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## **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, Media, and Communication, The Georgia Institute of Technology  
2013 – 2017 Director of Graduate Studies, Digital Media program, School of Literature, Media, and Communication  
2004 Assistant Professor  
School of Literature, Media, and Communication, The Georgia Institute of Technology  
- Affiliated Faculty, Graphics Visualization and Usability Center (GVU)  
2004 Postdoctoral Researcher  
Cambridge University Moving Image Studio/ Martin Centre

## **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. "Where we make media: The Workshop" in *Mediale Räume*, DesignWissen, 2 ed. Stephan Günzel u. Christof Windgätter, Berlin: Kadmos, TBP.  
Nitsche, Michael. "Crafting through Playing." In *Playful Subversion of Technoculture* ed. Daniel Cermak-Sassenrath, Chek Tien Tan, Charles Walker. Heidelberg, GER: Springer, TBP.  
Nitsche, Michael. "Performance." in *The Routledge Companion of Video Game Studies* ed. Mark P. Wolf, Bernard Perron. New York: Routledge, 2014. 388-396.  
Nitsche, Michael, Ali Mazalek, Paul Clifton. "Moving Digital Puppets" in *Understanding Machinima*, ed. Jim Barrett, Jenna Ng. London/ New York: Continuum Press, 2013. 63-85.  
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.  
Bolter, Jay, Blair MacIntyre, Michael Nitsche, Kathryn Farley. "Liveness, Presence, and Performance in Contemporary Digital Media" in *Throughout: Art and Culture emerging with Ubiquitous Computing*. Ed. Ulrik Ekman. Cambridge, MA: MIT Press, 2011. 323-337.  
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-Skłodowska 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. "On Action" (invited chapter) in *Participative Practices in Games*. Heidelberg/London: Springer, TBP.
- Nitsche, Michael. "Machinima" and "Performance." (encyclopedia entries) in *Encyclopedia of Video Games*. Ed. Mark Wolf. Westport, CT: Greenwood Press, TBP.
- Nitsche, Michael. "Demos" in *DeBugging Game History*. Eds. Raiford Guins and Henry Lowood. MIT Press, 2016. 103-109.
- Nitsche, Michael. "Machinima – And Expression of What?" in *Films & Games. Ein Wechselspiel*. Ed. Andreas Rauscher. Berlin: Bertz + Fischer/ Deutsches Filmmuseum, 2015. 106-114
- Nitsche, Michael. "Machinima." In *The Johns Hopkins Guide to Digital Media*. Eds. Marie-Laure Ryan, Lori Emerson, Benjamin Robertson. Baltimore, MA: Johns Hopkins University Press, 2014, 324-324.
- 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

- Clifton, Paul, Jack Shen-Kuen Chang, Georgina Yeboah, Alison Doucette, Sanjay Chandrasekharan, Michael Nitsche, Timothy Welsh, Ali Mazalek. "Design of Embodied Interfaces for Engaging Spatial Cognition." *Cognitive Research: Principles and Implications*, 1(1), 24. 2016. 15 pages.
- Jovanov, Kimberley, Paul Clifton, Ali Mazalek, Michael Nitsche, Timothy N. Welsh, Timothy. "The limb-specific embodiment of a tool following experience." *Experimental Brain Research*. 2015, 233 (9) doi: 10.1007/s00221-015-4342-5, 2685-2694.
- Nitsche, Michael. "Tinkering in Game Worlds." *Intermediality: History and Theory of the Arts, Literature and Technologies*. 2014, 23 DOI: 10.7202/1033339ar
- Quitmeyer, Andrew, Michael Nitsche, Ava Ansari. "Media in Performance – The Subway Project." *International Journal of Arts and Technology (IJART)* 2014, 7, 4, 356-372.
- Quitmeyer, Andrew, Michael Nitsche. "Mark Your Territory: Bridging Ownership between Real and Digital Spaces." *Leonardo Electronic Almanac (LEA)* (2014)
- Nitsche, Michael (guest editor) "Special issue: Performance Art and Digital Media." *Digital Creativity* 24. 2 (June 2013)

- "Performance Art and Digital Media" (introduction), 93-95
- 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 Arts and Technology* (IJART) 2013, 6, 1, 83-105.
- Freeman, Jason, Carl DiSalvo, Michael Nitsche, Stephen Garrett. "Rediscovering the City with UrbanRemix" *Leonardo* 45 (2), (Oct 2012), 478-479.
- 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. (re-published as "Ripensare il potenziale del machinima tra dinamiche performative e procedurali" in: MACHINIMA! Teorie. Pratiche. Dialoghi. Eds. Matteo Bittanti and Henry Lowood. Edizioni Unicopli, Milan, IT, 2013. 51-59.)
- Chandrasekharan, Sanjay, Alexandra Mazalek, Michael Nitsche, Yanfeng Chen and Aparajita 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 espaço: Machinima" in: *Machinima* Eds. Particia Moran and Janaina Patrocínio. 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**

- Chang, Jack Shen-Kuen, Georgina Yeboah, Alison Doucette, Michael Nitsche, Timothy Welsh, Ali Mazalek. "A Tangible VR Game Designed for Spatial Penetrative Thinking Ability." (accepted at: CHI demonstrations) *Conference on Human Factors in Computing Systems (CHI) 2018* (April 21-26, 2018 Montreal, CAN)
- Nitsche, Michael and Pierce McBride. "Meeting the Virtual Body: Challenges in Digital Puppetry." *Annual Conference of the American Society for Theater Research (ASTR 2017)* (Nov 16-19, 2017 Atlanta, GA)
- Chang, Jack Shen-Kuen, Georgina Yeboah, Alison Doucette, Paul Clifton, Michael Nitsche, Timothy Welsh, Ali Mazalek. "Evaluating the Effect of Tangible Virtual Reality on Spatial Perspective Taking Ability." *Proceedings of Interactive Surfaces and Spaces (SUI 2017)* (Oct 16-17, 2017 Brighton, UK) New York, ACM, 2017. 68-77.
- Nitsche, Michael, Crystal Eng, Firaz Peer. "Ownership in Making Puppets." (paper presented at:) First Co-Creation Workshop at *International Conference on Computational Creativity (ICCC 2017)* (June 19, 2017 Atlanta, GA).
- Restrepo, Isabel, Michael Nitsche, Crystal Eng. "Prototyping Puppets beyond Borders." In: *Proceedings of the 23<sup>rd</sup> International Symposium on Electronic Art (ISEA 2017)* (June 11-18, 2017 Manizales, Columbia) Bogota, ISEA International, 2017. 87-94.
- Chang, Jack Shen-Kuen, Georgina Yeboah, Alison Doucette, Paul Clifton, Michael Nitsche, Timothy Welsh, Ali Mazalek. "TASC: Combining Virtual Reality with Tangible and Embodied Interactions to Support Spatial Cognition." In: *Proceedings of the 2017 Conference on Designing Interactive Systems (DIS 2017)* (June 10-14, 2017 Edinburgh, UK) New York, ACM, 2017, 1239-1251.
- Zheng, Clement, Michael Nitsche. "Combining Practices in Craft and Design." In: *11<sup>th</sup> International Conference on Tangible, Embedded and Embodied Interaction (TEI 2017)* (March 20-23, 2017, Yokohama, JP) New York, ACM, 2017. 331-340.
- Schoemann, Sarah, Michael Nitsche. "Needle as Input: Exploring Practice and Materiality. When Crafting Becomes Computing." In: *11<sup>th</sup> International Conference on Tangible, Embedded and Embodied Interaction (TEI 2017)* (March 20-23, 2017, Yokohama, JP) New York, ACM, 2017. 299-308.

- Farina, Kate, Michael Nitsche. "Outside the Brick: Exploring Prototyping for the Elderly." In: *BritishHCI '15 Proceedings* (July 13-17, Lincoln, UK) New York: ACM, 2015. 11-17.
- Peer, Firaz, Michael Nitsche, Lauren Schaffer. "Power Puppet: Science and Technology Education through Puppet Building." In: *Proceedings of the IDC '14* (June 17-20, Aarhus, DK) New York: ACM, 2014. 221-224.
- Nitsche, Michael, Andrew Quitmeyer, Kate Farina, Hye Yeon Nam, Samuel Zwaan. "Teaching Digital Craft." in: *Proceedings of CHI EA '14 (alt.CHI)* (April 26-May 1, Toronto, Canada) New York: ACM, 2014. 719-730.
- Nam, Hye Yeon, Michael Nitsche. "Performativity in Interactive Installations as Inspiration for HCI." In: *Proceedings of the 8<sup>th</sup> International Conference on Tangible, Embedded and Embodied Interaction (TEI 2014)* (Feb 16-19 2014, Munich, Germany) New York: ACM, 2014. 189-196.
- Davis, Nicholas, Alexander Zook, Brian O'Neill, Brandon Headrick, Mark Riedl, Asthon Grosz, Michael Nitsche. "Creativity Support for Novice Digital Filmmaking." in: *Proceedings of the SIGCHI conference (CHI 2013)* (27 April – 2 May 2013, Paris, France) New York: ACM, 2013. 651-660.
- Davis, Nicholas, Alexander Zook, Mark Riedl, Friedrich Kirschner, Michael Nitsche. "Techniques for evaluating Novice-oriented Creativity Support Tools." (workshop paper at *CHI 2013*) (27 April – 2 May 2013, Paris, France)
- Quitmeyer, Andrew, Michael Nitsche and Ava Ansari. "Subway: Activist Performance through Mediation." (paper presented at) *Third International Conference on Arts and Technology (ArtsIT)* (March 21-23 2013, Milano, Italy)
- Nitsche, Michael and Friedrich Kirschner. "Hybrid Interface Design for Distinct Creative Practices in Real-time 3D Filmmaking." in: *Seventh International Conference on Tangible, Embedded, and Embodied Interaction (TEI 2013)* (Feb 10-13 2013, Barcelona, Spain) New York, NY: ACM, 2013. 303-306.
- Mazalek, Ali, Timothy N. Welsh, Michael Nitsche, Connor Reid, Paul Clifton, Fred Leighton and Kai Tan. "Reach across the Boundary: Evidence of Physical Tool Appropriation following virtual Practice." in: *Seventh International Conference on Tangible, Embedded, and Embodied Interaction (TEI 2013)* (Feb 10-13 2013, Barcelona, Spain) New York, NY: ACM, 2013. 155-158.
- Mazalek, Ali, Tim N. Welsh, Sanjay Chandrasekharan, Paul Clifton, Michael Nitsche and Fred Leighton. "Lasting Impression: Interaction With Embodied Puppet Leads to Changes in the Way People Draw Sketches." (poster presented at) *Seventh International Conference on Tangible, Embedded, and Embodied Interaction (TEI 2013)* (Feb 10-13 2013, Barcelona, Spain)
- Quitmeyer, Andrew and Michael Nitsche. "Mark Your Territory: Bridging Ownership between Real and Digital Spaces" (paper presented at) *Interactive Media Arts Conference* (Nov 19-22 2012, Copenhagen, DK).
- Mazalek, Ali, Michael Nitsche and Paul Clifton. "Pictures at an Exhibition: Design of a Hybrid Puppetry Performance Piece." in: *Entertainment Computing - ICEC 2012*. Eds. Marc Herrlich, Rainer Malaka and Maic Masuch (Sept 4-6 2012, Bremen, GER) Heidelberg/ London: Springer, 2012. 130-44.
- Nitsche, Michael and Sanjay Nayak. "Cell Phone Puppets: Turning Mobile Phones into Performing Objects." in: *Entertainment Computing - ICEC 2012*. Eds. Marc Herrlich, Rainer Malaka and Maic Masuch (Sept 4-6 2012, Bremen, GER) Heidelberg/ London: Springer, 2012. 363-73.
- Quitmeyer, Andrew, Michael Nitsche. "Documatic: Participatory, Mobile Shooting Assistant, Pre-Editor, and Groundwork for Semi-automatic Filmmaking." in: *10<sup>th</sup> European Interactive TV Conference EuroITV* (July 4-6 2012, Berlin, GER) New York, NY: ACM, 2012. 135-38.
- 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 8<sup>th</sup> 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 8<sup>th</sup> 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)
- 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. PRESENTATIONS

### D.1. INVITED PRESENTATIONS AND KEYNOTES

- Nitsche, Michael. "Performing Digital Media." (invited symposium presentation) *The Invention of Architectural Research*, Martin Center, University of Cambridge, UK (Dec 14-15, 2017)
- Nitsche, Michael. "Performance to Making in Digital Media." University of Applied Sciences Europe, Berlin

- GER (Dec 13, 2017)
- Nitsche, Michael. "Puppen in Forschung/ Puppets in Research." (invited talk) Ernst Busch Hochschule für Schauspiel, Berlin, GER (Dec 12, 2017)
- Nitsche, Michael. "Talking Craft" (panelist and moderator) Atlanta, GA (March 30-31, 2017)
- Nitsche, Michael. "C4 ArtsTalk" (invited panelist) TechsmART, Atlanta, GA (June 27, 2016)
- Nitsche, Michael. "On Action: Performance and Production in Play" (invited talk) CGL, Cologne, GER (April 6, 2016)
- Nitsche, Michael. "Crafting with Bits" (invited talk) *Participative Practices in Games – Methodological Challenges*, University of Cologne, GER (April 8-9, 2016)
- Nitsche, Michael. "Hiking Hybrid Paths: Craft, Performance, Interaction." (invited talk) ITU Copenhagen, Copenhagen, DEN (Nov 25, 2015)
- Nitsche, Michael. "Machinima quo vadis?" (invited talk) B3, Frankfurt, GER, (Oct 7-11, 2015)
- Nitsche, Michael, "next 10." (invited talk) GamesFest, Rensselaer Polytechnic Institute, Troy, NY (April 26, 2014)
- Nitsche, Michael, "A View from Georgia Tech." (invited talk) eLeo research symposium, OCAD, Toronto, CAN (Dec 5, 2013)
- Nitsche, Michael, "Talking to Humans." (invited talk) MDM course, Ryerson University, Toronto, CAN (Dec 4, 2013)
- Nitsche, Michael, "Life of Puppets. Digital Puppets and STEM education." (invited talk) Siemens Competition Awards, Atlanta, GA (Nov 2, 2013)
- Nitsche, Michael, "Digital Trajectories." (invited talk) Department of Architecture, University of Cambridge, Cambridge, UK (June 25, 2013)
- Nitsche, Michael. "VR Nutzraum." (invited guest talk) Ernst Busch Hochschule für 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. "Fourth Walls and Second Lives." Creating Second Lives 2011: Blurring Boundaries, Bangor, UK (Sept 8-9, 2011)
- 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. "Digital Folk Art." Performance and Performativity Symposium, Maastricht University, Maastricht, NL (May 25, 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).
- Nitsche, Michael. "Serious Play: When Players Engage." Games, Education, Modeling and Simulation (GEMS) Symposium, Columbus State University, Columbus, GA, (Oct 8, 2009)
- 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. "Growing Game Worlds." Computer Games / Players / Game Cultures, Otto-von-Guericke Universitaet Magdeburg, Magdeburg, GER, (March 18-21, 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. "Machinima and Performance." Transistor '07, CIANT, Prague, CZ (June 12, 2007).
- 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 (Selection)**

- Nitsche, Michael "Combining Craft and Performance in STEM through Hybrid Puppets" (talk/workshop) STEAM Leadership Conference, CEISMC, Atlanta, GA (March 22-23, 2018)
- Champion, Erik, Michael Nitsche, Natalie Underberg-Goode, Tara Copplesone, Lennard Linde. "Mechanics, Mods and Mashups: Games of the Past for the Future Designed by Archaeologists." (panel) CAA. Atlanta, GA (March 12, 2017)
- Welsh, Tim, Kim Jovanov, Alison Doucette, Jack Chang, Paul Clifton, Georgina Yeboah, Michael Nitsche, Ali Mazalek. "Let's get virtual': Tool embodiment occurs via physical and virtual tool interaction." (poster) Conference of the Canadian Society for Psychomotor Learning and Sport Psychology, Waterloo, ON. (Oct 20-23, 2016) Abstract published in: Journal of Exercise, Movement, and Sports, volume 48, pg. 59.
- Nitsche, Michael. "Linking Craft and Performance through Embodiment." (paper) 4S. Denver, CO (Nov 11-14, 2015)
- Nitsche, Michael, Magy Seif El-Nasr, Brian Magerko, Derek Burrill, David Cameron. "Panel: Video Games and Performance." (panel) DiGRA 2013: Defragging Game Studies. Atlanta, GA (August 26-29, 2013)
- Nitsche, Michael. "Play as Craft." (paper) DiGRA 2013: Defragging Game Studies. Atlanta, GA (August 26-29, 2013)
- Quitmeyer, Andrew, Ava Ansari, Michael Nitsche. "Subway." *Artaud Forum 3: Theatre and Resonant Politics*, London, UK (March 23-24 2013).
- Quitmeyer, Andrew, Ava Ansari, Michael Nitsche. "Subway: Activist Performance through Mediation." *Arts+Technology Conference*, Milan, Italy (March 20-23 2013).
- Nitsche, Michael and Sanjeev Nayak. "Cell Phone Puppets: Turning Mobile Phones into Performing Objects." *International Conference on Entertainment Computing - ICEC 2012*, Bremen, GER (Sept 4-6 2012).
- Mazalek, Ali, Michael Nitsche and Paul Clifton. "Pictures at an Exhibition: Design of a Hybrid Puppetry Performance Piece." *International Conference on Entertainment Computing - ICEC 2012*, Bremen, GER (Sept 4-6 2012).
- Nitsche, Michael and Sanjeev Nayak. "Cell Phone Puppets: Turning Mobile Phones into Performing Objects." *International Conference on Entertainment Computing - ICEC 2012*, Bremen, GER (Sept 4-6 2012).
- 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).

### **D. OTHER SCHOLARLY ACCOMPLISHMENTS**

- Talking Craft* - 2018
- Organization of craft-focused 2 day symposia in Atlanta Spring 2018
- Talking Craft - Making Identity* 2017
- Organization of craft-focused 2 day symposia in Atlanta Jan 2017
- Power Puppets* (with Isabel Restrepo) (digital craft project) 2014-15
- workshops in Atlanta, GA and Medellin, Columbia
- Paint Pulse* (with Andrew Quitmeyer, Colton Spross, Adam Rafinski) (digital craft project) 2013-2014
- Mini Maker Fair, Atlanta Oct 2013

- Subway* (with Andrew Quitmeyer and Ava Ansari) (cell phone based dance collaboration) 2011-2013
  - Artaud Forum, London UK March 2013
  - ArtsIT, Milan, IT March 2013
  - Royal College of Art, London 2013
  - Queen Mary University, London 2013
  - TechArts, Atlanta 2013
- 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-.
  - Used by various schools and universities (Wesleyan 2013, Columbia High School 2012)
  - VIVO arte.mov festival, Belo Horizonte, Brazil 2012
  - American Composer Orchestra: Sonic. Sounds of a New Century event, New York 2011
  - Times Square event, New York 2011
  - City Centered event, San Francisco 2010
  - Art at the Beltline event, Atlanta 2010
- Club Verona* (co-producer) (mixed media performance; dir: Melissa Foulger), 2009.
  - Dramacenter, Atlanta 2009
- Leaving the Game* (mentor/ advisor) (real-time video generation and customization on Xbox), 2007-2008.
  - Machinima Film Festival, New York 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.
  - Banff 2008

#### IV. SERVICE

##### A. PROFESSIONAL CONTRIBUTIONS

Co-Editor, *Digital Creativity*. 2015-  
 Editorial Board, *Creativity and the Digital Practitioner*, Springer book series 2018-.  
 Advisory Board, *International Journal of Performance Arts and Digital Media*, 2017-  
 Scientific Board, *Filmforum Book Series*, Udine, Italy, 2014-  
 Editorial Board, *Journal of Urban Cultural Studies*, 2013-  
 Scientific Review Board *G/A/M/E – Games as Art, Media, Entertainment* (journal), 2011-  
 Editorial Board, *Journal of Gaming and Virtual Worlds*, 2009-.  
 Editorial Board, *Games and Culture* (journal), 2008-.  
 Member, Board of Reviewers, *Game Studies* (online journal), 2008-.

Reviewer and program committee for a range of conferences (including CHI, TEI, DiGRA, ICIDS)  
 Grant reviewer (including NSF, NEH, MITACS)  
 External PhD reader (including University of Cambridge, UK, University of Melbourne, AUS,

##### B. OTHER CONTRIBUTIONS

Member, ACM. (2011-)  
 Member, Digital Games Research Association.  
 Member, Modern Language Association. (2008)  
 Member, International Game Developers Association.

#### V. GRANTS AND CONTRACTS

##### A. AS PRINCIPAL AND CO-PRINCIPAL INVESTIGATOR

DILAC grant for *Talking Craft* (lecture series) (\$ 4,970) 2017-18  
 PI NEH Research and Development: TIER I: *Archiving Performative Objects* (\$ 74,851) 2017-18  
 PI NSF AISL: EXPLORATORY PATHWAYS: *Prototyping Puppets: Combining Craft and Performance to teach Physical Computing* (\$ 298,885) 2016-18  
 GT fire grant for *Educational Innovation – Combining Art and Tech* (with Brian Magerko) (\$ 30,000) 2016-17  
 SLS grant for *Talking Craft – Making Identity* (lecture series) (with Madison Cario) (\$ 4,860) 2016-17



Co PI NSF Creative IT MAJOR: *Assistive Artificial Intelligence to Support Creative Filmmaking in Computer Animation* (with Mark Riedl) (\$ 695,480) 2010-2014  
GT Fire grant for *Building Puppets: Teaching middle school children hardware skills through puppetry* (with Brian Magerko) (\$ 10,000) 2013  
PI Intel gift for *Interaction design for mobile technology* (\$ 15,000) 2009.  
PI Turner Broadcasting grant for *Urban Remix* (\$ 25,000) 2009.  
PI Alcatel Lucent grant for *Next Generation Play 2* (with Janet Murray) (\$ 99,364) 2009.  
Co PI GVU Innovation grant for *Mixed Initiative Machinima Authoring* (with Mark Riedl) (\$ 20,000) 2008-2009.  
Co PI Alcatel Lucent grant for *Next Generation Play* (with Janet Murray, Celia Pearce) (\$ 93,288) 2008.  
Co PI NSF Creative IT PILOT grant for *Unlocking Body Memories for Creativity: Controlling virtual characters with tangible interfaces to augment expression and cognition* (with Ali Mazalek) (\$ 224,843) 2008-2011.  
PI Turner Broadcasting grant for *Machinima* (total \$ 75,000) 2006-2009.  
PI Turner Broadcasting grant for *Charbitat* (\$ 25,000) 2006.

## **B. AS INVESTIGATOR**

Investigator SSHRC Digital Economy Grant (2014-2019) (\$ 468,365)

Investigator NEH Digital Start Up Grants for *Egyptian Ceremony in the Virtual Temple. Avatars for Virtual Heritage* (2010-2011)