

# Serina Patterson

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## EDUCATION

### **2010-Present: PhD Student in English, University of British Columbia, Vancouver, BC**

Supervisors: Robert Rouse, Siân Echard, and Stephen Partridge

### **2007-2008: M.A. in English, University of Victoria, Victoria, BC**

Thesis: Temporal Cartography: Reading Here and Now in Chaucer's *The House of Fame*

Supervisors: J. Allan Mitchell (principal), Ray Siemens, and Adrienne Williams-Boyarin

### **2003-2007: Hons. B.A. in English (distinction) and Business Administration, Wilfrid Laurier University, Waterloo, ON**

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## PUBLICATIONS

### **Edited Books**

*Games and Gaming in Medieval Literature*. New York: Palgrave MacMillan. *Forthcoming*

### **Peer-Reviewed Articles**

“Reading the Medieval in Early Modern Monster Culture.” *Studies in Philology* 111.2 (2014). *In Press*.

“Casual Medieval Games, Interactivity, and Social Play in Social Network Applications.” *Digital Gaming Re-imagines the Middle Ages*. Ed. Daniel Kline. New York: Routledge. *Forthcoming*.

### **Peer-Reviewed Conference Proceedings**

“Enacting Change: A Study of the Implementation of e-Readers and an Online Library in Two Canadian High School Classrooms.” *LIBER Quarterly: The Journal of European Research Libraries* 20.1 (2010). Web. 7 Sept 2010. <http://liber.library.uu.nl/>.

“Creating a Virtual Library Classroom Tool for Digital Age Youth.” *Proceedings of INKE 2009: Research Foundations for Understanding Books and Reading in the Digital Age, Victoria, BC, October 23-24th, 2009. New Knowledge Environments* 1.1 (2010). Web. 23 March 2010.  
<http://journals.uvic.ca/index.php/INKE/article/view/163/170>.

## Reference Entries

“Leadenhall.” *Map of Early Modern London*. Ed. Janelle Jenstad. Aug 2012.  
<http://mapoflondon.uvic.ca>.

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## CONFERENCE PRESENTATIONS

“Beyond Reading: The ‘Gamification’ of Books.” Beyond Accessibility: Textual Studies in the 21<sup>st</sup> Century. University of Victoria, Victoria, BC. *Forthcoming June 2012*.

“Spaces of Play in Chaucer’s *The Book of the Duchess*.” The Canadian Society of Medievalists. Congress at the Learned Societies Conference. Wilfrid Laurier University. Waterloo, Ontario. *Forthcoming May 2012*.

“*Ragemon Le Bon* and the Gentry’s Literary-Ludic Entertainment: the Case of Bodleian MS Digby 86.” 46th International Congress on Medieval Studies. Kalamazoo, MI. *Forthcoming May 2012*.

“Naming *the Fox and the Wolf* in MS Digby 86.” The Canadian Society of Medievalists. Congress at the Learned Societies Conference. University of New Brunswick and St. Thomas University. Fredericton, New Brunswick. 30 May 2011.

“Gower and the Forty-Thousand Pound Hog-Faced Gentlewoman: Reading Gower in Early Modern Monster Culture.” 46th International Congress on Medieval Studies. Kalamazoo, MI. 12 May 2011.

“Enacting change: A case study of the implementation of e-readers and an online library in two Canadian High School classrooms.” With Devon Bennett-Stokes, Ray Siemens, and James Nahachewsky. 39th LIBER Annual General Conference. Aarhus, Denmark. 29 June 2010 [Ray Siemens presented on behalf of the group.]

“Speaking of Medieval: Developing an Interactive Platform to Teach Medieval Language and Literature.” The Third International MARGOT Conference: The Digital Middle Ages: Teaching and Research. Barnard College, Columbia University. New York, New York. 17 June 2010.

“My Friends and Allies!” Medieval Games, Interactivity, and Social Play in Social Network Applications.” 45th International Congress on Medieval Studies. Kalamazoo, MI. 13 May 2010.

“Playing with Chance in Three Medieval Dice Poems.” Medieval Association of the Pacific. University of Puget Sound. Tacoma, WA. 5-6 Mar. 2010.

“Creating a Virtual Library Classroom Tool for Digital Age Youth.” INKE Birds of a Feather: Research Foundations for Understanding Books and Reading in the Digital Age. University of Victoria, Victoria, British Columbia. 23 Oct 2009.

“Medieval Games Online: Representing Medieval Games in a Social, Interactive Environment.” Poster. Society of Digital Humanities. Congress at the Learned Societies Conference. Carleton University. Ottawa, ON. 26 May 2009.

“Modeling Chance: Playing (with) Fortune in *The Chaucer of the Dyse*.” 44th International Congress on Medieval Studies. Kalamazoo, MI. 8 May 2009.

“Temporal Cartography: Now in Chaucer’s The House of Fame.” The Canadian Society of Medievalists. Congress at the Learned Societies Conference. University of British Columbia. Vancouver, BC. 1 June 2008.

“Monsters, the Body, and Cultural Transference in Beowulf.” the First Congress for the Medieval Studies Colloquium. Wilfrid Laurier University. Waterloo, ON. September 2006.

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## INVITED SESSION CHAIR

“Session 6.2.” Society of Digital Humanities Congress. The Learned Societies Conference. Carleton University. Ottawa, ON. 26 May 2009. Convenors: Richard Cunnigham, Ray Siemens, Yan Rucar, Dominic Forest, Michael Eberle-Sinatra, Paul Dyck, Brent Nelson, and Harvey Quamen.

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## ACADEMIC EMPLOYMENT

**Web Developer/RA, the Electronic Textual Cultures Lab, University of Victoria (2009-Present)**

- Researched, developed, and currently maintaining an online e-library social network as part of a pilot study to research e-reading technology on highschool students. I built the site in PHP, JavaScript, CSS, XHTML, and Drupal ([www.sd62onlinelibrary.ca](http://www.sd62onlinelibrary.ca))
- Fixed bugs, server, and proxy errors for numerous sites, designed developed various web sites in Joomla! and Drupal.
- Copy-edited and formatted an online, social edition of *The Devonshire Manuscript*

**Research & Teacher's Assistant, Dr. Allan Mitchell, University of Victoria (2007-2008)**

- Copyedited and compiled the bibliography for his book *Ethics and Eventfulness in Middle English Literature*.
- Copyedited various articles
- Conducted research on medieval ethics, temporality, and probability

**Research Assistant, Dr. Madelaine Hron, Wilfrid Laurier University (Jan. 2007-Aug. 2007)**

- Conducted research on the relationship between science-fiction and human rights.
- Prepared reading materials for undergraduate courses

**Teacher's Assistant, Dr. Bill Marr, Dept. of Economics, Wilfrid Laurier University (Sept. 2006-Dec. 2006)**

- Taught and tutored twenty-four economics students about research methods and academic writing.

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**DISTINCTIONS & AWARDS (selected)**

2011: CSM Travel Award

2010: Joseph-Bombardier Doctoral Scholarship (SSHRC)

2010: UBC Four Year Fellowship in English

2009: Travel Award granted by the Society for Digital Humanities

2008: Hugh MacLachlan Scholarship, Wilfrid Laurier University

2007-2008: Master's Scholarship, Social Sciences and Humanities Research Council

2007-2008: President's Research Scholarship, University of Victoria

2007-2008: M.A. English Departmental Fellowship, University of Victoria

2004-2007: Flora Roy Scholarship: Achieved consecutively for the highest GPA in the Honours English program

2003-2006: Queen Elizabeth II Aiming for the Top Scholarship

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**TECHNICAL SKILLS**

- Web Development: XHTML, HTML5, CSS(3), XML, JavaScript, jQuery, MySQL, Apache
- Content Management Systems: Drupal, Joomla!, Wordpress, Modx, PKP OCS/OJS
- Programming Languages: C, C#, Rails

- Graphic Design: Adobe Photoshop (CS4), Adobe Fireworks, Adobe Illustrator, Adobe Indesign
- Software: MS Office Suite, Adobe Acrobat 9 (Professional), Aptana

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## TECHNICAL WEB PROJECTS IN ACADEMIA

**SD62's Online Library.** Web Developer and Researcher. A project developed to study the impact of e-reading technologies on digital-age youth. The website is a dynamic social-networking site that showcases hundreds of books to download and spaces for students to collaborate, interact with, and discuss literature. The site was built for the Sooke school board. Electronic and Textual Cultures Lab, University of Victoria, Victoria. Principal Investigator: Ray Siemens. 2009-2010. <http://sd62onlinelibrary.ca>.

**Yogh: Reading and Reciting Medieval Language and Literature.** Founder, Web and Mobile Developer/Designer. Yogh extends contemporary approaches to teaching medieval languages and literature by offering a learning environment that is both student-centered and community-based. This interactive platform addresses the cultural and language barrier some students face when they are first exposed to medieval literature. Through crowdsourcing, Yogh enables users to engage with the language by: watching instructional tutorial videos; listening to, uploading, and sharing podcasts that recite parts of medieval texts; creating simple games; and discussing medieval literature with other users in a wiki-like environment. In development.

**Humanities on the Web.** Founder, Web and Mobile Developer/Designer. Humanities on the Web is a resource hub for scholars looking to tips and inspiration from web projects in the humanities. The site serves as both an educational resources, featuring tutorials and podcasts, as well as a method of evaluation (functionally and aesthetically) of humanities projects currently available to the public. HW aims to bring the humanities into the 21st century by teaching scholars about proper web standards and tools that can employed in their respective projects. The site also features a gallery that users can filter via field, design, tool, and technology. In development.

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## OTHER TECHNICAL WEB PROJECTS AND WEB DESIGN

**Liana Patterson: Art & Illustration.** Custom Wordpress design and development. 2012. <http://www.lianapatterson.com>

**The 11<sup>th</sup> Conceptual Structure, Discourse, and Language Conference Website.** Design and Development. 2011-12. <http://csdl2012.sites.olt.ubc.ca>

**The Canadian Society of Medievalists.** Design and Development. The CSM website is the main hub for the association and aims to be a voice for broadcasting excellence in research done by Canadians in Medieval Studies. The CSM site showcases prize winners, projects, member publications, news, career opportunities in Canada, student programs in medieval studies, and a sense of community among its members. For this project I re-branded the association by designing a new logo, typography, and colour scheme. I also designed and hand-coded the entire website in addition to developing the social network consisting of profiles, forums, member news, and other features. <http://canadianmedievalists.ca>.

**Implementing New Knowledge Environments (INKE).** Design and Development. INKE.ca is a news portal website and internal social network for researchers of the INKE project. In development.

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## TEACHING EXPERIENCE

2007-2008: Completed EN502: Teaching Composition and Literature, University of Victoria  
 2008: EN145 Drama and the Novel, mentored by Rebecca Gagan. Taught two classes on *Life of Pi*  
 2007: EN115 University Writing, mentored by Andrew Murray. Taught two classes on writing essays  
 2007: Taught a session on Beowulf for a grade 11 class, part of the Laurier Medieval Studies Group  
 2006: Taught and tutored twenty-four economics students about writing research papers

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## PROFESSIONAL SERVICE

2011-Present: Graduate Representative on the UBC Policy and Planning Committee  
 2011-Present: Graduate Representative and Webmaster. Canadian Society of Medievalists.  
 2009-2011: Technical Editor and Advisor. New Knowledge Environments Journal.  
 2009-2012: Technical and Copy Editor. Digital Studies Journal/Le Champ Numérique  
 2009: Teaching Assistant for the Digital Humanities Summer Institute intermediate class  
     “Multimedia: design for Visual, Audio, and Interactive Electronic Environments.” Taught by  
     Aimee Morrison. Victoria: University of Victoria. June 7-12, 2009.  
 2007-2009: Graduate Advisor of Beyond Words: Online Undergraduate Journal for the Humanities  
 2006-2007: Founder and editor-in-chief of Beyond Words: Online Undergraduate Journal for the  
     Humanities

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## **PROFESSIONAL MEMBERSHIPS**

2012-Present: Digital Games Research Association (DiGRA)  
2012-Present: Canadian Game Studies Association (CGSA)  
2010-Present: Medieval Electronic Multimedia Organization (MEMO)  
2009-Present: Higher Education Web Professionals Association (HighEdWeb)  
2009-Present: Medieval Association of the Pacific (MAP)  
2009-Present: Modern Language Association (MLA)  
2009-Present: Society of Digital Humanities / Société pour l'étude des médias interactifs  
2009-Present: Association for Literary and Linguistic Computing (LLC)  
2008-Present: New Chaucer Society (NCS)  
2007-Present: Medieval Academy of America (MAA)  
2006-Present: Canadian Society of Medievalists (CSM)

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## **PROFESSIONAL ADVANCEMENT**

2011: "HTML & CSS 2: Intermediate." School of Visual Concepts. Seattle, WA. November 2-December 7, 2011.

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## **LANGUAGE COMPETENCE**

English: native language  
French: secondary native language (spoken, written, and reading proficiency)  
Old English (reading proficiency): Master's qualifying exam  
Middle English (reading proficiency)  
Middle French (reading proficiency)  
Anglo-Norman (reading proficiency)  
Latin (read with dictionary)

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## **RESEARCH INTERESTS**

Middle English, Chaucer, book history, reception theory, literary-ludic games (medieval), medievalism (games and gaming), game studies, pedagogy, digital humanities, social computing, interface design, web applications