

## Jordan Youngblood

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Department of English  
Eastern Connecticut State University  
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### Academic Positions

Associate Professor of English, Eastern Connecticut State University: 2014-present.

### Education

Ph.D in English, University of Florida, August 2014.

M.A. in English, University of Mississippi, July 2010.

B.A. in literary studies, University of Texas at Dallas, May 2008.

### Academic Interests

Video game studies; digital & emergent media; gender & sexualities studies, especially queer theory and LGBT+ cultures; post-1900 American literature.

### Teaching Experience

*Eastern Connecticut State University*

Assistant Professor, Department of English/New Media Studies

- ENG 100, College Writing (semesterly Fall 2014 to Spring 2017; Spring 2018 & '19): Introductory course to college writing with an emphasis on audience, genre, and rhetorical analysis.
- ENG 125, Introduction to Literature (Fall 2014, Spring 2015): Survey course designed for freshmen and incoming students to learn the basics of literary analysis while being introduced to different styles, eras and genres.
- ENG 202, Introduction to English Studies (Fall semester, 2016-2018): Introductory course designed for new English majors to learn the history of the field and the concentration model available at Eastern. Touches on literary studies, cultural studies, creative writing, and rhetoric & composition.
- ENG 207, Writing for Video Games (Fall 2018): Interdisciplinary course designed for both New Media Studies and English majors, with an emphasis on creating interactive storytelling situations that implement the mechanics and structures of video games.
- ENG 230, Reading & Writing Electronic Literature (Fall 2014, Fall 2016): LAC Tier II course designed to introduce students to concepts of hypertexts, writing for online environments, branching narratives, and other hybrid forms of composition.
- ENG 306, Digital Rhetorics (Fall 2016, Fall 2017, Spring 2019): Upper-level course designed to give students a chance to analyze how individuals utilize digital interfaces to communicate and display aspects of themselves, as well as persuade others. Examines platforms such as Facebook, Twitter, Instagram, Snapchat, Tumblr, and Tinder.
- ENG 358, Literary Theory (Fall 2015): Intensive upper-level undergraduate course meant to introduce students to major theoretical models and theorists, including formalism,

Marxism, psychoanalysis, deconstructionism, queer & feminist theory, critical race studies, and postcolonialism.

- ENG 360, Digital Game Studies (Spring semester, 2015-2019): Upper-level course designed as branching the existing English major and the newly-formed New Media Studies major at Eastern. Built around introducing students to core concepts and theories in the field of game studies, along with analyzing existing games and practicing development of game structures of their own.
- ENG 330/461, Science Fiction and the Body (Fall 2015/Spring 2016, Fall 2017, Fall 2018): Senior seminar over two semesters examining the question of how science fiction imagines bodies in relation to race, gender, sexuality, socioeconomics, and the limits of the human through a mixture of films, short stories, and novels. Revised into a one-semester course in Fall 2017 as a permanent department offering.

#### *University of Florida*

Literature instructor, Department of English

- Special topics in American Literature, “The Problem of Pain” (Spring 2013)
- Survey of 20<sup>th</sup>-Century American Literature (semesterly Fall 2011 through Fall 2012)

#### *University of Mississippi*

Writing instructor, Department of English/University Writing Center

- ENG 101, Introduction to First-Year Writing (Summer 2009, Fall 2009, Spring 2010).

Teaching assistant, Department of English

- ENG 224, Survey of 20<sup>th</sup>-Century American Literature (Fall 2008, Spring 2009)

#### **Publications**

“When (and What) Queerness Counts: Homonationalism and Militarism in the *Mass Effect* Series.” *Game Studies* 18.3 (January 2019): <<http://gamestudies.org/1803/articles/youngblood>>

“The Endless End of the World: Queering the Eco-Apocalyptic Narrative of *Final Fantasy VI*.” *TRACE* 1.2 (Winter 2018): <<http://tracejournal.net/trace-issues/issue2/03-Youngblood.html>>

“‘Your Life? Your Family? They’re a Fairy Tale, Kid’: Queering Timelines and Reproduction in *BioShock*.” *Beyond the Sea: Navigating BioShock*. Ed. Felan Parker and Jessica Aldred. Montreal: McGill-Queen’s University Press, 2018.

“‘What kind of monster are you...?’: *Undertale*, Queer Play, and Horror(ific)Video Games via Critical Gaming Literacy.” *Horror Literature and Dark Fantasy: Challenging Genres*. Ed. Mark Fabrizi. Boston: Brill, 2018.

“‘I Wouldn’t Even Know the Real Me Myself’: Queering Failure in *Metal Gear Solid 2*.” *Queer Game Studies*. Ed. Adrienne Shaw and Bonnie Ruberg. Minneapolis: University of Minnesota Press, 2017.

“Climbing the Heterosexual Maze: *Catherine* and Queering Spatiality in Gaming.” *Rated M for Mature: Sex and Sexuality in Gaming*. Ed. Matthew Wysecki and Evan Lauteria. New York: Bloomsbury Press, 2015.

“‘C’mon! Make me a man!’: *Persona 4*, Digital Bodies, and Queer Potentiality.” *Ada: A Journal of Gender, New Media, and Technology*. 1.2 (2013): <<http://adanewmedia.org/2013/06/issue2-youngblood/>>

### **Forthcoming Publications**

Co-written with Kyle Bohunicky. “The Pro Strats of Healsluts: *Overwatch*, Sexuality, and Perverting the Mechanics of Play.” Expected in Fall 2019 in *Widerscreen* (Finnish Ministry of Education).

“(Re)framing Performativity: The Expanding Social Game of Photos, Sharing, and Queer Identity via *Gone Home*.” *Critical Definitions of Games: Essays in Game Criticism*. Ed. Gaines Hubbell. Expected Spring 2020 via McFarland.

### **Academic Presentations**

“Adrift Upon a New ARK: *SOMA*, Dark Ecology, and Impossible Digital Paradises.” Panel on “Perishing Twice: Elemental Tensions of Fire and Water in Games.” Association for the Study of Literature and Environment. University of California, Davis. 26-30 June 2019.

“Gotta Go Past: Speedrunning and the Politics of the Archive.” Panel on “Temporalities of Competition.” *Extending Play 3: Time and Temporality in Gaming*. Rutgers University. 23-25 September 2016.

“Taking a Queer Picture: Agency, Memory, and Identity in Video Game Photos.” Panel on “Studying Queer Games, Studying Games Queerly.” The Queerness and Games Conference. University of California, Berkeley. 16-18 October 2015.

“‘Perception without Comprehension is a Dangerous Combination’: *Bioshock Infinite* and the Act of Playing Pain Aesthetically.” Panel on Digital Deaths and Disenfranchisements: Reading Pleasure, Pain, and Politics in Video Games. American Studies Association Conference. Los Angeles, CA. 6-9 November 2014.

“‘I Know a Clean Boy When I See One’: *Wise Blood* and the Imagery of Southern Queer Culture.” Flannery O’Connor Society Panel. Southern Atlantic Modern Language Association Conference. Atlanta, GA. 7-10 November 2013.

“Is Metal Gear’s Rectum a Digital Grave?: Queer Trauma and Failure in the *Metal Gear Solid* Series.” Panel on Queer Failure. The Queerness & Games Conference. University of California, Berkeley. 24-26 October 2013.

“I’m in Space: The *Portal* Series and Queering Digital Mediation.” Mediated Spaces: Ninth Annual Conference of the International Association for the Study of Environment, Space, & Place. University of Florida. 27-28 April 2013.

“Home is Where the War Is’: *Homefront*, Techno-Orientalism, and Queer Racial Borderlands.” Queering Spaces/Queering Borders: 2013 Queer Studies Conference. UNC Asheville. 4-6 April 2013.

“You Needn’t Suffer Anymore’: *Persona 4*, Digital Bodies, and Impossible Queer Utopias.” After Queer, After Humanism: Rice Eng. Symposium. Rice University. 14-15 September 2012.

“They Had Virtually No Past and Certainly No Future’: Reproductive Futurism and the Cult of the Child in Margaret Atwood’s *The Edible Woman*.” Mary Isom Center Gender Conference, University of Mississippi. 25 March 2010.

## **Academic Service**

### *Eastern Connecticut State University*

- Department senator to the University Senate, Spring 2019.
- Member of the ad-hoc academic affairs committee on online course policy, Spring-Fall 2018.
- Member of the English department Budget Committee, Fall 2018. Convener as of Spring 2019.
- Member of the Summer Curriculum Development Grant Committee, Spring 2017.
- Search committee member for Cultural Rhetorics position, Fall 2016-Spring 2017.
- Member of the Research Reassigned Time Committee, Spring 2017. Chair of committee, Spring 2018.
- Alternate department senator to the University Senate, Spring 2017-Fall 2018.
- Member of the Women and Gender Studies’ Advisory Council, Spring 2016-present.
- English department liaison and coordinator to the New Media Studies major, Spring 2016-present.
- Member of the Program and Curriculum Committee, English department, Fall 2015-present. Chair of committee, Fall 2018.
- Cultural Studies, Literary Studies, and Writing working groups in development of the new English major and Writing minor at Eastern, Fall 2014-Spring 2015.
- Academic advisor to the Eastern Pride Alliance, Spring 2015-present.

## **Professional Affiliations**

- Southeast Modern Language Association
- Humanities, Arts, Science and Technology Alliance and Collaboratory (HASTAC)
- American Studies Association
- Digital Games Research Association (DIGRA)

## **Awards & Fellowships**

### *Eastern Connecticut State University*

- Excellence in Teaching Award, 2017-2018 Academic Year.

### *University of Florida*

- University of Florida Alumni Graduate Award Fellowship, 2010 – 2014.
- University of Florida College of Liberal Arts & Sciences Travel Grant, Fall 2013.

### *University of Mississippi*

- University of Mississippi Graduate Teaching Excellence award, May 2010.
- University of Mississippi Graduate Honors Fellowship, Fall 2008 – May 2010.