

Cathlena Martin, Curriculum Vitae

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EDUCATION

Doctorate of Philosophy, University of Florida, Gainesville, FL (August 2010)
Department: English Field: Children's and Young Adult Literature and Culture and New Media Studies
Dissertation: *Charlotte's Web Site: The Convergence Culture of Children's Print and Digital Literature*

Master of Arts in English, University of Florida, Gainesville, FL (May 2004)
Thesis: *Breaking Narrative Bounds: The Use of Multiple Visual Narratives in Caldecott Medal Award Books.*

Bachelor of Arts in English, Samford University, Birmingham, AL (May 2002) – *Cum Laude*
Bachelor of Science in Education, Samford University, Birmingham, AL (May 2002) – *Cum Laude*
Class B teaching certificate, grade 6-12, Language Arts

Study Abroad:

Estudio Sampere Language Institute: Madrid, Salamanca, and El Puerto de Santa María, Spain. Summer 2001.
London Study Center, Samford University: London, England. Spring semester 1999.

Certifications:

Certificate of Educational Game Design presented by the North American Simulation and Gaming Association (2014)

PUBLICATIONS

Refereed Articles:

“Health and Wellness: An Honors First-Year Assignment in Response to the Pandemic.”
Honors in Practice. 17 (2021). [Available online.](#)

“A Seat at the Table: Inclusivity and Tabletop Games.”
With Sara Perry. *OneShot: A Journal of Critical Games and Play* Special Issue “Diverse and Inclusive Games” Volume 2
(Feb 2021). <https://oneshotjournal.com/a-seat-at-the-table/>

“Office Hours: An Honors First Year Experience Assignment.”
Honors in Practice. 16 (2020). [Available online.](#)

“The Role of Interdisciplinary Teaching in the Honors Curriculum.”
With Drs. Heather Tinsley, Andrea Eckelman, and Erin Chandler. *Excellence, Innovation and Ingenuity in Honors Education*
edited by Graeme Harper (Cambridge Scholars Publishing, 2019).

“Roanoke: A Post-Mortem on Undergraduate Research Game Design.”
With Stephen Gilbert, Jesus Chuy Guizar, Will Kirkpatrick, and Sara Perry. *OneShot: A Journal of Critical Games and Play*
1.1 (March 2019).

“Conflict Management 101: University Edition.”
With Dr. Benton Tyler and Mollie Boynton. *OneShot: A Journal of Critical Games and Play* 1.1 (March 2019).

“Role Playing in Children's Literature: Zilpha Keatley Snyder and *The Egypt Game*”
American Journal of Play 10.2 (Winter 2018).

“Character Creation: Gamification and Identity.”

With Dr. Benton Tyler *Teaching Media Quarterly's* special issue "Teaching About (and With) Video Games." 5.2 (Summer 2017).

"Descent to Munchkin: From Pen-and-Paper to Board and Card."

With Dr. Benton Tyler. *The Role-Playing Society: Essays on the Cultural Influence of RPGs*. Ed. Francesco Crocco and Andrew Byers. McFarland Publishers, 2016.

"Annotated Bibliography for Game Studies: Modeling Scholarly Research in a Popular Culture Field."
Syllabus 4.1 (2015).

"Wonderland's become quite strange!: From Lewis Carroll's *Alice* to *American McGee's Alice*."

Beyond Adaptation: Essays on Radical Transformations of Original Works. Edited by Phyllis Frus and Christy Williams. Jefferson, NC: McFarland, 2010.

"Charlotte's Weblog: Media Transformation and the Intertextual Web of Children's Culture."

Adaptation in Contemporary Culture: Textual Infidelities. Edited by Rachel Carroll. London: Continuum, 2009.

"Children's Video Games as Interactive Racialization."

CLCWeb: Comparative Literature and Culture 10.2 (2008).

"The game is everything": Collaborative Play with Global Consequences in *Ender's Games*."

Playing the Universe: Games and Gaming in Science Fiction. Edited by David Mead and Pawel Frelik. Maria Curie-Sklodowska University Press, 2007.

Journal Guest Editorships with Editorial Introduction:

-*ImageText*: Special Issue on Comics and Childhood. (Summer 2007) 3.3. Guest editor with Charles Hatfield.

-*Learning, Media and Technology*: Special Issue on Digital Games and Learning. (Dec 2006) 31.4.

Guest editor with Liam Murray.

Encyclopedia Entries & Other Publications:

-"Mario" and "The Legend of Zelda"

Encyclopedia of Play in Today's Society: A Social History. Eds. Rodney Carlisle and J. Golson. SAGE Publications, 2009.

-"Digital Virtual Libraries"; "Ecology and the Environment"; "Paul Bunyan"; "C.W. Anderson."

Oxford Encyclopedia of Children's Literature. Edited by Jack Zipes. Oxford University Press, March 2006.

Radio and Newspaper Publications:

-6 *Recess!* pieces aired on NPR stations between 2003 and 2005.

-Over 50 video game review columns in *The Gainesville Sun*, a New York Times publication, between 2004 and 2008.

Game and Creative Publications/Productions:

-*Parzival's Puzzles*: A mini-escape room themed around the book *Ready Player One* by Ernest Cline for over 25 students participating in the Shelby County Battle of The Books Olympiad, an academic competition for middle and high school students in Shelby County. The puzzles were designed by GSD 302 students. (Spring 2019).

-*Elements of the West*: A live-action role-playing game with elements of puzzles, role-playing, and combat themed around elemental magic in the Old West with an Elder God surprise ending. This was run for UM students by the GSD 302 students (Spring 2017).

-*Breakout Rooms*: Two themed escape rooms—Biohazard and Cthulhu: The Musical—designed and run for UM students and staff by the GSD 302 students for 64 participants (Spring 2016). The latter breakout room was further revised and presented by GSD students for three days at PlayOnCon9 in Summer 2016.

-*Mark Mather's Murder Mansion*: A live-action *Clue*-inspired game designed, scripted, and hosted by GSD 302 students. The game was a live-action performance game attended by over 30 students on campus (Spring 2015).

-*Ollie's Game*: *Ollie's Game* is a two player cooperative card game specifically designed for children in the hospital, but can be played by anyone. Dedicated to Ollie Tetloff and named *Ollie's Game*, this game was specifically designed to be able to be played on a hospital tray with two people in 10-15 minutes with no loser and progression levels of winning. The game has colorful graphics and a theme of deep space fishing (thus combining two of Ollie's favorite things, sea creatures and outer

space). The game comes in a tuckbox with a rule booklet and over 70 full color cards with custom artwork. This was a collaborative creation with Amy George, Garrett Roth, and Dr. Benton Tyler (Summer 2015).

-*Montevallo Puzzle Party*: A campus-wide puzzle party designed and hosted by the GSD 302 students. The event included an evening of logic, geometric, and cypher puzzles. 31 UM faculty and students competed (Spring 2014).

-*Montevallo Trivia Trot*: A campus-wide scavenger hunt for UM students designed and hosted by Honors seniors where contestants received clues that sent them around campus to different academic building locations. At each location they answered trivia questions related to the disciplines housed in that building before receiving the next clue (Fall 2013).

-*Murder Mystery in the Library*: An information literacy scavenger hunt game designed and implemented by GSD 302 students with assistance from library faculty that was open to any UM student to play (Spring 2012).

-*Historical Life Raft Debate*: An information literacy historical debate game designed and implemented by GSD 301 students and hosted prior to UM's annual Life Raft Debate (Fall 2012).

-*ValloOpoly*: A *Monopoly*-themed game developed by GSD 302 students with assistance from various departments around campus and published by Late for the Sky (Fall 2012).

PRESENTATIONS: Over 45 presentations, including conferences such as SCMLA, Children's Literature Association, PCA/ACA, College English Association, and NASAGA, as well as chairing panels at MLA and SAMLA, and conventions such as PlayOnCon and Alabama Phoenix Festival.

ACADEMIC EMPLOYMENT

Director of the Honors Program, University of Montevallo

Oversees and manages the University of Montevallo Honors Program and teaches Honors classes. Summer 2013-present.

Associate Professor and Program Coordinator, Game Studies and Design, University of Montevallo

Teaches Game Studies and Design classes. Fall 2018-present.

Assistant Professor and Program Coordinator, Game Studies and Design, University of Montevallo

Taught Game Studies and Design and English classes. Fall 2012-Spring 2018.

Visiting Assistant Professor, Game Studies and Design, University of Montevallo

Taught Game Studies and Design and English classes. Fall 2011- Spring 2012.

Instructor, Core Curriculum, Samford University

Taught Communication Arts 101 and 102.

Instructor, Division of Continuing Education: Distance Learning, University of Florida

Constructed and taught professional writing courses online using WebCT/E-Learn/Sakai.

Teaching Assistant, English Department, University of Florida.

Constructed and taught courses in composition, literature surveys, writing for education majors, technical writing, film and children's literature.

Teaching Assistant, Warrington College of Business, University of Florida.

Taught upper level course in business writing in regular academic class and online through WebCT.

ACADEMIC COURSES DEVISED AND TAUGHT

University of Montevallo:

GSD 210: History of Board and Card Games

GSD 225: Survey of Modern Games

GSD 295: Survey of Modern Games Tabletop

GSD 301: Game Design Workshop I

GSD 302: Game Design Workshop II

GSD 395: Children's Literature and Games

GSD 495: Special Topics/Undergraduate Research

ENG 310: Children's Literature

ENG 404: Young Adult Literature

ENG 504: Young Adult Literature
HNRS 100: Honors Introductory Experience
HNRS 400: Golson Seminar

University of Florida:

AML 2410: Issues in American Literature and Culture: American Children's Popular Culture in Literature, Film and Media
ENC 1101: Argumentative and Expository Writing
ENC 1102: Writing About Literature
ENC 3254: Professional Writing in the Discipline for Education Majors
ENG 1131: Writing Through Media
ENG 2300: Film Analysis
ENL 2022: Survey of English Literature: 1750 to the Present
LIT 2120: World Literature 1600 to Modern Times

AWARDS

Honors and Awards:

- 2022 College of Arts and Science College Teaching Award
- Rising Star Award, in recognition of outstanding potential based on an excellent educational game workshop presentation at the 2018 NASAGA conference.
- Montevallo Information Literacy Innovator Award, in recognition of outstanding contributions to the QEP, 2014.
- Awarded the Judee Blohm Memorial NASAGA scholarship to attend and present at the North American Simulation and Gaming Association's annual conference in Baltimore, Maryland (Oct 2014).
- Recipient of the 2014 James Woodall Award from The Association of College English Teachers of Alabama for a pedagogical essay, Spring 2014.
- Recipient of a Carnegie Mellon Fellowship for conference travel to ThatCamp Games. Jan 2012.
- Recipient of the 2008 James Woodall Award from The Association of College English Teachers of Alabama for a pedagogical essay, Spring 2008.

UM Grants:

- Recipient of a Spring 2022 Sabbatical
- Recipient of a 2021 FDAC Academic Development Stipend
- Recipient of a 2019 Teaching and Learning Grant with Mike Price, John Bawden, Brendan Beal, and Catherine Walsh
- Recipient of a 2018 Foundation Grant
- Recipient of a 2017 Foundation Grant with Dr. Brendan Beal
- Recipient of two 2015 QEP Grants (ILIUMinate Grant)
- Recipient of a 2014 FD&C Course Development Grant
- Recipient of a 2014 Concert and Lecture Series Grant with Dr. Scott Varagona
- Recipient of a 2013 QEP Grant (ILIUMinate Grant)
- Recipient of a 2013 Foundation Mini-Grant for Alabama Scholastic Chess Tournament with Dr. Scott Varagona
- Recipient of a 2013 Faculty Learning Community Grant for Game-Based Learning
- Recipient of a 2013 Concert and Lecture Series Grant with Dr. Benton Tyler
- Recipient of a 2012QEP Grant (ILIUMinate Grant)
- Recipient of a 2011QEP Grant (ILIUMinate Grant) with Kathy Lowe
- Recipient of a 2011 Foundation Grant through the UM College of Arts and Sciences for Vallo Opolo

SERVICE

Academic Service:

- UM representative on Interdisciplinary, Honors and Innovative (IHI) Committee of the Articulation & General Studies Committee (AGSC), Summer 2015-present
- Co-editor of the *Children's Literature Association Newsletter*, Summer 2011-Spring 2017
- Steering Committee Member for the Association of College English Teachers of Alabama (ACETA), Fall 2010-2016

UM Committee Service:

- Member of the Pat Scales Special Collection Committee, Fall 2017-present
- Ex-officio member of the Admissions Committee, Fall 2013-present

- Chair of the Honors Program Faculty Committee, Fall 2013-present
- Member of the Montevallo Ambassador Program Scholarship (MAPS) Selection Committee, Fall 2013-present
- Ex-officio member of the Undergraduate Curriculum and Standards Committee (UCSC), Fall 2013-present
- Member of the ContinUM Implementation Planning Committee, Spring 2017
- Member of the Orientation Committee, Fall 2015-Spring 2016
- Member of the First Year Experience Task Force (ad hoc committee), Fall 2014-Spring 2015
- Member of the Strategic Plan Work Group for Academic Excellence, Spring 2014-Fall 2014
- Member of the Teaching and Learning Forum Planning Committee, Fall 2013
- College of Arts and Sciences Representative on the Distance Education Advisory Group (DEAG), Summer 2012-Fall 2013

UM Search Committees:

- Member of the Computer Science Hiring Committee, Fall 2020-Spring 2021
- Member of the Computer Science Hiring Committee, Fall 2018-Spring 2019
- Chair for the Honors Program Administrative Assistant Hiring Committee, late Fall 2017-Spring 2018
- Member of the VACCA Hiring Committee, Fall 2014-Spring 2015
- Chair for the Honors Program Administrative Assistant Hiring Committee, Spring 2015
- Member of the Mathematics Hiring Committee, Fall 2012-Spring 2013

UM Faculty Advisor Service:

- Served as the faculty advisor for the Montevallo Honors Organization (MHO), Fall 2013-present
- Served as the co-faculty advisor for the Montevallo Organization of Gaming (MOG), Fall 2011-present
- Served as the co-faculty advisor for the Montevallo Cosplay Club, Fall 2015-Spring 2019