

RYAN THAMES

Curriculum Vitae

Georgia State University
Department of Communication
The Program in Moving Image Studies

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EDUCATION

Georgia State University, Atlanta, GA

PhD Communication, Moving Image Studies May
Dissertation: "Points of Reflection: A Case For Moral Engagement 2018
Across Video Game Time and Space"
Committee: Greg Smith (Chair), Jennifer Barker, Ethan Tussey,
Matthew Payne

Research areas: Digital Game Studies, Affect, Cognition, Ethics in
New Media

Wake Forest University, Winston-Salem, NC

M.A. Communication, *summa cum laude* August
Thesis: "Dungeon Flow: Player Experiences of Flow in *World of* 2010
Warcraft"

Rhodes College, Memphis, TN

B.A. Anthropology/Sociology and English, *cum laude* May
2006

PUBLICATIONS

Thames, R. C. (2014). Religion as Resource in Digital Games. *Online
Heidelberg Journal of Religions on the Internet*, 5.1.
<http://dx.doi.org/10.11588/rel.2014.0.12165>

ACADEMIC CONFERENCES

Thames, R. C. (2019, April). *Avatar Identity in The Witcher III: Wild Hunt*. Paper
Presented at the Conference on Narrative Games. High Point University,
High Point, NC.

Thames, R. C. (2017, March). *Reflection in Time and Space: How the Design of
Game Space Impacts the Experience of Time, Emotion, and Moral*

Reflection. Paper presented at the annual conference for the Society for Cinema and Media Studies, Chicago, IL.

Thames, R. (2016, March). *NPCs as Moral Ensembles*. Paper presented at the annual conference for the Society for Cinema and Media Studies, Atlanta, GA.

Thames, R., Parisi, D., & Kudenov, P. (2015, October). *Navigational Strategies in Videogame Worlds: Perceptual, Ethical, and Relational*. Panel discussion organized and presented at the annual conference for the Carolinas Communication Association, Charleston, SC.

Thames, R. (2011, October). *Valuescapes: Exploring Values in Fallout: New Vegas*. Paper presented at the Ethical Inquiry Through Video Game Play and Design symposium at DePauw University, Greencastle, IN.

Hazen, M., Thames, R., & Zhou, Z. (2010, November). *The Role of Moderators in Regulating Interaction in Online Communities*. Paper presented at the annual convention for the National Communication Association, San Francisco, CA.

Thames, R. (2009, October). *Digital Distribution: Expanding Power, Voice, and Content?* Paper presented at the annual conference of the Association of Internet Researchers, Milwaukee, WI.

CAMPUS TALKS

On the Intersection of Ethics, Temporality, and Reflection in Video Game Studies—guest lecture, Georgia State University April 13, 2016

Religion as Resource in Digital Games- research presentation, Georgia State University October 28, 2014

TEACHING EXPERIENCE

University of North Georgia
Lecturer

2017-2020

Reading Video Games (x1)
Fall 2019 (7 students) 2019

Senior Capstone (x1) 2019

Summer 2019 (5 students)	
Intro to Media Studies (x6)	2018-2020
Fall 2018 (32 students)	
Spring 2019 (2 sections of 26 & 32 students)	
Fall 2019 (30 students)	
Spring 2020 (2 sections of 28 & 19 students)	
Film Appreciation (x5)	2018-2020
Fall 2018 (31 students)	
Spring 2019 (32 students)	
Fall 2019 (2 sections of 26 & 11 students)	
Spring 2020 (32 students)	
Public Speaking (x4)	2018-2020
Fall 2018 (2 sections of 23 & 24 students)	
Spring 2019 (26 students)	
Spring 2020 (25 students)	

Instructor

Public Speaking (x2)	2018
Spring 2018 (2 sections of 25 students)	
Intro to Media Studies (x1)	2017
Fall 2017 (23 students)	
Film Appreciation (x1)	2017
Fall 2017 (23 students)	

Georgia State University **2010-2015**

As Course Designer/Instructor of Record

Video Game Studies (x1)	2013
Fall 2013 (16 students)	

As Instructor of Record

Film Aesthetics and Analysis (x5)	2012-2015
Fall 2012 (2 sections of 34 students)	
Spring 2013 (21 students)	
Fall 2014 (35 students)	
Spring 2015 (29 students)	

Media, Culture, and Society (x2) Fall 2011 (58 students) Fall 2014 (118 students)	2011, 2014
Intro to Mass Communication (x2) Spring 2014 (108 students) Spring 2014 (32 students)	2014
Communication Research and Information Technology (x2) Spring 2012 (47 students) Spring 2012 (36 students)	2012
Human Communication (public speaking) (x3) Fall 2010 (2 sections of 35 students) Spring 2011 (36 students)	2010-2011

Wake Forest University

2008-2010

Teaching Assistant/Lab Instructor

Public Speaking (x4) Fall 2008-Spring 2010

RESEARCH

Research Assistant- Dr. Greg Smith 2011-2015

Research Assistant- Dr. Ted Friedman 2010-2011

ACADEMIC AFFILIATIONS

Society for Cinema & Media Studies
Member, Video Game Studies Special Interest Group

TECHNICAL SKILLS

HTML and basic web design
Inform 7 program language for interactive fiction
Unreal Engine 3 (level design basics)
Twine