



# TONY BUSHNER

Department of English | 500 Oval Drive | West Lafayette, IN 47906  
920.360.2366 | abushner@purdue.edu | <https://www.tonybushner.com>

## Education

**Doctorate of Philosophy** | English with a concentration in Rhetoric and Composition Expected May 2020  
Purdue University, West Lafayette, Indiana

**Secondary Areas:** Professional and Technical Writing, Digital Humanities, & Game Studies

**Dissertation:** *Hobbyist Board Game Design Practices: Drafting Rules & Crafting User Experience*

**Committee:** Michael Salvo (chair), Samantha Blackmon, Bradley Dilger

**Master of Arts** | English with a concentration in Rhetoric and Composition August 2015  
Purdue University, West Lafayette, Indiana

**Thesis:** *Press A to Retry: Teaching and Motivating Players Through Failure in Difficult Games*

**Committee:** Samantha Blackmon (chair), Michael Salvo, Thomas Rickert, Nathan Johnson

**Bachelor of Arts** | English May 2011  
University of Wisconsin Oshkosh

**Concentration:** Literature

**Secondary Area:** Creative Writing (Fiction & Screenwriting)

Graduated *cum laude*

## Publications

“Writing Our Own *T.I.M.E. Stories*: Encouraging Fan Participation in Analog Game Design.” Under review in *Analog Game Studies*. [Under review]

## Presentations

[October 2019] *Hobbyist Board Game Design Practices: How Do Board Game Designers Craft Their Rules Manuals and Utilize User Feedback on Prototype Games?* Paper presented at SIGDOC 2019, Portland, OR.

[January 2019] Queer Game Studies Panel. Purdue LGBTQ Center. Panel discussion with Samantha Blackmon and Alisha Karibinus.

[August 2018] *Board Games in the PW/TC Classroom*. Research poster presented at SIGDOC 2018, Milwaukee, WI.

[March 2017] *Cultivating Pathways with Game Assignments: Reframing Failure Through Playful Composition*. Paper presented at Conference on College Composition and Communication Convention, Portland, OR.

[August 2016] *Try Again, Fail Better: Leveraging the Utility of Failure*. Paper presented at Games, Learning, Society, Madison, WI.

[May 2016] *Embodiment, Extended Cognition, and Computing in Emerging Technologies: Virtual Reality, Augmented Reality, and Future Paradigms of Computing and Design*. Paper presented with Patrick Love at Computers and Writing, Rochester, NY.

- [March 2015] *Gender in Gaming and Nerd Culture*. UW Oshkosh Women's Center. Panel discussion with Aurora Cruz, Scott Dercks, and Lexi Szewczuga.
- [March 2015] *Rethinking Failure: Video Games as a Model for Learning*. Paper presented at Midwestern Conference on Literature, Language, and Media, Dekalb, IL.
- [March 2015] *Listening For Laughter: Revealing the Humorous Subtext of Composition*. Paper presented at Conference on College Composition and Communication, Tampa, FL.
- [March 2014] *Game On: Pedagogical Uses of Board Games in the Classroom*. Paper presented at Midwestern Conference on Literature, Language, and Media, Dekalb, IL.
- [March 2012] *Web 2.0: Giving a Voice to Online Writing Labs*. Paper presented at International Writing Centers Association Conference, San Diego, CA.

### Invited Talks

- [February 2020] *The History, Rhetoric, and Accessibility of Analog Games*. University of Arkansas. 30 minute talk about modern board game design, including how designs have evolved since *Settlers of Catan* reached American shores, and best practices for game designers to make their games more accessible.
- [September 2019] *Podcast Recording and Editing Best Practices*. Purdue University. Invited two-part lecture and demonstration for Dr. Pacheco's class on recording equipment, acoustics, best practices for recording podcast audio, and how to use the open source audio editor Audacity.
- [February 2017] *The Rhetoric of Space in 3D Game Environments*. Purdue University. Invited lecture for Dr. Whittinghill's game design class on how 3D environments inform players about how to move through them and how to design game environments to communicate affect.

### Workshops & Demonstrations

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| [Demo] <i>Dynamic Glitch Art Visuals for Live Music with Quartz Composer</i> ,<br>Purdue Interactive & Digital Arts Club<br>Demonstration of datamoshing video program to accompany live music   | November 2018  |
| [Workshop] <i>Python Workshop for Language Processing</i> , CROW Team<br>Workshop on writing Python scripts to process large text corpora  | February 2018  |
| [Workshop] <i>Adobe Premiere for OWL Video Developers</i> , Purdue OWL<br>Best practices for editing in Adobe Premiere for online video production   | October 2017   |
| [Workshop] <i>Effective Graphics for Graduate Engineering Students</i> ,<br>Purdue College of Engineering<br>Best practices for creating data visualizations and diagrams that are<br>accessible and easy to understand at a glance, including color theory,<br>visual hierarchy/emphasis, and proper labeling | April 2019<br>March 2019<br>November 2018<br>July 2018<br>April 2018<br>October 2017 |
| [Workshop] <i>Board Game Design in ENGL106</i><br>How to incorporate board game design into lessons on visual and<br>instructional design as either a major assignment or classroom activity   | Spring 2015  |
| [Workshop] <i>Teaching with Board Games</i><br>Board games to play in the classroom to demonstrate rhetorical concepts   | Spring 2014  |

## Administrative Roles

OWL Webmaster/Tech Coordinator

May 2016 – Present

*Purdue University*

**Duties:** Maintain user-facing pages and backend databases for the Purdue OWL family of sites. Develop new features and services. Conduct usability tests on current pages. Address UX concerns with advertisements and content design.

Digital Rhetorics Syllabus Approach Co-Leader/Webmaster

Fall 2014-Spring 2016

*Purdue University*

**Duties:** Maintain web repository of syllabi and course materials for the Digital Rhetorics syllabus approach to freshman composition. Organize working meetings for syllabus standard compliance. Plan and administer graduate TA workshops for developing curriculum.

## Courses Taught

English 419 | Multimedia Composition

Students practice principles of multimedia design and implementation, with an emphasis on developing and Kickstarting an original board game.

English 421 | Technical Writing

Focus on technical materials in written/visual formats that are user-centered and aware of audience and context.

English 420 | Business Writing

Students produce effective business letters, memos, reports, and collaborative projects in professional contexts.

English 420Y | Business Writing Online

As above, but conducted entirely through Blackboard Learn's online interface.

English 420e | Business Writing for Entrepreneurs

As above, with an emphasis on producing commercial goods/services and communicating with customers.

English 280 | Games, Narratives, Culture [TA for Dr. Samantha Blackmon; assisted in syllabus development]

Course that examines video and analog games as texts that convey unique narratives and how those narratives reflect the culture that created them.

English 106 | Introductory Composition

Freshman composition course with a specific course progression focused on using digital tools to create multimedia texts with an emphasis on the affordances and limitations of different platforms and media formats.

## Achievements & Awards

Purdue English Graduate Pedagogy Showcase | Runner Up

Spring 2019

Purdue Professional Writing Showcase Instructor IGNITE Session | Runner Up

Spring 2018

English Department Excellence in Teaching Award

AY 2014-2015

Quintilian Award for Excellence in Teaching

Spring 2015

(For ENGL106 instructors within top 10% of course evals)

Fall 2014

Fall 2013

Finalist: National Broadcast Society Spec. Scriptwriting Competition

2011

## Graduate Coursework

### Ph.D. Primary Area in Rhetoric & Composition

Introduction to Composition Theory | Jenny Bay  
 Issues in Classical Rhetoric | Richard Johnson-Sheehan  
 Issues in Modern Rhetoric | Patricia Sullivan

Issues in Postmodern Rhetoric | Michael Salvo  
 Empirical Research Methods | Irwin Weiser

### Ph.D. Secondary Area in Professional & Technical Writing

Rhetoric of Access | Michael Salvo  
 Games & UX | Patricia Sullivan & Sam Blackmon

Professional Writing Theory | Michael Salvo

### Ph.D. Secondary Area in Digital Rhetorics

Media Design Studio | Sam Blackmon  
 Computers, Language, & Rhetoric | Sam Blackmon

Rhetoric, Technology, & History | Nathan Johnson  
 Posthumanism | Thomas Rickert

### Ph.D. Secondary Area in Game Studies

Rhetoric, Games, & Play | Sam Blackmon  
 Games Writing, Writing Games | Sam Blackmon

Video Games & Narrative Design | Sam Blackmon  
 Women & Games | Sam Blackmon

### Teaching Practica

Practicum in Teaching Professional Writing | Michael Salvo  
 Practicum in teaching First-Year Composition I & II | Thomas Rickert & Richard Johnson-Sheehan

## Relevant Program & Platform Proficiencies

### Document Design

Adobe Photoshop  
 Adobe InDesign  
 Adobe Illustrator  
 Tableau Data Visualization  
 Canva  
 Piktochart

### Multimedia Design

Adobe Premiere  
 Adobe After Effects  
 Adobe Audition  
 Quartz Composer  
 Vuo  
 Resolume  
 Audacity  
 Pico-8 Fantasy Console

### Programming & Web Development

PHP  
 MySQL  
 Python  
 HTML  
 CSS  
 Cascade CMS  
 Plone Web Development  
 Adobe Dreamweaver

## Letter of Recommendation Contact Information

### Dr. Bradley Dilger

Professor, Department of English  
 Heavilon Hall 302A, West Lafayette, IN 47907  
 dilger@purdue.edu  
 765.494.3730

### Dr. Harry Denny

Director at the Writing Lab  
 Heavilon Hall 122C/228, West Lafayette, IN 47907  
 hdenny@purdue.edu  
 765.494.4854

### Dr. Michael Salvo

Professor, Department of English  
 Heavilon Hall 436, West Lafayette, IN 47907  
 salvo@purdue.edu