

# Shelby Moser

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Assistant Professor of Games  
University of Utah  
Division of Games  
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## AREAS OF SPECIALIZATION

Philosophy of Games and Art & Aesthetics

## AREAS OF COMPETENCE

Metaphysics, Ethics, Philosophy of Technology & Information, Art History

## EMPLOYMENT

- Assistant Professor of Games, Division of Games, University of Utah (2023-present)
- Adjunct Professor, Department of Philosophy, University of Utah, (2023-present)
- Adjunct faculty, Azusa Pacific University, Games & Interactive Media (2020 – 2023)
- Adjunct faculty, Azusa Pacific University, Philosophy Departments (2020 – 2023)
- Part-Time Assistant Professor, Rio Hondo College, Department of Arts & Cultural Programs (2020 – 2023)
- Adjunct faculty, Azusa Pacific University, Department of Art (2010 – 2023)
- Assistant Lecturer, University of Kent, Canterbury, Department of Philosophy & History of Art (2013–2014)
- Student lecturer, California State University, Los Angeles, Department of Art History (2003-2004)

## EDUCATION

- Ph.D., History & Philosophy of Art, University of Kent, Canterbury. Thesis title: Digitally Interactive Works and Video Games: A Philosophical Exploration (2018)
- M.A., History & Philosophy of Art, University of Kent, Canterbury with Distinction. Winner: Best in Program award (2013)
- M.A., California State University, Los Angeles, Art History with Honors (2006)

## SELECT PUBLICATIONS

### *Academic Book Chapters*

- “Why do we Play” working title, (forthcoming 2025) chapter in the Routledge Introduction to Aesthetics Coursebook, Elizabeth Scarbrough and Evan Malone, Eds.
- “Analysing Interactivity and The Performative Actions of Games”, (forthcoming 2024) chapter in the Routledge Handbook to the Philosophy of Games, C. Thi Nguyen & John Sageng, Eds.
- “On Regarding Digital Art”, (2023) chapter in The Routledge Companion to the Philosophy of Painting and Sculpture, Noël Carroll & Jonathan Gilmore, eds.
- “Videogame Ontology, Constitutive Rules, and Algorithms”, (2018) chapter in The Aesthetics of Video Games, in the Routledge Studies in Contemporary Philosophy series, Grant Tavinor & Jonathan Robson, Eds.

### *Select Academic Journal Articles*

- “The Philosophy of Digital Art”, the Stanford Encyclopedia of Philosophy (Winter 2023), co-authored with Katherine Thomson-Jones. <<https://plato.stanford.edu/entries/digital-art/#LocaArt>>
- “On Stephen Kidd’s ‘Play and Aesthetics in Ancient Greece’”, co-written with Stephanie Patridge *British Journal of Aesthetics*, forthcoming Spring 2024.
- "A Garden of One's Own: or Why Are There No Great Lady Detectives?." Co-authored with Michel-Antoine Xhignesse. *Feminist Philosophy Quarterly* 9, no. 1 (2023).
- "Game, Sports, and Play: Philosophical Essays." *British Journal of Aesthetics* Vol 60:04, (2020): 505-510. <<https://doi.org/10.1093/aesthj/ayaa021>>.
- “The Philosophy of Digital Art”, the Stanford Encyclopedia of Philosophy (Fall 2019), co-authored with Katherine Thomson-Jones. <<https://plato.stanford.edu/entries/digital-art/#Bib>>
- “Art and the Emotions: Debating the Work of Jenefer Robinson”, co-authored with Ryan Doran. *Debates in Aesthetics*, Vol 14:1, 2019. <<http://www.debatesinaesthetics.org/archive/art-the-emotions-debating-the-work-of-jenefer-robinson/>>.
- “Expression, Evolution, and Ontology: Debating the Work of Stephen Davies”, co-written with Ryan Doran. *Debates in Aesthetics*, Vol. 13:1, 2017. <<http://www.debatesinaesthetics.org/>>.

### *Popular Culture*

- **Resident Philosopher Consultant for Converting a classical Spanish play into a video game:** La Vida es Sueño: Pedro Calderón de la Baraca’s Philosophical Play as a Videogame (early-stage interdisciplinary project, resident philosopher of art and games)
- **Philosophical Roundtable Discussion:** “Voyeur Gaming: Appreciating Role-Playing, Gaming as Performance”, *Aesthetics for Birds* (August 2022).
- Gamesradar.com: What Subject the Next Bioshock Game Should Tackle Next According to Philosophy Professors: Value Theory and the Experience Machine March, 2020. <<https://www.gamesradar.com/what-subject-the-new-bioshock-game-should-tackle-next-according-to-philosophy-professors/>>.

**Organizing or participating in Game clubs for the department is something I’d be interested in. I am especially open to facilitating a regular RPG (role playing game) group.**

## SELECT GUEST LECTURES & CONFERENCE PRESENTATIONS

- Centering Sociality: Playing Games Together, American Philosophical Association, Portland, March 2024.
- Rock, Paper, Horns: Play and Heavy Music, Panel on Heavy Metal, American Society for Aesthetics, Maryland, November 2023
- On Nicholas Diehl's Dangerous Games, American Society for Aesthetics, Portland, November 2022
- Locative-Specific Projects: Space, Site, Installation, University of Padova, Italy, March 2022
- Notes on The Aesthetic Weirdness of AI, American Society for Aesthetics, Montreal 2021
- On The Specificity of Locative Works, University of Warwick, Department of Philosophy, 2021
- The Aesthetics of Digital Code: Digital Works and Analog Bodies, American Society for Aesthetics, 2020
- Toward and Aesthetics of Computer Code, American Society for Aesthetics, Toronto, 2018
- The Paradox of Computers, Video Games, and Selfish-Punishers, American Society for Aesthetics, Eastern Division, Philadelphia, 2017
- Me, Myself, and My Avatar, Seattle 2016
- The problem of Algorithms for Nelson Goodman's Theory of The Digital, Savannah, 2015

## ACADEMIC PRIZES

- "Best Emerging Philosopher of Games" Award and Prize, Winning paper on game ontology and rules at the Philosophy of Games Workshop, 2016
- Prize winner, Best student overall in History & Philosophy of Art, University of Kent, 2013

## ACADEMIC COMMITMENT

- Resident writer: Stanford Encyclopedia of Philosophy: Digital Art (2018-present)
- Co-editor: Newsletter for the American Society for Aesthetics (2017–2022)
- Co-editor: Debates in Aesthetics (2015-2019)
- Peer Reviewer for various philosophical publications
  - *Oxford University Press*
  - *With a Terrible Fate: Video Game Theory*
  - *Philosophy & Social Criticism*
  - *Philosophical Inquiry*
  - *British Journal of Aesthetics*
  - *Journal for Aesthetics and Art Criticism*
- Co-Organizer (1st Chair), Annual Pacific Division Meeting for the American Society for Aesthetics Conference, Berkeley, Spring 2020. [canceled due to COVID-19]
- Co-Organizer (2nd Chair), Annual Pacific Division Meeting for the American Society for Aesthetics Conference, Berkeley, Spring 2019.
- International Conference Grants and Conference Organizer: Just a game? The aesthetics and ethics of video games. 2015. Aesthetics Research Center, University of Kent, British Society of Aesthetics.
- Conference Grant: British Society of Aesthetics, British Society of Aesthetics Postgraduate Conference in Aesthetics: INTERACT! University of Kent, Canterbury, 7-8 February 2015.

## COMMITMENT TO DIVERSITY

- “38: Academic Activism with Doctor Farrar” (Ongoing, August 2020-Present). I attend bi-monthly virtual lectures and discussions presented by Dr Robert Farrar who covers a broad range of Black history, including The Atlantic Slave Trade, Abolition in the States, Contributions of African American Women during the Civil War, and Black contribution to the arts. The discussions are comprised of 90% Black participants.
- Cultural Backgrounds: Ofrendas (October 2020). This hour-long session featured Ofelia Esparza and Rosanna Esparza Ahrens who discussed their art and altar making in the Los Angeles area and how the Ofrenda commemorates life, while also presenting a person’s erasure from memory. Their work aims at youth empowerment, culture commitment, and honoring their ancestors.
- ‘Haven’, (2010-18). Haven was an underground support group for LGBTQ+ students at a private religious university, where I have acted as a mentor and ally in my capacity as a faculty since its inception in 2010.
- DREAMers: I’ve been a consistent support mentor for a number of DREAMer students over the course of my teaching experience.