

Curriculum Vitae

Byron Fong, PhD

Assistant Professor in the Department of Radio-Television-Film
University of Texas at Austin

Institutional Address

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ACADEMIC APPOINTMENTS

2025-present **Assistant Professor, University of Texas at Austin. Department of Radio-Television-Film**

EDUCATION

- 2024 **University of Rochester, College of Arts and Sciences**, Rochester, NY, PhD (Visual and Cultural Studies).
Dissertation: "Interactive Forms of Movement: Video Game Aesthetics from 1985 to 1994." Advisor, Sharon Willis. Committee: Aubrey Anable, Jason Middleton, Joanne Bernardi. (Defended on February 21, 2024).
- 2016 **University of Texas at Austin, Dept of Radio-Television-Film**. Austin, TX. MA (Media Studies).
Master's Thesis: "Medium of Modulation: The Contradictory Configurations of Power in Video Games." Advisor: Suzanne Scott.
- 2010 **University of Texas at Austin, Dept of Radio-Television-Film**. Austin, TX. BS.

PUBLICATIONS

BOOKS

- Forthcoming ***Kinetic Control: Interactive Movement in Video Game Aesthetics***. Game Histories Book Series (eds. Henry Lowood and Raiford Guins). MIT Press. (Under contract, with anticipated publication date of 2028.)
- In-Progress ***Playable Southeast Asia: Gaming Cultures, Politics, and Aesthetics in a Multiethnic Region***. Co-edited with Iskandar Zulkarnain and Peichi Chung.

PEER-REVIEWED ARTICLES AND CHAPTERS

- Forthcoming **"From Gags to Guns: Alex Toth and the Saturday Morning Cartoon."** Hanna-Barbera edited collections. Edited by Kevin Sandler. University of Texas Press.

- Forthcoming **"From the Treasure Chest to the Gold Box: SSI's Gold Box, *Dungeons and Dragons*, and the Making of the Game Engine."** *Journal of Cinema and Media Studies*, currently under review.
- 2025 **"Proud Mice in Perpetual Movement: *Mouse Guard*'s Illustrative Panels of Combat and Travel."** *Arthuriana*, 35, no. 3 (2025): 25-44.
- 2023 **"Animating for Interactivity: The Walk Cycles of *Prince of Persia* (1989) and *Ninja Gaiden* (1988)."** *animation – an interdisciplinary journal*, 18 no. 2 (2023): 117-133. <https://doi.org/10.1177/17468477231182910>

EXHIBITONS

- 2023 **"Technology of the Decade."** In *1980s Culture and Society*. Adam Matthew Digital. Online exhibition.
- 2021-2022 **"ESL Digital Worlds: High Score."** Researcher, copywriter, exhibition designer. Permanent exhibit. The Strong National Museum of Play.
- 2020-2021 **"ESL Digital World: Level Up."** Curator, exhibition designer, copywriter, researcher. Permanent exhibit. The Strong National Museum of Play.

INTRODUCTIONS, REVIEWS, ONLINE EXHIBITONS, OTHER PUBLICATIONS

- 2025 **"SEQUENCEBREAK//experimental arcade Exhibition Review."** *Cornelia*, no. 19.
- 2023 **"Creating an Industry: Atari's use of branding and market research to establish a new medium."** In *1980s Culture and Society* (June). Adam Matthew Digital. Online essay contextualizing archival materials.
- 2022 **"Introduction / Issue 34: InVisible Memes for Cultural Teens."** *InVisible Culture*, no. 34 (May). <https://doi.org/10.47761/494a02f6.58690b3a>
- 2021 **"Cultural Analytics, by Lev Manovich."** *Afterimage*, March (2021): 80-85. Book review. <https://doi.org/10.1525/aft.2021.48.1.80>
- 2020 **"Knowing Yourself, Historically: An Interview with Hazel Carby."** Interview by Burges, Joel, Jerome Dent, Alisa V. Prince, Patrick Sullivan, and Jeffrey Allen Tucker. Edited by Clara Auclair and Byron Fong. *InVisible Culture*, no. 31 (November). <https://doi.org/10.47761/494a02f6.6f1a018a>.
- 2019 **"Poetics of Play,"** *InVisible Culture*, 30 (2019). Special issue editor. <https://doi.org/10.47761/494a02f6.c4fd9bb5>
- 2018 **"Jumping Through Platformer History: A Review of *Super Mario Odyssey*."** *InVisible Culture*, "Dialogues." October 5, 2018. Short essay. <https://doi.org/10.47761/494a02f6.f4ea99f6>
- 2017 **"Parables of the Posthuman, by Jonathan Boulter."** *The Velvet Light Trap* 79 (2017): 128-130. Book review. muse.jhu.edu/article/648154
- 2016 **"Avant-Garde Videogames, by Brian Schrank."** *The Velvet Light Trap* 77 (2016): 120-122. Book review. muse.jhu.edu/article/609062

DIGITAL SCHOLARSHIP PROJECTS

GLOBAL DIGITAL HUMANITIES WORKING GROUP, CO-ORGANIZER

- 2020 **"Intersectionality in/and the Digital Humanities Symposium."** University of Rochester. (Canceled due to COVID-19).
- 2020 DH Speakers Series, Intersectionality in/and the Digital Humanities. **"The Principles and Praxis of a Black Feminist DH Practice," Catherine Knight Steele** (University of Maryland-College Park). Hobart and William Smith Colleges.
- 2019 **"Digital Diaspora Colloquium,"** University of Rochester.
- 2018 DH Speakers Series, **"Open Space: New Media Documentary," Patricia R. Zimmermann** (Ithaca College). Hobart and William Smith Colleges.
- 2017 DH Speakers Series. **"Decolonizing Digital Networks: Women of Color Feminism, Open Access, and What It Means to be Woke."** Lisa Nakamura (University of Michigan). University of Rochester.
- 2017 DH Speaker Series. **"How to Decolonize the Digital Humanities: Or a Practical Guide."** Dorothy Kim (Vassar College). University of Rochester.

MELLON DIGITAL HUMANITIES FELLOWSHIP PROJECTS

- 2020-2022 *InVisible Culture*, PubPub Migration, 2020-2022
- 2020-2022 Mediate (a time-based media annotation tool), Developer.

TEACHING AND MENTORING

GRADUATE COURSES

- Digital Media Industries
- Philosophy of Play (forthcoming Spring 2027)

UNDERGRADUATE COURSES

- History of Video Games
- Video Game Culture/Criticism
- Intro to Digital Media
- Introduction to Media and Society
- History of Play
- Animating Across Culture: A Transnational History of Animation
- Video History Through Genre

GRADUATE MENTORING

- Advisor: Micheal Braden, MA. In Progress.
- Advisor: Thomas Cooper, MA. In Progress

UNDERGRADUATE MENTORING

- Advisor: Jackie Guo, BDP Connecting Experience: Digital Arts and Media), Spring 2026.

AWARDS, DISTINCTIONS, AND FELLOWSHIPS

INDIVIDUAL

- 2024-2025 **Digital Media Studies Postdoctoral Fellowship**, Digital Media Studies, University of Rochester
- 2020-2022 **Mellon Digital Humanities Fellowship**, Mellon Foundation and University of Rochester
- 2020 **Celeste Hughes Bishop Award**, Visual and Cultural Studies, University of Rochester
- 2015 **Texas Public Education Grant**, University of Texas at Austin
- 2015 **University Tuition Grant**, University of Texas at Austin

COLLABORATIVE

- 2017-2020 **Grant for Global Digital Humanities Working Group**, Central New York Humanities Corridor. <https://www.cnycorridor.net/groups/dh3-global-digital-humanities/>

PRESENTATIONS

CONFERENCE PRESENTATIONS

- 2026 "Game Engine: A Semantic History." Society for Cinema and Media Studies Conference. April, Chicago, IL.
- 2025 "Scrambling Still: Depth and Flatness from Japanese Handscrolls to Video Game Parallax Scrolling." Society for Cinema and Media Studies Conference. April, Chicago, IL.
- 2024 "The Menu: How console JRPGs transformed video game user interfaces." Replaying Japan Conference. Buffalo, NY.
- 2024 "Text Boxes Black & Blue: How JRPG Battles Turned Menus into Play." Society for Cinema & Media Studies Conference. March 16, Boston, MA.
- 2023 "An Open Collaboration: How a graduate student-led Diamond journal, *InVisible Culture*, got a 'glow up' with library support." By Moriana M. Garcia, Byron Fong, Stephanie Frontz, and Wade Key. Global Summit on Diamond Open Access. Oct 23-27, 2023. Toluca, Mexico.
- 2023 "Jumping into the Home: The Video Game Jump from the Arcade to the Home Console." Society for Cinema & Media Studies Conference. Denver, CO.
- 2022 "Animating for Interactivity: The Walk Cycles of *Prince of Persia* (1989) and *Ninja Gaiden* (1988)." Breaking Boundaries with Video Games Symposium. University of Rochester.
- 2019 "Distinguishing between Remakes and Remasters in *Shadow of the Colossus*." South Atlantic Modern Language Association 91st Annual Conference. Atlanta, GA.
- 2019 "Video Game Flatness as Virtual Planarity." In "Between Art History and Media Studies." Society for Cinema & Media Studies Conference. Seattle, WA. (Conference Seminar).

- 2019 "The Roving Game: A Re-examination of Walking Simulators." Breaking Boundaries with Video Games Symposium. University of Rochester.
- 2018 "Return to Form: Video Game Genres as Formal Categories." Breaking Boundaries with Video Game Symposium. University of Rochester.
- 2018 "Genre Studies and Games Studies." In "Genre Studies Methodology for Film, Television, and New Media." Society for Cinema & Media Studies Conference. Toronto, ON. (Conference Seminar).
- 2017 "Player-Encoders in Dark Souls." Breaking Boundaries with Video Games Symposium. University of Rochester.
- 2016 "Reconfiguring Hall: The Player-Encoder in Video Game Communities." Society for Cinema & Media Studies Conference. Atlanta, GA.

INVITED TALKS AND WORKSHOPS

- 2026 "Panel Workshop on Working in Creative Industries Today" as part of "Comic Con," organized by the undergrad student organization, Campus Events + Entertainment. University of Texas, Austin
- 2025 "Before Doom: History of the Gold Box Game Engine," Moody College Video Game and Esports Symposium, University of Texas, Austin. Co-presenter Patrick Sullivan.
- 2023 "The Menus of Japanese Role-Playing Games." Ritsumeikan University, Kyoto, Japan.
- 2022 "Gender representation in video game advertisements." Susan B. Anthony Institute. University of Rochester. Archival research workshop.
- 2019 "Introduction to Video Game Formal Analysis: The Jump Case Study." For "Global Video Game Cultures." Prof. Iskandar Zulkarnain. Hobart and William Smith Colleges.
- 2019 "Introduction to Video Game Formal Analysis: The Jump Case Study." For "Intro to Media Studies." Prof. Joel Burges. University of Rochester.
- 2019 Video editing and animation workshop. For "Hayao Miyazaki and Planet Ghibli." Prof. Joanne Bernardi. Dept. of Modern Languages and Cultures. University of Rochester.
- 2018 Video editing workshop. For "Caption This! Text and Image in Contemporary Culture." Instructor Tanja Beljanski. Dept. of English. University of Rochester.
- 2018 "Intro to Genre Studies." For "Intro to Digital and Media Studies." Instructor Kristana Textor. Program of Digital Media Studies, University of Rochester.
- 2018 "Introduction to Cybernetics." For "Introduction to Visual and Cultural Studies." Prof. Sharon Willis. Dept. of Art and Art History. University of Rochester.
- 2017 "Comparing Special Effects in *King Kong* (1933) and *King Kong* (2005)." For "A Film's Odyssey: From Trick Cinematography to Special Effects." Instructor Clara Auclair. Dept. of Art and Art History. University of Rochester.
- 2017 "Experimental Video Games." For "Global Video Games." Instructor Dr. Iskandar Zulkarnain. Dept. of Art and Art History, University of Rochester. March 21, 2017.
- 2016 "Gangster Genre and *Grand Theft Auto V*." For "Narrative Strategies." Prof. Tom Schatz. Dept. of Radio-Television-Film, University of Texas at Austin.

SERVICE AND PROFESSIONAL ACTIVITIES

UNIVERSITY SERVICE

- 2026-present Assistant Graduate Advisor, Media Studies, Dept. of Radio-Television-Film, University of Texas, Austin
- 2026-present Assistant Faculty Advisor, *Flow*, University of Texas, Austin
- 2025-2026 Faculty Hiring Committee, University of Texas, Austin
- 2025-present RTF Faculty Advisory Board, *The Velvet Light Trap*
- 2021-2024 Managing Editor, *InVisible Culture*, University of Rochester.
- 2016-2017 Hartnett Gallery, Assistant Director, University of Rochester.

EVENTS ORGANIZING

- 2022 “Downstream: Navigating Polluted Media Currents.” Digital Humanities Fellowship Symposium. Mellon Foundation. University of Rochester. Co-organizer.
- 2021 “Putting Theory to Practice: A Discussion of *Data Feminism*.” Digital Humanities Fellowship Symposium. Mellon Foundation. Co-organizer.
- 2019 The 26th Annual Gender & Sexuality Writing Collective. Susan B. Anthony Institute. Co-organizer.
- 2019 Global DH Working Group Symposium, “Digital Diaspora.” Co-Director.
- 2017-2020 Global DH Speaker Series. Co-organizer.
- 2017-2020 Breaking Boundaries with Video Games Symposium, Spring 2017–2020. University of Rochester. Co-organizer.
- 2016-2017 “Environments and the Ecological Self.” Visual and Cultural Studies Graduate Conference. University of Rochester. Programming and Review Committee Director.

PROFESSIONAL ORGANIZATIONS

Modern Languages Association
 Society for Cinema & Media Studies
 RePlaying Japan
 Digital Games Research Association (DiGRA)

RESEARCH AND TEACHING AREAS

Game Studies, Video Game History, Platform Studies, Film and Media Studies, Film Theory, Aesthetics, East Asian New Media, Japanese Video Games, Global Digital Humanities, Global Video Game Studies, Global Animation Cultures, Digital Visual Cultures, Media Ecology, Media Theory, Software Studies, Interactive Narratives, History of New Media Technologies.