

ANDREW WILLIAMS

Professor – Game Art / Design History

williamsa@uwstout.edu

CURRICULUM VITAE

EDUCATION

- May 2011 **PhD – University of Wisconsin-Madison**
Major Field: Cultural and Historical Analysis of Design
Minor Field: Nineteenth and Twentieth-Century Art & Architecture (US & Europe)
Dissertation: “The Reaffirmation of National Myth in World War II Digital Games”
- Dec 2005 **MS – University of Wisconsin-Madison**
Major Fields: History of Interiors and Material Culture
Thesis: “Vedic City and the American Search for Spirituality”
- May 2004 **BA – University of Wisconsin-Stevens Point**
Magna Cum Laude
Major: History
Minor: Religious Studies

TEACHING EXPERIENCE

- 2012 – pres Professor with Tenure: Game Art / Art & Design History – University of Wisconsin-Stout, Menomonie, WI
- 2011 – 2012 Lecturer: Art & Design History – University of Wisconsin-Stout, Menomonie, WI
- 2010 – 2011 Adjunct Faculty: Humanities and Physical Education – Waubesa Community College, Sugar Grove, IL
- 2006 – 2010 Teaching Assistant, University of Wisconsin – Madison

Equity, Diversity, and Inclusion Recognition

- 2018 10th Annual Rainbow Graduation and Ally Recognition Program award.
University of Wisconsin-Stout LGBTQIA+ Program

Mentorship of Undergraduate Student Research and Independent Studies

- 2023 *Wobble Warriors* GDEX exhibition build
- 2023 *Wobble Warriors* IndieCade competition build
- 2018 *Sun of the Children* Intel University Games Showcase competition build, San Francisco, CA.
- 2014 – 2015 Student Jobs Program Research Assistant on the History of Digital Game Design (2 positions, fall and spring semesters)
- 2013 “The Art of Synthesis. John H. Howe: A Study of Organic Architecture and its Japanese Influence,” Independent Study
- “A Minnesota Prairie Style: John Howe and the Menomonie Public Library,”
McNair Scholars Program
- “Abisha,” Independent Study

Faculty-Led Study Abroad Programs

- 2024 Faculty Leader. Game Design Careers & the GDC Experience. Game Developers Conference, San Francisco, CA. March 18-March 23
- 2018 Faculty Leader. Game Design Careers & the GDC Experience. Game Developers Conference, San Francisco, CA. March 19-March 23
- 2017 Faculty Leader. Game Design Careers & the GDC Experience. Game Developers Conference, San Francisco, CA. February 27-March 3
- 2015 Faculty Co-Leader. Game Design Careers & the GDC Experience. 25 students. Game Developers Conference, San Francisco, CA. March 1-7

Workshops Conducted

- 2021 “Video Game Design”, GDevelop, Summer STEAM Experience. UW-Stout, June 14-17
- 2020 “Video Game Design”, Unreal Engine, Summer STEAM Experience. UW-Stout, June 15-18
- 2018 “Game Design Workshop.” DPI Gear UP Green Bay. UW-Stout, August 2

VIDEOGAME INDUSTRY EXPERIENCE

- 2023-pres Art Director, Lead Environment Artist – immersionED
- Unannounced project (2025)
 - *The American Revolution Series* (2024)

RESEARCH AND SCHOLARSHIP

Books

Williams, Andrew. *History of Digital Games: Developments in Art, Design and Interaction*. CRC Press, 2017

Book Chapters

Williams, Andrew. "Art, Design and Technology in the History of Videogames." *Open World: Video Games and Contemporary Art* exhibition catalog, Akron Museum of Art. Lucia | Marquand, 2019

Williams, Andrew. "Aliens in Videogames." *Aliens in Pop Culture: A Guide to Visitors from Outer Space*, edited by Michael Levy, ABC-CLIO, 2019

Digital Game Exhibitions and Creative Scholarship

- 2023 *Alternate Histories*, sabbatical exhibition, Furlong Gallery, University of Wisconsin - Stout
- 2023 First Place, *Queen Street Courthouse*, M+DEV Art Contest. Madison, WI
- 2022 *Witness to the Revolution*, M+DEV Game Showcase. Madison, WI
- 2022 First Place, *After Arcadia*, UE5 environment render, M+DEV Art Contest. Madison, WI
- 2021 Best Game Trailer, *Witness to the Revolution*, Minnesota Electronic Theater.
- 2020 – 2022 Project Director, *Buzz Digital: A Lean Manufacturing Simulation* videogame, UW-Stout Manufacturing Outreach Center, Federal Funding through the CARES Act
- 2020 – 2022 Co-Executive Producer, Lead Historical Designer, Lead Programmer, *Witness to the Revolution* educational historical videogame

- 2016 – 2017 Expert Advisor for *Play the Past: Humanities for the Next Generation* Interactive History Exhibit, \$200,000 National Endowment for the Humanities grant. Minnesota Historical Society, Saint Paul, MN
- 2012 Gaming and Digital Innovation Lab and Vintage Game Library, Robert S. Swanson Library and Learning Center. UW-Stout

Conference Presentations

- 2023 “Educational Perspectives in the Game Industry.” Panelist, M+DEV: A Midwest Game Developers Conference. November 10. Madison, WI.
- 2022 Moderator, M+DEV Virtual Conference discussion session. November 4. Madison, WI.
- 2022 “Buzz Digital Demonstration.” Toyota Kata Working Group, Center Best Practice Conference, Foundation for Manufacturing Excellence. September 22. Chicago, IL.
- 2021 Buzz Digital Demonstration as part of “Polytechnic Solutions to Industry Challenges.” Research, Economic Development & Innovation Committee (REDI), UW System Board of Regents meeting 2021. April 8. Madison, WI (virtual).
- 2021 “UW-Stout: Student Success, Partnerships, and Innovative Solutions to Support Wisconsin’s Workforce and Economic Growth.” Polytechnic Summit 2021. June 1-4. Dublin, Ireland (virtual).
- 2020 “A Pocket Translation Guide for Students and Employers.” M+DEV: A Midwest Game Developers Conference – Madison, WI. February 14
- 2019 “Applied Game Development for Professional and Academic Purposes.” HEVGA Europe Games Research Summer School – Skövde, Sweden. August 21-23
- 2018 “Higher Ed and Game Development in the Midwest.” Panel moderator, M+DEV: A Midwest Game Developers Conference – Madison, WI. October 19
- “Know Your Lore: Why Game History Matters.” Intel University Games Showcase and Expo, Game Developers Conference – San Francisco, CA. March 19-23
- “Art of Play, Play of Art.” Panel member for “Teaching Games with Games 5: Six More Exercises in Play,” GDC Academic Summit, Game Developers Conference – San Francisco, CA. March 19-23

- 2017 Kimberly Loken and Andrew Williams. "The Confluence of Architecture and Game Design." American Institute of Architects Minnesota Convention & Products Exposition – Minneapolis, MN. November 14-17
- "Games in Education." Panel member, M+DEV: A Midwest Game Developers Conference – Madison, WI. October 27
- 2014 "Teaching Games History: Perils, Pitfalls and Promises." Midwest Game Developers Summit – Oconomowoc, WI. July 12-13
- "'Real' American Heroes: Dangerous Jobs Reality TV and the War Film." The National Popular Culture & American Culture Association Annual Conference – Chicago, IL. April 16-19
- "The Problem with Modern Art and Game Design Education." GDC Academic Summit, Game Developers Conference – San Francisco, CA. March 17-21
- 2013 Panel Member – "Game Design in Education: An Interdisciplinary Approach." 1st Annual Wisconsin Game Developers Summit – Milwaukee, WI. April 20-21
- "Style Over Substance: Design Trends in Neo-Retro Video Game Consoles." The National Popular Culture & American Culture Association Annual Conference – Washington D.C. March 27-30
- 2012 "Between Pure and Postmodern: The Construction of Alternate History in Gameplay and Graphic Design of Digital Games," The National Popular Culture & American Culture Association Annual Conference – Boston, MA. April 11-14
- 2011 "Entertainment, Memorial, and Political Pundit: Thirty Years of Change in the Meaning of World War II Games," The National Popular Culture & American Culture Association Annual Conference – San Antonio, TX. April 20-23
- 2010 "The Videogame as Critic: World War II Memory and Satire in The Outfit," The National Popular Culture & American Culture Association Annual Conference – St. Louis, MO. March 31-April 3

Invited Talks and Interviews

- 2024 "Wisconsin as a hub for video games." Central Time, The Ideas Network, Wisconsin Public Radio. February 21st
- 2017 "Digital Games and History." Alan Calavano Lecture Series, History Center of Olmsted County – Rochester, MN. May 6th

“Careers in Video Games.” Career Day, Elkhart Lake-Glenbeulah Middle School, Elkhart Lake, WI. February 10

2016 Guest Speaker – Menomonie Middle School Author Day, May 10

“History of Games and Gaming With History.” History of Hip public lecture series, Minnesota History Center – St Paul, MN. January 12

2015 “Carnivals, Cams and Solenoids, Oh My!: How Mechanical and Electro-Mechanical Game Design Shaped Digital Games.” Deep Silver Volition LLC – Champaign, IL. January 14

2013 “Menomonie’s Design Treasure: The Mabel Tainter Memorial and American Design of the Late 1800s,” presented to members of the Menomonie community, October 30

“Art Deco: Many Faces of Elegance,” for The Big Read: The Great Gatsby, Mabel Tainter Memorial Theater – Menomonie, WI, presented to members of the Menomonie community, April 17

2012 “Looking Back at How We Look Back: World War II in Myth and Memory,” Winchester Academy Public Lecture Series – Waupaca, WI, July 16, 2012. Lecture broadcast on WinTV July 17.

Campus Talks

2020 “Tailoring Your Portfolio for Industry Success.” 3rd Annual Ludopalooza Student Professional Development Conference – UW-Stout. November 13

2018 “Things You Can Do NOW to Jumpstart Your Art Career.” 1st Annual Ludopalooza Student Professional Development Conference – UW-Stout. November 9

2018 “Why Do I Need This Class/ The GDD BFA Explained.” 1st Annual Ludopalooza Student Professional Development Conference – UW-Stout. November 9

2017 “A Data-Driven Pilot Study on Awarding Credit for Prior Learning in Mathematics.” Professional Development Week – UW-Stout. August 29

2016 “Spectacle and Control: Fahrenheit 451 and Digital Games.” Reading Across Campus Program – UW-Stout. March 30

“Design Thinking in an Art History Course About Videogames.” Videogames and Academic Applications panel (organizer), Professional Development Week – UW-Stout. January 11

- 2014 “Russian Constructivism and Theater.” Stout Association for the Advancement of Ideas – UW-Stout. April 25
- 2013 “Work is Hell: War Film Aesthetics and ‘Dangerous Jobs’ Reality TV.” Film Studies Community of Practice Colloquium Series – UW-Stout. November 30
- 2010 “The Videogame as Critic: World War II Memory and Satire in The Outfit,” Object as Interface: A Material Culture Symposium – Madison, WI. March 13

SERVICE

Service to School of Art and Design

- 2023-2024 Chair Search Committee: Tenure Track Design History
Chair Search Committee: Instructional Academic Staff Media History
- 2023 Interim Program Director, Game Design & Development – Art
- 2022-2023 Search Committee: Lecturer in Art History, School of Art and Design
- 2022 Post-Tenure Review Committee
- 2018 – 2020 Program Director, Entertainment Design
Service as Program Director:
- Recruitment from visiting prospective students, high school visits, public exhibitions
 - Management of program enrollment
 - Promotion of program through social media, creation of materials, suggested press-releases, national ranking surveys
 - Management and planning for Program Advisory Committee
 - Planning and organization of major-specific events such as Art and Design Week
 - Evaluation and approval of transfer credits from study abroad and transfer students
 - Advising transfer students
 - Course scheduling and instructor allocation
 - Program visioning and future planning
- 2017 – 2018 Search Committee: Assistant Professor in Game Design-Art, School of Art and Design
- 2017 – 2018 Search Committee: Assistant Professor in Animation, School of Art and Design

- 2017 – 2022 Game Design & Development – Art Program – Area and Budget Representative
- 2017 – 2022 College Council Representative of Game Design & Development – Art Program
- 2017 – 2022 Program Director, Game Design & Development – Art
Service as Program Director:
- Recruitment from visiting prospective students, high school visits, public exhibitions
 - Management of program enrollment
 - Promotion of program through social media, creation of materials, suggested press-releases, national ranking surveys
 - Management and planning for Professional Advisory Board and Program Advisory Committee
 - Planning and organization of major-specific events such as Stout Game Expo, Art and Design Week
 - Evaluation and approval of transfer credits from study abroad and transfer students
 - Advising transfer students
 - Course scheduling and instructor allocation
 - Program visioning and future planning
- 2016 Head Organizer, Stout Game Expo – UW-Stout. December 9
- 2016 – 2017 Ad Hoc Hiring Committee – Game Design and Development/Entertainment Design Emergency Hire
- 2016 – 2018 Game Design and Development – Art Area Co-Representative for NASAD Accreditation
- 2015 – 2016 Area Head for Art History
- 2015 – 2016 Curriculum Committee
- 2014 – 2015 Search Committee: Assistant Professor in Game Design-Art, School of Art and Design (two positions)
- 2014 Special Ad Hoc Committee: Hiring Non-Terminal Degree Industry Professionals, School of Art and Design
- 2014 Site visit and program evaluation for new SOAD international exchange programs. May 26 – June 6
- England – University of East London, University of Westminster

Germany – Hochschule Darmstadt.

2013 – 2014 Search Committee: Assistant Professor in 3D Animation, School of Art and Design

Search Committee: Assistant Professor in Graphic/Interactive Design, School of Art and Design

2013 – pres Graduate Faculty Designation

2012 – 2016 International Studies Committee, School of Art and Design
- Chair 2013 – 2015

2011 – pres Mid-Program Review Student Work Evaluator, UW-Stout

Service to University/Interdisciplinary Service

2023 - pres BS Game and Media Studies program development group, UW-Stout

2023 - pres MIXR Lab, Game Design Area Representative, UW-Stout

2020 Program Director/Department Chair Taskforce, UW-Stout

2017 Co-Chair, Mature Content Committee, Game Design and Development Program, UW-Stout

2016 – 2017 Faculty Senator, Department of Art and Art History

2016 Review Committee – Liberal Arts Essay Scholarship, University of Wisconsin System

2016 - pres Student Interviewer for Stout Scholars Scholarship, UW-Stout

2015 - pres Program Advisory Committee Member - Game Design and Development BFA-Art, UW-Stout

2014 Advisor Training Workshop – Hessen-Wisconsin Exchange Program, UW-Stout. July 9

2014 – pres Faculty Representative, Gaming and Digital Innovation Lab Management Committee – Robert S. Swanson Library and Learning Center, UW-Stout

2014 – pres Program Advisory Board Member – Game Design and Development Program, UW-Stout

2014 Student Interviewer for Stout Scholars Scholarship, UW-Stout

Student Advising

2014 Entertainment Design Majors – Digital Cinema & Animation Concentrations

2013 – pres Game Design and Development – Art Majors

2011 – 2014 Interior Design Majors

Service to Profession

2021 - 2022 Educational Representative on Board of Directors for Wisconsin Games Alliance

2015 - pres Nomination and Selection Judge – Game Developers Choice Awards, Game Developers Conference

2015 – pres Submission Judge – Independent Games Festival, Game Developers Conference

2013 - 2014 Planning Committee – Midwest Game Developers Summit

2013 Book Proposal Review – *The Fundamentals of Casual Game Design*. Fairchild Books, unpublished.

Extracurricular University Service

2014 – 2017 UW-Stout Taekwondo Program Instructor

2013 – 2015 Faculty Student Org Advisor – Stout RPGs

Judge for IGDA 48 Hour Game Design Competition (spring and fall semesters)

2012 – 2014 Faculty Student Org Advisor – Stout Magic The Gathering, UW-Stout

Community Service and Outreach

2014 – 2015 Wilson Place Mansion Advisory Board

PROFESSIONAL MEMBERSHIPS

2017 – pres International Game Developers Association

2015 – pres International Choice Awards Network (Selection Judge for Independent Games Festival and Game Developers Choice Awards)

2012 – 2014 American Culture Association

2010 – 2012 Popular Culture Association

GRANTS AND AWARDS

2015 Student Jobs Program Research Assistant Grant for Textbook *History of Digital Game Design*, UW-Stout Special Projects Fund: \$2,000 (an additional 2 positions, spring semester)

2014 Just in Time Grant “Field Research of Antique Arcade Machines and Site Visit to Deep Silver Volition,” UW-Stout: \$814

2014 – 2015 Student Jobs Program Research Assistant Grant for Textbook *History of Digital Game Design*, UW-Stout Special Projects Fund: \$2,000 (2 positions, fall and spring semesters)

2013 Professional Development Grant for Attending the Game Developers Conference, UW-Stout College of Arts Humanities and Social Sciences: \$1,500

Professional Development Grant for Attending the Game Developers Conference, UW-Stout: \$2,129 (joint application, lead contact)

N TLC First Year Faculty Program, UW-Stout: \$1,000

2012 Faculty Start-Up Grant, UW-Stout: \$600

Professional Development Award, UW-Stout: \$300

Conference Presentation Support, UW-Stout: \$250

2011 Professional Development Award, UW-Stout: \$300

PROFESSIONAL DEVELOPMENT

2017 Game Developers Conference – San Francisco, CA. February 27-March 3

- 2016 Games and Learning Society Conference 12 – Madison, WI. August 17-19
- 2015 Game Developers Conference – San Francisco, CA. March 2-6
- 2014 Games and Learning Society Conference 10 – Madison, WI. June 11-13
- 2013 – 2014 Film and Film Studies @ Stout – Community of Practice, NTLC UW-Stout
- 2013 Tom Angelo. “Less Instructor Time, More Student Learning: Making Your Assessment, Grading and Feedback More Effective and Efficient.” UW-Stout. May 22-23
- Angela Bauer. “Inclusive Strategies that Create Community and Enhance Academic Performance.” Professional Development week, UW-Stout. January 15
- Andrea Deacon and Kristin Risley. “Intelligent Design: Crafting Formal Writing Assignments [That Work].” Professional Development Week, UW-Stout. January 16
- Maria Wentworth. “Leading International and Domestic Academic Programs.” Professional Development Week, UW-Stout. January 18
- 2012 – 2013 First Year Faculty Program – NTLC, UW-Stout
- 2012 New Instructor Workshop (Assistant Professor) – NTLC, UW-Stout. August 14-16
- Joan Menefee and Sara Rykal. “Sustainability in the UW-Stout Curriculum: Overcoming a Single Use Culture.” Professional Development Week, UW-Stout. January 18
- Clark Quinn. “Learning Experience Design: Learning Without Limits.” Professional Development Week, UW-Stout. January 17
- 2011 New Instructor Workshop (Lecturer) – NTLC, UW-Stout. August 16-18, 2011