

Curriculum Vitae

Corrinne R. Lewis, MFA
Division of Games, University of Utah
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Professional Experience

July 2018 – Present	Assistant Professor (Lecturer) Division of Games University of Utah, Salt Lake City, Utah
2014 – 2018	Associate Instructor Entertainment Arts and Engineering, University of Utah, Salt Lake City, Utah
Sept. 2010 – June 2018	Academic Program Manager Entertainment Arts and Engineering, University of Utah, Salt Lake City, Utah
Aug. 2010 – Dec. 2013	Associate Instructor Dept. of Film and Media Arts, University of Utah, Salt Lake City, Utah

Teaching

- **EAE 6130 Advanced Game Studio II – Co-taught Spring 2022 - Current.**
- **EAE 2900-00X Essential Skills for Game Development Teams. Each semester since Spring 2022 (originally taught as EAE 4900).**
- **EAE 6120 Advanced Game Studio I – Co-taught Fall 2021 - Current.**
- **EAE 1010 Survey of Games. Taught each semester from Fall 2018 – Fall 2021, Summer 2022.**
- **EAE 6035 - Narrative in Game Design (also taught as special topic course EAE 6900-006). Taught each Spring Semester from 2014 – Current.**
- **EAE 3035 - Storycrafting for Games (also taught as special topic course EAE 4900002/006). Taught each Fall Semester from 2014 – Current.**
- **ENGL 3590 - Storycrafting for Games. Fall 2018 – Fall 2021, Fall 2023 (originally taught as ENGL 5810).**
- **Small group teaching.**
 - **Spring 2020. 5 Undergraduates taking an Independent Study to focus on Interactive Fiction.**

- Fall 2019. Three students taking an Independent Study to focus on Professional Writing for Game Developers.
- Spring 2019. 5 students taking an Independent Study to focus on Interactive Fiction.
- EAE 4510 Senior Project II. Co-taught Spring 2019, 2020.
- EAE 6110 Projects 1. Co-taught Spring 2019, 2020, 2021.
- EAE 6100 Rapid Prototyping. Co-taught Fall 2018.
- CS 7944 Computational Narrative Seminar. Spring 2018. Co-taught with R. Michael Young, Rogelio E. Cardona-Rivera.
- FILM 2700/FA 2700 - Intro to Videogames. Taught one section each semester from Fall 2010 to Fall 2013.

Curriculum Development

- EAE 2900/4900 - Special Topic – Essential Skills for Game Development Teams.
- Interdisciplinary Digital Storytelling Certificate (Fall 2020).
- EAE 1010 – Survey of Games (Fall 2018).
- Co-designed Minor in Games, Approved Spring 2018.
- Co-designed Bachelor of Science in Games, Approved Fall 2017.
- Co-designed and taught a workshop on art and narrative in videogames with Gabriel Olson, June 2017.
- Co-designed MBA/Masters of Entertainment Arts and Engineering Dual Degree, Approved January 2016.
- EAE 6035 - Narrative in Game Design (Spring 2014).
- EAE 3035 - Storycrafting for Games (Fall 2014).
- Collaborated on the Masters of Entertainment Arts and Engineering, Approved March 2013.

Service

Division of Games (previously Entertainment Arts & Engineering Program)

- Division of Games Undergraduate Director, Fall 2018 – Current.
- Curriculum Committee member, Division of Games, beginning Spring 2021 - Current.
- Career-line Search Committee member, Spring 2023.
- Production Track Admissions Committee Member, from Spring 2020 to current.
- New Associate Instructor mentoring (Jack Gandolfo) – Fall 2022.
- Faculty Advisor for EAE's sponsored service club 'Away from Keyboard.' Spring 2019 (club is currently defunct due to Covid-19).
- Undergraduate Syllabus Review Committee Chair, Spring 2019.
- Global Game Jam, Planning Committee Member, Spring 2019.
- Course supervisor for Business of Games (assoc. instructor mentoring), Fall 2018.

- Executive Committee, 2015 – 2018.
- UBISOFT, Ubisoft Montreal Game Lab Competition, April 2013.
- Consulted on narrative on student game Reveal which won “Most Creative Use of Theme.”

University of Utah

- University Interdisciplinary Teaching Program Committee, August 2023 (3-year term).
- Department of English, ‘Video Game Narrative, Assistant Professor’ Search Committee, College of Humanities, Fall 2022 – Spring 2023.
- Price College of Engineering, Undergraduate Curriculum Committee, Fall 2021 – Current.
- University of Utah Senate Advisory Committee on Equity, Inclusion, and Diversity, August 2020 (3-year term), Ageism/Rankism sub-committee.
- College of Engineering Undergraduate Curriculum Committee member, Fall 2021 - Current.
- Bench to Bedside, Judge, 2018 - Current.
- Committee member for PhD Candidate, Rush Sanghrajka.
- Interdisciplinary Computing Bldg. Feasibility Study Committee – Summer 2020.

Professional

- Digital Games and Research Association (DiGRA), Conference Submission Reviewer, 2023.
- ICIDS 2019 Art Exhibit Book, Editor (published December 2020).
- Digital Games and Research Association (DiGRA), Conference Submission Reviewer, 2020.
- ICIDS 2019 Local Arrangements Chair.
- Digital Games and Research Association (DiGRA), Conference Submission Reviewer, 2019.
- Foundations of Digital Games, Conference Submission Reviewer, 2019.
- State of Utah Entrepreneur Challenge, First-round Judge, Feb. 2018.
- Digital Games and Research Association (DiGRA), Conference Submission Reviewer, 2018.
- Utah Digital Entertainment Network (UDEN), Advisory Board Member, 2015 – March 2020.
- Foundations of Digital Games Conference (FDG), Submission Reviewer, 2014.
- Women in Games International, Local Chapter Chair, 2012-2014.

Publications

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- Lewis, Corrinne, Adam Hunter. “Braid” *Fifty Key Video Games*, Edited by Bernard Perron et.al. Taylor & Francis, 2022.

- Zagal, J., Lewis, C. (2015) “Fighting Fantasies: Authoring RPG Gamebooks for Learning Game Writing and Design”, 2015 RPG Summit at the 2015 Digital Games Research Association (DiGRA) Conference, Lüneburg, Germany. May 14-17, 2015.

Awards

- College of Engineering, Fall 2022 Top 15% Undergraduate Teaching Recognition.
- College of Engineering, Spring 2021 Top 15% Undergraduate Teaching Recognition.
- College of Engineering, Fall 2020 Top 15% Undergraduate Teaching Recognition.
- College of Engineering, Spring 2020 Top 15% Undergraduate Teaching Recognition.
- College of Engineering, Spring 2019 Top 15% Undergraduate Teaching Recognition.
- College of Engineering, Fall 2018 Top Undergraduate Teaching Recognition (for 2 classes).
- College of Engineering, Spring 2018 Top Teaching Recognition.
- College of Engineering, Top 15% Teaching Recognition, Fall 2015, Fall 2016.

Research

WILDWORKS, Summer 2017 – Co-PI with Gabriel Olson
\$21,000 student project with local game company. I recruited the graduate student team and consulted on narrative development.

Invited Talks

- Utah Digital Entertainment Network #23 at Salt Lake Gaming Con, Panelist – Panel Discussion on Film and Videogames, June 27th, 2019.
- LightSpark Summit, Panelist – A New Market for Indie Game Producers, March 2018.
- Nerdtacular, Panelist – Video games, July 1, 2017.
- Salt Lake Comic Convention, Panelist – WORD GAMES: THE ART OF WRITING FOR VIDEO GAMES. September 5th, 2014.
- Nerdtacular, Panelist – Kickstarting your Projects, July 4th, 2014.

Media Appearances

- **Utah Business Magazine: The Stigma Around Video games is Changing, December 2022.** (<https://www.utahbusiness.com/changing-stigma-around-video-games/>)
- **Building 72 Podcast. Co-Host.**
- **GeekWave Podcast, Episode 93: A New EAE Degree!, December 1, 2017.**
- **Appeared in the University of Utah's 2014 "Imagine U" Television Commercial.**

Professional Memberships

- **International Game Developer Association (IGDA) Member.**
- **Women in Games International.**

Education

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| 2007 | Vermont College of Union Institute & University*, Montpelier VT, USA
M.F.A. in Writing for Children and Young Adults, Jan. 2007
Thesis - All Shapes and Sizes: The Gift of the Shapeshifter
<small>(*program reformed in 2008 as 'Vermont College of Fine Arts')</small> |
| 2003 | University of Utah, Salt Lake City, UT, USA
B.A. in English, Creative Writing Emphasis, Dec. 2003
Magna Cum Laude |

Related Experience

Graduate Academic Advisor
Department of Communication, University of Utah, Salt Lake City, UT
November 2004 - August 2010