

I'm Alf Seegert, Associate Professor (Lecturer) at the University of Utah, game designer, and game writer.

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

I'm also Affiliate Professor for Entertainment Arts and Engineering, EAE.

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 *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](https://www.academia.edu).

My board game designs attempt to combine narrative and gameplay in unexpected ways. Eleven have been published so far and include *The Road to Canterbury*, *Haven*, *Fantastiqua*, *Illumination*, and *Heir to the Pharaoh*.

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