

# Stuart Moulthrop

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School of Information Arts and Technologies  
University of Baltimore  
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**Education** Ph.D. Yale University  
M.A. Yale University  
B.A. George Washington University

**Employment** 2001-present: Professor, University of Baltimore  
1994-2000: Associate Professor, University of Baltimore  
1991-1994: Assistant Professor, Georgia Institute of Technology  
1990-1991: Assistant Professor, University of Texas at Austin  
1986-1990: Assistant Professor, Yale University  
1984-1986: Acting Instructor, Yale University

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**Grants,  
Awards,  
Honors** Ciutat de Vinaròs Prize for Electronic Narrative, 2007.  
Ciutat de Vinaròs Prize for Electronic Poetry (*ex aequo*), 2007.

Visiting Researcher, Department of Humanistic Informatics,  
University of Bergen (Norway), 2007.

Distinguished Chair in Research and Scholarship, Yale Gordon  
College of Liberal Arts, University of Baltimore, 2007-2008.

Douglas Engelbart Award for Best Paper, Sixteenth ACM Conference  
on Hypertext and Hypermedia, Salzburg, Austria, 2005.

National Science Foundation Grant EIA-0203323. "CRCD: An  
Human-Computer Interfaces (HCI) Partnership Serving  
Underrepresented Groups." 2002-2004, \$420,000. [Co-Principal  
Investigator with Ben Bedersen, Allison Druin, Nancy Kaplan, and  
Kathryn Summers.]

Communications Studies International Fellow, Royal Melbourne

Institute of Technology, 1998.

Ellen Nold Award for Best Article in Computers and Composition  
Studies, 1991. [Shared with Nancy Kaplan.]

Articles

"Learning, Change, and the Utopia of Play." *Learning Inquiry* 1:1: Spring, 2007 [online: [www.springerlink.com/content/j610345350824825/](http://www.springerlink.com/content/j610345350824825/)].

"'Pax,' Writing, and Revolution." In N. Wardrip-Fruin and P. Harrigan, eds. *Second Person: Role-Playing and Story in Games and Playable Media*. MIT Press, 2007. 149–57.

(with Brittany Steiner as first author) "When Play Works: Turning Game-Playing into Learning." In Proceedings of the 2006 Conference on Interaction Design and Children (IDC '06) (Tampere, Finland, June 7–9, 2006). ACM Press, New York, NY, 2006.

"After the Last Generation: Rethinking Scholarship in the Days of Serious Play." *Proceedings of the 6th Digital Arts and Culture Conference*. Copenhagen, Denmark, 2005. pp. 208–215.

"What the Geeks Know: Hypertext and the Problem of Literacy." *Proceedings of the Sixteenth ACM Conference on Hypertext and Hypermedia*. Salzburg, Austria, 2005.

(with Nancy Kaplan) "New Literacies and Old: A Dialogue." *Kairos* 9.1 (Fall, 2004).

(with N. Kaplan, K. Knudtzon, R. Kulkarni, K. Summers, and H. Weeks) "Supporting Sociable Literacy in the International Children's Digital Library." *Interaction Design and Children 2004 Conference Proceedings*. Ed. A. Druin. ACM Press, 2004. 89–97.

"From Work to Play: Molecular Culture in the Time of Deadly Games." In N. Wardrip-Fruin and P. Harrigan, eds. *First Person*, MIT Press, 2004. 56–69.

(with Nancy Kaplan, Kathryn Summers, Kendra Knudtzon, Rahul Kulkarni, Yoram Chisik, and Holly Weeks) "Libraries in Computers: Working with Children as Research and Design Partners." *Computers in Libraries Proceedings*. Washington, D.C., 2003.

(with Nick Montfort as first author) "Face It, Tiger, You Just Hit the Jackpot: Reading and Playing Cadre's *Varicella*." Ed. Adrian Miles.

*Proceedings of the fifth International Digital Arts and Culture Conference*. Melbourne, 2003.

"Testing the Wires." *Re-Imagining Textuality*. Ed. N. Fraistadt and E. Loizeaux. U. Wisconsin Press, 2002, 225-40.

"The Analog Experience of Digital Culture." *Cybertext Yearbook 2000*. Publications of the Research Centre for Contemporary Culture, University of Jyväskylä (Finland) 2001. 183-98.

"Error 404: Doubting the Web." *The World Wide Web and Contemporary Cultural Theory*. Ed. A. Herman and T. Swiss. Routledge, 2000. 259-76.

"Misadventure: Future Fictions and the New Networks." *Style* 33:2. 184-203.

"Pushing Back: Living and Writing in Broken Space." *Modern Fiction Studies* 43(3) [Fall, 1997]: 651-74.

"No War Machine." *Reading Matters: Narrative in the New Ecology of Media*. Ed. J. Tabbi and M. Wutz. Cornell UP, 1997, 265-81.

"Getting Over the Edge." *Communication and Cyberspace*. Ed. L. Strate, R. Jacobson, and S. Gibson. Hampton Press, 1996, 233-43.

"Traveling in the Breakdown Lane: A Principle of Resistance for Hypertext." *Mosaic* 28/4 [1995]: 57-77.

(with John McDavid) "Not Yet Blindingly One: Gravity's Rainbow and the Hypertextualists." *Pynchon Notes* 32-33 [1995]: 132-51.

"Paragnosis, or The Story of Cyberspace." *Works and Days* 12[1995]: 33-55.

(with Nancy Kaplan) "Where No Mind Has Gone Before: Ontological Design for Virtual Spaces." *Proceedings of the ACM Hypertext Conference*. Edinburgh: Association for Computing Machinery, 1994, 212-223.

"Rhizome and Resistance: Hypertext and the Dreams of a New Culture." *Hyper/Text/Theory*. Ed. G.P. Landow. Johns Hopkins UP, 1994, 299–322.

(with Nancy Kaplan) "They Became What They Beheld: The Futility of Resistance in the Space of Electronic Writing." *Literacy and Computers*. Ed. C. Selfe and S. Hilligoss. Modern Language Association, 1994, 220–37.

"The Crash of Nothing into Something." *Eastgate Quarterly Review of Hypertext* 1:2 [1994].

"Electronic Fictions and 'The Lost Game of Self.'" *New York Review of Science Fiction* #66 [1994]: 1, 8–14.

(revised version) "You Say You Want a Revolution? Hypertext and the Laws of Media." *Essays in Postmodern Culture*. Ed. E. Amiran and J. Unsworth. Oxford University Press, 1993, 69–97.

"Writing Cyberspace: Literacy in the Age of Simulacra." *Virtual Reality: Applications and Explorations*. Ed. A. Wexelblat. Academic Press, 1993, 77–90.

(with Nancy Kaplan) "Seeing Through the Interface: Computers and the Future of Composition." *The Digital Word: Text-Based Computing in the Humanities*. Ed. G. Landow and P. Delany. MIT Press, 1993, 253–70.

"Informand and Rhetoric: A Hypertextual Experiment." *Writing on the Edge* 4[1992]: 103–27.

"Toward a Rhetoric of Informating Texts." *Proceedings of the ACM Conference on Hypertext*. Ed. J. Nanard and M. Nanard. Milan: Association for Computing Machinery, 1992, 171–80.

"Beyond the Electronic Book: A Critique of Hypertext Rhetoric." *Hypertext '91 Proceedings*. Ed. P.D. Stotts and R.K. Furuta. San Antonio: Association for Computing Machinery, 1991, 291–99.

"Strobe's Stimulus," *Pynchon Notes* 24–25[1991]: 79–87.

(with Nancy Kaplan) "Something to Imagine: Literature, Composition, and Interactive Fiction." *Computers and Composition* 9[1991]: 7–23.

"You Say You Want a Revolution? Hypertext and the Laws of Media." *Postmodern Culture* 2.3[1991].

Special Hypertext Issue, *Writing on the Edge* 2:2 [1991] [Edited print contributions and consulted on associated electronic texts "WOE" and "Izme Pass"].

"Toward a Paradigm for Reading Hypertexts: Making Nothing Happen in Hypermedia Fiction." *Hypertext/Hypermedia Handbook*. Ed. E. Berk and J. Devlin. McGraw–Hill, 1991, 65–78.

"Reading from the Map: Metaphor and Metonymy in the Fiction of Forking Paths." *Hypermedia and Literary Studies*. Ed. P. Delany and G. Landow. M.I.T. Press, 1991, 119–32.

"The Politics of Hypertext." *Evolving Perspectives on Computers and Composition Studies: Questions for the 1990s*. Ed. C. Selfe and G. Hawisher. NCTE, 1991, 253–74.

(with Nancy Kaplan) "Messages and Machines: Other Ways of Seeing." *Computers and Composition* 7[1990]: 89–102.

"Hypertext and 'the Hyperreal.'" *Hypertext '89 Proceedings*. Ed. N. Meyrowitz. Pittsburgh: Association for Computing Machinery, 1989, 259–68.

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**Reprints and Translations** "Reagan Library." *The Electronic Literature Collection, Volume 1*. Electronic Literature Organization. Fall, 2006.

"Pushing Back: Living and Writing in Broken Space." Croatian translation in *Knjizevna smotra (Literature Review)*. Spring, 2006.

"The Shadow of an Informant: A Rhetorical Experiment in Hypertext."  
Croatian translation in *Knjizevna smotra (Literature Review)*. Spring,  
2006.

"El hipertexto y la politica de la interpretacion." *Literatura  
hipertextual y teoria literaria*. Ed. Jose Maria Vega. Marenstrum,  
2003, 23–31.

"Por el arcan. El principio de la resistencia al hipertexto." *Literatura  
hipertextual y teoria literaria*. Ed. Jose Maria Vega. Marenstrum,  
2003, 41–62.

"You Say you Want a Revolution? Hypertext and the Laws of Media."  
*The New Media Reader*. Ed. N. Wardrip–Fruin and N. Montfort. MIT  
Press, 2003, 691–704.

"You Say you Want a Revolution? Hypertext and the Laws of Media."  
*The Norton Anthology of Theory and Criticism*. Ed. Leitch, Cain,  
Finke, Johnson, McGowan, Williams. W.W. Norton, 2001, 2504–  
2524.

"Rhizome and Resistance: Hypertext and the Dreams of a New  
Culture." *Contemporary Literary Criticism: Literary and Cultural  
Studies*. 4th Edition. Ed. R. C. Davis and R. Schleifer. Longman, 1998,  
236–51.

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**Reviews and Occasional Pieces** "Peace in the Posthuman Valley." [Review of Hayles, *My Mother Was a Computer*, and Juul, *Half-Real*.] *American Book Review*. Spring, 2006.

"Having Designs." Review of B. Laurel, ed. *Design Research: Methods and Perspectives*. *Tekka*, Fall 2004.

"A Subjective Chronology of Cybertext, Hypertext, and Electronic Writing." In S. Rettberg, Ed., *State of the Arts: Proceedings of the Electronic Literature Organization's 2003 Symposium*. 121–35.

"On Creating a Web Site." In N. Comley, D. Hamilton, C. Klaus, R. Scholes, and N. Sommers, eds. *Fields of Reading: Motives for Writing*, Sixth Edition. St. Martin's, 2001.

Review of Darren Tofts, *Parallax: Essays on Art, Culture, and Technology*. *Screening the Past* 10 (2000).

"Everybody's Elegies." *Passions, Pedagogies, and 21st-Century Technologies* Ed. G. Hawisher and C. Selfe. Utah State UP, 1999. 418-24.

"Where To? -- A Review of C. Marshall and J. Malloy, *Forward Anywhere*." *Convergence* 3(3) [Fall, 1997]: 132-38.

"Decorating the Corpse: Hypertext after the Web." *Postmodern Culture* 7.3 [1997]. Online. [Editor's introduction to special issue.]

"Very Like a Book." *Wired* 3.11. October, 1995. 164.

"Fearful Circuitry: Landow's *Hypertext*." *Computers in the Humanities* 28 [1994]: 53-62.

"Deuteronomy Comix: Neal Stephenson's *Snow Crash*." *Postmodern Culture* 3:2 [1993].

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**Forthcoming or In Progress** Editor, special issue of *Iowa Review Web* on "Instruments and Playable Texts." In Progress, 2008.

"See the Strings: *Watchmen* and the Under-Language of Media." In P. Harrigan and N. Wardip-Fruin, eds., *Third Person*. MIT Press, 2008.

"Under Language" [interactive poem], 2008.

"Deep Surface" [textual instrument], 2008.

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**Creative** "Radio Salience." *New River*, Spring, 2007.

## Works

"Marginal Effects: A Disorder of Attention." *Tekka* Fall, 2004.

"Pax: An Instrument." *Iowa Review Web*. June, 2003.  
<http://www.uiowa.edu/~iareview/tirweb/feature/moulthrop/moulthrop/>

"Reagan Library." *Gravitational Intrigue: A Little Magazine Publication*. "Vol. 22cd.: May, 1999.

"Hegirascope 2." *New River 3* [1997].

(with Sean Cohen) "The Color of Television." *Media Ecology* [1996].  
<http://iat.ubalt.edu/moulthrop/hypertexts/cotv>

"Hegirascope." *World3* [1995].

"Dreamtime: A Hypertext." *Perforations 3* [1992].  
<http://iat.ubalt.edu/moulthrop/hypertexts/dreamtime.html>  
[HyperCard stack, Macintosh only; available as binary for download.]

*Victory Garden: A Hypertext Fiction*. Eastgate Systems, 1991.

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**Other on-line projects**    Watching the Detectives, a Digital Companion to Moore and Gibbons' graphic novel *Watchmen* (1994–present; revised annually).  
<http://iat.ubalt.edu/moulthrop/hypertexts/wm>.

School of Communications Design Web presence (1998–2003).

*Postmodern Culture* Special Hypertext Issue (1997).  
<http://www.iath.virginia.edu/pmc/text-only/issue.597/>.

Web design for Matthew Miller's "TRIP" (*Postmodern Culture*, 1996).  
<http://iat.ubalt.edu/guests/trip/>.

(with Nancy Kaplan, Cass Tyson, and others) E/Street, Web presence for North Charles Street corridor in Baltimore (1995).  
<http://raven.ubalt.edu/es>.

(with David Patschke) Original Web site for the Baltimore Symphony Orchestra (1995 -- no longer accessible).

It's Not What You Think, a hypertextual rant (1995).  
<http://iat.ubalt.edu/moulthrop/inwyt>

(with Nancy Kaplan) Original Web site for Eastgate Systems (1994-95 -- no longer accessible).

"Shadow of an Informand, an essay" (1994).  
[iat.ubalt.edu/moulthrop/hypertexts/hoptext](http://iat.ubalt.edu/moulthrop/hypertexts/hoptext).

Hyperbola, a Digital Companion to *Gravity's Rainbow*. HyperCard stack (1989).

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**Recent  
lectures and  
readings**

"Releasing *Content*: Remembering the Future." Department of English, University of Pittsburgh, November, 2007.

"Secondary Liteacy: Reading and Writing in the Content/Data World." NEH Seminar, Northern Virginia Community College, October, 2007.

"Releasing *content*, or How to Do Things with *d8a*". University of Bergen (Norway), August, 2007.

Panel: The Future of Electronic Literature. ELO Symposium on the Future of Electronic Literature, Maryland Institute for Technology in the Humanities, University of Maryland, May, 2007.

"Playing with Worlds: Narrative, Fiction, and the Cultural Reception of Video Games." Maryland Institute for Technology in the Humanities; Entertainment Technology Center, Carnegie Mellon University. November, 2006.

AUTOSTART festival of electronic literature, Kelly Writer's House, University of Pennsylvania. November, 2006.

Retrospective and presentation of new cybertexts, Kelly Writer's

House, University of Pennsylvania, 4/06.

"New Literacy and the Great Age of Code." Symposium on  
Multimedia Across the Curriculum, Institute for Multimedia Literacy,  
University of Southern California, 3/06.

Presentation of new works in progress, Electronic Literature Festival,  
Brown University, 3/06.

"Beyond Remedy: New Media at the Limits of Theory." Department of  
English, University of Tennessee, 1/06.

"4-Ward: Taking Cyberculture Seriously (dude)." Sixth Digital Arts  
and Culture Conference, Information Technology University of  
Copenhagen, 12/05.

"Abstraction and Anathema: Rethinking Theory and Scholarship for  
New Media." Oslo University Doctoral Seminar, Norwegian Seamen's  
Church, New York, 11/05.

"After the Last Generation: Rethinking Theory, Writing, and  
Scholarship in the Days of Serious Play." Digital Gaming Seminar,  
Middlebury College, 7/05.

"Literacy in Play." Keynote address, Australian Association of  
Teachers of English/Australian Literacy Educators Association  
National Conference. Broad Beach, Australia, 7/05.

"Over the Horizon: Three Generations Think about Texts and  
Games." Conference on Computers and Writing, Stanford University,  
6/05.

Dissertation opponent, Richard E. Parent II, "The Digital Affect: A  
Rhetorical Hermeneutic for Reading, Writing, and Understanding  
Narrative in Contemporary Literature and New Media." Department of  
English, University of Pittsburgh, 4/05.

Third Annual Computer Game Day, Community College of Baltimore  
County, 3/05. (Co-organizer.)

"Reading, Writing, and Risk: A Future for Text, Electronic and  
Otherwise." Department of English/Center for Digital Scholarship in

the Humanities, University of Nebraska. 9/04.

"No More Literacies." Keynote address, Conference on Computers and Writing, University of Hawai'i-Manoa. 6/04.

Work@Play: Launch Symposium for Simulation and Digital Entertainment Programs, Community College of Baltimore County, 3/04. (Co-organizer and host.)

"'This is Not a Game' and Other Foolish Statements." University of California, Riverside, 2/04.

Dissertation opponent, Torill Mortensen, "Pleasures of the Player: Flow and Control in Online Games". Volda University College/University of Bergen, Norway. 9/03.

"'This is Not a Game' and Other Foolish Statements." University of Washington Textual Studies Program, 11/02.

"Story, Game, Theory: Cybertext and 'Molecular' Culture." Program in Information Science and Information Studies, Duke University, 10/01.

"Story, Game, Theory: Positioning Cybertext." West Virginia University, 10/01.

Panel on "Multimedia from Wagner to Virtual Reality." Maryland Institute College of Art, 9/01.

Spatial Hypertext Workshop. ACM Hypertext 2001 Conference, Aarhus, Denmark, 8/01.

Presentation of work in progress: "Penfield Three." Works in Process, Guggenheim Museum, New York, 6/01.

"The World Without Cybertext." Closing Keynote Address, Digital Arts and Culture Conference, Brown University, 4/01.

"The Practice of Digital Culture." University of Central Florida, 1/01.

"The Fall of Dot-Communism and the Coming Age of Print(ers)."

Modern Language Association Convention. Washington, D.C.,  
12/00.

"We Shall Be Overcome: Cultural Politics and MU-Space." Modern  
Language Association Convention. Washington, D.C., 12/00.

Consulting Visit, Scholarly Technology Group, Brown University,  
12/00

"Napster on the Holodeck, or Scott McCloud's Problem (And Ours)."  
Learning 2000. Virginia Tech, 9/00.

"The View from Narrative Space: Culture at Critical Mass." Seminar:  
New Media, New Literacies. Xerox Palo Alto Research Center, 8/00.

"After the Gold Rush: Remembering the Future." Digital Arts and  
Culture Conference. University of Bergen, Norway, 8/00.

"After the Gold Rush: Toward Sustainable Information Cultures."  
Invited Lectures, Universities of Tampere and Jyväskylä, Finland,  
4/00.

"A Field Report on Interactive Design, 1995–2000." Centenary  
College (Louisiana), 2/00.

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**Professional Societies** Association for Computing Machinery  
Digital Games Research Association  
International Game Developers' Association  
Electronic Literature Organization

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**Editing, consulting,** Planning Meeting for an Electronic Scholarly Press, Institute for the  
Future of the Book, Annenberg Center, University of Southern

**and external service** California (2006).

Planning Committee, Interactive Software Institute, Baltimore County Department of Business and Economic Development (2005–).

Editorial Advisory Board, Digital Humanities Series, University of Illinois Press (2005–).

Workshop on Cyberinfrastructure, American Council of Learned Societies, New York (2004).

Editorial board, *Iowa Review Web* (2002–)

Foresight Committee, Information Technology University of Copenhagen (2001–2003).

Editorial Board, *Iowa Review Web* (2002–)

Editorial Board, *Game Studies* (2002–)

Field Committee, American Comparative Literature Association's project for the NEH National Initiative for a Networked Cultural Heritage (2000–2002).

Board of Directors, Electronic Literature Organization (1999–2003).

Editor Emeritus, *Postmodern Culture* (1999–).

Co-Editor, *Postmodern Culture* (1995–99).

Judge, New York University Press Hypertext Prize (1998–99)

Modern Language Association Committee on Computers and Emerging Technologies in Teaching and Learning (1996–99)

Editorial Board, *Computers and Composition* (1991–present)

Editorial Board, *Works and Days* (1994–98)

Association for Computing Machinery Hypertext Conference:  
Program Co-Chair (2002)

Summary Reviewer and Program Committee (1996, 2000)  
Reviewer (1997–99, 2001, 2004, 2005 )

Manuscript reviews and refereeing, outside of editorial boards:

Duke University Press (2007)  
MIT Press (2006)  
McGill University Press (2003)  
Center for Texts and Technology, Virginia Tech (2000)  
*Publications of the Modern Language Association* (2000)  
MIT Press (2000, 2002, 2003)  
*Convergence* (1999)  
University of Minnesota Press (1999)  
*College English* (1998)  
Johns Hopkins University Press (1996)  
*Communications of the Association for Computing Machinery*  
(1995)  
Ablex Publishing (1995)  
Hugh Burns Dissertation Award (1994)

Tenure and promotion reviews:

SUNY Buffalo (Professor, 2005)  
Colorado State University (Professor, 2005)  
University of Southern California (Professor, 2005)  
Vassar College (Professor, 2002)  
Clarkson University (Professor, 2002)  
Georgia Institute of Technology (Distinguished Professor, 2001)  
Illinois Institute of Technology (Associate Professor, 1997)  
Illinois Wesleyan University (Associate Professor, 1997)  
Rutgers University (Associate Professor, 1994)

You may find a more recent version of this *curriculum vitae*, including active links to on-line materials, at <http://iat.ubalt.edu/moulthrop/details/cv.htm>.