I'm Alf Seegert, Professor (Lecturer) in the Department of English and Affiliate Professor for the Division of Games at the University of Utah.

I teach courses both in the classroom and online, including *Video Game Storytelling; Literature, Film, and Video Games; Film Genres: Virtuality and Enchantment;* and *Fantasy: The Lord of the Rings on Page and Screen.*

My research examines the interrelations of nature, virtuality, and narrative as represented in literature, film, and new media. My work has been published in academic journals including *Western Humanities Review, Journal of Gaming and Virtual Worlds*, *The Journal of Ecocriticism, Journal of the Fantastic in the Arts,* and in the anthologies *Eco-Trauma Cinema, Doors in the Air: C.S. Lewis and the Imaginative World,* and *Philip K. Dick and Philosophy.* My publications can be found at academia.edu.

My board game designs, published internationally, attempt to combine narrative and gameplay in unexpected ways. Twelve have been published so far and include *The Road to Canterbury, Haven, Fantastiqa,* and *Illumination.*

I'm also a writer of interactive fiction, including storybook encounters for Ryan Laukat's storytelling board games *Above and Below, Near and Far,* and *Sleeping Gods* with Red Raven Games.

My website is at alfseegert.com