

Matthew Kelly, PhD

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Education

PhD, 2017	English (Emphasis in Rhetoric and Composition), University of Pittsburgh
MA, 2011	English, Pennsylvania State University
BA, 2008	English, University of California, Berkeley
BA, 2008	Rhetoric, University of California, Berkeley

Academic Appointments

2024-present	Director of Graduate Studies, Department of Literature and Languages <i>The University of Texas at Tyler</i>
2024-2025	Assistant Department Chair, Department of Literature and Languages <i>The University of Texas at Tyler</i>
2023-present	Associate Professor of English, Department of Literature and Languages <i>The University of Texas at Tyler</i>
2019-2024	Academic Writing Consultant, ORSSP Research Design and Data Analysis Lab <i>The University of Texas at Tyler</i>
2017-2023	Assistant Professor of English, Department of Literature and Languages <i>The University of Texas at Tyler</i>
2016-2017	Digital Media Learning Coordinator, Department of English <i>The University of Pittsburgh</i>

Peer-Reviewed Publications

- “You Are The Light Burning Above NORCO: Exploring the Role of Space, Ethos, and Community in Game-based Learning Activities.” In *The Effects of Community on Gameplay and Design*. Eds Kevin Veal and Adam Jerrett. Chapter revised and resubmitted. Collection under contract with Routledge.
- “Playing with Our Values: Using Digital Games to Undertake Ethical Examinations in the Classroom.” *Acta Ludologica* 6.2 (2023): 136-139.
- “Getting Creative with Data and Wikis: Redesigning the English Curricula.” Co-authored with Tara Propper. In *Moving Words: Multimodal Creative Writing Pedagogies*. Eds Kristina Wright and Sara Howe. Lexington Books, 2023.
- “How an Innovative Curriculum Can Enhance the Career Prospects for English Majors.” Co-authored with Hui Wu. *ADE Bulletin* 160 (2023).

- “Playing with Perspective: Examining the Role of Ethos, Empathy and Environmental Storytelling in Video Game-Based Writing Projects.” *College English* 85.2 (2022).
- “Writing for Players: Using Video Game Documentation to Explore the Role of Audience Agency in Technical Writing.” *Prompt: A Journal of Academic Writing Assignments* 5.2 (2021): 100-110. DOI: 10.31719/pjaw.v5i2.60
- “Ethos and Dwelling in the University: Using Online Writing Projects to Help Students Navigate Institutional Spaces and Classroom Experiences.” Co-authored with Tara Propper. *Composition Forum* 47 (2021): n.p. <<https://compositionforum.com/issue/47/ethos-dwelling.php>>
- “This Isn’t Supposed to Be Fun: Using Game-Based Writing Projects as a Form of Pragmatic Ethical Inquiry in the Composition Classroom.” In *The Ethics of Playing, Researching, and Teaching Games in the Writing Classroom*. Eds. Richard Colby, Matthew S. S. Johnson, and Rebekah Shultz Colby. Palgrave, 2021. 143-157.
- “Designing Game-Based Writing Projects to Foster Critical Ethical Reasoning in the English Classroom: A Case Study Using Plague Inc: Evolved.” *Simulation and Gaming* 52.2 (2021): 153-168. DOI: 10.1177/1046878120953592
- “Using Video Games to Test the Boundaries of Work, Play, and Cultural Criticism: The Labor of Critique.” In *Humans at Work in the Digital Age: Forms of Digital Textual Labor*. Eds. Shawna Ross and Andrew Pilsch. Routledge Press, 2019. 205-222
- "Thinking Globally at the Microbial Level: Plague Inc. and the Cultivation of Systems Literacy in a Globalist Era." *First Person Scholar* (Sep 2019): n.p. <<http://www.firstpersonscholar.com/thinking-globally-at-the-microbial-level/>>
- “Gaining Access, Gaming Access: Balancing Internal and External Support For Interactive Digital Projects.” *Digital Humanities Quarterly* 13.2 (2019): <<http://www.digitalhumanities.org/dhq/vol/13/2/000417/000417.html>>
- “I Can’t Take This: *Dark Souls*, Vulnerability, and the Ethics of Networks.” *First Person Scholar* (May 2016): n.p. <<http://www.firstpersonscholar.com/i-cant-take-this/>>
- “The Game of Politics: Examining the Role of Work, Play, and Subjectivity Formation in *Papers, Please*.” *Games and Culture* 13.5 (2015): 459-478. DOI:10.1177/1555412015623897
- “All Bugs Are Shallow: Digital Biopower, Hacker Resistance, and Technological Error in Open Source Software.” *Ctheory.net* tbc033 (2012): n.p. <<https://journals.uvic.ca/index.php/ctheory/article/view/14987/5885>>
- Article republished in *Critical Digital Studies: A Reader*. 2nd edition. Eds. Arthur Kroker & Marilouise Kroker. Toronto: University of Toronto Press, 2013. 101-119.
- “Fermenting Subversion: Ideology and Materiality in the American Home-Brewing Movement.” *Australasian Journal of American Studies* 31.2 (2012): 28-45.

Teaching and Research Interests

Critical Video Game Studies
Digital Literacy

Composition and First-Year Writing
Professional and Technical Communication

Academic Presentations

- “Abundant Spaces: Exploring the Virtual and Material Arenas Informing Writing Curricula and Classrooms (Professionalizing the English Major)” *Conference on College Composition and Communication*, Spokane, WA, 2024.
- “Fostering Digital Literacies Through Creative Composition (Telling a Story With Data).” *Association of Writers and Writing Programs*, Kansas City, MA, 2024.
- “Weaving Together Personal Stories and History in the English Classroom.” *College English Association*, San Antonio, TX, 2023.
- “Using Curricula Redesign to Rethink the Collective Dimensions of Academic Scholarship.” *Modern Language Association*, San Francisco, CA, 2023.
- “Reshaping the Curriculum to Improve English Majors' Job Prospects.” *Modern Language Association*, Toronto, Canada, 2021.
- “Using Data Visualizations to Teach Mixed-Methods Research Practices.” *East Texas Research Conference*, Tyler, TX, 2020. Conference cancelled due to COVID-19 restrictions.
- “Examining Global Issues at the Microbial Level: Using Digital Simulations and Game-Based Writing Projects to Foster Systems Literacy in the English Classroom.” *College English Association*, Hilton Head, SC, 2020. Conference cancelled due to COVID-19 restrictions.
- “An Innovative English Curriculum to Prepare the East Texas Workforce.” *East Texas Research Conference*, Tyler, TX, 2019.
- “Creating Digital Websites to Establish Expertise in First-Year Writers.” *Conference on College Composition and Communication*, Pittsburgh, PA, 2019.
- “Professionals in Transfer: Using Virtual Learning Environments to Build Bridges Between Novices and Experts.” *College English Association*, St. Petersburg, FL, 2018.
- “Reading the Professions: The Role of Epistemology in Professional and Technical Writing Instruction.” *Conference on College Composition and Communication*, Kansas City, MO, 2018.
- “Augmenting the Composition Classroom: Using Geo-Location Technologies in Upper-Division Writing Seminars.” *Digital Brown Bag Lecture Series*, University of Pittsburgh, Pittsburgh, PA, 2017.
- “The Ethics of Networked Pedagogies: Examining the Collaborative Learning Practices of Online Gaming Communities.” *Keystone Digital Humanities Conference*, Pittsburgh, PA, 2016.
- “The Game of Writing, the Writing of Games: Creating Functional Epistemologies in the Composition Classroom.” *Conference on College Composition and Communication*, Houston, TX, 2016.
- “Demystifying Professionalism: How Can Students and Instructors Think Differently About Professional Writing?” *Teaching Courses in Public and Professional Writing*, Graduate Student Colloquium, University of Pittsburgh, PA, 2015.
- “How Do You (Mine)Craft An Experience?: Using Video Games to Build Virtual Spaces for Imagined and Imaginative Players.” *College English Association*, Indianapolis, IN, 2015.
- “Accessing Ideology: Navigating Interface Design and University Policy in Reference Management Software.” *Conference on College Composition and Communication*, Indianapolis, IN, 2014.
- “Ambiguous Chatter: Exploring the Intersection of Aesthetics and Politics in Natural Language Processing.” *Association for the Study of Arts and the Present*, Pittsburgh, PA, 2011.
- “Towards an Open Source Subjectivity: Differentiation and Identity in Free Software.” *Mid-Atlantic Popular and American Culture Association*, Richmond, VA, 2010.
- “The Rise of Spectral Repetition in Cyclic Time.” *Invisibilities: Addressing the Question of the Unseen*, Johns Hopkins University, MD, 2010.

Teaching Experience

University of Texas at Tyler, Tyler, TX

English 1301: College Composition I

English 1302: College Composition II
English 3308: Writing Textual Analysis
English 3361: Word and Digital Technology
English 3362: Reading and Writing About Data
English 4371: Special Topics in Writing and Rhetoric (Content Design for New Media)
English 4371: Special Topics in Writing and Rhetoric (Writing with Technology)
English 4373: Public Writing with Technology
English 4374: Texts, Technology and the Humanities
English 4397: Senior Seminar (Narrative and Technology)

University of Pittsburgh, Pittsburgh, PA

English Composition 200: Seminar in Composition
English Composition 400: Written Professional Communication
English Composition 440: Critical Writing
Information Sciences 1025: Design of Information Systems (Workshop Leader)
English Literature 505: Lectures in Literature (Teaching Assistant)

Pennsylvania State University, State College, PA

English 15: Introduction to College Writing and Research
English 15: Learning Edge Academic Program (LEAP) Summer Transition Program
English 202C: Technical Writing
English 005: Writing Center Tutorial

Awards, Grants, and Fellowships

AI Innovation Award, University of Texas at Tyler, 2025

Applied for and received a competitive grant of \$1,800 to create teaching documentation that discusses the integration of AI platforms into undergraduate-level first-year writing courses and graduate-level advanced research methods courses.

OnCourse Digital Toolkit Funding, University of Texas at Tyler, 2019

Applied for and received a competitive grant of \$1,200 to design and record several video lectures dedicated to college-level reading and writing practices. These videos were part of the Department of Literature and Language's digital toolkit, which is designed to offer virtual resources for all UT Tyler students

College of Arts and Sciences Innovative Curriculum Grant, University of Texas at Tyler, 2019

Applied for and received a competitive grant of \$5,000 to design and implement a new minor within the English program dedicated to digital media composition and digital literacy. Implementation of the new minor includes designing syllabi for four new courses, training teachers in best practices for assignment and evaluating digital student projects, and organizing the creation of a Digital Design Studio for the English department.

OnCourse Digital Toolkit Funding, University of Texas at Tyler, 2018

Applied for and received a competitive grant of \$5,000 to design and record over ninety minutes' worth of video lectures dedicated to college-level reading and writing practices. These videos were part of the Department of Literature and Language's digital toolkit, which is designed to offer virtual resources for all UT Tyler students

Department of English Summer Research Stipend, University of Pittsburgh, 2015

Applied for and received a competitive three-month stipend amounting to \$5,000. Used funds to research emergent theories of ethics in networked and virtual spaces. This research provided the foundation for an article that was published in *First Person Scholar* in May of 2016.

Department of English Summer Research Stipend, University of Pittsburgh, 2012

Applied for and received a competitive three-month stipend amounting to \$5,000. Used funds to travel to the Brookhaven National Laboratory in New York in order to research early video game machines created through supercomputing technologies. This research provided the foundation for an early dissertation chapter, which was also published as an article in *Games and Culture* in December of 2015.

Arts and Sciences Fellowship, University of Pittsburgh, 2011-2012

Applied for and received a competitive first-year fellowship package for students in the College of Arts and Sciences. Fellowship amounted to \$19,000 and included a reduced teaching load in order to conduct first-hand research. Research completed through this fellowship resulted in a published article in *Ctheory.net*, which focused on open-source programming practices in the 1980s and 90s.

Bunton-Waller Graduate Fellowship, Pennsylvania State University, 2009-2011

Applied for and received a competitive fellowship package designated for first-generation and non-traditional graduate students in English Composition and Rhetoric studies. Fellowship amounted to \$18,000 annually over a two-year period and included specialized teaching duties in First-Year Writing and Professional/Technical Communication.

Incentive Award Program Scholarship, University of California, Berkeley, 2004-2008

Applied for and received a competitive, comprehensive scholarship package designated for first-generation marginal and minority college students. Scholarship amounted to \$38,000 over a four-year period and candidate pool included more than fifty public school districts across the state of California.

Professional Affiliations

National Council of Teachers of English (NCTE)
Modern Language Association (MLA)
Conference on College Composition and Communication (CCCC)

Professional and Departmental Service

Undergraduate Adviser, Dept of Literature and Languages, University of Texas at Tyler
English Curriculum Committee, Dept of Literature and Languages, University of Texas at Tyler
Assessment Committee, Dept of Literature and Languages, University of Texas at Tyler
Composition Committee, Dept of Literature and Languages, University of Texas at Tyler
Composition Assessment Committee, Dept of English, University of Pittsburgh
Committee on Diversity Policies, Dept of English, University of Pittsburgh
Literature Curriculum Committee, Dept of English, University of Pittsburgh
Associate Editor, *The Best of Independent Rhetoric and Composition Journals* (2015)
Peer-Reviewer, *Arts*
Peer-Reviewer, *Games and Culture*
Peer-Reviewer, *Ctheory.net*

Professional References

Available upon request