

**Christopher A. Paul**  
Communication and Media Department  
Seattle University  
300 1103 Building  
901 12<sup>th</sup> Avenue  
P.O. Box 222000  
Seattle, WA 98122  
paulc@seattleu.edu

### **Education**

- Ph.D.      University of Minnesota July 2005  
Major: Rhetorical Studies  
Minors: Internet and Media Studies, Feminist Theory  
Dissertation: *A Rhetorical Web: Developing a Method for Analysis of the World Wide Web*  
Advisor: Karlyn Kohrs Campbell
- M.A.      University of Minnesota May 2001  
Major: Rhetorical Studies  
Thesis: *Using the Past to Construct Rhetorical Appeals for the Present: The Feminist Journals The American Suffragette, Woman's World, and Brillo*  
Advisor: Karlyn Kohrs Campbell
- B.A.      Macalester College May 1999  
Majors: Communication Studies and Political Science  
Minor: Women and Gender Studies

### **Academic Appointments**

Professor, Seattle University, 2019-current  
Associate Professor, Seattle University, 2013-2019  
Communication Department Chair, Seattle University, 2013-2019  
Assistant Professor, Seattle University, 2008-2013  
Assistant Professor, University of Alabama in Huntsville, 2005-2008  
Graduate Teaching Assistant, University of Minnesota, 1999-2005  
Visiting Professor, St. Katherine's College, 2005  
Editorial Assistant, *Quarterly Journal of Speech*, 2000-2004  
Assistant to Karlyn Kohrs Campbell, Chair, Communication Studies Department, 2000-2004  
Visiting Professor, Macalester College, 2003

### **Awards and Honors**

Seattle University College of Arts and Science Summer Faculty Research Promotion Fellowship to work on "Free-To-Play and Bias: A Changing Landscape for Video Games," Summer 2018  
Seattle University College of Arts and Sciences Collegiality Award, 2015-2016  
Seattle University Summer Faculty Fellowship to work on "Subconscious Bias and the Curious Case of Free-to-Play Video Games," Summer 2016  
Dean's Summer Fellowship to work on "Rethinking Meritocracy: How Rhetorical Analysis Helps Reshape

Game Design” and to oversee two student projects, Summer 2013  
Seattle University Summer Faculty Fellowship to work on “The Discourse of Video Games: Word Play,” Summer 2011  
Seattle University Pre-Tenure Sabbatical to work on “Balance, Nerfs, Buffs, and Rewards: Designing a Meritocracy,” Fall 2010  
Seattle University College of Arts and Science Summer Faculty Fellowship to work on “Warranting Wanton Violence: Use of Humor and Race in *Grand Theft Auto*,” Summer 2010  
College of Liberal Arts Instructional Mini Grant, for materials to teach “Video Games, Communication, and Culture,” 2007  
Humanities Center Library Enhancement Grant, for funding of new library books in new media, 2007  
Global Studies Travel Grant, for development of a study abroad course, 2005  
Marguerite Garden Jones Award, for funding of promising doctoral research, 2004  
Frizelle Reid Memorial Award, given to outstanding doctoral candidates, 2003  
Recognition of teaching excellence in undergraduate education, University of Minnesota, 2002  
Completed TA Web Certification Program, 2001  
Old Buffalo Award, given to honor excellence in scholarship, 2000  
Graduate Research Awards, University of Minnesota, 2000, 2001, 2002, 2004

### **Books**

Paul, Christopher A. Optimizing Games: Why Theorycrafting Broke Games and How to Fix It. MIT Press, anticipated publication date 2024.

Paul, Christopher A. Free-to-Play: Mobile Video Games, Bias, and Norms. MIT Press, 2020.

Consalvo, Mia and Christopher A. Paul. Real Games: What’s Legitimate and What’s Not in Contemporary Video Games. MIT Press, 2019.

Paul, Christopher A. The Toxic Meritocracy of Video Games: Why Gaming Culture Is the Worst. University of Minnesota Press, 2018.

Paul, Christopher A. Wordplay and the Discourse of Video Games: Analyzing Words, Design, and Play. Routledge. 2012.

### **Works in Progress**

Paul, Christopher A. “The Art of Connection: Reflections on How Video Games Bring People Together.” Book project under review.

Paul, Christopher A. “The Confessions of A Game Studies Insider: ‘Our’ Field Needs to do Better.” Chapter written for an edited collection on game historiographies. Eds. Alisha Karabinus, Carly A. Kocurek, Cody Mejeur, and Emma Vossen.

### **Peer Reviewed Publications**

Chess, Shira and Christopher A. Paul. “The End of Casual: Long Live Casual.” Games and Culture. 14.2 (2019): 107-118: <<http://journals.sagepub.com/doi/full/10.1177/1555412018786652>>. Introduction to a special issue on casual games that we co-edited.

Paul, Christopher A. "Room to Reflect: Video Games, Meritocracy, and Toxicity." First Person Scholar. 19 September 2018. <<http://www.firstpersonscholar.com/room-to-reflect/>>.

Paul, Christopher A. "Optimizing Play: How Theocracy Changes Gameplay and Design." Game Studies. 11.2 (2011): <<http://gamestudies.org/1102/articles/paul>>.

Paul, Christopher A. "Welfare Epics?: The Rhetoric of Rewards in World of Warcraft." Games and Culture. 5.2 (2010): 158-176.

Paul, Christopher A. "Process, Paratexts, and Texts: Rhetorical Analysis and Virtual Worlds." Journal of Virtual Worlds Research. 3.1 (2010): <<https://journals.tdl.org/jvwr/article/view/804/884>>.

Paul, Christopher A. "Culture as Practice: What We Do, Not Just Where We Are." Journal of Virtual World Research. 1.3 (February 2009). <<https://journals.tdl.org/jvwr/article/view/472/428>>.

Pittman, Jason and Christopher A. Paul. "Seeking Fulfillment: Comparing Role-Play in Table-top Gaming and World of Warcraft." International Journal of Role-Playing. 1 (2008): 53-65.

Paul, Christopher A. "Hub and Terminal: Developing a Method for Textual Analysis on the World Wide Web." First Monday November 2007. <<http://www.uic.edu/htbin/cgiwrap/bin/ojs/index.php/fm/article/view/2025/1891>>.

Paul, Christopher A. "Re-Imagining Web Analysis as Circulation." First Monday November 2005. <<http://firstmonday.org/htbin/cgiwrap/bin/ojs/index.php/fm/article/view/1291/1211>>.

Paul, Christopher A. "What Makes Web Pages Different: Reemphasizing the Role of Hypertext to Develop Rhetorical Webs." EJournal September 2004. <<http://www.ucalgary.ca/ejournal/archive/v14n1/v14n1Contents.html>>.

### **Book Chapters**

Paul, Christopher A. "Playing To Win." EA Sports FIFA: Feeling the Game. Eds. Raiford Guins, Henry Lowood, and Carlin Wing. Bloomsbury Academic, 2022: 197-212.

Paul, Christopher A. "Spells & Statistics: Avatar in a Box." Avatars Assembled. Ed. Jamie Banks. Peter Lang Press, 2018: 179-186.

Paul, Christopher A. "EVE Online is Hard and it Matters." Internet Spaceships are Serious Business: An EVE Online Reader. Eds. Marcus Carter, Kelly Bergstrom, and Darryl Woodford. University of Minnesota Press, 2016: 17-30.

Paul, Christopher A. "Meaning." The Routledge Companion to Video Game Studies. Eds. Mark J.P. Wolf and Bernard Perron. Routledge, 2014: 466-474.

Paul, Christopher A. "It's in the Game?: Shifting Scene with Online Play." Sports Videogames. Eds. Mia Consalvo, Konstantin Mitgutsch, and Abe Stein. Routledge, 2013: 138-155.

Paul, Christopher A. and Jeffrey Philpott. "Identifying with World of Warcraft: Kenneth Burke's Identification and Guild Life." Online Gaming in Context: The Social and Cultural Significance of Online Games. Eds. Garry Crawford, Victoria Gosling and Ben Light. Routledge, 2011.

Paul, Christopher A. "World of Rhetcraft: Rhetorical Practices of Raiding in World of Warcraft." Writing and the Digital Generation: Essays on New Media Rhetoric. Ed. Heather Urbanski. McFarland & Company. 2010: 152-161.

### **Conference Proceedings**

Consalvo, Mia and Christopher A. Paul. "If you are feeling bold, ask for \$3': Value Crafting and Indie Game Developers." DiGRA '17—Proceedings of the 2017 DiGRA International Conference. Melbourne, Australia, July 2017. <<http://www.digra.org/digital-library/publications/if-you-are-feeling-bold-ask-for-3-value-crafting-and-indie-game-developers/>>.

Bergstrom, Kelly, Marcus Carter, Darryl Woodford and Christopher A. Paul. "Constructing the Ideal *EVE Online* Player." DiGRA 2013—DeFragging Game Studies. Atlanta, August 2013. <<http://www.digra.org/digital-library/publications/constructing-the-ideal-eve-online-player/>>.

Consalvo, Mia and Christopher A. Paul. "Welcome to the discourse of the real: Constituting the boundaries of games and players." FDG'13 Proceedings. Crete, May 2013. <[http://www.fdg2013.org/program/papers/paper08\\_consalvo\\_paul.pdf](http://www.fdg2013.org/program/papers/paper08_consalvo_paul.pdf)>

Paul, Christopher A. "Don't Play Me: *EVE Online*, New Players, and Rhetoric." FDG'11 Proceedings. Bordeaux, June/July 2011.

Paul, Christopher A. and Jeffrey Philpott. "The Rise and Fall of CTS: Kenneth Burke Identifying with the World of Warcraft." Digital Games Research Association Conference Proceedings. London, September 2009. <<http://www.digra.org:8080/Plone/dl/db/09287.18568.pdf>>.

Paul, Christopher A. "Hyperfeminism: Feminist Rhetoric on the World Wide Web." Arguing Communication and Culture. Ed. Thomas A. Hollihan. Washington, DC: National Communication Association, 2002. 192-197.

### **Invited Publications**

Paul, Christopher A. "Video Games Are Hard: Communal Play and Changing the Classroom." The Velvet Light Trap. Number 72, Fall 2013.

### **Book Reviews**

Paul, Christopher A. "Intersectional Tech: black users in digital gaming." Critical Studies in Media Communication. 9 September 2021. <<https://doi.org/10.1080/15295036.2021.1975374>>.

Paul, Christopher A. "Review of Gaming Sexism: Gender and Identity in the Era of Casual Video Games by Amanda Cote. First Person Scholar. 3 February 2021. <<http://www.firstpersonscholar.com/review-of-gaming-sexism-gender-and-identity-in-the-era-of-casual-video-games-by-amanda-cote/>>.

Paul, Christopher A. "Values at play in digital games." New Media & Society. June 2016. Volume 18,

number 6. 1053-1054.

Paul, Christopher A. "Book Review: Playing to Win: Sports, Video Games, and the Culture of Play." American Journal of Play. Fall 2015. 138-139.

Paul, Christopher A. "Book Review: Digital Culture, Play and Identity: A World of Warcraft Reader" Resource Center for Cyberculture Studies. September 2009. <<http://rccs.usfca.edu/bookinfo.asp?BookID=432&ReviewID=624>>.

### **Conference Participation**

Paul, Christopher A. Part of a competitively selected roundtable "Studying and Speaking to Industries: A Game Studies Roundtable." Console-ing Passions. Orlando, FL and online. June 2022. <<https://stars.library.ucf.edu/cp2022/program/indigo/7/>>.

Paul, Christopher A. "Beyond Basic: Pushing Past Our Limitations." Part of a panel "On Writing Historiographies of Game Studies: Scholars Reimagine the Field" competitively selected for presentation. SCMS. Online. March-April 2022.

Paul, Christopher A. "Min-Maxing and the Meta: Optimization and Video Games." Game Studies Zoom Conference. November 2020.

Paul, Christopher A. "U Mad?: Free-to-Play, Mobile Video Games, Bias, and Norms." ReFiG 2019. Toronto, Ontario, Canada, November 2019.

Paul, Christopher A. "The Meta: Esports, Optimization, and Settling Limits." UCI Esports Conference. Irvine, California, October 2019.

Consalvo, Mia and Christopher A. Paul. "YouTubers and Real Games: Examining the Discourse of Play Itself." DiGRA 2019. Kyoto, Japan. August 2019.

Paul, Christopher A. "Free-to-Play and Bias: A Changing Landscape for Games." ReFiG. Vancouver, Canada. October 2018.

Paul, Christopher A. "A Message Outside of Games: Theorycraft, The Meta, Analytics, and the Optimization of Play." Part of a panel competitively selected for presentation. DiGRA 2018. Turin, Italy. July 2018.

Paul, Christopher A. Invited book talk about The Toxic Meritocracy of Video Games: Why Gaming Culture Is the Worst. University of Tampere, Finland. April 2018.

Paul, Christopher A. "Making Games by Playing Better: Theorycraft, The Meta, Analytics, and the Optimization of Play." Tampere Game Research Lab Spring Seminar. Tampere, Finland. April 2018.

Paul, Christopher A. "Performing Masculinity: Free-to-Play and Game Culture." ReFiG. Edmonton, Canada. October 2017.

Chess, Shira and Christopher A. Paul. "We're Studying the Wrong Fucking Games: Non-Core and the

Politics of What Matters.” ReFiG. Edmonton, Canada. October 2017.

Paul, Christopher A and Christopher Wysocki. “Subconscious Bias and The Curious Case of Free-to-Play.” Digital Games Research Association Conference. Melbourne, Australia. July 2017.

Consalvo, Mia and Christopher A. Paul “‘If you are feeling bold, ask for \$3’: Value crafting and indie game developers.” Digital Games Research Association Conference. Melbourne, Australia. July 2017.

Paul, Christopher A. “Performing Masculinity: Free-to-Play and Content.” ReFiG. Montreal, Canada. October 2016.

Paul, Christopher A. “Playing Better: Theocracy, The Meta, Analytics, and the Optimization of Play.” Keynote at the Future and Realities of Gaming Conference. Vienna, Austria. September 2016.

Paul, Christopher A. “Teaching Game Studies.” Workshop run with Mia Consalvo at the Digital Games Research Association Conference. Dundee, Scotland. August 2016.

Paul, Christopher A. “Communicating with Alumni.” Presentation and panel selected for presentation. AJCU Communication Conference. New Orleans, Louisiana. July 2016.

Paul, Christopher A. “Performing Masculinity: Free-to-Play and Money.” Tampere Workshop on Money and Games. Tampere, Finland. April 2016.

Consalvo, Mia and Christopher A. Paul. “Value Crafting: Indie Game Developers and Risk Management.” Tampere Workshop on Money and Games. Tampere, Finland. April 2016.

Sotamaa, Olli and Christopher A. Paul. “The Real Fantasy Football: Fantasy Premier League, Skill, Sports, and Games.” PCA/ACA National Conference. Seattle, Washington. March 2016.

Paul, Christopher A. “Performing Masculinity: Free-to-Play and ‘Proper’ Games.” ReFiG Workshop. Toronto, Canada. November 2015.

Consalvo, Mia and Christopher A. Paul. “Paying to Play: The Evolving Structure of Game Pricing and Industry Legitimacy.” Association of Internet Researchers Conference. Phoenix, Arizona. October 2015.

Paul, Christopher A. Invited participant on the roundtable: “It’s Really About Ethics in Games Research: Reflections on #GamerGate.” Association of Internet Researchers Conference. Phoenix, Arizona. October 2015.

Paul, Christopher A. “Masculinity, Performance, and Free-to-Play: *World of Tanks*, *Clash of Clans*, and *Kim Kardashian: Hollywood*.” Console-ing Passions International Conference on Television, Audio, New Media, and Feminism. Dublin, Ireland. June 2015.

Paul, Christopher A. “What We Leave Out: Diversity, Games, and Paying-to-Win.” Digital Games Research Association Conference. Lüneburg, Germany. May 2015.

Consalvo, Mia and Christopher A. Paul. "Teaching Game Studies: Course Post-Mortems and Syllabus Design." This was a 4 hour workshop on pedagogy. Digital Games Research Association Conference. Lüneburg, Germany. May 2015.

Consalvo, Mia and Christopher A. Paul. "A Saga about flapping: Real games, developer pedigrees, race, class, and capital." Competitively selected paper. Meaningful Play. Lansing, Michigan. October 2014. I was unable to attend, so Dr. Consalvo presented the paper for us both.

Paul, Christopher A. "Real Deviance: Let's Talk Pay to Win." Member on a competitively selected panel entitled "Hey look at the weirdos: a panel discussion on deviance and acceptance in the strange space." Digital Games Research Association Conference. Salt Lake City, Utah. August 2014.

Paul, Christopher A. "The Playful is Political: A Fishbowl Conversation on Identity and Diversity in Game Culture." Invited participant. Digital Games Research Association Conference. Salt Lake City, Utah. August 2014.

Paul, Christopher A. "Toward a Positive Game Culture: Rethinking Meritocratic Game Design." Competitively selected paper. PCA/ACA convention. Chicago, Illinois. April 2014.

Paul, Christopher A. . "Resisting Meritocracy and Reappropriating Games: Rhetorically Rethinking Game Design." Competitively selected paper. Association of Internet Researchers Conference. Denver, Colorado. October 2013.

Paul, Christopher A. "Toward a Positive Game Culture: Rethinking Meritocratic Game Design." Invited presentation. TAG game lab at Concordia University. Montreal, Canada. October 2013.

Paul, Christopher A. and Mia Consalvo. "Discourses of Digital Games." Invited presentation. World Social Sciences Forum. Montreal, Canada. October 2013.

Paul, Christopher A. "Rhetoric and Meritocracy: Rethinking the Contexts of Games." Competitively selected paper. Future and Reality of Gaming Conference. Vienna, Austria. October 2013.

Paul, Christopher A. "Defragging Meritocracy: Rhetoric and the implications on game design." Competitively selected paper. Digital Games Research Association Conference. Atlanta, Georgia. August 2013.

Paul, Christopher A. "Constructing the ideal EVE Online player." Competitively selected panel with Kelly Bergstrom, Darryl Woodford, and Marcus Carter. Digital Games Research Association Conference. Atlanta, Georgia. August 2013.

Paul, Christopher A. "The Edge of Game Design: Rethinking Meritocracy." Competitively selected paper, on Game Studies Association Conference, Victoria, Canada, June 2013.

Paul, Christopher A. "Rhetoric, Procedurality, and Game Studies: Jets vs. Sharks?" Paper as part of a competitively selected panel for Canadian Game Studies Association Conference, Victoria, Canada, June 2013.

Paul, Christopher A. and Jeffrey Philpott. "Identification and the Pentad: Video Games Meet Burke." Invited presentation for the Rhetoric as Equipment for Living Conference, Ghent, Belgium, May 2013.

Consalvo, Mia and Christopher A. Paul. "Welcome to the discourse of the real: Constituting the boundaries of games and players." FDG'13, Crete, May 2013.

Paul, Christopher A. "Do You Belong Here?: Revisiting How EVE Online Welcomes New Players." FDG'13, Crete, May 2013.

Paul, Christopher A. "'Balance' and Gaming Capital: Meritocratic Myths in Video Games." Position paper competitively selected for the Flow Conference, Austin, October 2012.

Paul, Christopher A. "It's In the Game?: Shifting Scene with Online Play." Paper part of the "Out of Bounds: Exploring the Boundaries of Sports and Games" panel at the Association of Internet Researchers Conference, Manchester, UK, October 2012. I also organized and coordinated the panel planning and submission.

Paul, Christopher A. "Wordplay: Words, Design, Play, and the Rhetorical Analysis of Video Games." Paper competitively selected for presentation at the Association of Internet Researchers Conference, Manchester, UK, October 2012.

Paul, Christopher A. "EA Sports and Online Play: Taking it Out of the Game." Paper competitively selected for presentation at the Popular Culture Association Conference, Boston, April 2012.

Paul, Christopher A. "It's In the Game?: Shifting Scene with Online Play." Paper competitively selected for presentation at the Sports Vs. Games Workshop, ITU-Copenhagen, Denmark, February 2012.

Paul, Christopher A. "Wordplay: Thinking About Game Design and the Early Game Experience." Paper competitively selected for presentation at the Digital Games Research Association Conference, Hilversum, The Netherlands, September 2011.

Paul, Christopher A. "Playing by the numbers: A panel on theorycrafting." Panelist on a panel competitively selected for presentation at the Digital Games Research Association Conference, Hilversum, The Netherlands, September 2011.

Paul, Christopher A. "We Study Games...Professionally: Academic Research and Game Studies, Now with More Doctors." Competitively selected for Presentation at the Penny Arcade Expo, September 2011. I also prepared, organized and chaired the panel.

Paul, Christopher A. "Don't Play Me: EVE Online, New Players, and Rhetoric." Poster competitively selected for presentation at the Foundations of Digital Games Conference, Bordeaux, France, June 2011.

Paul, Christopher A. "World of Warcraft as a Global Artifact." Panelist on a panel competitively selected for presentation at the Computer-Human Interaction Conference, Vancouver, Canada, May 2011.



Paul, Christopher A. "Participating in Sustainable Acts?: The Rhetorical Force of Balance in MMOGs." Competitively selected for presentation at the Association of Internet Researchers Conference, Gothenburg, Sweden, October 2010.

Paul, Christopher A. Invited participant for the National Science Foundation workshop on the future of Computer Games and Virtual Worlds research. University of California-Irvine, September 2010.

Paul, Christopher A. "We Study Games...Professionally: Academic Research and Game Studies." Competitively selected for Presentation at the Penny Arcade Expo, September 2010. I also prepared, organized and chaired the panel.

Paul, Christopher A. "Theorycraft: A Critical Discourse Beyond the Game." Competitively selected for presentation in the Gaming track at the Association of Internet Researchers Conference, Milwaukee, October 2009.

Paul, Christopher A. and Jeffrey Philpott. "The Rise and Fall of CTS: Kenneth Burke Identifying with the World of Warcraft." Competitively selected for presentation at the Digital Games Research Association Conference, London, September 2009.

Paul, Christopher A. "Welfare Epics?: The Rhetoric of Rewards in World of Warcraft." Competitively selected for presentation in the Gaming track at the Association of Internet Researchers Conference, Copenhagen, October 2008.

Paul, Christopher A. "Creating and Foreclosing Sites: Hub and Terminal Design on the Web." Paper competitively selected by the Human Communication and Technology Division of the National Communication Association; National Communication Association Conference, San Antonio, November 2006.

Paul, Christopher A. "Rethinking Textuality on the Web: Meaning Through Citation." Paper competitively selected by the Human Communication and Technology Division of the National Communication Association; National Communication Association Conference, Boston, November 2005.

Paul, Christopher A. "Taking it to the People: MoveOn.org, the Internet, and Politics." Paper on a panel competitively selected by the Political Communication Division of the National Communication Association; National Communication Association Conference, Boston, November 2005.

Paul, Christopher A. Respondent. "Health of Developing Communication Technologies: Graduate Student Research on Emerging Issues in Human Communication Technologies. Panel competitively selected by the Human Communication and Technology Division of the National Communication Association; National Communication Association Conference, Boston, November 2005.

Paul, Christopher A. "Virtual Hubs: Textuality on the Web." Paper competitively selected for presentation at the Association for Internet Researchers Conference, Chicago, October 2005.

Paul, Christopher A. "Re-Imagining Web Analysis: It's Circulation Not Meaning." Paper on a panel competitively selected by the National Communication Association; National Communication Association

Conference, Chicago, November 2004.

Paul, Christopher A. "A Rhetorical Web: Understanding How Rhetoric Engages the WWW." Paper competitively selected for presentation at the "Merging Methodologies: Broadening Horizons in Communications Research" conference hosted by the University of Michigan, Ann Arbor, February 2004.

Paul, Christopher A. "Rhetorical Webs: Looking Back at Rhetorical Theory to Generate 'Texts' on the World Wide Web." Paper competitively selected by the National Communication Association; National Communication Association Conference, Miami, November 2003.

Paul, Christopher A. "Moving Online: Addressing Feminism Online Through Two Journals." Paper on a panel competitively selected by the National Communication Association; National Communication Association Conference, Miami, November 2003.

Paul, Christopher A. "What Makes Web Pages Different? Re-emphasizing the Role of Hypertext on the World Wide Web." Paper competitively selected for presentation at the "Criticism and Social Action: Rhetorical Dimensions of Electronic Texts" conference hosted by the University of Washington, Seattle, April 2003.

Paul, Christopher A. "Back to British Roots: How The American Suffragette Tells a Different Story of Suffrage Origins." Paper competitively selected by the National Communication Association; National Communication Association Conference, New Orleans, November 2002.

Paul, Christopher A. "Traversing Virtual Screens: The Creation and Consumption of Ideology Online." Paper on a panel competitively selected by the National Communication Association; National Communication Association Conference, New Orleans, November 2002. I also organized the construction and submission of this panel.

Paul, Christopher A. "Redescribing the Radical Turn: The American Suffragette and Rhetoric of the U.S. Suffrage Militancy." Paper competitively selected by the Rhetorical Society of America; Rhetorical Society of America Conference, Las Vegas, May 2002.

Paul, Christopher A. "Marketing Hip-hop to Everyone: Eminem, Hip-hoppers, Limp Bizkit, and Backstreet Boys Fans." Paper on a panel competitively selected by the National Communication Association; National Communication Association Conference, Atlanta, November 2001. I also organized the construction and submission of this panel.

Paul, Christopher A. "Hyperfeminism: Feminism and Intimacy on the World Wide Web." Paper competitively selected by NCA/AFA Conference on Argumentation; Alta Conference on Argumentation, Alta, Utah, August 2001.

### **Research Interests**

My research focuses on using a methodological core based in rhetorical studies and argumentation to analyze media texts. My work draws strong influences from game studies, internet/new media studies, media criticism, and feminist studies. The texts I chose to analyze are currently found in various games. I am interested in the discourse of and surrounding video games, especially how discourse structures the

terms of game play.

### **Teaching Experience**

#### **New Media Communication** (SU: CMME 3180; CMJR 3410/341/392)

This course is predicated on the belief that to conduct new media criticism, one must also be versed in new media history and practice. As a result, this course introduces students to all three phases of new media studies: criticism, how new media impacts our communication patterns; history, the innovations that have been developed over time and the forces surrounding their creation; and practice in the form of basic HTML coding. This course introduces students to basic HTML skills and a wide range of introductory material in computer mediated communication (CMC) research. Responsible for creating all lectures, in-class exercises, assignments, evaluation, and syllabus. Also responsible for development of the course and its inclusion in the curriculum. Taught nine times.

#### **Critical Analysis of Digital Media** (SU: CMJR 343/491)

This course examines how digital media alter relationships between audience and rhetor, strategies of organizing information, processes of writing, and techniques of persuasion. The readings and lectures will introduce theories from mass communication, rhetorical studies and interpersonal communication, as well as companion fields, which enable students to critically evaluate digital communication and to communicate more effectively. The class will encourage reflection and critical thought about the persuasive power and role of computer-mediated communication (CMC) in society. Responsible for creating all lectures, in-class exercises, assignments, evaluation, and syllabus. Also responsible for development of the course and its inclusion in the curriculum. Taught seven times.

#### **The Discourse of Video Games** (SU: UCOR 1400)

The primary goal of The Discourse of Video Games is addressing the challenge of teaching students to become critical consumers of media products in a manner that will help them better analyze the world in which they live. We will address the question: how can we best understand the impact video games have on our patterns of communication and our culture? One of the central elements of this course is dealing with the common notion that video games are simply 'play,' thus they have little impact on more serious aspects of life. The course will critique this notion to help students understand how 'play' can represent and structure cultures. The course will demonstrate how digital media are a key aspect of how contemporary citizens shape their worldviews and how to be critically aware of what the games we play say about the cultures in which we live. Taught once.

#### **Introduction to Speech Communication** (SU: CMME 2010)

As one of the two required introductory classes in your Communication and Media major, a primary purpose of this class is to build a foundation for our student's disciplinary education. Our time is balanced between providing foundational knowledge about how communication works and applying what we learn to see how concepts from communication studies are useful in practice. The class will balance between learning and doing. Some of our work time is spent on familiarizing ourselves with material (like reading course texts and lectures) and we also spend a substantial amount of time applying that material (like in presentations, papers, and small group work). Taught once.

#### **Discourse of Video Games** (SU: CMJR 480)

Addressing concepts like discursive analysis, procedural rhetoric, and play, the course problematizes what

video games are and how they work. Blending readings, lecture, discussion, and video game play, students are asked to critically analyze how games are made to mean. Responsible for creating all lectures, in-class exercises, assignments, evaluation, and syllabus. Also responsible for development of the course and its inclusion in the curriculum. Taught once.

Video Games, Communication and Culture (SU: CMJR 480 and UCOR 3400, UAH: CM 340)

This course has three primary objectives: first, to understand and articulate the complicated ways that video games have become an integral part of contemporary culture, second, to educate students about contemporary academic analyses about video games, and finally to teach students how to become critical consumers of media products. Responsible for creating all lectures, in-class exercises, assignments, evaluation, and syllabus. Also responsible for development of the course and its inclusion in the curriculum. Taught nine times.

Gender and Film (SU: CMJR 480; UAH: CM 345)

This course has three primary objectives: first, to educate students about contemporary gender theory, second, to educate students about contemporary film analysis and theory, and finally to educate students about how media products impact the world in which we live. Responsible for creating all lectures, in-class exercises, assignments, evaluation, and syllabus. Also responsible for development of the course and its inclusion in the curriculum. Taught seven times.

Rhetorical Foundations of Communication (SU: CMJR 205)

The focus of this class is to develop understanding about how messages 'work' rhetorically. Successful students in the course will be able to discern key factors of rhetorical situations and then be able to develop and analyze messages within those contexts. Successful students should be able to produce criticism of rhetoric and be able to develop their own arguments suited for particular audiences at particular times in particular situations. Responsible for creating all lectures, in-class exercises, assignments, evaluation, and syllabus. Taught seven times.

Project Capstone (SU: CMME 4020)

The capstone class in the department is based around student's executing a project they identify and then execute alone or in a small group. It requires the faculty to support multiple projects with varied focus and wildly different kinds of output. It is designed for students to be able to fill a gap in their knowledge and work on a passion project that can be a cornerstone of their portfolio of work in college. Taught eight times.

Research Seminar (SU: CMME 4010)

This is a senior-level course in communication where students design and execute a research project targeted for a leading journal in the field. Students learn key theoretical approaches and conduct original research that ends with a term paper. Taught three times.

Introduction to Computer-Mediated Communication (UAH: CM 100)

This course is intended to introduce students to basic html skills and introduce them to a wide range of introductory material in computer mediated communication (CMC) research. Students who successfully complete this class should possess a basic knowledge of many introductory computer skills, be able to code a basic web site using html, and will be able to demonstrate knowledge about a variety of topics surrounding CMC history and research. Responsible for creating all lectures, in-class exercises, assignments, evaluation, and syllabus. Responsible for the development of the course and its inclusion in

the curriculum at SU. Taught seven times.

#### Computer-Mediated Communication (UAH: CM 401)

This course examines how the internet as a digital medium for human communication alters relationships between audience and speaker, strategies of organizing information, processes of writing, and techniques of persuasion. The readings and lectures will introduce theories from mass communication, rhetorical studies and interpersonal communication, as well as companion fields, that enable students to critically evaluate digital communication and to communicate more effectively through web sites. The class will encourage reflection and critical thought about the persuasive power of computer-mediated communication (CMC) in society. Responsible for creating all lectures, in-class exercises, assignments, evaluation, and syllabus. Taught four times.

#### Senior Project Management Course for Computer-Mediated Communication (UAH: CM 499)

This course is a final, practical test of all the theories and skills students assimilate throughout the CMC program. Students are asked to *creatively* demonstrate what they have learned by completing all of the following steps involved in a major web development project. Responsible for creating all lectures, in-class exercises, assignments, evaluation, and syllabus. Taught three times.

#### History of Rhetorical Theory (UAH: CM 309)

This course examines how rhetorical theory has developed from ancient Greece and Rome into contemporary times. The course will demonstrate a variety of different rhetorical theories as they developed over time, paying particular attention to the socio-political context in which theories were developed. Theory will be developed in concert with the introduction of particular rhetorical artifacts that will be introduced to provide a grounded look at how theoretical approaches work in practice. Responsible for creating all lectures, in-class exercises, assignments, evaluation, and syllabus. Taught twice.

#### Senior Seminar: Communication Theory/Research (UAH: CM 431)

Senior seminar, and its primary project, the senior thesis, is the capstone course for communication majors at UAH. The critical thinking skills developed throughout all previous communication courses is put to use during the process of developing a thesis. The process entails formulating a valuable question relevant to the field of communication, creatively researching the field to find helpful approaches or models, formulating a strategy for addressing the question, and thoughtfully writing up and orally defending intelligent answer(s) to the question. Responsible as the instructor of record in the course for all lectures, in-class exercises, and course syllabus. Also responsible for facilitating advising assignments and overall student progress. Taught once.

#### Introduction to Rhetorical Communication (UAH: CM 113)

This course is designed to help students become more effective public communicators. Through composition, speaking experiences, and the study of rhetorical theory, students gain the knowledge necessary to actively participate as speakers and listeners in the public forum. Composition will include speech outlines and one or more written essays analyzing speeches. Speaking experiences will include the delivery of formal and informal speeches, participation in small group and class discussions, and individual oral critiques of fellow students' speeches. Rhetorical theory will be studied through reading the textbook, listening to lectures, and engaging in homework and class work activities. Ideally, students will come away from this course more confident as speakers, more experienced as communicators, and better able to listen critically and constructively, to argue persuasively, and to organize ideas clearly. Responsible for

creating all lectures, in-class exercises, assignments, evaluation, and syllabus. Taught five times.

### Business and Professional Communication (UAH: CM 313)

This course is designed to help students recognize how the theories and practices of communication shape and are shaped by business and organizational contexts. Focus is placed on professional speaking and listening skills, awareness of communication models, organizational contexts and their impacts on communication, knowledge of interviewing formats, and standards and practices of ethical communication in organizations. Taught once.

### Analysis of Argument (U of MN: COMM 1313)

A writing intensive course designed to improve student's writing skills and teach them the basics of argumentation theory. Students learn to be critical analysts of many different forms of argument, including those found in mass media texts. Responsible for creating all lectures, in-class exercises, assignments, evaluation, and syllabus. Taught 11 times.

### Argumentation (Macalester College: Communication Studies 3xx)

I was invited to teach this class as a visiting professor, while at the University of Minnesota. This class addressed argumentation and rhetorical theory at an intermediate level, pushing students in a variety of argumentative formats, including conducting their own textual criticism and engaging in debates in order to utilize a variety of argumentative strategies. Responsible for creating all lectures, in-class exercises, assignments, evaluation, and syllabus. Taught once.

### Introduction to U.S. Electronic Media (U of MN: COMM 3211)

The course covers the history of media production and distribution in the United States. Focused on electronic media, the course addresses concepts including: the history of media in the U.S., how media regulation shapes what is produced, how media impact and are impacted by audience, and how technological developments are changing electronic media. TA'd once. Responsible for partial test construction, lecture preparation, and solo lecture.

### Introduction to Public Speaking (U of MN: COMM 1101)

Course covers the fundamentals of effective public speaking. Students learn to construct, deliver, and critically evaluate informative, expository, and persuasive speeches. Responsible for creating all lectures, in-class exercises, assignments, evaluation, and syllabus. Taught three times.

## **Student Responses to Core Items in the Student Evaluation System**

### Seattle University (mean scores on a five point scale)

1. How good was this course as a whole?
2. To what extent were you challenged by this course?
3. How effective was the instructor in class?
4. How available and helpful was the instructor?

<u>Item</u>	1	2	3	4
CMME 2010 Winter 2023	4.11	3.22	4.56	4.88
CMME 4020 Winter 2023	4.63	4.00	4.81	4.88
UCOR 1400 Fall 2022	4.56	3.50	4.78	4.61
CMME 4010 Fall 2022	4.07	4.64	4.43	4.71

CMME 4020 Spring 2021	4.70	4.33	4.89	5.00
CMME 4010 Winter 2021	4.25	4.83	4.75	4.83
CMME 4020 Winter 2021	4.67	4.56	4.63	5.00
CMME 4020 Fall 2020	4.63	3.88	5.00	4.75
CMME 4020 Spring 2020	5.00	4.40	5.00	5.00
CMME 4020 Winter 2020	4.75	4.63	4.75	5.00
UCOR 3400 Win 2020 VGCC	4.62	4.00	4.92	4.85
CMME 4020 Fall 2019	4.75	4.31	4.69	5.00
CMME 4010 Fall 2019	4.16	4.65	4.75	4.85
CMME 4000 Spring 2019	4.63	4.19	4.63	5.00
CMME 3180 Fall 2018	4.73	4.09	4.91	4.82
CMME 4020 Spring 2018	4.54	4.31	4.77	5.00
CMJR 3430 Winter 2017	4.55	4.55	4.73	4.73
CMJR 3410 Fall 2016	4.56	4.62	4.62	4.85
CMJR 3910 Winter 2016	4.67	4.50	4.83	4.67
Gender and Film				
CMJR 3410 Fall 2015	4.60	4.43	4.57	4.93
CMJR 343 Winter 2014	4.61	4.53	4.65	4.88
CMJR 341 Fall 2013	4.62	4.54	4.92	4.85
CMJR 481 Spring 2013	4.80	4.67	5.00	4.92
Discourse of Video Games				
CMJR 205 Spring 2013	4.56	4.35	4.71	4.59
CMJR 480 Winter 2013	4.84	4.80	5.00	4.90
Gender and Film				
CMJR 343 Winter 2013	4.66	4.77	4.83	4.83
CMJR 341 Fall 2012	4.68	4.71	4.82	4.82
CMJR 205 Fall 2012	4.72	4.74	4.89	4.84
CMJR 480 Summer 2012	4.75	4.25	5.00	5.00
Video Games, Communication and Culture				
CMJR 343 Spring 2012	4.59	4.57	4.64	4.93
CMJR 205 Spring 2012	4.74	4.42	4.95	5.00
CMJR 481 Winter 2012	4.67	4.35	4.82	4.76
Video Games, Communication and Culture				
CMJR 341 Winter 2012	4.72	4.47	4.94	5.00
CMJR 480 Fall 2011	4.76	4.69	4.93	4.81
Gender and Film				
CMJR 205 Fall 2011	4.73	4.67	4.83	4.83
CMJR 481 Spring 2011	4.65	4.52	4.52	4.90
Gender and Film				
CMJR 343 Spring 2011	4.68	4.82	4.71	4.76
CMJR 481 Winter 2011	4.67	4.89	4.67	4.83
Video Games, Communication and Culture				
CMJR 341 Winter 2011	4.65	4.69	4.81	4.81
CMJR 482 Spring 2010	4.78	4.62	4.92	4.92
Video Games, Communication and Culture				
CMJR 205 Spring 2010	4.70	4.55	4.77	4.86

CMJR 343 Winter 2010	4.70	4.70	4.90	4.90
CMJR 205 Winter 2010	4.68	4.40	4.95	4.85
CMJR 480 Fall 2009	4.64	4.36	4.77	4.86
Gender and Film				
CMJR 341 Fall 2009	4.37	4.86	4.57	4.71
CMJR 482 Summer 2009	4.63	4.46	4.77	4.85
Video Games Communication and Culture				
CMJR 483 Spring 2009	4.83	4.00	4.71	4.93
Video Games, Communication and Culture				
CMJR 205 Spring 2009	4.47	4.26	4.47	4.68
CMJR 491 Winter 2009	4.71	4.43	5.00	5.00
CMJR 480 Winter 2009	4.36	4.05	4.48	4.52
Gender and Film				
CMJR 480 Fall 2008	4.29	4.26	4.37	4.37
Video Games, Communication and Culture				
CMJR 392 Fall 2008	4.25	4.50	4.25	4.42

University of Alabama in Huntsville (mean scores on a five point scale)

1. Overall, I would grade this instructor on an A, B, C, D, F scale as (5=A)
2. The instructor reflected a positive attitude toward both teaching and students.
3. Overall rating on 15 core items. UAH offers a mean rating for 15 core teaching items with question 1 given a double value.

<u>Item</u>	1	2	3
CM 401 Summer 2008	4.71	4.83	4.69
CM 340 Summer 2008	4.93	4.93	4.92
CM 113 Summer 2008	4.82	4.94	4.78
CM 499 Spring 2008	5.00	5.00	4.91
CM 431 Spring 2008	4.67	4.67	4.63
CM 100 Spring 2008	4.38	4.62	4.42
CM 401 Fall 2007	4.90	5.00	4.76
CM 309 Fall 2007	4.44	4.56	4.42
CM 100 Fall 2007	4.83	5.00	4.77
CM 313 Summer 2007	4.75	4.75	4.70
CM 113 Summer 2007	4.92	5.00	4.84
CM 499 Spring 2007	5.00	4.75	4.64
CM 113 Spring 2007	4.84	4.89	4.80
CM 100 Spring 2007	4.60	4.80	4.55
CM 401 Fall 2006	4.78	4.89	4.78
CM 309 Fall 2006	4.81	4.90	4.65
CM 100 Fall 2006	4.44	5.00	4.67
CM 345 Summer 2006	4.83	4.83	4.75
CM 113 Summer 2006	4.83	4.89	4.68
CM 499 Spring 2006	4.88	4.88	4.72
CM 113 Spring 2006	4.89	4.95	4.70
CM 100 Spring 2006	4.08	4.46	4.15



CM 100 Fall 2005	4.80	4.80	4.71
CM 113 Fall 2005	5.00	5.00	4.88
CM 401 Fall 2005	5.00	4.83	4.73

### **University and Professional Service**

College of Arts and Sciences Rank and Tenure Committee, 2022-current  
 Seattle University Academic Affairs and Portfolio Review Committees, 2020-2021  
 Seattle University Academic Assembly, 2019-2021  
 Communication Department Chair, 2013-2019  
 College of Arts and Sciences Faculty Staff Senate President, 2015-2021  
 DiGRA Vice President, 2015-2018  
 Faculty Technology Committee Member, 2008-2018  
 Center of Digital Learning Faculty Interest Group, 2016-current  
 External examiner for a Ph.D. at University of Dublin, 2016; The University of Western Australia, 2019, Tampere University 2020  
 DiGRA Board Member, 2014-2015  
 University Strategic Planning Committee, 2012-2013  
 University Core Curriculum Committee, 2012-2014  
 College of Arts and Sciences Development Funds Committee, 2011-2012  
 University IRSSP Summer Research Grant Selection Committee, 2011-2014  
 University Recreation Advisory Committee, 2011-2014  
 Women's Studies Advisory Board Member, 2008-current  
 Women's Studies Steering Committee Member, 2010-2013  
 Summer in Seattle Teacher, 2010-2017  
     Summer in Seattle in Hawai'i, 2012, 2013  
 Invited speaker at ITU-Copenhagen on digital rhetoric and video games, 2011  
 Invited speaker at TAG-Concordia University, Montreal, on game culture and meritocracy, 2013  
 Invited speaker at Eastern Kentucky University School of justice, on game culture and meritocracy, 2015  
 Invited speaker for Year of the Teacher "How we teach in our disciplines," 2015  
 Invited speaker for SU Tech and Leadership Conference "The internet is probably older than you think..." 2014  
 New Student Convocation speaker, "Malarkey" about Nicolas Carr's The Shallows, 2013  
 Sharon and Carl James Memorial Lecture, "Shifting Community: Are you real online?," 2010  
 Guest lecture "Watchmen, World History and Critical Popular Culture" for Millie Brown Russell Leadership Learning Community, 2009  
 Guest lecture "Video Games, A Bit Differently Than You May Expect" for Sonora Jha, 2008, 2013; for James Forsher 2009, 2010  
 Guest lecture "Online Communication: What makes it interesting?" for Gaye Bammert, 2010  
 Reviewer for New Media and Society, 2005-current  
 Reviewer for Association of Internet Researchers Conference  
 Reviewer for Meaningful Play Conference  
 Reviewer for ReFIG  
 Reviewer for the Digital Games Research Association Conference  
 Faculty Staff Traffic Appeals Committee, UAH, 2006-2008  
 Member of the Web Cognate Advisory Committee, UAH, 2005-2008  
 Presented at UAH Teaching Matters: "Integrating Scholarship into the Classroom," 11 Jan 2008

Presented at UAH Teaching Matters: "Gathering Sources in the age of Wikipedia and the Internet," 9 Feb 2007

Faculty Adviser for UAH New Media Consortium (NMC), 2005-2006

Participation in the UAH College of Liberal Arts Food for Thought Program 2004

Served on the U of M departmental advisory committee, 2002-2003

**Membership in Professional Organizations**

Association of Internet Researchers

Digital Games Research Association

National Communication Association

Rhetorical Society of America