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Education

- [Frye Leadership Institute](#), fellow 2004.
- **Ph.D** English, [University of Michigan](#), 1997. Major fields of study: Romanticism, the eighteenth century, critical theory, and composition. Secondary fields: pedagogy and information technology. Dissertation: *Dialectical Nightmares: The Historicity of the Romantic-era Double* (defended July 1997):
- **M.A.** English Language and Literature, University of Michigan, 1991.
- **B.A.** History (Honors) and English, University of Michigan, 1990. Thesis: "Anarchist Historiography of the French Revolution."

Academic Positions

- Senior Fellow, National Institute for Technology and Liberal Education (NITLE), 2004-2013. (Initially Director of Research)
- Codirector, [Center for Educational Technology](#), [Middlebury College](#), 2002-2004.
- Assistant Professor of English, [Centenary College](#), Louisiana, 1997-2003. [Courses](#) include computer-assisted composition, seminars in my fields, and literature surveys.
- Graduate Student Instructor, University of Michigan, 1993-1997. Courses included literature seminars, advanced writing, college writing, writing and literature; intensive computer work in nearly all.
- Graduate Student Computers and Pedagogy Consultant, 1996-1997. English Department's first Graduate Student Mentor for Computer-mediated Teaching. Held workshops, gave lectures, consulted on small group and individual bases.
- English Composition Board Portfolio Assessment, 1995-1997. Part of a team evaluating the writing of several thousand incoming students. Additionally worked on methodology design, course definition, and placement.

Publications

- *Gearing Up for Learning Beyond K–12*. Solution Tree Press: forthcoming, 2015.
- "Higher Education in 2024: Glimpsing the Future". *Educause Review*, September/October 2014.
- "Has Higher Education Peaked?" *Inside Higher Ed*, April 7, 2014. <http://www.insidehighered.com/views/2014/04/07/essay-considers-whether-higher-education-us-has-peaked>.
- "Playing Stories on the Worldboard: How Game-Based Storytelling Changes in the World of Mobile Connectivity", in Jason Farman, ed., *The Mobile Story* (Routledge, 2014).
- "Gothic in Cyberspace", in Dale Townshend and Glennis Byron, eds., *The Gothic World* (Routledge, 2014).

- (co-authored with Lisa Spiro) "Open Education in the Liberal Arts: A NITLE Working Paper". April 2012.
- (co-authored with Rebecca Frost Davis) "Should Liberal Arts Campuses Do Digital Humanities? Process and Products in the Small College World". In *Debates in the Digital Humanities*, ed. Matthew K. Gold. Minneapolis: University of Minnesota Press, 2012.
- Future of Higher Education column for Educause Quarterly, including:
 - "The Future of Collaboration in Education". Volume 34, Number 3, 2011. <http://www.educause.edu/EDUCAUSE+Quarterly/EDUCAUSEQuarterlyMagazineVolum/FutureofHigherEducation/225867>
 - "This Visible College". Volume 34, Number 2, 2011. <http://www.educause.edu/EDUCAUSE+Quarterly/EDUCAUSEQuarterlyMagazineVolum/ThisVisibleCollege/230536>
 - "Future of Higher Education: The Future of Scholarly Publication". Volume 34, Number 1, 2011. <http://www.educause.edu/EDUCAUSE+Quarterly/EDUCAUSEQuarterlyMagazineVolum/FutureofHigherEducation/236687>
- "Conference Report: The 4th Annual International Symposium for Emerging Technologies for Online Learning, July 11-13, 2011". *International Journal of Interactive Communication Systems and Technologies*, 1(2), 68-71, July-December 2011. <http://www.igi-global.com/bookstore/titledetails.aspx?titleid=48055&detailstype=contents>
- *The New Digital Storytelling: Creating Narratives with New Media*. Santa Barbara: Praeger, 2011.
- "The new (in)visible college: emergent scholarly communication environment and the liberal arts." NITLE white paper, spring 2011. <http://www.nitle.org/live/files/34-the-new-invisible-college>
- "Computer Games in the Liberal Arts World: Connecting with Peers". 2009 NMC Summer Conference Proceedings ("based on top rated conference sessions"). <http://wp.nmc.org/proceedings2009/papers/computer-games-liberal-arts-world/>
- Introduction to Tatyana Dumova and Richard Fiordo, eds., *Handbook of Research on Social Interaction Technologies and Collaboration Software: Concepts and Trends*. Hershey: Information Science Reference (forthcoming July 2009).
- "Apprehending the Future: Emerging Technologies, from Science Fiction to Campus Reality." *EDUCAUSE Review*, vol. 44, no. 3 (May/June 2009): 12–29. <http://www.educause.edu/EDUCAUSE+Review/EDUCAUSEReviewMagazineVolume44/ApprehendingtheFutureEmergingT/171774> . Accompanied by A Web Game for Predicting Some Futures: Exploring the Wisdom of Crowds, Web-only supplement, <http://www.educause.edu/EDUCAUSE+Review/EDUCAUSEReviewMagazineVolume44/AWebGameforPredictingSomeFutur/171494> .
- (co-authored with Alan Levine) "Web 2.0 Storytelling: Emergence of a New Genre." *EDUCAUSE Review*, vol. 43, no. 6 (November/December 2008) <http://www.educause.edu/EDUCAUSE+Review/EDUCAUSEReviewMagazineVolume43/Web20StorytellingEmergenceofaN/163262> .

- "Social Networking in Higher Education." In Richard N. Katz, ed., *The Tower and the Cloud: Higher Education in the Age of Cloud Computing*. Educause: 2008. <http://www.educause.edu/thetowerandthecloud/PUB7202s> .
- "Games for Higher Education: 2008." New Horizons guest column, EDUCAUSE Review, vol. 43, no. 4 (July/August 2008).
<http://www.educause.edu/EDUCAUSE+Review/EDUCAUSEReviewMagazineVolume43/GamesforHigherEducation2008/163066> .
- "Deepening the Chasm: Web 2.0, Gaming, and Course Management System." *Journal of Online Learning and Teaching*, Vol. 4, No. 2, June 2008.
<http://jolt.merlot.org/vol4no2/alexander0608.htm> .
- "Web 2.0 and Emergent Multi-literacies." *Theory Into Practice*, Digital Literacies in the Age of Sight and Sound issue, Spring 2008, Volume 47, Number 2. Eds: Susan Metros and Kristina Woolsey.
- "Using technology in teaching and learning: Resources to help you navigate a digital world." *C&RL News*, February 2007, Vol. 68, No. 2.
<http://www.ala.org/ala/mgrps/divs/acrl/publications/crlnews/2007/feb/techtachlearn.cfm>.
- "Antecedents to Alternate Reality Games." In International Game Developers Association Alternate Reality Games Special Interest Group Whitepaper, 2006.
http://wiki.igda.org/Alternate_Reality_Games_SIG/Whitepaper/Antecedents_to_Alternate_Reality_Games .
- "Web 2.0: A New Wave of Innovation for Teaching and Learning?" EDUCAUSE Review, vol. 41, no. 2 (March/April 2006): 32–44.
<http://www.educause.edu/EDUCAUSE+Review/EDUCAUSEReviewMagazineVolume41/Web20ANewWaveofInnovationforTe/158042> . Reprinted in Ravi Kumar, ed., *Web 2.0: An Introduction*. Hyderabad: Icfai University Press, 2007, 143-158 .
- "A Threat to Professional Identity?: The Resistance to Computer-Mediated Teaching." in Michael Hanrahan and Deborah Madsen, eds., *Teaching, Technology, Textuality: Approaches to New Media*. New York : Palgrave Macmillan, 2006.
- "Next Generation: Speculations in New Technologies" in P. McGee, C. Carmean, and A. Jafari, *Course Management Systems for Learning: Beyond Accidental Pedagogy*. Hersey, PA: IDEA Group, Inc, March 2005.
- "M-Learning 4 Generation Txt?". Interviewed by [Howard Rheingold](#). [The Feature](#), November 2005.
- "[Going Nomadic: Mobile Learning in Higher Education](#)" (.pdf format). [EDUCAUSE Review](#), vol. 39, no. 5 (September/October 2004): 28:35. Reprinted in Formamente, inaugural issue, 2006, 59-67.
- (co-authored with Vicki Suter and Pascal Kaplan) Social Software and the Future of Conferences—Right Now. [EDUCAUSE Review](#), vol. 40, no. 1 (January/February 2005): 46–59.
<http://www.educause.edu/EDUCAUSE+Review/EDUCAUSEReviewMagazineVolume40/SocialSoftwareandtheFutureofCo/157953>. Accompanied by Web-only supplement, *The Future of F2F*.

- <http://www.educause.edu/EDUCAUSE+Review/EDUCAUSEReviewMagazineVolume40/TheFutureofF2F/157954>.
- "m-Learning: Emergent Pedagogical and Campus Issues in the Mobile Learning Environment." (abstract) [ECAR Research Bulletin](#) 16, August 2004.
 - "The Blair Witch Project: Regression to Childhood and Versions of the American Gothic." In Sarah Higley, ed., *The Blair Witch Project: Critical Studies at the End of the Millenium*, Wayne State University Press, November 2003.
 - [Cyberculture in the Liberal Arts--Information Fluency: one case. Transformations: Liberal Arts in the Digital Age](#), December 2003.
 - (review) "[Ollivier Dyens, *Metal and Flesh*](#)". [Resource Center for Cyberculture Studies](#), June 2003.
 - "[Teaching in the Wireless Cloud](#)". [The Feature](#), April 2003.
 - "[The State of Digital Rights Management](#)". [Mindjack](#), March 21st, 2003.
 - "[Cyberculture in the Liberal Arts](#)". [Transformations: Liberal Arts in the Digital Age](#), March 2003.
 - "[Intellectual Property in the Liberal Arts: an Introduction](#)", [NITLE News](#), February 2003.
 - "[Deep linking: the Web, intellectual property, and the liberal arts](#)". [NITLE featured article](#), November 2002.
 - "[The tottering architecture of intellectual property](#)". [Mindjack](#), October 07, 2002. Noted by [FOS](#).
 - "[The vampire in an age of wars around terror and economic anemia](#)", part of the [Earth Conignment](#) project, September 2002.
 - [Interview with Simon Singh](#), [Mindjack](#), 04/08/2002.
 - "[The Digital Millenium Copyright Act: Licensing the Commons](#)". [Mindjack](#), 10/29/2001. Noted by [this page](#).
 - (review) "[Lev Manovich, *The Language of New Media*](#)". [Resource Center for Cyberculture Studies](#), August 2001.
 - "[The American Experience in Vietnam: Notes on the Design and Teaching of a Multi-campus, Interdisciplinary, Computer-mediated Course](#)". [Technology: Tool or Method: Insights](#), Feature Article, May 2001.
 - (coauthor, with Bernie DeKoven and Andrea Baker) "Building the Virtual Meeting Place" in the *Meeting on the Edge* series. Mightywords, 2001.
 - "Haunted Spaces: Ann Radcliffe and the Imagination of War." Forthcoming in *War and Memory Proceedings* volume, 2001.
 - (review) "[Peter Lunenfeld, *Snap To Grid*](#)". [Resource Center for Cyberculture Studies](#), December 2000.
 - "[Dracula and the Gothic Imagination of War](#)." *Journal of Dracula Studies* 2 (2000), 15-23.
 - "[Cybergothic: the uncanny acculturation of the internet](#)." [Mindjack](#) 04/01/2000.
 - (review) "[The First Web: Tom Standage's *The Victorian Internet*](#)". [Reason](#) January 2000. A headline article linked that week by [Arts & Letters Daily](#).
 - (review, with Debra Deruyver) "[Teresa Senft and Stacy Horn, editors, *Sexuality and Cyberspace: Performing the Digital Body*](#) (Special Issue of *Women &*

- [Performance: A Journal of Feminist Theory, 1996](#)". [Resource Center for Cyberculture Studies](#), March 1999.
- "Jameson's Adorno and the Problem of Utopia." *Utopian Studies* 9:2 (1998).
 - (co-author) "[E-COMP: Observations on Teaching Writing with Computers.](#)" [Apple Education Learning Technology Review](#), Spring 1998.
 - (co-author) "[E-COMP: A Few Words about Teaching Writing with Computers.](#)" [Technological Horizons in Education](#), Fall 1997.
 - (review) "James Sallis, ed. *Ash of Stars: On the Writing of Samuel R. Delany.*" *Utopian Studies* 8:2 (1997).

Awards and Grants Received

- Associated Colleges of the South (ACS) [Information Fluency](#) grants: "[Centenary College, First-Year Experience and Information Technology Studies: Information Fluency Project](#)", 2001-2002; "[Centenary College Information Fluency Project: A Full-Campus Approach](#)", 2002-2003; "[Journal of Information Fluency](#)", 2002-2003.
- Louisiana Association of Independent Colleges and Universities research award, summer 2001.
- ACS-Mellon [Teaching with Technology Fellow](#), [summer 2001](#).
- Centenary Muses project awards, spring 2001.
- Endowed Professor in the Humanities, Centenary College, 1999-2001.
- Faculty Pacesetter Award, voted by Centenary College student body, 1999, 2000, 2001, and 2002.
- Faculty Development Research Grant, Centenary College, 1999, 2001.
- [Excellence in Teaching Award](#), University of Michigan's Rackham Graduate School, 1996-1997 (won) and 1995-1996, 1994-5 (nominated).
- Excellence in Teaching Citation, University of Michigan's Department of English, 1995-1996 and 1996-1997, 1994-5 (nominated).
- Departmental commendation for excellence in student evaluations, University of Michigan's Department of English, 1995-1996.
- University of Michigan, Rackham Precandidacy Grant, 1994.

Editorial Positions and Service Assignments

- Journal of Game Design and Developmental Education, 2010-.
<http://www.rit.edu/gccis/gameeducationjournal/>

Selected Speeches, Presentations, and Papers Presented

- OSHEAN Member Forum, 2009. Keynote.
- "Gaming on the Liberal Arts Campus." New Media Consortium annual conference. Presentation.
- Baylor University Annual Educational Technology Showcase, 2009. Keynote.
- Knight Foundation Media Learning Seminar: Information Needs of Communities in a Democracy, 2009. Media trends update, invited speaker.
- ITC eLearning conference, 2009. Keynote.
- "Responding to 'Is Google Making Us Stupid?'" Hamilton College, Couper Phi Beta Kappa Lecture series, 2009.

- "Chaotic Fiction, Alternate Reality Games, and the World's Cheapest MMOG: Web 2.0 Storytelling in Education". Educause Learning Initiative conference, 2009. Two workshops.
- The Horizon Report. Presenter or copresenter, NERCOMP Special Interest Group meetings, 2007-2009.
 - "Emerging Technologies and Digital Cultures" and "Emerging Technologies and Academic Cultures," Capital District Library Council and Union College, 2008. Full day presentations.
 - Association of College and Research Libraries New England, 2008. Keynote.
 - "The implications of web 2.0 for the academy, along with the emergent field of web 2.0 storytelling." Davies Forum on Digital Literacy speaker series, University of San Francisco, 2008.
 - "The emerging culture of the new information order." National Federation of Abstracting and Information Services (NFAIS) annual conference, 2008. Invited speaker.
 - "Web 2.0: A New Wave of Innovation for Teaching and Learning?" University of California Berkeley, School of Information, 2008. Special presentation.
 - Association for Computing Machinery Special Interest Group on University and College Computing Services (ACM SIGUCCS), 2007 and 2008. Keynotes.
 - Enriching Scholarship, University of Michigan, 2007. Keynote.
 - "Web 2.0, Teaching, and Learning: Early 2007." AMICAL annual meeting, Al Akhawayn University (Ifrane, Morocco). Presentation.
 - Pennsylvania State University Teaching, Learning, and Technology, 2007. Keynote.
 - Microlearning conference, Research Studies Austria, 2005, keynote.
 - "Friendster Trumps WebCT: The Intersection of Social Software and Higher Ed", with Ulrich Rauch and Cyprien Lomas, at [Social Computing Conference](#), [New Media Consortium](#), November 2004.
 - "Social Software and Learning Networks." Invited presentation, [NERCOMP Social Software meeting](#), April 19, 2004.
 - "M-Learning and Higher Education." Keynote presentation, [New Media Consortium 2004 Spring Online Conference](#).
 - "Ubiquitous Learning, Digital Studies, and the Liberal Arts." Invited talk, general session, National Learning Infrastructure Initiative ([NLII](#)), [January 2004](#).
 - "[Cyberculture, information, and the textual imagination](#)." Invited talk, [HUMlab](#), [Umea University](#). October 2003.
 - "Cyberculture and the Liberal Arts." Invited talk at Trinity, Furman, and Southwestern Universities (March-May 2003).
 - "Haunted Spaces: the Rhetoric of the Gothic in the Construction of Cyberspace". [Association of Internet Researchers, October 2001](#).
 - "Technology: Tool or Method?" [Technology: Tool or Method?](#) satellite broadcast and Webcast. Invited presentation. April 2001.
 - "[The Future of Virtual Learning](#)". [PlaceWare seminar](#). Invited presentation, with Bernie DeKoven. April 2001.

- "Haunted Spaces: The Gothic Imagination of Cyberculture" and "*The Invisibles: The Complex Utopian Project of Grant Morrison*." The Society for Utopian Studies, October 2000.
- "*Dracula* and the Gothic Imagination of War." The World Dracula Congress, Poina Brasov, Transylvania. May 2000.
- "The American Experience in Vietnam: Teaching the War On-line" and "Military Spaces: Eighteenth-century War and the Gothic." War in Memory, Popular Culture, and Folklore, Kansas City. February 2000.
- "Military Spaces and the Problems of Utopia: Radcliffe and Fortifications." The Society for Utopian Studies, San Antonio, 1999.
- "Notes on an Interdisciplinary, Multimedia, Distance-Learning Liberal Arts Course." Presentation at a meeting of the Great Lakes Colleges Association, DePauw, September 1999. Wabash College's Ed Tech newsletter offers some [coverage](#) of the talk.
- "Jameson, Adorno, and Utopia." Presented at the Jameson session of the Society for Utopian Studies, Memphis, 1997.
- "Narrative and Nomad: Structure and the Utopian Classroom." Presented at the Society for Utopian Studies, Nashville, 1996.
- "Double and Doppelganger: Towards a Redefinition of the Eighteenth Century." Presented at my "Defining the Eighteenth Century" panel at the East Central American Society for Eighteenth Century Studies, Washington, 1996.
- "Epistolary Novels and the Dispersed Archive: Some New Roles for Media." Presented at the East Central American Society for Eighteenth Century Studies, Washington, 1996.
- "Military Discourse in the Romantic Era." University of Mostar, Bosnia and Herzegovina, 1995.
- "The Practice and Implications of Radically Distributed Writing Workshops." Composition training seminar, University of Michigan, 1995.
- "Apocalypse and History: Romanticism, Theory, and the Concept of Temporality." University of Michigan English Department Symposium, 1995.

Selected Classes Created, Developed, and Taught

with NITLE:

- Digital Teaching: Introduction to Teaching with Technology in Liberal Education
- Emerging Technologies and the Liberal Arts Campus
- Teaching Digital Natives
- Podcasting for the Liberal Arts Classroom
- Social Software for Education: Collaborative Learning and Research Practices
- Multimedia Narrative: Communicating with Stories
- Gaming and Teaching: Virtual Environments for Liberal Education
- Pedagogical Implications of Wireless and Mobile Technologies
- Project Management and the Liberal Arts Campus
- Web 2.0 Storytelling
- Handling Information Overload

with [Center for Educational Technology](#):

- Advanced Student Technology Program ([ASTP](#)). Four-week immersive program, combining technology training and cyberculture studies. ([2004](#), [2003](#), [2002](#))
- Multimedia Narrative. Three-day intensive seminar in digital storytelling. ([2004](#))
- Pedagogical Implications of Wireless and Mobile Technologies. One day seminar/workshop. ([2004](#), [2003](#))
- Weblogs in Education. One day seminar/workshop. ([2003](#))

at Centenary College:

- [Cyberculture](#). Advanced theory-driven course examining intersections of contemporary critical theory and information technology. Upper-level seminar. (1999, 2001)
- [Multimedia Writing and Literature](#). Sophomore-level survey of multimedia literature and information technology. (2000)
- [The American Experience in Vietnam](#). Upper-level experimental class combining distance learning and classic liberal arts pedagogy, involving three [Associated Colleges of the South](#) courses in a multicampus, interdisciplinary, internet-mediated intensive study of the Vietnam War and its cultural effects.
- [Gothic Literature](#). Sophomore-level survey of genre, combined with introduction to literary theory. (1998-2000)
- [Eighteenth-Century Literature](#). Historical and multimedia focused study on the period. Internet-intensive. Extensive course development. English major requirement. Upper-level seminar. (1998)
- [Seminar on the Novel](#). Genre survey and critical theory. Extensive course development. (1998)
- [Survey of British Literature: I](#). Medieval through eighteenth-century survey. English major requirement. Extensive course development. (1998)
- [Hypermedia](#). Intensive minicourse on information technology and culture. Responsible for entire conception and development. ([1998](#), [1999](#))
- Literature Survey and Criticism. Thematic survey of works introducing students to literary theory and history. One class on the [Gothic](#); another on [the literature of war](#). Each class wholly conceived and developed. College sophomore requirement. (Gothic [1997](#), [1998](#), and [1999](#); War 1997)
- Rhetoric, first year sequence. Intensive college essay writing. First term focuses on reading essays; second on literature. Extensive workshopping and revision. Includes Galileo interdisciplinary section. ([1997](#), 1998 ([Spring 102](#); [Fall 101](#)), [1999](#))

at the University of Michigan:

- Short Story and Novel: The Gothic and the Virtual, Winter 1997. Literature seminar for non-English majors. Weekly journals and three multimedia essays; intensive computer work.
as section leader and co-lecturer (at Michigan)
- Science Fiction and The Fantastic in Literature, 1990-1991. Evaluated weekly one-page essays and three hourly exams per term. Held widely-attended office hours. With Professor [Eric Rabkin](#).

Selected Campus Administrative and Service Work

with the [Associated Colleges of the South](#):

- Created and coordinate [Digital Technologies and Cultures](#), an interdisciplinary, multi-campus program. (2001-currently)
- ACS Technology Program Committee. Centenary College representative. Assist in opening and developing initial applications for [ACS Technology Center](#) at [Southwestern](#). (1999-2002)

at [Centenary College](#):

- Created and manage [Information Fluency initiative](#). (2001-currently)
- Convened and facilitated "War on Terror Crisis Group", an interdisciplinary student-faculty study group on the 9-11 events and their aftermath. Coordinated [news and resources site](#). (2001-2002)
- Designed and developed [Information Technology Studies program](#). Led group of faculty in creating [an interdisciplinary program](#) for the critical study of new media. Co-created new curricula. (2000-currently)
- Advisor, [Pandora](#), campus multimedia literary magazine. Winner of National College Media Convention first prize both years. (2000-2002)
- Learning Resources Committee. Humanities division representative. Currently revising general education computer proficiency exam. Led design and execution of campus-wide information technology planning, including budget planning, equipment surveys, and creation of faculty technology group. (2000-2002)
- [First Year Experience](#) Program Director, 1999. Continued development of interdisciplinary courses and events. Designed Web resources site for all first-year students in campus-wide program. Created and ran Web publishing workshops for all first-year students. Created and utilized program's first evaluation tools.
- Academic Policy Committee, 1999. Humanities division representative. Helped oversee policy and curriculum development, including implementation of new distance learning regulations; addition of courses and a major; revision and rationalization of general education requirements.

at [the University of Michigan](#):

- Undergraduate Curriculum Committee, 1996-1997. Participated in assessment and reform of entire English course structure and offerings. Sole graduate student representative.
- First and Second Year Studies Advisory Board, University of Michigan, 1996-1997. Graduate student instructor representative and training advisor. Participated in evaluation and reshaping of instructor training.
- First and Second Year Studies (formerly Composition) Committee 1995-1996. Co-responsible for overseeing massive overhauling of Michigan's writing program. Sole graduate student representative.
- English Graduate Group, 1994-1996. Cadre representative. Responsible for building community among graduate students in our field. Personally established procedures for conducting surveys of and database-building for qualifying exam topics.

Selected Internet and New Media Experience

- Technological fluencies
 - Collaborative and social software (weblogs, wikis, social networking applications)
 - Conferencing software (Discus, WebBoard, Caucus, WebCrossing, ConferU, Usenet)
 - Virtual environments (ActiveWorlds, Atmospheres)
 - Web publishing and design (HTML, editors, DHTML, Flash)
 - writing and annotation software (EQuill, Correlate, many email and listserv applications)
- Computer-mediated pedagogical practices
 - Interdisciplinary, computer-mediated classes ([The American Experience in Vietnam](#), taught across three campuses under the auspices of the [Associated Colleges of the South](#))
 - Web-based resources (["Allegory of the Cave"/The Matrix study guide](#), [Interactive Gothic literature site](#))
 - Class-based virtual communities
 - Collaborative writing ([First-year computer-mediated composition](#))

Affiliations

- [New Media Consortium Horizon Project](#), Advisory Board member, 2004-present.
- [Rheingold Associates](#), 2000-present.
- American Society for Eighteenth-Century Studies, 1997-present.
- International Gothic Association, 1997-present.
- Society for Utopian Studies, 1996-present.
- Modern Language Association, 1996-present.
- North American Society for the Study of Romanticism, 1996-1997.

Languages

- French. Fluency in reading, writing, and speaking.
- Russian. Fluency in reading; competence in speaking and writing.
- Latin. Competent in reading.
- Greek. Competent in reading with lexicon.
- Serbo-Croat. Competent in reading; basic in speaking.

Areas of Interest

- cyberculture
- Gothic literature
- critical theory
- eighteenth-century literature and culture
- computer-mediated pedagogy
- literature of war

