

BRENDAN RILEY

ASSISTANT PROFESSOR, ENGLISH DEPARTMENT

COLUMBIA COLLEGE CHICAGO
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[HTTP://CURRAGH-LABS.ORG/](http://curragh-labs.org/)

EDUCATION

PhD in English, University of Florida, May 2004 Focus: Film and New Media Studies, Composition and Rhetoric Dissertation: Cinema, Computers, and War Director: Dr. Gregory Ulmer
Committee: Dr. Nora Alter, Dr. Roger Beebe, Dr. Robert Ray, Dr. John Sabin

MA in English, University of Florida, May 2001
Focus: Film and Media Studies

BA in English, St. John's University, Collegeville, MN, May 1999
Focus: Film Studies

ACADEMIC EMPLOYMENT

Professor, English Department, Columbia College Chicago
Construct and teach courses in composition, new media, and popular culture.
September 2004—present.

Teaching assistant, English Department, University of Florida. Constructed and taught courses in composition, film studies, and media studies. August 2000—April 2001; May 2003—May 2004.

Technology and Pedagogy Specialist, College of Liberal Arts and Sciences, Uof Florida 2-year appointment as a liaison between English Department and the Networked Writing Environment (NWE).

PUBLICATIONS

"A Style Guide to the Secrets of <style>." *From A to <A>: Keywords in HTML and Writing*. Eds Jeffrey Rice and Bradley Dilger. Minneapolis, MN: University of Minnesota Press, expected 2010.

"From Sherlock to Angel: The 21st Century Detective." *The Journal of Popular Culture*. Forthcoming, Vol 42:5, Oct 2009.

"Warren Ellis is the Future of Superhero Comics: Or How to Write Superhero Stories without Superheroes." *The Amazing Transforming Superhero! Essays on the Revision of Characters in Comic Books, Film and Television*. Ed. Terrence Wandtke. Jefferson, NC: McFarland, 2007.

"The Hard-Boiled Detective" *American Icons, Volume 2*. Eds. Susan and Dennis Hall. Westport, CT: Greenwood Press, 2006.

- "Sharing Cultures: Personal Revelations, Pedagogical Realizations, Political Revolutions." *Kairos: A Journal of Rhetoric, Technology, and Pedagogy*. 10:2, Spring 2005. Collaboratively written with the Sharing Cultures team.
<http://english.ttu.edu/kairos/10.2/binder2.html?coverweb/blum-malley/index.html>
- "Modularity and Monsters from the Deep" *Reconstruction: An Interdisciplinary Culture Studies Community*. 4:4. Fall 2004. <http://reconstruction.eserver.org/044/briley/index.html>
- "MUDs and MOOs: Collaborative Narrative Play at Work in the Classroom." Collaboratively written with Laurie Taylor and Mike Sansone. *ACE (Assembly on Computers and English) Online*. 1:1. Fall 2004. <http://www.laurientaylor.org/temp/index.html>
- "Open Source and Academia" Collaboratively written with Laurie Taylor. *Computers and Composition Online*. Retro-actively published Spring 2004.
<http://www.bgsu.edu/cconline/tayloriley/intro.html>
- "A Produced Space: Teaching and Thinking Spatial Theory with Hypertext" *Kairos: A Journal of Rhetoric, Technology, and Pedagogy*. Issue 7:3, Jan 2003.
<http://english.ttu.edu/kairos/7.3/index.html>
- "A Review of *The End of Cinema as we know it* (ed. Jon Lewis)" *SCOPE: an on-line journal of film studies*. Review, November 2003.
http://www.scope.nottingham.ac.uk/bookreview.php?issue=nov2003&id=452§ion=book_rev&q=riley

PRESENTATIONS

- "The Siege Mentality: Teaching About Zombies." Part of a roundtable on teaching horror with Kris Woofter (Concordia University) and Aaron Petten (University of East London)
National PCA/ACA Conference 2009, New Orleans, LA. 8-12 April 2009.
- "It's not paranoia if they're really after you: Alternate Reality Games and Conspiracy as Fiction"
Midwest PCA/ACA Annual Conference 2008, Cincinnati, OH. 8-10 October 2008.
- "This is not a book. This is not a movie: *Kiss Kiss Bang Bang* and the mystery of the hyperreal."
PCA/ACA National Conference 2008. San Francisco, CA. 19-22 March 2008.
- "Mysterious Architecture: how *mise-en-scene* made Holmes into Marlowe"
Society for Cinema and Media Studies Conference 2008. Philadelphia, PA. 6-9 March 2008.
- "All Your Base Are Numa Numa Star Wars Kids: Viral Media and Distributed Thinking"
Midwest PCA/ACA Conference 2007. Kansas City, MO. 12-14 October 2007.
- "Operating Under Different Rules: *Automatic Kafka's* Experiment in Critical Comics"
Midwest PCA/ACA Conference 2007. Kansas City, MO. 12-14 October 2007.
- "Detectives, the Supernatural, and the Digital Age, or What Do Cal MacDonald, Angel, and Harry Dresden Have to Do with the Internet?"
PCA/ACA National Conference 2007. Boston, MA. 4-7 April 2007.
- "The Sharing Cultures Program: connecting Port Elizabeth, South Africa and Chicago, USA"
Midwest Modern Language Association Conference. Chicago, IL. 9-12 November 2007.

- “Cyberconflict: Representations of War in New Media and Electronic Games.” with Annette Barbier and David Gerding. *Chicago Humanities Festival*, Chicago, IL. 5 November 2007.
- “Warren Ellis and the Future of Superhero Comics.”
Midwest PCA/ACA Conference 2006. Indianapolis, IN. 27-29 October 2006.
- “Katamari Interface.” (Expanded and revised hypertext derived from PCA presentation). Invited contributor. Virtual Reality @ Real Life Online Conference. <http://vrrl.earthwidemoth.com> 24-28 July 2006.
- “Games: Writing?” One of three speakers on the topic “The Culture of Gaming: A Glimpse Into the World of Simulated Reality” for *Intersections* (hosted by the Chicago Cultural Center and Columbia College Chicago). 3 May 2006.
- “Writing with Katamari: Rolling Interface.”
PCA/ACA National Conference, 2006. Atlanta, GA. 12-15 April 2006.
- “Inventing Digital Rhetoric”
Conference on College Composition and Communication. Chicago, IL. 22-25 March 2006.
- “Remember Sammy Jenkins: Looping the Web Memento-style.”
Midwest Modern Language Association Conference. Milwaukee, WI. 10-13 November 2005.
- “The Absent-minded Detective: Memento and the future of mysteries”
Midwest Popular Culture Association annual meeting. St. Louis, MO. 14-16 October 2005.
- “The Comic Book Experiment: On randomness, juxtaposition, and electric logic”
PCA/ACA National Conference, 2005. San Diego, CA. 23-26 March 2005.
- “From Sherlock to *Angel*: the twenty-first century detective”
Midwest Popular Culture Association annual meeting. Cleveland, OH. 8-10 October 2004.
- “Cybernetics and Sinking Ships”
PCA/ACA National Conference, 2004. San Antonio, TX.
6 -10 April 2004.
- “The Open Source Model and Real World Collaborative Pedagogy.”
with co-author Laurie Taylor.
Marxist Reading Group Conference 2004. Gainesville, FL.
25-27 March 2004.
- “Modularity and Monsters from the Deep”
Society for Cinema and Media Studies Conference. Atlanta, GA.
4 -7 March 2004.
- “Technology as Method: Modularity and Horror Films”
29th Annual *FSU Film and Literature Conference*. Tallahassee, FL.
29 January - 1 February 2004.
- “The A.I. 'Frame problem' and Science-Fiction Cinema.”
Midwest Popular Culture Association annual meeting.
Minneapolis, MN. 17-19 October 2003.

- “Using MUDs in MOOs to create Collaborative Narrative Practice.” with co-authors Laurie Taylor and Michael Sansone.
Computers and Writing 2003: Discovering Digital Dimensions.
Lafayette, IN. 22-25 May 2003.
- “Thinking and Teaching Spatial Theory with Hypertext”
Computers and Writing 2002: Teaching and Learning in Virtual Spaces.
Normal, IL. 16-19 May 2002.
- “High-tech Misfits: the Computer User in Recent Hollywood Cinema”
Theoretical Misfits: 2nd Annual UF-EGO conference.
Gainesville, FL. 4-6 April 2002.
- “Praxis through Hypertext: *The Commitments*, Deleuze's War Machine, and a Pedagogy of Revolution”
Marxist Reading Group Conference 2002.
Gainesville, FL. 14-16 March 2002.
- “Using the Band as Metaphor for Collaborative work in the MOO”
South Atlantic Modern Language Association Conference, 2001. Atlanta, GA. 9-10 November 2001.
- “Experimental Film Criticism: Dachshunds and Grand Hotel” in a panel with Virginia Agnew, Brian Doan and Rochelle Mabry
Popular Culture Association of the South Conference, 2001.
Jacksonville, FL. 5-6 October 2001.
- “Style, Community, and Cultural Studies in the MOO: The Style-Guide Project” in a panel with Jeff Rice. *Conference on College Composition and Communication 2001.*
Denver, CO. 14-18 March 2001.
- “MI, Mobile Infantry or Ministry of Information: Fascist Spectacle as Meaning in *Brazil* and *Starship Troopers*” in a panel with Todd Reynolds, Perry Lamson, Julie Sinn.
Southwest Texas Popular Culture Association Conference 2001.
Albuquerque, NM. 7-10 March 2001.
- “When Madmen Became Psychopaths: Expressionism and Horror in German Silent Cinema”
15th Annual Conference on the Literature and the Visual Arts, including Cinema,
2000. Atlanta, GA. 3-6 November 2000.
- “Narrative, Time and Space in the MOO: the Lessons of Battle Cattle”
in a panel with C Bradley Dilger and Jane Love.
Society for Literature and Science Conference, 2000. Atlanta, GA. 5-8 October 2000.
- “Ruby Single in Paradise” The International Conference on Feminist Literature, 1999. Bangkok, Thailand. January 1999.

OTHER PROJECTS

The Digital Sextant

Blog: one-third popular culture reviews, one-third academic thinking, one-third personal observations and silliness. (Nov 2004 – present) <http://curragh-labs.org/blog>

Random: The Internet is Funny

A Flash project that uses the Google API to produce a random comic strip based on search terms provided by the user. <http://curragh-labs.org/random>

Scriptwriter for UF 150th Anniversary celebration NAVE project.

A multimedia retrospective of the history of the University of Florida.
<http://www.digitalworlds.ufl.edu/projects/dreammachine/default.htm>

Gradebook.cgi

A web-based gradebook program written primarily for use by NWE instructors. Allows students to check grades on-line. Written with PERL.

Photo published accompanying article: "Wisconsin's Comic Art: From Underground to the Forefront." by Paul Buhle. *Wisconsin Magazine of History*. Vol 92: 4. Summer 2009.

ACADEMIC COURSES DEVISED AND TAUGHT

"Literary Genres: Detective Fiction" Literature course exploring mystery and detective genres
Built around exploring, analyzing, and engaging creatively with the genre of detective fiction, students read, write, discuss, and produce projects to think through the social and cultural issues surrounding mysteries and detectives. (CCC: f08, f09)

"Writing and Rhetoric 2: Online!" online writing course

Expanding on principles and ideals from "Considering the Visual/ Box Logic," this course alters the approaches from the conventional course to fit the online venue, providing a variety of resources and activities to suit a variety of student learning needs.
(CCC: Summer 2006, Summer 2008, Summer 2009)

"Zombies in Popular Media," Media studies J-session course

This course explores the history, significance, and representation of the zombie as a figure in horror and fantasy texts. Students pursue an intense schedule, using critical theory to think about zombies as they appear in literature, comics, and films.
(CCC: January 07, January 08, January 09)

"Game Culture," Game studies course for Interactive Arts and Media department

Game Culture brings textual and critical theory to bear on video games, examining how games function in (and with) culture. Students learn to think about games in new ways, both as isolated objects of study and as a dominant force in today's media market.
(CCC: s06, f06, s07, s08, s09)

"Introduction to College Writing: Sharing Cultures," Basic writing course working within an online community shared with overseas students.

This course prepares students for Composition I and II through individual conferencing, classroom discussion, and a generous portion of "the basics." As part of the Sharing Cultures program, it does so within the context of an online collaborative relationship with students at Nelson Mandela Metropolitan University in Port Elizabeth, South Africa.
(CCC: s06, s07, s08, s09)

“Writing for New Media,” Advanced writing course focusing on electivity

This course pursues a two-prong inquiry into the "rhetoric" of new media. Students explore and create new media texts, culminating in a large-scale, collaborative hypermap project for the student affairs portal. (CCC: s05, f05, s06, f06, s07, f07, s08, f08, f09)

“Considering the Visual / Box Logic” Composition II course exploring arguments and the visual

This course explores the conventions and techniques of traditional academic research by conducting a long-term, large scale research project over the course of the semester. At the same time, students also explore the techniques used in visual argument and the alternate logics image introduces to critical work. (CCC: s05, f05)

“Mapping the Self,” Composition I course focusing on self-exploration

Helps enhance the writing skills students will need in and beyond college. Course writing moves from expressive to informative, exploring the concepts of self and community in a variety of methods; also explores community by means of collaborative work on both small and large scales. Over the term, students "map" their relationship with four different institutions of culture: discipline, family, entertainment, and community. (CCC: f04)

“Desire, Work, and Race (in the city),” Introduction to Literature

This course introduces students to the genres of fiction, drama, and poetry. The course establishes connections between literature and other areas of arts and communications; students are better prepared for their majors in these fields. We focus on three themes: desire, work, and race (in the city). (CCC: f04)

“FilmAnalysis”and “Honors FilmAnalysis,” introductory film studies courses

Provided students with basic skills to produce academic film scholarship. Students learned cinema terminology, explored traditional film criticism via Bazin and Eisenstein, and performed experimental criticism. (UF: f03)

“Writing in Bullet Time,” writing with new media course

Explored the emergence and rhetoric of new media. Students explored the development of narrative, argument, and image in the context of aesthetic innovation and research. Projects asked how The Matrix could model a new kind of writing— writing in “bullet time.” (UF: s03)

“Writing About Science-Fiction Films,” special topics writing course

Examined three different grammars: (1) writing, (2) film, and (3) hypertext. Students considered the theory and writing practices discussed in class and used those to explore science-fiction cinema. Team taught with Brian Doan. (UF: s01)

“Argumentative and Expository Writing,” introductory writing course

Introduced students to modes of academic writing. Used Text Book (Scholes, Comely, Ulmer) as guide to produce four projects: a personal narrative, an analogy paper, a MOO project, and a current events paper. (UF: f00)

For full syllabi and student sample work, see: <http://curragh-labs.org/teaching>

TEACHING INTERESTS

Composition, Media Studies, Computers and Writing, History of Film, Grammatology, New Media Studies, Video Game Culture, Science-Fiction Film and Literature, History of Media Technology, American Popular Culture, Comics, Horror Film.

TRAINING COURSES DEVISED AND TAUGHT

“Moodle Introduction,” *English Department training course*

Columbia College Chicago instructors learned the basics of the Moodle LMS and the tools it offers. (s08,f08,s09)

“Web Design Seminar,” *English Department training course*

Columbia College instructors learned the basics of Dreamweaver and file upload for building web pages. (Spring 2006)

“Advanced Web Design Seminar,” *IMAGE lab training course*

Instructors learned complex strategies of web design, including tables, frames, server-side includes, and stylesheets. (Spring 2003)

“Learning Perl,” *IMAGE lab training course*

Gave an introduction to the PERL programming language. Instructors explored basic programming commands, methods, and CGI scripting. (Spring 2003)

“Web Design Seminar,” *IMAGE lab training course*

Helped instructors learn to use Dreamweaver and Fireworks to create web pages. Also covered some HTML coding. (Fall 2002)

“CLAS Flash Working Group,” *IMAGE lab working group*

An organized effort by some instructors in CLAS to hone their skills using Macromedia’s web animation program, Flash. (Fall 2002)

“NWE Pedagogy Review,” *NWE training course*

Atwo-day reviewsession for instructors preparing to teach in the Networked Writing Environment. Covered MOO, Web, and image programs as well as pedagogical strategy. (Fall 2002)

“Macromedia, Macro-Fun!,” *IMAGE lab training course*

Helped instructors learn to use the Macromedia web-design suite (Dreamweaver, Fireworks, Flash and Freehand) to create web pages. (Summer 2002)

“NWE Roundup,” *NWE training course*

Focused on re-familiarizing participants with NWE technologies and resources. Guest speakers will offered advice about NWE pedagogy. (Summer 2002)

“The Nerd Short Course,” *NWE training course*

Designed to help participants increase their "nerdliness." Explored operating systems, image manipulation, MOOs, a little programming, and the Networked Writing Environment. Team-taught with C. Bradley Dilger. (Summer 2001)

TECHNICAL SKILLS

Web production (Web page creation, site maintenance), Proficient in HTML and CSS, Proficient with Dreamweaver, Proficient with Server-side includes (Apache), Proficient with CMS software such as Drupal, Wordpress, and Mediawiki, Familiar with Javascript and PHP.

Image production (image manipulation, creation, editing)

Proficient with Fireworks, Flash, Freehand, Skilled with GIMP, Photoshop, Illustrator

Programming (CGI web content, other) Proficient in PERL (basic and CGI programming)

Proficient in MOO programming (most familiar with Jay's House Core), Skilled with ActionScript programming for Flash, Learning Perl/Tk (GUI window manipulation)

Video production

Proficient with Final Cut Pro, Skilled with Hi-8, DV video cameras, Some skill with Premiere

Operating systems

Skilled with Windows (particularly Windows 2000) and Linux, Familiar with Macintosh, UNIX

For syllabi, see: <http://curragh-labs.org/teaching>

HONORS

Columbia College LMS Fellowship, School-year 2008-2009. Renewed school-year 2009-2010.

Work with other fellows and CIT to foster faculty use of LMS systems through seminars, etc.

Columbia College Technology Fellowship, 2007. With Suzanne Blum-Malley, to investigate,

install, and produce a book module for students to use in collaborative online authorship.

Columbia College OASIS Fellowship, School-year 2007-2008. Work with CIT to educate OASIS

users and facilitate improvement in online delivery. Participated in Moodle Pilot Program

Columbia College Technology Fellowship, 2006. With Terence Brunk, to produce modules for his

upcoming course, *Macbeth: The Game*.

University of Florida Presidential Fellowship, 1999

PRESS

"Zombies Ahead" by Peter Wood. *National Association of Scholars*. 25 February 2009. Press Mention. http://nas.org/polArticles.cfm?doctype_code=Article&doc_id=583

"Sci-Fi College Courses: Why Can't *Star Trek* Teach You About the World?" By Melissa Lafsky.

Discover.com Science Not Fiction Blog. 30 March 2009. Discusses "15 Strange courses" article and the role of SF in education.

<http://blogs.discovermagazine.com/sciencenotfiction/2009/03/30/sci-fi-college-courses-why-cant-star-trek-teach-you-about-the-world/>

"Are Twitter, Myspace and Facebook updates autobiographies for the rest of us?" Brian at High

Noon. *Vocalo.org*, WBEZ Chicago. 5 March 2009. Radio interview, 50 minutes. Recording available: <http://www.curragh-labs.org/blog/?p=2373>

"15 Strangest College Courses in America." By Jill Gordon. *OnlineColleges.net*. Zombies in

Popular Media included as one of the courses. This article was duplicated and cited on dozens of blogs and websites over the next few months. The article (and the Zombie course) was featured on 2 March 2009 on Fox South-Bend (WSJV) and NBC Spokane (KHQ).

<http://www.onlinecolleges.net/2009/02/25/the-15-strangest-college-courses-in-america/>

- “Facebook’s ‘25 Things’ are life stories in miniature.” By Patrick Reardon. *Chicago Tribune*. 16 February 2009. Quoted in story.
<http://archives.chicagotribune.com/2009/feb/16/entertainment/chi-0216-facebook-25-thingsfeb16>
- “Undead Like Me: Or, how I learned to stop worrying and love the zombie.” By Gavon Laessig. *Lawrence.com*. 28 October 2008. Extensive interview.
http://www.lawrence.com/news/2008/oct/27/undead_like_me/
- “Superhero Science? Zombie Studies? Colleges Offer Offbeat Courses.” by Catherine Donaldson-Evans. *FOXNews.com*. 1 November 2007. Press mention.
<http://www.foxnews.com/story/0,2933,307442,00.html>
- “Course Explores the History and Subtext of Zombies in Popular Culture.” by Erik Vance. Syllabus section, *Chronicle of Higher Education*. 23 February 2007.

CITATIONS

- Moxley, Joseph. “Datagogies, Writing Spaces, and the Age of Peer Production.” *Computers and Composition*. Eds Gail Hawisher and Cynthia Selfe. Vol 25, No 2, 2008.
 (cites the article “Open Source and Academia,” 2004)
- Hernández Cano, E. (2009). “Nuevo Orden Mundial. Narraciones sobre el poder y superheroes en el comic mainstream estadounidense de Stormwatch a Black Summer (1996-2008).” *Extravio*. Revista electronica de literatura comparada, num 4. Unversitat de Valencia. ISSN: 1886-4902. (<http://www.uv.es/extravio>)
 (cites “Warren Ellis is the Future of Superhero Comics,” 2008.)
- Couros, Alec Valantino. *Examining the Open Movement: Possibilities and Implications for Education*. Unpublished dissertation. University of Regina, Saskatchewan. December 2006.
 (cites the article “Open Source and Academia,” 2004.)
- Raj, R.K. and F Kazemian. “Using Open Source Software in Computer Science Courses. *Frontiers in Education Conference, 36th Annual* . p 21-26. 27-31 Oct. 2006.
 (cites the article “Open Source and Academia,” 2004.)
- Lowe, Charles. “*The Future Is Open*” for Composition Studies: A New Intellectual Property Model in the Digital Age. Unpublished Dissertation. Florida State University. April 2006.
 (cites the article “Open Source and Academia,” 2004.)

UNIVERSITY AND PROFESSIONAL SERVICE

COLUMBIA COLLEGE CHICAGO (2004-PRESENT)

Department Service

Technology and Pedagogy Coordinator	Spring 2005 – present.
Department Webmaster	Spring 2005 – present.
Composition/ First-year Writing Committee	Fall 2004 – present.
College Council Alternate Representative	Fall 2004 – Spring 2009.
Sharing Cultures Team	Spring 2005 – Spring 2008.
Professional Writing Committee	Fall 2005 – Spring 2007.
LAS representative, Summer Orientation	4 sessions, Summer 2005.

School-wide service

LAS Interdisciplinary Working Group	Summer 2009.
LAS Integrated Learning Task Force	School-year 2007-2008.
LAS Advising Pilot participant	Spring 2007.
LAS Interdisciplinary Task Force	Fall 2005 – Spring 2007.

College-wide service

E-learning Task Force	Spring 2008 – Summer 2008.
Columbia Web Implementation Group	Fall 2007 – present.
Intellectual Property Policy Task Force	Fall 2007 – Fall 2008.
E-Commerce Task Force	Fall 2007 – Spring 2008.
College Council Parliamentarian	Spring 2006 – Spring 2008.
Faculty Handbook Committee	Fall 2005 – Spring 2007.
CCFO Secretary	Summer 2005 – Spring 2007.
Columbia Web Advisory Group	Spring 2005 – Spring 2006.
Educational Issues Committee Secretary	Fall 2004 – Spring 2005.

PROFESSIONAL SERVICE

Midwest Popular Culture Association	
Board Member	October 2006 – present.
Executive secretary	October 2008 - present

Journal of Popular Culture

Editorial Board Member	March 2006 – present.
review approx. 20 manuscripts per year.	

National Popular Culture Association

Board Member	March 2005 – April 2007; April 2008 – present.
Organize yearly Scholarly Exchange Table	2006 – 2009.

UNIVERSITY OF FLORIDA (1999-2004)

Graduate Film Studies Group Webmaster	August 2001 - May 2004.
English Graduate Organization President	August 2001 - May 2002.
--- Main Organizer: <i>Theoretical Misfits: 2nd Annual UF-EGO conference.</i>	
--- Webmaster,	August 2000 - May 2004
Computers & Writing Working Group	
---Co-webmaster	April 2000 - January 2001.

PROFESSIONAL AFFILIATIONS

Popular Culture Association (member National, Midwest areas)
Society for Cinema and Media Studies
National Council of Teachers of English
Alliance for Computers and Writing