

ELIZABETH HUNTER

www.elizabethbradleyhunter.com | Twitter: @ProfEBH

- Research** Spatial computing (AR/VR/MR/XR), interactive spectatorship, immersivity, digital culture, adaptation, dramaturgical analysis, theatre and performance studies, practice-based research
- Teaching** Arts/STEM studio, immersive theatre, digital performance, critical theory, new media narrative, adaptation, dramaturgical analysis, theatre history, theatre pedagogy, Shakespeare

EDUCATION

- 2013–18 Ph.D. and M.A., Theatre and Drama, **Northwestern University**, Evanston, IL.
Founder and Director, Fabula(b) Theatre + New Media Lab
- 2001–03 M.F.A., Dramaturgy, **Columbia University School of the Arts**, New York, NY. *Dean's Fellow*.
- 1993–97 B.A., English and Psychology, **University of Michigan**, Ann Arbor, MI. *Class honors*.

ACADEMIC APPOINTMENTS

- 2021– Washington University in St. Louis, St. Louis, MO.
- Assistant Professor of Experimental Digital Performance, Performing Arts Department
- Director, Fabula(b) Theatre + New Media Incubator
- 2019–21 San Francisco State University, California State University system, San Francisco, CA.
- Assistant Professor, Theatre Studies, College of Liberal and Creative Arts
- Director, Fabula(b) Theatre + New Media Lab. *Mentor and direct seven paid student research assistants from Theatre Studies, Computer Science, Animation, History, and Business and five cross-institutional faculty and guest artist collaborators.*

RESEARCH

Peer-reviewed publications

- 2021 "Structuring Courses with Agile Research Studio: 5 Components and 4 Pedagogical Values." *Theatre Topics* 31, no. 1 (2021). *Print edition with supplementary content online.*
- 2020 "Enactive Spectatorship, Critical Making, and Dramaturgical Analysis: Building *Something Wicked*, the *Macbeth* Video Game." *International Journal of Performance Arts and Digital Media* 16, no. 1 (2020). doi.org/10.1080/14794713.2019.1633830. **Altmetric 1.**
- 2018 "In the Frame: The Performative Spectatorship of Museum Selfies." *Text and Performance Quarterly* 38, no. 1–2 (2018): 55–74. doi.org/10.1080/10462937.2018.1456673. **Altmetric 33.** *Featured in NCA's Communication Currents.*

Editor-reviewed publications

- 2018 "Building Video Game Adaptations of Dramatic and Literary Texts." In *Research Methods for the Digital Humanities*, edited by Lewis Levenberg, Tai Neilson, and David Rheams. London: Palgrave Macmillan, 2018. doi.org/10.1007/978-3-319-96713-4_10. **83,000 chapter downloads due to Springer Nature's COVID-19 Research Initiative.**

2016 “*The Tempest* (Performance Review).” *Shakespeare Bulletin* 34, no. 4 (Winter 2016). doi.org/10.1353/shb.2016.0061.

Digital work

2021 *Reason Not the Need: Lear in Mobile AR*. iPhone and Android.

2018 *Bitter Wind: A Greek Tragedy for Mixed Reality*. Microsoft HoloLens.

2017 *Something Wicked: The Macbeth Video Game*. Mac and PC. Use password *Fabulab* to download.

GRANTS AND FUNDING

2021 Sole Principal Investigator, SFSU Marcus Undergraduate Research Assistantships (\$5,000) for two students to work on *Big Apple 80s: A Geolocated Audio Trip to the Birth of MTV*. **Awarded.**

2021 Principal Investigator, SFSU LCA Mini-Grant (\$2,000) for *Fabula(b)* and *Big Apple 80s*, a geolocated audio app collaboration with the New York Public Library. **Awarded.**

2020–21 Sole Principal Investigator, SFSU Instructionally Related Activities funding (\$2,600 in year one, doubled in year two for \$5,200) for *Fabula(b) Theatre + New Media lab*.

2020 Sole Principal Investigator, CSU Entertainment Alliance “Media & Entertainment Professionals on Campus” grant (\$3,000) for a guest artist honorarium for *Shakespeare’s LEAR: A VR/Live Performance Hybrid*.

2020 Sole Principal Investigator, SFSU Marcus Undergraduate Research Assistantships (\$5,000) for two students to work on *Shakespeare’s LEAR: A VR/Live Performance Hybrid*.

2019 Co-principal Investigator, SFSU Student Success in the Majors initiative (\$10,000) to create an interdisciplinary certificate in Public Humanities. *Conceived of certificate, invited collaborators, and wrote proposal.*

2019 Co-principal Investigator, SFSU Extraordinary Ideas grant (\$1,800) to expand the “Industry + Academy Roundtables” speaker series I launched in August 2019.

2017–18 Sole Principal Investigator, Center for Interdisciplinary Research in the Arts grant (\$9,000) for *Bitter Wind Greek tragedy adaptation for HoloLens mixed reality headset*. *Fabula(b) Theatre + New Media Lab*, Northwestern University, Evanston, IL.

2017 Sole Principal Investigator, Indiegogo crowdfunding campaign (\$5,000) to build *Something Wicked: The Macbeth Video Game* 2D side-scroller, *Fabula(b) Theatre + New Media Lab*, Northwestern University, Evanston, IL.

2017 Graduate Dissertation Research Grant (\$3,000), Northwestern University, Evanston, IL.

2017 Graduate Dissertation Ignition Grant (\$350), Northwestern University, Evanston, IL.

AWARDS, RESIDENCIES, AND FELLOWSHIPS

2021 Mellon School for Theater and Performance Research at Harvard University, “The State of the Field” Summer Session.

- 2021 Exceptional Assigned Time award (one course release), “Theatre MA Curriculum Revision”, San Francisco State University, San Francisco CA.
- 2018 Dissertation completion fellowship (\$20,000), American Association for University Women. *Declined award in order to graduate on time.*
- 2018 Mixed Reality Academy, Microsoft Campus, Redmond, WA. *One of nine women world-wide chosen for the inaugural SH//FT Spotlight: Microsoft “women in mixed reality” initiative.*
- 2017–18 Resident, The Garage Entrepreneurship and Innovation Incubator, Northwestern University, Evanston, IL. *Competitive residency with mentorship, networking, co-working space, 24/7 access to state-of-the-art AR/VR lab and makerspace.*
- 2017 Grace Hopper Women in Computing Conference Student Scholarship (est. \$2,000), Anita Borg Institute, Palo Alto, CA.
- 2016–18 HASTAC Scholar (Humanities, Arts, Science, and Technology Alliance and Collaboratory).
- 2016–17 Fellowship in Leadership (\$3,000), Northwestern University, Evanston, IL.
- 2017 First Time Presenter Award (\$500), Canadian Association for Theatre Research, Toronto, Canada.
- 2014–15 Segal Design Cluster Fellow (one term of salary replacement), Northwestern University, Evanston, IL.
- 2014 Summer Institute in Cologne (\$2,000), Theaterwissenschaftliche Sammlung, University of Cologne, Germany. *Competitive humanities research institute.*
- 2013 Mellon Fellow (\$2,500), Classics Cluster, Northwestern University, Evanston, IL.

PROGRAM BUILDING

- 2020 Co-convener and moderator, “ShopTalk: Agile Research Studio with Northwestern University’s Dr. Haoqi Zhang,” San Francisco State University, San Francisco, CA. *Conceived of ShopTalk series and designed two-day talk and interactive faculty workshop. Also responsible for inviting Dr. Zhang, moderating Q&A, and directing the flow of the event.*
- 2019–20 Convener and moderator, “Industry + Academy Roundtable Series,” San Francisco State University, San Francisco, CA. *Conceived of ongoing series, accompanying webinars, and student networking receptions, invited participants, managed all logistics, wrote multiple internal programming grants, and secured consistent funding.*
- “Journalism of the Future,” February 25, 2020, featuring *The Washington Post*, KQED, CSU Entertainment Alliance, and four SFSU units.
 - “Theatre + VR,” February 4, 2020, featuring Epic Immersive, HeartFlow, CSU Entertainment Alliance, and five SFSU units.
 - “Museums of the Future,” September 13, 2019, featuring The New York Public Library for the Performing Arts at Lincoln Center, Museum of the Moving Image, CSU Entertainment Alliance, and five SFSU units.

2018 Convener and moderator, "Theatre + Mixed Reality Workshop and Symposium," Northwestern University, Evanston IL. April 5. *Participants and sponsors: Microsoft HoloLens and XBOX, Northwestern University, the University of Pennsylvania, The Goodman Theatre. Conceived of event, invited participants, managed all logistics.*

PRESENTATIONS AND EXHIBITIONS

Peer-reviewed

- 2022 Co-organizer, "Creating a Digital Humanities (DH) Project: A Workshop for All Levels of Experience and Research Contexts" workshop accepted to the upcoming annual meeting of the Shakespeare Association of America, Jacksonville, FL.
- 2022 Presider, "Recreations of Literature and Theatre in Virtual, Augmented, and Mixed Reality" roundtable accepted to the upcoming annual conference of the Modern Language Association, Washington DC.
- 2021 Chair, "Pair Research: Revival," Theory & Criticism focus group roundtable, Association for Theatre in Higher Education conference, online and in Austin, TX.
- 2021 Speaker, "Embodying the Agamemnon with Spatial Computing: A New Theatrical Paradigm," Antiquity and Immersivity conference, University of Bristol, UK and online.
- 2020–21* Co-convener and presenter, "Enveloping Worlds: Toward a Discourse of Immersivity and Participatory Performance | Theatricalizing Everyday Space with Augmented Reality," working session, American Society for Theatre Research conference, New Orleans, LA. **Full conference rescheduled to 2021, with online pre-conference discussion in November 2020.*
- 2020* Chair, "Pair Research," Theory & Criticism focus group roundtable, Association for Theatre in Higher Education conference, Detroit, MI. **Moved online due to coronavirus.*
- 2020* Chair and panelist, "Theatricalized Technology in Cultural Heritage Spaces | Chasing the Donner Party Across Highway I-80," sponsored multi-disciplinary panel accepted to the 2020 Association for Theatre in Higher Education conference, Detroit, MI. **Panel cancelled due to coronavirus.*
- 2020* Speaker, "*Bitter Wind: Adapting Greek Tragedy for Spatial Computing*," Digital Humanities 2020, Ottawa, Canada. doi.org/10.17613/5nr8-8f04. **Moved online due to coronavirus.*
- 2020* Presenter, "*Something Wicked: The Macbeth Video Game*," digital exhibit, Shakespeare Association of America annual meeting, Denver, CO. www.shakespeareassociation.org/saa-archives/digital-exhibits/. **Moved online due to coronavirus.*
- 2020 Exhibitor, "A Decade of Grief: Greek Tragedy in Spatial Computing," in *DIGITAL POWER: Activism, Advocacy, and the Influence of Women Online* virtual exhibition, Curator, Kathy Rae Huffman, ACM SIGGRAPH Digital Arts Community, SIGGRAPH 2020, Washington, DC.
- 2019 Co-chair and panelist, "Beyond YouTube: Transitioning Digital Performance to the Archive" roundtable, Association for Theatre in Higher Education conference, Orlando, FL.
- 2018 Speaker, "Creating Meaningful Interactivity and Quantifying Authenticity in 360°: Secrets from Immersive Theatre," Augmented World Expo, Santa Clara, CA

- 2018 Chair and panelist, “Digital Revolution 2.0: Participatory Media Strategies | Being Clytemnestra: A Mixed Reality Adaptation,” Association for Theatre in Higher Education conference, Boston, MA.
- 2018 Panelist, “Bridging the Digital Divide: Radical Approaches to the Analog Stage Using Theory from Digital Culture,” Association for Theatre in Higher Education conference, Boston, MA
- 2017 Plenary panelist, “Enactive Spectatorship in Shakespeare Video Games,” Association for Theatre in Higher Education conference, Las Vegas, NV
- 2017 Speaker, “Teaching Literature with Interactivity: The Shakespeare Video Game,” Anita Borg Institute/Grace Hopper Women in Computing conference, Orlando, FL
- 2017 Speaker, “Building *Something Wicked: The Macbeth Video Game*,” The Shakespearean Theatre Conference, Stratford, Canada
- 2017 Workshop participant, “Articulating Artistic Research 5.0,” Canadian Association for Theatre Research conference, Toronto, Canada
- 2017 Speaker, “Building *Something Wicked: The Macbeth Video Game*,” Canadian Society for Renaissance Studies conference, Toronto, Canada
- 2017 Panelist, “Teaching Theatre History for the Non-Theatre Historian,” Association for Theatre in Higher Education conference, Las Vegas, NV
- 2017 Participant, “Video Games as Born-Digital Theatre,” Playing the Extra/Ordinary: Video Games & Difference Working Session, American Society for Theatre Research conference, Atlanta, GA
- 2015 Speaker, “Luis Alfaro’s Greek Cycle,” Northwestern University/University of Michigan Classical Receptions conference, Ann Arbor, MI
- 2015 Speaker, “Shakespeare’s Body Count: An Interactive Data Visualization,” Northwestern University Computational Research Day, Evanston, IL
- 2014 Speaker, “Biopunk Persephone: Linked Inquiries in Fan Studies and Reception,” Northwestern University/University of Michigan Classical Receptions conference, Evanston, IL

Invited presentations

- 2021 Roundtable discussant, “The Future of Journal Publication,” (upcoming) Association for Theatre in Higher Education conference, Austin, TX and online, scheduled for August 6.
- 2021 Panelist, “Imagining Our Futures Beyond the Dissertation” (upcoming) workshop, Alice Kaplan Institute for the Humanities, Northwestern University, Evanston, IL, scheduled for April 9.
- 2020* Speaker, “Digital Shakespeares” lecture series, Center for the Study of Media and Performance, San Diego State University, San Diego, CA, October 1. **Moved online due to coronavirus.*
- 2020 Speaker, “Spatial Audio Storytelling,” Oculus VR Research/Facebook, Seattle, WA, January 9.

- 2019 Guest co-host, “Episode 35,” [On TAP: A Theatre & Performance Studies Podcast](#), recorded at American Society for Theatre Research annual conference, Arlington, VA, November 9.
- 2019 Panelist, “The Future of Audio,” industry panel on spatial computing for the cast and crew of *Hamilton*, Magic Leap and Sennheiser Audio, San Francisco, CA, October 6.
- 2019 Speaker, “Side-Scroller Shakespeare & Greek Tragedy in AR: Transmedia Adaptation as Close Reading and Dramaturgical Analysis,” Center for Collaborative Media Arts, Yale University, February 21.
- 2019 Speaker, “Playing Macbeth and Seeing as Clytemnestra: Interactive Adaptations of Canonical Drama,” Penn State University, January 9.
- 2018 Speaker, “Being in the Story: Audience Participation from Blast Furnace to Augmented Reality,” University of North Carolina, Wilmington, December 3.
- 2018 Panelist, “WINnovation (Women in Innovation) and Entrepreneurship,” Women’s Initiative of Northwestern, New York, NY, May 3.
- 2018 Exhibitor, “*Something Wicked: The Macbeth* Video Game,” in [PLAY UP!: Queens, Pixel Monsters and Dragon Slayers group exhibition with catalogue](#), Curator, Sofie Taubert, Museum of Applied Arts, Cologne, Germany, August 19, 2017—February 4, 2018.
- 2017 Speaker, “Creating Meaningful Interactivity in XR: Secrets from Immersive Theatre,” 2112 Incubator, Chicago, IL, April 17.
- 2017 Participant, “Workshop 59: Audience Engagement on the Shakespearean Stage,” Shakespeare Association of America annual meeting, Atlanta, GA, April 7.
- 2015 Speaker, “Playing Shakespeare: Why *Macbeth* Should Be a Videogame,” Northwestern University ResTalks, Evanston, IL, November 5.
- 2014 Poster presenter, “*Something Wicked: The Macbeth Videogame*,” Summer Institute in Cologne, Theaterwissenschaftliche Sammlung, University of Cologne, Germany, July 22.

TEACHING AND ADVISING

Awards and professional development

- 2020 Faculty Lead, SFSU Center for Equity & Excellence in Teaching & Learning “High Impact Online Course Redesign” award (\$7,500) to redesign TH A 101: Orientation to Theatre Arts. *Conceived of project, invited collaborators, wrote application, and led team.*
- 2020 Online Teaching Lab: Flexible Summer Learning Community, Center for Equity and Excellence in Teaching and Learning, San Francisco State University, San Francisco, CA. *Training in developing online and hybrid courses.*
- 2020 Pedagogies for Inclusive Excellence Institute: Justice, Equity, Diversity and Inclusion, Center for Equity and Excellence in Teaching and Learning, San Francisco State University, San Francisco, CA. *Training in anti-racist pedagogy for online teaching.*
- 2020 “Critical Pedagogy” Tenure Track Faculty Learning Community Winter Institute, Metro College Success Program, San Francisco State University, San Francisco, CA

- 2019–20 Metro College Success Program, San Francisco State University, San Francisco, CA. *Training in supporting first-generation, low-income, underrepresented students through pedagogy.*
- 2019 AIM Award (\$250), Affordable Instructional Materials Initiative, San Francisco State University, San Francisco, CA. *Award for reducing the costs of instructional materials.*
- 2016 Post-secondary Teaching Certificate Program, Searle Center for Advancing Learning and Teaching, Northwestern University, Evanston, IL

Courses taught

- 2019–21 School of Theatre & Dance in the College of Liberal and Creative Arts, San Francisco State University, San Francisco, CA
Graduate courses
- "Contemporary Plays and Performance" *Scheduled for Fall 2021.*
 - "Dramatic Literature and Criticism"
 - "Theatre Pedagogy"
- Undergraduate courses*
- "Topics in Theatre Performance, Dramatic Literature, and History: Creating Digital Performance" *Upper-division studio-based seminar scheduled for Fall 2021*
 - "Global Theatre History 1" *Upper-division seminar.*
 - "Theatre Backgrounds II: 1642–1900" *Upper-division seminar.*
 - "Landmarks in Drama: Research and Writing for Theatre Majors" *Lower-division seminar.*
 - "Orientation to Theatre Arts" *First-year experience for theatre majors.*
- 2014–18 Department of Theatre, Northwestern University, Evanston, IL
Undergraduate courses (as Instructor of Record; designed all courses)
- "Text Analysis: Staging Violence and Magic in Shakespeare" *Upper-division seminar.*
 - "World Theatre History Pre-1650" *Upper-division seminar.*
 - "First-Year Writing Seminar: New Media Adaptations of Canonical Text"
- 2011–13 Department of Theatre, Samford University
Undergraduate courses (as Adjunct Professor; designed all courses)
- "Theatre Appreciation" *Lower-division survey seminar for non-majors.*
 - "Introduction to Screenwriting" *Upper-division seminar.*

Master's advising

- 2020 Primary advisor, Justus Vierra, "A History of 'Outness' on the American Stage," San Francisco State University, San Francisco, CA
- 2019–20 Second reader, Ryan Justus, "The Big Reveal: Investigating Burlesque Practices in the 21st Century," San Francisco State University, San Francisco, CA
- 2019 Faculty sponsor, Jazmine Logan, California Pre-Doctoral Program application, "Tracing African Theatre in US Higher Education," San Francisco State University, San Francisco, CA

SERVICE***Contributions to the Field***

- 2020–21 Member, Research and Publications Committee “Online Platforms” working group, Association for Theatre in Higher Education.
- 2019–21 Secretary, Theory & Criticism Focus Group, Association for Theatre in Higher Education. *Co-developed new recurring preconference event and podcast series.*
- 2019 Panelist, “The Job Market,” Northwestern University, Evanston, IL, May 21.
- 2018– Peer reviewer:
- *International Journal of Performance Arts & Digital Media* journal
 - Alliance for Digital Humanities Organizations annual conference. *Successfully advocated to add “Theatre and Performance Studies” to conference taxonomy.*
 - *Digital Creativity* journal
 - Association for Computers and the Humanities annual conference

Contributions to Campus

- 2021 Member, Academic Technology Advisory Committee, San Francisco State University, San Francisco, CA.
- 2019–21 Member, College Undergraduate Research Experience (CURE) affinity group, College of Liberal & Creative Arts, San Francisco State University, San Francisco, CA. *Presented at Research First event, folded Industry + Academy Roundtables into CURE’s programming for 2020–21, leading “Invited Talks” subcommittee.*
- 2019–21 Chair, Public Humanities Certificate Committee, College of Liberal & Creative Arts, San Francisco State University, San Francisco, CA. *Convened cross-departmental committee, wrote internal programming grant (see PAG), and successfully advocated to add San Francisco State University as a nominator for the Whiting Foundation’s Public Engagement Programs.*
- 2019–21 Chair, Graduate Committee, Theatre & Dance, San Francisco State University, San Francisco, CA. *Conducted comparative market analysis for new accelerated 4+1 Scholars’ Program MA.*
- 2019–21 Member, Curriculum Committee, Theatre & Dance, San Francisco State University, San Francisco, CA. *Co-led redesign of four-course history/literature core requirements.*
- 2019–21 Undergraduate dramaturgy advisor, Theatre & Dance, San Francisco State University, San Francisco, CA
- 2017–18 Steering Committee, Humanities Work professional development workshop, Northwestern University, Evanston IL
- 2015–18 Annual Cross-Residential College fireside lecture, “Time Management for Students,” Northwestern University, Evanston IL
- 2015–18 Member, Public Humanities Colloquium, Northwestern University, Evanston, IL
- 2015–18 Assistant Chair Advisor, Willard Residential College and Jones Fine and Performing Arts Residential College, Northwestern University, Evanston, IL

2016–17 Leadership Coach, Center for Leadership, Northwestern University, Evanston, IL

Professional Memberships

American Society for Theatre Research (**ASTR**)

Association for Theatre in Higher Education (**ATHE**)

International Federation for Theatre Research (**IFTR**)

Modern Language Association (**MLA**)

Shakespeare Association of America (**SAA**)

Association for Computers and the Humanities/Alliance of Digital Humanities Organisations (**ACH/ADHO**)

Association for Computing Machinery Special Interest Group on Computer Graphics and Interactive Techniques (**ACM SIGGRAPH**)

Humanities, Arts, Science, and Technology Alliance and Collaboratory (**HASTAC**)

Higher Education Video Game Alliance (**HEVGA**)

FILM AND THEATRE INDUSTRY

2006–10 Founder and Artistic Director, Muse of Fire: Shakespeare at Sloss theatre company and “Muse on Wheels” in-school workshop, Birmingham, AL

2005–06 Screenwriter, represented by Paradigm Talent Agency

2005 Director, Screenwriters’ Lab, Sidewalk Film Festival, Birmingham, AL

2003–05 Head of Script Development, Andrew Lauren Productions film company, New York, NY

2002–03 Creative Executive, Emerging Pictures film company, New York, NY