Jonathan Frome
Curriculum Vitae

EDUCATION

Ph.D.   Department of Communication Arts (Film Studies), University of Wisconsin–Madison, 2006

M.A.   Department of Communication Arts (Film Studies), University of Wisconsin–Madison, 2001

M.A.   Department of English, University of Florida, Gainesville, 2000

B.A.   Department of Philosophy, Amherst College, 1995

PROFESSIONAL APPOINTMENTS

2021-   Senior Research Associate, Academy of Film, Hong Kong Baptist University

2020-2021   Adjunct Fellow, Academy of Film, Hong Kong Baptist University

2019–2020   Visiting Scholar of Visual Studies, Lingnan University

2016–2019   Assistant Professor of Visual Studies, Lingnan University

2012–2016   Senior Lecturer, School of Interdisciplinary Studies, University of Texas at Dallas

2008–2012   Assistant Professor of Film and Digital Media, School of Arts and Humanities, University of Texas at Dallas

2007–2008   Visiting Assistant Professor of Film Studies, Department of Theatre and Film Studies, University of Georgia

2006–2007   Visiting Assistant Professor of Digital Media, School of Film and Digital Media, University of Central Florida

PUBLICATIONS

Refereed Journal Articles

2020   Intuition, Evidence, and Carroll's Narrative Theory. *Projections: A Journal for Movies and Mind.* 14(1): 37–57.

2020   *SportsCenter*: The Documentary? A Response to Pratt. *Journal of Aesthetics and Art Criticism* 78(1): 94–97.

2019   Interactive Works and Gameplay Emotions. *Games and Culture* 14(7–8): 856–74.

2014   Melodrama and the Psychology of Tears. *Projections: A Journal for Movies and Mind* 8(1): 23–40.

2013   *Snow White* : Critics and Criteria for the Animated Feature Film. *Quarterly Review of Film and Video* 30(5): 462–473.

2013   Interactivity, Performance, and Emotion. Translated by Yinan Li. *Arts Study* [第九辑] 9(1): 132–138.

2006   Representation, Reality, and Emotions Across Media. *Film Studies: An International Review* 8(1): 12–25.

2004   Helpless Spectators: Generating Suspense in Videogames and Film. Co-authored with Aaron Smuts. *TEXT Technology* 13(1): 13–34.

2004   Melodrama, Tears, and Life of Oharu. *16:9—Danish Journal of Film Studies*, 2(6).

Book Chapters

2021   Videogame Theory and Analysis. In *Teaching the Game: An Interdisciplinary Collection of Game Course Syllabi*, edited by Richard E. Ferdig, Emily Baumgartner, and Enrico Gandolfi. Pittsburgh, PA: ETC Press.

2016   Videogame Sadness From *Planetfall* to *Passage*. In *Video Games and the Mind: Essays on Cognition, Affect and Emotion*, edited by Bernard Perron and Felix Schröter, 158–173. Jefferson, NC: McFarland.

2011   "I Wasn't Expecting That!" Cognition and Shock in *Alien*'s (1979) Chestburster Scene. In *Film Moments: Criticism, History, Theory*, edited by Tom Brown and James Walters, 162–165. London: British Film Institute.

2008   Noël Carroll. In *The Routledge Companion to Philosophy and Film*, edited by Paisley Livingston and Carl Plantinga, 334–343. New York: Routledge.

2008   Why Do We Care Whether Link Saves the Princess? In *The Legend of Zelda and Philosophy*, 3–16. Chicago: Open Court.

Conference Proceedings

2019   Describing the Game Studies Canon: A Game Citation Analysis. Co-authored with Paul Martin. In *Proceedings of the 2019 Digital Games Research Association Conference*. Kyoto: Ritsumeikan University.

2009   The Ontology of Interactivity. In *Proceedings of the Philosophy of Computer Games Conference 2009*, edited by John Richard Sageng. University of Oslo.

2007   Eight Ways Videogames Generate Emotion. In *Proceedings of the 2007 Digital Games Research Association Conference*, edited by Baba Akira, 831–835. University of Tokyo.

Encyclopedia Articles

2008   Noël Carroll. In *Dictionary of Media and Communication Theory*, edited by Soren Kolstrup. Copenhagen: Samfundslitteratur.

Manuscripts in Preparation

Emotion Frames and Videogames, book manuscript. Target presses: MIT, NYU

Game Citation and the Game Studies Canon, article to be submitted to *Games and Culture*

Videogames and Aesthetic Legitimacy, book proposal to be submitted to MIT Press's Playful Thinking series [Invited]

ACADEMIC AWARDS AND HONORS

2005   University Capstone Teaching Award, UW–Madison

2004   University Dissertator Fellowship, UW–Madison

2004   Department McCarty Dissertation Award, UW–Madison

2003   Department Helen K. Herman Memorial Fund Scholarship, UW–Madison

2003   Department Vilas Continuing Research Award, UW–Madison

2001   University Graduate Fellowship, UW–Madison

1997   University Presidential Fellowship, University of Florida, Gainesville

PROJECT GRANTS

2018   Faculty Research Grant for "Aesthetic Legitimacy in Film and Videogames," HKD $49,250 (USD $6,300), Lingnan University

2017   Teaching Development Grant for "Increasing Student Participation, Comprehension, and Engagement Through Use of a Classroom Response System," HKD $200,000 (USD $25,500), Lingnan University

2016   Faculty of Arts grant for "Teaching Interactive Media," HKD $190,000 (USD $24,000), Lingnan University

INVITED TALKS

2018   Game Stories and Narrative Structure. Hong Kong Polytechnic University, School of Design, Game Design, Hong Kong, November 8.

2016	Emotion, Medium-Specificity, and Videogame Evaluation. City University of Hong Kong symposium, Current Perspectives in Game Studies. Hong Kong, December 16.
2013	Sadness in 1600 Pixels: Jason Roher's *Passage*. University of Hamburg symposium on Games, Cognition, and Emotion. Hamburg, Germany. July 5–6.
2013	Videogames and Sadness. Center for Computer Games Research, IT University of Copenhagen. June 27.
2013	Computer Games, Emotions, and Films. Department of Media, Cognition, and Communication. University of Copenhagen. June 21.
2006	The Role of Reality. University of Copenhagen symposium on Cognition, Culture, and Audiovisual Media, Copenhagen, Denmark. November 16–17.
2006	Reality and Film Emotions. Society for the Philosophic Study of Contemporary Visual Art. Chicago, IL. April 27.

CONFERENCE ACTIVITY

Refereed Presentations (selected)

2020	Implications of the Theory of Constructed Emotion for Empirical Videogame Research. Chinese Digital Game Research Conference. Ningbo, China. Nov 7-8.
2019	Appraisal Frames and Videogame Emotions. Chinese Digital Game Research Conference. Beijing, China. Aug 17-18.
2019	Describing the Game Studies Canon: A Game Citation Analysis. Co-authored with Paul Martin. Digital Games Research Association. Kyoto, Japan. Aug 6-10.
2018	The Illusion of Choice in Videogames. Society of the Cognitive Studies of the Moving Image. Bozeman, MT. June 13–16.
2018	Interactive Narrative Strategies in Videogames. Chinese Digital Game Research Conference. Shenzhen, China. Sep 8–9.
2015	Emotional Response to Popular vs. High Art. Society of the Cognitive Studies of the Moving Image. London, UK. June 18–21.
2014	Why Would Crying Make Videogames Art? Society of the Cognitive Studies of the Moving Image. Lancaster, PA. June 11–14.
2013	Twofoldness, Threefoldness, or More? Seeing-In Videogames. American Society for Aesthetics. San Diego, CA. October 30–November 2.

2012	Image and Interactivity. Arts and Performance Conference at Southeastern University. Nanjing, China. June 9–11, 2012.
2010	Impact of Image Quality on Emotional Intensity. Society of the Cognitive Studies of the Moving Image. Roanoke, VA. June 2–5.
2009	On Tavinor's "Towards an Ontology of Videogames." American Society for Aesthetics. Denver, CO. October 21–24.
2009	A Cognitive Approach to Matters of Taste. Society of the Cognitive Studies of the Moving Image. Copenhagen, Denmark. June 24–27.
2008	The Problem of the Question of Erotetic Narration. Society of the Cognitive Studies of the Moving Image. Madison, WI. June 11–14.
2008	Representation and Motivation in *The Legend of Zelda*. Society for Cinema and Media Studies. Philadelphia, PA. March 6–9.
2007	Eight Ways Videogames Generate Emotion. Digital Games Research Association. Tokyo, Japan. September 27.
2007	Melodrama and the Pursuit of Tears. Society of Cinema and Media Studies. Chicago, IL. March 8–11.
2007	Videogames, Fiction, and Reality. Philosophy of Computer Games. Reggio Emilia, Italy. January 25–27.
2006	Interactivity and Emotions in Popular Art. American Philosophical Association, Eastern division. Washington, DC. December 27–30.
2006	The Pursuit of Tears: Sadness in Videogames. Society for the Cognitive Studies of the Moving Image. Potsdam, Germany. July 20–23.
2006	The Paradox of Play: Videogames, Cinematography, and Emotion. Society for Cinema and Media Studies. Vancouver. March 2–5.
2005	Can Imagination Theories Explain Our Experience of Videogames? American Society of Aesthetics. Providence, RI. October 20.
2005	Theorizing the Videogame Experience. Society of Cinema and Media Studies. London. April 2.
2004	Wicked Cities: Style in Anime Adaptation. Society of Animation Studies. University of Illinois, Urbana. October 1.
2004	Emotions in the First-Person Shooter. Society for Cognitive Studies of the Moving Image. Calvin College, Grand Rapids, MI. July 23.
2004	False Histories: Truth, Uncertainty, and The Thin Blue Line. Society of Cinema and Media Studies. Atlanta, GA. March 5.

2004   Sympathy and Simulation. American Society of Aesthetics. Coral Gables, FL. November 2.

2002   Animation Aesthetics Before 1940. Society of Animation Studies. Burbank, CA. September 29.

2001   Revisiting Identification. Center for Cognitive Studies of the Moving Image. Pecs, Hungary. May 21–24.

Other Participation

2005   Discussant. A Conversation Across Generations of Media Scholars. Panel presentation with David Bordwell, Henry Jenkins, and Kurt Squire. Games, Learning and Society conference. Madison, WI. June 24

CAMPUS TALKS

2017   Film and Narrative Comprehension. Lingnan University, Workshop on the Philosophy of Cinema. Hong Kong, May 25-26.

TEACHING EXPERIENCE

Lingnan University

Evolution of Art and Culture

Film Theory and Criticism

Mind, Body, and Emotion

Videogame Theory and Analysis

University of Texas at Dallas

Evolution of Art and Culture

Film Theory

History of World Cinema

Mind, Body, and Emotion

Nature of Intellectual Inquiry

Seminar in Interdisciplinary Studies

Understanding Film

<u>Graduate Courses</u>

Documentary Film

Art and Evolution

Film Theory

Theories of Embodiment

World Cinema

University of Georgia

History of Cinema I

History of Cinema II

Introduction to Cinema

Videogame Theory

University of Central Florida

Film History I

Ways of Seeing (graduate course)

University of Wisconsin–Madison

History of Documentary Film

History of World Cinema

Introduction to Video Production

Speech Composition

University of Florida, Gainesville

Expository and Argumentative Writing

Film Analysis

Student Supervision

Supervision of undergraduate theses (5)

Supervision of graduate students (1)

PhD student committee member (4)

PROFESSIONAL SERVICE (SELECTED)

Peer Review

Digital Games Research Association Conference, 2019-present

Games and Culture, 2007–present

Journal of Aesthetics and Art Criticism, 2010–present

MIT Press, 2011, 2021

Projections: The Journal for Movies and Mind, 2009

Taylor and Francis Press, 2007

Chinese Digital Games Research Association Conference, 2018–2019

Philosophy of Computer Games Conference, 2008-2010

To Profession

Associate Managing Editor, *Global Storytelling: Journal for Digital and Moving Images*, 2020-present

Secretary, Chinese Digital Games Research Association, 2020–present

Editorial Board, *Journal of the Korean Society for Computer Games*, 2020–present

Graduate Mentor, Doctoral Colloquium, Chinese Digital Games Research Association, 2018

Board Member, Chinese Digital Games Research Association, 2017–present

Editorial Board, *Games and Culture: A Journal of Interactive Media*, 2013–present

Fellow, Society of Cognitive Studies of the Moving Image, 2006–present

Coordinator of Player Experience Special Interest Group, Digital Games Research Association, 2005–present

Judge, Serious Games Showcase & Challenge at the Interservice/Industrial Training, Simulation, and Education Conference, 2007–2013

Website administrator, Society of Cognitive Studies of the Moving Image, 2006–2011

To University

Undergraduate Admissions Sub-Committee (Arts Programs), 2018–2020

Coordinator, Visual Studies Department Research Assessment Exercise, 2018–2020

Lecturer, Graduate Student course "Academic Writing and Research Methodology across Disciplines," 2018-2019

Undergraduate Admissions Committee, 2018–2019

Staff-Student Consultation Committee for Visual Studies BA, 2018–2019

Programme Planning Committee for new degree program in Animation and Digital Arts, 2018–2019

Founder and Manager, Lingnan University Videogame Lab, 2016–2020

English Language Enhancement Program and Curriculum Committee, 2016–2020

Sub-Committee on Language Enhancement, 2016–2018

Speaker Coordinator, Department of Visual Studies, 2016–2018

Secretary, Department Board, Department of Visual Studies, 2016–2017

Ph.D. Committee Member, Department of Visual Studies, 2016

PROFESSIONAL AFFILIATIONS

American Society for Aesthetics, 2004–5, 2009, 2013

Society for Cinema and Media Studies, 2004–6, 2015, 2019-present

Digital Games Research Association, 2007, 2019–present

Chinese Digital Games Research Association, 2018–present

Society for Cognitive Studies of the Moving Image, 2004–present

REFERENCES

David Bordwell, Jacques Ledoux Professor of Film Studies, Emeritus
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