**MICHAEL NITSCHE**
**ASSOCIATE PROFESSOR**
**SCHOOL OF LITERATURE, COMMUNICATION, AND CULTURE**

I.  **EARNED DEGREES**

Ph.D. Architecture, University of Cambridge, Cambridge, UK, 2004
M.Phil. Architecture and the Moving Image, University of Cambridge, Cambridge, UK, 2000
M.A. Theater-, Film- und Fernsehwissenschaft/ Germanistik (drama/ German language), Freie Universität Berlin, GER, 1998

II.  **EMPLOYMENT**

2010 – present, Associate Professor
        School of Literature, Communication, and Culture, The Georgia Institute of Technology
2004    Assistant Professor
        School of Literature, Communication, and Culture, The Georgia Institute of Technology
        - Affiliated Faculty, Graphics Visualization and Usability Center (GVU)
2004    Postdoctoral Researcher
        Cambridge University Moving Image Studio

III.  **SCHOLARLY ACCOMPLISHMENTS**

   A.  **PUBLISHED BOOKS AND PARTS OF BOOKS**

      A1.        **BOOKS**

Lowood, Henry and Michael Nitsche. (Eds.) *The Machinima Reader*. Cambridge, MA: MIT Press, 2011.
Nitsche, Michael. *Video Game Spaces: Image, Play, and Structure in 3D Worlds*. Cambridge, MA: MIT Press, 2009.

      A2.        **REFEREED BOOK CHAPTERS**

Nitsche, Michael. "Performance." in The Routledge Companion of Video Game Studies ed. Mark P. Wolf, Bernard Perron New York: Routledge, TBP.
Nitsche, Michael, Ali Mazalek, Paul Clifton. "Moving Digital Puppets" in *Understanding Machinima*, ed. Jim Barrett, Jenna Ng. London/ New York: Continuum Press, TBP.

Nitsche, Michael. "Growing Game Worlds" in *Computer Games/ Players/ Game Cultures: A Handbook on the State and Perspectives of Digital Game Studies*. Eds. Johannes Fromme and Alexander Unger. Heidelberg, GER/ New York: Springer, 2012. 161-173.
Mazalek, Ali, Sanjay Chandrasekharan, Michael Nitsche, Tim Welsh, Paul Clifton. "Embodying Self in Virtual Worlds" in *Reinventing Ourselves: Contemporary Concepts of Identity in Virtual Worlds*, Eds. Anna Peachey, Mark Childs. London et al.: Springer, 2011. 129-153.
Nitsche, Michael. "The Players' Dimension: From Virtual to Physical," in *Virtual Worlds and Metaverse Platforms. New Communication and Identity Paradigms*. Eds. Nelson Zagalo, Leonel Morgado and Ana Boa-Ventura. Hershey, PA: IGI Global, 2011. 181-192.
Nitsche, Michael. "Games as Structures for Mediated Performances," in *Logic and Structure of the Computer Game*, ed. by Stephan Guenzel, Michael Liebe, and Dieter Mersch, Potsdam: University Press, 2010. 110-129.
Nitsche, Michael. "Complete Horror in Fatal Frame," in *Horror Video Games: Essays on the Fusion of Fear and Play*. Ed. Bernard Perron. Jefferson, NC: MacFarland & Company, 2009. 200-219.
Nitsche, Michael. "Videogame e montage. Alcune considerazioni sul montaggio interattivo" ("Editing in Video Games"), in *Intermedialità. Videogiochi, cinema, televisione, fumetti*. Ed. Matteo Bittanti. Milan, IT: Edizioni Unicopli, 2008. 83-107.
Nitsche, Michael. "From Faerie Tale to Adventure Game," in *Playing the Universe: Games and Gaming in Science Fiction*. Eds. Pawel Frelik and Dave Mead. Lublin, PL: Maria Curie-Sklodowska University Press, 2007. 209-29.
Nitsche, Michael. "Film Live: An Excursion into Machinima," in *Developing Interactive Narrative Content: sagas_sagasnet_reader*. Ed. Brunhild Bushoff. Munich, GER: High Text, 2005.

210-43.

Nitsche, Michael and Maureen Thomas. "Play it again Sam: Film Performance, Virtual Environments and Game Engines," in *New Visions in Performance: The Impact of Digital Technologies*. Eds. Gavin Carver and Colin Beardon. Lisse: Swets & Zeitlinger, 2004. 121-39.

### A3.        OTHER PARTS OF BOOKS

Nitsche, Michael. "Machinima – an Expression of what?" in World Expo companion edition (Spain). Ed. Cristina Garcia-Lasuen (invited chapter) City of Madrid, Madrid, ESP, TBP.

Nitsche, Michael. "Machinima" and "Performance." (encyclopedia entries) in *Encyclopedia of Video Games*. Ed. Mark Wolf. Westport, CT: Greenwood Press, TBP.

Nitsche, Michael. "Machinima as Media." in The Machinima Reader. Eds. Henry Lowood and Michael Nitsche. Cambridge, MA: MIT Press, 2011. 113-127.

Nitsche, Michael "Procedural Player-Driven Game Spaces: Charbitat," in *Space Time Play: Games, Architecture, and Urbanism.* Eds. Friedrich von Borries, Steffen P. Walz, Ulrich Brinkmann, Matthias Böttger. Basel/ Boston/ Berlin: Birkhäuser, 2007. 72-74.

Nitsche, Michael. "Werte- und Rollensysteme im TV-Spielfilm," in *TV Movies:"Made in Germany." Struktur, Gesellschaftsbild, Kinder- und Jugendschutz.* Ed. Hans J. Wulff (= Themen, Thesen, Theorien, Bd 16) Kiel, GER: ULR Kiel, 2000. 71-116.

## B.    REFEREED PUBLICATIONS

### B.1.        REFEREED JOURNAL PUBLICATIONS

Freeman, Jason, Carl DiSalvo, Michael Nitsche, Stephen Garrett. "Rediscovering the City with UrbanRemix" *Leonardo* 45 (2), (TBP)

Mazalek, Ali, Michael Nitsche, Sanjay Chandrasekharan, Tim Welsh, Paul Clifton, Andrew Quitmeyer, Firaz Peer, Friedrich Kirschner. "Recognizing Your Self in Virtual Avatars" *International Journal of Art and Technology* (IJART) 2013, 6, 1, 83-105 (TBP).

Nitsche, Michael, Mark Riedl, Nicholas Davis. "Creativity, Cognition, and Machinima" *Animation* (special issue: Animation on the Fly: Animation and Video Games) 2011, 19, 50-67.

Freeman, Jason, Carl DiSalvo, Michael Nitsche, Stephen Garrett. "Soundscape Composition and Field Recording as a Platform for Collaborative Creativity" *Organised Sound* 16 (3), (December 2011), 272-281.

Nitsche, Michael. "A Look Back at Machinima's Potential." *Journal of Visual Culture* 10, 1 (April 2011), 13-18.

Chandrasekharan, Sanjay, Alexandra Mazalek, Michael Nitsche, Yanfeng Chen and Apara Ranjan. "Ideomotor Design. Using Common Coding Theory to Derive novel Video Game Interactions: *Pragmatics & Cognition* 18. 2 (2010), 313-339.

Vandagriff, Jenifer and Michael Nitsche. "Women in Machinima." *Digital Creativity* (special issue on Women in Games) 20, 4 (2009), 277-290.

Farley, Kathryn, Michael Nitsche, Jay Bolter, Tobias Lang, Blair MacIntyre. "Augmenting Creative Realities: Second Life Performance Project." *Leonardo* 42. 1 (2009), 96-97.

Nitsche, Michael. "Claiming Its Space: Machinima." *Dichtung Digital: New Perspectives on Digital Literature: Criticism and Analysis.* Eds. Astrid Ensslin and Alice Bell. No 37 (February 2008). (online journal). [re-published as "Reinvindicando seu espaco: Machinima" in: *Machinima* Eds. Particia Moran and Janaina Patrocinio. Sao Paulo: CINUSP, 2011. 76-90.]

Murray, Janet, Ian Bogost, Michael Mateas, and Michael Nitsche. "Game Design Education: Integrating Computation and Culture." *IEEE Computer* 39. 6 (2006), 43-52.

Bogost, Ian, Michael Mateas, Janet Murray, Michael Nitsche. "Asking What is Possible: The Georgia Tech Approach to Game Research and  Education." *The International Digital Media & Arts Association Journal* 2. 1 (2005), 59-69.

Nitsche, Michael. "Spatial Structuring, Cinematic Mediation, and Evocative Narrative Elements in the Design of RT 3D VE: The Common Tales Project." *Digital Creativity* 15. 1 (2004), 53-58.

### B.2.        OTHER REFEREED PUBLICATIONS

Mazalek, Ali, Michael Nitsche and Paul Clifton. "Pictures at an Exhibition: Design of a Hybrid Puppetry Performance Piece." full paper accepted at *11th International Conference on Entertainment Computing* (Sept 4-6 2012, Bremen, GER)

Nitsche, Michael and Sanjay Nayak. "Cell Phone Puppets: Turning Mobile Phones into Performing Objects." full paper accepted at *11th International Conference on Entertainment Computing* (Sept 4-6 2012, Bremen, GER)

Quitmeyer, Andrew, Michael Nitsche. "Documatic: Participatory, Mobile Shooting Assistant, Pre-Editor, and Groundwork for Semi-automatic Filmmaking." in: *10th European Interactive TV Conference EuroITV* (July 4-6 2012, Berlin, GER) New York, NY: ACM, 2012. 135-138.

Mazalek, Ali, Michael Nitsche, Claudia Rebola, Andy Wu, Paul Clifton, Firaz Peer and Matthew Drake. "Pictures at an Exhibition: Physical/digital Puppetry Performance Piece." in: *Proceedings of the 8th ACM conference on Creativity & Cognition* (Nov 3-4 2011, Atlanta, GA) New York, NY: ACM, 2011. 441-42.

Nitsche, Michael, Carl DiSalvo, Jason Freeman. "Participatory Art as Inner City Workshop: The Urban Remix Sound Project." in: *ISEA 2011* (Sept 14-21 2011, Istanbul, Turkey) (digital proceedings)

Davis, Nicholas, Boyang Li, Brian O'Neill, Mark Riedl, Michael Nitsche. "Distributed Creative Cognition in Digital Filmmaking." In: *Proceedings of the 8th ACM conference on Creativity & Cognition* (Nov 3-4 2011, Atlanta, GA) New York, NY: ACM, 2011. 207-16.

Mazalek, Ali, Michael Nitsche, Sanjay Chandrasekharan, Tim Welsh, Paul Clifton, Andrew Quitmeyer, Firaz Peer and Friedrich Kirschner. "I'm in the Game: Embodied Puppet Interface Improves Avatar Control," in: *Proceedings of the Fifth International Conference on Tangible, Embedded and Embodied Interaction (TEI) 2011* (Jan 23-26 2011, Madeira, Portugal) New York: ACM, 2011. 129-36.

Mazalek, Ali, Michael Nitsche, Sanjay Chandrasekharan, Tim Welsh, Paul Clifton, Andrew Quitmeyer, Firaz Peer and Friedrich Kirschner, "Recognizing Self in Puppet Controlled Virtual Avatars," in *Fun and Games* (Sept 15-16, 2010) New York: ACM, 2010. 66-73.

Nitsche, Michael, Matthew Drake, Janet Murray. "Bridging Media with the Help of Players," in: *ICIDS 2009*. Ed. I.A. Iurgel, N. Zgalo, P. Petta (Dec 9-11, 2009) Heidelberg, GER: Springer, 2009. 269-79.

Mazalek, Ali, Sanjay Chandrasekharan, Michael Nitsche, Tim Welsh, Geoff Thomas, Tandav Sanka and Paul Clifton. "Giving Your Self to the Game: Transferring a Player's Own Movements to Avatars Using Tangible Interfaces," in *ACM Sandbox SIGGRAPH 2009*. Ed. Stephen N. Spencer. New York: ACM, 2009. 161-68.

O'Neill, Brian, Mark O. Riedl, Michael Nitsche. "Towards Intelligent Authoring Tools for Machinima Creation," in *Proceedings of the 27th International Conference Extended Abstracts on Human Factors in Computing Systems*. Boston, MA: ACM, 2009. 4639-44.

Nitsche, Michael. "Experiments in the Use of Game Technology for Pre-Visualization," in *Proceedings of Futureplay 2008*. Eds. Bill Kapralos, Mike Katchabaw, and Jay Rajnovich. New York: ACM, 2008. 160-66. (also published in: *Loading*, 3 (5) (2009))

Nnadi, Ogechi, Ute Fischer, Micheal Boyce, Michael Nitsche. "Effect of Dynamic Camera Control on Spatial Reasoning in 3D Spaces," in *Proceedings Sandbox Symposium*. Ed. Karen Schrier, Chris Swain, Michael Wagner, and David Schwartz. New York: ACM, 2008. 157-63.

Biggs, Michael, Ute Fischer, Michael Nitsche. "Supporting Wayfinding through Patterns within Procedurally Generated Virtual Environments," in *Proceedings Sandbox Symposium*. Eds. Karen Schrier, Chris Swain, Michael Wagner, and David Schwartz. New York: ACM, 2008. 123-29.

Marsh, Tim, Michael Nitsche, Wei Liu, Peichi Chung, Jay Bolter, Adrian Cheok. "Film Informing Design for Contemplative Gameplay," in *Proceedings Sandbox Symposium*. Eds. Karen Schrier, Chris Swain, Michael Wagner, and David Schwartz, New York: ACM, 2008. 99-107.

Ashmore, Calvin and Michael Nitsche. "The Quest in a Generated World," in *Situated Play: Proceedings of the Third International Conference of the Digital Games Research Association DiGRA '07*. Ed. Akira Baba. Tokyo: University of Tokyo, 2007. 503-10.

Nitsche, Michael. "Mapping Time in Video Games," in *Situated Play: Proceedings of the Third International Conference of the Digital Games Research Association DiGRA '07*. Ed. Akira Baba. Tokyo: University of Tokyo, 2007. 145-52.

Mazalek, Alexandra and Michael Nitsche. "Tangible Interfaces for Real-Time 3D Virtual Environments," in *Proceedings of the International Conference on Advances in Computer Entertainment Technology ACE 2007*. New York: ACM Press, 2007. 155-62.

Nitsche, Michael and Paul Richens. "Telling Stories through Space: The Mindstage Project," in *Technologies for Interactive Digital Storytelling and Entertainment*. Eds. Stefan Göbel, Rainer Malkewitz and Ido Iurgel. Berlin/ Heidelberg: Springer, 2006. 61-71.

Nitsche, Michael, Calvin Ashmore, Will Hankinson, Rob Fitzpatrick, John Kelly, and Kurt Margenau. "Designing Procedural Game Spaces: A Case Study," in *Proceedings of FuturePlay 2006*. (digital proceedings)

Hunt, Devin, Jamie Moore, Alex West, and Michael Nitsche. "Puppet Show: Intuitive Puppet Interfaces for Expressive Character Control," in *Gaming Realities: A Challenge for Digital Culture*. Ed. Manthos Santorineos. Athens: Fournos, 2006. 159-67.

Nitsche, Michael, Jason Alderman, Calvin Ashmore, Katherine Compton, Matthias Shapiro. "The Many Worlds of Charbitat," in *Game Set Match II. On Computer Games, Advanced Geometries, and Digital Technologies*. Eds. Kas Oosterhuis and Lukas Feireiss. Rotterdam: Episode Publ., 2006. 57-66.

Nitsche, Michael. "Focalization in 3D Video Games," in *Digital Proceedings of Future Play* (Lansing, MI October 13-15, 2005) (digital proceedings).

Fitzpatrick, Rob, Martin Walsh, and Michael Nitsche. "Character Data Sets and Parameterized Morality," in *Proceedings of Aesthetics of Play* (Bergen, October 14-15, 2005) (digital proceedings)

6

Richens, Paul and Michael Nitsche. "Mindstage: Towards a Functional Virtual Architecture," in *Proceedings of the 11th International CAAD Futures Conference*. Eds. Bob Martens and Andre Brown. Dordrecht: Springer, 2005. 331-40.

Nitsche, Michael. "Games, Montage, and the First Person Point of View," in *Changing Views: Worlds in Play. Selected Papers*. Eds. Suzanne de Castell and Jennifer Jenson. Vancouver: DiGRA, 2005. 29-35.

Nitsche, Michael and Maureen Thomas. "Stories in Space: The Concept of the Story Map," in *Proceedings of the Second Conference on Virtual Storytelling ICVS '03*. Eds. Olivier Balet, Gerard Subsol, Patrice Torquet. Berlin et al.: Springer Verlag, 2003. 85-94.

Nitsche, Michael and Maureen Thomas. "Stepping Back: Players as Active Participators," in *Proceedings of the First International Digital Games Research Conference: Level Up! '03*. Utrecht: Utrecht University/ DiGRA Digital Library, 2003. (digital proceedings)

Nitsche, Michael, Stanislav Roudavski, Maureen Thomas, and François Penz. "Drama and Context in Real-Time Virtual Environments: Use of Pre-Scripted Events as a Part of an Interactive Spatial Mediation Framework," in *Proceedings of the First International Conference on Technologies for Interactive Digital Storytelling and Entertainment TIDSE '03*. Eds. Stefan Göbel et al. Darmstadt: Fraunhofer IRB Verlag, 2003. 296-310.

Nitsche, Michael, Stanislav Roudavski, Maureen Thomas, and François Penz. "Building Cuthbert Hall Virtual College as a Dramatically Engaging Environment," in *Proceedings of the Participatory Design Conference PDC '02*. Eds. Thomas Binder et al. Palo Alto: CPSR, 2002. 386-90.

## C. OTHER PUBLICATIONS

Nitsche, Michael. "Rattling Cages" column for Digital Games Research Association "Hardcore" online column series (July 2007).

Nitsche, Michael, "Talespaces: Interactive Narrative Landscapes," in *SCROOPE Cambridge Architecture Journal* 12 (2000). 112-16.

Mackenzie, Jonathan, Gavin Baily, Michael Nitsche, and Jem Rashbass. "Gaming Technologies for Anatomy Education" (unpublished conference presentation) *7th International Conference on Information Visualisation IV'03*. (London 16-18 July 2003)

## D. PRESENTATIONS

### D.1. KEYNOTE PRESENTATIONS

Nitsche, Michael. "Fourth Walls and Second Lives." Creating Second Lives 2011: Blurring Boundaries, Bangor, UK (Sept 8-9, 2011)

Nitsche, Michael. "Digital Folk Art." Performance and Performativity Symposium, Maastricht University, Maastricht, NL (May 25, 2011)

Nitsche, Michael. "Serious Play: When Players Engage." Games, Education, Modeling and Simulation (GEMS) Symposium, Columbus State University, Columbus, GA, (Oct 8, 2009)

Nitsche, Michael. "Growing Game Worlds." Computer Games / Players / Game Cultures, Otto-von-Guericke Universitaet Magdeburg, Magdeburg, GER, (March 18-21, 2009).

Nitsche, Michael. "Machinima and Performance." Transistor '07, CIANT, Prague, CZ (June 12, 2007).

### D.2. INVITED PRESENTATIONS

Nitsche, Michael. "VR Nutzraum." (invited guest talk) Ernst Busch Hochschule fuer Schauspiel, Berlin, GER (July 5, 2012)

Nitsche, Michael. "Interacting is Performing." (invited presentation) Trinity College Dublin, IRL (June 1, 2012)

Nitsche, Michael. "UrbanRemix: Belo Horizonte." (workshop and lecture) VIVO arte.mov festival, Belo Horizonte, Brazil (April 25-29, 2012)

Nitsche, Michael. "Open for Discussion." (workshop) Research Generator, University of Hull, UK (June 24, 2011)

Nitsche, Michael. "Performing the Digital Film." (invited presentation) PhD colloquium University of Udine, DAMS Italy (June 10, 2011)

Nitsche, Michael. "Everyday Digital Performance." (invited presentation) From Black Box to Second Life: Theatre and Performance in Virtual Worlds, University of Hull, UK (May 20, 2011)

Nitsche, Michael. "No End of Worlds." (workshop presentation and revision) Ludotopia II, Manchester, UK (Feb 25-26, 2011).

Nitsche, Michael. "Interaction Revision." Anglia Ruskin University (Cambridge, UK Feb. 24 2011).

Nitsche, Michael, Nettrice Gaskins. (panel chair) "Machinima" *SIEGE*. Atlanta, GA (Oct. 1, 2010).

Nitsche, Michael. "No End of Worlds." (workshop presentation) Ludotopia, Copenhagen, DEN (May 7-29, 2010).

Bolter, Jay, Kathryn Farley, Michael Nitsche, and Jenifer Vandagriff. "Theorizing Performance in Virtual Space." Thursday Club. Goldsmiths University College London, London, UK (June 25, 2009).

Nitsche, Michael. "Digital World and Image Group." Play Machinima Law. Stanford University, CA (April 24-25, 2009).

Nitsche, Michael. "Meaning in Game Worlds." Clemson University (Clemson, SC, Feb. 13 2009).

Kirschner, Friedrich and Michael Nitsche. "Machinima and the Moving Image." NVision 2008. San Jose, CA (Aug. 25, 2008).

Nitsche Michael. "Narrative Space: 5 Years After." University of Cambridge, Cambridge, UK (June 6, 2008).

Nitsche, Michael. "Performance Spiele." ITU, Copenhagen, DK (May 31, 2008).

Nitsche, Michael. "Tangible Interfaces for Game Worlds." GDX, Atlanta, GA (April 11, 2008).

Bolter, Jay, Kathryn Farley, Tobias Land, Blair McIntyre, Michael Nitsche. "Visiting Artist Presentation." Liminal Screen program, Banff, CAN (March 20, 2008).

Nitsche, Michael. "Film Spielen – Machinima." *n-Space* Hff Potsdam Babelsberg (Potsdam, GER, May 30 2007).

Mazalek, Ali and Michael Nitsche. "Unreal Puppets for Real." Machinima Film Festival, Museum of the Moving Image, NY (Nov. 1, 2006).

Nitsche, Michael. "Machinima: An Academic Perspective." Turner Machinima Event, Turner Broadcasting, Atlanta, GA (Oct. 26, 2006).

Nitsche, Michael and Ali Mazalek. "The Screen and Beyond: Interactive Media and Game Spaces." GVU Brown Bag Lecture Series, Atlanta, GA (March 15, 2006).

Nitsche, Michael. "Creating a Virtual Storyspace." Duke University, Durham, NC (March 2, 2006).

Nitsche, Michael and Paul Richens. "Combining Linear Content and Spatial Design for Mindstage." Media in Transition 4: The Work of Stories (Boston May 6-8, 2005).

Nitsche, Michael. "What's Old and What's New about Machinima?" Human and Machine Conference Stanford, CA (Dec. 5, 2005).


## D.3.   CONFERENCE PRESENTATIONS

Nitsche, Michael and Andrew Quitmeyer. "Documatic." EuroITV, Berlin, GER (July 4-6 2012).

Nitsche, Michael. "How to teach Machinima?" MachinExpo (online) (Nov 20, 2011)

Nitsche, Michael. "Media." panelist for *Science Fiction Symposium*. Atlanta, GA (Nov 17, 2011).

DiSalvo, Carl, Jason Freeman, Michael Nitsche. "Participatory Art as Inner City Workshop: The UrbanRemix Sound Project." ISEA 2011. Istanbul, TUR (Sept. 14-21, 2011).

Mazalek, Ali, Michael Nitsche, Paul Clifton. "I'm in the Game: Embodied Puppet Interface Improves Avatar Control." *TEI 2011*. Funchal, POR (Jan. 23-26 2011).

Nitsche, Michael, Celia Pearce, Henry Lowood, Jay Bolter, Brian Schrank. "Speaker panel." (panel chair) *Art History of Games*. Atlanta, GA (Feb. 4-6, 2010)

Nitsche, Michael, Matthew Drake, Janet Murray. "Bridging Media with the Help of Players." *ICIDS 2009*. Guimarães, POR (Dec. 9-11, 2009).

Nitsche, Michael. "The Games' Eye." (panel) DiGRA. London, UK (Sept. 1-4, 2009).

Mazalek, Ali, Sanjay Chandrasekharan, Michael Nitsche, Tim Welsh, Geoff Thomas, Tandav Sanka, Paul Clifton. "Giving Your Self to the Game: Transferring a Player's Own Movements to Avatars Using Tangible Interfaces." ACM Sandbox SIGGRAPH 2009. New Orleans, LA (Aug. 4-6, 2009).

Bogost, Ian, Michael Nitsche, John Sharp, Peter Weishar. (panel) "The Art History of Games." ACM Sandbox SIGGRAPH 2009. New Orleans, LA (Aug. 4-6, 2009).

Nitsche, Michael and Matthew Drake. "Next Generation Play." *CTIA*. Las Vegas, NV (April 1-4, 2009).

Nitsche, Michael. "Experiments in the Use of Game Technology for Pre-Visualization." FuturePlay '08, Toronto, CAN 2008 (Nov. 3-5, 2008).

Nitsche, Michael. "Interfacing Virtual Actors." (panel chair) Machinima Film Festival. New York, NY (Nov. 1, 2008).

Nitsche, Michael, Ute Fischer, Michael Biggs. "Supporting Wayfinding through Patterns within Procedurally Generated Virtual Environments." ACM Sandbox, Los Angeles, CA (Aug. 9-10, 2008).

Nitsche, Michael, Ogechi Nnadi, Ute Fischer, Michael Boyce. "Effect of Dynamic Camera Control on Spatial Reasoning in 3D Spaces." ACM Sandbox, Los Angeles, CA (Aug. 9-10, 2008).

Nitsche, Michael. "Shared Spaces." (panel) Living Game Worlds, Atlanta, GA (Dec. 2, 2008).

Nitsche, Michael. (panel) Design, Computing, and Cognition '08, Atlanta, GA (June 23-25, 2008).

Nitsche, Michael. "Digital Performance." (workshop) ROSS Shared Performance, Atlanta, GA (April 29-30, 2008).

Nitsche, Michael. "Performance Showcase." Interactive Performance Conference, Orlando, FL (March 14-16, 2008).

Nitsche, Michael. "Outcomes of Successful Game Programs." (panel) GDC 2008, San Francisco, CA (March 16, 2008).

Nitsche, Michael. (panel) Virtual Worlds and New Realities in Commerce, Politics, and Society, Atlanta, GA (Feb. 10-11, 2008).

Nitsche, Michael. "Machinima Documentaries." Living Game Worlds '07, Atlanta, GA (March 29, 2007).

Nitsche, Michael. "Mapping Time in Video Games." DiGRA '07: Situated Play, Tokyo, JP (Sept. 24-28, 2007).

Nitsche, Michael and Calvin Ashmore. "The Quest in a Generated World." DiGRA '07: Situated Play, Tokyo, JP (Sept. 24-28, 2007).

Nitsche, Michael. (participant) Microsoft's Academic Alliance, Tampa, FL (Jan. 2006).

Nitsche, Michael, Calvin Ashmore, Will Hankinson, Robert Fitzpatrick, John Kelly, Kurt Margenau. "Designing Procedural Game Spaces: A Case Study." Futureplay '06, Ontario, CAN (Oct. 10-12, 2006).

Nitsche, Michael. "Procedural Game Space: Charbitat." Transistor '06, Charles University, Prague, CZ (June 15, 2006).

Nitsche, Michael, "Machinima." Networked Publics Conference, Annenberg Center/ USC, Los Angeles, CA (April 28-29, 2006).

Nitsche, Michael. "Games for Movies." PCA/ACA National Conference, Atlanta, GA (April 12-16, 2006).

Nitsche, Michael, Jason Alderman, Calvin Ashmore, Katherine Compton, Matthias Shapiro. "The Many Worlds of Charbitat." Game Set Match II, Delft, NL (March 29-31, 2006).

Nitsche, Michael. "Design Process and Convergence." (panel chair) Living Game Worlds, Atlanta, GA (Feb. 16, 2006).

Nitsche, Michael. "Impact and Influence: Machinima and Digital Culture." (panel) Machinima Film Festival 2005, Museum of the Moving Image, NY (Nov. 12, 2005).

Nitsche, Michael. "Focalization in 3D Video Games." FuturePlay, Lansing, MI (Oct. 13-15, 2005).

Nitsche, Michael. "Future of Cinema." (panel) Atlanta Film Festival, Atlanta, GA (Sept. 18-19, 2005).

Nitsche, Michael. "Games, Montage, and the First Person Point of View." DiGRA '05: Changing Views–Worlds in Play, Vancouver, CAN (June 16-20, 2005).

Nitsche, Michael. "Georgia Tech in Games." Education Arcade, Los Angeles, CA (May 15-20, 2005).

Nitsche, Michael. "Combining Linear Content and Spatial Design for Mindstage" Media in Transition, Boston, MA (May 6-8, 2005).

Nitsche, Michael. (invited participant) EA Academic Summit, Redshore, CA (March 7, 2005).

## E. OTHER SCHOLARLY ACCOMPLISHMENTS

*Pictures at an Exhibition* (with Ali Mazalek and Claudia Rébola) (digital puppetry project for the Center for Puppetry Arts, Atlanta),
- Experimental Puppetry Theater, Atlanta May 2011
- Creativity & Cognition conference, Atlanta Nov 2011

*UrbanRemix* (with Carl DiSalvo and Jason Freeman) (localized music production with cell phones), 2009-.
- Art at the Beltline event, Atlanta 2010
- City Centered event, San Francisco 2010
- Times Square event, New York 2011
- American Composer Orchestra: Sonic. Sounds of a New Century event, New York 2011
- VIVO arte.mov festival, Belo Horizonte, Brazil 2012

*Club Verona* (co-producer) (mixed media performance; dir: Melissa Foulger), 2009.

*Leaving the Game* (mentor/ advisor) (real-time video generation and customization on Xbox), 2007-2008.

*Tangible User Interfaces for Real-Time 3D Virtual Environments* (with Ali Mazalek) (virtual puppetry research), 2007.

*Second Life Augmented Reality* (co-producer) (series of digital theater experiments using augmented reality), 2007-2008.

*Charbitat* (PI/ producer) (3D procedural game world generator), 2005-2007.


## IV. SERVICE

### A. PROFESSIONAL CONTRIBUTIONS

Program Committee, Meaningful Play, 2012.
Program Committee, Game and Entertainment Technologies 2012 (GET 2012), 2012.
Program Committee, ACM Multimedia/ SRMC2011: Workshop on Story Representation, Mechanism and Context,

2011
Scientific Review Board *G|A|M|E – Games as Art, Media, Entertainment* (journal), 2011-
Conference Review Board, Hypertext 2011.
Scientific Advisory Board, Digital Media Degree Universidado de Minho, Portugal, 2010-
Program Committee, Joint International Conference on Interactive Digital Storytelling (ICIDS), 2009, 2010.
Grant Reviewer, NSF Human Centered Computing (HCC), 2010.
Program Committee, Game and Entertainment Technologies 2010 (GET 2010), 2010.
Conference Thread reviewer DiGRA, 2009.
Grant Reviewer, Fonds Québécois de la Recherche sur la Société et la Culture, Quebec, CAN, 2009.
Conference Review Board, ACM Sandbox 2008, 2009.
Editorial Board, *Digital Creativity* (journal) 2009- .
Reader, Ph.D., University of New South Wales, Sidney, AUS, 2009.
Official Judge Ivy Film Festival, Brown University, 2009, 2010.
Editorial Board, *Journal of Gaming and Virtual Worlds*, 2009-.
Official Judge Machinima Film Festival, New York 2006, 2008.
Conference Review Board, Joint International Conference on Interactive Digital Storytelling, 2008.
Conference Review Board, ACM Advances in Computer Entertainment Technology (ACE), 2008.
Editorial Board, *Games and Culture* (journal), 2008-.
Conference Review Board, Meaningful Play, 2008.
Member, Board of Reviewers, *Game Studies* (online journal), 2008-.
Official Judge fmX Festival, Stuttgart, GER, 2008.
Official Judge Online Machinima Film Festival, 2008.
Conference Review Board, DiGRA, 2005, 2007.
Conference Review Board, FuturePlay, 2006, 2007, 2009.
Co-chair DiGRA Special Interest Group Games and Film, 2007-.
Official Judge Machinima Festival Europe, Leicester, UK, 2007.
Editorial Board, *Loading...* (online journal), 2007-.
Conference Review Board, Virtual Systems and New Media, 2006.

Other Review work:

Reviewer, SIGGRAPH 2011
Reviewer, *International Journal of Performance Arts and Digital Media* (journal), 2010
Reviewer, Wiley-Blackwell (book proposal), 2010
Reviewer, *International Journal of Arts and Technology* (IJART) (journal), 2010.
Conference Reviewer, SIGGRAPH '10, 2010.
Conference Reviewer, OZCHI '09, 2009.
Conference Reviewer, International Symposium on Mixed and Augmented Reality (ISMAR), 2009.
Reviewer, *Simulation & Gaming* (journal), 2009.
Conference Reviewer, Computer Support Cooperative Work (CSCW), 2009.
Reviewer, *IEEE Spectrum* (journal), 2008.
Reviewer, Elsevier/ Morgan Kauffmann/ Focal Press (book), 2007.

**V.    HONORS AND AWARDS**

Best student paper award for Davis, Nicholas, Boyang Li, Brian O'Neill, Mark Riedl, Michael Nitsche. "Distributed Creative Cognition in Digital Filmmaking." 8th ACM conference on Creativity & Cognition (Nov 3-4 2011, Atlanta, GA)
Hesburgh Award Teaching Fellowship 2011 by the Center for the Enhancement of Teaching and Learning (CETL)
Outstanding Academic Title Award 2009 by Choice Magazine for: "Video Game Spaces: Image, Play, and Structure in 3D Worlds"
Best Paper Award for: Biggs, Michael, Ute Fischer, Michael Nitsche. "Supporting Wayfinding through Patterns within Procedurally Generated Virtual Environments," in *Proceedings Sandbox Symposium*. Eds. Karen Schrier, Chris Swain, Michael Wagner, and David Schwartz. New York: ACM, 2008. 123-29.
Best Technical Achievement Award for "Leaving the Game," at *Machinima Film Festival 2008* (New York, Nov. 1, 2008), co-produced by Kumagames and the AFI's Digital Content Lab.
Paper presented as one of the top ten academic research findings at *GDC '06*: Nitsche, Michael. "Games, Montage, and the First Person Point of View," in *Changing Views: Worlds in Play. Selected Papers*. Eds. Suzanne de Castell and Jennifer Jenson. Vancouver: DiGRA, 2005. 29-35.