Dr. Andrew M. Phelps

Curriculum Vitae

Professor Phelps specializes in game-centric teaching and research, exploring how games can be effective tools for education, expression, and wonder.

CURRENT PRIMARY FACULTY APPOINTMENT & CONTACT INFO

Professor
Film & Media Arts Division
**School of Communication**
American University
Washington, DC, USA

Director
American University Game Initiative and AU Game Center
American University
Washington, DC, USA

Player generated paintings from *Splattershmup: A Game of Art & Motion.* 2015-2016.

E-mail: andymphelps@gmail.com
Web: professorandrewphelps.net or andyworld.io
LinkedIn: www.linkedin.com/in/andymphelps/
Medium: medium.com/@andymphelps
X / Twitter: @andymphelps
Pronouns: He/Him/His
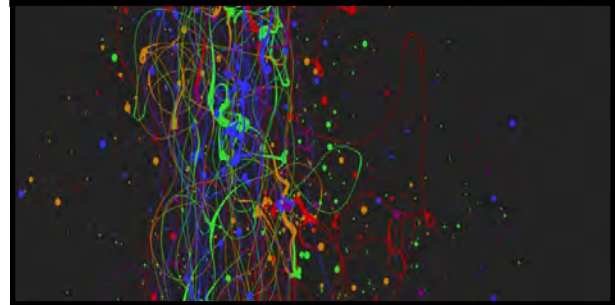
EDUCATION

Doctorate of Engineering, May 2022, College of Engineering, University of Canterbury, Christchurch, New Zealand

Master of Science in Information Technology, May 1999, College of Applied Science and Technology, Rochester Institute of Technology, Rochester, New York

Bachelor of Fine Arts in Painting & Computer Art (dual degree), May 1997, School of Fine Arts, Bowling Green State University, Bowling Green, Ohio, graduated *Magna Cum Laude*

RESEARCH INTERESTS

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

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, and Serious Games

PROFESSIONAL EXPERIENCE

01/2023 – 05/2023
**Research Stream Lead & Project Advisor**
09/2021 – 01/2023
(Founding) Programme Director, Project Creative Economy (PCE)
Koawa | Digital Screen Campus (DSC), Dovedale Campus
University of Canterbury

Professor Phelps was appointed by Vice Chancellor Cheryl de la Rey as the (Founding) Director of Programme for the Koawa | Digital Screen Campus project, formerly entitled Project Creative Economy. In this role, Phelps and his team were responsible for planning, deploying and delivering an entire campus redesign including an innovative new four-year curriculum, faculty and staff recruitment, newly designed and renovated campus facilities for both student and commercial work across film, games, virtual, augmented and cross-reality, motion capture, and more. Elements of the project are centered on commercial and governmental partnerships, business incubation, and engagement between undergraduate students, commercial partners, artists, filmmakers, etc. The programme also includes significant research and innovation activities, with engagement and involvement from doctoral and post-doctoral research staff in these areas, including the HITLabNZ, the School of Product Design, and UC Arts. This project represents a historic shift in the direction of the university and a planned $130.2M NZD investment over 2020-2026.

Artist's rendering of the new Dovedale Digital Screen Campus, University of Canterbury, Christchurch, NZ
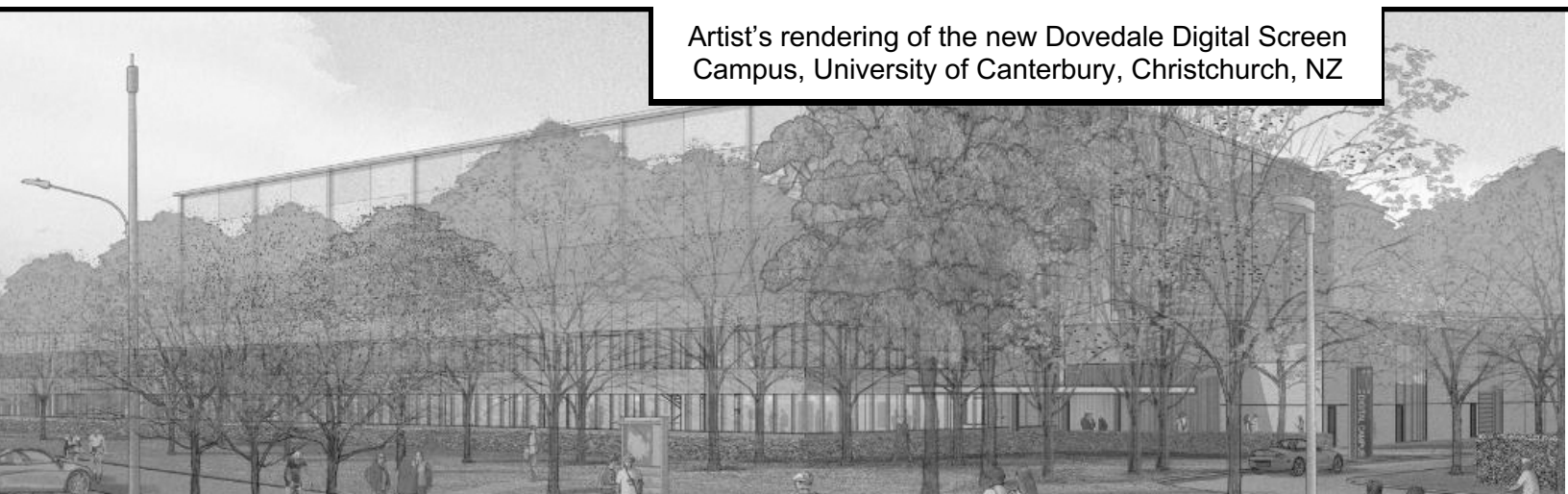
PROFESSIONAL EXPERIENCE (CONTINUED)

09/2021 – present
Visiting Professor and Honorary Member of the Faculty
Transformational Play Initiative
Department of Game Design
Uppsala University (Gotland Campus)
Visby, Sweden

09/2023 – 07/2024
Chief Learning Officer
Endless Studios
endlessstudios.com

American University Game Center
Washington, DC, USA

American University School of Communication
Washington, DC, USA

PROFESSIONAL EXPERIENCE (CONTINUED)

01/2020 – 05/2023
Professor, Human Interface Technology Laboratory NZ
Co-Founder, Applied Immersive Gaming Initiative (AIGI)
College of Engineering
University of Canterbury

07/2019 – present
Professor, Film & Media Arts Division, School of Communication (and)
Professor, Computer Science, College of Arts & Sciences (2019-2024)
Awarded Academic Tenure 09/2019
American University
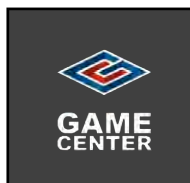
07/2019 – present
Director, AU Games Initiative and AU Game Center
American University

10/2017 – present
President, Higher Education Video Game Alliance (HEVGA)
HEVGA Co-Founder & Founding Fellow
07/2014 – 10/2017
HEVGA Treasurer & Executive Committee Member

06/2018 – 07/2019
Professor, College of Art & Design
Rochester Institute of Technology
Rochester, New York

09/1999 – 05/2018
Professor, B. Thomas Golisano College of Computing &
Information Sciences
07/2010 – 06/2018 Professor
07/2005 – 04/2010 Associate Professor
Awarded Academic Tenure 07/2005
09/2001 – 07/2005 Assistant Professor &
09/1999 – 09/2001 Instructor, Rochester Institute of Technology
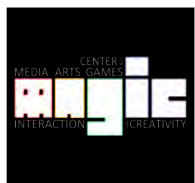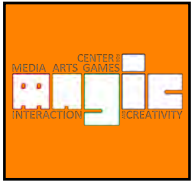
02/2014 – 05/2019
Founding Director, RIT Center for Media, Arts, Games, Interaction
& Creativity (RIT MAGIC Center)
Rochester Institute of Technology

PROFESSIONAL EXPERIENCE (CONTINUED)

02/2014 – 05/2019
Founding Director & CEO, MAGIC Spell Studios
Rochester Institute of Technology

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 spearheaded this new effort and, in this role, reported directly to the Vice President and Associate Provost for Research. Phelps grew the effort in 5 years from an initial investment of $1M from the RIT venture fund to a $35M USD campus facility, with recognition by the State of New York as a Center of Excellence for games and media. MAGIC has since formed the basis and inspiration for numerous other centers and studio efforts throughout games in higher education.
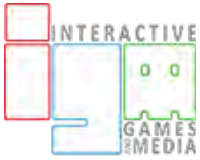
MAGIC Spell Studios RIT Facility, 2019

MAGIC Spell Studios Development Lab, 2019

PROFESSIONAL EXPERIENCE (CONTINUED)

07/2009 – 01/2013
**Founding Director, School of Interactive Games & Media &
Founding Chair, Department of Interactive Games & Media**
Rochester Institute of Technology

Professor Phelps founded the Department of Interactive Games and Media in July of 2009 (School established March 7, 2011). He was 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. Under his leadership the school grew to a student body of over 700, grew from 1 laboratory to 9 different integrated facilities, and added numerous faculty and staff to the university.

**09/2004-06/2009 Director, Game Design & Development
Golisano College of Computing and Information Sciences**
Rochester Institute of Technology

Responsible for the creation and implementation of courses related to both the Game Design and Development concentration as well as the proposal, creation, and implementation of both the Masters of Science and Bachelors of Science in Game Design and Development. These two degrees became a hallmark of excellence in the field and were consistently ranked in the top 5 in the USA during Phelps' tenure by the Princeton Review, Animation Magazine, and other such services. Responsibilities included acting as program representative to the IT department chair, dean's office, institute committees and personnel, and outside agencies and partners.

9/2004-09/2013 Research Director, Laboratory for Game Design & Development (Formerly the CASCI Laboratory for Graphical Simulation, Visualization & Virtual Worlds)
Golisano College of Computing and Information Sciences
Rochester Institute of Technology

Responsible for coordinating research activities among faculty whose scholarship involved simulation or game development. Provided financial and resource support for a number of research funded initiatives, including those sponsored by Microsoft Research, the Library of Congress, the Department of Education, the National Science Foundation, and more.

ADDITIONAL EXPERIENCE

01/2019 - 07/2019   **Game Scholar in Residence**, American University School of Communication & American University Game Lab. Washington, DC.

2007   **Academic Consultant / Educational Leader** (NOVA Academy, Rochester Institute of Technology) Middle College Program administered by U. Boyd, D. Spang. Rochester, NY.

07-1998 & 07/1999   **Summer Instructor**, Kids on Campus STEM program, Rochester Institute of Technology. Rochester, NY.

AWARDS

2019   **Award for Visual Excellence** for *Fragile Equilibrium: An Action Game of Melancholic Balance*. International Conference on Interactive Digital Storytelling 2019 Art Show.

2017   **RIT Golden Brick Alumni Achievement Award**. Awarded by the RIT Alumni Association.

2011   **Adobe Education Leader Impact Award**. Awarded by Adobe in San Jose, California.

2009   **XNA Game Studio Express Innovation Award.** Awarded by Microsoft Corporation in Seattle, Washington.

2003   **EDT Best Session Award**. Lunt, B., H. Reichgelt, T. Ashford, Andrew Phelps, E. Slazinski, and C. Willis. "An Empirical Comparison of Baccalaureate Programs in Computing." In *Proceedings of the 2003 International Conference on Engineering and Computer Education*, 8. Santos, Brazil. Awarded by the American Society for Engineering Education.

AWARD NOMINATIONS

2011   **Outstanding Alumni Award**, Golisano College of Computing & Information Sciences, Rochester Institute of Technology.

2011   **Trustees Scholarship Award**, Rochester Institute of Technology.

AWARD NOMINATIONS (CONTINUED)

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   **Eisenhardt Teaching Award**, Rochester Institute of Technology.

SELECTED STUDENT GAME DESIGN AWARDS

2016   **3rd Place in Best Visual Quality, Intel University Games Showcase** for *Hack, Slash & Backstab*, a video game by MAGIC Spell studios. Faculty and staff credits (leads): Andrew Phelps and Aaron Cloutier. Student credits: Rob Clifford, Jason Fitch, Bryce Lockwood, Timothy Reuter, Jim Arnold, Alex Dunn, Tyler Gerber, Derek Lescarbeau, Eric Mazer, Brandon Walruth, Joe Cappola, Nathanial Schwab, Zacharay Yaro, James Zolyak. Professional credits: Aaron Cloutier, Jennifer Hinton, Brenda Schlageter. Faculty credits: Andrew Phelps and Christopher Egert. Held at the Game Developer's Conference, 2016, San Francisco, CA.

2015   **1st Place, Microsoft Imagine Cup** for *Super Daryl Deluxe*, a video game by Dan Plate and Gary Porter.

2015   **1st Place in Best Visual Quality, Intel University Games Showcase** for *Super Daryl Deluxe,* a video game by Dan Plate and Gary Porter. Held at the Game Developer's Conference 2015.

SELECTED STUDENT GAME DESIGN AWARDS (CONTINUED)

2015   **Taco Bell Indie Game Garage - Winner** for *Super Daryl Deluxe,* a video game by Dan Plate and Gary Porter.

2015   **Finalist (1 of 5), Games+Learning+Society Education Arcade** for *Splatterhsmup: A Game of Art & Motion.* Faculty and staff credits (leads): Andrew Phelps and Aaron Cloutier. Additional faculty credits: Christopher Cascioli, Christopher Egert. Additional staff credits: Jennifer Hinton. Student credits: Kathleen Tigue, Amanda Rivet, Brett Morris, Clifton Rice, Steven Sucy, Dimitri Dolgov, Liam Middlebrook, Jake Higgins, David Mann, James Castle, Kyle Forgaard, Derek Kuykendall, Joshua Kwiatkowski, Daniel Law, and James Zolyak. Held at the Games+Learning+Society 11 conference in Madison, Wi.

PEER-REVIEWED BOOK CHAPTERS

2024   Phelps, A., Consalvo, M., Boudreau, K., and Bowman, N.D. (2024) "Perspectives on Microstreaming: Labor, Interactivity and Authenticity" in Bowman, N. (Ed.), Emerging issues for emerging technologies: Informed provocations for theorizing media futures. Media & Communication. Peter Lang. DOI: 10.3726/b18402

2022   Rusch, Doris, and Phelps, Andrew. (2022) "The Magic of the Witch's Way" in *The Magic of Games*. Nikolaus Koenig, Natalie Denk, Alexander Pfeiffer, and Thomas Wernbacher (Eds.) Donau-Universitat, Krems. pp 55-72. DOI: https://doi.org/10.48341/NCAP-6J40

2022   Phelps, A. and Rusch, D.C. (2022) "The Witch's Way: A Transformational Story Adventure." The International Conference on Interactive Digital Storytelling (ICIDS) 2021 Art Book. Lynda Clark & Raivo Kelomees, Eds. ETC Press, Carnegie-Mellon University, Pittsburg, PA. Pages 65-83.

2021   Rusch, D.C. and Phelps, A. (2021) "Games of the Soul." In *A Ludic Society* by Denk, et al. (pp. 102–126). Donau-Universität Krems, Universitätsbibliothek. ISBN-13: 978-3903150720

PEER-REVIEWED BOOK CHAPTERS (CONTINUED)

2021	Phelps, A., Egert, C., and Cloutier, A. "MAGIC Production Studio." In *Teaching the Game: A Collection of Syllabi for Game Design, Development and Implementation: Volume 2*, edited by R., Ferdig, E, Gandofli, and E, Baumgartner. Carnegie Mellon University: ETC Press. DOI: 10.1184/R1/14867193
2020	Phelps, A. Fragile Equilibrium: An Action Game of Melancholic Balance. In *The Art Exhibition at ICIDS 2019 Art Book*, edited by R. Bown and B. Salisbury. ETC Press. DOI: 10.1184/R1/13383011
2020	Consalvo, M, and Andrew Phelps. "Game Development Live on Twitch: Observations of Practice and Educational Synergies." In *Game Production Studies: Cultural Studies of Video Game Industries*, edited by O. Sotamaa and J. Svelch. Amsterdam, the Netherlands: Amsterdam University Press. https://www.aup.nl/en/book/9789463725439/game-production-studies
2019	Phelps, Andrew, and Christopher Egert. 2020. "Balancing Entertainment and Educational Objectives in Academic Game Creation: A Production Focused Studio Classroom Approach." In *Global Perspectives on Gameful and Playful Teaching and Learning*, edited by M Farber. Hershey, PA: IGI Global. DOI: 10.4018/978-1-7998-2015-4.
2019	Phelps, Andrew, C Egert, and A Decker. "Splattershmup: A Game of Art & Motion." In *Learning, Education & Games: 100 Games to Use in the Classroom & Beyond*, edited by K Schrier. Vol. 3. Pittsburgh, PA: Carnegie Mellon University: ETC Press. DOI: 10.1184/R1/10557950.
2017	Decker, A, C Egert, and Andrew 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: Embedding Computing Across Disciplines*, edited by Samuel B. Fee, Amanda Holland-Minkley, and Thomas E. Lombardi, 237–57. Cham, Switzerland: Springer International Publishing.

PEER-REVIEWED BOOK CHAPTERS (CONTINUED)

| 2011 | Egert, C, and Andrew Phelps. "Motivating Science Education through Games." In *Learning to Play: Exploring the Future of Education with Video Games*, edited by M Khine, 129–51. New York, NY: Peter Lang. |

PEER-REVIEWED JOURNAL PROCEEDINGS, CONFERENCE PUBLICATIONS & PRESENTATIONS

2024	Boudreau, K., Bowman, N. D., Phelps, A. and Consalvo, M. "Playing the (Streaming) Fame Game: (Re)presentations of success, challenges, and demand in streaming simulation games." Proceedings of the 5th Hawaiian International Conference on System Sciences (HICSS).
2023	Consalvo, M., Phelps, A., Grace, L. and Altizer, R. "The Ethical Colonizer? Grand Strategy Games, Colonization, and New Ways of Engaging Moral Choices." In Proceedings of the International Conference on Interactive Digital Storytelling 2023 (ICIDS 2023). Kobe, Japan.
2023	Dashiell, S. and Phelps, A. "The Real Halflings of Waterdeep: The Intersection of Reality Television and Audience Motivation in Tabletop Role Playing Actual Play." Proceedings of the 2023 Association of Internet Researchers (AoIR) Conference. Philadelphia, Pennsylvania.
2023	Phelps, A. "Games, Cinema, Platforms & Interactivity." New Zealand Game Developers Conference (NZGDC). Wellington, New Zealand.
2023	Phelps, A. "A Celebration of Teaching, Researching, and Loving Games" Games 4 Change Festival 2023. New York, New York.
2023	Bowman, N. D., Lee, Y., Chen, S., Phelps, A., Consalvo, M., & Boudreau, K. (2023). Unscripted, Unproduced, Unstaged: Audience Perceptions of Authenticity of Microstreamers. In Extended Abstracts of the 2023 Annual Symposium on Computer-Human Interaction in Play, October 10–13, 2023, Stratford, ON, Canada. ACM, New York, NY, USA. 10 pages. https://doi.org/10.1145/3573382.3616077

PEER-REVIEWED JOURNAL PROCEEDINGS, CONFERENCE PUBLICATIONS & PRESENTATIONS (CONTINUED)

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2023	Dashiell, S., & Phelps, A. (2023). Analyzing gender capital in Grand Theft Auto social media conversations. Media, Culture & Society, 0(0). https://doi.org/10.1177/01634437231185949.
2023	Phelps, A., Mantegna, M., Duhen, W. and Clement-Jones, T. "A Constitution for the Metaverse." Panel Discussion. More Than Just A Game VII, Queen Mary University of London Centre for Commercial Law Studies. London, UK.
2023	Phelps, A. and Dashiell, S. "Of Platforms and Incongruities of Virtual Party Worlds (There is much more to the party than the house)." Tampere Games Spring Seminar. Center of Excellence for Game Culture Studies, Tampere University, Finland.
2023	Phelps, A. and Consalvo, M. "A Fantastic Imagination of Digital Disintegration: The Gestalt and Rhetoric of the Atomization of the Social Network." Northern Star Symposium. Nord University, Bodø, Norway.
2023	Phelps, A., Consalvo, M., Grace, L., Altizer, R., and Koenitz, H. "Mis/Dis Information and Games Studies in Climate, Health, Culture, and News." Panel discussion. Digital Games Research Association (DiGRA) 2023 International Conference. Seville, Spain.

Phelps is one of 8 researchers associated with the Transformative Play Initiative at the Department of Game Design at Uppsala University.

PEER-REVIEWED JOURNAL PROCEEDINGS, CONFERENCE PUBLICATIONS & PRESENTATIONS (CONTINUED)

2023	Phelps. A. "A Celebration of Teaching, Researching, & Loving Games." Keynote presentation, Gotland Game Conference Education Day. Uppsala University, Gotland Campus, Sweden.
2023	Consalvo, M., Boudreau, K., Bowman, N., and Phelps, A. (2023) "Fame! I wanna stream forever: Analysis and critique of successful streamers' advice to the next generation" The 56th Annual Hawaiian International Conference on Systems Science (HICSS56). Maui, HI.
2022	Moger, D., Wagner, J. and Phelps, A. (2022) Fake News Cycles: Exploring the Repetitive Design of Disinformation Games. Proceedings of the Games+Learning+Society 2022 Conference. University of California at Irvine.
2022	Phelps, A. and Rusch, D.C. "Games for Personal Growth: Redefining Notions of Impact and Design Towards Individual Transformation." 9th European Communications Research & Education Association 2022 (ECREA). Aarhus, Denmark.
2022	Consalvo, M. and Phelps, A. "Re-Reading, Re-Playing, and Re-Experiencing: Similarities, Differences, and Impact Across Games and Books." Tampere Games Summit, Tampere Finland.
2022	Phelps, A. Consalvo, M. Bowman, N.D. and Jlh-Hsuan, T.L. "Small But Numerous: Frameworks and Approaches for Understanding Microstreamers on Twitch". International Communication Association 2022 Conference, Paris, France.
2022	Phelps, A., Consalvo, M., Bowman, N.D., and Smyth, S. "Shared Spaces as Authenticity: Exploring the Connectedness of the Physical Environments of Microstreamers and their Audience" The 55th Annual Hawaiian International Conference on Systems Science (HICSS55). Maui, HI. http://hdl.handle.net/10125/79721
2022	Phelps, A. "The Awesome Power of Games and Interactive Entertainment." More Than Just A Game V. Queen Mary's College of Law. London, England.
2022	Phelps, A. and Rusch, D.C. "Magic, Myth & Meaning in Game Design" International Conference on Meaningful Play, Keynote Presentation. Michigan State University, East Lansing, MI.

PEER-REVIEWED JOURNAL PROCEEDINGS, CONFERENCE PUBLICATIONS & PRESENTATIONS (CONTINUED)

2022	Platt-Young, Zoe., Lukosch., Heide., Phelps, Andy. Exploration of Immersive Gamed-Based Approaches for Youth Social Anxiety. [Poster Presentation] Sports, Health and Rehabilitation Research Cluster Launch Event. Christchurch, New Zealand.
2022	Platt-Young, Zoe., Lukosch., Heide., Phelps, Andy. Exploration of Immersive Gamed-Based Approaches for Youth Social Anxiety. [Poster Presentation] George Abbott Research Symposium, University of Otago. Christchurch, New Zealand.
2022	Phelps, A. "A Story of Convergence." CILECT North American Annual Meeting, Keynote Presentation. Online (due to global pandemic), and Chapman University, California.
2022	Phelps, A. "A (Very) Brief History of Games & Education in the Past 20ish Years". Scottish Games Week Educational Symposium. Dundee, Scotland.
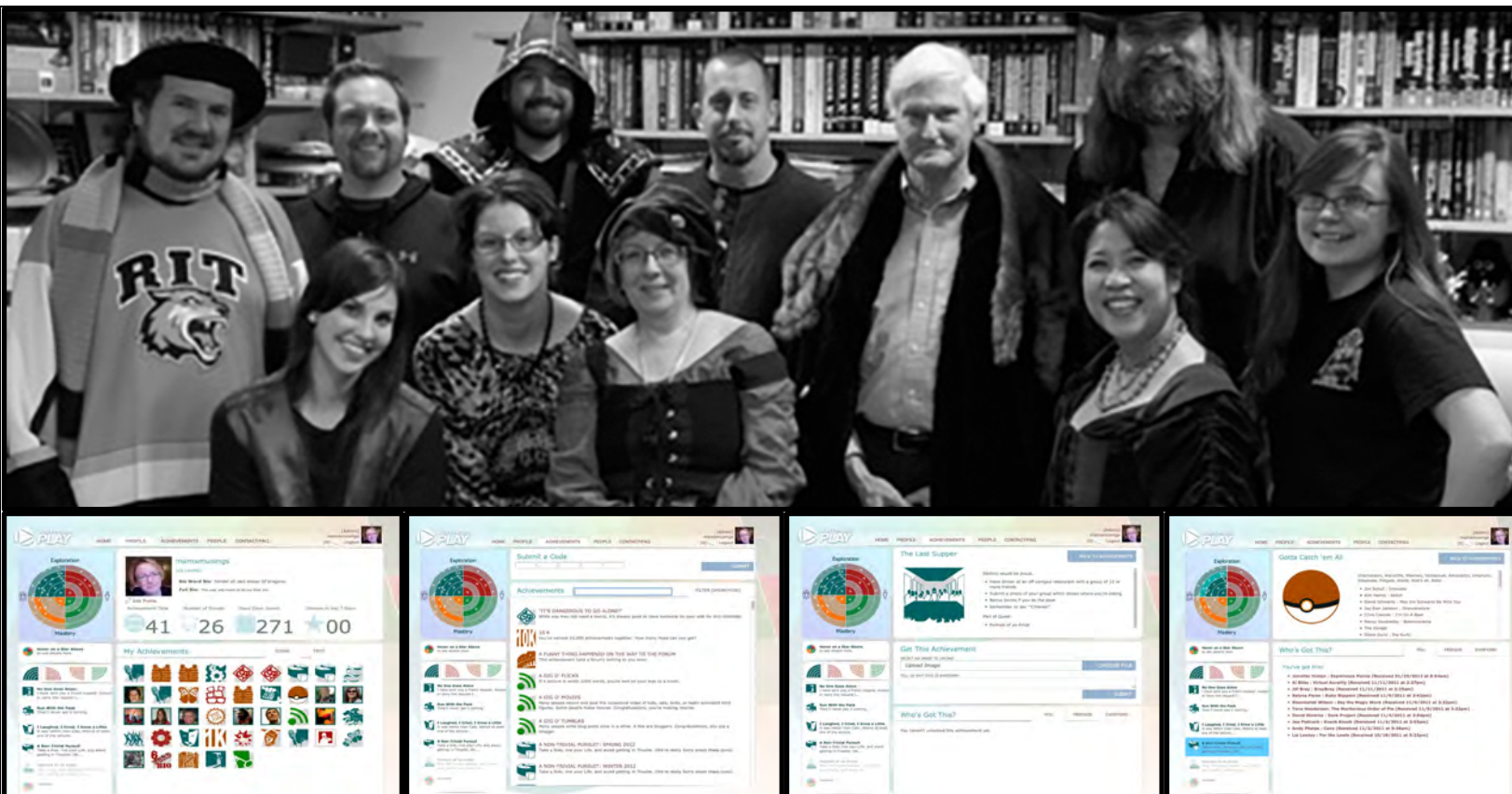
[The *Just Press Play* project at the Rochester Institute of Technology, including a large group of faculty and staff as a part of one of the achievements, and screenshots of the application. https://www.microsoft.com/en-us/research/video/student-achievement-system/]

PEER-REVIEWED JOURNAL PROCEEDINGS, CONFERENCE PUBLICATIONS & PRESENTATIONS (CONTINUED)

2021	Phelps, A. "HACKING TWINE: Implications of Extending State-Based Tracking Elements and Application Packaging for HTML-Based Interactive Narratives." Presented to the Association for Research in Interactive Digital Narrative (ARDIN). Online.
2021	Wagner, J. Moger, D., Consalvo, M. and Phelps, A. "Well Played: Spiritfarer, Age, Death, Peace, and a Pandemic." Games 4 Change Festival. New York. 20201. https://2021gamesforchangevirtualfestiva.sched.com/event/jyVa
2021	Rusch, D. and Phelps, A. "The Magic of the Witch's Way." Presented at the Future of Reality and Games (FROG) 2021 Conference, Vienna, Austria. https://youtu.be/8s6IVAqQf4Q
2021	Phelps, A., Bowman, N.D., Consalvo, M., and Smyth, S. (2021, October) "Streaming Small Shared Spaces: Exploring the Connectedness of the Physical Spaces of Microstreamers and their Audience." The 22nd Annual Conference of the Association of Internet Researchers (AOIR2021). Philidelpha, PA. DOI: https://doi.org/10.5210/spir.v2021i0.12224
2021	The Witch's Way [video game]. Juried selection for the International Conference on Interactive Digital Storytelling (ICIDS2021). Tallinn, Estonia.
2021	Phelps, A. "HACKING TWINE: Implications of Extending State-Based Tracking Elements and Application Packaging for HTML-Based Interactive Narratives." Presented at the Association for Research on Interactive Digital Narrative (ARDIN). Online.
2021	Phelps A. "Existential Game Design: Towards a Theory of Transformative, Existential Game Design" Presented at the New Zealand Game Developers Association (NZGDA) annual conference. Wellington, NZ.
2021	Wagner, J., Moger, D., Consalvo, M., and Phelps, A. (2021) "Helping Grandma Home: Spiritfarer's Progressive Treatment of Older Adults During COVID-19" in *Well Played Retrospective: The Past, Pandemic and Future of Video Games, Value and Meaning* by Davidson, Fay, Fernandez-Vara, Pinckard and Sharp. (Eds.) ETC Press, Carnegie-Mellon University. https://press.etc.cmu.edu/index.php/product/well-played-retrospective/

PEER-REVIEWED JOURNAL PROCEEDINGS, CONFERENCE PUBLICATIONS & PRESENTATIONS (CONTINUED)

2021   Rusch, D.C. and Phelps, A. (2021) "The Witch's Way: A Transformational Story Adventure: Theorizing a Model for Existential, Transformative Game Design via the Creation and Analysis of an Experimental Sample Work." Foundations of Digital Games 2021 Conference (FDG21). Games & Demos. **Winner of 2nd place for best-of-show award.**

Promotional artwork from *Fragile Equilibrium: An Action Game of Melancholic Balance*
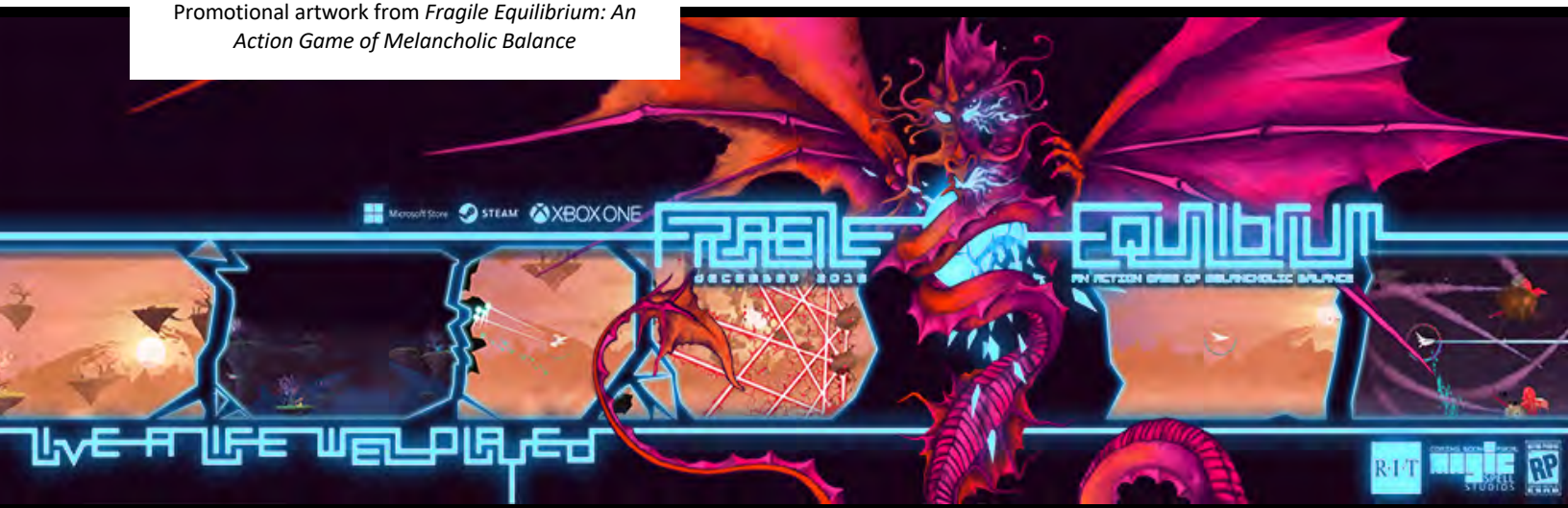
2021   Phelps, A., Egert, C. & Consalvo, M. (2021) "Hack, Slash & Backstab: A Post-Mortem of University Game Development at Scale" International Journal of Designs for Learning, 12(1), 16–33. DOI: 10.14434/ijdl.v12i1.31263

2021   Consalvo, M., & Phelps, A. (2021). Getting through a Tough Day (Again): What Possum Springs Says about Mental Health and Social Class. American Journal of Play, 12(3), 338–362. https://www.journalofplay.org/sites/www.journalofplay.org/files/pdf-articles/12-3-Article-4-Getting-through-tough-day.pdf

2021   Phelps, A., Consalvo, M., and Bowman, N. "Streaming Into the Void: An Analysis of Microstreaming Trends and Behaviors Utilizing a Demand Framework." Presented at the 54th Annual Hawaii International Conference on Systems Science (HICSS), Kauai, HI. http://hdl.handle.net/10125/70963

PEER-REVIEWED JOURNAL PROCEEDINGS, CONFERENCE PUBLICATIONS & PRESENTATIONS (CONTINUED)

2020	Rusch, Doris C., and Phelps, A. "Games of the Soul: Exploring a Design Framework for Creating Existential, Transformative Games." Future and Reality of Games (FROG), Keynote presentation. Vienna, Austria (online). November 2020.
2020	Rusch, Doris C., and Andrew M. Phelps. "Existential Transformational Game Design: Harnessing the 'Psychomagic' of Symbolic Enactment." *Frontiers in Psychology*, vol. 11, Frontiers, 2020. Frontiers, doi:10.3389/fpsyg.2020.571522.
2020	Phelps, Andrew, and M. Consalvo. Banal, Boring, or Bad: Studying the Understudied in Game Studies. *Proceedings of the 2020 Digital Games Research Association (DiGRA) Conference*. Tampere, Finlandhttp://www.digra.org/digital-library/publications/banal-boring-or-bad-studying-the-understudied-in-game-studies/
2020	Phelps, Andrew, and Doris Rusch. Navigating Existential, Transformative Game Design. *Proceedings of the 2020 Digital Games Research Association (DiGRA) Conference*. Tampere, Finland. http://www.digra.org/digital-library/publications/navigating-existential-transformative-game-design/

Virtual production research & development project on the Digital Screen Campus at the University of Canterbury, NZ

Player-generated panting from *Splattershmup: A Game of Art & Motion*

PEER-REVIEWED JOURNAL PROCEEDINGS, CONFERENCE PUBLICATIONS & PRESENTATIONS (CONTINUED)

2020	Phelps, A., Grace, L., Consalvo, M., and Altizer, R. "Games and Moral Panic: A 2500 Year History." 2020 Games 4 Change Festival. New York, NY. Online: https://www.youtube.com/watch?v=EqHnyjiqCJ8&t=120s
2020	Phelps, A., Fullerton, T., Dunlop, K., and Foxman, M. "New Horizons: Challenges and Lessons from Coronavirus" 2020 Games 4 Change Festival. New York, NY. Online: https://www.youtube.com/watch?v=9F7ZyvVhAOw&t=3182s
2020	Consalvo, Mia, and Andrew Phelps. "Teaching Students How to Make Games for Research-Creation/Meaningful Impact: (Is Hard)." *International Conference on the Foundations of Digital Games*, Association for Computing Machinery, 2020, pp. 1–7. ACM Digital Library, doi:10.1145/3402942.3402990
2020	Phelps, Andrew, Wagner, Jocelyn, and Moger, Drew. "Experiential Depression and Anxiety Through Proceduralized Play: A Case Study of Fragile Equilibrium." Journal of Games, Self, and Society. (2) v.1. p.104-149. https://doi.org/10.1184/R1/12215417
2020	Phelps, Andrew and Consalvo, M. "Laboring Artists: Art Streaming on the Videogame Platform Twitch." Presented at the 53rd Annual Hawaii International Conference on Systems Science, Maui, HI. http://hdl.handle.net/10125/64068
2019	Consalvo, M., and Andrew Phelps. "Performing Game Development Live on Twitch." presented at the 52nd Hawaii International Conference on System Sciences, Maui, HI. 10.24251/HICSS.2019.294.
2019	Phelps, Andrew, and M. Consalvo. "Development Streaming and Authenticity: Cultural Connections, Democracy and Potential Platforms of Engagement." presented at Media in Transition 10, MIT. Boston, MA

PEER-REVIEWED JOURNAL PROCEEDINGS, CONFERENCE PUBLICATIONS & PRESENTATIONS (CONTINUED)

2019	Vullo, R. P., Egert, C., and Andrew Phelps. "*MARLi - Molly Alternate Realities Language interactive: A New XML Markup Language for Defining Virtual and Augmented Reality*." International Conference on Internet Computing and Internet of Things, Las Vegas, NV.
2018	Phelps, Andrew, and M. Consalvo. "Keynote Presentation." Keynote Speakers presented at the International Conference on Game Jams, Hackathons and Game Creation Events (ICGJ), San Francisco, CA, March 18.
2018	Decker, Adrienne, Christopher Egert, and Andy Phelps. "Learning to Create or Creating to Learn." In *Meaningful Play Proceedings 2018*, edited by Rabindra Ratan, Brian Winn, and Elizabeth Lapensée, 288–304. Pittsburgh, PA: Carnegie Mellon University: ETC Press. 10.1184/R1/9995969.
2018	Phelps, Andrew, M. Consalvo, and C. Egert. "Development Streaming as a Pedagogical and Community Strategy for Games Education." Workshop on New Research Perspectives on Game Design & Development Education presented at the CHI PLAY 2018, Melbourne, Australia.
2017	Decker, A., Andrew Phelps, and C. Egert. "Disappearing Happy Little Sheep: Changing the Culture of Computing Education by Infusing the Cultures of Games and Fine Arts." *Educational Technology* 57 (2): 50–54.
2016	Decker, A., Christopher A. Egert, and Andrew Phelps. "Splat! Er, Shmup? A Postmortem on a Capstone Production Experience." In *2016 IEEE Frontiers in Education Conference (FIE)*, 1–9. https://doi.org/10.1109/FIE.2016.7757399.
2016	Vullo, R. P., Andrew Phelps, and Catalfamo, M.A. "*DIY VR: The Development of an Inexpensive Headset for Makers*." Internet of Things, Automation, Streaming, User Interface, VR, HMM, Security and Applications, Las Vegas, Nevada.
2015	Goins, E., Phelps, A., & Egert, C. (2015). Designing Games for Cultural Heritage: Integrating Process, Material Culture and Intangible Heritage. *International Journal of Heritage in the Digital Era*, *4*(2), 179–191. https://doi.org/10.1260/2047-4970.4.2.179

PEER-REVIEWED JOURNAL PROCEEDINGS, CONFERENCE PUBLICATIONS & PRESENTATIONS (CONTINUED)

2014	Vullo, R. P., Andrew Phelps, Egert, C., and Rowles, H. "*Blending Art and Technology: Two Courses and Some MAGIC.*" Presented at the 2014 International Conference on Frontiers in Education: Computer Science and Computer Engineering (FECS'14), Las Vegas, Nevada
2014	Egert, C., Goins, E., & Phelps, A. (2014). Interactivity: New Rules of Engagement for the Humanities. *Journal of Interactive Humanities*, *2*(1), 27–29. https://doi.org/10.14448/jih.02.0001
2013	Martinez, R., Martin, C., Harris, S., Squire, K. Lawley, E. and Phelps, A. "Just Press Play: Design Implications for Gamifying the Undergraduate Experience" in Games + Learning + Society (GLS) Conference 8.0 Conference Proceedings. Carnegie Mellon University. p.9-13. https://doi.org/10.1184/R1/6686786.v1
2013	Harris, S., Martinez, R., Martin, C., Phelps, A., Lawley, E. and Squire, K. "The Role of Quantitative Assessment in Just Press Play: A Pervasive Game Addressing College Retention Issues and the Overall College Experience" in Games + Learning + Society (GLS) Conference 8.0 Conference Proceedings. Carnegie Mellon University. p.132-136. https://doi.org/10.1184/R1/6686786.v1

M.U.P.P.E.T.S. system experimental 3D filesystem mapper, on a typical Windows installation, 2006.

SCALE 0.7404555
RADIUS 26.965534
DIST_RATIO 4.0
TEXT_RATIO 10.0
CONE_ANGLE 0.7404555

PEER-REVIEWED JOURNAL PROCEEDINGS, CONFERENCE PUBLICATIONS & PRESENTATIONS (CONTINUED)

2013	Lawley, E. L., & Phelps, A. (2013). "You Know You're Going to Fail, Right?": Learning From Design Flaws in Just Press Play at RIT. GLS 9.0 Conference, Madison, WI. Online: https://scholarworks.rit.edu/cgi/viewcontent.cgi?article=1951&context=other
2013	Goins, E., Egert, C., Phelps, A., Reedy, C., & Kincaid, J. Modding the Humanities: Experiments in Historic Narratives. *Journal of Interactive Humanities*, *1*(1), 13–21. https://doi.org/10.14448/jih.01.0002
2013	Phelps, Andrew, R. Rains, D. Howard, and B. Burton. "Innovation in Media Education." presented at the Captivate Conference, Austin, TX, October.
2012	Egert, C. A., Goins, E. S., & Phelps, A. M. Studying the Past by Playing the Future. *2012 IEEE International Games Innovation Conference*, 60–63. https://doi.org/10.1109/IGIC.2012.6329855
2012	Decker, A., C. Egert, Andrew Phelps, and J. P. McDonough. "Technical Properties of Play a Technical Analysis of Significant Properties for Video Game Preservation." In *2012 IEEE International Games Innovation Conference*, 1–4. https://doi.org/10.1109/IGIC.2012.6329857.
2010	Phelps, Andrew. "The Changing Role and Expectation of Games and Media in Education." presented at the IEEE Conference on Games, University of Louisville, Louisville, KY, July.
2009	Phelps, Andrew, C. Egert, and J. Bayliss. "Games in the Classroom: Using Games as a Motivator for the Study of Computing: Part 2." *Multimedia, IEEE*. July 1, 2009. https://doi.org/10.1109/MMUL.2009.50.
2009	Phelps, Andrew, C. Egert, and J. Bayliss. "Games in the Classroom: Using Games as a Motivator for Studying Computing: Part 1." *Multimedia, IEEE* 16 (July): 4–8. https://doi.org/10.1109/MMUL.2009.40
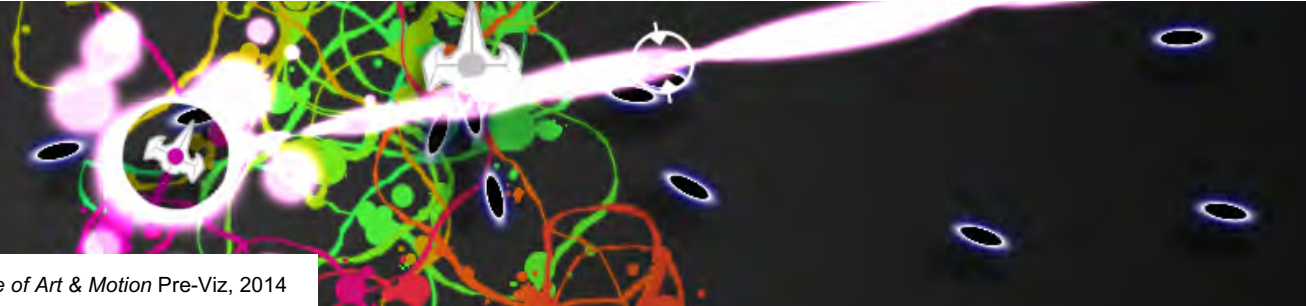
Splattershmup, A Game of Art & Motion Pre-Viz, 2014

PEER-REVIEWED JOURNAL PROCEEDINGS, CONFERENCE PUBLICATIONS & PRESENTATIONS (CONTINUED)

2009   Phelps, Andrew, C. Egert, and J. Bayliss. "Games in the Classroom at the Rochester Institute of Technology: A Case Study." *Multimedia, IEEE* 16 (October): 82–82. https://doi.org/10.1109/MMUL.2009.52.

2008   Phelps, Andrew M, G. D. Weber, and C. Egert. "Implementation Strategies for Microsoft XNA Game Development in Academic Laboratory Environments." *Academic Resource Center*, September, 28. Microsoft Research.

2007   Egert, C., Stephen J., and Andrew Phelps. "Bridging the Gap: Balancing Faculty Expectations and Student Realities in Computer Gaming Courses." In *Proceedings of the 2007 Conference on Future Play*, 201–204. Future Play '07. New York, NY, USA: ACM. https://doi.org/10.1145/1328202.1328239.

Top: A custom VR headset designed and laser-cut by Vullo, *et al*. (Other experiments were 3D printed)

Bottom: A custom VR experience at the MAGIC Spell Studios campus-wide announcement in 2016.

PEER-REVIEWED JOURNAL PROCEEDINGS, CONFERENCE PUBLICATIONS & PRESENTATIONS (CONTINUED)

2006   Phelps, Andrew, C. Egert, and K. Bierre. "Games First Pedagogy: Using Games and Virtual Worlds to Enhance Programming Education." *Journal of Game Development* 1 (4): 45–64.

2006   Bierre, K., P. Ventura, Andrew Phelps, and C. Egert. "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*, 354–58. Houston, TX. https://doi.org/10.1145/1121341.1121452.

2006   Egert, C., K. Bierre, Andrew Phelps, and P. Ventura. "Hello, M.U.P.P.E.T.S.: Using a 3D Collaborative Virtual Environment to Motivate Fundamental Object-Oriented Learning." In OOPSLA '06 Companion to the 21st ACM SIGPLAN Symposium on Object-Oriented Programming Systems, Languages, and Applications. 2006:881–86. Portland, OR. https://doi.org/10.1145/1176617.1176739.

2005   Phelps, Andrew, C.A. Egert, and K.J. Bierre. "MUPPETS: Multi-User Programming Pedagogy for Enhancing Traditional Study: An Environment for Both Upper and Lower Division Students." In *Proceedings Frontiers in Education 35th Annual Conference*, S2H-8-S2H-15. Indianapolis, IN: IEEE Frontiers in Education. https://doi.org/10.1109/FIE.2005.1612247.

2005   Phelps, Andew, and C. Egert. "Educational Practices for Technology Students in Entertainment Domains." SUNY Binghamton, NY.

2004   Bierre, K. J., and Andrew M. Phelps. "The Use of MUPPETS in an Introductory Java Programming Course." In *Proceedings of the 5th Conference on Information Technology Education, SIGITE 2004, 2004, Salt Lake City, UT, USA, October 28-30, 2004*, edited by C. Richard, G. Helps, and E. Lawson, 122–127. Salt Lake City, UT: ACM. https://doi.org/10.1145/1029533.1029564.

2004   Phelps, Andrew M., and D. M. Parks. "Fun and Games: Multi-Language Development." *Queue* 1 (10): 46–56. https://doi.org/10.1145/971564.971592.

PEER-REVIEWED JOURNAL PROCEEDINGS, CONFERENCE PUBLICATIONS & PRESENTATIONS (CONTINUED)

2004   M. Lunt, B., H. Reichgelt, T. Ashford, Andrew Phelps, E. Slazinski, and C. Willis. "A Comparison of Baccalaureate Programs in Information Technology with Baccalaureate Programs in Computer Science and Information Systems." *Journal of Information Technology Education: Research* 3: 19–34. https://doi.org/10.28945/286.

2004   Lunt, B., H. Reichgelt, T. Ashford, Andrew Phelps, E. Slazinski, and C. Willis. "AN EMPIRICAL COMPARISON OF BACCALAUREATE PROGRAMS IN COMPUTING." In *Proceedings of the 2003 International Conference on Engineering and Computer Education*, 8. Santos, Brazil. https://www.semanticscholar.org/paper/An-empirical-comparison-of -baccalaureate-programs-Lunt-Reichgelt/c7a70907d3731a82157d8 ea15a471f154d042f5c.

2003   Phelps, Andrew M., K. J. Bierre, and D. M. Parks. "MUPPETS: Multi-User Programming Pedagogy for Enhancing Traditional Study." In *Proceedings of the 4th Conference on Information Technology Curriculum*, 100–105. CITC4 '03. Lafayette, IN: ACM. https://doi.org/10.1145/947121.947143.
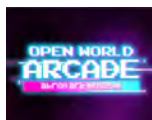
TECHNICAL REPORTS

2010   McDonough, Jerome P., Robert Olendorf, Matthew Kirschenbaum, Kari Kraus, Doug Reside, Rachel Donahue, Andrew Phelps, Christopher Egert, Henry Lowood, and Susan Rojo. "Preserving Virtual Worlds Final Report." UIeRA#2008-01111-00-00. Library of Congress. https://www.ideals.illinois.edu/handle/2142/17097.

Preserving Virtual Words II masthead from the Maryland Institute for Technology and the Humanities (MITH)

PEER REVIEWED / JURIED GAMES, ARTWORK & 3D MODELS

2022	"The Witch's Way: A Tranformational Story Adventure" Rusch, Doris C. and Phelps, Andrew. Included in the Digital Artefacts Exhibition at the International Communication Association (ICA) 2022 Conference, and online 3D Virtual Reality Gallery. Paris, France.
2019	"Fragile Equilibrium." Phelps, Andrew. International Conference on Interactive Digital Storytelling (ICIDS) 2019. Salt Lake City, UT: University of Utah Entertainment Arts & Engineering Program. **Winner: *Excellence in Visual Design Award*.**
2019	"Fragile Equilibrium." Phelps, Andrew. International Communication Association (ICA) Games Ante-Conference. Washington, D.C.: American University. Held in conjunction with the ICA Game Studies Division.
2019	"Fragile Equilibrium." Phelps, Andrew. Open World: Video Games & Contemporary Art Exhibit. Akron, OH: Akron Art Museum. Supported by the John S. and James L. Knight Foundation, the Ohio Arts Council, The Tom and Marilyn Merryweather Fund, the Akron Community Foundation and the National Endowment for the Arts. Media Sponsorship was provided by Western Reserve PBS.

Fragile Equilibrium: An Action Game of Melancholic Balance
Available worldwide on XBOX One, Steam, and Itch.io, January 2019

PEER REVIEWED / JURIED GAMES, ARTWORK & 3D MODELS (CONTINUED)

|	
2018	"Fragile Equilibrium." Miami@Play. Miami, FL: Filmgate Miami. Weeklong show and festival held in conjunction with Art Basil.
2018	"DelVR: A Virtual Reality Toolkit for Tabletop Games." Phelps, Andrew. Imagine RIT Festival 2018. Rochester, NY: RIT.
2018	"Hack, Slash & Backstab." Phelps, Andrew. ROC Game Fest. Rochester, NY: Rochester Institute of Technology.
2017	"Hack, Slash & Backstab." Phelps, Andrew. Game Developers Conference (GDC) 2017. San Francisco, CA: GDC.
2017	"Hack, Slash & Backstab." Phelps, Andrew. RIT Imagine Festival. Rochester, NY: Rochester Institute of Technology.
2016	"Hack, Slash & Backstab." Phelps, Andrew. Imagine RIT Festival. Rochester, NY: Rochester Institute of Technology.
2016	"Hack, Slash & Backstab." Phelps, Andrew. INTEL Games Showcase. San Francisco, CA: Intel Corporation. Held at the Game Developer's Conference, San Francisco, CA. Winner: 3rd Place for Best Artistic Quality.

Launch poster for *Hack, Slash & Backstab*. Available on XBOX One and Steam, August 21, 2016.

PEER REVIEWED / JURIED GAMES, ARTWORK & 3D MODELS (CONTINUED)

2016   Splattershmup: A Game of Art & Motion." Phelps, Andrew. Indie Arcade. Washington, D.C.: Smithsonian American Museum of Art.

2015   "Splattershmup: A Game of Art & Motion." Phelps, Andrew. The Blank Arcade at DiGRA 2015. Lüneburg, Germany. http://www.lgrace.com/blankarcade2015/.

2015   "Splattershmup: A Game of Art & Motion." Phelps, Andrew. Game Developers Conference (GDC) 2015. San Francisco, CA.

Splattershmup was also utilized for live performances at the RIT Board of Trustees West Coast Gala in 2016, and for the retirement party of RIT President William Destler in 2018, in combination with live orchestra and vocal performances conducted by Kevin Surace.
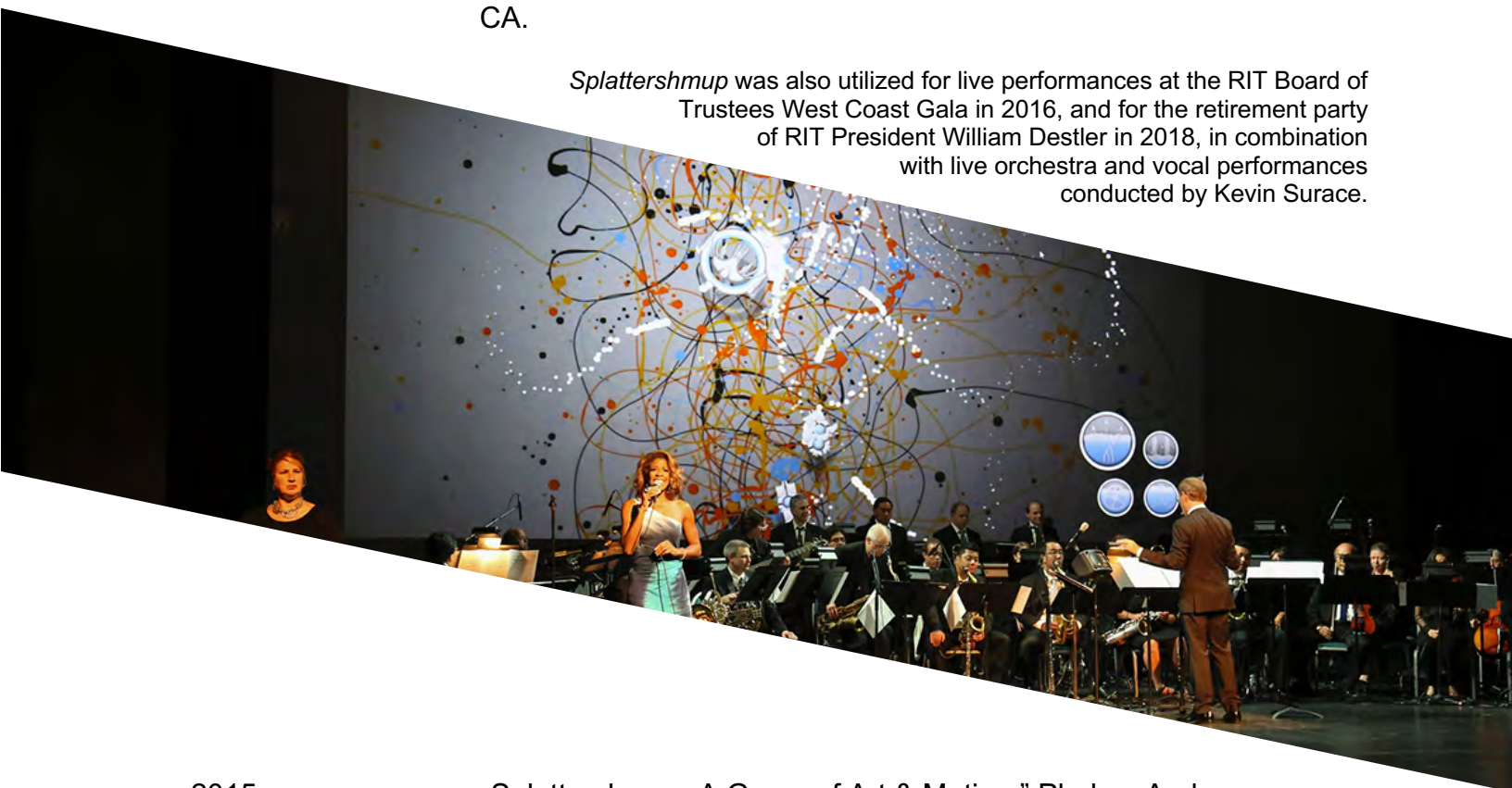
2015   Splattershmup: A Game of Art & Motion." Phelps, Andrew. Education Games Arcade. Games+Learning+Society 11 conference, Madison, WI. **Finalist for Educational Game of the Year (1 of 5)**.

2015   "Splattershmup: A Game of Art & Motion." Phelps, Andrew. Imagine RIT Festival 2015. Rochester, NY: Rochester Institute of Technology.

PEER REVIEWED / JURIED GAMES, ARTWORK & 3D MODELS (CONTINUED)

2001
Computer Graphics World. "Computer Artist of the Month," 2001. http://www.cgw.com.

1999
Barghiel, Christen. (Untitled) Presented at the Sixth SIAM Conference on Geometric Design, Albuquerque, New Mexico.

1999
Phelps, Andrew. *Fish*. Side Effects Gallery. http://www.sidefx.com/.

1998
Phelps, Andrew. *Ancient Elf*. Side Effects Gallery. http://www.sidefx.com/.

1997
Giambruno, Mark. "Andyweb Screenshot." In *3D Graphics and Animation:From Starting Up to Standing Out*, 435. New Riders Publishing.

1997
Phelps, Andrew. *Dragon Tutorial*. 3D-Café. www.3dcafe.com.

1997
Phelps, Andrew. "Fly3." In *3D Graphics and Animation: From Starting Up to Standing Out*, 435. New Riders Publishing.

1996
Elliot, S, and P Miller. "Sector 7G." In *Inside 3D Studio Max*, 412. New Riders Publishing.

PEER REVIEWED / INVITED PRESENTATIONS & PAPERS

2023
Phelps, A. "A Celebration of Teaching, Researching, & Loving Games in Higher Education." Games 4 Change Festival. New York City, USA. (forthcoming, July)

2022
Consalvo, M. and Phelps, A. "Re-Reading, Re-Playing, and Re-Experiencing: Similarities, Differences, and Impact Across Games and Books." Tampere Games Summit, Tampere Finland. (work in progress)

2020
Phelps, Andrew M., and Heide Lukosch. "Online Plagues, Protein Folding and Spotting Fake News: What Games Can Teach Us during the Coronavirus Pandemic." *The Conversation*, 6 May 2020, http://theconversation.com/online-plagues-protein-folding-and-spotting-fake-news-what-games-can-teach-us-during-the-coronavirus-pandemic-137490

PEER REVIEWED / INVITED PRESENTATIONS & PAPERS (CONTINUED)

2020   Phelps, Andrew M. "Gaming Fosters Social Connection at a Time of Physical Distance." *The Conversation*, 13 Apr. 2020, http://theconversation.com/gaming-fosters-social-connection-at-a-time-of-physical-distance-135809. Also featured in *Modern Australian*, *Kotaku*, and the *New Zealand Evening Report*, as well as a live interview segment on *Australian Broadcasting Company (ABC) 24-Hour News*.

2020   Phelps, Andrew. Theorizing a Design Model for Transformative Play: A Case Study Approach Using Fragile Equilibrium: An Action Game of Melancholic Balance. Human Interface Technology Lab New Zealand (HITLabNZ), University of Canterbury.

2020   Phelps, Andrew. Experiential Games: What You Play Is What You Learn. Christchurch Game Developers Meet-Up, Christchurch, New Zealand.

2020   Lukosch, H., and Phelps, A. Games for Resilience. Canterbury TECH Summit 2020. Christchurch, New Zealand. November 2020.

2019   Consalvo, Mia, and Andrew Phelps. "Getting Through a Tough Day (Again): What Possum Springs Says about Mental Health and Social Class." Presented at the 15th Annual Tampere University Games Research Lab Seminar, Tampere, Finland.

2019   Consalvo, Mia, and Andrew Phelps. "Performing Game Development Live on Twitch." Presented at the Hawaiian International Conference on Systems Science (HICSS), Maui, HI.

2019   Phelps, Andrew. "An Intersection of Production, Research, Teaching and Play." Presented at the American University Game Lab, Washington, D.C.

Splattershmup promotional image, 2016

PEER REVIEWED / INVITED PRESENTATIONS & PAPERS (CONTINUED)

2019	Phelps, Andrew and C. Egert. "Tenure and promotion in the next era of game design and development programs: some thoughts and observations. In Proceedings of the 14th International Conference on the Foundation of Digital Games. San Luis Obispo, CA. DOI: 10.1145/3337722.3341874
2019	Phelps, Andrew, Consalvo, M., Grace, L., and Altizer, R. "How to Talk About Video Games Today." Presented at the Game Developers Conference (GDC) 2019, San Francisco, CA, March. http://gameclasses.com/gamesadvocacy/.
2019	Phelps, Andrew, Consalvo, M., Grace, L., and Altizer, R. "The Game of Grading: A Discussion of Grading and Assessment in Higher Ed Games Programs." Presented at the Game Developers Conference (GDC) 2019, San Francisco, CA.
2019	Phelps, Andrew. "A Tiny Bit More on Studios, Research, and Intersections of Play." Presented at American University Game Lab, Washington, D.C.
2019	Phelps, Andrew. "Emerging Trends in Higher Education: Games & Learning, Design & Development." Presented at the ETECH2019, Riga, Latvia.
2019	Phelps, Andrew. "Games, Research, Policy and Politics in Higher Education Today." Presented at the More Than Just A Games V Conference, London, England.
2019	Phelps, Andrew. "A Bit on MAGIC Spell Studios, and University Game Studios Generally." Presented at the Games + Communication ICA 2019 Ante Conference, American University Game Lab, Washington, D.C.
2019	Phelps, Andrew, Consalvo, M., and Grace, L.. "How to Talk About Video Games Today: What Do We Do About It?" Presented at the Games 4 Change, New York, NY.
2019	Phelps, Andrew. "Teaching Game Production (at Scale)." Presented at the Gotland Game Conference Education Summit, Visby, Sweden.

PEER REVIEWED / INVITED PRESENTATIONS & PAPERS (CONTINUED)

2019	Phelps, Andrew. "Teaching Game Production & Creating Games for Social Good." Presented at the Adobe Education Leaders 2019 North American Summit, San Francisco, CA.
2019	Phelps, Andrew. "Art Streaming on Twitch: Some Emerging Research, Ideas & Work in Progress." Presented at the Digital Games Research Association (DiGRA) Conference 2019, Kyoto, Japan, August.
2019	Phelps, Andrew. "Exploring the Combination of Passive & Active Elements of Ruin & Reconstruction in Fragile Equilibrium." Presented at the Digital Games Research Association (DiGRA) 2019 Conference, Kyoto, Japan.
2019	Phelps, Andrew. "Co-Creative Activity in Art Streaming (on Twitch)." Presented at the Queensland University of Technology, Brisbane, Australia.
2019	Phelps, Andrew. "The Role of Games in the Omnimedia Ecosystem." Presented at American University Game Lab, Washington, D.C.
2019	Phelps, Andrew, and Mia Consalvo. "Development Streaming and Authenticity: Cultural Connections, Participatory Democracy and Potential Practices of Engagement." Presented at the Media in Transition 10 Conference, MIT Media Lab, Boston, MA.
2018	Phelps, Andrew. "Magic: Celebrating Five Years of Making & Learning." Presented at RIT, Rochester, NY.
2018	Phelps, Andrew. "On Hackathons & Hope, Labor, Love & Life." Presented at the International Conference on Game Jams and Hackathons, San Francisco, CA.
2018	Phelps, Andrew. "The Intersection of Games & Youth Culture: A Brief Overview." Presented at the Annual Spinner Lectureship, Grand Rounds, Strong Memorial Hospital. Rochester, NY.

PEER REVIEWED / INVITED PRESENTATIONS & PAPERS (CONTINUED)

2018	Phelps, Andrew. "A Little Bit on Learning to Make Games: Applied Constructionism in Games Curriculum and Some Other Bits Along the Convoluted Way." Presented at the University of California at Irvine, CA.
2018	Phelps, Andrew. "XD 4 Games Education." Presented at the Adobe MAX 2018, Los Angeles, CA.
2018	Phelps, Andrew. "Applied Constructionism in an Interactive Games Curriculum: A Retrospective and Reexamination of Teaching and Learning Games." Presented at the EAE Lecture Series, University of Utah. Salt Lake City, UT.
2018	Phelps, Andrew, and Mia Consalvo. "Live Streaming Game Design & Development: A Glimpse Behind the Mystic Curtain with Pedagogical Possibilities." Presented at the National Communication Association 108th Conference Game Studies Division, Salt Lake City, UT.
2018	Phelps, Andrew, Mia Consalvo, and Christopher Egert. "Development Streaming as a Pedagogical and Community Strategy for Games Education." Presented at the CHIPLAY 2018, Melbourne, Australia.
2017	Phelps, Andrew, Mia Consalvo, Roger Altizer and Jim Whitehead "Beyond the BA: Navigating Status as a Department, Center or Program, While Working with Industry Partners." Presented at the 31st Game Developer's Conference (GDC), San Francisco, CA. https://www.gdcvault.com/browse/gdc-17/play/1024170.
2017	Phelps, Andrew. "An Experiential Approach to Digital Arts & Media." Presented at the Adobe MAX 2017, Las Vegas, NV.
2017	Phelps, Andrew. "A MAGIC Presentation & Discussion at Liberty Hill." Presented to RIT President and Board of Trustees, RIT. Rochester, NY.
2016	Gottlieb, Owen, Andrew Phelps, Tracy Fullerton, Ira Fay, Mary Flanagan, and Drew Davidson. "Who Owns What and Why? Student IP, Faculty IP, and Game Design Programs." Presented at the 30th Game Developer's Conference (GDC), San Francisco, CA. https://bit.ly/2Q5WYdx

PEER REVIEWED / INVITED PRESENTATIONS & PAPERS (CONTINUED)

2018	Phelps, Andrew. "A Few Thoughts About Innovation, Structure, Practice, & Maker Culture." Presentation to Butler/Till. Rochester, NY.
2018	Phelps, Andrew. "Hack, Slash, and Backstab: A Dinner and a Post-Mortem, or 'Making Games Is Sharp and Pointy'..." RIT MAGIC Center, Rochester, NY, October. https://www.youtube.com/watch?v=z8tP4Fv_5KY& feature=youtu.be.
2015	Steinkuehler, Constance, and Andrew Phelps. "The Guild Decided Something Stupid, And..." presented at the Games+Learning+Society 11, Madison, WI, June. https://gls2015.sched.com/event/3FjK/ the-guild-decided-something-stupid-and-it-isnt-ok.
2013	Phelps, Andrew. "3D Games in Flash and HTML5." presented at the Adobe MAX Conference, Los Angeles, CA.
2010	Phelps, Andrew. "Education, Inspiration, Research and Play." presented at the Rochester Museum and Science Center, Rochester, NY, April.
2010	Phelps, Andrew. Presented at the AMTRA (Assoc. Math Teachers – Rochester Area) Annual Conference, St. John Fisher College, Rochester, NY.
2010	Phelps, Andrew, and C Egert. "Adobe Tools in a Game Production Pipeline." Presented at the Adobe Education Leader's Institute, San Jose, CA, July.
2010	Phelps, Andrew, and J Schell. "Cutting Edge Education Update." presented at the Microsoft Research Faculty Summit, Redmond, WA, July.
2009	Egert, C, and Andrew Phelps. "M.U.P.P.E.T.S.: An Overview." presented at the SUNY Conferences on Computing in the Disciplines (COCID), SUNY Institute of Technology, Utica, NY, April 3.

PEER REVIEWED / INVITED PRESENTATIONS & PAPERS (CONTINUED)

2009	Phelps, Andrew. "Games & Learning in STEM Disciplines: About the G4LI." presented at the External Research Symposium, Microsoft Research, Redmond, WA. http://research.microsoft.com/enus/events/ersymposium2009/phelpsersymp09.pdf.
2009	Phelps, Andrew. "AEL Presentation." presented at the Adobe Education Leader Summer Institute, Los Angeles, CA, July.
2009	Phelps, Andrew. "Student Work and Curricular Design From RIT Interactive Games and Media Department." Presented at the Adobe MAX 2009, Los Angeles, CA, October.
2008	Phelps, Andrew. "Leadership and Games | Games for School Leadership." Presented at the Games + Learning + Society Conference, Madison, WI.
2008	Williams, A, M Thomas, D Holt, J Plourde, P Solt, B Solt, A Ray, and Andrew Phelps. "Presentation of 'Impulse' – a Student Game Created in 2D Graphics Programming at RIT." presented at the PAX 10 Penny Arcade Conference, Seattle, WA.
2007	Nordlinger, J, and Andrew Phelps. "Games First Pedagogy: Using Games and Virtual Worlds to Enhance Programming Education." Microsoft Research, Redmond, WA.
2007	Steinkeuhler, C, and Andrew Phelps. "The Guilt of Guild Leadership." Presented at the Games, Learning & Society 2.0, University of Wisconsin-Madison, Madison, WI.
2006	Nordlinger, J, and Andrew Phelps. "Gaming for Computer Science Instruction." Presented at the Microsoft Research Faculty Summit, Microsoft Research, Redmond, WA. http://research.microsoft.com/enus/um/redmond/events/fs2006/agenda_tue.aspx.
2006	Phelps, Andrew. "A Nexus of Education, Inspiration, Research, and Play." Presented at the Faculty Scholars Series, The Idea Factory, Wallace Memorial Library, Rochester Institute of Technology.

PEER REVIEWED / INVITED PRESENTATIONS & PAPERS (CONTINUED)

2006   Phelps, Andrew. "Social Aspects of Game Related Software." Presented at the Microsoft Research Social Software Symposium, Microsoft Research, Redmond, WA.

2006   Phelps, Andrew. "The Intersection of Games, Youth, and Modern Culture." Presented at the Pediatric Grand Rounds, University of Rochester Pediatrics, Strong Memorial Hospital, Rochester General Hospital.

2006   Phelps, Andrew. (untitled) Presented at the Latin American Microsoft Research Faculty Summit, Santiago, Chile.

2006   Phelps, Andrew, and C Egert. "Learning by Playing Together: The Impact of Collaborative Virtual Environments on Student Interaction and Program Cohesiveness." presented at the Conference on Games, Learning, and Society, Madison, WI.

2005   Phelps, Andrew. "Mastering the 3D Experience." presented at the Macromedia MAX 2005, Anaheim, CA, October.

2005   Phelps, Andrew, and D Parks. "M.U.P.P.E.T.S.: The Multi-User Programming Pedagogy for Enhancing Traditional Study." presented at the Game Developers Conference, San Diego, CA.

2004   Phelps, Andrew. "Ethical Dilemmas in Developing Video Game Content." Presented at the St. John Fisher College Colloquium Series, Pittsford, NY.

2004   Phelps, Andrew. "IGDA Annual Report on Web and Downloadable Games." Presented at the Game Developers Conference, San Diego, CA, March.

2004   Phelps, Andrew, and D Parks. "M.U.P.P.E.T.S.: The Multi-User Programming Pedagogy for Enhancing Traditional Study." presented at the Computer Gaming Technologies Conference, Toronto, Ontario, Canada..

2003   Phelps, Andrew. "An Empirical Comparison of Baccalaureate Programs in Computing." presented at the American Society for Engineering Education annual conference.

PEER REVIEWED / INVITED PRESENTATIONS & PAPERS (CONTINUED)

2003   Phelps, Andrew. "O'REILLY Alpha Geek." presented at the Emerging Technologies Conference 2003.

2003   Phelps, Andrew. "The Battle for Your Living Room." presented at the SoftEdge 2003, Reuters Venture Capital Group and the New School University, New York, NY, October.

2002   Phelps, Andrew. "Non-Linear Narrative and 3D Virtual Worlds." presented at the Society for Literature and Science (SLS) Conference, Colony Square, Atlanta, Georgia.

2002   Phelps, Andrew. "Ten Things Wrong with Games in the Academic Community." presented at the Computer Gaming Technologies Conference, Algoma, Canada, May.

2002   Phelps, Andrew. "Games and Information Technology." presented at the Society for Information Technology Education, Savannah, GA, September.

2000   Phelps, Andrew. "3D Games as Educational Tools." presented at the V-Learn 2000 conference physical node, Cornell Theory Center, Ithaca, NY, October.

1999   Phelps, Andrew. "The Orange Project." presented at the Digital Biota 3 conference at San Jose State University for work in multi-user, Java/VRML based networked virtual reality environments, San Jose State University, San Jose, CA, November.

INVITED PRESENTATIONS TO POLICY AND GOVERNMENT

2023   Phelps, et al. Hosted a delegation at the AU Game Center for members of the US Department of State and guests from the People's Republic of Georgia.

2022   Phelps, et al. One of 25 hand-selected participants to participate with the National Institute for Health expertise in games and Virtual and Augmented Reality technologies (XR) with researchers at the forefront of cancer research discovery. Funded by the Biden Cancer Moonshot initiative.

INVITED PRESENTATIONS TO POLICY AND GOVERNMENT (CONTINUED)

2021	Phelps, Andrew M. "Games for Impact: Economic Growth, Education, Streaming, Esports, and More." Presented to a delegation from Mexico and Latin America at the request of the United States Department of State through the International Visitor Leadership Program.
2017	Phelps, et al. One of 4 panelists to testify before the "Reality Caucus" on the state of the art in virtual reality. The Reality Caucus was formed at the request of Reps. Suzan DelBene, Yvette Clarke, Bill Flores, Darrell Issa and Ted Lieu. United States Congress House of Representatives. Washington, DC.
2016	Phelps, et al. One of 22 invited educators for a day-long summit on the impact of games education and STEM, held by the Office of Science and Technology Policy. This activity culminated in a report and discussion to Megan Smith, Chief Technology Officer of the United States, a position in the Obama administration that was directly an Assistant to the President. Other members of the delegation included Prof. Constance Steinkuehler, Prof. Tracy Fullerton, Prof. Magy El-Nasr, Prof. Jim Whitehead, Mr. Mark DeLoura, and more. The summit was held in the Eisenhower Executive Office building, on the grounds of the White House.
2015	Phelps, A., Bala, K., and Bala, G. "Games and the NY Economy." Presentation to Howard Zemsky, Chair, and members of Empire State Development. New York, NY.
2014	Phelps, Andrew M., Spaull, M., Stendardi, D. "MAGIC Spell Studios." Presentation to Empire State Development and New York State Lt. Governor Kathy Hochul. Albany, NY.
2013	Phelps, et al. Phelps and the RIT MAGIC Center hosted a meeting of the NY State Senate at the Rochester Institute of Technology and testified on the efficacy of games and STEM education, details of the RIT program, and plans for a series of 'NY Game Development Hubs' and 'NY State Game Challenge'. Rochester, NY.

PEER REVIEWED / EDITED CONFERENCE WORKSHOPS

2019   Andrew Phelps and L. Grace. "Workshop on Tenure and
                Promotion in Games". Presented at the Foundation of Digital
                Games 2019 conference, San Luis Obispo, CA.

2005   Phelps, Andrew, C Egert, K Bierre, and D Parks. "An Open-
                Source CVE for Programming Education: A Case Study."
                Presented at the ACM Special Interest Group for Graphics
                (SIGGRAPH). Los Angeles, CA.

1999   Phelps, A. "Introduction to the External Authoring Interface."
                Monterey, CA.
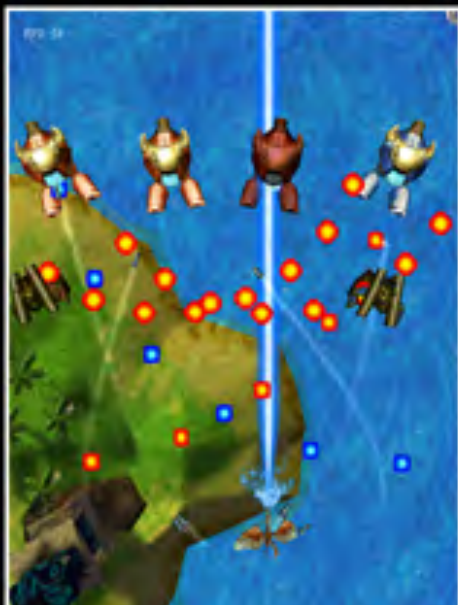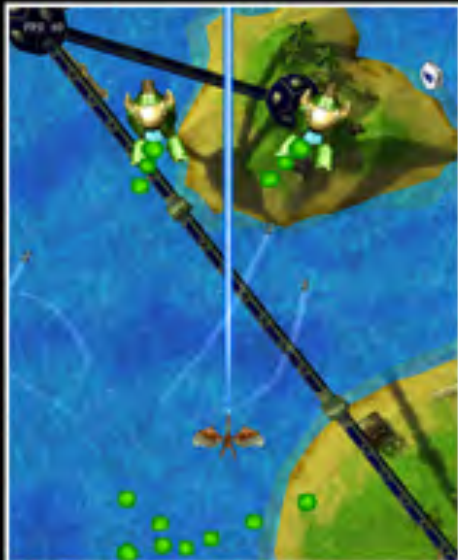
Wings of Megaira, first supervised independent student production, 2004.

PEER SELECTED / CLOSED CONFERENCE PANELS

2009   Bogost, I, G Brubaker, Andrew Phelps, W White, J Whitehead, and M Zyda. "Creating and Managing an Academic Games Program." presented at the 4th International Conference on Foundations of Digital Games, Port Canaveral, FL.

2008   Fullerton, T, S Roberts, Andrew Phelps, J Buchanan, and M Nitsche."Successful Game Programs." presented at the Game Developers Conference, San Francisco, CA, March.

2006   Winn, B, Andrew Phelps, J Yelon, and M Daley. "Exploring the Technology Used in Academic Game Development Programs Panel." presented at the FuturePlay 2006: The International Academic Conference on the Future of Game Design and Technology, London, Ontario, Canada.

CLOSED INVITATION PROFESSIONAL VENUES

2009   Phelps, Andrew. (Untitled) Presented at the Microsoft Research Faculty Summit, Redmond, WA.

2008   Phelps, Andrew. (Untitled) Presented at the Microsoft Research Social Computing Symposium, Redmond, WA.

2008   Phelps, Andrew. (Untitled) Presented at the Microsoft Research Faculty Summit, Redmond, WA.

2006   Phelps, Andrew. (Untitled) Presented at the Microsoft Research Faculty Summit, Redmond, WA.

Promotional Artwork for *The Witch's Way* (Chapter 1) by D. Rusch & A. Phelps, 2021
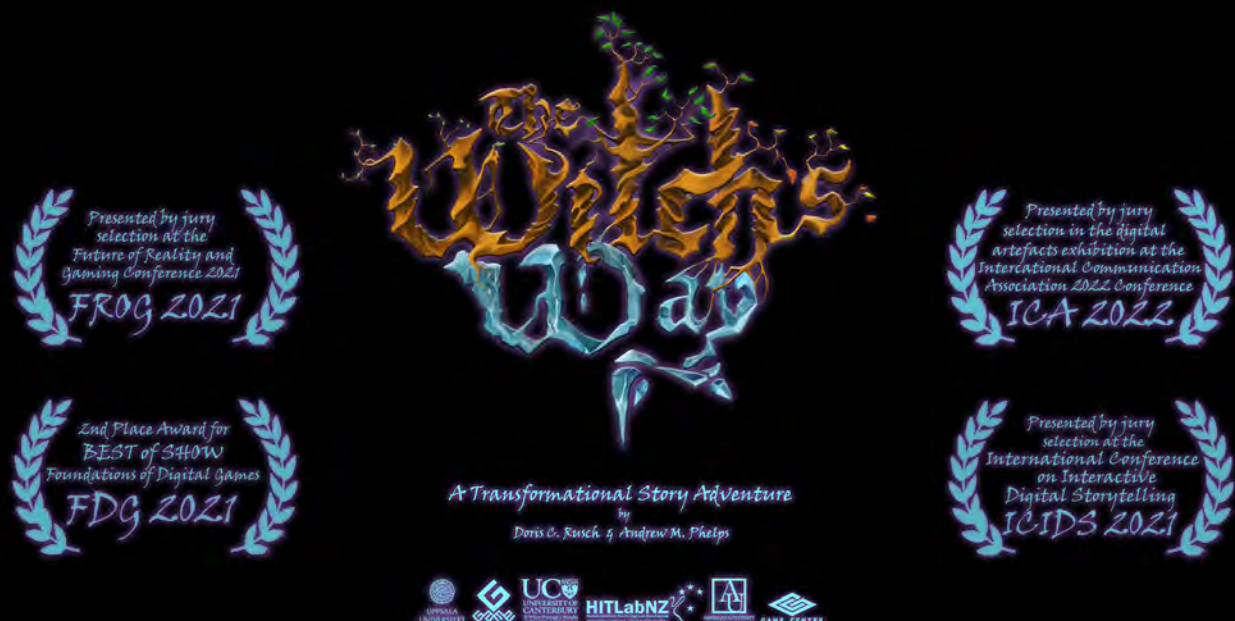
EDITORIALLY SELECTED TRADE PUBLICATIONS

2005   Phelps, Andrew. "Using Director at RIT." Director Online User's Group. http://director-online.dasdeck.com/buildArticle.php?id=1150.

2004   Phelps, Andrew, and Christopher Egert. "A Balrog in the Browser." Director Online User's Group. http://director-online.dasdeck.com/buildArticle.php?id=1160.

2004   Phelps, Andrew. "Simulating Water with Shockwave 3D." Director Online User's Group. http://director-online.dasdeck.com/buildArticle.php?id=1142.

2004   Phelps, Andrew. "Using JavaScript Syntax in Director MX 2004 for 3D File System Visualization." Macromedia DevNet Center for Director, Macromedia, Inc.

2004   Phelps, Andrew, and Aaron Cloutier. "Simulating Arcade Style Explosions in Game Environments." Director Online User's Group. http://director-online.dasdeck.com/buildArticle.php?id=1129.

2003   Phelps, Andrew. "Generating Perlin Noise with Director MX." Macromedia DevNet Center.

2003   Phelps, Andrew, and Aaron Cloutier. "Methodologies for Quick Approximation of 2D Collision Detection Using Polygon Armatures." Director Online User's Group and Macromedia DevNet. http://director-online.dasdeck.com/buildArticle.php?id=1114.

2002   Phelps, Andrew. "3DISO: Adapting Isometric Scrolling Theory to 3D Worldspace." Director Online User's Group. http://director-online.dasdeck.com/articles.php.

2001   Andrew, Phelps. "LingoLand: Simple 3D Terrain Simulation in Lingo." Director Online User's Group. http://director-online.dasdeck.com/articles.php.

2001   Phelps, Andrew. "Perspective Based Lingo Mazes: The Director Dungeon Crawl." Director Online User's Group. http://director-online.dasdeck.com/buildArticle.php?id=958.

EDITORIALLY SELECTED TRADE PUBLICATIONS (CONTINUED)

2001   Phelps, Andrew. "Raytracing in Lingo: Silly Spheres with Sexy Shadows." Director Online User's Group. http://director-online.dasdeck.com/buildArticle.php?id=955.

2001   Phelps, Andrew, and Daniel Kunkle. "Teaching Old Turtles New Tricks: Artificial Life Simulation Using Lingo." Director Online User's Group. http://director-online.dasdeck.com/articles.php.

PEER REVIEWED PUBLICATIONS / CONTRIBUTING EDITOR

2006   "2006 Casual Games White Paper." International Game Developers Association. https://cdn.ymaws.com/www.igda.org/resource/collection/BCB11E9B-13E6-40D0-B390-952B5E11D35A/IGDA_CasualGames_Whitepaper_2006.pdf.

2005   Phelps, Andrew, ed. "2005 Casual Games Whitepaper." International Game Developers Association.

2004   Phelps, Andrew, ed. "2004 Web and Downloadable Games White Paper." International Game Developers Association. https://cibermemo.files.wordpress.com/2017/04/igda_webdl_whitepaper_2004.pdf.

PEER REVIEWED PUBLICATIONS / CONTRIBUTING STANDARDS EDITOR

2000   Phelps, Andrew, ed. "The Virtual Reality Modeling Language (VRML) Part 2: External Authoring Interface (EAI) Proposal (ISO/IEC FDIS 14772-2:2001)." International Organization for Standardization.

PROMOTIONAL AND PUBLIC PRESS ARTWORK

2009   Phelps, Andrew. *GDC 2009 Promotional Artwork*

2008   Phelps, Andrew. *GDC 2008 Promotional Artwork*

PROMOTIONAL AND PUBLIC PRESS ARTWORK (CONTINUED)

2007   Phelps, Andrew. *GDC 2007 Promotional Artwork*.

2007   Phelps, Andrew. *RIT BS GDD Promotional Artwork*

2006   Phelps, Andrew. *RIT MS GDD Promotional Artwork*.

PRESS ARTICLES, INTERVIEWS, AND FEATURED WORK

01/22/2022   Brownlie, K. Canterbury University making waves in film gaming industry with new $97m digital screen campus. *Newshub*. https://www.newshub.co.nz/home/technology/2022/01/canterbury-university-making-waves-in-film-gaming-industry-with-new-97m-digital-screen-campus.html

01/21/2022   Gates, C. (2022, January 21). *"We can shoot any world we want": New $95m film studio planned for Christchurch*. Stuff. https://www.stuff.co.nz/entertainment/film/127547791/we-can-shoot-any-world-we-want-new-95m-film-studio-planned-for-christchurch

01/21/2022   Frater, P. New Zealand to build digital screen campus at Christchurch (Exclusive). *Variety*. https://variety.com/2022/digital/asia/new-zealand-digital-screen-campus-christchurch-1235159419/

05/30/2019   Schaffhauser, Dian. "University Pours 7.7 Million into Immersive Gaming Research." Campus Technology. https://campustechnology.com/articles/2019/05/30/university-pours-7-7-million-into-immersive-gaming-research.aspx.

05/27/2019   "University of Canterbury receives more than 7.5 Million for Immersive Gaming Research." 1 News. https://www.tvnz.co.nz/one-news/new-zealand/university-canterbury-receives-more-than-7-5-million-funding-immersive-gamingresearch

03/06/2019   Needleman, Sara. "When a Passion for Videogames Helps Land That Job." Wall Street Journal. https://www.wsj.com/articles/when-a-passion-for-videogames-helps-land-that-job-11551888001

PRESS ARTICLES, INTERVIEWS, AND FEATURED WORK (CONTINUED)

2018	Adobe. "Bringing Top Technology into the Classroom. Rochester Institute of Technology Challenges Students' Creativity with Rapid Modeling through Adobe XD." PDF. https://www.adobe.com/content/dam/acom/en/customer-success/pdfs/rochester-institute-technology-case-study.pdf.
09/04/2017	Lorenzo, George. "Digital Game Based Learning in Higher Ed: Moving Beyond the Hype." EdSurge. https://www.edsurge.com/news/2016-08-04-digital-game-based-learning-in-higher-ed-moves-beyond-the-hype
11/29/2016	Grush, Mary. "MAGIC at RIT: Engineering the Happy Accident." Campus Technology. https://campustechnology.com/articles/2016/11/29/magic-at-rit-engineering-the-happy-accident.aspx
06/16/2015	Gable, Lori. "RIT's MAGIC Center to Host International Consortium next Summer." *Rochester Business Journal* (blog). June 16, 2015. https://rbj.net/2015/06/16/rits-magic-center-to-host-international-consortium-next-summer/.
06/15/2015	McGrain, Vienna. "RIT Selected to Host New Media Consortium in 2016: International Innovation Conference Annually Attracts Hundreds of Top New Media, Technology Experts." RIT. June 15, 2015.
06/03/2015	Bureau, Scott. "Adobe Sponsors New Media Senior Projects: Cross-Disciplinary Capstone Projects Encourage Teamwork in New Media." RIT. June 3, 2015. https://www.rit.edu/news/adobe-sponsors-new-media-senior-projects.
04/24/2015	Bureau, Scott. "Students Take Top Prize in Microsoft Contest: Creators of 'Super Daryl Deluxe' Video Game Move on to World Semi-Finals in July." RIT. April 24, 2015. https://www.rit.edu/news/students-take-top-prize-microsoft-contest.
04/14/2015	Bureau, Scott. "Speakers Discuss Digital Culture: Talks about Disney Animation, Internet Activism and Drone Security April 14, 22 and 28." RIT. April 14, 2015. https://www.rit.edu/news/speakers-discuss-digital-culture.

PRESS ARTICLES, INTERVIEWS, AND FEATURED WORK (CONTINUED)

04/03/2017	Bureau, Scott. "Student-Created Video Game Recognized: Class of RIT Students Honored for Developing and Publishing Splattershmup." RIT. April 3, 2015. https://www.rit.edu/news/student-created-video-game-recognized.
07/03/2015	Bureau, Scott. "Adobe Sponsors New Media Senior Projects: Cross-Disciplinary Capstone Projects Encourage Teamwork in New Media." RIT. June 3, 2015. https://www.rit.edu/news/adobe-sponsors-new-media-senior-projects.
03/172015	Bureau, Scott. "LAN Party Supports Cancer Wellness Connections: Video Game Charity Event Raises Money for Co-Op Experience." RIT. March 17, 2015. https://www.rit.edu/news/lan-party-supports-cancer-wellness-connections.
03/04/2015	Bureau, Scott. "Students Publish Splattershmup Video Game: Asteroids-Style Video Game Showcased at Game Developers Conference in San Francisco." RIT. March 4, 2015. https://www.rit.edu/news/students-publish-splattershmup-video-game.
2014	Phelps, Andrew. RIT on TV: New Video Game Alliance Video. https://www.youtube.com/watch?v=mXAVjTgwAG0.
2014	"The Formation of HEVGA." Time Warner Cable News. https://www.youtube.com/watch?v=mXAVjTgwAG0
12/10/2014	Clapp, Jake. "Developing an Industry." Rochester City Newspaper. https://www.rochestercitynewspaper.com/rochester/developing-an-industry/Content?oid=2473102
2013	Phelps, Andrew. n.d. *RIT on TV: New York Senate Committee Comes to MAGIC Center*. https://www.youtube.com/watch?v=T8OolrhadOI.
2013	*RIT's "MAGIC" Center Gearing Up!* https://www.youtube.com/watch?v=Ox-CchdpfY8.

PRESS ARTICLES, INTERVIEWS, AND FEATURED WORK (CONTINUED)

08/05/2013	Zaino, Jennifer. "Why Gamification is Winning Points on Campus." EdTech Magazine. https://edtechmagazine.com/higher/article/2013/08/why-gamification-winning-points-campus
2012	Sortino, Lori. Untitled Interview at the Serious Play Conference 2012. https://www.youtube.com/watch?v=-JkX5ekFZhg
10/24/2008	Debolt, David. "How Video Games Can Help in the Classroom, and in the World." The Chronicle of Higher Education. October 24, 2008. https://www.chronicle.com/article/How-Video-Games-Can-Help-in/5598.
10/07/2008	Montalbano, Elizabeth. "Microsoft, NYU Aim to Woo Preteens to Math, Science." The New York Times. October 7, 2008. https://archive.nytimes.com/www.nytimes.com/idg/IDG_852573C400693880002574DA0051B914.html?ref=technology.
2007	Phelps, Andrew. Creating Games for Fun & Profit Interview by Allen Partridge.
2007	Satchell, C. "Aliens." presented at the GameFest 2007, Seattle, WA, July.
2006	*Games for Windows Magazine*. "Rocktropolis," December 2006.
2002	Guest on TechTV: Promoted and discussed games education.
2002	Guest on *All Things Considered*. National Public Radio: Interviewed for special presentation on Games Education.
2002	Guest on *Cyber Shake*. ABC: Work in games education featured in program.
2002	Phelps, Andrew. *Austin Business Journal*, September. http://austin.bizjournals.com.
06/01/2002	*Voice of America*. "Video Games Are Now Part of Computer Science-2002 -06-01," June 1, 2002. https://www.voanews.com/archive/video-games-are-now-part-computer-science-2002-06-01.

PRESS ARTICLES, INTERVIEWS, AND FEATURED WORK (CONTINUED)

10/09/2002	*Democrat and Chronicle*. "Older Gamers Now the Norm," October 9, 2002
04/01/2002	Deutsch, Claudia H. "TECHNOLOGY; Some Colleges Take Games Seriously." *The New York Times*, April 1, 2002, sec. Business. https://www.nytimes.com/2002/04/01/business/technology-some-colleges-take-games-seriously.html.
04/01/2002	"Schools Grooming Gamemakers of the Future." USA Today. April 1, 2002. https://usatoday30.usatoday.com/life/cyber/tech/review/2002/4/01/ game-developers.htm.
03/31/2002	*Associated Press*. "Schools Grooming Game-Makers of the Future," March 31, 2002.
04/21/2001	Hamilton, Tyler. "Images of the Future." *Toronto Star*, April 21, 2001. http://www.thestar.ca.

ADDITIONAL PRESS AND PUBLIC APPEARANCES

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)
News Era (Hopkinsville)
Knoxville (TN)
News-Sentinel, Lodi (CA)
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)

News-Post, Frederick (MD)
Island Packet (Hilton Head Island, SC)
Journal and Courier (Lafayette, IN)
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, Fremont (CA)
Detroit News, Detroit (MI)
International Herald Tribune (Paris, France)
Davis (CA)
Enterprise, Kalamazoo (MI)

ADDITIONAL PRESS AND PUBLIC APPEARANCE (CONTINUED)

Tribune, Springfield (OH)
NewsSun, Chicago (IL)
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)

Marin Independent Journal (Novato, CA)
San Antonio (TX)
Express News, Sioux City (IA)
Sunday Enterprise, Brockton (MA)
Sunday Leader-Herald Gloversville (NY)
Sunday News Journal Wilmington (DE)
Telegraph Herald, Dubuque (IA)
West Sound Sun, Bremerton (WA)
The Gazette, Cedar Rapids (IA)
The San Juan Daily Star, San Juan (PR)
Ventura County (CA)

Sabbatical watercolor sketches, 2018-2019, A. Phelps. #sabbatical1819.

Union Bulletin, Walla Walla (WA)
The Times of Northwest Indiana, Hammond (IN)
Vidette Times, Valparaiso (IN)
Edmonton Journal, Alberta (Canada)
Statesman Journal, Salem (OR)
Sunday Journal, Albuquerque (NM)
Sunday Times, Walnut Creek (CA)
Cumberland Times-News, Cumberland (MD)
Daily Breeze, Torrance (CA)

Milwaukee Journal Sentinel, Milwaukee (WI)
Film/Tape World, San Francisco (CA)
The Norman Transcript, Norman (OK)
The Modesto Bee, Modesto (CA)
The Battle Creek Enquirer, Battle Creek (MI)
American-Statesman, Austin (TX)
News-Capitol And Democrat, McAlester (OK) IEEE Computer, Washington (D.C.)
The Daily News, Batavia (NY)
Avalanche-Journal, Lubbock (TX)

ADDITIONAL UNIVERSITY NEWS APPEARANCES
(EITHER INDIVIDUALLY AND/OR FOR RIT MAGIC CENTER, AMERICAN UNIVERSITY GAME CENTER, OR UNIVERSITY OF CANTERBURY AIGI)

- 10/08/2019 School of Communication | Get to Know Them: Andrew Phelps
- 05/29/2019 University of Canterbury's funding boost for immersive games technology

ADDITIONAL UNIVERSITY NEWS APPEARANCES (CONTINUED)

- 05/26/2019 University of Canterbury receives more than $7.5 million funding for immersive gaming research
- 05/20/2019 University of Canterbury to boost immersive gaming
- 05/20/2019 Govt & Canterbury Uni pour $7m into gaming research
- 05/16/2019 UC's $7.7m boost to NZ immersive gaming sector
- 05/30/2018 RIT again ranked No. 1 game design school on the East Coast
- 04/13/2018 RIT students take top awards at statewide Game Development Challenge
- 03/19/2018 RIT students, faculty head to California for annual Game Developers Conference
- 03/19/2018 Video game made by alumni coming to Playstation 4
- 03/13/2018 Princeton Review ranks RIT's video game design programs among the top in the nation
- 02/09/2018 Student-made game to be presented at Game Developers Conference
- 01/26/2018 Emerging 3D-printing applications at RIT
- 01/11/2018 Top RIT News stories and videos for 2017
- 01/03/2018 RIT to host statewide Game Dev Challenge kick-off event Jan. 19
- 01/03/2018 Top RIT News stories for December 2017
- 12/13/2017 Learn more about RIT's entrepreneurial ecosystem...
- 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...
- 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
- 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
- 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

ADDITIONAL UNIVERSITY NEWS APPEARANCES (CONTINUED)

- 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...
- 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 GDC
- 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...
- 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

ADDITIONAL UNIVERSITY NEWS APPEARANCES (CONTINUED)

- 08/14/2015 Co-op gets the MAGIC touch
- 08/14/2015 RIT announces investments in MAGIC Spell Studios...
- 07/22/2015 RIT's Center for MAGIC develops new initiative to encourage student humanitarian work...
- 07/20/2015 Free and open source software culture at RIT continues to grow
- 07/09/2015 RIT announces investments in MAGIC Spell Studios...
- 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
- 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

ADDITIONAL UNIVERSITY NEWS APPEARANCES (CONTINUED)

- 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
- 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
- 10/13/2011 Video Game Helps Students Excel Academically and Socially
- 10/12/2011 Microsoft Research to Visit RIT for 'Just Press Play' Launch Oct. 13
- 06/15/2011 Microsoft-Funded Gaming Project Encourages Students to 'Just Press Play'
- 03/07/2011 RIT Forms School of Interactive Games and Media
- 03/01/2011 Princeton Review Ranks RIT as a Top 10 Video-Game Design School
- 10/01/2009 Renowned Video Gaming Innovators to Speak at RIT Oct. 2
- 05/14/2009 New Video Game Lays Off Workers at Rapid Pace
- 10/23/2008 RIT Teams with Microsoft to Help Form Games for Learning Institute

## ADDITIONAL UNIVERSITY NEWS APPEARANCES (CONTINUED)

- 09/17/2008 RIT Students Prove They've Got Game at North America's Largest Gaming Expo
- 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

Photo from university press coverage, "IGM Lab 2010," University News services, RIT

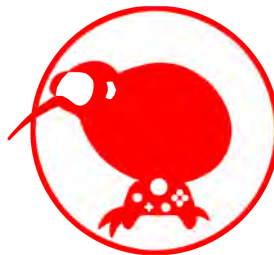## GRANT AWARDS AND ADDITIONAL FUNDING

1. "Digital Screen Campus." A. Phelps (Programme Director) Internal funding from the University of Canterbury to realize the rennovation and addition of the Dovedale campus to broadly support the Digital Screen and Project Creative Economy Initiatives. This includes curriculum, commercial partnership, research, and business incubation across the sectors of film, games, interactive media, virtual and cross-reality, etc., with facilities footprints including sound stages, color correct, motion capture, green screen, Dolby studios, theatres, edit suites, game development laboratories, virtual production and more. Total investment of the university in the project is planned at 131.2M ($96.7M reported publicly) NZD (approximately $90M USD).

2. "Games for Diversity & Inclusion" A. Phelps (Co-PI) and Sahif Shahin (PI). American University Provost's Mini-Grant. $1000. 2019-2020.
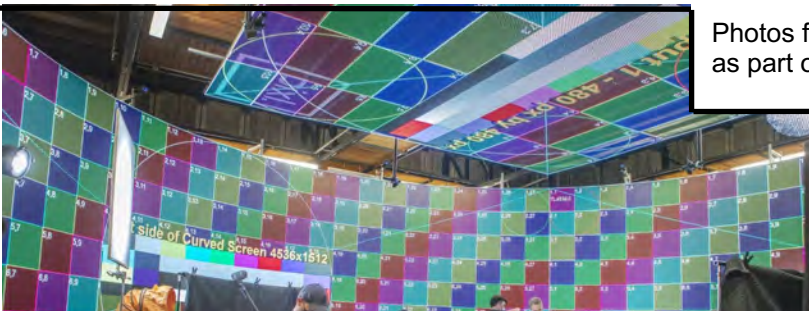
Photos from virtual production research at University of Canterbury as part of Digital Screen Campus planning and development.

GRANT AWARDS AND ADDITIONAL FUNDING (CONTINUED)

3. "Applied Immersive Gaming Initiative" (Co-PI, Co-Founder). Tertiary Education Commission, New Zealand. Focused on research creation, entrepreneurship and commercialization efforts related to virtual and augmented reality experiences that engage players in education, transformation, and positive social good. Operated through collaboration at the Human Interface Technology Laboratory New Zealand (HITLabNZ) at the University of Canterbury. $7.5M NZD ($3.75M from TEC and required institutional match). 2019-2023 (Extended to 2025 given COVID-19 impacts)

4. "Games HUB Proposal" (PI) New York State area hub funding, $3.2M. 2015-2018. (renewed as a 'Center of Excellence' 2018-2021, additional $3.2M)

5. "MAGIC Spell Studios" (PI, Founder) 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.

6. "Rochester Economic Development Council MAGIC Growth Initiative." (Co-PI) 2014 REDC proposal and award, PI. $1.2M.

7. "RIT MAGIC Center", internal funding, $1.5M. (PI, Founder) Establishment of the RIT MAGIC Center, a university-wide central research organization exploring digital media and engagement. 2/14/2013

8. "Support of Student Media Projects" (lead advisor) $50,000 private donation, in support of student centered multidisciplinary project(s) (donor information withheld by request). 11/15/2013

9. "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.

10. "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.

GRANT AWARDS AND ADDITIONAL FUNDING (CONTINUED)

11. 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.

12. Achievement Systems in Education. Lead investigator with E. Lawley, E. Oyzon, K. Gold. Pre-project planning and assessment metric construction. Amount: $40,000.

13. "Preserving Virtual Worlds II: Methods for Evaluating and Preserving Significant Properties of Educational Games", (Co-PI) 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).

14. Corporate Research: Xerox, Rochester, NY, co-collaborator with Chris Egert. Funding from February 2010 to May, 2010. Amount: $30,000.

15. 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)

16. 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 NDIIP, 2007. ($590,000 USD + Match $1.2 million USD total funding across all partners)

17. 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)

18. 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)

GRANT AWARDS AND ADDITIONAL FUNDING (CONTINUED)

19. 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)

20. 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)

21. 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)

CURRICULAR DEVELOPMENT

2020	Created the new course GAME-675 Writing for Interactivity at the American University Game Center.
2019	Oversaw the complete redesign of GAME-620, Making Meaningful Games, American University Game Center.
2018	Supervising faculty of "Fragile Equilibrium" – a partnership with the Microsoft XBOX Creators Club program. The third course at the university split between academic practice and production in a commercial environment (MAGIC Spell Studios).
2017	Supervising faculty for "DelVR," a research exploration into merging augmented reality and table top role playing games. This was the first formal 'research studio' (as opposed to production studio) at the RIT MAGIC Center.

CURRICULAR DEVELOPMENT (CONTINUED)

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 "Splattershmup: 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).
2010-2011	Supervising Chair and administrative co-developer of semester curriculum draft, including New York State Education Department 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, Academic Senate, 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, Academic Senate, and to the Provost.
2007	Co-Developer of IGM courses on Game Engine Design with C. Egert, Digital Narrative with S. Jacobs, HCI for Games with E. Oyzon, and Client-Side Web Technologies with E. Lawley.
2007	Founder and Director of the **RIT Bachelors of Science in Game Design & Development**, approved in January. By New York State Deptartent of Education in 2007 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. Ranked in the top 5 in the nation by the Princeton Review, peaking at #3.

CURRICULAR DEVELOPMENT (CONTINUED)

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. Ranked in the top 5 in the nation by the Princeton Review, peaking at #2.
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).
2003-2004	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.
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 reused 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 Prof. William Stratton. Materials centered on the use of Java-based networked environments with Oracle database back-ends.

PROFESSIONAL SERVICE & SUPPORT OF ACADEMIC FIELD

2019-2020	Immersive Learning Research Network (iLRN) State of XR and Immersive Learning Expert Panel
2017-present	President and Founding Fellow, Higher Education Video Game Alliance.
2017-present	Member of the Unity 3D Global Education Board.
2017-2019	Member of the Adobe Partners by Design Board.
2017	New Media Consortium Horizon Report Panel Expert.
2016	New Media Consortium Horizon Report Panel Expert.
2014-2017	Treasurer and Founding Fellow, Higher Education Video Game Alliance.
2013-present	Member, Adobe Partner by Design program.
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.
2015	Reviewer for Microsoft Research Fellowship Awards.
2009-present	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 identified 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.

PROFESSIONAL SERVICE & SUPPORT OF ACADEMIC FIELD (CONTINUED)

2006-2007	Member of the 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.
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).
1999-2001	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/.

CONFERENCE ORGANIZATION & PROGRAM COMMITTEES

2022	Association of Internet Researchers (reviewer)
2021, 2022, 2023	Foundations of Digital Games (reviewer)
2019	DiGRA (extra reviewer by request)
2018, 2022	International Academic Conf. on Meaningful Play (reviewer)
2017	Program Committee Member, Foundations of Digital Games

# CONFERENCE ORGANIZATION & PROGRAM COMMITTEES (CONTINUED)

2023	Mini-track co-chair and co-organizer for 'games and gaming' – Hawaiian International Conference on Systems Science (HICSS).
2020, 2021, 2022	Reviewer, Hawaiian International Conference on Systems Science (HICSS)
2019, 2023	Reviewer, International Conference on Interactive Digital Storytelling (ICIDS), ARDIN network.
2016	Program Committee Member, IGIC 2016.
2016	Program Committee Member, SeGAH 2016.
2015, 2016, 2022	Reviewer, Games+Learning+Society.
2010-2011	Member of the IEEE Games Innovation Conference steering committee.
2010	Paper Reviewer, ACM Foundations of Digital Games conference. Monterey, California.
2009	Program Committee Member, IEEE Games Innovation ICE-GIC, London, England.
2009	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
2008	Reviewer, ACM SIGGRAPH Sandbox Symposium.
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.
2002	Paper Reviewer - Member of the Paper Review Panel, Web3D 2002 Conference; sponsored by SIGGRAPH and SIGCHI.

CONFERENCE ORGANIZATION & PROGRAM COMMITTEES (CONTINUED)

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

EXTERNAL PROGRAM DESIGN & DEVELOPMENT

2023   Member of academic team for the Association for Research in Digital Interative Narrative (ARDIN) via a European Union INDCOR grant in partnership with the Higher Education Video Game Alliance (HEVGA) tasked with designing templates, program goals, outcomes, and assessment measures for undergraduate and graduate programs in Interactive Digital Narrative (IDN) that conform to both European and North American curriculum delivery models. Saint Martin's Institute of Higher Education, Malta, EU.
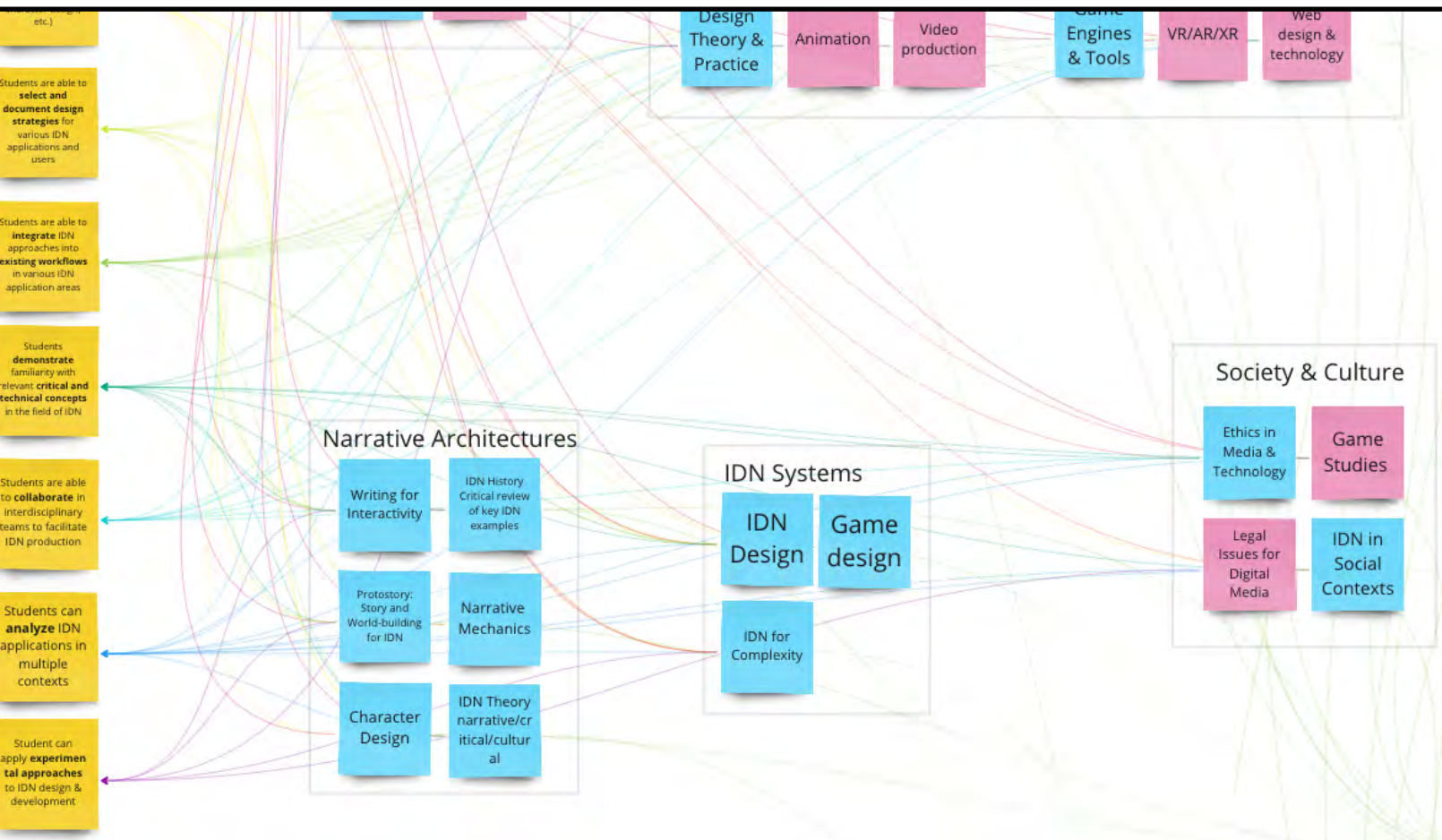
EXTERNAL REVIEWIER FOR TENURE & PROMOTION

Served as reviewer for promotion to full professor (2011-present) and tenure (2006-present) at numerous colleges and universities. Individual dates and some locations withheld out of respect for the process.

External Reviewer for Tenure – University of Miami
External Reviewer for Promotion – University of California Santa Cruz
External Reviewer for Tenure – Yale University
External Reviewer for Promotion – Harvard University
External Reviewer for Promotion – Drexel University
External Reviewer for Tenure – Arizona State University
External Reviewer for Tenure – Miami University
External reviewer for Promotion – Carnegie Mellon University
External Reviewer for Promotion – University of Southern California
External Reviewer for Promotion – University of California at Irvine
External Reviewer for Promotion – Parsons New School of Design
External Reviewer for Tenure – Rensselaer Polytechnic Institute
External Reviewer for Tenure – Northeastern University
External Reviewer for Tenure – Worchester Polytechnic Institute
External Reviewer for Tenure – University of Central Florida
External Reviewer for Promotion – Worchester Polytechnic Institute
External Reviewer for Tenure – Michigan State University
External Reviewer for Promotion - New York University
External Reviewer for Tenure – University of Chicago
External Reviewer for Promotion – Georgetown University
External Reviewer for Promotion – Robert Morris University
External Reviewer for Tenure – George Mason University

EXTERNAL PROGRAM REVIEW

2023	External Program Reviewer – Clark University / Becker School
2019	External Program Reviewer – Michigan State University / MSU Spartan Innovation Center
2019	External Program Reviewer – American University
2015	External Program Reviewer – Drexel University ExCITE Center
2012	External Reviewer – Drexel University Games Program
2008	Reviewer for the New York State Education Department, (NYSED) on programs pertaining to games education, including two at the community college level.
2006	Post-Secondary Education Review Board (PSERB), served as a reviewer for the Algoma University College Masters in Game Design proposal, working for the PSERB of the Ontario Ministry.

EXTERNAL GRANT REVIEW

2005	Reviewer - Star Schools Program, US Department of Education. $22M USD funding across all awards from program cycle. Approximately 50 proposals.

JOURNAL ARTICLE REVIEW

2022-present	Associate Editor, Education Section. Games Research & Practice. Association for Computing Machinery. https://dl.acm.org/journal/games
2019	Reviewer – *Media in Communication* special issue on Games as Demanding Technologies. Cogitatio Press. https://www.cogitatiopress.com/mediaandcommunication
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
2007	Reviewer – Journal of Graphics Tools, A. K. Peters

INTERNATIONAL REVIEWER & CURATOR OF GAMES & INTERACTIVE WORKS

2021-2023	Co-Founder and Co-Organizer, IndieCade HORIZONS. https://www.indiecade.com/horizons/
2019, 2021, 2023	Judge, Gotland Games Festival. Gotland, Sweden (and online)
2017, 2020	Judge, Games 4 Change Festival (online) Judge, Games 4 Change Most Impactful Award. Games for Change Festival, New York, NY.
2017	Judge, NY State Game Challenge. Rochester, NY.
2016	Judge, Microsoft Imagine Cup (USA Finals), Seattle, WA.
2015	Judge, World-Wide Finals, Microsoft Imagine Cup, Seattle, WA. Competing finalists from 41 countries.
2014	Program and Arcade Curation Reviewer, Games+Learning+Society 10. Madison, WI.

INTERNATIONAL REVIEWER & CURATOR OF GAMES & INTERACTIVE WORKS (CONTINUED)

2011   Judge, World-Wide Finals, Microsoft Imagine Cup, Game Design Awards. World final held in New York City with competing finalists from 36 countries.

2008   Judge, INDIECADE 2008 International Festival of Independent Games. Finalists and reviewed work presented at the 2008 Electronic Entertainment Expo (E3). Los Angeles, CA.

2008   Judge, Independent Games Festival (IGF). Finalists presented at the Game Developer's Conference 2009. San Jose, CA.

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).

EDITOR FOR TRADE PUBLICATIONS

2005-2009   Director Section Editor - MX Developer's Journal / the Adobe Web Developer's & Designer's Journal), SYS-CON Media

ELECTED POSITIONS IN STANDARDS COMMITTEES OR NATIONAL ORGANIZATIONS

2001-2002   National Curriculum Committee - The Society for Information Technology Education (SITE) which would later become the ACM Special Interest Group for Information Technology Education (SIGITE).

1999-2001   Co-Chair, External Authoring Interface (EAI) Working Group for the Web 3D Consortium (formerly the VRML Consortium). http://www.web3d.org

INSTITUTIONAL SERVICE, COMMITTEES, & ADMINISTRATION

SERVICE TO THE UNIVERSITY OF CANTERBURY

2019 – 2023   Co-Founder and Member, Applied Immersive Game Initiative
2020 – 2023   Programme (founding) Director, Digital Screen Campus

SERVICE TO AMERICAN UNIVERSITY

2023 - 2024   SOC Dean Search Committee (member)
2022 - present   SOC Tech Advisory Committee
2022 - 2023   Computer Science Search Committee
2021 - 2023   Post-Doc Faculty Mentor and Advisor (Game Center)
2021   External Tenure Committee Reviewer (Department of Art)
2019 - present   Director, American University Game Center
2020, 2022   SOC Tenure Review Committee Reader
2019   SOC Third Year Review Committee Reader

SERVICE TO ROCHESTER INSTITUTE OF TECHNOLOGY: INSTITUTE LEVEL SERVICE & MULTI-DISCIPLINARY SUPPORT

2016-2019   Fellow, RIT School of Individualized Studies
2016-2017   Member, Provost's Taskforce on Multidisciplinary Activity
2013-2019   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

SERVICE TO ROCHESTER INSTITUTE OF TECHNOLOGY: INSTITUTE LEVEL SERVICE & MULTI-DISCIPLINARY SUPPORT (CONTINUED)

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 Representative – Graduate Council

SERVICE TO ROCHESTER INSTITUTE OF TECHNOLOGY: B. THOMAS GOLISANO COLLEGE OF COMPUTING & INFORMATION TECHNOLOGY (GCCIS)

9/2011-6/2013   Member, Deans Leadership Team (Chairs and Directors)
6/2008-10/2008   Member, Leadership and Vision Group (Deans and Chairs)
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
7/2006-8/2006   Presenter, College and Careers Day(s)
9/2005-6/2007   Member, GCCIS Tenure Committee (2 Terms)
9/2001-6/2004   Member, College Curriculum Committee
9/2001-6/2003   Member, Taskforce on Liaisons with Info. Tech. Services
2001-2002   Member, GCCIS Dean's Search Committee

SERVICE TO ROCHESTER INSTITUTE OF TECHNOLOGY: SCHOOL OF INTERACTIVE GAMES & MEDIA (IGM)

2009-2014   Director of Interactive Games & Media
2009-2014   Presenter and Tour Leader – RIT Open House(s)
2009-2014   Member, GDD Graduate Student Admissions Group
2009-2014   Participant, Freshman Orientation Week Activities

SERVICE TO ROCHESTER INSTITUTE OF TECHNOLOGY: DEPARTMENT OF INFORMATION TECHNOLOGY

2007-2009   Member – Search Committee
2007-2009   Member – Facilities Advisory Group
2006-2008   GD&D Program Director

SERVICE TO ROCHESTER INSTITUTE OF TECHNOLOGY: DEPARTMENT OF INFORMATION TECHNOLOGY (CONTINUED)

2004-2007	Co-Presenter – Brick City Festival at RIT
2004-2006	Member – Graduate Curriculum Committee
2001-2002	Member – Facilities Committee
2001-2003	Chair – Graduate Curriculum Committee
2000-2001	Member – MS/IT Committee
2000-2009	Participant – IAB functions
2000-2009	Participant – Capstones and Cookies Events
2000-2009	Participant – Freshman Orientation Week Activities
2000-2009	Participant – Commencement and Graduation Activities

SERVICE TO ROCHESTER INSTITUTE OF TECHNOLOGY: GAME DESIGN & DEVELOPMENT PROGRAM (PRIOR TO IGM)

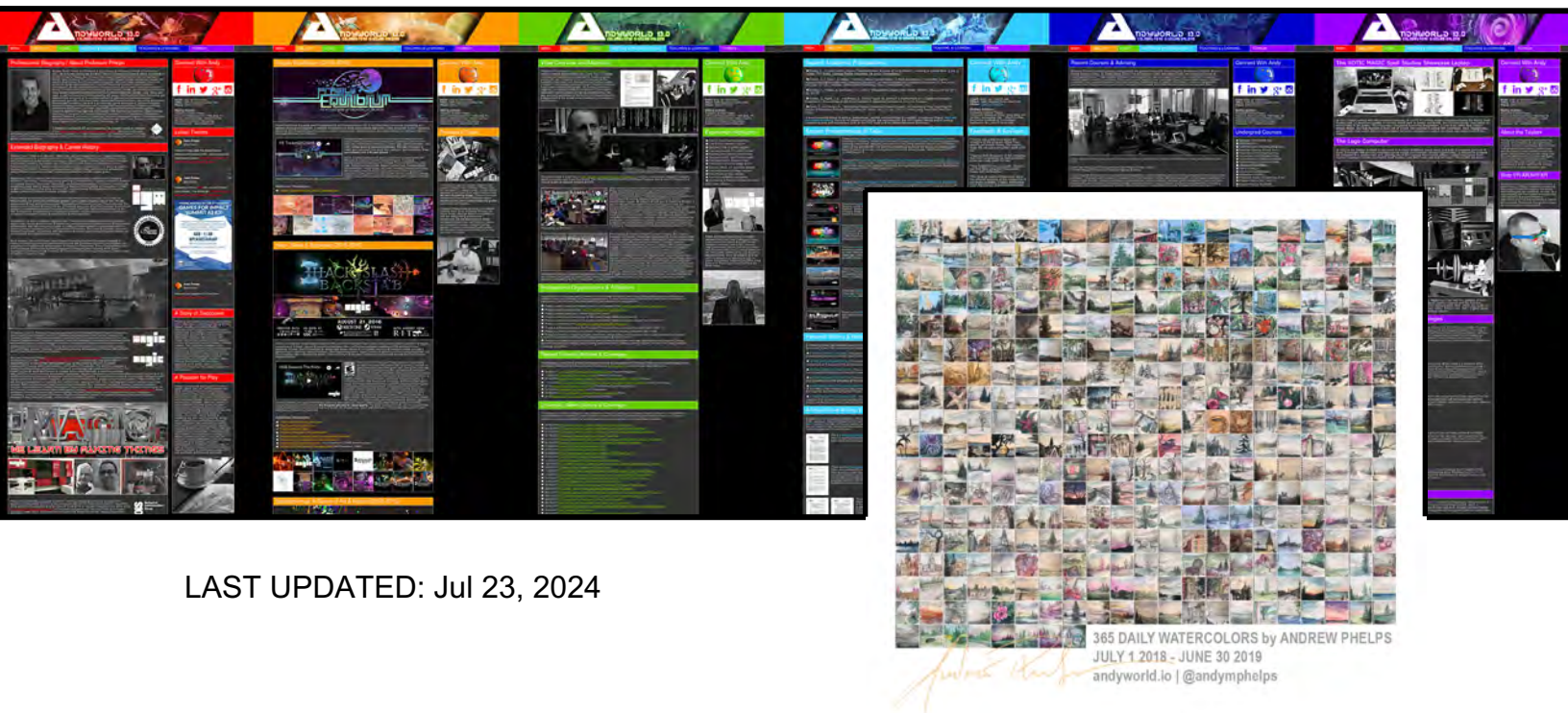|	
2006-2009	Member, Game Design and Development Administrative Committee
2006-2009	Member, Game Design and Development Admissions Subgroup
2006-2009	Member, Game Design and Development Assessment Subgroup
2006-2009	Member, Game Design and Development Scheduling Subgroup
2006-2009	Member, Game Design and Development Curriculum Subgroup
2006-2009	Member, Game Design and Development Hospitality Subgroup
2006-2009	Member, Game Design and Development Recruitment Subgroup
2006-2009	Member, Game Design and Development IAB Recruitment Subgroup
2006	Co-Organizer – "Save This City" Game Design Contest

PROFESSIONAL MEMBERSHIPS & ORGANIZATIONS

1. Personal and institutional member in the Higher Education Video Game Alliance (currently serving as president). HEVGA represents over 554 colleges and universities with games-related curricula. Recognized as a founding fellow.

2. Lifetime member in the Independent Game Developers Association (IGDA) and a participant in the organizational work related to academic leadership in games education.

PROFESSIONAL MEMBERSHIPS & ORGANIZATIONS (CONTINUED)

3. Member of the Digital Games Research Association (DiGRA).

4. Member of the International Communication Association (ICA) and the ICA Games Studies Division.

5. Member of the National Communication Association (NCA) and the NCA Game Studies Division.

6. Member of the Association for Computing Machinery (ACM), and Special Interest Group in Computer Graphics and Interactive Techniques (SIGGRAPH).

7. Lifetime member, Phi Kappa Phi National Honors Society, inducted in fall of 2000.

8. Lifetime member, Golden Key National Honors Society, inducted in fall of 1999.

9. Member of the Association for Research in Digital interactive Narrative (ARDIN)

For more information, sample presentations, work in progress, a visual gallery of games and artworks, and more in-depth information, please refer to https://professorandrewphelps.net/ or https://andyworld.io.

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