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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. "No End of Worlds" in *Ludotopia. Spaces, Places, and Territories in Computer Games*, eds. Stephan Günzel and Espen Aarseth, transcript, 2019. 201-214.  
Nitsche, Michael. "Where we make media: The Workshop" in *Mediale Räume*, DesignWissen, 2 ed. Stephan Günzel, Christof Windgätter, Berlin: Kadmos, 2018. 283-297.  
Nitsche, Michael. "Crafting through Playing." In *Playful Disruption of Digital Media* ed. Daniel Cermak-Sassenrath. Heidelberg, GER: Springer, 2018. 99-112.  
Nitsche, Michael. "Performance." in *The Routledge Companion of Video Game Studies* ed. Mark P. Wolf, Bernard Perron. New York: Routledge, 2014. 388-396. (updated for 2<sup>nd</sup> edition)  
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. "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" (encyclopedia entry) in *Encyclopedia of Video Games*. Ed. Mark Wolf. Westport, CT: Greenwood Press, 2012. 367-369
- Nitsche, Michael. "Performance." (encyclopedia entry) in *Encyclopedia of Video Games*. Ed. Mark Wolf. Westport, CT: Greenwood Press, 2012. 477-478
- 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 "Reinvidicando seu espaço: Machinima" in: *Machinima* Eds. Patricia 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**

- Chang, Jack Shen-Kuen, Alison Doucette, Georgina Yeboah, Timothy Welsh, Michael Nitsche, and Ali Mazalek. "Keep the Ball Rolling: Designing Game-Based Tangible VR for Spatial Penetrative Thinking Ability." In: *Proceedings of the 2019 Designing Interactive Systems: Contesting Border and Intersections (DIS 2019)* (June 23-28, 2019, San Diego, CA) New York, ACM, 2019, 215-226.
- Liu, Elaine, Michael Nitsche and Benjamin Sugar. "Reflection on Tacit Knowledge – Effect of Providing EMG Visualization on Reflections on Throwing Clay." In: *Proceedings of the 2019 Conference on Creativity and Cognition (C&C 2019)* (June 23-26, 2019, San Diego, CA) New York, ACM, 2019, 619-625.
- Nitsche, Michael and Anna Weisling. "When is it not Craft? Materiality and Mediation when Craft and Computing Meet." In: *Proceedings of the 13th International Conference on Tangible, Embedded and Embodied Interaction (TEI 2019)* (March 17-20, 2019, Tempe, AZ) New York, ACM, 2019, 683-689.
- Nitsche, Michael and Crystal Eng. "Making Puppet Circuits." In: *Proceedings of the 3<sup>rd</sup> International Conference on Design, Learning & Innovation (DLI) 2018* (Oct 24-26, 2018, Braga, Portugal) London: Springer, 2018, 418-428
- Nitsche, Michael and Pierce McBride. "A Character in your Hand. Puppetry to inform Game Controls." (paper presented at: *Digital Games Research Association (DiGRA) 2018*) (July 25-28 2018 Turin, IT)
- Nitsche, Michael and Clement Zheng. "Combining Practices in Craft and Design." In: *Proceedings of the Design Research Society Vol. 4. (DRS 2018)* (June 25-28, 2018 Limerick, IR) London: Design Research Society, 2018. 1610-1624
- Chang, Jack Shen-Kuen, Georgina Yeboah, Alison Doucette, Michael Nitsche, Timothy Welsh, Ali Mazalek. "A Tangible VR Game Designed for Spatial Penetrative Thinking Ability." (CHI demonstrations) *Conference on Human Factors in Computing Systems (CHI) 2018* (April 21-26, 2018 Montreal, CAN) D307
- 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, Colombia) 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. 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. INVITED PRESENTATIONS AND KEYNOTES

- Nitsche, Michael. TBD (invited talk) London Southbank University, London, UK (Sept 19-22, 2019)
- Nitsche, Michael. "Make Your Own LED Puppet." (workshop) Victoria & Albert Museum, *Digital Design Weekend*, London, UK (Sept 21-22, 2019)
- Nitsche, Michael. "Capturing Digital Art and Performance." (panel) Victoria & Albert Museum, *Digital Design Weekend*, London, UK (Sept 21-22, 2019)
- Nitsche, Michael. "Performing Game Space." (invited talk) *Playing the Field II*, Essen, KWI, GER (May 15-18, 2019)
- Nitsche, Michael. "Make a Thought in Your Hand." (invited talk) LSU, Baton Rouge, LA (Mar 1, 2019)
- 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" *SEIGE*. 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 Universität 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**

- Nitsche, Michael "Archiving Opportunities of Play" (panel) *ATHE Performance in Theory & Practice*, Orlando, FL (Aug 7-11, 2019)
- Nitsche, Michael "Make to Play" (talk) *Ecologías Digitales*, Medellin, Columbia (June 19-21, 2019)
- Nitsche, Michael "Play Puppet Prototypes" (workshop) CEISMC *GoSTEAM*, Atlanta, GA (June 6 + June 17, 2019)
- Nitsche, Michael and Crystal Gillett. "Making Differently: A Puppet Workshop" (workshop) at: *HASTAC 2019 Decolonizing Technologies, Reprogramming Education*, Vancouver, CAN (May

- 16-18, 2019)
- Nitsche, Michael. "Here's looking at you, craft" (talk) at: *Humanistic Perspectives at Technological Universities: A Symposium*, Atlanta, GA (April 19-20, 2019)
- Nitsche, Michael and Crystal Gillett. "Combining Craft and Performance to Teach Physical Prototyping" (poster) *CAISE NSF PI meeting*, Washington, DC (Feb 11-13, 2019)
- Nitsche, Michael. "Making and Performing Puppets as Prototyping Technology" (talk/ workshop) *Georgia Educational Technology Conference GAETC 2018*, Atlanta, GA (Nov 7-9, 2018)
- Nitsche, Michael. "Archiving Performative Objects" (talk) *NEH Research Meeting*, Washington, DC (May 14-15, 2018)
- 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." *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).
- 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

*Talking Craft* - 2018

- Organization of three 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-
- Reviewer fnrs program, Brussels, BEL, 2019.
- Reviewer NSF AISL program 2018.
- Editorial Board, *Creativity and the Digital Practitioner*, Springer book series 2018-
- Editorial Board, *International Journal of Performance Arts and Digital Media*, 2017-
- Examiner, Ph.D. University of Cambridge, UK 2017.
- Reviewer NSF AISL program 2017.
- Program Committee, Joint International Conference on Interactive Digital Storytelling (ICIDS), 2009, 2010, 2016, 2017, 2018, 2019.
- Grant Reviewer MITACS, Canada, 2014, 2015.
- Reviewer NSF GRFP program, 2014-15.
- Reader, Ph.D. University of Melbourne, AUS, 2014.
- Scientific Board, *Filmforum Book Series*, Udine, Italy, 2014-
- Editorial Board, *Journal of Urban Cultural Studies*, 2013-
- Review Board, DiGRA, Georgia Institute of Technology, 2013.
- Assessment of Candidates, ITU Copenhagen, 2012, 2013.
- 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 Degreen* Universidade de Minho, Portugal, 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) 2009-2015.
- 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.

## V. GRANTS AND CONTRACTS

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

PI NSF AISL: EXPLORATORY PATHWAYS: *Prototyping Puppets: Combining Craft and Performance to teach Physical Computing* (\$ 298,885) 2016-19  
PI NEH Research and Development: TIER I: *Archiving Performative Objects* (\$ 74,851) 2017-18  
DILAC grant for *Talking Craft* (lecture series) (\$ 4,970) 2017-18  
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 (2014-2020) (\$ 468,365)

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

## VI. HONORS AND AWARDS

Best paper award for Nitsche, Michael and Crystal Eng. “Making Puppet Circuits.” In: *Proceedings of the 3<sup>rd</sup> International Conference on Design, Learning & Innovation (DLI) 2018* (Oct 24-26 2018 Braga, Portugal) London: Springer, 2018 (TBP)  
Best paper award for Davis, Nicholas, Boyang Li, Brian O’Neill, Mark Riedl, Michael Nitsche. “Distributed Creative Cognition in Digital Filmmaking.” 8<sup>th</sup> 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.

## VII. TEACHING

### A. COURSES TAUGHT

Over 75 courses taught (undergrad and graduate) since

### B. INDIVIDUAL STUDENT GUIDANCE

Chair or Committee Member for 16 Ph.D. students

Chair or Committee Member for 66 M.S. students