

July 2015

**Curriculum Vitae of
KARI KRAUS**

University of Maryland, College Park
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College Park, MD 20742
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1. PERSONAL INFORMATION

1.A NAME: Kari Kraus

1.B DEPARTMENTS: College of Information Studies (Tenure home-51%)
English Department (49%)

1.C CURRENT RANK: Associate Professor

1.D APPOINTMENT: 2007

1.E EDUCATIONAL BACKGROUND

Ph.D., 2006, English, **University of Rochester**, College of Arts, Sciences, and Engineering
Advisor: Professor Morris Eaves

M.A., 1995, English, **Texas A&M University**

B.A., 1991, English, **Texas A&M University**

1.F EMPLOYMENT BACKGROUND

8/13-present Associate Professor, College of Information Studies and Department of English,
University of Maryland, College Park, MD

8/07-8/13 Assistant Professor, College of Information Studies and Department of English,
University of Maryland, College Park, MD

11/06-6/07 Technology Outreach Coordinator, Zotero Project, Center for History and New
Media, George Mason University, Fairfax, VA

1/07-5/07 Adjunct Instructor, Undergraduate Honors Program, University of Maryland, College
Park, MD

1/04-12/05 Adjunct Instructor, Art and Visual Technology Program, George Mason University,
Fairfax, VA

2. RESEARCH, SCHOLARLY, AND CREATIVE ACTIVITIES

- In all references, my name is in bold.
- Unless otherwise indicated (see last bullet point), the first author is the lead author.

- Names with an asterisk (*) indicate students with whom I collaborated. This includes students for whom I am/was the (co-)advisor and other students where the collaboration was limited to specific projects.
- References marked with a + indicate that authors are listed in alphabetical order, or that all co-authors contributed equally.

2.A BOOKS

2.A (i) Books Authored

1. **Kraus, K.** (in progress; under contract to the MIT Press). *Hopeful Monsters: Computing, Counterfactuals, and the Long Now of Things*.

2.A (ii) Chapters in Books

1. Sayers, J., Elliott, D., **Kraus, K.**, Nowvskie, B., Turkel, W. (under contract; forthcoming 2015). Physical Computing, Desktop Fabrication, and Makerspaces in the Humanities. In Susan Schreibman, Ray Siemens, and John Unsworth (Eds.) *A New Companion to Digital Humanities*. Oxford: Blackwell.
2. **Kraus, K.** (2013). Picture Criticism: Textual Studies and the Image. In Julia Flanders and Neil Fraistat (Eds.) *Cambridge Companion to Textual Scholarship*. Cambridge: Cambridge UP.
3. **Kraus, K.** (2011). Prim Drift, Copybots, and Folk Preservation. In Megan Winget and William Aspray (Eds.) *Digital Media: Technological and Social Challenges of the Interactive World* (pp. 73-85). Plymouth, UK: Scarecrow Press.

2.A (iii) Edited Collections

1. **Kraus, K.** and Levi, A.* (Eds.). (2012). *Rough Cuts: Media and Design in Process*. [Online collection of essays and artifacts]. MediaCommons: The New Everyday. [Collection includes 23 contributors; edited, curated, and published by Kraus and Levi with introduction written by Kraus]¹

2.B ARTICLES IN REFEREED JOURNALS

1. Hancock, C.,* Hichar, C.,* Holl-Jensen, C.,* **Kraus, K.**, Mozafari, C.,* and Skutlin, K.* (2013). Bibliocircuitry and the design of the alien everyday. *Textual Cultures*.+
2. Bonsignore, E.,* Hansen, D., **Kraus, K.**, & Ruppel, M.* (2013). Alternate Reality Games as platforms for practicing 21st-century literacies. *International Journal of Learning and Media*.+
[18,058 words, ~75 double-spaced manuscript pages]

¹ For ease of reference, books, book chapters, articles, monographs, book reviews, invited talks, refereed conference materials, grants have been numbered in their respective sections.

3. **Kraus, K.** and Donahue, R.* (October 2012). “Do you want to save your progress?”: The role of professional and player communities in preserving virtual worlds. *Digital Humanities Quarterly*.
[**9,437 words, ~45 double-spaced manuscript pages**]
4. **Kraus, K.** (2011). “A counter-friction to the machine”: What game scholars, librarians, and archivists can learn from machinima makers about user activism. Special commissioned issue on machinima. *Journal of Visual Culture* 10(1), 100-112. An Italian translation appears in *MACHINIMA! Teorie. Pratiche. Dialoghi*, ed. Matt Bittanti and Henry Lowood. Ludologica book series, 2013.

[**2,874 words, ~13 double-spaced manuscript pages**]
5. **Kraus, K.** (2009). Conjectural criticism: computing past and future texts. *Digital Humanities Quarterly*, 3(4). **15,851 words, ~52 double-spaced manuscript pages.**
6. **Kraus, K.** [interviewer, author of introductory essay, and editor] (2002-2003). “Once only imagined”: The past, present, and future of Blake Studies. An interview with Morris Eaves, Robert N. Essick, and Joseph Visconti. Dual publication in *Romantic Circles* (2003) and *Studies in Romanticism* 41(2), 143-199.
[**27,983 words, ~85 double-spaced manuscript pages**]

2.C ARTICLES IN REFEREED CONFERENCE PROCEEDINGS²

[Article acceptance rates have been noted where this information is available.]

1. Bonsignore, E.,* Moulder, V., Neustaedter, C., Hansen, D., **Kraus, K.** Druin, A. Design Tactics for Authentic Interactive Fiction: Insights from Alternate Reality Game Designers. CHI 2014 short paper submission. (acceptance rate: 22.8%)
2. Bonsignore, E.,* **Kraus, K.**, Visconti, A.,* Hansen, D., & Fraistat, A. (2013). Story Shards: Assemblage of Curiosities from the Arcane Gallery of Gadgetry. In Proceedings GLS 9.0 Games+Learning+Society Conference (p. 577). Madison, WI: ETC Press (Carnegie Mellon University).
3. Oard, D., Wu, M., **Kraus, K.**, Hajj-Ahmad, A.,* Su, H.,* Garg, R. (2014). It’s about time: projecting temporal metadata for historically significant recordings. *Proceedings of the 2014 iConference*. Berlin, Germany, 4-7 March: ACM Digital Library. [acceptance rate 48.6%]

² If no pagination is included, the article is an online publication that has not been assigned page numbers.

4. Bonsignore, E.*, Hansen, D., **Kraus, K.**, Visconti, A.*, Ahn, J., Druin, A. (2013). Playing for real: designing Alternate Reality Games for teens in learning contexts. *Interaction Design and Children Conference*. NYC, New York June 2013. [acceptance rate ~30%]
5. Hansen, D., Bonsignore, E.*, Ruppel, M., Visconti, A.*, & **Kraus, K.** (2013). Designing reusable alternate reality games. In Proceedings of the 31st Annual SIGCHI conference on Human Factors in Computing Systems, CHI 2013, Paris, France: ACM Press. [acceptance rate 20%]
6. He, Y.*, **Kraus, K.**, Preece, J. (2013). You are not alone online: a case study of long distance romantic relationships in the Renren [Chinese Facebook] online community. *HCI International*. Las Vegas, Nevada. Springer-Verlag. [acceptance rate ~38%]
7. Bonsignore, E.,* Hansen, D., **Kraus, K.**, Ahn, J., Visconti, A.,* Fraistat, A., Druin, A. (2012). Alternate Reality Games: platforms for collaborative learning. *International Conference of the Learning Sciences (ICLS)*. Sydney, Australia: 251-258 [Acceptance Rate 25%]
8. Bonsignore, E.,* **Kraus, K.**, Visconti, A.,* Hansen, D., Fraistat, A., Druin, A. (2012). Game design for promoting counterfactual thinking. *Proceedings of ACM CHI2012*, Austin, Texas: 2079-2082 [Acceptance Rate 23%]
9. Kirschenbaum, M., Farr, E., **Kraus, K.**, Nelson, N., Stollar Peters, C., Redwine, G., Reside, D. (2009). Digital materiality: Preserving scholarly access to computers as complete environments for literary authorship. *iPres 2009 Conference on the Preservation of Digital Objects*, San Francisco, CA: 105-112.
[order of authorship listed with Kirschenbaum first, followed by all other names in alphabetical order]
10. **Kraus, K.** (2008). Prim drift, copybots, and folk preservation: Three copyright parables about art in the digital age. *iConference 2008*, Los Angeles, CA: 1-8.
11. Mistic, V., **Kraus, K.**, Eaves, M., Parker, K.J., Buckley, R. (2002). MRC [Mixed Raster Content] for compression of Blake Archive images. *Proceedings of the International Society for Optical Engineering / Applications for Digital Image Processing*, Seattle, WA, 4790: 479-490.
12. Mistic, V. and **Kraus, K.** (2002). Digital representation and compression of William Blake's hand-colored engravings. *Museums and the Web 2002 Proceedings*, Boston, MA, <http://www.museumsandtheweb.com/mw2002/papers/mistic/mistic.html>.

2.D EXTENDED ABSTRACTS AND WORKSHOP PAPERS IN REFEREED CONFERENCE PROCEEDINGS

2.D (i) Extended Abstracts in Refereed Conference Proceedings

[abstracts in this section are at least 1250 words or more in length]

1. Clement, T., **Kraus**, K., Sayers, J., Trettien, W. et al. (2014) <audio>Digital Humanities</audio>: The Intersections of Sound and Method. Digital Humanities. *Proceedings of Digital Humanities 2014*. Lausanne, Switzerland. [acceptance rate for panels 27%]
2. Lin, J., **Kraus**, K. Punzalan, R. (2014). Supporting Distant Reading for Web Archives. *Proceedings of Digital Humanities 2014*. Lausanne, Switzerland. [acceptance rate for long papers ~50%]
3. Conway, P., Fraistat, N., Galloway, P., **Kraus**, K., Rehberger, D., Walter, K. (2010). Digital Humanities internships: Creating a model iSchool-DH center partnership. *Proceedings of Digital Humanities 2010*, London, UK, 120-123. [acceptance rate for papers 34%].+
4. **Kraus**, K., Donahue, R.*, Winget, M. (2009): Game change: The role of amateur and professional cultures in preserving virtual worlds. *Proceedings of Digital Humanities 2009*, College Park, MD, 26-29.
5. **Kraus**, K. (2001). Mimetic metadata: linguistic representations of visual objects in image-based electronic projects. *Proceedings of the Joint International Conference of the Association for Literary and Linguistic Computing and the Association for Computing and the Humanities*, NYC, NY, 69-70.
6. **Kraus**, K. (2000). Image description at the William Blake Archive. *Proceedings of the Joint International Conference of the Association for Literary and Linguistic Computing and the Association for Computing and the Humanities*, Glasgow, Scotland, 55-57.

2.D (ii) Workshop Papers in Refereed Conference Proceedings

1. Bonsignore, E.,* Ahn, J., Koepfler, J.* **Kraus**, K., Guha, M.L. (2014): Exploring teen co-design in Alternate Reality Games for learning. *CHI 2014 Workshop on Understanding Teen UX: Building a Bridge to the Future*, Toronto, Canada.
2. Bonsignore, E.*, Hansen, D., **Kraus**, K., and Druin, A. (2013): Alternate Reality Games: Participatory learning communities. *CSCW 2013 Workshop on Computer Supported Cooperative Work and Education*, San Antonio, TX.

2.E MONOGRAPHS, REPORTS, AND EXTENSION PUBLICATIONS

2.E (i) White Papers and Technical Reports (Research)

1. Mcdonough, J. and Olendorf, R. (University of Illinois Urbana-Champaign); Kirschenbaum, M., **Kraus**, K., Reside, D., Donahue, R.* (University of Maryland); Phelps, A. and Egert,

- C. (RIT); Lowood, H., and Rojo, S. (Stanford University). (September 2010). *Preserving Virtual Worlds Final Report*. White Paper to Library of Congress' National Digital Information Infrastructure for Preservation Program.
 [~60,000 words, 195 pages in pdf format]
 [McDonough first author; all other authors grouped by institution]
2. Kirschenbaum, K., Farr, E., **Kraus**, K., Nelson, N., Stollar Peters, C., Redwine, G., and Reside, D. (May 2009). "Approaches to Managing and Collecting Born-Digital Literary Materials for Scholarly Use." White Paper to NEH Office of Digital Humanities, Level 1 Digital Humanities Start-Up Grant.
 [~12,000 words, 33 pages in pdf format]
 [Kirschenbaum first author; all other authors listed alphabetically here and in published report]

2.E (ii) White Papers and Technical Reports (Curriculum)

1. Elizabeth Ellis,* Laura French,* Charity Hancock,* Kathryn Kaczmarek,* Nigel Lepianka,* Michael Quilligan,* Brian Real,* Kathryn Skutlin,* Allison Wyss,* and **Kari Kraus** (August 2013). "Toward the Design of a Digital Humanities Track or Specialization at UMD." White paper prepared for Dr. William Cohen, Chair of the English Department at UMD.

2.F BOOK REVIEWS, OTHER ARTICLES, AND NOTES

2.F (i) Public Writing

1. **Kraus**, K. (10 October 2012). *First Five* [site that asks artists, academics, and theorists the first five websites that they visit each day.] Ed. by Tamsyn Gilbert.
2. **Kraus**, K. (26 April 2012). "Digital Preservation Is Cultural Literacy." *Huffington Post* Culture Section.
3. **Kraus**, K. (6 August 2011). "When Data Disappears." *New York Times* Op-Ed.
4. **Kraus**, K., contributor, + 12 others. (14 January 2011). "Academics and Social Media: #mla11, Free Wifi, and the Question of Inclusion." ProfHacker (*Chronicle of Higher Education*).

2.F (ii) Short Articles and Notes

1. **Kraus**, K. (2002). Conjecture. Keyword essay, special issue on editing. *Performance Research* 7, 22.

2.G TALKS, PANELS, TUTORIALS, AND OTHER PROFESSIONAL PRESENTATIONS

2.G (i) Invited Keynote Talks

1. June 2013 **Digital Humanities Summer Institute**, University of Victoria
Hopeful Monsters: Design Fiction and the Digital Humanities
2. September 2012 **Conference at the University of Kansas Institute for Digital Research in the Humanities**, Lawrence, KS
Phylogenetic Futures: Big Data and Design Fiction
3. April 2001 (with Matthew Kirschenbaum) **Eleventh International Interdisciplinary Conference of the Society for Textual Scholarship**, New York, NY.
New Directions for Digital Textuality

2.G (ii) Invited Talks (other than Keynotes)

1. March 2015 Critical Making Webinar Series, sponsored by Roger Whitson at **Washington State University**
DUST: Critical Making and Alternate Reality Games
2. October 2014 **University of Virginia**, Scholars' Lab, Charlottesville, Virginia
Finding Faultlines: An Approach to Humanistic Design
3. May 2014 **George Mason University**, Center for History and New Media (CHNM), Reston, Virginia
Alternate Reality Games as Platforms for Learning
4. April 2014 **Johns Hopkins University**, Baltimore, Maryland
Bibliocircuitry and the Design of the Alien Everyday
5. November 2013 **LC's Digital Future and You**, Library of Congress, Washington D. C.
Exploring Invisible Traces in Historic Recordings
6. April 2013 **Rosenzweig Forum on Technology and the Humanities: Preserving and Interpreting Born-Digital Collections**, Library of Congress, Washington D.C.
'We Leaned into the Platform': Talking to Game Designers at the Top of Their Game
7. April 2013 **CUNY Graduate Center Interactive Technology and Pedagogy Speakers Series**, NYC, NY
Experiments in Design Fiction

8. October 2012 **International Council for Scientific and Technical Information Annual Conference**, Library of Congress, Washington D.C.
9. March 2012 **SXSW Interactive**, Austin, TX
(Panel organized by Nick Hasty of Rhizome.org)
Preserving the Creative Culture of the Web
10. March 2012 **Knowledge Organization and Data Modeling in the Humanities Symposium**, Providence, RI
(funded by DFG/NEH Bilateral Digital Humanities Program)
Case Study: Preserving Virtual Worlds
11. July 2011 **NDIIPP/NDSA Digital Preservation Partners Meeting**, Library of Congress, Washington D.C.
Preserving Virtual Worlds
12. June 2011 **New York Public Library: NYPL Labs**, New York, NY
Digital Humanities and the Future of Libraries
13. February 2011 **STORYNET: Stories, Neuroscience, and Experimental Technologies Workshop**. Defense Advanced Research Projects Agency (DARPA), Charlottesville, VA
M. Kirschenbaum and K. Kraus+
What is a Story?
14. April 2010 **New Ways of Seeing: New Media and the Humanities / Theory and Practice**
University of Rochester, Rochester, NY
M. Kirschenbaum and K. Kraus+
Digital Humanities Now
15. April 2009 **Play-Machinima-Law Conference and Workshop**, Stanford University, Palo Alto, CA
16. February 2009 **Digital Media Symposium and Workshop**, University of Texas, Austin, TX
17. January 2009 **ALISE 2009 Conference**, Denver, CO
Panelist, *Going Digital – Culture, Information and Preservation: IMLS Grants Support a New Vision for LIS Education*
18. April 2008 **Workshop in the History of Material Texts**, University of Pennsylvania, Philadelphia, PA
Picture Criticism: Textual Studies and the Image
19. February 2008 **Metaverse U**, Stanford University, Palo Alto, CA
Avatar and Anima: Preserving the Mixed Economy of Real Life and Second Life

20. January 2005 **Freshman Writing Orientation**, University of Maryland, College Park, MD
Teaching with Blogs
21. October 2004 **Conference on the Future of Graduate Education in English**, U of Rochester, Rochester, NY
Position Statement on Emerging Technologies and the Future of the Graduate Curriculum in Literature
22. June 2001 **Archive Cultures: Summer Institute**, sponsored by the Digital Cultures Project
University of California, Santa Barbara, CA
M. Kirschenbaum and K. **Kraus**+
Outside the Archive

2.G (iii) Invited Participant, Panel Chair, and/or Moderator

1. Invited Participant, October 2012, **Scholarly Communication Institute: Humanities Graduate Education**, University of Maryland, College Park, MD
2. Invited Moderator, July 2012 **NDIIPP/NDSA Digital Preservation Partners Meeting**, Library of Congress, Washington D.C.
Preserving Digital Culture
3. Invited Panel Chair, April 2012 **Theorizing the Web**, University of Maryland, College Park, MD
The Politics of Design
4. Invited Participant, June 2011 **Humanities Data Curation Summit**, Palo Alto, CA
5. Invited Participant, June 2011 **At the Nexus of Analog and Digital: A Symposium for Preservation Educators**, University of Michigan, Ann Arbor, MI
6. Invited Panel Chair, May 2011 **TILTS (Texas Institute for Literary and Textual Studies)**, University of Texas, Austin, TX
The Digital and the Human(ities), Visualizing: The Future of Academic Discourse

2.G (iv) Refereed Panel Presentations

1. August 2014 **Society of American Archivists Conference**, Washington DC
Commenter: *Do You Hear What I Hear? Introducing High Performance Sound Technologies for Access and Scholarship*
2. January 2014 **MLA Annual Convention**, Chicago, IL
Evaluating Digital Scholarship: Candidate Success Stories
3. January 2014 **MLA Annual Convention** Chicago, IL

- K. Kraus and J. Sayers
Toward a History of Critical Making in the Humanities
4. January 2013 **MLA Annual Convention**, Boston, MA
Crossed Codes: Designed Futures of the Book
 5. January 2013 **MLA Annual Convention**, Boston, MA
The Third Degree: Joint Programs in Languages, Literature, and Libraries
 6. October 2010 **Meaningful Play Conference**, Michigan State University, East Lansing, MI
E. Bonsignore*, R. Donahue*, G. Goodlander, K. **Kraus**, and M. Ruppel*+
Alternate Reality Games: Interdisciplinary Designers, Designing Interactions
 7. December 2008 **MLA Annual Convention**, San Francisco, CA
Promoting the Useful Arts: Copyright, Fair Use, and Digital Scholarship
 8. December 2007 **MLA Annual Convention**, Chicago, IL
Sampling the Original: Rethinking Appropriation, Attribution, and Copyright
 9. December 2006 **MLA Annual Convention**, Philadelphia, PA
Picture Criticism: Textual Studies and the Image
 10. September 2005 **Elective Affinities: Seventh International Conference on Word and Image Studies**, University of Pennsylvania, Philadelphia, PA
Vectors on a Grecian Urn
 11. March 2003 **Twelfth Interdisciplinary Conference of the Society for Textual Scholarship**, New York, NY *Linguistics and Editing*
 12. July 2000 Material Cultures: **The Book, the Text, and the Archive**, University of Edinburgh, Scotland
M. Kirschenbaum and K. **Kraus**+
Electronic Archives and Their Discontents
- 2.G (v) Conference Tutorials/Workshops/Demonstrations**
1. January 2014 Co-Instructor, **Get Started in Digital Humanities with Help from DHCommons**, MLA Annual Convention, Chicago, IL
J. Sayers and K. **Kraus**
Critical Making in the Classroom
 2. January 2012 Bootcamp Co-Instructor, **THATCamp Games**, University of Maryland, College Park, MD
A. Visconti,* E. Bonsignore,* M. Ruppel,* M. Von Korff, K. **Kraus**
Building Meaningful Narratives, Meaningful Puzzles

3. April 2010 **The Humanities Project**, University of Rochester, Rochester, NY
K. **Kraus** and M. Kirschenbaum
Workshop Leader: Breaking and Entering: Hacking *Mystery House*
4. May 2008 **25th Annual Human-Computer Interaction Lab Symposium**, University of Maryland, College Park, MD
D. Heider, M. Kirschenbaum, K. **Kraus**+
Using Virtual Worlds

2.G (vi) Poster Presentations

1. August 2014 NSF **Advancing Informal STEM Learning PI Meeting**, Marriott Wardman Park, Washington, DC
D. Hansen, S. Shumway, J. Sheets, K. **Kraus**, J. Ahn, E. Bonsignore*, J. Cardon
Advancing Informal STEM Learning Through Scientific Alternate Reality Games
2. May 2012 **Annual Human-Computer Interaction Lab Symposium**, University of Maryland, College Park, MD
K. **Kraus**, E. Bonsignore*, A. Levi*
Rough Cuts: Collecting and Documenting Creativity
3. June 2011 **Digital Humanities Conference**, Stanford University, Palo Alto, CA
E. Bonsignore*, G. Goodlander, D. Hansen, M. Johnson, K. **Kraus**, A. Visconti*+
The Arcane Gallery of Gadgetry: A Design Case Study of an Alternate Reality Game
4. April 2011 **Maryland Day**, University of Maryland, College Park, MD
R. Donahue*, M. Kirschenbaum, K. **Kraus**
Playing the Past
5. May 2010 **Annual Human-Computer Interaction Lab Symposium**, University of Maryland, College Park, MD
N. Chen*, K. **Kraus**, and F. Guimbretiere
A Dual Display Reading Device in the Literature Classroom
6. April 2009 **Maryland Day**, University of Maryland, College Park, MD
R. Donahue*, K. **Kraus**, and all the students in LBSC751: Information Access in the Humanities
The Great Fire of 1912: A Mobile Scavenger Hunt
7. October 2008 **Partnerships in Innovation Conference**, University of Maryland and National Archives and Records Administration, College Park, MD
Preserving Virtual Worlds
8. February 2008 **Research Review Day**, iSchool, University of Maryland, College Park, MD

Preserving Virtual Worlds

9. December 2007 **MLA Annual Convention: Electronic Poster Session sponsored by the Committee on Information Technology**, Chicago, IL
Visualizing Your Bibliography
10. December 2005 **MLA Annual Convention: Electronic Poster Session sponsored by the Committee on Information Technology**, Washington D. C.
How to Do Things with the William Blake Archive
11. April 2001 **Workshop on Teaching with Technology sponsored by the College Teaching and Learning Technology Roundtable**, University of Rochester
Electronic poster session of the William Blake Archive (<http://www.blakearchive.org>).

2.G (vii) Other Presentations

1. July 2015 Archival Education and Research Institute (AERI), University of Maryland, College Park, MD
K. Kraus
Of Parts and Wholes: Revisiting the Significant Properties of Digital Objects through the Lens of Design
2. January 2015 MLA Annual Convention, Vancouver, Canada
K. Kraus
Printing Fictions: Notes Toward a Method
3. May 2012 HCIL Symposium, University of Maryland, College Park, MD
K. Kraus, E. Bonsignore,* A. Levi*
Rough Cuts: Media and Design in Process
4. May 2011 **HCIL Symposium**, University of Maryland, College Park, MD
E. Bonsignore*, K. Kraus, D. Hansen, A. Visconti*, A. Druin
The Design of an Alternate Reality Game: The Arcane Gallery of Gadgetry (AGOG)
5. November 2011 **MITH Digital Dialogue**, University of Maryland, College Park, MD
E. Bonsignore,* A. Fraistat, K. Kraus, and Amanda Visconti*+
"It's not a game to me": ARGs, Game Design, and Secret Agents in the Schoolroom
6. March 2011 **Society for Textual Scholarship Conference**, Penn State, University Park, PA
Game Change: Archives and Significant Properties
7. October 2010 **Library Research Seminar-V Conference**, University of Maryland, College Park, MD
E. Bonsignore,* G. Goodlander, D. Hansen, M. Johnson, and K. Kraus+

Alternate Reality Games (ARGs) and 21st Century Literacies

8. March 2010 **MITH Digital Dialogue**, University of Maryland, College Park, MD
N. Chen* and K. Kraus
Prototyping a Dual-Display e-Reader in the Literature Classroom
9. March 2008 **Center for Teaching Excellence**, University of Maryland, College Park, MD
Teaching and Learning in Second Life
10. April 2008 **iSchool Symposium: The Changing Face of Archival Research and Education**
University of Maryland, College Park, MD
Commentator
11. April 2008 **MITH Digital Dialogue**, University of Maryland, College Park, MD
Rezzing Books: Codex Technology in the Metaverse
12. December 2007 **Research Roundtable**, College of Information Studies, University of Maryland
The Future of the Past
13. November 2007 **HCIL Brownbag lunch talk**, College of Information Studies, University of Maryland
Copyright and Digital Preservation

2H. CONTRACTS, GRANTS, AND GIFTS

1. 2013 **National Science Foundation**, Principal Investigator
(with Co-PI June Ahn)
“Collaborative Research: Advancing Informal STEM Learning Through Scientific Alternate Reality Games”
\$684,766 over three years (part of collaborative grant with BYU totaling approximately \$1.3 million)
2. 2013 **ADVANCE Program Interdisciplinary and Engaged Research Grant**, Co-Principal Investigator
(with PI Min Wu and Co-PI Doug Oard)
“Exploring Invisible Traces in Historic Recordings”
\$20,000 over one year
3. 2010 **Institute of Museum and Library Services National Leadership Grant**, Co-Principal Investigator at UMD
Project partners include the University of Illinois at Urbana- Champaign (lead), the University of Maryland, Stanford University, and the Rochester Institute of Technology.

- “Preserving Virtual Worlds II: Methods for Evaluating and Preserving Significant Properties of Educational Games and Complex Interactive Environments (PVW2)”
\$785,000 over two years
4. 2009 **National Science Foundation**, Co-Principal Investigator
(with Co-PI Derek Hansen)
“Alternate Reality Games in the Service of Education and Design”
\$197,752 over two years
5. 2008 **Institute of Museum and Library Services**, Principal Investigator
Project partners include the Maryland Institute for Technology in the Humanities (MITH), University of Nebraska, University of Texas, Michigan State University, and the University of Michigan.
“iSchool-Digital Humanities Model Internship Program”
\$591,544 over three years
6. 2008 **Preserving Creative America initiative under the National Digital Information Infrastructure Preservation Program (NDIIPP) administered by the Library of Congress**. Co-Principal Investigator at UMD
Project partners include the University of Illinois at Urbana- Champaign (lead), the University of Maryland, Stanford University, Rochester Institute of Technology, and Linden Lab.
“Preserving Virtual Worlds”
\$590,000 over two years

2.I SCHOLARLY WEBSITES

1. Eaves, M., Essick, R., Viscomi, J., Editors. (1996-). **Kraus, K.**, Project Assistant (1996-2003) and Project Consultant (2003-2007). *The William Blake Archive* (www.blakearchive.org). Originally published and developed under the auspices of the Institute for Advanced Technology in the Humanities, U of Virginia. My responsibilities (1996-2003) included helping develop the archive’s SGML/XML markup base; transcribing and encoding Blake’s text; composing descriptive metadata for image search and retrieval; annotating images; documenting the Document Type Definition (DTD); and collaborating with editors and staff on a daily basis through the project listserv.

2.J EXHIBITS, PERFORMANCES, DEMONSTRATIONS, AND OTHER CREATIVE ACTIVITIES

2.J (i) Juried Exhibitions

1. Bonsignore, E., Hansen, D., Fraistat, A., **Kraus, K.**, and Visconti, A. "Story Shards: Assemblage of Curiosities from the *Arcane Gallery of Gadgetry*." Games + Learning + Society Games and Art Exhibition (June 2013).+

2.J (ii) Games

1. Hansen, D., **Kraus, K.**, Ahn, J., Co-Principal Investigators; Bonsignore, E., Pellicone, A., Kaczmarek, K., Student Investigators (UMD); Carlea Holl-Jensen, Creative Writer. DUST (fallingdust.com) is an Alternate Reality Game sponsored by the NSF and created in partnership with NASA and Tinder Transmedia. It ran live from January-March 2015. An educational ARG focused on the deep-time sciences, DUST incorporated augmented reality apps, 3D panoramic environments, and an interactive graphic novel. A replayable version launches in 2016.
2. Hansen, D. and **Kraus, K.**, Co-Principal Investigators and Designers; Bonsignore, E., Visconti, A., Student Investigators and Designers; Fraistat, A., Lead Creative Writer. (2011). Alternate Reality Game: *The Arcane Gallery of Gadgetry* (AGOG) (implemented at Wiley H. Bates Middle School in Annapolis, Maryland April 4-15, 2011; a design activity from the game was also playtested at the LRS-V conference at the University of Maryland in October 2010). <http://www.arcanegalleryofgadgetry.com>. A mini-version of the game included collaborators Georgina Goodlander (Smithsonian American Art Museum) and Margeaux Johnson (Science & Technology Librarian, University of Florida).
3. **Kraus, K.** and LBSC 751 students (Fall 2008). *Mobile Scavenger Hunt: Information Literacy through Games*. In conjunction with the University of Maryland's Mobility Initiative, my graduate students and I designed a mobile scavenger hunt that we playtested with a group of undergraduate students who had received free iPhones and iPod Touches as part of the Provost's pilot project. Inspired by Alternate Reality Games (ARGs), the on-campus hunt made use of the technological affordances of the iPhone and iTouch – e.g., camera, phone, texting, and GPS functionality – to enhance interactivity and integrate the offline and online worlds in creative ways. The narrative framework is designed to teach students about University of Maryland history, particularly the Great Fire of 1912. An interactive poster session about the game also featured self-guided geotagging and geocaching activities. For more information, see Barbara Hope's article in *Between the Columns*: <http://betweenthecolumns.umd.edu/2008/12/09/itechnology/>

2.K FELLOWSHIPS, PRIZES, AND AWARDS

1. 2013 **Best Paper Award of the 5th International Conference on Online Communities and Social Computing**. He, Y. *, **Kraus, K.**, Preece, J. *You are not alone online: a case study of long distance romantic relationships in the Renren [Chinese Facebook] online community*. HCI International. Las Vegas, Nevada. Springer-Verlag.
2. 2010 **Preserving Virtual Worlds (PVW) project: short-listed finalist for the Digital Preservation Coalition's annual Digital Preservation Award**
3. 2001 **The Raymond N. Ball Dissertation-Year Fellowship**, University of Rochester

4. 1993 **Jordan Fellowship**, Texas A&M University
[Fellowship for academic research abroad to study the original manuscripts of the eighteenth- century British poet William Walsh.

2.L EDITORSHIPS, EDITORIAL BOARDS, AND REVIEWING ACTIVITIES

2.L (i) Editorial and Advisory Boards

1. 2014-2015 **Member of the Editorial Collective for *Profession***, the Modern Language Association's academic journal devoted to intellectual, curricular, and institutional trends and issues in the field, as well as related public policy debates.
2. 2013 **Advisory Board Member for Descriptive Metadata to Citation: Building a Framework for Search and Communication in Game Studies**. National Leadership Grant awarded to UCSC and Stanford U, sponsored by the Institute of Museum and Library Services.
3. 2012-2013, **Advisory Board Member for Shared Horizons: Data, Biomedicine, and the Digital Humanities**. Hosted by the Maryland Institute for Technology in the Humanities. Jointly sponsored NEH-NIH symposium.
4. 2007-2014, **Editorial Board Member for MediaCommons, A Digital Scholarly Network**. Directed by Kathleen Fitzpatrick (Pomona College) and Avi Santo (Old Dominion University). MediaCommons has received support from the Institute for the Future of Book (part of the Annenberg Center for Communication at USC), the MacArthur Foundation, the Mellon Foundation, and the National Endowment for the Humanities.
5. 2009, **Advisory Board Member for the Banjo Sightings Database Project**. Directed by Greg Adams. With support from the National Endowment for the Humanities.
6. 2006-2007, **Internal Advisory Board for Computational Linguistics for Metadata Building (CLiMB)**. Directed by Judith Klavans, University of Maryland.

2.L (ii) Reviewing Activities

1. 2014 Reviewer for a **book proposal for Routledge**.
2. 2013 **Reviewer for the Games and Humanities Track of Digital Games Research Association (DiGRA) conference**.
3. 2011 Reviewer for a **book proposal for MIT Press**.
4. 2007-Present **Reviewer for *Digital Humanities Quarterly* (three times since c. 2007)**.

5. 2001-2013 with an occasional hiatus, **Reviewer for Digital Humanities Conference, formerly Joint Annual Conference of the Association for Computers and the Humanities and the Association for Literary and Linguistic Computing**

2.M OTHER

2.M (i) Media Expert Appearances

1. Interviewed with Brett Bobley (Director of the Office of Digital Humanities, National Endowment for the Humanities) and Benjamin Schmidt (Cultural Observatory at Harvard University) on the Kojo Nnamdi Show. (19 February 2013). “Digital Humanities.”
2. Interviewed for *The Signal*, Library of Congress online publication (September 2012). “Preserving Digital Culture.”
3. Quoted in the *Baltimore Sun*. (15 April 2012). “Digital Education: Hard Drive in Techno Times.”
4. Quoted in *The Huffington Post* 12 March 2012. “SXSW 12: Should Web Sites and Video Games Be Preserved Like Art Is?”
5. Interviewed with Rachel Donahue* on Maryland Morning, Baltimore Public Radio. (3 May 2010). “The Perplexing Task of Archiving Virtual Worlds.”
6. Quoted in the *Atlantic Magazine*. (March 2010). “Pac Rat: The Fight to Preserve Old Video Games from Bit Rot, Obsolescence, and Cultural Oblivion.”

3. TEACHING AND ADVISING

3.A COURSES TAUGHT

3.A (i) Courses taught, UMD

Introduction to Digital Humanities (INST 644)

Adopting both applied and theoretical perspectives, this course introduces students to current methods and topics in the Digital Humanities.

Enrollment: Spring 2015: 11

Transmedia Fictions: Telling Stories Across Page, Screen, and Worlds (ENGL 379E)

Drawing on examples that run the gamut from large-scale commercial transmedia fictions (The LOST Experience) to high-profile serious games (Superstruct) to books with cross-platform components (Cathy’s Book), this course introduces students to the history, design, and practice of transmedia storytelling. Students have the unique opportunity to contribute to DUST, a large-scale transmedia project funded by the National Science Foundation. Currently

under development at the University of Maryland and Brigham Young University, DUST's organizational partners include NASA and Tinder Transmedia. The course will thus combine a hands-on studio component with traditional readings and discussion.

Enrollment: Fall 2014: 22

Book 2.0: The History of the Book and the Future of Reading (ENGL 428Y and ENGL 758B)

This course—taught at both the undergraduate and graduate levels--begins with a survey of antecedents to the book ranging from the clay tablets of the ancient Near East to the papyrus scrolls of antiquity to the manuscript and printed codices of the middle ages and early modern era. The historical backdrop sets the stage for a speculative consideration of the future of the book, including developments in areas such as electronic paper, wireless reading devices and mobile e-readers, distributed storytelling, DIY publishing experiments, and locative narratives and place-based authoring. Typical assignments include lab exercises, short papers, blogging, and final projects.

Enrollment: Spring 2010: 13; Fall 2012: 10

Information Access in the Humanities (LBSC 751)

Graduate course on methods, information needs, information structure, and information sources and services in the humanities (for example, religion, philosophy, language, literature, history, music history, art history). Typical assignments include lab exercises, problem sets, and group presentations.

Enrollment: Fall 2008: 26; Fall 2012: 26

Doctoral Seminar (LBSC 888)

Gateway course for all Ph.D. students who enter the College of Information Studies. The seminar provides an introduction to information studies through four lenses: information, people, systems, and environments. Additionally it supports an integrative exploration emphasizing connections among ideas and research across elements of the field.

Enrollment: Spring 2012: 10

Creative Futures (HDCC 208A and HONR 268Y)

Undergraduate honors course taught through both the general honors program and the Digital Cultures and Creativity program. The course is an introduction to the theory and practice of long-term thinking in the service of art, design, preservation, communication, and civic engagement. Students are taught to recognize the ethical, political, and societal stakes of long-term thinking; and to understand how science, technology, and the arts are increasing humanity's communicational range across time. Course requirements included regular blogging and in-class participation, lab exercises, a midterm, a short paper, and a final project.

Enrollment: Fall 2011: 18 (HDCC) and 17 (HONR 268Y) [two sections for a total of 35 students]

Classification Theory (LBSC 773)

Survey course of classificatory principles from bibliographic, philosophical, biological, psychological, and linguistic perspectives. Challenges to traditional principles from the cognitive sciences and their implications for bibliographic classification. Course requirements included regular blogging and in-class participation, a class facilitation assignment, a term

paper proposal, and a final term paper.
Enrollment: Spring 2010: 14

Information Access in the Arts (LBSC 752)

Research methods, practice, information needs, information structure, and information sources and services in the visual arts (for example, fine arts, decorative arts, architecture, photography) and the performing arts (for example, theater, film, music, dance, costume). Typical assignments include lab exercises, problem sets, and group presentations.

Enrollment: Fall 2007: 18; Spring 2008: 26; Fall 2009: 29

Computer and Text (ENGL 467)

Undergraduate course explores the social, literary, and creative dimensions of the participatory web, including Wikipedia and Twitter, but also various kinds of online experimental literature, such as transmedia fiction. Students are exposed to the tools and technologies that support the participatory web, the social practices that nurture it, the creative genres that leverage it, and the legal issues that jeopardize it. Typical assignments include lab exercises, short papers, and research projects.

Enrollment: Fall 2007: 28; Spring 2009: 29

Critical Methods in the Study of Literature (ENGL 301)

Undergraduate core course in English provides an introduction to the techniques of literary analysis, the methods of literary research, and the genres of literary production. Typical assignments include short essays, a research paper, and a midterm or final exam. Enrollment: Spring 2008: 25; Fall 2008: 25

3.A (ii) Independent Studies

ENGL 699: Independent Study with Katie Kaczmarek (Fall 2014).

LBSC 709: Independent Study with Nick Connizzo (Spring 2011).

LBSC 709: Independent Study with Jodie Peterson (Fall 2010).

LBSC 709: Independent Study with Jodie Peterson (Spring 2010).

LBSC 759: Independent Study with Lynn Waller (Fall 2008).

LBSC 759: Independent Study with Colleen McKnight (Spring 2008).

LBSC 759: Independent Study with David Piper (Spring 2008).

3.A (iii) Specialized teaching

Matthew Kirschenbaum and Kari Kraus, week-long digital humanities seminar, Southern Methodist University at Taos, New Mexico (Summer 2009).

3.A (iv) Courses taught at UMD or elsewhere prior to current appointment in 2007

Adjunct Faculty, University of Maryland, Honors 298T: Rip, Mix, and Burn: Social Creativity Online (Spring 2007).

Adjunct Faculty, George Mason University, Art and Visual Technology 600: Research Methodologies (Fall 2004 and Fall 2005).

Adjunct Faculty, George Mason University, Art and Visual Technology 395: [Writing for Artists](#) (Spring 2004).

Instructor, Eastman School of Music, Humanities 102: Mimesis: Representing the Arts in Western Literature (Spring 2001).

Instructor, University of Rochester, CAS 105: The Art of the Review Essay (Fall 2000).

Teaching Assistant, University of Rochester, English 410: Shakespeare (Spring 2000).

Instructor, University of Rochester, English 103: Writing and Thinking (Spring 1997, Fall 1997, Fall 1998).

Instructor, Texas A&M University, English 104: Composition (Fall 1992).

Teaching Assistant, Texas A&M University, English 222: World Literature (Fall 1991, Spring 1992).

3.B COURSE OR CURRICULUM DEVELOPMENT

Developed four new courses: Telling Stories Across Page, Screen, and Worlds (ENGL 379E); Introduction to Digital Humanities (INST 644); Creative Futures (HDCC 208A and HONR 268Y); and Book 2.0: The History of the Book and the Future of Reading (ENGL 428Y and ENGL 758B)

3.C MANUALS, NOTES, SOFTWARE, & OTHER CONTRIBUTIONS TO TEACHING

2012: Developed a Futures Studies teaching module for LBSC 888: iSchool Doctoral Seminar.

2010: Developed a Digital Humanities teaching module for LBSC 888: iSchool Doctoral Seminar.

2006-2007: Served as the Technology Outreach Coordinator for the Zotero Project at the Center for History and New Media at George Mason University, directed by Dan Cohen and Sean Takats. Zotero is an open-source research tool that is an extension for web browsers, designed as a scholarly workbench for the networked information landscape. It combines features from existing citation management systems with the open knowledge communities increasingly characteristic of the participatory web. My responsibilities included community outreach to developers, teachers, librarians, and users; software demonstrations; workshops; and technical documentation.

3.D TEACHING AWARDS & OTHER SPECIAL RECOGNITION

1999 **The Edward Peck Curtis Award**, University of Rochester
[College-wide award for excellence in teaching by a graduate student.]

1998 **Graduate Student Teaching Award**, Department of English, University of Rochester

3.E ADVISING: RESEARCH DIRECTION, UNIVERSITY OF MARYLAND

3.E (i) Masters

Thesis Advisor: Nigel Lepianka
Defended: Spring 2013

Thesis Advisor: Charity Hancock
Defended: Spring 2013

Thesis Advisor: Clifford Hichar
Defended: Spring 2013

Project Faculty Advisor, Rachel Donahue, "Game Documentation Study," Institutional Review Board Application (Spring 2009).

Project Faculty Advisor, David Piper, "Researching the Information-Seeking Behavior of Dancers," Institutional Review Board Application (Spring 2008).

3.E (ii) Doctoral

Co-advisor with Katie Shilton for Amalia Levi, iSchool/PhD student Fall 2009-Spring 2015

Advisor for Rachel Donahue, iSchool/PhD student began Fall 2009

Advisor for Robert Steele, iSchool/PhD student, Spring 2008-Spring 2009

3.F ADVISING: OTHER THAN RESEARCH DIRECTION

Dissertation Committee Member: Amanda Visconti
Dissertation Title: “ ‘How Can You Love a Work if You Don’t Know It?’: Critical Code and Design toward Participatory Digital Editions”
Defended: Spring 2015

Dissertation Proposal Committee Member: Yurong He, iSchool
Dissertation Proposal Title: “Data Sharing Across Research and Public Communities”
Defended: Spring 2015

Integrative Paper Committee: Amanda Waugh
Defended: Spring 2015

Dissertation Committee Member: Hui Su, Department of Electrical and Computer Engineering
Dissertation Title: “Temporal and Spatial Alignment of Multimedia Signals”
Defended: Fall 2014

Dissertation Proposal Committee Member: Rhiannon Bettivia, iSchool, University of Illinois Urbana-Champaign
Dissertation Proposal Title: “Encoding Power: the scripting of Archival Structures in Digital Spaces using the Open Archival Information System (OAIS) Reference Model.”
Defended: Fall 2014

Dissertation Proposal Committee Member: Lesley Langa, iSchool
Dissertation Proposal Title: “Cultural Information Policy: A Discussion on the Relationship between Museums and Audiences”
Defended: Spring 2014

Dissertation Committee Member: Irene Eleta, iSchool
Dissertation Title: “Multilingual Use of Twitter: Language Choice and Language Bridges in a Social Network”
Defended: Fall 2013

Integrative Paper Committee: Yurong He
Defended Spring 2013

Integrative Paper Committee: Anne Bowser
Defended Spring 2013

Dissertation Committee Member: Dana Rotman, College of Information Studies
Dissertation Title: “Motivating collaborative science across the globe: a cross-cultural study of volunteers’ motivation to contribute to biodiversity projects”
Defended: Spring 2013

Qualifying Exam Committee Member: Amanda Visconti, Department of English

Passed: Fall 2012

2012 Member, First-Year Review Committee: Anne Bowser, iSchool

2012 Member, First-Year Review Committee: Yurong He, iSchool

2012 Member, First-Year Review Committee: Jinyoung Kim, iSchool

2012 Member, First-Year Review Committee: Jia Sun, iSchool

Dissertation Committee Member: Lisa Rhody, Department of English
Dissertation Title: “Ekphrastic Revisions: Models of Visual-Verbal Networks in Women’s Contemporary Poetry”
Defended: Fall 2012

Dissertation Committee Member: Marc Ruppel, Department of English
Dissertation Title: *Visualizing Transmedia Networks: Links, Paths and Peripheries*
Defended: Spring 2012

Dissertation Proposal Committee Member: Irene Eleta, iSchool
Dissertation Proposal Title: “Multilingual Use of Twitter: Language Choice and Language Bridges in a Social Network”
Defended: Spring 2012

Dissertation Proposal Committee Member: Elizabeth Bonsignore, iSchool
Title: “Alternate Reality Games: Interaction Design to Support New Media Literacies”
Defended: Spring 2012

Dissertation Committee Member: Ellen Moll, Comparative Literature Program
Dissertation Title: *Unlikely Comparison and the Transdisciplinarity of Comparative Literature: The Boundaries of Gender, Technoscience, Literature, and Visual Culture*
Defended: Summer 2011

Integrative Paper Committee Member: Lesley Langa, iSchool
Defended: spring 2011

Integrative Paper Committee Member: Irene Eleta, iSchool
Defended: spring 2011

Lindsay Dunne, Department of English
ENGL 878: Pedagogical Mentoring for Doctoral Students
Fall 2011

2010 Member, First-Year Review Committee: Lesley Langa, iSchool

Dissertation Committee Member: Jason Rhody, Department of English
Title: *Game Fiction*
Defended: Fall 2010

Qualifying Exam Committee Member: Nathan Kelber, Department of English
Passed: Fall 2010

Dissertation Committee Member: Rachael Bradley, iSchool
Title: Understanding and Supporting Visual Communication within Costume Design Practice
Defended: Fall 2009

Dissertation Committee Member: Tanya Clement, Department of English
Title: *The Making of Digital Modernism: Re-Reading Modernist Texts with Computer-Assisted Analysis*
Defended: Spring 2009

4. SERVICE

4.A PROFESSIONAL

4.A (i) Offices and Committee Memberships Held in Professional Organizations

Present-2013 Personal Digital Archiving Conference 2013 Executive Committee

4.A (ii) Reviewing Activities for Agencies

2011 Review Panel for NEH Office of Digital Humanities grant applications (8 proposals reviewed)

4.B CAMPUS

4.B (i) Departmental

2014-2016 Member, Coordinating Committee (English Department)

2013-2014 Planning meetings for a DH track to be offered through MITH and English

Fall 2011-2013 Member, Graduate Studies Committee (English Department)

Fall 2008-Spring 2009 Member, Website Committee (English Department)

4.B (ii) College

2014-2015 Member, iSchool Dean Search Committee

2014 Member, Record Preparation Committee, iSchool

2015 Chair, Record Preparation Committee, iSchool

2014-2015 Member, Doctoral Committee, iSchool

2013 Member, Merit Review Committee, iSchool

2012-2013 Member, Search Committee, iSchool

2012 Chair, Research Committee, iSchool

2011-2012 Member, Future of the Past Research Group

2011 Member, MLS Subcommittee Curriculum Review: Archives

2010-2012, Assembly Parliamentarian, iSchool

2009-2012 Member, Doctoral Committee, iSchool

2009, 2010, 2012 Member, Nominations Committee, iSchool

2009 Chair, Heilprin and Dean's Award Subcommittee, iSchool

2008 Member, Merit Review Committee, iSchool

2008 Chair, Award for Contributions to the Curriculum Subcommittee, iSchool

2007-2009 Member, Master's Curriculum Committee, iSchool

4.B (iii) University

2011 Member, Graduate Council

2008-2009 Member, Mobility Initiative Steering Committee, sponsored by the Office of the Senior Vice President of Academic Affairs and Provost, the Office of Undergraduate Admissions, and the Office of Information Technology