

# Ray Vichot

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## Education

- M.S. Digital Media, Georgia Inst. Of Tech. May 2009 (Expected)
- M.A. Cinema Studies, New York University. May 2006.
- Graduate Certificate in Culture and Media. New York University. May 2006.
- S.B. Comparative Media Studies, Massachusetts Inst. of Tech. June 2004

## Research Interests

- Culture and Media
- Ethnography of Online Communities
- East Asian Popular Culture and Globalization
- Critical Study of Cinema, Television, Sequential Art, and Games
- Social Media, Hacktivism, and Culture Jamming

## Work Experience

- Atlanta Gaming Examiner. Examiner.com. 8/2008-Present. Write about games and game design 3-4 times a week.
- Graduate Assistant. Georgia Institute of Technology. 8/2008-Present. Created a temporary redesign of the Ivan Allen College Website as well as redesigned the monthly newsletter. Working with Communications staff on a permanent visual and information redesign of the Ivan Allen College Site.
- SAT Instructor. Kaplan Test Prep, Inc. 8/2006-Present. Teach curriculum based on the Scholastic Achievement Test to Junior and Senior High School Students. Grade Exams and Essays and offer both in class and online guidance on both the exam and on college prep.
- Intern. PBS KIDS Interactive. 6/2008-8/2008. Designed and Implemented a Production Manual Website, provided QA and content-related feedback for new websites and games intended for PBS KIDS

shows premiering in the fall, and Created a Game Design and Production Document.

- Digital Media Master's Lab Manager. GA Tech. 9/2007-Present. Provided technical support for a 10 PC/ 12 Mac Lab along with associated technology or ~40 users.
- Projectionist/ Staff Member. George Amberg Film Study Center. NYU. 8/2005- 6/2006. Projected 16mm film and video for classes, checked out materials to students and professors, and logged new acquisitions into the center's database of materials.
- Research Assistant. Comparative Media Studies, MIT. 2002-2003. Developed presentations on media literacy for junior-high level students.

## **Publications**

### *Book Reviews*

- "Cheating: Gaining Advantage in Video Games" by Mia Consalvo. Resource Center for Cyberculture Studies. Forthcoming.
- "Half-Real: Video Games between Real Rules and Fictional Worlds by Jasper Juul". Game Culture Journal. Vol 1 No. 4. 2008.

### *Conferences*

- " 'A is for Unorthodox': Fan-Made Pastiche and the *AMV Hell* Project". Accepted for the 2009 National Popular Culture & American Culture Associations Conference. New Orleans. April 8-11, 2009.
- "'#convention @ irc.fan.net': Real and virtual loci of anime fan activity". Paper presented at the New Media Panel. 2006 NYU Cinema Studies Student Conference. New York University. February 24-25, 2006.
- "We Are Fighting Dreamers!: Anime Fan-Subtitling as an Agent for Fandom Growth." Paper presented at the Film and National Identities Panel. 2005 NYU Cinema Studies Student Conference. New York University. March 25-27, 2005.

### *Film*

- *Conventional Dress*. Documentary. Georgia Tech, 2008. Co-Director and Assistant Editor.
- *Costume Play*. Documentary. New York University, 2006. Directed and Edited.

### *Digital*

- *Journalism and Games Blog*. Website. Created by Ian Bogost. Researcher and Contributor. 2008-Present
- *Multiplayer Game and Virtual World Research Portal*. Website. Created by Celia Pearce and Ray Vichot. Responsible for Site Design and implementation. 2008-Present
- *PBS KIDS Website Production Manual*. Website. Created by Scott Cummings and Ray Vichot. Responsible for Site Design, New Content, and Layout. 2008.
- *Chutes and Ladders Identity Builder*. Interactive Multiplayer Game. Created by Sara Raasch, Bobby Schweizer, and Ray Vichot. Responsible for Scenario and Game Mechanic Design. 2008.
- *Comic Strip Creator*. Interactive Video Project. Created by Jisun An, Tanla Bilir, Adam Rice, and Ray Vichot. Responsible for concept, video production and editing. 2008.
- *Journey for Sedna*. Multiplayer adventure/puzzle game. Created by Andrew Knight, Jac Piette, Sara Raasch, and Ray Vichot. Georgia Tech. 2007. Responsible for scenario, puzzle design, and music. 2007.

### **Skills**

- Operating Systems: Windows, Mac OS X, Linux (Redhat, SUSE)
- Office Suite: MS Office, OpenOffice 2.0, Filemaker Pro
- Design: Adobe Suite, Wordpress, Moveable Type, HTML, CSS
- Video Editing/Compression: Premiere, After Effects, Final Pro, Avid Express

- Programming languages:Java, Javascript, PHP, SQL
- Languages: English/Spanish bilingual, Japanese (adv. intermediate), Mandarin(beginner)