

Taylor Orgeron

torger6@lsu.edu • 2216 Brightside Ln, Baton Rouge, LA 70820 • (337)-254-5583

EDUCATION

- Ph.D.** in English (Literary Studies) May 2019
Louisiana State University
Dissertation title: "Intertwined Markings: Metafiction in the Digital Age"
Committee: Brannon Costello (Chair), Isiah Lavender, Richard Moreland
defense passed on February 25th, degree will be conferred on May 10th
- Master of Humanities** in Comparative Literature & Classical Rhetoric May 2015
University of Dallas
- B.A.** in Liberal Arts *summa cum laude* May 2013
Concentrating in Humanities & Social Thought; German minor, English minor
Louisiana Scholars' College at Northwestern State University
Honors Thesis: "Dwarves, Clowns, and Rebels: The Anti-hero in Post-World War II German Literature"
- Study Abroad Program September 2011- June 2012
English and American Studies
Karl-Franzens-Universität Graz in Graz, Austria

TEACHING AND RESEARCH INTERESTS

Video Game Studies, Hypertext Fiction, Multimodal Composition & Writing Studies, Digital Pedagogy, Digital Humanities, Digital Rhetoric, Comparative Media Theory, Cultural Studies, Post-45 Multi-Ethnic American Literature, Disability Studies, Gender & Sexuality Studies

PUBLICATIONS

FORTHCOMING

Book Chapters

- "Writing for Gaming Audiences: A Case Study" Fall 2019
Playing with the Rules: The Ethics of Playing, Researching, and Teaching Games in the Writing Classroom
Editors: Ricard Colby, Rebekah Colby, and Matthew S. S. Johnson

MANUSCRIPTS IN SUBMISSION

Refereed Journal Articles

- "Video games, Blackness, and the South: the procedural antiracist praxis of Mafia III" (under review at *south*)

Book Chapters

- "*Undertale* and Gaming Culture: Queer Love as Resistance" (under review)
Forthcoming Edited Collection on Resistance in Popular Culture
Editors: Leisa A. Clark, Amanda Firestone, and Mary F. Pharr

WEB-BASED PUBLICATIONS

“Review: Cactus Blue Motel by Astrid Dalmady” Spring 2017
New Delta Review Issue 7.2

“Review: What Fuwa Bansaku Found by Chandler Groover” Fall 2016
New Delta Review Issue 7.1

CREATIVE AND DIGITAL HUMANITIES PROJECTS

Hack the Library (ARIS, iOS)

Creator, Game Developer, and Narrative Designer

A mobile alternate reality game for developing library research skills designed using the ARIS Platform, iOS supported, Android support in development. Published in 2016, continuous updates

The Broadway Journal: A Digital Edition

Research Assistant

<https://broadway.dsl.lsu.edu/#/>

A digital edition of *The Broadway Journal* (1845-46), one of the four principal magazines that Edgar Allan Poe helped to edit. In addition to providing reading access to all issues, this edition illuminates the magazine's literary network through detailed data about authors, particularly who was published and mentioned in the magazine's pages

PROFESSIONAL APPOINTMENTS

Assistant Director of the University Writing Program 2018-2019
Louisiana State University
Department of English

Research Assistant 2018-2019
Encoded the text of digitized issues of *The Broadway Journal* using NER (Named Entity Recognition) and TEI (Text Encoding Initiative) language; this process provides meta-data for each issue, organizing the corpus and making it searchable.
Louisiana State University
Digital Scholarship Lab

Graduate Teaching Assistant 2015-2018
Louisiana State University
Department of English

Assistant Nonfiction Editor 2016-2017
New Delta Review

Research Assistant to Dr. Jacob Berman, Director of Undergraduate Studies 2016-2017
Department of English
Louisiana State University

TEACHING EXPERIENCE

Instructor of Record, Louisiana State University

ENGL 2000: “Why Video Games Matter: Identity, Representation and Community”
Special Emphasis and Service-Learning Designated Sophomore Composition Course,
Community Partners: AbleGamers Charity and LSU Disability Services

In addition to advancing students’ writing skills in a variety of academic, professional, and public genres, with an emphasis on research and argumentation, this course asked that students consider the ways in which video games are socio-political argumentative texts. Students discussed, analyzed, and composed argumentative essays about video game industry related topics, exploring both the communities created from video game culture, and the communities creating and using video games as cultural artifacts. This class included a service-learning component that gave students an opportunity to achieve course goals through hands-on experience, as we composed accessibility-based reviews for an actual video game charity. Course units included Video Games and Rhetoric, Video Game Audiences, and Why Video Games Matter.

Spring 2018

ENGL 2123: “Videogames & Literature”

Special Emphasis Designation

In this general education course, students explored the historical relationship between video games and literature across various time-periods, geographies, and genres, as we examined games that aspire to be literature and literature that aspires to be game-like. In determining what literary studies might contribute to video game studies, and vice versa, we discovered the similarities and differences in how each medium serves as an artistic representation of culture, developing a comparative and applied toolbox with which we explored the complex relationship between the two mediums. Course units included Games as Literature, Literature as Games, Metagames and Metafiction, Literature About Games, and Games and Storytelling.

Spring 2017

ENGL 1001: Freshmen Composition

In this genre-based writing course, the first course in the University Writing Program's required sequence, students moved from expressive, informative writing to research-based assignments. Students learned a variety of rhetorical strategies for reading and constructing arguments in both print and digital environments. Course units included Visual & Digital Rhetoric, Digital Citizenship, Multimodal Composition, and Digital Research Methods.

Fall 2015, Fall 2016, Fall 2017

ENGL 2000: Sophomore Composition

As the second and final required writing course, this class focused on advanced-level composition, asking students to consider the more mature and specific rhetorical tactics writers may use to develop and support claims in all sorts of academic and professional fields. Course units included the Rhetoric of Apocalyptic Writing, Civic Participation, Visual & Digital Rhetoric, Multimodal Composition, and Digital Research Methods.

Spring 2016

SELECTED CONFERENCE PRESENTATIONS

“Teaching Through Game Design.” College English Association. (Proposed presentation). March 2019.

“The Queer Gaming Scene: A History and an Interactive Tutorial.” Louisiana Queer Conference. Louisiana State University. April 2018.

“Metafiction and Video Games: Revealing the Ghost in the Digital Machine.” Pop Culture Association/American Culture Association National Conference. Indianapolis, IN. March 2018.

"Playing Black Bodies, Gaming Racism: Racial Consciousness and the South in *Mafia III*." Society for the Study of Southern Literature Biannual Conference. Austin, TX. February 2018.

“Gamifying Trauma: *That Dragon, Cancer* and the poetics of ‘serious games.’” EGSA Mardi Gras Conference. Louisiana State University. February 2018.

“Demonstration: *Hack the Library*, an alternate reality game for developing library research skills.” THAT Camp Louisiana. University of Louisiana at Lafayette. Spring 2017.

“Getting Real: Using a Utopian/Dystopian Framework in the Composition Classroom.” South Atlantic Modern Language Association (SAML) 88th Annual Conference. Jacksonville, FL. Fall 2016.

“Presentation: Using Alternate Reality Games (ARGs) in the Classroom.” THAT Camp Louisiana. University of Louisiana at Lafayette. Spring 2016.

“Tutorial: Creating Alternate Reality Games (ARGs) using the ARIS Platform.” THAT Camp Louisiana. University of Louisiana at Lafayette. Spring 2016.

HONORS, AWARDS AND GRANTS

Awarded Honors

NEH Institute for Advanced Topics in the Digital Humanities Participant
Topic: “Textual Data and Digital Texts in the Undergraduate Classroom”
Stipend amount: \$1782
July 2018

English Department’s Distinguished Graduate Teaching Award
2017-2018

Engaged Educator Distinction
2017-2018

Digital Scholarship Lab’s Digital Pedagogy Fellow
2016-2017

Awarded Grants

English Department Graduate Travel Award
\$478 to present my paper, “Teaching Through Game Design” at CEA 2019
2018

English Department Graduate Travel Award
\$1395 to present my paper, “Metafiction and Video Games: Revealing the Ghost in the Digital Machine” at PCA/ACA 2018
2018

English Graduate Student Association Travel Award
\$300 to present my paper, “Metafiction and Video Games: Revealing the Ghost in the Digital Machine” at PCA/ACA 2018
2018

LSU Graduate Student Association Travel Award
\$200 to present my paper, “Metafiction and Video Games: Revealing the Ghost in the Digital Machine” at PCA/ACA 2018
2018

English Department Graduate Travel Award
\$200 to present my paper, “Playing Black Bodies, Gaming Racism:
2017

Racial consciousness and the South in *Mafia III* at SSSL 2018

HSS Graduate Student Travel Award 2016
\$400 to present my paper, "Getting Real: Using a Utopian/Dystopian Framework in the Composition Classroom" at SAMLA 88

English Department Graduate Travel Award 2016
\$114 to present my paper, "Getting Real: Using a Utopian/Dystopian Framework in the Composition Classroom" at SAMLA 88

Women's and Gender Studies Association Travel Award 2016
\$200 to present my paper, "Getting Real: Using a Utopian/Dystopian Framework in the Composition Classroom" at SAMLA 88

SERVICE AND ACTIVITIES

Creator of *Hack the Library*

A mobile alternate reality game for developing library research skills designed using the ARIS Platform, iOS supported, Android support in development
Published in 2016, continuous updates

University Writing Program Assessment Coordinator 2018-2019

University Writing Program Steering Committee Member 2018-2019

University Writing Program Professional Development Workshop Coordinator: "Reading at Scale: Teaching with Voyant, a Digital Humanities Tool" March 2019

EGSA Workshop Panel Member October 2018
Topic: Academic Conferences

Undergraduate Outstanding Writing Awards Committee Member and Judge, 2000-Level Award Spring 2018
English Department at Louisiana State University

University Writing Program Workshop Leader January 2018
Workshop Title: "Better Topics = Better Papers"

Professional Development Co-Chair 2017-2018
English Graduate Student Association at Louisiana State University

Mardi Gras Conference Co-Chair 2016-2017
English Graduate Student Association at Louisiana State University

Graduate Student Mentor 2016-2017

EGSA Mardi Gras Conference Panel Moderator Spring 2016
For the panel "Rethinking Gender"

REFERENCES

Brannon Costello

Director of Undergraduate Studies
LSU English Department
(225) 578-2867
bcostell@lsu.edu

Jimmy Butts

Director of University Writing Program
LSU English Department
(225) 578-3040
jbutts@lsu.edu

Lauren Coats

Director of the Digital Scholarship Lab for the LSU Libraries
Associate Professor of English
LSU English Department
(225)-578-6529
lac@lsu.edu