

James A. Hodges

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Education:

Rutgers University. New Brunswick, NJ. Ph.D., Communication and Information. 2013-present.
Currently enrolled.

New York University. New York, NY. M.A., Media, Culture and Communication. 2012.

New York University. New York, NY. B.S., Media, Culture and Communication. 2009.

Peer-Reviewed Publications:

Hodges, James A. (Revise and resubmit 2016) "How Do I Hold This Thing? Controlling Reconstructed Q*Berts." *New Media and Society*, spec. issue on Haptic Media Studies (David Parisi, Mark Paterson, and Jason Archer, eds.).

Hodges, James A. (In press 2016) "Ecco the Dolphin." *100 Greatest Video Games*. Eds. Jaime Banks, Robert Mejia, and Aubrie Adams. New York, NY: Bloomsbury Press.

Hodges, James A. (In press 2016) "Currency: An Interview with Chris Wille and Brian Patrick Franklin." *Analog Game Studies Volume 2*. (James Hodges, Aaron Trammell, Evan Torner, and Emma Leigh Waldron, eds). Pittsburgh, PA: Carnegie-Mellon ETC Press.

Hodges, James A. (In press 2016) Introduction: "Analog Players, Analog Space: Video Gaming Beyond the Digital." *Analog Game Studies Volume 2*. (James Hodges, Aaron Trammell, Evan Torner, and Emma Leigh Waldron, eds). Pittsburgh, PA: Carnegie-Mellon ETC Press.

Hodges, James A. (2014) "Antagonism, Incorporated: Video Arcades and the Politics of Commercial Space," *Media Fields Journal* 1(8).

Online Academic Publications:

Hodges, James A. (2016, October) "MALWare Report #2: Timothy Leary's *Mind Mirror*." Technical report for University of Colorado-Boulder's Media Archaeology Lab. Retrieved from: <http://mediaarchaeologylab.com/technical-reports/>

Conference Presentations:

Hodges, James A. (2016, July 21) "Timothy Leary's Incomplete Software and the Dream of Post-Literal Culture (1985-1996)." *Society for the History of Authorship, Reading, and Publishing (SHARP)*. Bibliothèque nationale de France, Paris FR.

Hodges, James A. (2016, June 29) "User Guides and Mirrored Minds: Initializing Timothy Leary's Software." *Game History Symposium*. Concordia University, Montreal QC.

Hodges, James A. (2016, May 17) "Unauthorized Archives and Unreleased Software: Preserving a Cancelled Project." *42nd Annual Canadian Association for Conservation-American Institute for Conservation of Historic and Artistic Works Joint Conference*. Montreal, QC.

Hodges, James A. (2016, April 2) "Negotiating a Mind Movie: Timothy Leary's Failed Cinematic Software." *Society for Cinema and Media Studies 2016 Conference*. Atlanta, GA.

Hodges, James A. (2015, October 7) "Experimental Uses for Live Streaming Video: Networked Presence and the Online Arts." *Mid-Atlantic Popular/American Culture Association*. Philadelphia, PA.

Hodges, James A. (2015, October 6) "Timothy Leary's Disappearing Users: Virtual Reality and its Ideal Subjects." *Mid- Atlantic Popular/American Culture Association*. Philadelphia, PA.

- Hodges, James A. (2015, July 8) "Edison's Electric Pen: Mediating Change in Gendered Authorship." *Society for the History of Authorship, Reading, and Publishing*. Montreal, Quebec.
- Hodges, James A. (2015, May 15) "Become Your Own Head-Coach: Timothy Leary's Unreleased RPGs." *Digital Games Research Association (DiGRA) RPG Summit 2015*. Lüneburg, Germany.
- Hodges, James A. (2015, May 14) "It's the Game You Don't Play: *Sonic X-Treme* and its Self-Appointed Keepers." *Digital Games Research Association* annual conference. Lüneburg, Germany.
- Hodges, James A. (2014, November 7) "Self-Appointed Stewards: Unreleased Software and Unauthorized Preservation." *Society for the History of Technology* annual conference. Dearborn, MI.
- Hodges, James A. (2014, August 6) "Revisiting Arcades: Spatial Logistics of Commerce and Play." *Digital Games Research Association* annual conference. Snowbird, UT.
- Hodges, James A. (2014, June 19) "Playing the Good Life: Arcade Spaces in Cold War America." *Media Ecology Association* annual conference. Toronto, ON.
- Hodges, James A. (2014, April 18) "Q*Bert in Space: Haptic Evaluation in Reproduced Gameplay." *Popular Culture Association/American Culture Association* annual conference. Chicago, IL.
- Hodges, James A. (2013, June 10) "Crossing into Crosswords: Experiencing the Ludic Turn and the Gamification of Everyday Life". Roundtable at the *Media Ecology Association* annual convention, Riverdale NY.
- Hodges, James A. (2012, March) "Play as Organizing Force: Players in Ludic Space". Roundtable at *University of Massachusetts, Amherst English Graduate Student Organization Conference*. Amherst, MA.

Teaching Experience:

- Instructor (Fall 2016) *Strategic Presentation: Methods in Digital Media*. Rutgers University. New Brunswick, NJ.
- Instructor (Spring 2016) *Strategic Presentation: Methods in Digital Media*. Rutgers University. New Brunswick, NJ.
- Instructor (Fall 2015) *Strategic Presentation: Methods in Digital Media*. Rutgers University. New Brunswick, NJ.
- Instructor (Spring 2015) *Exploring New Media* (online). Rutgers University. New Brunswick, NJ.
- Teaching Assistant (Fall 2014) *Musical Industries and Cultures*. Rutgers University. New Brunswick, NJ.
- Teaching Assistant (Spring 2014) *Introduction to Media Systems and Processes*. Rutgers University. New Brunswick, NJ.
- Teaching Assistant (Fall 2013) *Introduction to Media Systems and Processes*. Rutgers University. New Brunswick, NJ.
- Grader (Spring 2012) *Rise of Internet Media*. New York University. New York, NY.
- Workshop Instructor (2010) *Step It Up! Media Skills Workshop*. New York City Department of Youth and Community Development. New York, NY.

Research Experience:

- Research Assistant (Spring 2015) Associate Professor Melissa Aronczyk, PhD. Rutgers University, Department of Journalism and Media Studies. New Brunswick, NJ.
- Financial Researcher (Summer 2012) *Governance Tracker Project*. Summer 2012. Financial Times' Money-Media. New York, NY.
- Research Assistant (2010-2011) Assistant Professor Gabriella Coleman, PhD. New York University, Department of Media, Culture, and Communication. New York, NY.
- Research Assistant (2006-2007) Associate Professor Helen Nissenbaum, PhD. New York University,

Department of Media, Culture and Communication. New York, NY.

Campus Appearances:

- Panelist (2016, September 9) *SC&I Summer Research Panel*. Rutgers SC&I Colloquium Series. New Brunswick, NJ.
- Panel Moderator (2016) *Pre-iConference Research Chat*. Rutgers SC&I Colloquium Series. New Brunswick, NJ.
- Panel Moderator (2016) *I Passed my Quals-- Now What?* Rutgers SC&I Colloquium Series. New Brunswick, NJ.
- Panel Moderator (2015) *National Communication Association Pre-Conference Research Chat*. Rutgers SC&I Colloquium Series. New Brunswick, NJ.
- Panel Moderator (2015) *New Brunswick Local Music Scene Archive Launch*, Alexander Library, Rutgers University-New Brunswick.
- Panel Moderator (2015) *Association for Information Science and Technology Pre-Conference Research Chat*. Rutgers SC&I Colloquium Series. New Brunswick, NJ.
- “Twine Workshop and Playtest.” (September 2015) Rutgers SC&I Colloquium Series. New Brunswick, NJ.
- “It's the Game You Don't Play: Sonic X-Treme and Unauthorized Preservation.” (March 2015) *Pre-conference research chat*. Rutgers SC&I Doctoral Student Association. New Brunswick, NJ.
- “Dice Night: A Journey Through Dice” (September 2015) *Select-Start Graduate Playtest Night*. New Brunswick, NJ.

Non-Peer-Reviewed Publications

- Hodges, James A. (2015, April) “Meet the Hoarders of Dead Media.” *Hopes and Fears*.
- Hodges, James A. (2010, October) “Dossier: Sega Home Video Game Consoles.” *Dead Media Archive*.
- Hodges, James A. (2009, January) “Pranksters Forever: Political Graffiti and the Popular Concept of Rebellion”. *Overspray Magazine*. Vol. 1, issue 9.
- Hodges, James A. (2007, January) “Unmarketable,” Review of *Unmarketable: Brandalism, Copyfighting, Mocketing, and the Erosion of Integrity*. *Overspray Magazine* 1(5).

University and Community Service:

- Executive Co-Chair (2015-16) Extending Play 3 conference organizing committee. Rutgers University-New Brunswick.
- Webmaster (2016) *Extending Play* conference website. <http://extendingplay.rutgers.edu>
- Reviewer (2015) *International Communication Association* 66th Annual Conference, Game Studies division. Fukuoka, Japan.
- Professional Development Chair (2015-16) Rutgers SC&I Doctoral Student Association. New Brunswick, NJ.
- Festival Juror (2015) *Indiecade International Festival of Independent Games*. Culver City, CA.
- Panel Moderator (2015) “Replaying Culture.” *Extending Play 2: The Sequel*. Rutgers University: New Brunswick, NJ.
- Secretary (2014-15) *Extending Play 2: The Sequel* conference planning committee. Rutgers University-New Brunswick.
- Second-year Representative (2014-15) School of Communication and Information Doctoral Students' Association, Rutgers University-New Brunswick.
- Webmaster (2014-present) *Select-Start, the Rutgers Game Studies Group*. <http://www.selectstart.rutgers.edu>.

Media Appearances:

“Six Strange Streams, One Weird World: Outsider Streaming and the Internet Era.” (October 2015)
LiveStream Public. Brooklyn, NY.

Interviewed in Hasset, S. (2015) “How Psychics, Crystal Healers, and Exorcists Utilize the Web: Tapping the Supernatural Through Your Wi-Fi.” *Hopes and Fears*. Retrieved from <http://www.hopesandfears.com/hopes/now/internet/168753-online-mystics>.

Interviewed in Sheffield, M. (2015) “How can you tell you are being watched online?” *Hopes and Fears*. Retrieved from <http://www.hopesandfears.com/hopes/now/question/168329-question-how-can-you-tell-you-are-being-watched-online>.

Curatorial Experience:

Exhibition co-curator. (2016, September 30-October 1) “ALTERCADE Game and Interactive Project Showcase” at *Extending Play 3* conference. Rutgers University. New Brunswick, NJ.

Exhibition curator. (2015, May) “ALTERCADE Game and Interactive Project Showcase” at *Extending Play 2: The Sequel* conference. Rutgers University. New Brunswick, NJ.

Grants and awards:

Graduate School Travel Award (August 2016) Rutgers University-New Brunswick.

Summer Research Award (July 2016) School of Communication & Information, Rutgers University-New Brunswick.

American Association of University Professors (AAUP) Teaching Assistant Professional Development Award (January 2015) Rutgers University-New Brunswick.

Graduate School Travel Award (August 2015) Rutgers University-New Brunswick.

Award for Academic Achievement in Concentration: Technology and Society (2012) New York University.

Founder's Day Award (2009) New York University.

Multimedia/Digital Humanities Projects:

Hodges, James A. (2016) *Strategic Presentation*. Website companion for undergraduate course fulfilling university-wide core curriculum's information technology requirement.
<http://strategicpresentation.rutgers.edu>

Hodges, James A. (2016) *Timothy Leary's software and the dream of post-literal culture (1985-1996)*. Web portal collecting primary sources related to paper presented at 2016 Society for the History of Authorship, Reading, and Publishing conference in Paris, FR. Available at
<http://scalar.usc.edu/works/timothy-leary-software/index>

Hodges, James A. (Summer 2016) *Electronic Literature Directory: @ROM_TXT*. Entry in Electronic Literature Organization's E-Lit Directory. Describes automated Twitter poetry work by Zach Whalen. Available at <http://directory.eliterature.org/individual-work/4668>

Hodges, James A. (Summer 2016) *Timothy Learybot*. Automated Twitter account (@TimothyLearybot) using corpus of Timothy Leary's writings to generate random aphorisms.

Hodges, James A. (Summer 2015) “Retail Soundscapes and the Ambience of Commerce.” Podcast examining ambient music and consumer culture. *Sounding Out! Podcast #44*.

<https://soundstudiesblog.com/2015/06/25/sounding-out-podcast-44-listening-to-americas-malls/>

Related Professional Experience

Legal Clerk (2013) New York Daily News/US News & World Report. New York, NY.

Web producer (2012) AOL/Huffington Post. New York, NY.

Web producer (2008-2010) Youthnoise.org. New York, NY and San Francisco, CA.

Professional Memberships

American Institute of Conservation (AIC)

Digital Games Research Association (DiGRA)

Institute of Electrical and Electronics Engineers (IEEE)

School of Communication and Information, Doctoral Students' Association, Rutgers-New Brunswick
(SC&I DSA)

Society for Cinema and Media Studies (SCMS)

Society for the History of Authorship, Reading, and Publishing (SHARP)

Society for the History of Technology (SHOT)

Research and Teaching Interests

Digital Humanities, Media History, Game Studies, Information Technology, History of Technology,
Sound Studies, Gender and Technology, Digital Preservation, Archives.