STEVEN GOTZLER
Curriculum Vitae

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EDUCATION

Ph.D. in Literary and Cultural Studies, 2021
Department of English, Carnegie Mellon University

M.A. in Literary and Cultural Studies, 2012
Department of English, Carnegie Mellon University

B.A. in American Studies, 2009 (with highest honors)
Department of American Studies, University of California at Santa Cruz

ACADEMIC AND PROFESSIONAL APPOINTMENTS

2025	Director (Interim), Digital Literacy and Communications (DLC) Lab, University of North Carolina, Chapel Hill
2023-present	Associate Director, Digital Literacy and Communications (DLC) Lab, University of North Carolina, Chapel Hill
2022-present	Teaching Assistant Professor, Department of English & Comparative Literature, University of North Carolina, Chapel Hill
2021-2022	Special Faculty, English Department, Carnegie Mellon University

AWARDS, FELLOWSHIPS, AND GRANTS

2025	International Collaboration Grant, Institute for the Arts & Humanities, University of North Carolina, Chapel Hill
2024	Curricular Development Award, College of Arts & Sciences, University of North Carolina, Chapel Hill
2024	Global Partnership Award, UNC Global Affairs, University of North Carolina, Chapel Hill
2023	Faculty Support Grant, Institute for Arts & Humanities, University of North Carolina, Chapel Hill
2019	Graduate Student Teaching Award, Department of English, Carnegie Mellon University
2019	Departmental Service Award, Department of English, Carnegie Mellon University
2019	Digital Humanities Summer Institute (DHSI) Tuition Grant, University of Victoria
2019	Digital Humanities Start-Up Grant for "Keywords in *Cultural Studies*," dSHARP, Carnegie Mellon University

2018	Dissertation Completion Summer Fellowship, Department of English, Carnegie Mellon University
2018	Posner Rare Book Collection Fellowship for "The Frankenstein Complex," Posner Fine Arts Foundation
2018	Graduate Student Research (GuSH) Grant, Graduate Student Assembly, Carnegie Mellon University
2018	Digital Humanities Start-Up Grant for "MARXdown – a minimal digital edition of *Capital Vol.1,*" dSHARP, Carnegie Mellon University
2017	Publishing Workshop Fellowship, LARB/USC Publishing Workshop, University of Southern California
2017	A.W. Mellon Digital Humanities Seed Grant for "Mapping the Television Mega-Text," Dietrich College of Humanities and Social Sciences, Carnegie Mellon University
2012	Raymond Williams M.A. Fellowship, Department of English, Carnegie Mellon University

PUBLICATIONS

In Preparation

"Detections of Totality: Cognitive Mapping and Environments of Knowing in *Disco Elysium*" (in preparation for *Games and Culture*)

"The Art of Counting Labor: Worker Placement Games as Capitalist Realism" (in preparation for *Analog Game Studies*)

Working Models: Computation, Labor, and the Procedures of Play (book project in progress)

Forthcoming

2026	"Machine Learning: INSIDE's Cinematic Lessons in Control," contribution to special issue on *Teaching Video Games in the Humanities: New Media, New Pedagogies,* edited by Iris Kleinecka-Bates and Marta F. Suarez (*Open Screens*)
2025	"Making Marx More Readable: A Minimal Computing Approach to a Community-Driven Edition of *Capital Vol.1*" (*Digital Humanities Quarterly*)
2025	"The New Cinema of Surplus: Partial Lumpenization and the Reserve Army of Labor in Contemporary Cinema," contribution to volume on *The Idea of the Lumpenproletariat,* edited by Ben Clarke and Michael Bailey (Routledge)

In Print

2022	"Abolitionist Pedagogies, Pedagogical Labor: A Critical Dialogue" co-authored with Vineeta Singh and Roopika Risam (*Ethnic Studies Review,* 45.3, Fall 2022)
2019	"1956: The British New Left and the "big-bang" theory of Cultural Studies." *Lateral: The Journal of the Cultural Studies Association*, 8.2, Fall 2019
2019	Review of *Second World, Second Sex: Socialist Women's Activism and Global Solidarity during the Cold War* by Kristen Ghodsee. *Lateral: The Journal of the Cultural Studies Association,* 9.1, Spring 2020

2018   "Speaking of the Working Class – On Richard Hoggart." *The Los Angeles Review of Books,* 25 Apr. 2018, (3500 words)

Digital Publications

2022-Present   *Subject Matter: Tabletop* – a podcast about board games and the subject matter that animates them (30 episodes) (https://www.subjectmattertabletop.org/)

2019   *MARXdown* – a minimal reading edition of Karl Marx's *Capital Vol.1* (https://marxdown.github.io/)

TEACHING EXPERIENCE

University of North Carolina, Chapel Hill

Department of English & Comparative Literature

English 341: Tabletop Games: Narrative, History, and Design (Fall 2025)
English 258: Games and Literature (Spring 2024; Fall 2024)
English 257: Video Games and Narrative Cinema (Spring 2023; Fall 2023; Spring 2025)
English 148: Horror Fiction (Summer 2023; Summer 2024; Summer 2025)
English 105i: Writing in the Digital Humanities (Fall 2025)
English 105: Writing in the Research University (Fall 2022; Spring 2023; Fall 2023; Spring 2024; Fall 2024; Spring 2025)

Carnegie Mellon University

Department of English

English 270: Professional and Technical Writing (Fall 2021)
English 241: Introduction to Gender Studies (Fall 2017)
English 221: Fantasy Literature: Myth, Legend, and Fairy Tale (Spring 2022)
English 221: Modern British Classics (Spring 2018)
English 202: Nerds, Experts, and Geniuses: Intellectuals in Popular Culture (Spring 2017)
English 101: Work Stories: from Industrial Revolution to Automated Future (Fall 2020, Spring 2021, Fall 2021, Spring 2022, Fall 2022)
English 101: How Music Works – Pop Music as Cultural Labor and Social Practice (Fall 2014, Spring 2015, Fall 2015, Spring 2016)
English 101: For the People, By the People? – Social Democracy and Participatory Media (Fall 2013, Spring 2014)

Teaching Assistant, Department of English

English 210: Banned Books: Unruly Women (Fall 2020)

Teaching Assistant, School of Art

Art 206: Contemporary Visual Culture, 1960 to the Present (Spring 2017)
Art 100: Critical Histories of the Arts (Spring 2012)

Robert Morris University

Adjunct Faculty, Communication Skills and English Studies

Comm. 1221: Argument and Research (Fall 2012, Spring 2013)
English 1040: Coming of Age Literature (Fall 2012)

Community College of Allegheny County

Adjunct Faculty, English

English 101: English Composition (Fall 2012)

RESEARCH ACTIVITY AND CONFERENCE PARTICIPATION

Invited Talks

2024   "Flat Reading: New Materialist Methods for Analog Game Studies." Invited Talk for UNC-Duke
       Critical Game Studies Symposium (Oct. 25, 2024)
2023   "Python for Humanities Teaching." Invited Workshop for colloquia on Humanities Data @
       UNC (Mar. 29, 2023)
2023   "Richard Hoggart and Working-Class Media Studies in Postwar Britain." Invited Talk for
       Working Group in History of Media Studies (Mar. 19, 2023)
2020   "George Orwell and Anti-Fascism Today." Public Lecture for Britsburgh Virtual Festival,
       (Sept. 10, 2020)
2019   "Thinking with Stuart Hall and the Politics of Presence: Towards a Renewal of Embodied
       Critical Practice." Invited Panelist for session on Stuart Hall's legacy. Social Science History
       Association - SSHA (Nov 21-24)
2019   "DH as Resources and Infrastructures." Guest Lecture for English 840: Digital Humanities
       Theories and Methods, (Nov. 07, 2019)
2019   "The Historical TV Guide." (w/Kathy M. Newman) Project Video for The Digital Humanities
       Literacy Guidebook, (July 3, 2019)
       https://cmu-lib.github.io/dhlg/project-videos/newmangotzler/

Conferences/Symposia Organized

2025   UNC-KCL Critical Game Studies Symposium: *Studying Games, Writing Play* (Apr 22 – Apr 25)
2024   UNC-KCL Critical Game Studies Symposium: Transatlantic Exchanges (Jun 02 – Jun 05)
2023   Cultural Studies Association, 21st Annual Conference (Jun 01 – Jun 04)
2022   Cultural Studies Association, 20th Annual Conference (Jun 02 - Jun 04)

2021   Cultural Studies Association, 19th Annual Conference (Jun 10 - Jun 12)
2020   Cultural Studies Association, 18th Annual Conference (May 28 - May 30)
2019   Cultural Studies Association, 17th Annual Conference (May 30 - Jun 01)
2018   Cultural Studies Association, 16th Annual Conference (May 31 - Jun 01)

Conference Panels Organized

2023   "Game Studies Podcasting with Subject Matter: Table Top," GEN CON Trade Day, (Aug 02)
2022   "Reckoning with Racial Fascism: Cultural Studies, Black Radicalism, and Anti-Fascist Theory," Cultural Studies Association, (Jun 02-04)
2021   "Abolition and the University," Cultural Studies Association, (Jun 10-12)
2021   "Cultures of Anti-Fascism: Then and Now." Modern Language Association (Jan 07-10)
2020   "Raymond Williams and the Politics of the Persistently Human." Modern Language Association (Jan 09-12)
2019   "Intellectual Inversions: Public Intellectuals and their Contemporary Doppelgängers." Midwest Modern Language Association, (Nov 14-17)
2018   "Cultural Studies: Yesterday, Today, and Tomorrow." Cultural Studies Association (May 31 – Jun 01)

Papers Presented

2025   "The Detections of Totality: Cognitive Mapping and Urban Space in *Disco Elysium*" Digital Games Research Association (DiGRA) - (Jun 30-Jul 04)
2025   "The Art of Counting Labor: Worker Placement Games as Capitalist Realism" Dgital Games Research Association (DiGRA) (Jun 30-Jul 04)
2024   "Dollars, Departments, and Donations: *Carnegie* as Managerial Architecture and Performance" UNC-KCL Critical Game Studies Symposium, King's College London (Jun 04-06)
2024   "Unsettling the Remediations of Settler-Colonialism in Video Games." Modern Language Association (Jan 04-07)
2023   "Rethinking Reading Editions: Minimal Computing Principles as Practical Commitments." Modern Language Association (Jan 05-08)
2022   "Virtue Signals: Richard Hoggart and British Cultural Studies." Society for the History of the Humanities (Nov 03-05)
2021   "The Cultural Fictions of Anti-Fascism: Orwell, Gramsci, and the 'national-popular.'" Modern Language Association (Jan 07-10)
2020   "Keeping the Faith: Raymond Williams and Intellectual Style." Modern Language Association (Jan 09-12)
2019   "Pop-Public Intellectuals Left and Right: *Jacobin* and the cult of Jordan Peterson." Midwest Modern Language Association (Nov 14-17)
2019   "Deploying Lightweight Digital Editions in the Community and Classroom." Association for Computers and the Humanities (Jul 23-26)
2019   "MARXdown: A digital edition of Marx's *Capital Vol.1*." Cultural Studies Association (May 30-Jun 01)
2018   "Catalogs of Tradition: Figurative Frames for Historicizing Cultural Studies." Cultural Studies Association (May 31-Jun 01)
2018   "Using the Television 'Mega-Text' to Find Social Class in 1950s TV." Society for Cinema and Media Studies, (Mar 14-18)
2017   "Mid-Century Intellectuals and the Discursive Sources of Cultural Studies." London Summer School for Intellectual History (Sept 4-7)
2017   "Intellectualism Now: Nerds, Technocrats and Visions of Big Data Culture." Cultural Studies

Association (May 25-27)

2016   "Towards a New Cultural Ecology?" 10th Annual Critiquing Culture Conference (Oct 1)

2016   "Nature and Appropriation: Capitalism as World Ecology," Institute on Culture and Society, Marxist Literary Group (Jun 25-29)

2016   "Between Intellectual History and the Sociology of Knowledge." LCS Colloquium, Carnegie Mellon University (Mar 21)

2014   "Stuart Hall and the Figure of the Cultural Studies Intellectual." *The Stuart Hall Project* a Screening and Panel Discussion (Feb 11)

2013   "Recalling Radical Academic Practice: The CCCS Re-visited." LCS Program 25th Anniversary Celebration, Carnegie Mellon University (Sept 21)

Campus Panels, Talks, and Events Organized

2025   "Attending to Our Habits: Digital Games and Techniques of the Self" invited lecture by Dr. Feng Zhu, Carolina Seminar in Critical Game Studies, UNC Chapel Hill (Apr 24)

2025   "Self-Narrating Play: Games Life Writing as Critical Praxis" invited lecture by Dr. Rob Gallagher, Carolina Seminar in Critical Game Studies, UNC Chapel Hill (Apr 22)

2025   "Auto-ethnography and Gaming While Asian" methods workshop with Dr. Edmond Chang, Carolina Seminar in Critical Game Studies, UNC Chapel Hill (Mar 21)

2025   "Queer Gaming, Close Playing, and Gaming Futures" invited lecture by Dr. Edmond Chang, Carolina Seminar in Critical Game Studies, UNC Chapel Hill (Mar 20)

2025   "GPU Shaders as Metaphors for and Materializers of Experience" Carolina Seminar in Critical Game Studies, UNC Chapel Hill (Mar 04)

2024   "Gamification and Value Capture" Carolina Seminar in Critical Game Studies, UNC Chapel Hill (Nov 19)

2024   "Materiality and Analog Play" Carolina Seminar in Critical Game Studies, UNC Chapel Hill (Oct 08)

2024   "Digital Ethnography for Game Studies Research" methods workshop with Dr. Kishonna Gray, Carolina Seminar in Critical Game Studies, UNC Chapel Hill (Apr 11)

2024   "Augmenting Reality: Black Praxis in Digital Gaming," invited lecture by Dr. Kishonna Gray, Carolina Seminar in Critical Game Studies, UNC Chapel Hill (Apr 10)

2024   "Intersectional Tech: Black Users in Digital Gaming," Carolina Seminar in Critical Game Studies, UNC Chapel Hill (Apr 04)

2024   "Critical Design and Development Reality," Carolina Seminar in Critical Game Studies, UNC Chapel Hill (Mar 07)

2023   "Transdisciplinary Theory," Carolina Seminar in Critical Game Studies, UNC Chapel Hill (Nov 28)

2023   "Critical Design Workshop 1: Unity 3D," Carolina Seminar in Critical Game Studies, UNC Chapel Hill (Oct 24)

2023   "Transdisciplinary Methods," Carolina Seminar in Critical Game Studies, UNC Chapel Hill (Sep 26)

2023   "Critical Worldbuilding with Tabletop Games," Critical Game Studies Initiative, UNC Chapel Hill (Mar 31)

2023   "Inclusive Design Practices in Tabletop Gaming with Omari Akil," Critical Game Studies Initiative, UNC Chapel Hill (Feb 20)

2018   "Activism and the Academy," Literary and Cultural Studies Colloquium, Carnegie Mellon University (Mar 27)

2017   "Working Papers in Cultural Studies: David Shumway and Jeffrey J. Williams," Literary and Cultural Studies Colloquium, Carnegie Mellon University (Feb 27)

2016   "University Work and Questions of Academic Labor," Literary and Cultural Studies Colloquium, Carnegie Mellon University (Oct 12)

2015   "Archival Research Panel," Literary and Cultural Studies Colloquium, Carnegie Mellon University (Apr 15)

ADDITIONAL TRAINING

2023   Text Analysis and Natural Language Processing with spaCey 1, Constellate Text Analysis Pedagogy Institute (Jul 7-21)
2022   From Lightbulb to Meeples: Game Design from Ideation to Prototype, Central Michigan University, Center for Learning Through Games and Simulation (Sept 1-Oct 15)
2019   Publishing with Manifold Scholarship Platform, Association for Computers in the Humanities 2019, Duquesne University (Jul 24)
2019   Data Carpentry Workshop: Data Analysis w/Python and Data Cleaning w/ OpenRefine, Carnegie Mellon University Libraries (Jul 22-23)
2019   Digital Humanities Summer Institute (DHSI), University of Victoria Seminar on: "Open Access and Open Social Scholarship" (Jun 10-14)
2018   Digital Humanities Summer Institute (DHSI), University of Victoria Seminar on: "Conceptualizing and Creating the Digital Edition" (Jun 4-8)
2018   Documenting Reproducible Research with Jupyter Notebooks, Carnegie Mellon University Libraries, (Mar 2)
2018   Diversity and Inclusion in the Classroom Workshop, Center for Diversity and Inclusion, Carnegie Mellon University (Jan 31)
2017   Guiding Student Attention and Memory to Build Knowledge, Eberly Center for Teaching Excellence and Educational Innovation, Carnegie Mellon University (Oct 10)
2017   Python for Humanists Workshop, University of Pittsburgh, (Sept 22-23)
2017   The London Summer School for Intellectual History, University College London & Queen Mary University London (Sept 4-7)
2017   Introduction to the Scalar Publishing Platform, Alliance for Networking Visual Culture (ANVC), University of Southern California (Jul 27)
2017   LARB/USC Publishing Workshop, University of Southern California (Jun 26 - Jul 28)
2016   Encouraging Intellectual Development and Lifelong Learning, Eberly Center for Teaching Excellence and Educational Innovation, Carnegie Mellon University (May 24)
2016   Innovative Course and Syllabus Design, Eberly Center for Teaching Excellence and Educational Innovation, Carnegie Mellon University (May 19)
2015   Technology Enhanced Learning (TEL)Bootcamp, Carnegie Mellon University (May 25-29)
2015   Digital Humanities Intensive Summer Seminar, Carnegie Mellon University (May 18 - 22)

ACADEMIC SERVICE

University of North Carolina, Chapel Hill

Department of English & Comparative Literature

Interim Director, Digital Literacy and Communications Lab (2025)
Executive Committee Member, Department of English & Comparative Literature (2025)

Associate Director, Digital Literacy and Communications Lab (2023-Present)

Carolina Seminar in Critical Game Studies (UNC Chapel Hill, Duke University, King's College London)

Seminar Director and Founder (2023-present)

Carnegie Mellon University

English Department

Graduate Student Representative to the Faculty in Literary and Cultural Studies (2018-19)
Committee on Teaching Assignments (2016-17)
Literary and Cultural Studies Colloquium Committee (2014-18)

Graduate Student Assembly (GSA)

GSA Representative for the English Department (2017-2018)
University Committee on Graduate Student Concerns, GSA Representative (2017-18)

Contemporary Marxist Reading Group at CMU [www.cmrg-cmu.org]

Co-Founder and Head Organizer (2015-19)

Service to the Profession

Co-Editor, Distributed Special Issue of *Ethnic Studies Review* on "Abolitionist Pedagogies, and Pedagogical
        Labo*r,"* (2022-2025)

Governing Board Member, Cultural Studies Association (CSA), 2018-2023
        Programming Committee (chair) - 2022
        Programming Committee – 2019-2023
        Site Committee – 2018, 2022
        Travel Grants Committee (chair) – 2020, 2023

Contributing Editor, "Years in Cultural Studies" series, *Lateral: The Journal of the Cultural Studies
        Association,* 2020-2023

Peer Reviewer, *Digital Humanities Quarterly* - DHQ, 2024-Present
Peer Reviewer, *European Journal of Literature, Culture, and Environment* - ECOZON@, 2023-Present
Peer Reviewer, Association for Computers and the Humanities (ACH), 2020-2021
Peer Reviewer, Alliance of Digital Humanities Organizations (ADHO), 2019-2020

RELEVANT TECHNICAL SKILLS

Languages

German – Reading (intermediate), French – Reading (intermediate)

Game Design

Analog Prototyping (intermediate) TWINE (intermediate), Tabletop Simulator (intermediate), Unity game engine (beginner)

Multimedia Composition

Video Editing w/ Adobe Premiere Pro (proficient), Audio Editing w/ Adobe Audition (proficient), Audio Recording for Podcast Production (proficient), Graphic Design w/ Adobe Illustrator (intermediate), Videography and Photography (beginner)

Web Development

Markdown (proficient), GitHub Project Management and GitHub Pages (proficient), Static Site Builds w/ Jekyll (proficient), HTML (intermediate), Command Line (intermediate)

Scholarly Editing and Digital Publishing

Hypothes.is annotation tools (proficient), Omeka digital collections (proficient), Manifold Publishing Platform (intermediate), TEI and XML (intermediate), Scalar (beginner)

Data Analysis and Coding

Jupyter Notebooks (proficient), Python3 (intermediate), SQLite (intermediate), RegEx (intermediate), OpenRefine (intermediate), R (beginner)

Textual Analysis

ABBYY Fine Reader (proficient), LDA Topic Modelling with MALLET (intermediate), ANTCONC (intermediate), Sifaka (beginner)

PROFESSIONAL MEMBERSHIPS

Digital Games Research Association (DiGRA), 2024-Present
Modern Language Association (MLA), 2018-Present
Association for Computers and the Humanities (ACH), 2019-Present
Cultural Studies Association (CSA), 2016-2023