

# Curriculum Vitae

Amy M. Green, Ph.D.  
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## Research and Teaching

My scholarly focus lies in the study of digital storytelling in video games. I am especially interested in the expanding presence of video games as a compelling source of narrative, one that is necessarily participatory by nature and one that both has an impact on, and is reflective of, global cultures.

The courses that I teach explore the study of storytelling in a variety of forms, including video games. Students study video games as texts and are asked to apply the same rigorous methodologies to their studies of digital storytelling that they would to more traditional forms of storytelling.

In addition to designing classroom-based courses, I frequently design and teach online courses. I have studied online course design pedagogy and have taken training seminars on topics including Communities of Inquiry, reaching adult learners, and identifying signs of stress online students.

## Education

<b>Ph.D. in English</b> Dissertation Title:	<b>University of Nevada, Las Vegas</b> 'Divine William' and The Master: The Influence of Shakespeare on the Novels of Henry James	<b>May 2009</b>
<b>M.A in English</b> Thesis Title:	<b>University of Nevada, Las Vegas</b> Rangi Above/Papa Below, Tangaroa Ascendant, Water All Around Us: Austronesian Creation Myths	<b>May 2006</b>
<b>B.A. in English</b> Summa Cum Laude	<b>University of Nevada, Las Vegas</b>	<b>May 2004</b>
English Major	Portland State University	<b>1998-2000</b>

## Academic Employment

<b>Associate Professor of English</b> University of Nevada, Las Vegas Las Vegas, Nevada	<b>July 2013-Present</b>
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- Editor-in-Chief, *Popular Culture Review* effective August 2020
- Promoted to Associate Professor effective July 1, 2019
- Teach a wide variety of upper and lower division English courses, both online and in person
- Incorporate innovative digital storytelling teaching methods in all courses
- Develop curriculum for the Second Year Experience program
- Develop curriculum to meet the goals of the First Year Experience
- Attend meetings and other duties of full faculty members
- Monitor student performance and contact/counsel students as necessary, including coordinating with advisors and the Academic Success Center to reach out to at-risk students
- Maintain consistent office hours for face-to-face contact with students
- Provide assessments, tests, and other assignments designed to meet course, department, and university objectives
- Provide substantive, authentic feedback and grades student work

**Interim Assistant Director of Composition (August 2010–June 2011); Adjunct Professor of English (August 2004–July 2013)**

University of Nevada, Las Vegas  
Las Vegas, Nevada

- Mentored, trained, and observed incoming Graduate Teaching Assistants as they begin teaching for UNLV's first-year composition program
- Scheduled staff for all sections of English 101
- Provided opportunities for 101 instructor development through the creation of an Instructor Resources and Forum
- Assisted students with assessment of coursework, grievances, or other needs
- Ensured the continuing high level of quality of the 101 program specifically and the composition program generally through curriculum review and assessment of student outcomes
- Served on the Composition Committee
- Provided feedback and grades for all written student work

**Adjunct Professor of English**

**Spring 2010–Summer 2010; Summer 2011–Summer-2012**

College of Southern Nevada  
Las Vegas, Nevada

- Prepared lesson plans and deliver materials in an effective manner in order to improve student performance
- Monitored student performance and contacted/counseled students as necessary
- Maintained consistent office hours for face-to-face contact with students
- Held regularly scheduled class sessions
- Provided assessments, tests, and other assignments designed to meet course and department objectives
- Communicated with students via email as necessary
- Provided feedback and grades for all written student work

**Broadcasts, Public Speaking Engagements, Interviews**

Guest on the radio program “Top of Mind with Julie Rose” on October 19, 2020. I was invited to discuss the research in my book *A Cure for Toxic Masculinity: Male Bonding and Friendship in Final Fantasy XV*. <https://www.byradio.org/episode/a79ecc34-eb1c-43c3-bdd7-88d3a7b1e418/top-of-mind-with-julie-rose-confirmation-hearings-gps-eggs-airspeeder>

Digital Speaker for Coastal Carolina's Annual Digital Culture and Design Symposium. Keynote talk given Wednesday, February 25<sup>th</sup>, 2020 and included a Q and A with graduate students in attendance. Title of Keynote: "The Universe Is Made of Stories, Not of Atoms:" Storytelling and the Human Experience in *Metal Gear Solid V* and *Final Fantasy XV*. [https://www.youtube.com/watch?v=YSBEdK7AOvA&feature=emb\\_logo](https://www.youtube.com/watch?v=YSBEdK7AOvA&feature=emb_logo)

Interview for Good Game.hr conducted by Zlatko Bukac. <https://www.goodgame.hr/gg-interview-amy-m-green-english-version/>. February 6, 2020.

“Relevant or Irrelevant Radio Show Episode 305 – “Video Game Storytelling: Teaching Applications.” URLs for the two parts of the broadcast are here: <https://soundcloud.com/kalaradio/roi-305> and <https://soundcloud.com/kalaradio/roi-305-web-segment>. Recorded March 8, 2019.

“Inside *Storytelling in Video Games: The Art of the Digital Narrative*.” Interview with Patrick Hickey, Jr. for Reviewfix.com. <https://reviewfix.com/2019/03/review-fix-exclusive-inside-storytelling-in-video-games-the-art-of-the-digital-narrative/>. Posted March 9, 2019.

“Relevant or Irrelevant Radio Show Episode 279 – ‘The Hunting of the Snark.’ Invited guest on St. Ambrose University’s Relevant or Irrelevant program where I discussed the continued importance of Carroll’s poem. URLs for the two parts of the broadcast are here: <https://soundcloud.com/kalaradio/dr-amy-green-the-hunting-of-the-snark-roi-show-279-web-segment> <https://soundcloud.com/kalaradio/dr-amy-green-the-hunting-of-the-snark-roi-show-279-full-program>.

“‘The Universe Is Made of Stories, not of Atoms.’ Video Game Storytelling and the Human Experience.” Invited speaker. Las Vegas Clark County Library District – Sahara West Branch. August 19, 2017. A recording of the presentation is available here: <https://www.youtube.com/watch?v=E17p2HiQbSk>

“We’ll Make Diamonds from Their Ashes: Take Them into Battle with Us.” Post-Traumatic Stress Disorder, Trauma, and *Metal Gear Solid V: The Phantom Pain*.” Invited keynote speech. FWPCA annual conference. February 25, 2017.

“Meet the UNLV Professor Giving Video Games a Seat at the Literary Table.” *Vegas 7*. Originally published November 22, 2016: <http://vegasseven.com/2016/11/22/meet-unlv-professor-giving-video-games-seat-literary-table/>

“UNLV Professor’s Idea for New Library Material Is a Real Game-Changer.” *Las Vegas Sun*. Interviewed by Ian Whitaker. First published 3/29/2016: <http://lasvegassun.com/news/2016/mar/29/unlv-profs-idea-for-new-library-material-is-a-real/h>

“The Stories People Play: Video Games, Storytelling, and Player Agency.” University of Nevada, Las Vegas University Forum Lecture Series. October 21, 2015: <https://www.youtube.com/watch?v=d8aVMtNaubM>

"[Important Issues in Gaming: Examining the Academic Approach to Video Games and Gaming Culture.](#)" Morningside College's Hickman-Johnson-Furrow Library Virtual Lecture Series. September 18, 2014. Live and recorded event: <https://www.youtube.com/watch?v=w7QcIhEb-4E>

"[Flipping the Switch: The Intersection of Higher Education and Gaming.](#)" Recorded live for the TEDxUNLV event on April 11, 2014. Also recorded as a TEDx Talk. Featured in May 2014 as one of the TEDx Editor’s Picks: <https://www.youtube.com/watch?v=WWGiyeYYMfw&feature=youtu.be>

“*BioShock*: Video Games Come to UNLV English Class.” Interview for KNPR’s State of Nevada show. Original air date 4/11/2016. URL of broadcast is available at “[Video Games Can Be Great Literature](#).” Interview for KNPR’s State of Nevada show. Original air date July 7, 2014: <http://knpr.org/knpr/2014-07/english-professor-says-video-games-can-be-great-literature>

“[Video Games Can Be Great Literature](#).” Interview for KNPR’s State of Nevada show. Original air date July 7, 2014: <http://knpr.org/knpr/2014-07/english-professor-says-video-games-can-be-great-literature>

## **Publications**

### **Single Monograph Books**

*Longing, Ruin, and Connection in Hideo Kojima’s Death Stranding*. Routledge. 2021.

*Kingsglaive’s Exploration of World War II, Cultural Trauma, and the Plight of Refugees: An Animated Film as Complex Narrative*. Westphalia Press. ISBN 978-1633919129. Published December 3, 2019.

*A Cure for Toxic Masculinity: Male Bonding and Friendship in Final Fantasy XV*. Published as a *Well Played Single* for monographs of shorter length. Carnegie Mellon - ETC Press. ISSN 2164-344X (Print), ISSN 2164-3458 (Online). February 2019.

*Post Traumatic Stress Disorder, Trauma, and History in Metal Gear Solid V*. Published by Palgrave Macmillan for their Pivot series. Available in both digital and print formats as of August 2017.  
<http://www.springer.com/us/book/9783319627489>

*Storytelling in Video Games: The Art of the Digital Narrative*. McFarland Publishing. Published December 2017.

## Refereed Journals

“[Far Cry 5, American Right-Wing Terrorism, and Doomsday Prepper Culture](#).” *Games and Culture* March 2022.  
DOI <https://journals.sagepub.com/doi/10.1177/15554120211073379>. Volume 17, Issue 7-8, 1015-1035.

“‘Here You Are at Last, in a Ruined and Drowning World’: The *Dishonored* Series as Environmental and Social Commentary.” *Popular Culture Review*, Vol. 29, No. 2 (Summer 2018), 31-73. Print.

“The Reconstruction of Morality and the Evolution of Naturalism in *The Last of Us*.” *Games and Culture*. First published on April 16, 2015 as doi:10.1177/1555412015581478 as part of the journal’s Online First series. In print Vol. 11, No. 7-8 (2016), 745–763.

“‘Mother is God in the Eyes of a Child:’ Mariology, Revelation, and Mothers in the Silent Hill Movie.” *Journal of Cultural and Religious Theory*, Vol. 4, No. 1 (Fall 2014), 143–164.  
<http://www.jcrt.org/archives/14.1/green.pdf>

“‘I’ll Give You Television, I’ll Give You Eyes of Blue, I’ll Give You a Man Who Wants to Rule the World’: The Commodification of Women and the Desire for the West in Takashi Miike’s Imprint.” *Horror Studies*, Vol. 6, No. 1 (April 2015), 39–56.

“Confessions of a TEDxGamer.” *Popular Culture Review*. Vol. 25, No 2 (Summer 2014), 44–54.

“Y Si, Yo Creo: Thought, Belief and the Search for At-one-ment in Darren Aronofsky’s *The Fountain*.” *Popular Culture Review*. Spring 2011.

“The French Horror Film *Martyrs* and the Destruction, Defilement, and Neutering of the Female Form.” *The Journal of Popular Film and Television*, 39:1, 20–28.

“Revealing Discrimination: Social Hierarchy and the Exclusion/Enslavement of the Other in the *Harry Potter* Novels.” *The Looking Glass: New Perspectives on Children’s Literature*, Vol. 13, No. 3 (2009).  
<http://www.lib.latrobe.edu.au/ojs/index.php/tlg/article/view/162/161>

“Huck and Jim at the Bare Bodkin’s Point: *Hamlet*’s Mangled Soliloquy as Textual Commentary.” *The Mark Twain Annual*, No. 5, 2007, 69–81.

“Interior/Exterior in the *Harry Potter* Series: Duality Expressed in Sirius Black and Remus Lupin.” *Papers on Language and Literature*, 44:1, Winter 2008, 87–108.

“The Subversive Undercurrent to *Foster’s Home for Imaginary Friends*: Blooregard Q. Kazoo Decontextualizes American Popular Culture.” *Popular Culture Review*, 18:2, Summer 2007, 37–47.

## Book Chapters

“Storytelling in *BioShock Infinite*: The Intersection of Digital Narrative and World Literature.” *Sing, Goddess: Essays on World Literature*. Ed. Martin Puchner. New York, Norton, 2019. 138-147. Print.

“*BioShock Infinite*: The Search for Redemption and the Repetition of Atrocity.” *The Play Versus Story Divide in Game Studies: Critical Essays*. Jefferson: McFarland, 2015, 125–144.

“The Critical Reception of *The Great Gatsby*.” *Critical Insights: The Great Gatsby*. Ed. Morris Dickstein. Pasadena: Salem Press, 2010, 39–45.

“Crying, Dancing, Laughing: The Breaking and Reunification of Community in *Beloved*.” *Critical Insights: Toni Morrison*. Ed. Solomon O. Iyasere and Marla W. Iyasere. Pasadena: Salem Press, 2010, 117–126.

“Remedios the Child Bride: The Forgotten Buendia.” *Critical Insights: Gabriel Garcia Marquez*. Ed. Ilan Stavans. Pasadena: Salem Press, 2010, 64–69.

“Review: *And Ladies of the Club*.” *The Encyclopedia of American Popular Fiction*. Ed. Geoff Hamilton and Brian Jones. New York: Facts on File, 2009, 5–6.

“Review: *The Spike*. *The Encyclopedia of American Popular Fiction*. Ed. Geoff Hamilton and Brian Jones. New York: Facts on File, 2009, 332–333.

## Reviews

“Review of *Retcon Game: Retroactive Continuity and the Hyperlinking of America*.” *Popular Culture Review*, Vol. 29, No. 1 (Spring 2018), 157–158. Print.

“Review of *Off Life* #6.” *The Comics Grid Journal of Comics Scholarship*. [www.thecomicsgrid.com](http://www.thecomicsgrid.com). September 2013.

“Review of *Henry V* at the 2009 Utah Shakespeare Festival.” *The Shakespeare Bulletin*, Vol. 28, No.1 (Spring 2010), 164–167.

“Monoliths of the Past: Beautiful and Tragic.” *DoubleTake/Points of Entry*, 2:2, Fall/Winter 2007, 101–102. A book review of *The Neon Boneyard* written by Judy Natal.

“Recent Ben Jonson Theatrical Events and Productions.” *The Ben Jonson Journal*, 15.1, 106–111.

“Frances Teague’s *Shakespeare and the American Popular Stage*.” *The Ben Jonson Journal*, 15.1, 146–150.

“Review: *Twelfth Night*, *King Lear*, and *Coriolanus* at the 2007 Utah Shakespearean Festival.” *Shakespeare Bulletin*. Vol. 25, No. 4 (Winter 2007). 106–113.

## Reader/Reviewer

*McFarland Publishing*

*The Popular Culture Review*, a peer-reviewed, blind-submission journal. I am also serving as editor of all articles related to gaming.

*Palgrave Publishing*

*ASAP/Journal*, a peer-reviewed, blind-submission journal

*The Looking Glass: New Perspectives on Children’s Literature*, peer-reviewed, blind-submission journal

## Fundraising

In order to increase access to video games across the UNLV campus, I used the UNLV crowdfunding platform, Rebel Raiser, combined with a partnership with UNLV Lied Library to purchase gaming equipment and a library of video games for student use. I created and promoted via social media the following promotional videos for the project: <https://www.youtube.com/watch?v=Whfn91yn7Zk> and <https://www.youtube.com/watch?v=BDHLMju-whw>

## Conferences

“Kingsglaive’s Exploration of World War II, Cultural Trauma, and the Plight of Refugees: An Animated Film as Complex Narrative.” Far West Popular Culture Annual Conference. February 2020. Las Vegas, NV. Panel Chair.

““A Cure for Toxic Masculinity: Male Bonding and Friendship in *Final Fantasy XV*.” Far West Popular Culture Annual Conference. February 2019. Las Vegas, NV. Panel chair.

“The Utilization of Norse and Eastern European Mythology in *The Witcher 3: Wild Hunt* as Commentary on Environmental Destruction, Xenophobia, and Misogyny.” Far West Popular Culture Annual Conference. February 2018. Las Vegas, NV.

“Here You Are at Last, in a Ruined and Drowning World.” The Video Game *Dishonored* as Environmental Commentary.” Far West Popular Culture Annual Conference. February 2017. Las Vegas, NV.

“*BioShock Infinite*: The Search for Redemption and the Repetition of Atrocity.” Far West Popular Culture Annual Conference. February 2016, Las Vegas, NV. Panel Chair.

“Using Video Games as Immersive Tools for Digital Learning.” Nevada Conference on Digital Learning. April 2014, Las Vegas, NV. Session Chair.

“The Reconstruction of Morality and the Evolution of Naturalism in *The Last of Us*.” Far West Popular Culture Annual Conference. February 2014, Las Vegas, NV.

“Selling the Veneer of Girl Power: Female Protagonists in *Teeth* and *The Descent*.” Far West Popular Culture Association Annual Conference. February 2012, Las Vegas, NV.

“Y Si, Yo Creo: Thought, Belief and the Search for At-one-ment in Darren Aronofsky’s *The Fountain*.” Far West Popular Culture Association Annual Conference. March 2011, Las Vegas, NV.

“The French Horror Film *Martyrs* and the Destruction, Defilement, and Neutering of the Female Form.” Far West Popular Culture Association Annual Conference. March 2010, Las Vegas, NV.

“Revealing Discrimination: Social Hierarchy and the Exclusion/Enslavement of the Other in the *Harry Potter* Novels.” Southwest Popular Cultural Association Annual Conference. February 2008, Albuquerque, NM. Session chair.

“Moral Culpability in the *Star Wars* Series: Obi-Wan Kenobi and the Genesis of Darth Vader.”

Far West Popular Culture Association Annual Conference. January 2008, Las Vegas, NV.

“The Subversive Undercurrent to *Foster’s Home for Imaginary Friends*: Blooregard

Q. Kazoo Decontextualizes American Popular Culture.” Far West Popular Culture Association Annual Conference. January 26-28, 2007, Las Vegas, NV. Also served as session chair for my panel.

“Interior/Exterior in the *Harry Potter* Series: Duality Expressed in Sirius Black and Remus Lupin.” South Atlantic Modern Language Association 2006 Annual Convention. November 10-12, 2006, Charlotte, NC.

UNLV Graduate and Professional Student Research Forum. March 25, 2006. Invited to present research completed for project analyzing mythological and folkloric sources in two of Lady Gregory’s plays.

“Negotiating Sexual Awakening: Transformations in Modern Fantasy Films.” Far West Popular Culture Association Annual Conference. January 27-29, 2006, Las Vegas, NV. Also served as session chair for my panel.

“*The Story Brought by Brigit* and *The Golden Apple*: Amalgamations of the Mythology and Folklore of Ireland.” Ireland and Memory – Mid-Atlantic Regional ACIS Annual Meeting. November 11-12, 2005, Drew University.

## Teaching Experience

### Selection of Courses Taught

COLA100:	A First Year Seminar course covering both thematically cohesive material and college success skills. I have developed three themed courses including Zombies in American culture, American Car Culture, and Women in the Heroic Tradition, and the study of games
English 101:	Composition I. Taught both in the classroom and online.
English 102:	Composition II. Taught both in the classroom and online.
English 102:	Themed course. Title: Conflicting Representations of Women in the Media. This is a course of my own design structured to meet learning objectives for the 102 course at UNLV.
English 231:	World Literature, covering works from ancient times through the mid-1600s. I have also developed an online version of this course, including recordings of all of my lectures. Developed as a Second Year Seminar course tying ancient literature to modern popular culture.
English 232:	World Literature, covering works from Shakespeare to modern times.
English 241:	Survey of American Literature – taught several times in condensed form during the 5-week summer semester.
English 250:	World Literature II, covering works from the Renaissance through Modern.
English 270:	Literature Survey, Romantics through the Victorians. Online course.
English 298:	Writing about Literature – this is the milestone course for students entering upper division courses as English majors.
English 350:	American Literature 1 – Contact to Civil War. Online course.
English 353:	American Literature – Civil War to Present. Online course.
English 426:	Shakespeare Survey.
English 425:	Major Author: Robert Frost. Online course.
English 425A:	Thematic Studies in Literature.
English 426B:	Mythology.
English 451A:	American Literature I – Covers American literature up through the Civil War. Developed this as an online course.
English 460:	The Novel. Online course.
English 477C:	Zombies, Werewolves and the End of the World: Expressions of Alienation and Otherness
ENG485A:	Asian Literature
English 434A:	Shakespeare: Tragedies

### Online Teaching Environments Used:

Canvas  
WebCampus (multiple versions)  
ANGEL  
Blackboard  
WebCT Vista  
Bisk custom platform  
LoudCloud

## AWARDS AND HONORS

Passed Oral Examination and Thesis Defense with Honors, UNLV

Placed second in university-wide competition open to theses in all disciplines, UNLV

## SERVICE

Editor-in-Chief, <i>Popular Culture Review</i>	2020-Present
Faculty Advisor – RSO Nevada Esports Education League In my role for this RSO, I have provided mentorship to its officers.	2020-Present
Committee Member – Safiyya Bintali’s Honors Thesis Committee	Spring and Fall 2022
Committee Chair – 3-year review toward promotion for Faculty-in-Residence Gabriella Megyesi-Briese	Spring 2022
Faculty Advisor – Peter Nguyen, CCCSD AP Student requested me to advise him on a project	2020-2021 academic year
Search Committee Member – Assistant Director of Composition	2020
Search Committee Member – Online Faculty-in-Residence	2019
Faculty Mentor to Natalie Carter	2019-Present
Chapter Sponsor of Epsilon Rho, local chapter of Sigma Tau Delta	2017-present

## UNLV Department of English Service

- Built membership up from no active members to more than 30
- Plan and host annual invocation ceremony for new members
- Book drive to benefit Spread the Word – 2018
- Participation in UNLV’s Boo Bash – 2018
- Hosted a NANOWRIMO Kick-off event for writers – 2018
- Established a book club for members on Goodreads
- Social event – Pizza and Games Night – Oct. 2019, Virtual Games Night 3/11/2021
- Plan and host annual induction ceremony
- Plan and host virtual guest speakers

UNLV English Department Research Resources Committee	Fall 2022-
UNLV English Department Technology Committee	2014–2017, Spring 2021-
UNLV College of Liberal Arts First Year Experience Assessment Committee	2014–2015 academic year
UNLV English Department Composition Committee	2013–2014 academic year
Academic Integrity Appeal Board Graduate Student Representative	Fall 2008–May 2009
Volunteer for In2books.org This organization matches professional adults with school children in a “pen pal” capacity. The pen pals discuss a given number of books per school year, with the hope of sparking a love of literacy and learning in children.	2007–2009
Volunteer at UNLV-hosted conference “Creating a Culture of Research Compliance: Challenges and Opportunities”	March 7–8, 2006
Teaching Mentor for graduate students, UNLV English Department	2005–2006 academic year