

ALF SEEGER

Department of English
University of Utah
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GENERAL AREAS OF EXPERTISE

- British and American Literature
- Modern and Postmodern Literature
- Critical Theory
- Film, New Media, and Video Games
- Online Teaching

SPECIFIC TOPICS OF INTEREST

- Video Game Storytelling
- Literature, Film, and Video Games
- Fantasy and the Fantastic
- Virtuality and Nature
- Enchantment

ACADEMIC APPOINTMENTS

2010- Present, Department of English

Associate Professor (Lecturer, Career-line: Teaching)

Affiliate Professor with EAE (Entertainment Arts & Engineering)

University of Utah

EDUCATION

Ph.D. English (British & American Literature)

2010

Dissertation: *Cybercultural Ecologies: Interfacing Nature, Virtuality, and Narrative*

Committee: Steve Tatum (chair), Vincent Cheng, Joseph Metz, Lance Olsen, Matthew Potolsky

University of Utah

M.A. English (British & American Literature)

2004

University of Utah

M.S. Philosophy (Environmental Philosophy)

1998

Thesis: *Ontology Recapitulates Ecology: the Relational Real in Evolution and Ecophilosophy*

University of Utah

B.S. Philosophy

1996

Senior Project: *Heidegger and Questions Concerning Technology and the Scientific World View*

University of Utah

AWARDS AND HONORS

TEACHING AWARDS

2016 Faculty Teaching Award for Innovation in General Education

University of Utah

- Annual University-wide award. The award letter highlighted innovative pedagogy in the Humanities curriculum in my Gen Ed course *Video Game Storytelling*.

2014 Early Career Teaching Award **University of Utah**

- Annual University-wide award to faculty rewarding distinction in teaching, demonstrated by activities that result in increased learning by students, such as the development of new methods or other curricular innovation.

2007 Ramona Cannon Award: Graduate Student Teaching Excellence **University of Utah**

- Annual award recognizing one graduate student whose teaching has shown extraordinary merit.

RESEARCH AWARDS

2010 College of Humanities Graduate Student Research Award **University of Utah**

- Annual award recognizing one student whose research has extraordinary merit and has garnered attention outside of the University of Utah

2009-2010 Tanner Doctoral Fellowship **University of Utah**

- One of two graduate fellowship recipients (College-wide) for research-focused fellowship

2008-2009 Steffensen Cannon Graduate Fellowship **University of Utah**

- One of four graduate fellowship recipients (College-wide) for research-focused fellowship

2004-2006 Vice-Presidential Fellowship **University of Utah**

1997-1998 Tanner Graduate Research Fellowship **University of Utah**

TEACHING

English 2040 ***Contemporary Literature: Utopia, Dystopia, and Ecotopia***

- Existing course designation; I developed the special course topic myself.
- Successfully applied for renewal of **HF** (Humanities Exploration) credit.

English 2070 ***Popular Culture: Weird Tales and Fantastic Fiction***

- Existing course designation; I developed the special course topic myself.

English 2085 ***Digital Culture***

- I created this new course designation myself and successfully applied for **HF** (Humanities Exploration) credit.
- This is the first Digital Culture course in the English Department.

English 2090 ***Video Game Storytelling (both traditional and online)***

- I created this new course and designation (originally as “Video Games and Storytelling”) and successfully applied for **HF** (Humanities Exploration) credit. This is the first video games course in the English Department.
- This course regularly fills to 65-75 students per semester (Fall / Spring / Summer), now with new online sections using lessons I created for it.

- Created the first **online** version for the English Department after first teaching it five years in the classroom.

English 2220 *Novels and Films: Virtuality and Nature*

- Existing course designation; I developed the special course topic myself. Fulfills **HF** Gen Ed requirement.

English 2235 *Fantasy: The Lord of the Rings on Page and Screen (trad. and online)*

- Existing course designation; I developed the special course topic myself. Fulfills **HF** Gen Ed requirement.
- Created the first **online** version for the English Department after teaching it several times in the classroom.

English 2600 *Critical Introduction to Literary Forms (traditional and online)*

- Created the first **online** version for the English Department.

English 3080 *Studies in Environmental Literature*

English 3600 *Introduction to Critical Theory (traditional and online)*

- Created the first **online** version for the English Department.

English 5010 *Studies in Fiction: Nature, Virtuality and Re-Enchantment*

- Existing course designation; I developed the special course topic myself.

English 5050 *Studies in Genre: Virtuality and Nature*

- Existing course designation; I developed the special course topic myself.

English 5090 *Literature and Video Games (traditional and online)*

- I created this new course and designation as part of our prospective “Video Game Narrative” track
- Created the first **online** version for the English Department after teaching it several times in the classroom.

English 5210 *Film Genres: Virtuality and Enchantment*

- Existing course designation; I developed the special course topic myself.

HONORS COLLEGE

Honor 2102 *Honors Core in Intellectual Traditions: Flowering of the Common Era*

Honor 2103 *Honors Core in Intellectual Traditions: The Rise of Modernity*

WRITING PROGRAM

Writing 2010 *Academic Writing and Argument*

Writing 3200 *Writing for the Research University*

PUBLICATIONS

Rank of top 4 percent on Academia.edu

REFEREED ARTICLES & BOOK CHAPTERS

Seegert, Alf. "Into the Wilde? Theatricality, Technological Media, and the Lethal Indifference of Nature in Werner Herzog's *Grizzly Man*." *Eco-Trauma Cinema*. Routledge Advances in Film Studies anthology (October 2014).

Seegert, Alf. "The Mistress of Sp[aces]: Technovirtual Liaisons in Adolfo Bioy Casares' *The Invention of Morel*." *Journal of the Fantastic in the Arts* 23.2, January 2013.

Seegert, Alf. "Ewe, Robot." *Philip K. Dick and Philosophy*. Popular Culture and Philosophy Anthology (November 2011)

Seegert, Alf. "Till We Have [Inter]faces: the Cybercultural Ecologies of *Avatar*." *Western Humanities Review* (Summer 2010)

Seegert, Alf. "Harsh to the Feet of Shadows: The Wild Landscape of the Real in C.S. Lewis' *The Great Divorce* and William Faulkner's 'The Bear.'" *Doors in the Air: C.S. Lewis and the Imaginative World* (Portal Editions anthology, June 2010)

Seegert, Alf. "Technology and the Fleshly Interface in E.M. Forster's 'The Machine Stops': An Ecocritical Appraisal of a One-Hundred Year Old Future." *The Journal of Ecocriticism* 2:1 (January 2010)

Seegert, Alf. "'Steam of Consciousness': Technology and Sensation in Dickens' Railway Sketches." *Philament: The University of Sydney's Online Journal of the Arts and Culture* 14: Sense and Sensation (August 2009)

Seegert, Alf. "'Doing There vs. 'Being There': Performing Presence in Interactive Fiction." *Journal of Gaming and Virtual Worlds* 1:1 (January 2009)

GAME / STORYGAME PUBLICATIONS

- *The Road to Canterbury: a Game of Pilgrims, Pardoners, and the Seven Deadly Sins*, Eagle-Gryphon Games, 2011, 2021 (a new "Impoverished Pilgrim's Edition," now with Middle-English text supplementing the components). Humorous and strategic literary board game based on "The Pardoner's Tale" from Chaucer's *The Canterbury Tales* – designer. Featured in *The Chronicle of Higher Education*, *The Guardian UK*, *GAMES Magazine*, *The Onion AV Club*, *The New Yorker blog*, *the Huffington Post*, and in the U of U's own magazine *Continuum*.
- *Illumination*, Eagle-Gryphon Games, 2021 (board game based on medieval illuminated manuscripts and a spiritual sequel to *The Road to Canterbury* – designer)
- *Sleeping Gods: Tides of Ruin*, Red Raven Games, 2021 (epic storytelling board game – story co-writer)
- Authored a chapter in the anthology *Board Game Design Advice from the Best in the World*, ed. Gabe Barrett, 2018.
- *Haven*, Red Raven Games, 2018 (eco-themed board game – designer)
- *Fantastiqua: Rival Realms*, Eagle-Gryphon Games, 2018 (fantasy board game – designer)
- *Near and Far*, Red Raven Games, 2017 (storytelling board game – story co-writer)
- *Heir to the Pharaoh*, Eagle-Gryphon Games, 2016 (board game – designer)
- *Dingo's Dreams*, Red Raven Games, 2016 (board game – designer)
- *Above and Below*, Red Raven Games, 2015 (storytelling board game – story co-writer)

- “Designing Games of Fantasy with Non-Fantastical Bits.” Chapter for *Game Designer’s Handbook*, Eagle-Gryphon Games, 2014
- *Musée*, Gryphon Games, 2014 (art board game – designer)
- *Cubist*, Gryphon Games, 2014 (art board game – co-designed with Steven Poelzing)
- *Fantastiqua*, Gryphon Games, 2012 (storytelling board game – designer)
- *Trollhalla*, Z-Man Games, 2011 (board game – designer)
- *Bridge Troll*, Z-Man Games, 2009 (board game – designer)

INTERACTIVE FICTION AND DIGITAL WRITING

- *Ritual* (originally part of the [Inklewriter Online Library](#)), 2014. Republished in *Gathering Storm: A Magazine of Fantasy, Science Fiction, Lovecraftian Horror, and Sword & Sorcery*, Spring 2017.

BULWER-LYTTON AWARDS

Published Finalists in the [Bulwer-Lytton Bad Fiction Writing Contest](#)

- “The Zinfandel poured pinkly from the bottle, like a stream of urine seven hours after eating a bowl of borscht.” (*Dishonorable Mention, Purple Prose*)
- “Wet leaves stuck to the spinning wagon wheels like feathers to a freshly tarred heretic, reminding those who watched them of the endless movement of the leafy earth—or so they would have, if only those fifteenth-century onlookers had believed that the earth actually rotated, which they didn't, which is why it was heretical to say that it did—and which is the reason why the wagon held a freshly tarred heretic in the first place.” (*Dishonorable Mention, Historical Fiction*)

PRESENTATIONS

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| 2018 | Awe and Attention Symposium | Salt Lake City, UT |
| “The A-ha of Attention in Video Games (<i>Sword and Sorcery: EP and Gorogoa</i>)” | | |
| 2018 | EAE Game Lecture Series | Salt Lake City, UT |
| “Cardboard Fantasies: Board Game Design and Storytelling” presentation with Ryan Laukat. For the Entertainment Arts & Engineering Program, University of Utah. | | |
| 2017- | SaltCon | Layton, UT |
| Yearly panelist, Board Game Designer and Publisher Panel | | |
| 2017 | CLCS 6900: Aesthetics – Empathy – Form | University of Utah |
| “Virtuality and Empathy in the film <i>Atonement</i> ” presentation for Joseph Metz’s class (three-hour session). | | |
| 2017 | <i>Blade Runner</i> panel discussion | University of Utah |
| Panelist with Lisa Swanstrom and Mike White in the Union Theater. English Student Enrichment Association (ESEA)-sponsored event tied to the opening of <i>Blade Runner 2049</i> . | | |
| 2017 | Gateways to Learning, Literary Classics III | University of Utah |
| “The Machine Stops” and <i>WALL-E</i> ” (Teacher Workshop coordinated by Vince Cheng) | | |

- 2016** **ENGL 2045: Greatest Hits in Literature** **University of Utah**
 “E.M. Forster’s ‘The Machine Stops’ and Contemporary Cyberculture” (Spring and Fall)
- 2015** **SaltCon** **Layton, UT**
 “Storytelling and Game Mechanics.”
- 2014** **ComicCon** **Salt Lake City, UT**
 Panelist, Board Game Designer and Publisher Panel
- 2014** **American Library Association** **Las Vegas, NV**
 “Component-Inspired Game Design and Storytelling.”
- 2014** **SaltCon** **Layton, UT**
 “Materials and Mechanics in Game Design.”
- 2014** **Interdisciplinary Symposium on Empathy, Contemplative Practice and
 Pedagogy, The Humanities, and the Sciences** **Salt Lake City, UT**
 “Pixels and Pathos: Video Games and Empathy.”
- 2014** **Society for Novel Studies – “Land and the Novel”** **Salt Lake City, UT**
 “Desert of the Real, Oasis of the Virtual: Technostalgic Pastoral in *À Rebours* and *Ready Player One*.”
- 2012** **HUM 6102 Field Methods in Environmental Humanities** **University of Utah**
 “Nature and Virtuality in Ecocriticism” presentation for Kevin DeLuca’s class.
- 2010** **Tanner Humanities Center Work-in-Progress Talk** **University of Utah**
 “Cybercultural Ecologies: Interfacing Nature and Virtuality”
- 2010** **South Central Society for Eighteenth-Century Studies** **Salt Lake City, UT**
 “Knotty Problems of Narrative Identity in *Tristram Shandy*”
- 2009** **Rocky Mountain Modern Language Association** **Salt Lake City, UT**
 “Virtuality, For and Against Nature in William Morris’ *News From Nowhere* and J.-K Huysmans’ *À
 Rebours*”
- 2009** **Association for the Study of Literature & the Environment** **Victoria, BC**
 “Into the Wilde? Theatricality, Technological Media, and the Lethal Indifference of Nature in Werner
 Herzog’s *Grizzly Man*”
- 2008** **Utah Academy of Sciences, Arts, & Letters** **Salt Lake City, UT**
 “Mediating Contact with Technology and Flesh in E.M. Forster’s ‘The Machine Stops’”
- 2006** **Humanities Graduate Conference** **Salt Lake City, UT**
 “Blood, Time and Selfhood: Reinscribing the Boundaries of Identity in Faulkner’s *Light in August*”
- 2006** **Confutati Graduate Conference** **Salt Lake City, UT**
 “From the Cosmic to the Comic: The Miller’s Astrological ‘Quiting’ of the Knight in *The Canterbury
 Tales*”

- 2005** **Western Humanities Association** **Tucson, AZ**
 “The Horror of Unbounded Spaces (and Races): Colonial Anxiety and Boundary-Making in *Heart of Darkness* and *A Passage to India*”
- 2003** **Humanities Graduate Conference** **Salt Lake City, UT**
 “The Problem of Painlessness: Why Deep Ecology Won’t Work Without a Willingness to Feel”
- 2002** **N. Amer. Interdisciplinary Conference on Enviro. & Community** **Ogden, UT**
 “Pain, Feedback, and the Ecological Self”

SERVICE

STUDENT MENTORSHIP

- 2015-** **Honors Thesis Faculty Supervisor**
- Chris Payne, “Looping as the Keystone of the Video Game Medium” (2020)
 - Christian Hansen, “Visionary Worlds, Visionary Minds: Diegetic Storytelling in the Video Games of Miyazaki, Ueda, and Chen” (2018)
 - Alex Boren, “Questioning My Answers: Exploring *Cloud Atlas* in Relation to my B.U.S. Degree, ‘Philosophy For Life’” (2015)
- 2017-** **Innovation Scholar Roadmaps**
- Mentor for multiple students enrolled in the Innovation Scholar Roadmap program
- 2012-2015** **Faculty Mentor, Bachelor of University Studies** **University of Utah**
- Alex Boren
- 2012-2013** **Service Learning Scholar Faculty Advisor** **University of Utah**
- Annika Pecchia-Bekum
- 2012-2013** **Faculty Sponsor, Undergrad. Research Opportunity (UROP)** **University of Utah**
- Annika Pecchia-Bekum, press coverage at [*Daily Utah Chronicle* 3/20/13](#)

COMMUNITY OUTREACH

- 2019** **Venture Academy Guest Presentation – High School** **Ogden, UT**
- “Tolkien and Four Kinds of Fantasy”
- 2012-2013** **“Worlds of Fantasy” Author Series** **Salt Lake City, UT**
- Faculty Representative & Host for four-week event sponsored by Utah Humanities Council

DEPARTMENTAL SERVICE

- 2018** **SLCC Bridge Course Presentation** **Salt Lake Community College**

- Presented for 'Ila Tua'one's SLCC classroom to share how video games narratives are taught in the U of U English Department.

2017-2018 "Awe and Attention" Symposium University of Utah

- Co-organizer with Scott Black. February 2018 conference hosted by the Department of English with keynote presentations by authors David Abram and Patrick Curry.

2010- Online Course Development, Dept. of English University of Utah

- Faculty Representative and tutor for online course instruction by faculty and graduate students.
- Developed multiple new online courses for the Department: ENGL 2600 Online, ENGL 3600 Online, ENGL 2090 Online, ENGL 2235 Online, and ENGL 5090 Online.

UNIVERSITY SERVICE

2010-2018 Great Movers Game Club University of Utah

- Faculty Sponsor/Advisor

2014-2017 Dungeons & Dragons Society University of Utah

- Faculty Sponsor/Advisor

MEDIA and AFFILIATIONS

- Consultant for the Project Maestro digital game "The Search for Harmony," which was a recipient of an NEH Humanities Advancement grant.
- "Humans of the U – Professor Alf Seegert," *@theU* 8/12/2016
- "Video Games Course has Students Playing for Credit," *Daily Utah Chronicle* 4/13/2016.
- "English Prof. Reflects on Love for U, Open-ended Learning and Teaching," *Daily Utah Chronicle* 3/26/2014.
- Listed in *Who's Who in Research: Media Studies*. Intellect Books, 2013.
- "Your Turn to Invent a Literary Board Game," *Guardian UK* 5/24/2011
- "You've Read The Canterbury Tales: Now Play the Board Game," *The Chronicle of Higher Education* 5/5/2011.
- "The Art of Play: For U Professor Alf Seegert, Storytelling Takes Many Forms," *Continuum Magazine*, Winter 2011.

REFERENCES

Dr. Scott Black
English Department Chair
 Department of English
 University of Utah
scott.black@utah.edu

Dr. Joseph Metz
PhD Committee Member / Colleague
 Department of Languages and Literature
 University of Utah
joseph.metz@utah.edu

Dr. Lance Olsen
PhD Committee Member / Colleague
Department of English
University of Utah
lmo@lanceolsen.com

Dr. Stephen Tatum
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stephen.tatum@utah.edu

Last updated 2/9/2021