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Michael Nitsche
Professor
School of Literature, Media, and Communication

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), Freie Universität Berlin, GER, 1998

II. Employment History

2023 – present, Professor
School of Literature, Media, and Communication, The Georgia Institute of Technology
2025 – present, Director Berlin Summer abroad program
2021 – present, Associate Director HCI DM program
2010 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. Honors and Awards

Fellowship:

- Energy Equity, Environmental Justice & Community Engagement Faculty Fellow, Georgia Tech, (2023-2024, Atlanta, GA)
- Serve Learn Sustain Fellowship, Michael Nitsche, Georgia Tech, (2019-2020, Atlanta, GA)

Paper/ project/ book awards:

- Best paper award for Butts, Candice and Michael Nitsche. “Embodied Locative Storytelling of African American Histories.” In: Proceeding of the 15th International Conference on Interactive Digital Storytelling (ICIDS) (Dec 4-7, 2022, Santa Cruz, CA) eds M. Vosmeer and L. Holloway-Attaway, Cham, Switzerland, Springer, 2022. 171-192.

- Best paper award for Nitsche, Michael and Crystal Eng. "Making Puppet Circuits." In: *Proceedings of the 3rd International Conference on Design, Learning & Innovation* (DLI) 2018 (Oct 24-26 2018 Braga, Portugal) London: Springer, 2018. 418-428.
- Best paper award for Davis, Nicholas, Boyang Li, Brian O'Neill, Mark Riedl, Michael Nitsche. "Distributed Creative Cognition in Digital Filmmaking." 8th ACM conference on Creativity & Cognition (Nov 3-4 2011, Atlanta, GA)
- 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.

Teaching awards:

- Summer CIOS Honors Roll (2023) from CETL
- Hesburgh Award Teaching Fellowship (2011) from CETL
- Multiple "thank a teacher" awards

IV. Research, Scholarship, and Creative Activities

A. Published Books, Book Chapters, and Edited Volumes

A1. Books

- Nitsche, Michael. Vital Media. Making, Design, and Expression for Humans and Other Materials. Cambridge, MA: MIT Press, 2022.
- 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. "Video Games as Material Performances" in Live Performances and Video Games, eds. Rejane Dreifuss, Simon Hagemann, Izabella Pluta, transcript, 2024. 253-267.
- Nitsche, Michael and Jihan Sherman. "Making, playing, crafting – Connecting embodied practices in play, game design, and hybrid making" in On Craft Experience: Embodied

Performance with Materials and Non-Materials, eds. Nithikul Nimkulrat and Camilla Groth. New York, NY: Routledge, 2024. 97-108.

- Nitsche, Michael. “Space at Hand: Ever Nearer to Half-Life” in Virtual Interiorities 3: Senses of Place and Space. Eds. David Gottwald, Gregory Turner-Rahman, and Vahid Vahdat. Pittsburgh, PA: ETC Carnegie Mellon Press, 2023. 169-184.
- Nitsche, Michael. “Breaking Worlds Three Ways” in Video Games and Spatiality in American Studies. Ed. Dietmar Meinel. Oldenbourg: De Gruyter, 2022. 209-222.
- Nitsche, Michael. “On Action” in Playful Participatory Practices. Eds. Pablo Abend, Benjamin Beil, Vanessa Ossa. Heidelberg/ London: Springer, 2020. 149-161.
- Nitsche, Michael. “No End of Worlds” in Ludotopia. Spaces, Places, and Territories in Computer Games, eds. Stephan Günzel and Espen Aarseth, Bielefeld: transcript, 2019. 201-212.
- 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. “Demos” in DeBugging Game History. Eds. Raiford Guins and Henry Lowood. Cambridge, MA: 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. “Performance.” in The Routledge Companion of Video Game Studies ed. Mark P. Wolf, Bernard Perron. New York: Routledge, 2014. 388-396. (updated for 2nd edition)
- 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, 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.
- 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.

- 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-Sklodowska University Press, 2007. 209-29.
- 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.
- 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. Edited Volumes

No data

B. Refereed Publications and Submitted Articles

B1. Published and Accepted Journal Articles

- Wang, Xiaoye Michael, Matthew Prenevost, Aneesh Tarun, Ian Robinson, Michael Nitsche, Gabby Resch, Ali Mazalek, and Timothy N. Welsh "Investigating A Geometrical Solution to the Vergence-Accommodation Conflict for Targeted Movements in Virtual Reality." (accepted with minor revisions) Displays, Elsevier (TBP)

- Wang, Xiaoye Michael, Michael Nitsche, Gabby Resch, Ali Mazalek, Timothy N. Welsh. "Mixed Reality Alters Motor Planning and Control." Behavioural Brain Research, Elsevier, 2024, vol 480 (5) 115373, Doi: 10.1016/j.bbr.2024.115373.
- Wang, Xiaoye Michael, Daniel Southwick, Ian Robinson, Michael Nitsche, Gabby Resch, Ali Mazalek, Timothy N. Welsh. "Prolonged Exposure to Mixed Reality Alters Task Performance in the Unmediated Environment." Scientific Reports, Springer, 2024, vol 14 (1) 18938. Doi: 10.1038/s41598-024-69116-w
- Wang, Xiaoye Michael, Daniel Southwick, Ian Robinson, Michael Nitsche, Gabby Resch, Ali Mazalek, Timothy N. Welsh. "The Geometry of Vergence-Accommodation Conflict in Mixed Reality Systems." Virtual Reality, Virtual Reality. 2024, 28 (95) doi: 10.1007/s10055-024-00991-4
- Pathak, Aarohi, Kimberley Jovanov, Michael Nitsche, Ali Mazalek, Timothy N. Welsh. "Do Changes in the Body-Part Compatibility Effect Index Tool-Embodiment?" Journal of Motor Behavior, (Jan), 2023 doi: 10.1080/00222895.2022.2132201
- Pathak, Aarohi, Jack Shen-Kuen Chang, Gabby Resch, Alison Doucette, Georgina Yeboah, Timothy N Welsh, Michael Nitsche, Ali Mazalek. "Thinking Through the Box: Evaluating A 3D Game to Engage Penetrative Thinking." Frontiers in Virtual Reality, section Virtual Reality and Human Behaviour, 1 (33), 2020, doi:10.3389/frvir.2020.569674
- Nitsche, Michael and Crystal Gillett. "Framing Craft and Performance in Hybrid Puppetry Workshops." Design and Technology Education, 25(1), 2020. 96-116.
- 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)

- 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 Apara Ranjan. “Ideomotor Design. Using Common Coding Theory to Derive novel Video Game Interactions: Pragmatics & Cognition 18. 2 (2010), 313-339.
- Vandagriff, Jenifer and Michael Nitsche. “Women in Machinima.” Digital Creativity (special issue on Women in Games) 20, 4 (2009), 277-290.
- Farley, Kathryn, Michael Nitsche, Jay Bolter, Tobias Lang, Blair MacIntyre. “Augmenting Creative Realities: Second Life Performance Project.” Leonardo 42. 1 (2009), 96-97.
- Nitsche, Michael. “Claiming Its Space: Machinima.” Dichtung Digital: New Perspectives on Digital Literature: Criticism and Analysis. Eds. Astrid Ensslin and Alice Bell. No 37 (February 2008). (online journal). [re-published as “Reinvindicando seu espaco: Machinima” in: Machinima Eds. Particia Moran and Janaina Patrocinio. Sao Paulo: CINUSP, 2011. 76-90.]
- Murray, Janet, Ian Bogost, Michael Mateas, and Michael Nitsche. “Game Design Education: Integrating Computation and Culture.” IEEE Computer 39. 6 (2006), 43-52.
- Bogost, Ian, Michael Mateas, Janet Murray, Michael Nitsche. “Asking What is Possible: The Georgia Tech Approach to Game Research and Education.” The International Digital Media & Arts Association Journal 2. 1 (2005), 59-69.
- Nitsche, Michael. “Spatial Structuring, Cinematic Mediation, and Evocative Narrative Elements in the Design of RT 3D VE: The Common Tales Project.” Digital Creativity 15. 1 (2004), 53-58.

B2. Conference Presentation with Proceedings (Refereed)

- Pait, Supratim, Sylvia Janicki, Yuhan Hou, Crystal Byrd Farmer, Lorraine LeGasse Kowalski, Jeremiah Long, Angelina Thais Alvarenga Medina, Xingyu Li, Vyschnavi Namani, Lefton Lew, Michael Nitsche, Noura Howell: “Into the Makerverse: Communal

Tangible Making and Place-Based Futuring with AI." pictorial (accepted at: TEI 2026, March 8-11, 2026, Chicago, US)

- Pait, Supratim, Sumita Sharma, Ashley Frith, Michael Nitsche and Noura Howell: "PlayFutures: Imagining Civic Futures with AI and Puppets" paper/ poster (accepted at Technical Symposium on Computer Science Education SIGSCE, Feb 18-21 2026, St Louis, MO)
- Hao, Xuanyu, Jialuo Yang, and Michael Nitsche: "Evaluating TUI Design for Tacit Knowledge: Perceived Effects and Interface Efficiency in Woodworking" Work in Progress paper/ poster (accepted at: TEI 2026, March 8-11, 2026, Chicago, US)
- Pait, Supratim, Michael Nitsche, and Heidi Biggs: "Entangled Histories Radio: Exploring Ecological Justice and Civil Rights Through Tangible Interactions" Work in Progress paper/ poster (accepted at: TEI 2026, March 8-11, 2026, Chicago, US)

- Hao, Xuanyu, Jialuo Yang, and Michael Nitsche: "Designing a Teaching Interface for Tacit Knowledge: Approach and Implementation." paper/ poster (Creativity and Cognition June 23-25, 2025 online) Proceedings of the 2025 Conference on Creativity and Cognition (C&C 2025), 384–389 doi: 10.1145/3698061.3734411
- Riggs, Alexandra (Allie) Teixeira, Noura Howell, Michael Nitsche: "Mold Sounds: Queering Ecologies in Polyphonic Material Explorations." pictorial (TEI 2025, Mar 4-7, 2025, Bordeaux, France) Proceedings of the Nineteenth International Conference on Tangible, Embedded, and Embodied Interaction (TEI 2025) Article No.: 51, 15 p. doi: 10.1145/3689050.3704417
- Sharma, Sumita, Netta Iivari, Elisa Rubegni, Eva Durall Gazulla, Marianne Kinnula, Noura Howell, Lonneke van der Velden, Wouter Sluis-Thiescheffer, Leena Ventä-Olkkonen, Heidi Hartikainen, Varanasi Uttishta, Jussi Okkonen, Grace Eden, Supratim Pait, Michael Nitsche: "Promoting Criticality with Design Futuring with Young Children." (NordiCHI 2024, Oct 13-16, 2024, Uppsala, Sweden) Proceedings of the 13th Nordic Conference on Human-Computer Interaction, Article No.: 2, 15, doi.org/10.1145/3679318.3685335
- Yang, Jialuo, Yilin Elaine Liu, Michael Nitsche: "Looking for Tacit Knowledge in Woodworking: A Pilot Study." (NordiCHI 2024, Oct 13-16, 2024, Uppsala, Sweden) Ext. Ab. Article No. 28, 5 p, doi: 10.1145/3677045.3685444
- Nitsche, Michael, Jihan Sherman. "The Material Correspondence Framework: Mapping Material Encounters in More than Human Worlds." (Halfway to the Future, Oct 21-23, 2024, Santa Cruz) New York, ACM, 2024, 7 p, doi: 10.1145/3686169.3686198
- Ren, Boya, Daniel Tsiu, Michael Nitsche: „Enhancing Social Engagement in Cinemas through the Promotion of Emotion-Sharing." In: Proceedings of the 2024 ACM International Conference on Interactive Media Experience (IMX 2024) (June 12-14, 2024, Stockholm, Sweden) New York, ACM, 361-368, doi: 10.1145/3639701.3663638
- Pait, Supratim, Sumita Sharma, Ashley Frith, Michael Nitsche, Noura Howell. "PlayFutures: Imagining Civic Futures with AI and Puppets." (workshop paper at CHI 2024) (May 11, 2024, Honolulu, HI)

- Nitsche, Michael, Jialuo Yang, Yilin Liiu, Yuxi Chen. “Chasing Tacit Knowledge: Multi-layered Sensing in Woodworking.” In: Proceedings of the 18th International Conference on Tangible, Embedded and Embodied Interaction (TEI 2024) (Feb 11-14, 2024, Cork, Ireland) New York, ACM, article 80, 8 p, doi: 10.1145/3623509.3635261
- Nitsche, Michael, Blaire Bosley, Susan Primo, Jisu Park and Daniel Carr. "Remapping Control in VR for Patients with AMD." In: Proceedings of the 2023 IEEE Conference Virtual Reality and 3D User Interfaces (VR) (March 25-29, 2023, Shanghai, China) New York, IEEE, 146-151, doi: 10.1109/VR55154.2023.00030.
- Butts, Candice and Michael Nitsche. “Embodied Locative Storytelling of African American Histories.” In: Proceeding of the 15th International Conference on Interactive Digital Storytelling (ICIDS) (Dec 4-7, 2022, Santa Cruz, CA) eds M. Vosmeer and L. Holloway-Attaway, Cham, Switzerland, Springer, 2022, 171-192
- Sherman, Jihan and Michael Nitsche. “Corresponding Wood Tools: Speculative Fabulations of Material Correspondence in Woodworking.“ In: ISEA 2022 (June 10-16, 2022, Barcelona, Spain)
- Stricklin, C., Xingyu Li, and Michael Nitsche. “Party Mascot. Experimental Prop Design for Streaming Actual Plays.“ In: ACM International Conference on Interactive Media Experiences (IMX ’22) (22-24 June, 2022, Aveiro, Portugal) New York, ACM, 2022, 369–374, doi: 10.1145/3505284.3532986
- Resch, Gabriel, Joseph Manzone, Timothy Welsh, Michael Nitsche, and Ali Mazalek. “Goal-Directed Reaching in Real, Augmented, and Virtual Environments.” In: 21th IEEE International Conference on Advanced Learning Technologies (ICALT 2021) (July 12-15, 2021, online) New York, IEEE, 2021, 398-400
- Stricklin, C. and Michael Nitsche. "Primal Clay. Worldbuilding with the New Materialism.” 15th Conference on the Foundations of Digital Games (FDG 2020) (Sept 15-18, 2020, Bugibba, Malta) New York, ACM, 2020, article 42 doi: 10.1145/3402942.3409786
- Nitsche, Michael, Jack Shen-Kuen Chang, Alison Doucette, Georgina Yeboah, Gabriel Resch, Timothy Welsh, Ali Mazalek and Aarohi Pathak. “Challenges in Experimental Serious Game Design.” The 13th Digital Games Research Association Conference (DiGRA 2020) (June 2-6, 2020, Tampere, FIN; event cancelled due to Covid-19 but paper published)
- Nitsche, Michael and Pierce McBride. “Manipulating Puppets in VR.” In: IEEE VR Conference (March 22-26, 2020, Atlanta, GA) New York, IEEE, 2020 doi: 10.1109/VR46266.2020.00018. 10-17.
- 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 3rd 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 23rd 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: 11th 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: 11th 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 8th 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.
- 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: 10th 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 8th ACM conference on Creativity & Cognition (Nov 3-4 2011, Atlanta, GA) New York, NY: ACM, 2011. 441-42.
- Nitsche, Michael, Carl DiSalvo, Jason Freeman. “Participatory Art as Inner City Workshop: The Urban Remix Sound Project.” in: ISEA 2011 (Sept 14-21 2011, Istanbul, Turkey) (digital proceedings)
- Davis, Nicholas, Boyang Li, Brian O’Neill, Mark Riedl, Michael Nitsche. “Distributed Creative Cognition in Digital Filmmaking.” In: Proceedings of the 8th ACM conference on Creativity & Cognition (Nov 3-4 2011, Atlanta, GA) New York, NY: ACM, 2011. 207-16.
- Mazalek, Ali, Michael Nitsche, Sanjay Chandrasekharan, Tim Welsh, Paul Clifton, Andrew Quitmeyer, Firaz Peer and Friedrich Kirschner. "I'm in the Game: Embodied Puppet Interface Improves Avatar Control,” in: Proceedings of the Fifth International Conference on Tangible, Embedded and Embodied Interaction (TEI) 2011 (Jan 23-26 2011, Madeira, Portugal) New York: ACM, 2011. 129-36.
- Mazalek, Ali, Michael Nitsche, Sanjay Chandrasekharan, Tim Welsh, Paul Clifton, Andrew Quitmeyer, Firaz Peer and Friedrich Kirschner, “Recognizing Self in Puppet Controlled Virtual Avatars,” in Fun and Games (Sept 15-16, 2010) New York: ACM, 2010. 66-73.
- Nitsche, Michael, Matthew Drake, Janet Murray. “Bridging Media with the Help of Players,” in: ICIDS 2009. Ed. I.A. Iurgel, N. Zgalo, P. Petta (Dec 9-11, 2009) Heidelberg, GER: Springer, 2009. 269-79.
- Mazalek, Ali, Sanjay Chandrasekharan, Michael Nitsche, Tim Welsh, Geoff Thomas, Tandav Sanka and Paul Clifton. “Giving Your Self to the Game: Transferring a Player’s Own Movements to Avatars Using Tangible Interfaces,” in ACM Sandbox SIGGRAPH 2009. Ed. Stephen N. Spencer. New York: ACM, 2009. 161-68.
- O'Neill, Brian, Mark O. Riedl, Michael Nitsche. “Towards Intelligent Authoring Tools for Machinima Creation,” in Proceedings of the 27th International Conference Extended Abstracts on Human Factors in Computing Systems. Boston, MA: ACM, 2009. 4639-44.

- Nitsche, Michael. “Experiments in the Use of Game Technology for Pre-Visualization,” in Proceedings of Futureplay 2008. Eds. Bill Kapralos, Mike Katchabaw, and Jay Rajnovich. New York: ACM, 2008. 160-66. (also published in: Loading, 3 (5) (2009))
- Nnadi, Ogechi, Ute Fischer, Micheal Boyce, Michael Nitsche. “Effect of Dynamic Camera Control on Spatial Reasoning in 3D Spaces,” in Proceedings Sandbox Symposium. Ed. Karen Schrier, Chris Swain, Michael Wagner, and David Schwartz. New York: ACM, 2008. 157-63.
- Biggs, Michael, Ute Fischer, Michael Nitsche. “Supporting Wayfinding through Patterns within Procedurally Generated Virtual Environments,” in Proceedings Sandbox Symposium. Eds. Karen Schrier, Chris Swain, Michael Wagner, and David Schwartz. New York: ACM, 2008. 123-29.
- Marsh, Tim, Michael Nitsche, Wei Liu, Peichi Chung, Jay Bolter, Adrian Cheok. “Film Informing Design for Contemplative Gameplay,” in Proceedings Sandbox Symposium. Eds. Karen Schrier, Chris Swain, Michael Wagner, and David Schwartz, New York: ACM, 2008. 99-107.
- Ashmore, Calvin and Michael Nitsche. “The Quest in a Generated World,” in Situated Play: Proceedings of the Third International Conference of the Digital Games Research Association DiGRA '07. Ed. Akira Baba. Tokyo: University of Tokyo, 2007. 503-10.
- Nitsche, Michael. “Mapping Time in Video Games,” in Situated Play: Proceedings of the Third International Conference of the Digital Games Research Association DiGRA '07. Ed. Akira Baba. Tokyo: University of Tokyo, 2007. 145-52.
- Mazalek, Alexandra and Michael Nitsche. “Tangible Interfaces for Real-Time 3D Virtual Environments,” in Proceedings of the International Conference on Advances in Computer Entertainment Technology ACE 2007. New York: ACM Press, 2007. 155-62.
- Nitsche, Michael and Paul Richens. “Telling Stories through Space: The Mindstage Project,” in Technologies for Interactive Digital Storytelling and Entertainment. Eds. Stefan Göbel, Rainer Malkewitz and Ido Iurgel. Berlin/ Heidelberg: Springer, 2006. 61-71.
- Nitsche, Michael, Calvin Ashmore, Will Hankinson, Rob Fitzpatrick, John Kelly, and Kurt Margenau. “Designing Procedural Game Spaces: A Case Study,” in Proceedings of FuturePlay 2006. (digital proceedings)
- Hunt, Devin, Jamie Moore, Alex West, and Michael Nitsche. “Puppet Show: Intuitive Puppet Interfaces for Expressive Character Control,” in Gaming Realities: A Challenge for Digital Culture. Ed. Manthos Santorineos. Athens: Fournos, 2006. 159-67.
- Nitsche, Michael, Jason Alderman, Calvin Ashmore, Katherine Compton, Matthias Shapiro. “The Many Worlds of Charbitat,” in Game Set Match II. On Computer Games, Advanced Geometries, and Digital Technologies. Eds. Kas Oosterhuis and Lukas Feireiss. Rotterdam: Episode Publ., 2006. 57-66.
- Nitsche, Michael. “Focalization in 3D Video Games,” in Digital Proceedings of Future Play (Lansing, MI October 13-15, 2005) (digital proceedings).

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

B3. Other Refereed Material

n/a

B4. Submitted Journal Articles (with Date of Submission)

n/a

C. Other Publications and Creative Products

Exhibitions/ events:

- Community Futures (Noura Howell, Supratim Pait) (poster) at GenAI for Science Summit in Atlanta Oct 2025
- Community-Engaged Environmental Data Displays for Understanding the Environmental Impact of AI (Noura Howell, Joe Bozeman, Sozuke Ichihashi) (poster) Oct 25 at GTREET - Transformative and SDG Teaching & Learning Poster Showcase
- 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

Posters (refereed):

- Hao, Xuanyu, Jialuo Yang and Michael Nitsche. “Designing a Teaching Interface for Tacit Knowledge: Approach and Implementation” (poster and paper) Creativity & Cognition, online (June 23-25, 2025) published in: Proceedings of the 2025 Conference on Creativity and Cognition. ACM, New York, 2025. 384-389.
- Wang, Xiaoye Michael, Daniel Southwick, Ian Robinson, Xiyao Shou, Michael Nitsche, Gabby Resch, Ali Mazalek and Timothy N. Welsh. “Two sides of the same coin: Visual illusions reveal contrasts in perceptuomotor processing in physical, virtual, and augmented reality” (poster) NASPSPA, Toronto, Canada (June 1-3, 2023)

- Nitsche, Michael and Crystal Gillett. “Combining Craft and Performance to Teach Physical Prototyping” (poster) CAISE NSF PI meeting, Washington, DC (Feb 11-13, 2019)
- 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.
- 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) Seventh International Conference on Tangible, Embedded, and Embodied Interaction (TEI 2013) (Feb 10-13 2013, Barcelona, Spain)

Non-refereed publications:

- Nitsche, Michael. “Rattling Cages” column for Digital Games Research Association “Hardcore” online column series (July 2007).
- 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)
- Nitsche, Michael, “Talespaces: Interactive Narrative Landscapes,” in SCROOPE Cambridge Architecture Journal 12 (2000). 112-16.

D. Presentations

- Howell, Noura, Supratim Pait, Michael Nitsche. “Applying Generative AI for STEM Education.” GenAI for Science Summit, Atlanta, GA (Oct. 2025)
- Nitsche, Michael. “Reduktion.” (invited talk) Loops speaker series, University of the Arts, Berlin, Germany (June 1, 2023)
- Nitsche, Michael. “The Needs of Media.” (invited talk) 26th Annual Conference for Digital Research in the Humanities and Arts, London, UK (Sept. 4-7, 2022)
- Nitsche, Michael. “"Troubles with Material, Media, and Design." (invited talk) ITU Copenhagen, Denmark (May 14, 2022)
- Nitsche, Michael. “Turning Space.” (invited talk) Center for Media Philosophy/ Laboratory for Computer Games Research, St. Petersburg, RU (Dec 16, 2020)
- Nitsche, Michael. “A Question of Agency, Materials & Objects.” (invited talk) Spelman College, WiSTEM program, Atlanta, GA (June 23+25, 2020)
- Nitsche, Michael. “Make Your Own LED Puppet.” (invited workshop) Victoria & Albert Museum, Digital Design Weekend, London, UK (Sept 21-22, 2019)
- Nitsche, Michael. “Remediating Puppetry: Capturing Performance Practice through Interaction Design” (talk/ panel) for Capturing Digital Art and Performance 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.” (invited talk) 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. “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, Rensselear 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 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.” (invited presentation) VIVO arte.mov festival, Belo Horizonte, Brazil (April 25-29, 2012)
- Nitsche, Michael. “Fourth Walls and Second Lives.” (invited talk) Creating Second Lives 2011: Blurring Boundaries, Bangor, UK (Sept 8-9, 2011)
- Nitsche, Michael. “Open for Discussion.” 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.” (invited presentation) 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.” (invited 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.” (invited talk) Thursday Club. Goldsmiths University College London, London, UK (June 25, 2009).
- Nitsche, Michael. “Digital World and Image Group.” (invited talk) Play Machinima Law. Stanford University, CA (April 24-25, 2009).
- Nitsche, Michael. “Growing Game Worlds.” (invited talk) Computer Games / Players / Game Cultures, Otto-von-Guericke Universität Magdeburg, Magdeburg, GER, (March 18-21, 2009).
- Nitsche, Michael. “Meaning in Game Worlds.” (invited talk) 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.” (invited artist) 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.” (invited industry presentation) 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.” (invited talk) 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?” (invited talk) Human and Machine Conference, Stanford, CA (Dec. 5, 2005).

Conference/ workshop/ panel presentations:

- Nitsche, Michael and Thais Alvarenga “Tinkering, Community, and Climate: Engaging Sustainability through Expressive Computing” (poster) Celebrating Teaching Day, Atlanta, GA (March 28, 2025)
- Nitsche, Michael “Bits of Material Performance” (workshop) Animation & Digital Games. Intersections, Aesthetics, Practices, Bochum, Germany (June 9-11, 2022)
- Bennett, Katherine, Michael Nitsche, Susana Morris (paper) “Letters To Editors: An Ongoing Correspondence” 4S, Toronto, CAN (Oct 6-9, 2021)
- Stricklin, C., Michael Nitsche (paper) “Twitch and the Work World: Prop Theory Meets ‘Actual Play’ Podcasting,” 4S, Toronto, CAN (Oct 6-9, 2021)
- Nitsche, Michael (workshop participant) Seventh Workshop on Computing within Limits LIMITS (Jun 14-15, 2021)
- Nitsche, Michael “Puppets and Pints” (workshop) Alliance Theater (Jan 6, 2020)
- 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, Colombia (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. “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)
- 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).

- 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.” (panel) 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).
- 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. “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. “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. (workshop 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. "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. Grants and Contracts

E1. As Principal Investigator

- Title: CultureFutures: Material Exploration of AI, Culture and Atlanta
  Agency/ Company: Georgia Tech/ AIAI Seed grant
  Total Dollar Amount: $ 5,000
  Role: PI
  Collaborators: Supratim Prait, Veronica Ponce
  Period of Contract: 2026
  Candidates Share: 80%

- Title: Community-based Course and Module Development as part of a revised CM UG course
  Agency/ Company: Sustainability Next/ SCoRE/ Georgia Tech
  Total Dollar Amount: $12,000
  Role: PI
  Period of Contract: 2024-25

Candidate's share: 100%

- Title: Chasing Creativity
  Agency/ Company: SGR/ Georgia Tech
  Total Dollar Amount: $ 10,860
  Role: PI (with Brian Magerko)
  Period of Contract: 2024-25
  Candidate's Share: 50%

- Title: EXPLORATORY PATHWAYS: Prototyping Puppets: Combining Craft and Performance to teach Physical Computing
  Agency/ Company: NSF AISL
  Total Dollar Amount: $ 298,885
  Role: PI
  Collaborators: Center for Puppetry Arts
  Period of Contract: 2016-19
  Candidate's Share: 100%

- Title of Project: Digital Folk Art in Georgia
  Agency/Company: SGR/ GATech
  Total Dollar Amount: $3,300
  Role: PI
  Period of Contract: 2019
  Candidate's Share: 100%

- Title of Project: Research and Development: TIER I: Archiving Performative Objects
  Agency/Company: NEH
  Total Dollar Amount: $ 74,851
  Role: PI
  Collaborators: Center for Puppetry Arts
  Period of Contract: 2017-18
  Candidate's Share: 100%

- Title of Project: Talking Craft (lecture series)
  Agency/Company: DILAC
  Total Dollar Amount: $ 4,970
  Role: PI
  Collaborators: Darien Arikoski-Johnson (GSU)
  Period of Contract: 2017-18
  Candidate's Share: 100%

- Title of Project: Combining Art and Tech
  Agency/Company: Georgia Tech/ GT fire grant for Educational Innovation

Total Dollar Amount: $30,000
Role: PI
Collaborators: Brian Magerko
Period of Contract: 2016-17
Candidate's Share: 75%

- Title of Project: for Talking Craft – Making Identity (lecture series)
  Agency/Company: Georgia Tech/ SLS grant
  Total Dollar Amount: $ 4,860
  Role: PI
  Collaborators: Madison Cario
  Period of Contract: 2016-17
  Candidate's Share: 75%

- Title of Project: Building Puppets: Teaching Middle School Children Hardware Skills through Puppetry
  Agency/Company: Georgia Tech/ GT Fire grant
  Total Dollar Amount: $10,000
  Role: PI
  Collaborators: Brian Magerko
  Period of Contract: 2013
  Candidate's Share: 80%

- Title of Project: Interaction design for mobile technology
  Agency/Company: Intel (gift)
  Total Dollar Amount: $15,000
  Role: PI
  Collaborators:
  Period of Contract: 2009
  Candidate's Share: 100%

- Title of Project: Urban Remix
  Agency/Company: Turner Broadcasting
  Total Dollar Amount: $25,000
  Role: PI
  Collaborators: Jason Freeman, Carl DiSalvo
  Period of Contract: 2009
  Candidate's Share: 100%

- Title of Project: Next Generation Play 2
  Agency/Company: Alcatel Lucent
  Total Dollar Amount: $ 99,364
  Role: PI
  Collaborators: Janet Murray
  Period of Contract: 2009
  Candidate's Share: 100%

- Title of Project: Machinima (total $ 75,000) 2006-09.
  Agency/Company: Turner Broadcasting
  Total Dollar Amount: $75,000
  Role: PI
  Collaborators:
  Period of Contract: 2006-09
  Candidate's Share: 100%

- Title of Project: Charbitat
  Agency/Company: Turner Broadcasting
  Total Dollar Amount: $25,000
  Role: PI
  Collaborators:
  Period of Contract: 2006
  Candidate's Share: 100%

E2. As Co-Principal Investigator

- Title of Project: Community-Engaged Environmental Data Displays for Understanding the Environmental Impact of AI
  Agency/ Company: Georgia Tech/ Center for Teaching and Learning
  Total Dollar Amount: $ 10,000
  Role: Co-PI
  Collaborators: Noura Howell (PI), Joe Bozeman (Co-PI), Kalia Morrison (Decatur Makers)
  Period of Contract: 2025-26
  Candidates Share: 20%

- Title of Project: Applying Generative AI for STEAM Education: Supporting AI literacy and community engagement with marginalized youth
  Agency/ Company: Georgia Tech/ Institute for Data Engineering and Science (IDEaS)
  Total Dollar Amount: $ 49,868
  Role: Co-PI
  Collaborators: Noura Howell (PI), Kalia Morrison (Decatur Makers)
  Period of Contract: 2024-25
  Candidates Share: 33%

- Title of Project: FuturesAtlanta: Creative Engagement with Generative AI Art as a Method for Designing Local Community Futures with Children in Atlanta
  Agency/ Company: Georgia Tech/ AIAI Seed grant
  Total Dollar Amount: $ 5,000
  Role: Co-PI
  Collaborators: Noura Howell (PI), Supratim Prait, Jennifer Morrison
  Period of Contract: 2024
  Candidates Share: 15%

- Title of Project: Computational Craft Community Team Building
  Agency/Company: Georgia Tech/ Seed grant
  Total Dollar Amount: $ 50,000

Role: Co-PI
Collaborators: Anne Sullivan (PI), Noura Howell, Vernelle Noel, Elisabette Matsumoto
Period of Contract: 2022-2023
Candidate's Share: 20%

- Title of Project: Assistive Artificial Intelligence to Support Creative Filmmaking in Computer Animation
  Agency/Company: NSF
  Total Dollar Amount: $ 695,480
  Role: Co-PI
  Collaborators: Mark Riedl
  Period of Contract: 2010-2014
  Candidate's Share: 50%

- Title of Project: Innovation and Collaboration in Liberal Arts, Science, and Technology (ICLAST)
  Agency/Company: Georgia Tech/ GT Fire grant
  Total Dollar Amount: ($ 36,000
  Role: Co-PI
  Collaborators: Carol Colatrella (PI), Ken Knoespel, Janet Murray, Richard Utz, Anne Pollock
  Period of Contract: 2014-16
  Candidate's Share:

- Title of Project: Mixed Initiative Machinima Authoring
  Agency/Company: Georgia Tech/ GVU
  Total Dollar Amount: $20,000
  Role: Co-PI
  Collaborators: Mark Riedl
  Period of Contract: 2009
  Candidate's Share: 50%

- Title of Project: Next Generation Play
  Agency/Company: Alcatel Lucent
  Total Dollar Amount: $ 93,288
  Role: Co-PI
  Collaborators: Janet Murray (PI), Celia Pearce
  Period of Contract: 2008
  Candidate's Share: 50%

- Title of Project: Creative IT PILOT grant for Unlocking Body Memories for Creativity: Controlling virtual characters with tangible interfaces to augment expression and cognition Agency/Company: NSF
  Total Dollar Amount: $ 224,843
  Role: Co-PI
  Collaborators: Ali Mazalek (PI)
  Period of Contract: 2008-11

Candidate's Share: 50%

E3. As Senior Personnel or Contributor

- Title of Project: Insight Grant for Planning and Control of Actions in Unmediated, Augmented, and Virtual Environments
  Agency/Company: SSHRC/ Canada
  Total Dollar Amount: $ 310,934
  Role: Co-PI
  Collaborators: Ali Mazalek (PI), Tim Welsh
  Period of Contract: 2021-24

- Title of Project: Conference: Equity, Innovation, and STEAM – Strengthening the R&D Connections
  Agency/Company: NSF
  Total Dollar Amount: $ 236,606
  Role: Investigator/ Participant
  Collaborators: Lillian Poats (PI), Lucinda Presley
  Period of Contract: 2023-25

- Title of Project: Digital Economy Grant
  Agency/Company: SSHRC/ Canada
  Total Dollar Amount: $ 468,365
  Role: Co-PI
  Collaborators: Ali Mazalek (PI), Tim Welsh
  Period of Contract: 2014-21

- Title of Project: Digital Start Up Grants for Egyptian Ceremony in the Virtual Temple. Avatars for Virtual Heritage
  Agency/Company: NEH
  Total Dollar Amount: $49,913
  Role: Investigator
  Collaborators: Jeffrey Jacobson (PI)
  Period of Contract: 2010-11

E4. Pending Proposals

- Title of Project: HCC: Exploring Gamification to Advance HCI for Visually Impaired Users: Developing Shared Proficiency in VR Fixation Training
  Agency/ Company: NSF
  Total Dollar Amount: $621,727
  Role: PI
  Collaborators: Susan Primo (Emory)
  Period of Contract: 2026-2029

- Title of Project: Co-Creative AI for Mediating Online Team Collaboration
  Agency/ Company: Toyota Research Institute
  Total Dollar Amount: $914,321

Role: Co-PI
Collaborators: Brian Magerko (PI)
Period of Contract: 2026-2029

E5. Proposals Submitted but Not Funded (Last Two Years)

- Title of Project: Futuring STEM: Combining Design Futuring and Embodied Performative Storytelling
  Agency/ Company: NSF
  Total Dollar Amount: $ $631,014
  Role: PI
  Collaborators: Noura Howell (Co-PI)
  Period of Contract: not funded

- Title of Project: Development of Individual VR Visualization Support for Cases of Macular Degeneration
  Agency/ Company: NIH
  Total Dollar Amount: $384,221
  Role: PI
  Collaborators: Susan Primo
  Period of Contract: not funded

F. Other Scholarly and Creative Accomplishments

- Wang, Xiaoye Michael, Colin Dolynski, Michael Nitsche, Gabby Resch, Ali Mazalek, Timothy N Welsh. ”Addressing the Vergence-Accommodation Conflict in Virtual Reality: A Geometrical Approach” (talk) VSS (May 17-22, 2024)

G. Societal and Policy Impacts

Howell’s and Nitsche’s Critical AI project included multiple workshops with students and instructors in Atlanta schools and informal learning environments.
Nitsche’s hardware prototyping puppetry project (NSF funded) was presented at various Atlanta schools and adapted by teachers and informal instructors, leading to a collaboration with STEM/ STEAM classes in Medellin, Columbia.
Nitsche’s work on machinima pioneering technologies and concepts that informed the creative community of amateur filmmakers as well as industry, such as Turner Broadcasting, which funded this research.

H. Other Professional Activities

- Legal consultancy Glass & Robson LLC (2019)

V. Education

A. **Courses Taught** (2022-2016 only)

Year	Semester	Course Number			Course Title	Number students
2025	Summer	LMC	3314	RBR	Tech of Representation	30
		LMC	3262	RBR	Performance Studies	24
	Spring	LMC	4813	MN	Arduino Prototyping	13
		LMC	6318	MN	Experimental Media	7
2024	Fall	LMC	6310	HCI	Computer as Expressive Media	13
		LMC	3314	B	Tech of Representation	17
	Summer	LMC	3314	RBR	Tech of Representation	36
		LMC	3262	RBR	Performance Studies	19
	Spring	LMC	4813	MN	Arduino Prototyping	18
		LMC	6650	MN	Project Studio	12
2023	Summer	LMC	3314	MN	Tech of Representation	27
		LMC	3262	MN	Performance Studies	20
	Spring	LMC	3813	MN	Special Topics	18
		LMC	6650	MN	Project Studio	10
2022	Fall	LMC	6310	HCI	The Computer Expressive	7
		LMC	4720	M	Interactive Narrative	19
	Summer	LMC	3632	RBR	Performance Studies	16
		LMC	3314	RBR	Tech or Representation	21
	Spring	LMC	4720	Q	Interactive Narrative	18
		LMC	4699	MN	Undergraduate Research	1
		LMC	6650		Project Studio	4
2021	Fall	LMC	8910	MN	Special Problems	5
		LMC	6310	HC1	The Computer Expressive	8
		LMC	6800	MN	DM MS Project Course	2
		LMC	8999	MN	Doctoral Prep	2
		LMC	8910	MN	Special Problems	5
		LMC	8903	MN	Special Problems in HCI	1
		LMC	4699	MN	Undergraduate Research	1

		LMC	3813	H	Special Topics: Arduino Prototyping	8
	Summer	LMC	3262	SS2	Performance Studies	4
		LMC	8999	MN	Doctoral Prep	1
	Spring	LMC	6650	MN	Project Studio	12
		LMC	8910	MN	Special Problems	1
		LMC	6800	MN	DM MS Project Course	3
		LMC	8999	MN	Doctoral Prep	2
		LMC	3314	M	Tech of Representation	20
2020	Fall	LMC	3314	O	Tech of Representation	14
		LMC	6310	B01	The Computer Expressive	14
		LMC	6800	MN	DM MS Project Course	1
		LMC	6998	MN	HCI Masters Project	1
		LMC	8999	MN	PhD Doctoral Prep	1
		LMC	8910	MN	Special Problems	2
		LMC	6310	B	The Computer Expressive	10
	Summer	LMC	3314	R	Tech of Representation	19
		LMC	8999	MN	PhD Doctoral Prep	1
		LMC	3262	R	Performance Studies	3
	Spring	LMC	3314	O	Tech of Representation	14
		LMC	6900	NN	DM MS Project Course	4
		LMC	7999	MN	PhD Qualifying Prep	1
		LMC	8910	MN	Special Problems	2
		LMC	6312	MN	Educational Applications of New Medi	6
2019	Fall	LMC	6650	MN	Project Studio	6
		LMC	4699	CM1	Undergraduate Research	1
		LMC	7999	MN	PhD Qualifying Prep	2
		LMC	6800	MN	DM MS Project Course	4
		LMC	3314	F	Tech of Representation	14
	Spring	LMC	3262	D	Performance Studies	17
		LMC	2730	F	Construct-Moving Image	23
		LMC	6800	NN	DM MS Project Course	1

		LMC	8910	MN	Special Problems	3	
2018	Fall	LMC	6650	MN	Project Studio	6	
		LMC	8801	MN	Special Topics	10	*
		LMC	6800	MN	DM MS Project Course	2	
		LMC	3314	Q	Tech of Representation	12	
	Summer	LMC	3314	LS	Tech of Representation	9	
		LMC	8998	MN	Research Assistantship	5	*
2017	Fall	LMC	8801	MN	Special Topics	14	
	Summer	LMC	3314	LS	Tech of Representation	10	
		LMC	8998	MN	Research Assistantship	25	*
	Spring	LMC	8803	MN	Special Topics	3	
		LMC	8998	MN	Research Assistantship	6	*
		LMC	8997	MN	Teaching Assistantship	10	*
		LMC	8801	MN	Special Topics	20	*
2016	Fall	LMC	6650	MN	Project Studio	9	
		LMC	8801	MN	Special Topics	27	
		LMC	8997	MN	Teaching Assistantship	9	*
		LMC	8998	MN	Research Assistantship	27	*
	Summer	LMC	3314	LS	Tech of Representation	9	
		LMC	8998	MN	Research Assistantship	10	*
	Spring	LMC	8803	MN	Special Topics	11	
		LMC	9000	MN	Doctoral Thesis	3	
		LMC	8999	MN	PhD Doctoral Prep	1	
		LMC	8998	MN	Research Assistantship	21	*
		LMC	8997	MN	Teaching Assistantship	8	*
		LMC	7999	MN	PhD Qualifying Prep	9	*

LMC 8998 and LMC 8997 are special classes to accredit research and teaching assistantships. They are not taught classes but Nitsche had to administer them as Director of Graduate Studies. LMC 8801 is the Digital Media lecture series, which was organized by Nitsche but consisted of guest talks from LMC faculty.

B. Individual Student Guidance

B1. Ph.D. Students

- Chair, Digital Media PhD committee, Supratim Pait (expected 2027)
- Chair, Digital Media PhD committee, Rachel Donley (expected 2027)
- Chair, Digital Media PhD committee, Claire Stricklin (2023)
- Chair, Digital Media PhD committee, Jihan Sherman (2023)

- Chair, Digital Media PhD committee, Andrew Quitmeyer (2015)
- Chair, Digital Media PhD committee, Hye Yeon Nam (2014)
- Chair, Digital Media PhD committee, Friedrich Kirschner (2011-12)

B2. M.S. Students (Indicate Thesis Option for Each Student)

- Chair, Digital Media MS committee, Angelina Thais Alvarenga (expected 2026)
- Chair, Digital Media MS committee, Sheleah Harris (expected 2026)
- Chair, Digital Media HCI MS committee, Allen Cai (expected 2026)
- Chair, Digital Media HCI MS committee, Yiheng Zhao (expected 2026)
- Chair, Digital Media HCI MS committee, Emily Zhou (expected 2026)
- Chair, Digital Media MS committee, Marie Ow (2025)
- Chair, Digital Media MS committee, Jialuo Yang (2024)
- Chair, Digital Media HCI MS committee, Boya Ren (2023)
- Chair, Digital Media HCI MS committee, Daniel Tsui (2023)
- Chair, Digital Media MS committee, Sanjeev Nayak (2022)
- Chair, Digital Media HCI MS committee, Candice Butts (2022)
- Chair, Digital Media MS committee, Duo-Wei Yang (2022)
- Chair, Digital Media MS committee, Maria Elena Margarella (2021)
- Chair, Digital Media MS committee, Sienna Sun (2021)
- Chair, Digital Media MS committee, Xiangqi Liu (2020)
- Chair, Digital Media MS committee, Linda Zhang (2020)
- Chair, Digital Media MS committee, Charlie Denton (2020)
- Chair, Digital Media MS committee, Katherine Bennett (2020)
- Chair, Digital Media MS committee, Abigail Golfo (2018)
- Chair, Digital Media MS committee, Pierce McBride (2018)
- Chair, Digital Media MS committee, Zixuan Wang (2017)
- Chair, Digital Media MS committee, Logan Sand (2017)
- Chair, Digital Media MS committee, Donghai Liu (2017)
- Chair, Digital Media HCI MS committee, Yiwen Zhao (2017)
- Chair, Digital Media MS committee, Chester Guo (2016)
- Chair, Digital Media MS committee, Jennifer Teeter (2016)
- Chair, Digital Media MS committee, AJ Kolenc (2015)
- Chair, Digital Media MS committee, Samuel Zwaan (2014)
- Chair, Digital Media MS committee, Kate Farina (2014)
- Chair, Digital Media HCI MS committee, Xia Xiaong (2011-12)
- Chair, Digital Media HCI MS committee, Ashton Grosz (2013)
- Chair, Digital Media MS committee, Nicholas Poirier (2012)
- Chair, Digital Media MS committee, Christine Wu (2012)
- Chair, Digital Media MS committee, Andrew Quitmeyer (2011)
- Chair, Digital Media MS committee, Matthew Drake (2011)
- Chair, Digital Media MS committee, Vignesh Swaminathan (2011)

- Chair, Digital Media MS committee, Thomas Lodato (2010)
- Chair, Digital Media MS committee, Ning Song (2010)
- Chair, Digital Media MS committee, Andrew Roberts (2010)
- Chair, Digital Media MS committee, Kathryn DeWitt Fletcher (2008)
- Chair, Information Design & Technology MS committee, Nathan Olson (2006-2007)
- Chair, Information Design & Technology MS committee, Will Hankinson (2007)
- Chair, Information Design & Technology MS committee, Matthias Shapiro (2006)
- Chair, Information Design & Technology MS committee, Melissa Paige Taylor (2006)
- Chair, Information Design & Technology MS committee, Calvin Ashmore (2006)

B3. Undergraduate Students

- Undergraduate Research advisor for Bryce Hanna (2024-25)
- Undergraduate I2P advisor for Avaye Dawadi (2023)
- Undergraduate I2P advisor for Arjun Dewan (2023)
- Undergraduate Research advisor for Yuxi Chen (CM) (2023)
- Undergraduate Research advisor for Daniel Carr (CS) (2021-2022)
- Undergraduate Research advisor for Duo-Wei Yang (CM) (2019)
- Supervisor, Science Technology and Culture Senior Thesis, Martin Walsh (LMC) (2005)

B4. Service on Thesis or Dissertation Committees

Member on PhD committees at Georgia Tech:

- Member, Digital Media PhD committee, Chelsi Cocking (expected 2028)
- Member, Digital Media PhD committee, Shi Ding (expected 2027)
- Member, Digital Media PhD committee, Shamim Shoomali (expected 2027)
- Member, Digital Media PhD committee, Blaire Bosley (2025)
- Member, Digital Media PhD committee, Pedro Silva (expected 2026)
- Member, Digital Media PhD committee, Jisu Park (2025)
- Member, Digital Media PhD committee, Daniel Phelps (2025)
- Member, Digital Media PhD committee, Erin Truesdell (2023)
- Member, Digital Media PhD committee, Jordan Graves (2020-2021)
- Member, Digital Media PhD committee, Anna Weisling (2020)
- Member, Digital Media PhD committee, Jean Ho Chu (2018)
- Member, Music Technology PhD committee Juan Carlos Martinez Nieto (2018)
- Member, HCI PhD committee, Nicholas Davis (2017)
- Member, Digital Media PhD committee, Paul Clifton (2016)
- Member, Digital Media PhD committee, Hank Blumenthal (2016)
- Member, Digital Media PhD committee, Rebecca Rouse (2014)
- Member, Digital Media PhD committee, Ben Medler (2012)
- Member, Computer Science PhD committee, Evan Barba (2012)
- Member, Digital Media Ph.D. committee, Clara Fernandez (2009)

- Member, Digital Media Ph.D. committee, Hyun Jean Lee (2009)

Member on MS committees at Georgia Tech:

- Member, Digital Media MS committee, Shi Ding (expected fall 2025)
- Member, Digital Media MS committee, Ruoyi Liu (expected fall 2025)
- Member, Digital Media MS committee, Ren Zheng (2025)
- Member, Digital Media MS committee, Huijia Huang (2025)
- Member, Digital Media MS committee, Supratim Pait (2024)
- Member, Digital Media MS committee, Deborah Cho (2024)
- Member, Digital Media MS committee, Eun Lim Kim (2023)
- Member, Digital Media MS committee, Fang Zhang (2023)
- Member, Industrial Design MS committee, Yuchuan Yu (2023)
- Member, Digital Media MS committee, Luowen Qiao (2023)
- Member, Digital Media MS committee, Natalie Huertas (2023)
- Member, Digital Media MS committee, Yiyun Jia (2022)
- Member, Digital Media MS committee, Jiachen, Li (2022)
- Member, Digital Media MS committee, Junshu Liu (2021)
- Member, Digital Media MS committee, Jordan Graves (2021)
- Member, Digital Media MS committee, Phenix Tang (2021)
- Member, Digital Media MS committee, Grace Halverson (2020)
- Member, Industrial Design MS committee, Crystal Eng (2019)
- Member, Digital Media MS committee, Fangxiao Yu (2019)
- Member, Industrial Design MS committee, Catherine Johnson (2019)
- Member, Digital Media MS committee, Yajing Yang (2018)
- Member, Digital Media MS committee, Stephanie Dykes (2018)
- Member, Digital Media MS committee, Mariam Naziripour (2018)
- Member, Digital Media MS committee, Haochen Zhang (2017)
- Member, Digital Media MS committee, Dan Singer (2017)
- Member, Digital Media MS committee, Michael Vogel (2017)
- Member, Digital Media MS committee, Eugene Kansas (2016)
- Member, Digital Media MS committee Michelle Partogi (2015)
- Member, Digital Media MS committee, William Freeman (2015)
- Member, Digital Media MS committee, Matthew Spross (2013)
- Member, Digital Media MS committee, Jonathan Cutrell (2013)
- Member, Digital Media MS committee, Andrew Ho (2012)
- Member, Digital Media MS committee, Joel Linderman (2012)
- Member, Digital Media MS committee, Ben Chapman (2012)
- Member, Digital Media MS committee, Chris Sumsky (2012)
- Member, Digital Media MS committee, Laura Fries (2011)
- Member, Digital Media MS committee, James Truesdell (2010)

- Member, Digital Media MS committee, Sara Raasch (2009)
- Member, Digital Media MS committee, Adam Rice (2009)
- Member, Digital Media MS committee, Bobby Schweizer (2009)
- Member, Digital Media MS committee, Chris Langston (2008)
- Member, Information Design & Technology MS committee, Sergio Goldenberg (2007)
- Member, Information Design & Technology MS committee, Paul Amsbary (2007)
- Member, Information Design & Technology MS committee, Kate Compton (2006)
- Member, Information Design & Technology MS committee, Jason Alderman (2006)
- Member, Information Design & Technology MS committee, Grace Ou (2005)
- Member, Information Design & Technology MS committee, Jeff Weese (2005)
- Member, Information Design & Technology MS committee, Daniel Klainbaum (2005)

Member on external PhD committees/ examinations:

- Examiner, Ph.D. University of Melbourne, AUS, 2025.
- Opponent, Ph.D., Aalto University, FIN, 2022. Also: External Examiner, Ph.D., Aalto University, FIN, 2021.
- External Examiner, Ph.D., Hong Kong Polytechnic University, CHN, 2020.
- Reader, Ph.D., University of Wollongong, AUS, 2019.
- Examiner, Ph.D. University of Cambridge, UK 2017.
- Reader, Ph.D. University of Melbourne, AUS, 2014.
- Reader, Ph.D., University of New South Wales, Sidney, AUS, 2009.

B5. Mentorship of Postdoctoral Fellows or Visiting Scholars

No data

C. Educational Innovations and Other Contributions

- On the institute level: Nitsche taught multiple summer abroad programs and starting 2024-25 he works as program director for the Georgia Tech Berlin summer abroad program.
- On the institute level: Nitsche organized (with Darien Arikoski-Johnson/ Georgia State University) an open lecture series on craft and its relation to digital technology (2017-2018).
- On the college level: Nitsche was Co-PI on the ICLAST event series (PI Colatrella) (2014-16) that combined faculty from across the college in lecture events to discuss overlaps of the liberal arts with science and technology studies. Nitsche also continued the closer integration of arts in the program (in collaboration with Magerko 2016-17 and with Madison Cario from Arts@Tech 2016-17) e.g. through lectures and integration of visiting artists into courses.

- On the graduate program level: Nitsche was instrumental in the development of courses as the Director of the graduate program (2013-17). This included the introduction of the DM lecture series, which Nitsche originally organized and ran. These brown bag events provide a wide overview of the DM program for incoming and seasoned students and are still ongoing. Nitsche also conducted an informal hardware prototyping meet up 2011-2012 that invited graduate students to informal lab sessions, where we experimented with hardware prototyping in a social setting. Most recently, Nitsche developed a HCI specific intro course (starting from fall 2020). This course is aimed to consolidate the LMC side and its media-focused identity of the HCI program.
- On the undergraduate program level: Nitsche completely re-designed one CM course (LMC 2730) and recently developed a novel introduction course for hardware prototyping for CM and LMC students that combines environmental awareness with prototyping.

VI. Service

A. Professional Contributions

Journals/ books (editor/ board):

- Co-Editor, Digital Creativity, 2015-
- Advisory Board Member, Video Games and the Humanities (book series) 2019-
- Editorial 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-
- Review Board G|A|M|E – Games as Art, Media, Entertainment (journal), 2011-
- Editorial Board, Digital Creativity (journal) 2009-2015.
- 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-.
- Editorial Board, Loading… (online journal), 2007-.

Conferences (boards/ threads):

- Reviewer/ AC paper track, TEI 2026.
- Program Committee, TEI 2025.
- Reviewer/ AC Design, CHI 2024.
- Program Committee, Digital Research in Humanities and Art Conference (DRHA) 2022.
- Program Committee, Joint International Conference on Interactive Digital Storytelling (ICIDS), 2009, 2010, 2016, 2017, 2018, 2019, 2021, 2022.
- Reviewer/ AC Design, CHI 2021.
- Review Board, DiGRA, 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
- Conference Review Board, Hypertext 2011.
- Program Committee, Game and Entertainment Technologies 2010 (GET 2010), 2010.

- Conference Thread reviewer DiGRA, 2009.
- Conference Review Board, ACM Sandbox 2008, 2009.
- Conference Review Board, Joint International Conference on Interactive Digital Storytelling, 2008.
- Conference Review Board, ACM Advances in Computer Entertainment Technology (ACE), 2008.
- Conference Review Board, Meaningful Play, 2008.
- Conference Review Board, DiGRA, 2005, 2007.
- Conference Review Board, FuturePlay, 2006, 2007, 2009.
- Conference Review Board, Virtual Systems and New Media, 2006.

Grant agencies (reviewer):

- Reviewer MacArthur, US, 2025.
- Reviewer Austrian Science Fund (FWF), AUS, 2025.
- Reviewer fnrs program, Brussels, BEL, 2019.
- Reviewer NSF AISL program, 2018.
- Reviewer NSF AISL program, 2017.
- Grant Reviewer MITACS, Canada, 2014, 2015.
- Reviewer NSF GRFP program, 2014-15.
- Grant Reviewer, NSF Human Centered Computing (HCC), 2010.
- Grant Reviewer, Fonds Québécois de la Recherche sur la Société et la Culture, Quebec, CAN, 2009.

Tenure review:

- Reviewer, Promotion for full Professor (Hong Kong Baptist University), 2026.
- Reviewer, Tenure & Promotion (University of Maryland), 2025.
- Reviewer, Tenure & Promotion (Carnegie Mellon University), 2024.
- Reviewer, Promotion for full Professor (Université de Montréal), 2022.
- Reviewer, Tenure & Promotion (Arizona State), 2022.
- Reviewer, Tenure & Promotion (UC Irvine), 2020.
- Reviewer, Tenure & Promotion (Virginia Commonwealth University), 2020.
- Reviewer, Tenure & Promotion (Hebrew University of Jerusalem, Israel), 2019.
- Reviewer, Tenure & Promotion (USC), 2019.
- Reviewer, Tenure & Promotion (Syracuse University), 2017.
- Reviewer, Tenure & Promotion (Wellesley), 2016.

Other Review work (conferences/ print):

- Reviewer, Design Research Society (DRS) 2024.
- Reviewer, Biennial International Conference for the Crafts Sciences (BICCS) 2023.
- Reviewer, Designing Interactive Systems (DIS) 2023, 2024.
- Reviewer, Design Issues (journal) 2023, 2024.
- Reviewer, GameStudies (journal) 2023.
- Reviewer, EAI ArtsIT 2022.
- Reviewer, Journal of the Philosophy of Games (journal) 2022.
- Reviewer, Creativity & Cognition (C&C) 2021.
- Reviewer, TEI, 2012, 2016, 2018, 2019, 2020.

- Reviewer, MIT Press (book) 2012, 2013, 2018.
- Reviewer, CHI, 2016, 2019, 2025, 2026.
- Reviewer, iConference 2018, 2019, 2020.
- Reviewer, UIST, Quebec, CAN, 2017.
- Reviewer, Presence (journal) 2017.
- Reviewer, Cambridge University Press (book) 2016.
- Reviewer, Journal of the Philosophy of Games (journal), 2016.
- Reviewer, ISEA, Vancouver, CAN, 2015.
- Reviewer, NordCHI 2014.
- Reviewer, SIGGRAPH 2010, 2011.
- Reviewer, International Journal of Performance Arts and Digital Media (journal), 2010.
- Reviewer, Wiley-Blackwell (book proposal), 2010.
- Reviewer, International Journal of Arts and Technology (IJART) (journal), 2010.
- Reviewer, OZCHI '09, 2009.
- Reviewer, International Symposium on Mixed and Augmented Reality (ISMAR), 2009.
- Reviewer, Simulation & Gaming (journal), 2009.
- Reviewer, Computer Support Cooperative Work (CSCW), 2009.
- Reviewer, IEEE Spectrum (journal), 2008.
- Reviewer, Elsevier/ Morgan Kauffmann/ Focal Press (book), 2007.

Professional memberships:

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

Other service :

- Advisory Board Member, DigiMedia – Digital Media and Interaction, University of Aveiro, Portugal, 2024-
- Assessment of Candidates, ITU Copenhagen, 2012, 2013, 2024.
- Co-chair DiGRA Special Interest Group Games and Film, 2007.

B. Public and Community Service

- Official Judge Ivy Film Festival, Brown University, 2009, 2010.
- Official Judge Machinima Film Festival, New York 2006, 2008.
- Official Judge fmX Festival, Stuttgart, GER, 2008.
- Official Judge Online Machinima Film Festival, 2008.
- Official Judge Machinima Festival Europe, Leicester, UK, 2007.

C. Institute Contributions

- Georgia Institute of Technology, Provost Promotion and Tenure Advisory committee, 2024-2026

- School of Literature, Media, and Communication, Promotion and Tenure Committee, 2025-26
- School of Literature, Media, and Communication, DM MS Committee, 2022- (chair)
- School of Literature, Media, and Communication, CM Undergraduate Curriculum Committee, 2023-
- School of Literature, Media, and Communication, Executive Committee, 2025-26
- School of Literature, Media, and Communication, Search Committee, 2025-26
- School of Literature, Media, and Communication, Critical review Committee, 2024
- School of Literature, Media, and Communication, Ad hoc Committee, 2024
- School of Literature, Media, and Communication, Search Committee, 2024-25 (chair)
- School of Literature, Media, and Communication, Post-tenure review Committee, 2023-24
- School of Literature, Media, and Communication, Performance review Committee, 2023-24
- School of Literature, Media, and Communication, Performance review Committee, 2023-24
- School of Literature, Media, and Communication, Post-tenure review Committee, 2023
- School of Literature, Media, and Communication, Search Committee, 2021-22
- School of Literature, Media, and Communication, CM Undergraduate Curriculum Committee, 2021-22
- GVU Foley Scholar reviewer, 2021
- School of Literature, Media, and Communication, Search Committee, 2021
- Club Advisor, Smash Jackets Georgia Tech, 2020-
- School of Literature, Media, and Communication, DM MS curriculum workgroup, 2019-20
- School of Literature, Media, and Communication, Search Committee, 2019-20
- School of Literature, Media, and Communication, DM Quals review workgroup, 2018-19
- School of Literature, Media, and Communication, DM demo day workgroup, 2018
- Georgia Tech GoSTEAM Community Advisory Council, 2018-24
- School of Literature, Media, and Communication, Executive Committee, 2019-20
- German Global Career Intensive, “Travels, Turns, Media” (guest talk) Fall 2018
- School of Literature, Media, and Communication, CM Undergraduate Curriculum Committee, 2017-19
- Organization of Talking Craft - Making Identity symposia, Spring 2017-18
- Georgia Tech CODA Higher Performance Computing building shepherd committee, 2016-17
- School of Literature, Media, and Communication, MS development committee (shared with ML), 2017
- School of Literature, Media, and Communication, MS admission committee, 2017-18
- School of Literature, Media, and Communication, Director for Graduate Studies, 2013-17
- Georgia Tech Responsible Conduct of Research (RCR) Advisory Committee, 2012-2015
- School of Literature, Media, and Communication Executive Committee, 2012-13
- School of Literature, Media, and Communication Digital Media Assessment and Strategy Committee, 2012-13 (chair)

- School of Literature, Media, and Communication Promotion and Tenure Committee, 2012-13
- CETL Curriculum Committee, 2011-
- School of Literature, Media, and Communication, Assessment Committee (DM), 2012-2013. (chair)
- School of Literature, Communication, and Culture, Events and Admissions Committee (DM), 2011-2012
- School of Literature, Communication, and Culture, Strategy Committee (DM), 2010-2011
- Institute for People and Technology, Media Task Force, 2011
- School of Literature, Communication, and Culture Executive Committee, 2010-2011.
- School of Literature, Communication, and Culture Visiting Speaker Committee, Spring 2010-2011.
- School of Literature, Communication, and Culture Planning Committee, Fall 2009-2010.
- School of Literature, Communication, and Culture Undergraduate Curriculum Committee, Fall 2009-2011. (chair 2010-2011)
- School of Literature, Communication, and Culture Space Committee, Spring 2010.
- School of Literature, Communication, and Culture Writing Committee, Fall 2009-2010.
- Organizing Committee, The Art History of Games Conference, 2009-2010.
- Faculty Advisor, BuzzStudios (student club), 2009-2010.
- School of Literature, Communication, and Culture Ph.D. Admission Committee, Spring 2009.
- School of Literature, Communication, and Culture Faculty Search Committee, Spring 2008.
- School of Literature, Communication, and Culture M.Sc. Admission Committee, Fall 2008.
- School of Literature, Communication, and Culture Executive Committee, 2007-2008.
- Member, Responsive Objects, Surfaces, and Spaces (ROSS), 2007-13.
- Associate Director, Georgia Tech Experimental Game Lab (EGL), 2007.
- School of Literature, Communication, and Culture Faculty Search Committee, Fall 2006.
- Organizing Committee, Living Game Worlds Symposium, 2006.
- School of Literature, Communication, and Culture Ph.D. Committee, Spring 2006.
- School of Literature, Communication, and Culture IDT Curriculum and Planning Committee, 2008.
- Organizing Committee, Living Game Worlds Symposium, 2005.