

# Justin A. Bortnick

Curriculum Vitae

26 January 2022

## EDUCATION

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- 2015-**      **Ph.D. in English Literature**  
University of Southern California, Los Angeles, CA  
Dornsife College of Letters, Arts and Sciences  
Dissertation: *Designing Authorship: Game Communities, Storytelling and Politics*  
Dissertation Supervisor: Alice Gambrell
- 2013-2014** College of Liberal & Professional Studies Non-Traditional Graduate Studies  
University of Pennsylvania, Philadelphia, PA
- 2013**      **B.A., English, B.A., Classical Civilization**  
Lafayette College, Easton, PA

## PUBLICATIONS

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### Manuscripts in Preparation

- 2021**      *ARG-itechting the New Propaganda: A Dangerous Appropriation of Game Design*
- Harlan Ellison in Cyberworld: *I Have No Mouth, YU-NO* and Pioneering Digital Narrative  
(Invited to Resubmit)

### Game Work

- Ongoing**    Allfather Productions  
*University Magician's Society*, Producer, Lead Designer, Writer  
*Tidying Your Computer with Carrie Mondo* (2019), Producer, Lead Designer, Writer
- 2019-2021** Definitely Real Productions  
*Dared My Best Friend*, Lead Interaction Designer, Project Archive Lead
- 2015-2020** Twinbeard Studios  
*Glittermitten Grove* (2017), Game Designer, Writer, ARG Master, Marketing, Narrative,  
Business Development, Publisher Relations  
IndieCade@E3 Official Selection 2017  
IndieCade Festival 2017 – Official Nominee  
Top 10 Games of 2016 – #10 (Vice, Patrick Klepek)  
Top 10 Games to Watch in 2016 – #2 (Giant Bomb, Austin Walker)
- 2017**      Erebus, LLC  
*Apocalypse Now* (Canceled), Marketing
- 2015-2016** Thinker-Tinker  
*OCTOBO*, Writer

National Parenting Product Awards Winner 2020  
alt.ctrl.GDC – Official Selection 2016  
IndieCade@E3 – Official Selection 2016  
IndieCade Festival 2016 – Official Nominee  
Indie Prize Awards – Best Kids and Family Game, Most Innovative Game –  
Nomination

**2007** EngliShinbok Team  
*Shin Bokura no Taiyō: Gyakushuu no Sabata* Unofficial Translation Patch,  
Localization/Continuity

## Web-Based Publications

**2016** *Shoggoths in a Segregated America* - Book Review, *Lovecraft Country* by Matt Ruff (Los Angeles Review of Books)

*Emergent Meaning and Narrative in the Digital Space: Addressing Tensions in Games and Game-like Media* (Game Developer)

**2015** *Ludic Epistolary, or, Where Have All The Letters Gone?* (Game Developer)

## Other Publications

**Ongoing** *Red Pages Podcast*

**Forthcoming** Henry Miller/Tambimuttu Letters (Penn Manuscript Collective)

## INVITED TALKS

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**2021** “Conspiracy, Propaganda and Social Media” Writing Program, Lafayette College, November 2021

**2014** “Emergent Systems in Electronic Gaming.” University of Pennsylvania.

*Final Fantasy VI Book Club*, Overthinking It

## CONFERENCE ACTIVITY/PARTICIPATION

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### Refereed Papers

**2022** *Who Creates Games? Developers, Players, and Collaborative Authorship*, **Twentieth International Conference on Publishing Studies**, Rhodes, Greece

**2021** *Dangerous Games: ARGs, Social Media Platforms and Participatory Propaganda*, **Electronic Literature Organization Conference 2021**, Online

**2020** *Alternate Reality Games and Designing Propaganda*, **UCLA Southland Virtual Conference: Insights/Oversights**, Online

## **Presentations**

- 2021** Presentation of Research, ICIDS 2021 Doctoral Consortium, **International Conference on Interactive Digital Storytelling**, Tallinn, Estonia
- 2018** *Rallying the Resistance: Frog Fractions 2's Alternate Reality Game*, **Game Developers Conference**, San Francisco CA

## **Conferences/Symposia Organized**

- 2019- 2022 NarraScope:** Treasurer (2019), Conference Chair (2020-2022)
- 2021 ICIDS:** Graduate Student Committee

## **Festival Judging**

- 2019-2022 Independent Game Festival**, San Francisco CA  
**2016-2017**
- 2016-2021 IndieCade Festival**, Los Angeles CA
- 2019 Indie MegaBooth**
- 2018-2019 Boston Festival of Indie Games** (Boston MA)

## **AWARDS**

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- 2022 Information, Medium & Society:** Emerging Scholar Award

## **TEACHING EXPERIENCE**

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- 2016-2022 University of Southern California**, Los Angeles CA  
Department of English  
Los Angeles: The City, the Novel, the Movie (Fall 2020 [Online], Fall 2021)  
Teaching the Heart: Emotional Intelligence and the Humanities (Spring 2019, Spring 2021 [Online])  
The Art of Poetry (Fall 2019)  
USC Writing Program Assistant Lecturer  
Writing and Critical Reasoning -Thematic Approaches – Technology Thematic (Fall 2017, Spring 2018)  
Unannounced Thematic (Spring 2022)

## **RESEARCH EXPERIENCE**

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- 2017** Los Angeles, CA: USC Worldbuilding Institute, Spaceship Earth Project
- 2016** Los Angeles, CA: Doheny Library Special Collections

## SERVICE TO PROFESSION

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- 2021      **Reviewer for international journals and conferences**
- Games and Culture
- 2021-2022 **Association for Research in Digital Interactive Narratives:** Graduate Student Committee
- 2021-2022 **International Game Developers Association Game Writing Special Interest Group:** Discussion Moderator, Discord
- 2019-2021 **Interactive Fiction Technology Foundation:** Conference Committee
- 2016-2017 **University of Southern California:** Graduate Student Government English Department Representative

## SIGNIFICANT MEDIA COVERAGE

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- 2017      Chris Priestman, “Frog Fractions 2 and the difficult art of mystery making,” *Kill Screen*, 11 January 2017  
<https://killscreen.com/previously/articles/frog-fractions-2-art-mystery-making/>
- 2016      Justin McElroy, “The jig is up: Behind the yearslong reveal of Frog Fractions 2,” *Polygon*, 26 December 2016  
<https://www.polygon.com/features/2016/12/26/13974966/frog-fractions-2-reveal>
- Katherine Cross, “Yuting Su’s *Octobo*: A 21<sup>st</sup> Century Teddy Ruxpin,” *Gamasutra*, 17 March 2016  
[https://www.gamasutra.com/view/news/268346/Yuting\\_Sus\\_Octobo\\_A\\_21st\\_Century\\_Teddy\\_Ruxpin.php](https://www.gamasutra.com/view/news/268346/Yuting_Sus_Octobo_A_21st_Century_Teddy_Ruxpin.php)

## REFERENCES

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(Available Upon Request)