

Curriculum Vitae

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Department of English
Rochester Institute of Technology
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ACADEMIC EMPLOYMENT

Assistant Professor of English and Creative Writing
Department of English, Rochester Institute of Technology, Rochester, NY

EDUCATION

Ph.D. in English, emphasis in Creative Writing
University of Wisconsin-Milwaukee, May 2013
Dissertation Title: *Calypsis: A Hypertext Fiction*
Committee: Stuart Moulthrop (chair), Liam Callanan, Thomas Malaby, Peter Sands, Anne Wysocki
Special emphasis in Professional Writing
Certificate in Online and Blended Teaching, Learning Technology Center

Certificate in Spanish, advanced level
La Democracia Spanish School, Quetzaltenango, Guatemala, Aug. 2008

M.A. in English, emphasis in Creative Writing
University of Wisconsin-Milwaukee, Aug. 2007
Masters Project: *Pastures of Plenty and Other Stories*
Committee: Liam Callanan, James Liddy, Peter Sands

B.A. in English
University of Wisconsin-Madison, May 1997

PUBLICATIONS

Books

Creative Writing in the Digital Age. Co-edited with Michael Dean Clark and Joe Rein. London: Bloomsbury. Forthcoming.

Academic

“Game Spaces: Videogames as Story-Generating Systems for Fiction Writers.” *Creative Writing in the Digital Age*. Eds. Michael Dean Clark, Trent Hergenrader, and Joe Rein. London: Bloomsbury. Forthcoming.

“Dense Worlds, Deep Characters: Role-Playing Games, World Building, and Creative Writing.” *Proceedings for the Games, Learning and Society 10.0 Conference*. Pittsburg: ETC Press. *Forthcoming*.

“A World Filled with Darkness, Dungeons, and Dragons: Using Analog Role Playing Game Creation to Enhance Literature and Writing Instruction in High School English Classes.” Kip Glazer, co-author. *Proceedings for the Games, Learning and Society 10.0 Conference*. Pittsburg: ETC Press. *Forthcoming*.

“Exploring Imaginary Maps: Collaborative World Building in Fiction Writing Classes.” *Building Literate Connections through Videogames and Virtual Worlds*. Eds. Hannah Gerber and Sandra Houston. Boston: Sense. In press.

“Narrative Potential of Tabletop Role-Playing Games.” *Proceedings for the Games, Learning and Society 9.0 Conference*. Pittsburg: ETC Press. February 2014. 168-174. Print and online.

“From Meaning to Experience: Teaching Fiction Writing with Digital RPGs.” *Dungeons, Dragons and Digital Denizens: Digital Role-playing Games*. Eds. Gerald Voorhees, Joshua Call, and Katie Whitlock. New York: Continuum, Feb. 2012. 304-23. Print.

“Gaming, World Building, and Narrative: Using Role-Playing Games to Teach Fiction Writing.” *Proceedings for the Games, Learning and Society 7.0 Conference*. Pittsburg: ETC Press, September 2011. 111-16. Print.

Fiction

“The Lighthouse Keeper’s Daughter.” *Zahir: A Journal of Speculative Fiction*. Jan. 2010. Web. <<http://www.zahirtales.com/lighthouse.html>>.

- Honorable mention. *The Best Horror of the Year #3*. Ed. Ellen Datlow. San Francisco: Night Shade Books, 2011. Print.

“Eskhara.” *Federations*. Ed. John Joseph Adams. Rockville, MD: Prime, 2009. 336-49. Print.

- Standout story in *Publisher’s Weekly* starred review.
- Honorable mention. *The Year’s Best Science Fiction: 27th Annual Collection*. Ed. Gardner Dozois. New York: St. Martin’s Griffin, 2010. Print.

“The Hodag.” *Black Static* 7 Oct. 2008: 9-12. Print.

- Reprinted in *The Best Horror of the Year #1*. Ed. Ellen Datlow. San Francisco: Night Shade Books, 2009. 125-33. Print.

“Black Jack Davy.” *Realms of Fantasy* Apr. 2007: 56-63. Print.

- Honorable mention. *The Year’s Best Fantasy & Horror: 21st Annual Collection*. Eds. Kelly Link and Gavin Grant. New York: St. Martin’s Griffin, 2008. Print.

“Working Out Our Salvation.” *Weird Tales* Apr./May 2007: 50-54. Print.

- Reprinted in *Weird Tales: The Twenty-First Century, Volume 1*. Eds. Sean Wallace and Stephen Segal. Rockville, MD: Prime, 2007. 35-41. Print.

“Change of Seasons.” *Cicada* Sept./Oct. 2006: 40-50. Print.

“From the Mouths of Babes.” *Magazine of Fantasy & Science Fiction* Mar. 2006. 106-13. Print.

- Honorable mention. *The Year’s Best Science Fiction: 24th Annual Collection*. Ed. Gardner Dozois. New York: St. Martin’s Griffin, 2007. Print.

“Secretary’s Day.” *Alienskin*. Feb. 2006. Web.

“Of Silver Bullets and Golden Teeth.” *Animal Magnetism: A Charitable Anthology*. Ed. S.A. Parham and W. Olivia Race. Raleigh, NC: SFH Charity Anthologies, 2005. 33-42. Print.

- Reprinted in *The Beast Within*. Ed. Matt Hults. Lakeside, AZ: Graveside Tales, 2008. 280-92. Print.

Creative Nonfiction

“The Mouth of the Volga.” *Post Road 21* (2011). 21-25. Print.

- Pushcart Prize nominee.

Book Reviews

“The More You Know: NBC News, Educational Innovation, and Learning from Failure.” *American Journal of Play*, 6.1 (2014)

Creative Projects

Calypsis: A Hypertext Fiction. A novel-length work based on a role-playing game, featuring eight characters’ intertwined narrative threads told in vignettes.

July 2011 to Mar. 2013. Web. <<http://trenthergenrader.com/calypsis/>>

Hellwaukee. Curator for a website featuring over 100 vignette-length stories written by 25 student writers based in their collaboratively created fictional world. Jan. 2013 to May 2013. Web.

<<http://hellwaukee.wikispaces.com/>>

Rivertown Chronicles. Curator for a website featuring over 100 vignette-length stories written by 25 student writers based in their collaboratively created fictional world. Jan. 2010 to May 2010. Web.

<<http://rivertown.wikispaces.com/>>

Strands of an Invisible Web. Narrative installation. *SPRAWL @ the Borg Ward Collective*, Milwaukee, WI. Nov. 2008.

TEACHING EXPERIENCE

Assistant Professor, Department of English, Rochester Institute of Technology

- English 211: Introduction to Creative Writing (fall 2013, spring 2014)
- English 441: Fiction Workshop (fall 2013)
- English 400: Special Topics: *Game of Thrones* in Media (spring 2014)

Graduate Teaching Assistant, Department of English, University of Wisconsin-Milwaukee

Teacher of record for:

- English 236: Introductory Topics in Creative Writing (spring 2013)
Course Subtitle: Digital Storytelling and Role-Playing
- English 236: Introductory Topics in Creative Writing (spring 2011)
Course Subtitle: Gaming, World Building, and Narrative
- English 233: Introduction to Creative Writing (fall 2009, spring 2010; online fall 2010)
- English 215: Introduction to English Studies (online summer 2011)
- English 205: Business Writing (fall 2010)
- English 102: College Writing and Research (fall 2009, spring 2010, fall 2011; online fall 2012)
- English 101: Introduction to College Writing (fall 2008, spring 2009)

Teaching assistant for:

- English 380: Media and Society, Prof. Stuart Moulthrop (fall 2011)
Course Subtitle: Game Culture

CONFERENCE PRESENTATIONS

“Dense Worlds, Deep Characters: Role-Playing Games, World Building, and Creative Writing.”
Games+Learning+Society Conference 10.0. Madison, WI. June 2014.

“A World Filled with Darkness, Dungeons, and Dragons: Using Analog Role Playing Game Creation to Enhance Literature and Writing Instruction in High School English Classes.”
Games+Learning+Society Conference 10.0. Madison, WI. June 2014.

“How to Use Analog Games as Writing Instructional Tools.” *California Association of Teachers of English*. With Kip Glazer. Malibu, CA. February 2014.

“Teaching Fiction Writing with Role-Playing Games.” *CUNY Games Festival*. New York, NY. January 2014.

“Narrative Potential of Tabletop Role-Playing Games.” *Games+Learning+Society Conference 9.0*. Madison, WI. June 2013.

“Build Me a World: World Building, Emergent Narratives, and Environmental Storytelling.”
AWP Conference. Chicago, IL. February 2012.

“Units of Meaning: Videogame Criticism, Literary Analysis, Effective Pedagogy.” *Midwest MLA Conference*. St. Louis, MO. November 2011.

- “Playing in Character: Role-Playing Games and Character Development.” *Midwest MLA Conference*. St. Louis, MO. November 2011.
- “Gaming, World Building, and Narrative: Using Role-Playing Games to Teach Fiction Writing.” *Games+Learning+Society Conference 7.0*. Madison, WI. June 2011.
- “Leveling Up: Using Video Games as Teaching Tools in Introductory Writing Courses.” *Second Annual UWM First-Year Composition Professional Development Conference*. Milwaukee, WI. May 2010.
- “Broken Bodies, Broken Worlds: Varieties of Dystopia in the Works of Paolo Bacigalupi.” *Fifth Annual UW-Madison Graduate Student Conference in Language and Literature, Liminal Literature: Borders and Genre*. Madison, WI. Feb. 2009.
- “Introducing Technology Into the Composition Classroom: Some Assumptions and Suggested Practices.” *First-Year Composition Graduate Student Conference Presented by UWM and Marquette University*. Milwaukee, WI. Dec. 2008.

WORKSHOPS AND PANELS

- “Critical World Building for Creative Writing, Literature and History Courses.” Workshop director. *Playful Learning Summit*. Madison, WI. June 2014.
- “Debating the Emerging Canon in Games.” Panel participant. With Prof. Roger Travis (University of Connecticut) and Prof. Michael Abbot (Wabash College). *Games+Learning+Society 10.0 Conference*. Madison, WI. June 2014.
- “Writing Games: Gaming, Digitality, and Creative Writing Pedagogy.” Panel chair. With Prof. Lane Hall (UW-Milwaukee), Prof. Stuart Moulthrop (UW-Milwaukee), Matthew Trease (UW-Milwaukee) and Prof. Anne Wysocki (UW-Milwaukee). *AWP Conference*. Chicago, IL. February 2012.
- “Straddling Borders: Science Fiction and the Fantastic As Transgressive Literatures.” Panel chair. With Jay Johnson (UW-Milwaukee) and Dawn Tefft (UW-Milwaukee). *Fifth Annual UW-Madison Graduate Student Conference in Language and Literature, Liminal Literature: Borders and Genre*. Madison, WI. Feb. 2009.

INVITED TALKS

- “Fictional Selves: Video Game Character Creation and Customization.” *Minnesota Online High School’s Wednesday Forum*. Online. May 17, 2012.
- “Games, Game Culture and Creative Writing Studies: A Conversation.” *Beloit College Guest Speaker Series*. Beloit, WI. April 17, 2012.
- “Gaming and Creative Writing: Theory and Practice.” *Technology and Pedagogy Forum at UW-Milwaukee*. Milwaukee, WI. April 21, 2011.

GUEST LECTURES

“The Evolution of Role-Playing Games.” *English 380: Media & Society – Game Culture*. UW-Milwaukee, Milwaukee WI. Nov. 8, 2012.

“Exploring Game Space.” *English 380: Media & Society – Game Culture*. UW-Milwaukee, Milwaukee WI. Oct. 26, 2011.

“Fictional Selves: Video Game Character Creation and Customization.” *English 380: Media & Society – Game Culture*. UW-Milwaukee, Milwaukee WI. Oct. 19, 2011.

HONORS AND AWARDS

Faculty Education and Development Grant, College of Liberal Arts, Rochester Institute of Technology, 2014

Teaching Excellence Award, University of Wisconsin-Milwaukee, 2011

Tinsley Helton Dissertation Fellowship, University of Wisconsin-Milwaukee, 2011-2012

MEMBERSHIPS AND AFFILIATIONS

Associated Writing Programs (AWP)

Electronic Literature Organization (ELO)

Horror Writers Association (HWA) Active Member

Modern Language Association (MLA)

Science Fiction and Fantasy Writers of America (SFWA) Active Member