

KATYA GORECKI, PhD

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EDUCATION

- **PhD, English**, Duke University, Spring 2020
 - Dissertation title: *"Split Reality: Virtual Worlds of American Culture 1692-2017"*
 - Analyzed U.S. cultural history to demonstrate that contemporary reactions to VR technologies emerge from pre-existing trends in art, media, and philosophy.
- **MA, Literary & Cultural Studies**, Carnegie Mellon University, 2013
- **BA, English (Highest Departmental Honors, Graduate Magna Cum Laude)**, The University of Illinois at Chicago, 2011
 - Phi Beta Kappa Member, Iota of Illinois (2012 – Present)

PROFESSIONAL EXPERIENCE

May 2020 – Present **Center for Academic Innovation at the University of Michigan**

Design Manager

- Leads scoping, design, and development of online educational experiences with learning experience design, media, marketing, and research teams in collaboration with faculty and corporate partners.
- Coordinate with team of 7 Design Managers to improve design and development processes aligning with CAI's mission and annual goals via Slack, Trello, and Google suites.
- Responsible for a portfolio of 8-12 projects in active development. Projects include,
 - Improving Academic Advising
 - Facilitated the assessment of student experiences of academic advising before and during COVID-19 with advising staff and CAI's research team.
 - Digital Technologies and the Future of Manufacturing
 - Four course series developed in collaboration with faculty from the Ross School of Business funded by Siemens. Implementing a new user persona development framework to address diversity and equity issues and developing an improved user beta-testing process to execute in summer of 2021.

Sept 2019 – May 2020 **Duke University Game Lab**

Game Design Fellow

- Created and tested game concepts based on dissertation research in collaboration with faculty mentors.
 - Conducted live observation sessions of gameplay and user interviews to inform design iteration.

Sept 2019 – May 2020 **Duke University Learning Innovation**

Digital Education Fellow

- Researched, scoped, executed, and evaluated multiple projects to create student-led design opportunities to promote the new Game Lab.
 - Led workshop series on game design, including designing and facilitating a workshop on the open game development platform, Twine.
 - Site manager and facilitator for the Duke University site of the Global Game Jam guiding students through iterative design processes and user testing.
 - Led user testing of GradeCraft, a game-based learning management system, in a class of 30 from January 2020-May 2020 including surveys in Qualtrics, faculty and student interviews, and monitoring platform use.

April 2019 – April 2020 **Dynasty.com by Appfolio**

Operator

- Monitored user interactions with an AI leasing system on a globally distributed, remote team of 30
 - Corrected AI language interactions with customers in real time to improve user experience and AI performance.

- Reported system malfunctions or abnormal AI behavior to team, supervisors, and engineering team via Slack and proprietary reporting systems.

Feb 2018 – Present Vox Populorum Podcast (voxpopcast.com)

Co-Founder & Contributor

- Co-hosts weekly podcast on pop-culture analysis to make academic debate among scholars and industry professionals accessible to the public.

Aug 2016 – June 2017 Duke University

Assistant Department Administrator, Department of English

- Graduate student assistant to department, advising program development and 3 tenure track faculty hires.

Aug 2016 – June 2017 Duke University

Instructor of Record

- Designed and taught introductory writing and literature course on interdisciplinary studies and analysis.
 - Fall 2017: Space after Sputnik: Science Fiction in American during the Space Age, introductory literature – undergraduate general education course.
 - Fall 2016: Science Fiction, Science Fact - freshman writing course.

Jan 2015 – May 2018 Duke University

Teaching Assistant

- Provided instructional support, including lesson planning, grading, student project management, and subject area research
 - Spring 2018 - America Dreams American Movies, Professor Mariana Torgovnick (Dept. of English)
 - Fall 2017 - The Environment in Literature, Law, and Science, Professors Saskia Cornes (Franklin Humanities Institute), Priscilla Wald (Depts. of English and Women's Studies), and Daniel Richter (Dept. of Environmental Science and Policy.)
 - Fall 2016 - Great Works of 20th Century American Literature, Victor H. Strandberg (Dept. of English)
 - Fall 2015 - Readings in Genre, Victor H. Strandberg (Dept. of English)

SELECTED CONFERENCES, LECTURES, AND PUBLICATIONS

- Book Chapter: "Executing Principles for Justice in Design: a Case Study of Police Brutality in the U.S. Teach Out" in *Using Open Educational Resources for Social Justice*, tentative release in late 2021
- Invited speaker: "Beyond the Research Paper: Game Design for the Classroom," Graduate Symposium on Innovative Pedagogy, 2020
- Paper: "Gamified Experience at Walden Pond," Society for Literature Science and the Arts, 2019
- Paper: "Antonin Artaud and the Violence of Virtual Simulation in BioShock: Infinite," Popular Culture Association/American Culture Association, 2019
- Paper: "Splitting the World: VR and Mixed Realism in the Salem Witchcraft Trials," North Eastern Modern Language Association, 2018
- Invited lecture: "The Worlds Around Us: Virtual Reality and the Construction of Alternative Realities," New Orleans Center for The Creative Arts, 2017
- Panel Organizer: "Pulp Fiction's Alternative Epistemologies," Popular Culture Association/American Culture Association" 2015
- Paper: "(Re)Creating the World: Possibilities of Authorship in Amazing Stories," Popular Culture Association/American Culture Association, 2015

HONORS & AWARDS

- Games and Culture Lab Game Design Fellow (2019-2020)
- Bass Digital Education Fellow (2019-2020)
- English Department Dissertation Fellowship (2018-2019)
- Preparing Future Faculty Fellow (2017-2018)
- Duke University Summer Research Fellowship (2017 & 2018)
- Thompson Writing Center Graduate Fellow, 2016