earns Intel Award for female, underrepresented game design students at international Game Developers Conference

03/15/2016 Princeton Review Ranks RIT as a top video-game design school

03/14/2016 RIT students, faculty head to California for annual Game Developers Conference

02/22/2016 RIT hosts all-women hackathon Feb. 27 and 28

02/15/2016 RIT MAGIC Center kicks off spring speaker series with privacy expert Feb. 18

02/04/2016 Electronic Gaming Society president prepares for Fusion Fest 2016

02/03/2016 Gaming for good: RIT gamers host LAN party to support Cancer Wellness Connections, Feb. 5-6

01/26/2016 RIT named one of three Digital Gaming Hubs in New York state

01/14/2016 MAGIC Spell Studios video game to be displayed at Smithsonian 'pop-up' arcade Jan. 16

12/11/2015 RIT to host second annual Congressional App Challenge kick-off event Dec. 12

12/10/2015 MAGIC virtual reality lab will serve as a one-stop shop for interface development, enhancing user experience

11/20/2015 Merging art history with digital gaming

11/04/2015 RIT students vying for Hasbro top prize

10/29/2015 RIT MAGIC Center director briefs Congressional members on U.S. video game industry

10/16/2015 Noted jazz biographer to talk on former Rochesterian Pepper Adams

10/13/2015 RIT's Center for MAGIC welcomes social-media etiquette expert Oct. 22

09/23/2015 Plans for RIT's new film industry-standard sound stage begin to come into focus

08/26/2015 Top RIT News stories from the summer

08/14/2015 Co-op gets the MAGIC touch

08/14/2015 RIT announces investments in MAGIC Spell Studios, aimed at spurring growth of local digital media industry

07/22/2015 RIT's Center for MAGIC develops new initiative to encourage student humanitarian work through technology

07/20/2015 Free and open source software culture at RIT continues to grow

07/09/2015 RIT announces investments in MAGIC Spell Studios, aimed at spurring growth of local digital media industry

06/19/2015 RIT recognized for public relations work at 2015 PRism Awards

06/15/2015 RIT selected to host New Media Consortium in June 2016

06/03/2015 Adobe sponsors new media senior projects for student designers and developers

05/21/2015 RIT center continues to make 'MAGIC'

04/30/2015 RIT students create video game to help children learn to read

04/24/2015 RIT students take top prize in Microsoft's U.S. Imagine Cup National Finals

04/14/2015 MAGIC Speaker Series welcomes three speakers in April to discuss digital culture

04/03/2015 The Harmonica and the Blues

04/03/2015 Student-created video game selected for international exhibit

03/24/2015 RIT's video game design programs jump in Princeton Review rankings

03/17/2015 RIT gamers support Cancer Wellness Connections through LAN party March 20

03/06/2015 RIT students take top award in Intel University Games Showcase

03/04/2015 Class of RIT students develop and publish Splattershmup video game

03/03/2015 Top RIT News stories and videos for February 2015

03/02/2015 RIT students California-bound for Game Developers Conference

02/12/2015 RIT MAGIC Center publishes student video game on Steam for the first time

02/03/2015 Top RIT News stories and videos for January 2015

02/02/2015 MAGIC Speaker Series looks to spark ideas about digital culture at RIT

01/07/2015 Top RIT News stories and videos for 2014

01/07/2015 Top RIT News stories and videos for December 2014
 12/17/2014 RIT featured in Google's Year in Search 2014 video
 12/16/2014 Jewish Play Project explores relationship between Jewish creators and the play industries
 12/11/2014 RIT project wins funding in NYS Regional Economic Development Councils competition
 12/01/2014 Top RIT News stories and videos for November 2014
 11/18/2014 Girl Develop It aims to bridge gender gap in tech fields
 11/18/2014 The science behind 3D-printed prostheses
 11/18/2014 A new hand for Lucas
 11/11/2014 MAGIC Speaker Series looks to spark ideas about digital culture at RIT
 10/02/2014 Top RIT News stories and videos for September 2014
 09/29/2014 RIT takes part in national conference devoted to inexpensive 3D-printed prosthetic devices
 09/22/2014 National conference to focus on work begun at RIT
 09/16/2014 RIT hosts 2014 Software Freedom Day Rochester Sept. 20–21
 08/05/2014 Hackathons help students get jobs, make a difference
 July
 07/28/2014 U.S. Assistant Secretary of Commerce tours RIT to review federal investments
 07/08/2014 RIT students study abroad to explore video game industry in Germany
 07/01/2014 RIT joins top game design programs in founding Higher Education Video Game Alliance
 06/23/2014 RIT professor receives Fulbright Grant to develop game design minor in Croatia
 05/26/2014 RIT receives \$300,000 NSF Innovation Corps Sites grant to advance commercialization
 05/14/2014 RIT students, alumni and staff among winners of 2014 AT&T Rochester Civic App Challenge
 04/25/2014 Adobe Vice President of Experience Design and Creativity to attend Imagine RIT May 3
 04/03/2014 App contest encourages community involvement
 04/01/2014 Top RIT News Stories and Videos for March 2014
 03/17/2014 MAGIC Speaker Series explores individual privacy on social networks March 19
 03/14/2014 Unconference for Rochester area K-12 educators looks to discuss digital media in education
 03/11/2014 Princeton Review Ranks RIT as a top video-game design school
 03/06/2014 RIT launches nation's first minor in free and open source software and free culture
 February
 02/24/2014 Online community of makers creates and improves 3D printed prosthetics for those in need
 02/20/2014 Announcing the AT&T Rochester Civic App Challenge
 02/13/2014 Developer 'breaks the chains' of traditional video games
 01/28/2014 RIT MAGIC Center explores digital media with two speakers Feb. 10 and 12
 01/23/2014 RIT/NTID students accepted into high-tech business accelerator
 12/05/2013 New treatment helps autistic children navigate the world
 12/04/2013 MAGIC Speaker Series looks to spark ideas about digital culture at RIT
 11/20/2013 RIT professor earns more than \$11,000 in Kickstarter for multi-player video game
 11/14/2013 RIT 'Celebration of Research' set for Nov. 19
 11/07/2013 RIT digital humanities series brings author, Internet freedom advocate to campus Nov. 11
 10/16/2013 State Senate committee discussing ways to grow video game development industry
 10/10/2013 RIT's 'MAGIC' Center
 07/22/2013 New digital media research center makes MAGIC
 07/11/2013 'Sky Time' video game selected for White House Champions of Change event July 23

06/20/2013 Q&A with game designers John and Brenda Romero June 28 at RIT
 04/22/2013 Two RIT teams head to International NASA Space Apps Challenge
 04/08/2013 RIT hosts talk with active learning expert and author Walter Bender April 17
 03/28/2013 Red Hat donates to RIT's MAGIC Center for open source software education program
 02/15/2013 RIT launches new research center dedicated to digital media
 01/11/2013 Cover of RIT University Magazine for MAGIC Center
 01/12/2013 Cover of RIT University Research Magazine
 03/26/2009 President Destler becomes a 'Banjo Hero'
 10/23/2008 RIT Teams with Microsoft to Help Form Games for Learning Institute
 09/17/2008 RIT Students Prove They've Got Game at North America's Largest Gaming Expo
 10/2007 Reporter Magazine, October 2007 "Geek Issue"
 09/19/2007 RIT Joins Library of Congress Partnership to Preserve Online Games and Virtual Worlds
 09/06/2007 RIT's Game Design and Development Program Wins Microsoft Research Award
 02/20/2007 RIT Wins Microsoft Research Grant to Assess Use of Computer Games in Curricula
 02/08/2007 RIT Brings its 'A' Game! University Offers Bachelor's in Game Design and Development
 02/08/2007 RIT Podcast – Two New Degree Programs for Game Design and Development
 01/11/2007 Microsoft Research supports 'game play' in the classroom
 11/26/2006 RIT Symposium Will Explore Advertising in the Digital Age
 11/16/2006 RIT's Computing College Offering Three New Master of Science Degrees
 03/12/2006 RIT Students Put Their Game Faces On
 02/24/2002 RIT Creates One-of-a-Kind Courses in Computer-Game Programming

GRANT AWARDS AND ADDITIONAL FUNDING

1. "Games HUB Proposal" New York State area hub funding, \$3.2M. 2015-2018. (renewed as a 'Center of Excellence' 2018-2021, additional \$3.2)
2. "MAGIC Spell Studios" New York State legislative funding initiative, \$27.6M. PI and proposal lead for institutional effort. 2014-2015. (12M from NYS Funding, 12.7M from Cisco, and \$3M from Dell in combination public/private partnership). Construction for facility began fall of 2017, where Phelps designed the facility. 2015-2016.
3. "Rochester Economic Development Council MAGIC Growth Initiative." 2014 REDC proposal and award, PI. \$1.2M.
4. "RIT MAGIC Center", internal funding, \$1.5M. Establishment of the RIT MAGIC Center, a university-wide central research organization exploring digital media and engagement.
2/14/2013
5. "Support of Student Media Projects" \$50,000 private donation, in support of student centered multidisciplinary project(s) (donor information withheld by request). 11/15/2013
6. "Interactive Design for Museums", co-collaborator with Elizabeth Goins and Christopher Egert. Funded by the Rochester Institute of Technology Provost Learning and Innovation Grant (PLIG) – Adaptation and Innovation Program. Funding from July 1, 2011 to June 30, 2012. Amount: \$7,956.

7. "An Innovative Educational Game Strategy for Conservation and Preservation", co-collaborator with Elizabeth Goins (P.I.) and Andrew Phelps (co-P.I.). Funded by DOI National Park Service (NPS) National Center for Preservation Technology and Training (NCPTT). Funding from March 3, 2011 to May 31, 2012. Amount: \$24,927.
8. Just Press Play: A Unified Game Layer for Education. Lead investigator with E. Lawley, E. Oyzon, S. Jacobs, D. Simkins and C. Egert. Project and launch funded from Microsoft Research, Redmond Washington. Amount: \$300,000. Additional partners and external project team members noted at play.rit.edu.
9. Achievement Systems in Education. Lead investigator with E. Lawley, E. Oyzon, K. Gold. Pre-project planning and assessment metric construction. Amount: \$40,000.
10. "Preserving Virtual Worlds II: Methods for Evaluating and Preserving Significant Properties of Educational Games", co-collaborator with Chris Egert (R.I.T. co-P.I.) and participation with University of Illinois at Urbana-Champaign, Stanford University, the University of Maryland,. Funded by the Library of Congress. Funding from October 1, 2010 to September 30, 2012. Amount: \$1.0M (\$785,898 + Match) (multi-institutional).
11. Corporate Research: Xerox, Rochester, NY, co-collaborator with Chris Egert. Funding from February 2010 to May, 2010. Amount: \$30,000.
12. Games for Learning Institute. G4LI Partner. A consortium of schools exploring using games for middle-school STEM education. One of three principal presenters to Microsoft Research, along with K. Perlin, and J. Plass, NYU. Winner of international award process for selection of center location, funded by Microsoft Research, Fall 2008. (\$3 million USD total award for all partners)
13. Preserving Virtual Worlds. Co-Principal Investigator. A project on preserving virtual worlds with the University of Illinois at Urbana-Champaign, Stanford University, Maryland University, the Rochester Institute of Technology, and Linden Labs (Second Life). Funded by the Library of Congress Preserving Creative America NDIP, 2007. (\$590,000 USD + Match \$1.2 million USD total funding across all partners)
14. Principal Investigator on "Assessing Games in Introductory Computing Curricula using MUPPETS and RAPT". A Phelps & J Bayliss. Funded through Microsoft Research, Microsoft Corporation, Redmond, Washington, 2006. (\$80,000 USD)
15. Principal Investigator on "MUPPETS: Proposal for C# and DirectX Support for MS Enabled Curricula". Funded through Microsoft Research, Microsoft Corporation, Redmond, Washington, 2004. (\$86,000 USD)
16. Co-Principal Investigator on "MUPPETS: Multi-User Programming Pedagogy for Enhancing Traditional Study". This work was funded through the RIT Provost's Learning Initiative Grant (PLIG) program. (\$12,500 USD Plus donations of software, accounts, and materials to the Game Design & Development Laboratory at RIT)

17. Co-Principal Investigator on “Development of Speech Recognition and Computer Communications as a Support for Deaf and Hard of Hearing Students” an NTID based grant that is exploring the use of wireless technology in the classroom. This grant is funded through the Department of Education. May 2000. (amount withheld, sub-contract award)
18. Co-Principal Investigator on “Jumping Genes” – a project involving the use of virtual worlds to aid high school science education. This project is in conjunction with the Cornell Theory Center, Cornell University (Ithaca, New York). 2002. Funding was through the CTC, from the National Science Foundation. (amount withheld, sub-contract award)
19. Creation of the Bachelors of Science in Game Design and Development Bachelor’s Degree Program (additional funding to support summer activity)
20. Creation of the Masters of Science in Game Design and Development Bachelor’s Degree Program (additional funding to support summer activity)

CURRICULAR DEVELOPMENT

- | | |
|------|---|
| 2016 | Supervising faculty of “Hack, Slash & Backstab” – first ever university game designed, developed, produced and published on the XBOX One platform. The second course at the university split between academic practice and production in a commercial environment (MAGIC Spell Studios). |
| 2015 | Supervising faculty of “Splattershmap: A Game of Art & Motion” and associated projects course, the first course at the university split between academic practice and production in a commercial environment (MAGIC Spell Studios). |
| 2010 | Supervising Chair and administrative co-developer of semester curriculum draft, including NYSED documents, assessment structure, course proposal rework, and curricular remapping (all three IGM programs) |
| 2008 | Developer of the Minor in Game Design targeted for students outside GCCIS. Presented at RIT Institute Curriculum Committee and to the Provost. |
| 2007 | Developer of the Minor in Game Design and Development targeted for students inside GCCIS and other students with appropriate technical depth and experience. Presented at the RIT Institute Curriculum Committee and to the Provost. |
| 2007 | Founder and Director of the RIT Bachelors in Game Design & Development, approved Jan 2007 by NYS Dept. of Education and accredited by Middle-States. First author of the degree proposal, along with C. Egert, S. Jacobs, J. Bayliss, J. Giegel, S. Kurtz and N. Doubleday. Presented to the RIT Institute Curriculum Committee, Academic Senate, Provost and President. Currently ranked in the top 5 in the nation by the Princeton Review. |

- 2006 Founder and Director of the RIT Masters in Game Design & Development, approved by the New York State Department of Education in 2006 and accredited by Middle-States. First author of the degree proposal, along with C. Egert, S. Jacobs, J. Bayliss, J. Giegel, and N. Schaller. Presented to the RIT Graduate Council, Academic Senate, Provost and President. Currently ranked in the top 5 in the nation by the Princeton Review.
- 2002-2003 Co-Developed Introduction to the Virtual Reality Modeling Language (VRML) – Co-Listed Graduate and Undergraduate course that introduced students to 3D content on the web. Students produced a simple multi-user world using VRML, JAVA and the External Authoring Interface.
- 2003-2004 Developed and proposed a Master’s Concentration in Game Programming, developed curriculum for 2D and 3D Graphics Programming, new graduate courses in the Information Technology curriculum using hardware accelerated graphics to produce game and virtual systems engines. These courses consist of 2D and 3D Graphics Programming (4002-734 and 4002-735) as well as Game Engine Architecture and Design (4002-836). These courses were so successful that an undergraduate version has been developed (4002-501/502), and partnerships with the Software Engineering department have made these available to students in that program as well (prior to 20072).
- 2001 Co-Developed a Seminar on Artificial Life with Prof. Steve Kurtz, which focused on using genetic algorithms as a basis for world simulation and sprite-based character behavior. This work, which has since garnered a lot of academic attention, was made publicly available through Digital Biota Working Group via publication and was referenced and re-used in course work at Columbia University.
- 1998-2000 Co-designed course and lab materials for a database programming class at the Rochester Institute of Technology, and co-taught the pilot with Dr. William Stratton. Materials centered on use of Java-based networked environments with Oracle database back-ends.

PROFESSIONAL SERVICE and SUPPORT OF ACADEMIC FIELD

Advisory Committees

- 2017 President, Higher Education Video Game Alliance
- 2017 New Media Consortium Horizon Report Panel Expert
- 2016 New Media Consortium Horizon Report Panel Expert
- 2015 Founding Executive Committee member and Treasurer, Higher Education Video Game Alliance.
- 2015 External program evaluator, Drexel University
- 2015 Judge, World-Wide Finals, Microsoft Imagine Cup
- 2014 Co-Founder & Treasurer, Higher Education Video Game Alliance
- 2011 Hosting member of the program committee with S. Jacobs and J.P. Dyson (Strong National Museum of Play) for the IEEE Games Innovation Conference, 2012.
- 2011 Reviewer for Microsoft Research Fellowship Awards.

| | |
|-----------|---|
| 2011 | Judge, World-Wide Finals, Microsoft Imagine Cup, Game Design Awards. World final held in New York City with competing finalists from 36 countries. |
| 2010-2011 | Member of the IEEE Games Innovation Conference steering committee. |
| 2009-2012 | Adobe Educational Leader. Invited to serve as one of roughly 200 K-12 and higher education professionals world wide that advise Adobe on the use of their products as educational, serve as role models for the use of Adobe products in education, and are recognized for their contributions to the field. |
| 2009-2012 | Adobe Developer Partner. Invited to serve as one of roughly 50 developer partner AELs as a member of the “developer partner” group, and indentified as the point of collaboration for recognition of the RIT IGM Department as an institutional Developer Partner. |
| 2009 | Lynda.com Educational Advisory Board. Invited to serve as one of 24 members of the first annual Educational Advisory Board for Lynda.com. Lynda.com is a resource and training website for software professionals in both technical and design related fields. |
| 2009-2017 | Board member, Adobe Partners by Design program. |
| 2006-2007 | Member – IEEE Task Force, Gaming Executive Committee |
| 2005-2007 | Member of the Advisory Committee - International Association for Game Education and Research (IAGER) |
| 2005-2007 | Member of the Scientific Advisory Board - Masters in Science in E-Sport and Competitive Gaming, as proposed by Danube-University in Krems, Austria. Other members of the board are Prof. Dr. Henry Jenkins III, Director of the Comparative Media Studies Program, MIT, Prof. Dr. Espen Aarseth, Director of the Center for Computer Games Research, IT University of Copenhagen and Prof. Dr. Gerhard M. Buurman, Director of the Center for Interaction Design, University of Arts, and Zürich. |
| 2004-2006 | Member of the Advisory Committee - FuturePlay 2005 conference on the Intersection of Academia and Games Technology, http://www.futureplay.org |
| 2000-2003 | Elected member of the V-Learn Board of Directors. V-Learn was a non-profit organization sponsored by the Contact Consortium and several academic institutions including Cornell, HIT Lab, Harvard, and many others, which is responsible for investigating the use of 3D Web-based technologies for educational purposes. |
| 2001-2002 | Elected and served on the National Curriculum Committee under the Society for Information Technology Education (SITE), which would later become the ACM Special Interest Group for Information Technology Education (SIGITE). |
| 2000-2001 | Elected and served as a Co-Chair of the External Authoring Interface (EAI) Working Group for the Web 3D Consortium (formerly the VRML Consortium). http://www.web3d.org/ . May 1999 –May 2001. |

Conference Organization and Program Committees

| | |
|------|-------------------------------------|
| 2017 | Program Committee Member, FDG 2017 |
| 2013 | Program Committee Member, IGIC 2016 |
| 2016 | Program Committee Member SeGAH 2016 |

| | |
|--------------|---|
| 2015 | Paper Reviewer, Games+Learning+Society |
| 2009 | Program Committee Member - IEEE Games Innovation Conference ICE-GIC, London, England. http://ice-gic.ieee-cesoc.org/ |
| 2009-present | Program Chair - Games and Computing Education Track, Foundation of Digital Games 2010 Conference |
| 2008-2009 | Member of Planning and Program Committee – Foundation of Digital Games 2009 Conference |
| 2007-2008 | Program Committee Member –Meaningful Play 2008 http://meaningfulplay.msu.edu/proceedings2008/ |
| 2007-2008 | Member of Planning and Program Committee – Microsoft Academic Days for Gaming 2008 |
| 2006-2007 | Member of Planning and Review Committee - Microsoft Academic Days for Gaming 2007 (February Event) |
| 2006-2007 | Member of the Planning Committee - Microsoft Academic Days for Gaming (Event hosted by Microsoft Research), Spring 2007 |

Faculty External Reviewer for Tenure and/or Promotion

| | |
|------|---|
| 2017 | External reviewer for promotion – Drexel University |
| 2016 | External reviewer for promotion – Carnegie-Mellon University |
| 2017 | External reviewer for tenure – Arizona State University |
| 2016 | External reviewer for promotion – University of Southern California |
| 2016 | External reviewer for promotion – University of California Santa Cruz |
| 2016 | External reviewer for promotion – University of California at Irvine |
| 2016 | External reviewer for promotion – Parsons New School of Design |
| 2017 | External reviewer for Tenure – Miami University |
| 2015 | External reviewer for Tenure – Renselaar Polytechnic Institute |
| 2014 | External reviewer for Tenure – Northeastern University |
| 2010 | External reviewer for Tenure – Worcester Polytechnic Institute, Department of Interactive Media & Game Development. |
| 2010 | External reviewer for Tenure – University of Central Florida, Florida Interactive Entertainment Academy and Department of Digital Media. |
| 2008 | External reviewer for Full Professor -Worcester Polytechnic Institute, Department of Interactive Media & Game Development. http://imgd.wpi.edu/ |
| 2007 | External reviewer for Tenure - Michigan State University, department of Telecommunications, Information Studies and Media, College of Communication Arts & Sciences (Serious Games Program) |

Grant Reviewer

| | |
|-------------|--|
| Summer 2005 | Reviewer - Star Schools Program, US Department of Education. \$22M USD funding across all awards from program cycle. |
|-------------|--|

Journal Article Reviews

- 2007 Reviewer – Journal of Graphics Tools, A. K. Peters
2007-present Member of the editorial board (and active reviewer) for Games & Culture: A Journal of Interactive Media, SAGE Publications. Journal description online: <http://www.sagepub.com/journalsProdDesc.nav?prodId=Journal201757>

Academic Program Reviewer

- Fall 2012 External Reviewer – Drexel University Games Program
- Fall 2008 Reviewer - Reviewer for the New York State Education Department, (NYSED) on programs pertaining to games education, including two at the community college level (details of reviews as well as compensation and length and time of service are confidential between reviewer and the NYSED).
- 2005 Post-Secondary Education Review Board, Served as a reviewer for the Algoma University College Masters in Game Design proposal, working for the PSERB of the Ontario Ministry. This is roughly analogous to an ABET style accreditation visit in the USA.

International/National Conference Paper Reviewer and Curator of Interactive Works

- 2017 Judge, Games 4 Change Most Impactful Award
2017 Judge, NY State Game Challenge
2016 Judge, Microsoft Imagine Cup (national finals)
2014 Program and Arcade Curation Reviewer – Games+Learning+Society 10
2011 Paper Reviewer – Games Innovation Conference, IEEE.
2010 Paper Reviewer – ACM Foundations of Digital Games conference. Monterey, California, 2010.
2008 Judge – INDIECADE 2008 International Festival of Independent Games. Finalists and reviewed work presented at the 2008 Electronic Entertainment Expo (E3).
2008 Paper Reviewer – ACM SIGGRAPH Sandbox Symposium.
2008 Judge – Independent Games Festival (IGF). Finalists presented at the Game Developer's Conference 2009.
2002 Paper Reviewer - Member of the Paper Review Panel, Web3D 2002 Conference; sponsored by SIGGRAPH and SIGCHI.

Closed/Invited Beta Review for Academic Software

- 2012 Invitation and participation in closed beta of Flash 3D “Molehill” beta with partners from Adobe, Electronic Arts, and others.
2010 Invitation only to Adobe CS5 Pre-release program

- 2006 Special Invite to participate, Adobe Director 2008 Beta Team (codename “Sayles”). This is a closed beta available by invitation only to recognized expert users of the Director Product line. (Invited by Adobe Developer Relations)
- 2004 Special Invite to participate, Macromedia Director MX 2004 Beta Team (codename “Woody”). This is a closed beta available by invitation only to recognized expert users of the Director Product line. (Invited by Macromedia Developer Relations)
- 2002 Special Invite to participate, Macromedia Director MX Beta Team (codename “Foster”). This is a closed beta available by invitation only to recognized expert users of the Director product line. (Invited by Macromedia Developer Relations)

Elected Positions in Standards Committees or National Organizations

- 2001-2002 National Curriculum Committee - The Society for Information Technology Education (SITE)
- 2000-2003 V-Learn Board of Directors - V-Learn is a non-profit organization sponsored by the Contact Consortium and several academic institutions including Cornell, HIT Lab, Harvard, and many others, which is responsible for investigating the use of 3D Web-based technologies for educational purposes.
- 1999-2001 Co-Chair (Elected) - External Authoring Interface (EAI) Working Group for the Web 3D Consortium (formerly the VRML Consortium). <http://www.web3d.org>

Section Editor for Academic and Trade Publications

- 2005-present Director Section Editor - MX Developer’s Journal; now the Adobe Web Developer’s & Designer’s Journal), SYS-CON Media

SERVICE TO THE ROCHESTER INSTITUTE OF TECHNOLOGY

Rochester Institute of Technology – Institute Service

- 2016-2017 Provost’s Task-Force on Multidisciplinary Activity
- 2016-present Fellow, RIT School of Individualized Studies
- 2013-present Director, RIT Center for Media, Arts, Games, Interaction & Creativity
- 2011-2012 Co-Chair, Provost’s Task Force on Educational Technology
- 2011-2012 Member, Institutional Task Force on Mobile Technology
- 2011 Communications Officer, Executive Committee, Academic Senate
- 2010-2012 GCCIS representative to Institute Council
- 2010-2012 GCCIS representative to Academic Senate
- 2010 Co-Chair – IGM School Transition Committee
- 2009 Member – Provost’s Academic Technologies Taskforce
- 2008-2009 External College Faculty – RIT Tenure Committee College of Science
- 2002-2003 Member – Taskforce on Directions for the Laboratory of Applied Computing
- 2002-2003 Member – Taskforce on Rewrite of Guidelines for Degree Proposals (Joint Subcommittee with Graduate Council/Institute Curriculum Committee)
- 2001-2004 GCCIS Representatives – Graduate Council

Rochester Institute of Technology – GCCIS College Service

| | |
|----------------|---|
| 9/2011-6/2013 | Member- Deans Leadership Team (Chairs and Directors) |
| 9/2005-6/2007 | Member – GCCIS Tenure Committee (2 Terms) |
| 6/2008-10/2008 | Member – Leadership and Vision Group (Deans and Chairs Group) |
| 7/2008-8/2008 | Presenter – College and Careers Day(s) |
| 7/2007-8/2007 | Presenter – College and Careers Day(s) |
| 10/2006-8/2008 | Member – Dean’s Student Outreach Task Force (Eydie Lawson – Chair) |
| 7/2006-8/2006 | Presenter – College and Careers Day(s) |
| 9/2001-6/2004 | Member – College Curriculum Committee |
| 9/2001-6/2003 | Member – Taskforce on Liaisons with Information Technology Services |
| 2001-2002 | Member – GCCIS Dean’s Search Committee |

Rochester Institute of Technology – IGM Departmental Service

| | |
|----------------|---|
| 7/2009-present | Presenter and Tour Leader – RIT Open House and Related Events |
| 7/2009-present | Member – GDD Graduate Student Admissions Group |
| 7/2009-present | Participant – Freshman Orientation Week Activities |

Rochester Institute of Technology – IT Departmental Service

| | |
|---------------|---|
| 9/2007-6/2009 | Member – Search Committee (non-voting with pending Department Chair) |
| 6/2007-6/2009 | Member – Facilities Advisory Group |
| 2006-2008 | GD&D Program Director |
| 9/2004-6/2007 | Co-Presenter – Brick City Festival at RIT (presentation with Chris Egert) |
| 6/2004-6/2006 | Member – Graduate Curriculum Committee |
| 9/2001-6/2002 | Member – Facilities Committee |
| 9/2001-6/2003 | Chair – Graduate Curriculum Committee |
| 9/2000-9/2001 | Member – MS/IT Committee |
| 9/2000-6/2009 | Participant – IAB functions |
| 9/2000-6/2009 | Participant – Capstones and Cookies Events |
| 9/2000-6/2009 | Participant – Freshman Orientation Week Activities |
| 9/2000-6/2009 | Participant – Commencement and Graduation Activities |

Rochester Institute of Technology – Game Design & Development Program Service

| | |
|---------------|---|
| 7/2006-6/2009 | Member – Game Design and Development Administrative Committee |
| 7/2006-6/2009 | Member – Game Design and Development Admissions Subgroup |
| 7/2006-6/2009 | Member – Game Design and Development Assessment Subgroup |
| 7/2006-6/2009 | Member – Game Design and Development Scheduling Subgroup |
| 7/2006-6/2009 | Member – Game Design and Development Curriculum Futuring Subgroup |
| 7/2006-6/2009 | Member – Game Design and Development Hospitality Subgroup |
| 7/2006-6/2009 | Member – Game Design and Development Recruitment Subgroup |

7/2006-6/2009 Member – Game Design and Development IAB Recruitment Subgroup
4/2006-8/2006 Co-Organizer – “Save This City” Game Design Contest

PROFESSIONAL MEMBERSHIPS & AFFILIATIONS

1. Personal and institutional member in the Higher Education Video Game Alliance
2. Currently an active member in the Independent Game Developers Association (IGDA) and a participant in the organizational work related to academic leadership in games education.
3. Association for Computing Machinery (ACM), and Special Interest Group in Computer Graphics and Interactive Techniques (SIGGRAPH).
4. Lifetime member, Phi Kappa Phi National Honors Society, inducted in fall of 2000.
5. Lifetime member, Golden Key National Honors Society, inducted in fall of 1996.