

ANDREW KEMP-WILCOX

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Education

Ph.D Moving Image Studies, Georgia State University, Atlanta, Expected Summer 2022

Dissertation: "Bosses, Mobs, and Trash: A Transactional Approach to Video Game Narrative Through Opposition"

Committee Members: Greg Smith, Jennifer Barker, Ethan Tussey, Daniel Reynolds

Emphasis on: game narrative, game studies, game phenomenology, film studies

Provost's Dissertation Fellow

B.A. English, Kennesaw State University, 2015 (magna cum laude)

Areas of Emphasis: film studies, literature, history and theory

Certificate, Writing for Film, Television & Interactive Media, Vancouver Film School, 2006

Areas of Emphasis: feature writing, interactive media, production

Special Faculty Commendation

Professional Experience

Lead Content Developer, Atlanta Media Pros

2015-2019

Wrote and produced web content, commercials, corporate videos for professional clients

Production Manager, Happy Giant Games

2014-2015

Managed remote team producing video game apps and content, designed narrative content and wrote scripts for story-based children's apps

Game/Narrative Designer, MFV

2013

Designed narrative and systems for interactive mobile apps

Game/Narrative Designer, Eyes Wide Games

2012-2013

Designed narrative and systems for licensed social media games, managed teams, wrote extensive narrative content

Copywriter/Narrative Designer, Zynga Game Network

2010-2013

Wrote copy and narrative content for social network games

Game/Narrative Designer, Icarus Studios

2008-2010

Writer and content developer for PC, mobile, and social videogames

Videogame Titles

Unreleased *Paw Patrol*, Mobile App– Writer/Producer
Star Stable Horses, Mobile App, 2015 - Producer
Instakitty 3D, Mobile App, 2014 - Producer
Chefville, Social, 2014 – Writer
Unreleased *Hello Kitty*, Mobile App – Lead Designer/Writer
Qwirkle, Mobile App, 2013 – App Designer
The Walking Dead: Social Game, Social, 2013 - Writer
Top Gear: Speed World, Social, 2013 – Designer/Writer
The Real Housewives: The Game, Social, 2013 – Lead Designer, Writer
Marvel Heroes, PC, 2013 – Dialogue
Storage Wars, Social, 2012 - Writer
Café World, Social, 2010 – Writer
Fallen Earth: Faction Wars, Social, 2010 -- Designer
Fallen Earth, PC, 2010 – Copywriter, QA
Dexter: The Game, iPhone, 2009 – Designer/Writer

Publications

Book Chapters

“Harvesting the Celebrity Interface: Carrie Fisher, Virtual Performance, and Software Stars”
Our Blessed Rebel Queen: Essays on Carrie Fisher and Princess Leia. Eds. Linda Mizejewski and Tanya D. Zuk., Detroit, Michigan: Wayne State Press, 2021. 83-105. Print.

Other Academic Publications

“Fred & Ginger & Emergence.”
In Media Res. (11.15.19). Web.

“‘Whatever’s Happening, It’s Spreading’: The *Stranger Things* Legal Paratext.”
In Media Res. (11.3.17). Web.

“Digital Kayfabe: The Sport of Performance in Wrestling Video Games.”
In Media Res. (4.3.17). Web.

Submitted for Peer Review

“Cooposition: A Transactional Approach to Game Narrative”
“Digital Kayfabe: Pro Wrestling Games and the Problem with Simulation”

Contributions

“Zynga”

Encyclopedia of Video Games: The Culture, Technology, and Art of Gaming. Mark J. P. Wolf, ed., Santa Barbara, California: Greenwood, 2021. Print.

“Q&A with the Author”

Lee Marvin: Point Blank. Dwayne Epstein, Tucson, Arizona: Schaffner Press, 2013. Paperback edition.

Awards

Provost’s Dissertation Fellowship, Georgia State University, January 2022-August 2022.

COTA Travel Grant, Georgia State University, 2019, to attend International Conference on Interactive Digital Storytelling (ICIDS), Salt Lake City, Utah.

Top Paper Award, Meaningful Play Conference, October 2016, for “A Social Nightmare: Player 2 as the Ghost in the Machine.”

Conference Presentations

“Ride or Die: Gender and Survival in the *Fast and Furious* Franchise”

PCA/ACA National Conference, New Orleans, LA, April 2015. Accepted.

“A Social Nightmare: Player 2 as the Ghost in the Machine”

Meaningful Play, East Lansing, MI, October 2016. Accepted. Top Paper Award.

“Drowning in Code: Breath and Breathing in Video Game Avatars”

NCA Preconference, Philadelphia, PA, November 2016. Accepted.

“*Five Nights at Freddy’s*: The Burden of the Neoliberal Nightwatch”

PCA/ACA National Conference, Indianapolis, IN, March 2018. Accepted.

“On the Ludic Tomb: Dread and the Video Game Image in *Five Nights at Freddy’s*”

SCMS, Toronto, Canada, March 2018. Accepted.

“Kayfabe at Play: Ludic Transformation in Professional Wrestling Video Games”

PCA/ACA National Conference, Washington, DC, April 2019. Accepted.

“It’s Dangerous, but You’re Not Alone: Transactionism and Video Game Philosophy”

CPAC, Atlanta, Georgia, September 2019. Accepted.

Teaching Experience

Georgia State University, Atlanta, GA

August 2015-Present

Graduate Teaching Assistant.

Teach general education and major specific courses, plus special topics in the Film and Media program. Teach additional courses outside core department for the Creative Media Industries Institute. For all courses, create materials, lectures, assignments and assessments from class sizes ranging from 15 to 120.

Courses Taught

Game Studies

Introduction to Game Industries

History of Motion Pictures

Film Aesthetics and Analysis

Film Theory and Criticism

Horror and the Moving Image

Media Industries

Media Theory

The 1980s: Media, Technology, Culture

Werner Herzog: Inquiries of Ecstatic Truth

The History of American Cult Cinema

Teaching Certifications

Mastering Online Teaching Certificate, Center for Excellence in Teaching & Learning, Georgia State University, August 2019

Service

Founding Member and Vice President of the Moving Image Studies Graduate Student Association, Georgia State University (2018-Present)

Coordinator/Editor, Theme Week Collaborations, *In Media Res*. 2017-2019

Computer Skills

Adobe Acrobat, Blackboard Vista, Desire2Learn, Final Draft, CSS, HTML, iCollege, Microsoft Office (Word, Excel, Powerpoint, Outlook), Movie Magic Screenwriter, OBS, Perforce, Photoshop CS, Turnitin, Twine, Webex, Zoom, Zotero