

ryan or rylish moeller is a professor in the department of English at Utah State University. he teaches courses in technical communication, rhetorical theory, game studies, and user experience design. his research is focused on how emergent technologies affect human agency, especially within the consumer electronics and computer gaming industries. his work has appeared in *Technical Communication Quarterly*, *Kairos*, *fibreculture*, *Game Studies*, *Computers and Composition Online*, *Present Tense*, *Programmatic Perspectives*, the *Journal of Technical Writing and Communication*, *Works and Days*, and in edited collections.

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academic appointments

Professor, Department of English, Utah State University (USU), Logan, UT. 2021-present.
 Associate Professor, Department of English, USU, Logan, UT. 2010-2021.
 Assistant Professor, Department of English, USU, Logan, UT. 2004-2010.

education

PhD. (2004). *Wireless transactions: The rhetorical appeals of consumer electronics marketing*. (Ken S. McAllister, Chair). Rhetoric, Composition, and the Teaching of English (RCTE). University of Arizona.
 MA. (1998). *Language games and computer-aided composition*. (Susan L. Taylor, Chair). English Literature, University of Nevada, Las Vegas.
 BA. (1996). English Literature. Philosophy minor. University of Nevada, Las Vegas.

peer-reviewed edited collection

deWinter, J. & **Moeller, R.M.** (Eds.). (2014). *Computer Games and Technical Communication: Critical Methods and Applications at the Intersection*. Burlington, VT: Ashgate. 334 pages. ISBN: 978-1-4724-2640-6.

Chapters authored in 16-chapter collection:

deWinter, J., & **Moeller, R.M.** Playing the field: Technical communication for technical games. (pp. 1-13).

Moberly, K., & **Moeller, R.M.** Working at play: Modding, revelation, and transformation in technical communication. (pp. 189-211).

peer-reviewed work

*Braegger, V.L., & **Moeller, R.M.** (2021). [The hardcore gamer is dead: Long live gamers](#). In R. Colby, R. Shultz Colby, & M.S.S. Johnson (Eds.), *Playing with the Rules: The Ethics of Playing, Researching, and Teaching Games in the Writing Classroom*. Palgrave Macmillan. (pp. 195-211).

* indicates graduate student co-author.

***Petersen, E.J.**, & **Moeller, R.M.** (2016). [Using antenarrative to uncover systems of power in mid-twentieth century policies on marriage and maternity at IBM](#). *Journal of Technical Writing and Communication*, 46(3), 362-386.

Moeller, R.M., Walton, R., & *Price, R.J. (2015). [Participant agency and mixed methods: Viewing divergent data through the lens of genre field analysis](#). *Present Tense: A Journal of Rhetoric in Society*, 1(5).

deWinter, J., Griffin, D., McAllister, K.S., **Moeller, R.M.**, & Ruggill, J.E. (2010). [Computer games across the curriculum: A critical review of an emerging techno-pedagogy](#). *Currents in Electronic Literacy*. v.13.

- Moeller, R.M.**, & *Christensen, D.M. (2010). [System mapping: A genre field analysis of the National Science Foundation's grant proposal and funding process](#). *Technical Communication Quarterly*, 19(1), 69-89.
- Metz Bemer, A., **Moeller, R.M.**, & Ball, C.E. (2009). [Designing collaborative learning spaces: Where material culture meets mobile writing processes](#). *Programmatic Perspectives*, 1(2), 139-166.
- Moeller, R.M.** (2009). ReWriting wi-fi: The surveillance of mobility and student agency. In A.C. Kimme Hea (Ed.), *Going Wireless: A Critical Exploration of Wireless & Mobile Technologies for Composition Teachers and Researchers* (pp. 69-85). Cresskill, NJ: Hampton Press.
- Moeller, R.M.**, Cargile Cook, K., & Ball, C.E. (2009). [Political economy and the question of sustainability for new faculty and research in English studies](#). In D.N. DeVoss, H.A. McKee, & R. Selve (Eds.), *Technological Ecologies and Sustainability* (pp. 1-15). Logan, UT: Computers and Composition Digital Press/Utah State University Press.
- Moeller, R.M.**, *Esplin, B., & *Conway, S. (2009). [Cheesers, pullers, and glitchers: The rhetoric of sportsmanship and the discourse of online sports gamers](#). *Game Studies*, 9(2).
- Ball, C.E., & **Moeller, R.M.** (2008). [Converging the ASS\[umptions\] between U and ME; or How new media can bridge a scholarly/creative split in English studies](#). *Computers and Composition Online*.
- Moeller, R.M.**, & White, K. (2008). [Enter the game factor: Putting theory into practice in the design of Peer Factor](#). *Computers and Composition Online*.
- Ball, C.E., & **Moeller, R.M.** (2007). [Reinventing the possibilities: Academic literacy and new media](#). *fibreculture, the journal: Internet Theory, Criticism, Research*, 10.
- *Christensen, D.M., *Cootey, J.L., & **Moeller, R.M.** (2007). Playing in genre fields: A play theory perspective on genre. *Proceedings of the 25th annual Association of Computing Machinery International Conference on Design of Communication* (pp. 1-8). University of Texas at El Paso. El Paso, TX.
- Moeller, R.M.**, *Cootey, J.L., & McAllister, K.S. (2007). "The peripatos could not have looked like that," and other educational outcomes from student game development. In B.E. Shelton & D. Wiley (Eds.), *The Educational Design and Use of Simulation Computer Games* (pp. 131-154). Rotterdam, The Netherlands: Sense.
- Sosnoski, J., Jones, S., Carter, B., McAllister, K., **Moeller, R.M.**, & Mir, R. (2006). Virtual Harlem as a collaborative learning environment: A project of the University of Illinois at Chicago's Electronic Visualization Lab. In J. Weiss, J. Nolan, & P. Trifonas (Eds.), *The International Handbook of Virtual Learning Environments* (pp. 1289-1320). Dordrecht, The Netherlands: Sense.
- Moeller, R.M.** (2005). [An homage to the posthuman in Ohmann: Retailing culture through consumer electronics](#). *Works and Days*, 23, 151-174.
- Ruggill, J.E., **Moeller, R.M.**, Pearce, B., & McAllister, K.S. (2005). Teaching media culture with computer games. *The International Digital Media Arts Association (iDMAA) Journal*, 2(1), 53-58.
- Moeller, R.M.** (2004). [Wi-Fi rhetoric: Driving mobile technologies](#). *Kairos: A Journal of Rhetoric, Technology, and Pedagogy*, 9(1).
- Moeller, R.M.**, & McAllister, K.S. (2002). Playing with techne: A propaedeutic for technical communications. *Technical Communication Quarterly*, 11(2), 185-206.

computer game

- Moeller, R.M.** (2008). *PeerFactor! Face your peer review fear*. [online game/tutorial]. Boston, MA: Bedford/St. Martin's Press.

special issues of academic journals edited

Ruggill, J.E., Nichols, R.J., **Moeller, R.M.**, & McAllister, K.S. (Eds.). (2010). [Perspectives. *Eludamos: Journal for Computer Game Culture*, 4\(2\), 133-251.](#)

McAllister, K.S., & **Moeller, R.M.** (Eds.). (2005). [[Special issue: Capitalizing on play: Politicized readings of the computer game industry](#)]. *Works and Days*, 22, 310 pages.

Chapter authored in 28-chapter special issue:

McAllister, K.S., & **Moeller, R.M.** [Resistance is not futile!](#) (pp. 11-20).

book reviews and shorter publications

*Braegger, V.L., & **Moeller, R.M.** (2020). Review of Y.B. Kafai and Q. Burke's *Connected Gaming: What Making Video Games Can Teach Us about Learning and Literacy. The European Legacy: Toward New Paradigms*, 25(3). <https://doi.org/10.1080/10848770.2020.1730685>

Moeller, R.M. (2012). [Game on > game over > play again? Social change through gaming and game design](#). Course syllabus published by the National Collegiate Honors Council.

Moeller, R.M. (2009). [Multiple perspectives on player immersion](#). In *Media Res*.

Moeller, R.M., & Moberly, K. (2006). [Review of Ken S. McAllister's Game Work: Language, Power, and Computer Game Culture](#). *Kairos*, 10(2).

selected academic conference papers/presentations

*Mathis, W., **Moeller, R.M.**, & *Stevens, H. (2022). Enacting social justice in technical editing. Taking action: Reimagining Just futures in technical communication. 2022 Association of Teachers of Technical Writing (ATTW) Virtual Conference.

* indicates graduate student co-presenter.

*Braegger, V.L., & **Moeller, R.M.** (2019). You can have my controller when you pry it from my cold, dead hands. 40th Southwest Popular/American Culture Association (SWPACA) Conference. Albuquerque, NM.

Moeller, R.M. (2017). Using all available means . . . How computer games attune us to ambient rhetoric. Western States Rhetoric and Literacy Conference. University of Utah, Salt Lake City, UT.

*Braegger, V.L., & **Moeller, R.M.** (2017). Are computer games better history teachers than television? 38th SWPACA Conference. Albuquerque, NM.

*Peterson, E.J., & **Moeller, R.M.** (2016). Workers and identity: Histories of women in the workplace. 11th European Social Science History Conference. Valencia, Spain.

Ruggill, J.R., McAllister, K.S., **Moeller, R.M.**, & deWinter, J. (2015). The Game Studies, Culture, Play, and Practice Area (GSCPPA) Review. 36th SWPACA Conference. Albuquerque, NM.

Grant-Davie, K., & **Moeller, R.M.** (2014). Administering blended, hybrid programs. Council for Programs in Technical and Scientific Communication (CPTSC) Conference. University of Colorado Colorado Springs, Colorado Springs, CO.

Moeller, R.M., & *Price, R.J. (2014). Different methods, different data: Investigating diverging reports of patient experiences from interviews and surveys. 17th ATTW Conference. Indianapolis, IN.

Vie, S., deWinter, J., & **Moeller R.M.** (2014). Examining the computer game complex: Antenarrativism, behavioralism, and Taylorism. Computers & Writing Conference. Washington State University, Pullman, WA.

Moeller, R.M. (2012). Proceduralizing our chaotic worlds: Help files, software agents, and non-player characters. 15th ATTW Conference. St. Louis, MO.

Moeller, R.M. (2011). Accounting for mobility: Empirical research on students' mobile composing practices. Conference on College Composition and Communication (CCCC). Atlanta, GA.

- Moeller, R.M.** (2009). The implications of play for technical communication [Panel title: Reframing technical communication for the creative class]. 12th ATTW Conference. San Francisco, CA.
- Moeller, R.M.** (2008). Composing as commodified pleasure. CCCC. New Orleans, LA.
- *Christensen, D.M., & **Moeller, R.M.** (2007). Playing in genre fields: A play theory perspective on genre. 25th ACM International Conference on Design of Communication. University of Texas at El Paso, El Paso, TX.
- Moeller, R.M.** (2007). Playing to build community within distributed teams: Lessons for technical communication. CCCC. New York, NY.
- Moeller, R.M.** (2007). Putting gamers to work: The culture industry and the dialectic of computer game mods. 28th SWPACA Conference. Albuquerque, NM.
- Moeller, R.M.** (2006). What does rhetoric have to do with design? A new media manifesto. CCCC. Chicago, IL.
- Moeller, R.M.** (2006). Conflicting consumers: *Katamari Damacy* and the absurd. 27th SWPACA Conference. Albuquerque, NM.
- **i included two undergraduate student presenters in this presentation.
- Moeller, R.M.** (2005). Connecting programs and research through political economy analysis. CPTSC Conference. Lubbock, TX: Texas Tech.
- Moeller, R.M.** (2005). Game on: Video games teach technical writing. CCCC. San Francisco, CA.
- Moeller, R.M.** (2005). Video game design documents: The techno-rhetoric of video games. 8th ATTW. San Francisco, CA.
- Moeller, R.M.** (2003). Writing through white technology [Panel title: e-Racing social conditions: Technology and the (dis)appearance of race and ableness]. Computers & Writing. Purdue University, West Lafayette, IN.
- Moeller, R.M.** (2002). Positioning responses: A contextual glimpse at responding, positioning, and technology. CCCC. Chicago, IL.

selected invited lectures

- Moeller, R.M.** (2019). The hardcore gamer is dead: Long live gamers. Digital Matters Lecture Series. University of Utah, Salt Lake City, UT.
- Moeller, R.M.** (2019). Using all available means: How computer games attune us to ambient rhetoric. Guest lecture in Dr. Jonathan Stone's Digital Rhetoric seminar. University of Utah, Salt Lake City, UT.
- Moeller, R.M.** (2014). Gaming rhetoric: How computer games make meaning. Snow College Performance and Lecture Series. Ephraim, UT.
- Moeller, R.M.**, & McAllister, K.S. (2008). Landmines ahead: Teaching with computer games. Bedford/St. Martin's Common Ground: Workshops on Composition Symposium. Denver, CO.

selected workshops

- Moeller, R.M.** (2018). Procedural rhetoric via persuasive games. Rocky Mountain Rhetoric Symposium. University of Utah, Salt Lake City, UT.
- Moeller, R.M.** (2016). Gaming rhetoric. Rocky Mountain Rhetoric Symposium. University of Utah, Salt Lake City, UT.
- *Christensen, D.M., deWinter, J., *Sherlock, L., & **Moeller, R.M.** (2009). Workshop: Genre field analysis. 27th ACM International Conference on Design of Communication. Indiana University, Bloomington, IN.
- Ball, C.E., & **Moeller, R.M.** (2005). Graduate research network: Careers in computers and writing workshop. Computers and Writing. Stanford University, Palo Alto, CA.

funded research proposals

Moeller, R.M., *Stevens, H., & *Mathis, W. (2022). Technical editing for social justice. Open Educational Resources (OER) Create Grant. USU Libraries. \$3,000.

* indicates graduate student co-principal investigator.

Moeller, R.M., *Stevens, H., & *Mathis, W. (2022). Technical editing for social justice. Summer Mentoring Grant. College of Humanities and Social Sciences (CHaSS). Utah State University. \$5,000.

Burkert, M., Burns, D., Rosenberg, D., **Moeller, R.M.**, & McNeill, L. on behalf of the DH@USU Digital Humanities Working Group (2019). Social justice in digital spaces. Tanner Talks speaker series. CHaSS. Merrill-Cazier Library. Inclusion Center. Mountain West Center for Regional Studies. Utah State University. \$12,500.

Moeller, R.M. (2010). Assessing virtual team-building activities in technical communication service courses. College of Humanities and Social Sciences Seed Grant Competition. Utah State University. \$3,475.

Moeller, R.M. (2010). Documenting game design contexts. College of Humanities and Social Sciences. Utah State University. \$662.

Moeller, R.M., & Cargile Cook, K. (2008). Suite classroom: A distributed computing space for English majors. Innovation Fund. College of Humanities, Arts, and Social Sciences. Utah State University. \$76,371.

Moeller, R.M., & Ball, C.E. (2007). The Learning Suite: A collaborative, technology-rich environment to support writing/composition in a digital age. Innovation Fund. College of Humanities, Arts, and Social Sciences. Utah State University. \$86,357.

Hashimoto, A., Smelie, D., Shelton, B., & **Moeller, R.M.** (2007). Interdisciplinary Media Research Consortium. Innovation Fund. College of Humanities, Arts, and Social Sciences. Utah State University. \$83,500.

Moeller, R.M. (2005-2006). Virtual environment prototyping. New Faculty Research Grant. College of Humanities, Arts, and Social Sciences. Utah State University. \$14,000.

Moeller, R.M. (2003). David L. Patrick dissertation fellowship. English Department. University of Arizona. \$7,000.

Moeller, R.M. (2002). Milton O. Riepe fellowship for excellence in teaching and research. English Department. University of Arizona. \$2,000.

unfunded research proposals

Burkert, M., Holt, K., McNeill, L., & **Moeller, R.M.** (2018). English studies in the digital age. Modern Language Association Course Development Grant. \$3,000.

Moeller, R.M., & +Flinders, E. (2010). Friending technical communication: Using social networking to increase undergraduate recruitment. Council of Programs in Technical and Scientific Communication Research Grant. \$1,488.

+ indicates undergraduate student co-principal investigator.

Moeller, R.M., & Cargile Cook, K. (2010). Collaborative grant: Establishing quick trust for virtual team-building activities among STEM students in technical communication service courses. National Science Foundation. Cyberlearning: Transforming Education (NSF 11-587). \$298,726 (proposed USU budget).

Hevel, J.M., **Moeller, R.M.**, & Yan, C. (2008). Ascribing mechanistic function to the PRMT1 interactome. National Science Foundation. \$684,092.

Moeller, R.M. (2007). Structured play. Society for Technical Communication Research Award. \$10,000.

Regional Director. (2004-present). Learning Games Initiative. Utah State University (USU), Logan, UT.

i direct USU's chapter of the Learning Games Initiative, an international consortium of game scholars that maintains a massive archive of over 250,000 game-related artifacts—including 15,000+ games; 200+ game systems; and hundreds of scholarly, trade, and fan publications—distributed across regional centers throughout the United States, Germany, and Australia.

Consultant. (2016). Harnessing game-based principles to transform learning and increase engagement. Old Dominion University (ODU), Norfolk, VA.

i worked with a team of administrators and faculty at ODU to design a positive, interactive first-year experience for their undergraduate students.

Co-principal Investigator. (2007-2008). Interdisciplinary Media Research Consortium. USU, Logan, UT.

as co-PI in the IMRC Innovation Grant (see Funded under Research Grant Proposals above), i led a research team of undergraduate and graduate students investigating game development processes.

Director. (2007-2008). Department of English Computer Labs. USU, Logan, UT.

as co-PI on the SuiteLab Innovation Grant (see Moeller & Ball in Funded under Research Grant Proposals above) that remodeled the department's open-access computer lab, i also took on the role of overseeing the publicity and personnel responsibilities in the lab, including hiring, training, and evaluating 15 employees.

Principal Investigator. (2005-2007). Creative Learning Environments. USU, Logan, UT.

i managed two research projects within the Creative Learning Environments Lab, a dedicated research space within the Department of Instructional Technology and in conjunction with the Center for Open and Sustainable Learning.

Computer Support Coordinator. (2000-2002). Composition Program. University of Arizona (UA), Tucson, AZ.

i served the composition program as the primary support person for teachers who wanted to integrate technology into their pedagogies, conducted several workshops on teaching technologies, and held regular office hours for ad-hoc technical support.

Co-Director. (2000-2002). Computers in Composition Working Group (CIC). UA, Tucson, AZ.

i facilitated meetings on pedagogical, theoretical, and advisory subject matters; proposed and generated interest in short-term and long-term research projects; and maintained the CIC listserv.

Project Developer. (2000). ProfComm: Online resource for teachers and students of professional writing. UA, Tucson, AZ.

i reviewed available support technologies for initiating and maintaining a long-term distance educational resource, collaborated on developing curriculum for pilot courses, and presented the project to university faculty and interested local business liaisons.

Assistant Director. (1997-1998). Writing Center. University of Nevada, Las Vegas, Las Vegas, NV.

my responsibilities included ongoing training and supervision of 12 graduate student tutors. i wrote and maintained the writing center training manual, led several training workshops based on writing case studies, and maintained an APA style manual.

doctoral seminars taught (face-to-face)

Engl 7480: Studies in Technology & Writing

this course is a deep dive into how technologies have shaped communication in the 20th and 21st centuries.

Engl 7450: Document Design and Reading Theory

in this course, i've invited students to identify writing myths (e.g. "the optimal number of items in a list is 5, plus or minus 2"), research where they came from, and design a test that will confirm or "bust" the myth (a la the *MythBusters* television show).

Engl 7440: Studies in Culture and Professional Communication

another deep dive into critical cultural theory for what it has to say about the ways we communicate and study communication across a variety of genres, technologies (media), and sites.

Engl 7420: Usability Studies & Human Factors in Professional Communication

an advanced course on user-centered design and technology.

Engl 7410: Theory and Research in Professional Communication

an introduction to foundational (not canonical!) theories and research in the field of technical and professional communication.

Engl 7400: Advanced Editing

this course interrogates the role of editor as an advocate or experience designer for readers.

Engl 7000: Advanced Research Methods in Professional Communication

a course in empirical research methods, with emphasis on qualitative forms of reliability, validity, and generalizability.

Graduate courses taught (online and hybrid)

Engl 6890: Studies in Writing and Rhetoric

a topics course that i've taught as documenting successful teaching (face-to-face seminar), rhetorics of identity in online spaces (online), writing in/for virtual teams (online), and the rhetoric of video games (face-to-face seminar).

Engl 6830: Rhetorical Theory

taught as a hybrid course (with both online and face-to-face components) that introduces graduate students to rhetorical theory.

Engl 6470: Specialized Documents

a genre-based topics course that i've offered as proposal writing (hybrid) and white papers in the mobile industry (online).

Engl 6430: Publication Management

an online course in project management.

Engl 6410: Theory and Research in Professional Communication

this online course offers an introduction to the theories and research guiding the field of technical and professional communication.

Engl 7400: Advanced Editing

this online course interrogates the role of editor as an advocate or experience designer for readers.

Undergraduate courses taught (face-to-face)

Engl 5490: Topics in Professional and Technical Writing

a topics course that i've offered as usability and game-based user research.

Engl 5430: Professional Writing Capstone

a course that helps graduating English majors reflect on their learning and develop professional identities for the job market.

Engl 5410: Studies in Writing for Digital Media Production

i've offered several iterations of this course as computer game design, computer game documentation, and writing for the games industry.

Engl 5400: Social Justice in Technical Communication

in this course, i teach students to employ empathetic, critical thinking skills to identify and suggest solutions to systemic inequalities.

Engl 3460: Modern Rhetorical Theory

introduces students to multiple theoretical approaches to rhetorical analysis and models best practices in peer review.

Engl 3450: Methods and Research in Technical Communication

introduces students to empirical research methods used to solve communication problems in the workplace.

Engl 3410: Writing Technologies

teaches students to learn technologies used by professional communicators including photo manipulation software, document design software, html/css, and screencasting.

Engl 3080: Technical Communication for Non-Majors

an introduction to the field of technical and professional communication for non-English majors.

Engl 3040: Perspectives in Writing and Rhetoric

an advanced composition course that i have offered as the rhetoric of mobility and the rhetoric of video games.

Engl 2070: Digital English Studies

this course introduces the perspectives and applications of the digital humanities as they relate to English studies. students examine born-digital and digitized literary and cultural materials, enhancing their information literacy and quantitative reasoning skills.

dissertation committees

Bair, A.R. (2016). *From crisis to crisis: A big data, antenarrative analysis of how social media users make meaning during and after crisis events.*

Christensen, D.M. (Chair, 2010). *Understanding the NSF CAREER award proposal genre: A rhetorical, ethnographic, and system perspective.*

Dayley, Chris. (First Reader, 2019). *Diversity and inclusion in technical and professional communication academic programs.*

Huntsman, S. (Chair, 2019). *Changing access: Building a culture of accessibility within normalized technical communication practices.*

Li, R. (External Reviewer, 2020). *Reconceptualizing MMORPG play: A study on Actor-Network Theory in Practice.* Swinburne University of Technology. Melbourne, Australia.

McKittrick, M.L. (2020). *Climate change games as boundary objects: Fostering dialogic communication within stakeholder engagement.* Old Dominion University. Norfolk, VA.

Petersen, E.J. (Chair, 2016). *“Reasonably bright girls”: Theorizing women’s agency in technological systems of power.*

Scucchi, J. (2020). *Rewriting the unwritten: Decorum as a tool for social justice in technical communication.*

master’s thesis committees

Baxter, S. (2007). *Online citation and new media scholarship: Kairos and the case for electronic publication.*

Gorrell, N. (2005). *Capital and being for the Mississippi Delta aristocrat.*

Jones, A. (2010). *History steps off the page: The past in the future: A case study of how the Mormon battalion is making history interactive.*

Lewis, W.E. (2018). *Design scaffolding for computational making in the visual programming tool ARIS.*

Newbold, C. (Chair, 2008). *Teaching creativity in technical communication curricula.*

Schell, C.V. (2014). *“Wires and lights in a box”: Fahrenheit 451 as a product of postwar anxiety about television.*

Watts, R.S. (2013). *“iDilemmas” and humanities education: Redefining technology literacy pedagogy and practice.*

honor’s thesis committees

Ashcroft, R.A. (2012). *Corporate style guides: Understanding and construction.*

Bowden, A. (2011). *Crossing borders: Cultural and linguistic passages in the poetry of Pat Mora and Gary Soto.*

Kitchen, K.A. (2014). *Exploring the potential of video games as educational and story-telling tools.*

Lasson, D. (2015). *Design vs. Content in Print Design.*

Peterson, A. (2014). *Recommendations for publishing a student anthology.*

other mentoring activities

Holt, K., & **Moeller, R.M.** (2011-2019). English Symposium. Department of English. USU.
Dr. Holt and i began this annual undergraduate research symposium to mentor undergraduate researchers in presenting their work to audiences outside of the classroom and to mentor graduate students in reviewing proposals, providing feedback to presenters, putting together conference panels, and moderating discussions. over 8 years, we mentored at least **30 graduate students** and over **120 undergraduate students**.

McCuskey, B., & **Moeller, R.M.** (2018). Honors Book Lab. USU.
in this four-week, faculty-run book group, Dr. McCuskey and i engaged 5 honors students in cross-disciplinary conversation about the book *Ready Player One* while interacting with USU's virtual reality lab.

Graduate Research Mentor (multiple dates and events).
i have co-authored 9 publications with graduate students; co-presented research with graduate students 8 times at conferences; and supported their research across national, regional, and local workshops including the English Symposium, described above.

Undergraduate Research Mentor (multiple dates and events).
i have mentored undergraduate researchers through numerous research projects, including hiring several as project developers in the CLE and IMRC labs at USU. i have also helped them present work at academic conferences, including the English Symposium, USU Student Research Symposium, Utah Research on Capital Hill, Utah Conference on Undergraduate Research, National Conference on Undergraduate Research, the Sigma Tau Delta (English honors society) International Conference, and the Southwest Popular/American Culture Association.

service to the field

Executive committee memberships.

Founding member. (2015-present). Digital Humanities of Utah.

i serve on the executive committee of this consortium of digital humanities scholars from institutions of higher education state-wide.

Member-At-Large (elected position). (2011-2013). Association of Teachers of Technical Communication (ATTW).

i served as a voting member of the executive committee for the flagship organization in the field of technical communication.

Editorial board memberships.

technoculture: an online journal of technology in culture. (2010-2019).

KAIROS: A Journal of Rhetoric, Technology, and Pedagogy. (2004-2020).

Professional organization committee memberships.

Member. (2009-2011). ATTW Teaching Committee.

this committee was charged with supporting members' teaching activities by archiving teaching materials and by offering teaching workshops at national conferences.

Member. (2005-2009). ATTW Bibliography Committee.

this committee publishes a fairly exhaustive annual bibliography of publications related to technical communication.

Chair. (2003-2004). Rhetoric Society of America (RSA) Graduate Student Scholarship Subcommittee.

working with the RSA Board of Directors and Bedford/St. Martin's Press, this committee generated the resources and communications materials to award graduate student scholarships to attend the 11th Biennial Conference in Austin, Texas.

Conference Program and Organizing Committee membership.

Co-Chair. (2017-2018). Conference program and local host committees. 3rd Annual Utah Symposium on Digital Humanities. Logan, UT.

Dory Rosenberg and i led an interdisciplinary team from the Merrill-Cazier Library and College of Humanities and Social Sciences at USU to host this growing regional conference. we generated the call for papers, solicited proposals, facilitated the proposal review process, and oversaw local conference logistics.

Chair. (2016-2017). Conference program committee. 2nd Annual Utah Symposium on Digital Humanities. Salt Lake City, UT.

this committee generated the call for papers, solicited proposals, and facilitated the proposal review process.

Chair and Co-Chair. (2014-2015). Conference program (chair) and local host (co-chair) committees. Council for Programs in Scientific and Technical Communication 2015 Conference. Logan, UT.

i led a working group of my colleagues in the technical communication & rhetoric program that proposed the conference venue, solicited and reviewed proposals, coordinated local logistics, and hosted several social events.

Co-Chair. (2011-2012). Conference program committee. 15th Annual Conference of the Association of Teachers of Technical Writing. Las Vegas, NV.

this committee generated the call for papers, solicited proposals, and facilitated the proposal review process for this flagship conference in technical communication.

Program Organizer. (2002). Arts and Sciences Collaborative Exchange Network and Development (ASCEND) Symposium. Växjö, Sweden.

i generated the call for proposals, solicited reviewers, and drafted the conference program for the inaugural ASCEND Symposium. the symposium drew participants from across the United States and Europe.

Manuscript Reviewer.

i have served as an double-blind peer reviewer for articles submitted to the following journals:

Communication Design Quarterly

Prompt: A Journal of Academic Writing

IEEE Transactions on Professional Communication

Assignments

International Journal of Interactive Technology and Smart Education

Syllabus Journal

Journal of Technical Writing and Communication

Technical Communication

KAIROS: A Journal of Rhetoric, Technology, and Pedagogy

Technical Communication Quarterly

technoculture: an online journal of technology in culture

Conference Program Reviewer.

i serve as a regular double-blind peer reviewer for proposals submitted to the following inter/national academic conferences:

Association of Computing Machinery's International Conference on Design of Communication

Association of Teachers of Technical Writing

Computers and Writing

university and college service

Founding Member. (2016-2021). DH@USU Digital Humanities Working Group. USU.

this interdisciplinary working group raises funds to support digital humanities scholarship and teaching at USU.

this working group is responsible for hosting a regional conference at USU (see conference co-organizer [2018] above) and for hosting the 2019-2020 Tanner Talks speaker series "Social Justice in Digital Spaces."

Member. (2019-2020). Communications-Focused Programs Working Group. College of Humanities and Social Sciences (CHaSS). USU.

this committee was tasked with promoting and recruiting for the communications-focused programs in the college.

Interim Chair. (fall, 2019). Member. (2019-2020). Local Host Committee. Social Justice in Digital Spaces. Tanner Talks Speaker Series. CHaSS. USU.

this committee was responsible for bringing to campus four leading scholars and public intellectuals working at the intersections of new media, digital culture, and identity.

Member. (2014-2018). Research Council. Office of Research and Graduate Studies, USU.

i served as the faculty senate representative to the research council, chaired by the vice president for research and dean of graduate studies.

Senator. (2014-2018). Faculty Senate. USU.

i represented CHaSS at faculty senate, which is charged with "[acting] for and [representing] the faculty in all matters of educational policy."

Reviewer. (2012-2013). CHaSS travel and research grant review committee. USU.
reviewed research travel proposals from faculty across the college and awarded travel grants.

Faculty Judge/Respondent/Reviewer.

i have served as a respondent or reviewer for several university-sponsored graduate research events, including the Graduate Student Symposium, the Student Research Symposium, and the Intermountain Graduate Symposium.

Member. (2004-2005). Pre-health Professions Committee. USU.

interviewed and wrote letters of support for 4-6 graduating students who were applying to graduate school in the health professions each fall.

Co-Chair. (2002-2003). English Graduate Union. University of Arizona.

i think back on this experience as being part labor union representative and part social justice activist on behalf of the 100+ graduate students in the department of English.

departmental service

Search committee memberships. (multiple dates). Department of English. USU.

i have served as the chair and/or member of 8 national search committees: 6 searches for tenure track faculty and 2 for post-doctoral teaching fellowships.

Tenure and promotion advisory committee memberships. (multiple dates).

i chaired 1 successful tenure advisory committee (TAC) and have served on 2 other successful TACs. i currently serve on 1 TAC in English and another in the college of education. i have served on 1 lecturer promotion committee, and i currently chair 1 lecturer promotion committee and sit on another.

Chair. (2020). Service Task Force. Department of English. USU.

this task force is charged with drafting anti-racist departmental policy governing faculty service roles.

Member. (2020). Hiring Task Force. Department of English. USU.

this task force is charged with drafting anti-racist departmental policy governing faculty hiring practices.

Chair. (2006-2010 and 2013-2014). Member. (2004-present). Technical Communication & Rhetoric curriculum committee. Department of English. USU.

this committee administers the graduate (phd and online masters) and undergraduate programs in technical communication and rhetoric.

Member. (2019-2020). Salary Equity Committee. Department of English. USU.

this committee developed a proposal to use several years' merit pay to address faculty salary inequities across the department. proposal was approved by a 40-1 vote in the department, and it has the support of our dean and provost.

Member. (2016-2020). Digital Humanities Course Development Committee. Department of English. USU.

this committee developed a second-year breadth humanities course that introduces students to the digital humanities.

Faculty Advisor. (2014-2019). Technical Communication Club. Department of English. USU.

as advisor to this undergraduate student club, i helped club leadership organize several meetings each semester, including alumni networking meetings, technology workshops, and social events. in 2019, the TCC (which was formerly known as the Society for Technical Communication) changed their name to become an official Utah State University Student Association organization.

Agent Provocateur. (2008-2014). English Studies Forum. Department of English. USU.

i instigated a quarterly speaker series designed to bring faculty from all areas of English studies together to discuss common topics and build community. it was largely hailed as one of the most successful, albeit "unofficial," ongoing department events.

Departmental Honors Advisor. (2011-2013). Department of English. USU.

i was responsible for recruiting honors students to the department and vice versa, advising departmental honors students, chairing the departmental honors committee, and sitting on all English honors thesis committees. this advising work earned me the CHaSS and departmental Undergraduate Advisor of the Year awards in 2013.

Member. (2005-2007). Technology and Pedagogy Committee. Department of English. USU.

this committee administered the department's computer labs, including technology acquisition and pedagogy.