

## Jason Rhody

National Endowment for the Humanities  
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### EDUCATION

Ph.D., English Language and Literature. University of Maryland. College Park, MD 20742. 2010

Dissertation: "Game Fiction" Directed by Matthew Kirschenbaum

M.A., English Language and Literature. University of Maryland. College Park, MD 20742. 1999

B.A., English. James Madison University. Harrisonburg, VA 22807. 1996

### PROFESSIONAL EXPERIENCE

07/07-  
present **Senior Program Officer, Office of Digital Humanities**, National Endowment for the Humanities  
1100 Pennsylvania Avenue, Washington, D.C. 20506

- Collaborated on the creation of the Office of Digital Humanities (formally constituted on March 25, 2008). Developed and revised programmatic guidelines and policies. Formed partnerships and collaborative grant programs with national and international granting agencies, including the Institute for Museum and Library Services (IMLS), the National Science Foundation (NSF), the Department of Energy (DoE), the Joint Information Systems Committee (JISC) in the United Kingdom, and the German Research Foundation (DFG).
- Co-developed and managed peer review for multiple national grant programs including Digital Humanities Start-Up Grants and Digital Humanities Implementation Grants, among others.
- Designed and managed two international, bilateral collaborative grant opportunities with the United Kingdom and Germany (the JISC/NEH Transatlantic Digitization Collaboration Grants program and the DFG/NEH Bilateral Digital Humanities Program), resulting in matching funding for \$3.5 million US supporting digital humanities and library-based projects.
- Served as program officer for 100+ digital humanities grants, offering support and evaluative feedback on grant applications, evaluating project budgets, reading and offering feedback on interim reports, and publicizing projects through talks, workshops, blog posts, and consultations.
- Advised hundreds of potential applicants on standards, work plans, budgets, data management plans, and strategies for multiple digital humanities grant programs.
- Implemented robust outreach strategy to develop faculty, graduate student, and humanities professional awareness of the digital humanities and alternate careers in the humanities through online publications, workshops, and conference presentations.
- Funded bridge-building workshops –such as the Media Systems Workshop in Santa Cruz – to foster interdisciplinary, collaborative field growth.

06/03- 07/07 **Program Specialist, Division of Education, EDSITEment**, National Endowment for the Humanities  
1100 Pennsylvania Avenue, Washington, D.C. 20506  
<http://edsitement.neh.gov>

- Supported public/private partnership between NEH and the Verizon Foundation to support technology integration with K-12 humanities education.
- Developed, reviewed, edited, and evaluated written contributions to the EDSITEment K-12 education project to ensure their consistency with project goals and requirements.
- Recruited and supervised writers, solicited lesson plan and article ideas, and provided editorial feedback throughout the writing process.
- In collaboration with EDSITEment Director, developed project strategies, policies, and goals, as well as technical solutions for interface design, database development, and interactive tools.
- Detailed to the newly formed "Digital Humanities Initiative" beginning March 2007.

06/99-06/03 **Programs Coordinator**, Maryland Institute for Technology in the Humanities (MITH)  
University of Maryland, McKeldin Library, College Park, MD 20742  
<http://www.mith.umd.edu>

- Conceptualized, advised, and/or developed over one dozen collaborative digital projects.
- Guided creative team of programmers and scholars to complete complex, web-based humanities projects.
- Organized and/or contributed to a variety of events and digital humanities workshops for public audiences.
- Designed and debugged projects using HTML, CSS, JavaScript, PHP, and Flash; tested products for usability and accessibility.
- Created style guidelines, graphics, interfaces, and copy for scholarly humanities websites.
- Trained students, faculty, and administrators.

09/00-05/03 **Freelance Web Designer**

- Designed, developed, and debugged websites for nonprofit organizations.

06/98-05/99 **Technical Documentation Coordinator, Office of Information Technology**  
3331 Computer/Space Sciences Building, University of Maryland, College Park, MD 20742

- Wrote and edited complex IT documentation in collaboration with technical experts and users.
- Maintained and updated style guidelines in accordance with UMD policy.

09/96-08/97 **Engineer Technician, Jefferson Lab**  
12000 Jefferson Avenue, Newport News, VA 23606

- Built, tested, repaired, and installed sub-atomic particle detectors.
- Supervised up to eight employees while maintaining a strict production schedule.

## PUBLISHED WORK

### Online

- "The Boolean Logic of the Digital Humanities." Invited response. MediaCommons: A Digital Scholarly Network. April 2013. <http://mediacommons.futureofthebook.org/question/what-are-differentiations-and-intersections-media-studies-and-digital-humanities/response/b>
- "Error, Interface, and the Myth of Immersion." Riposte. Invited submission. *Electronic Book Review*. March 2008. <http://www.electronicbookreview.com/thread/firstperson/poprip>

### Reports

- "JISC and NEH Transatlantic Digitisation Collaboration Grants: A Briefing Paper." With Alastair Dunning. JISC. London, UK. April, 2008. [http://www.jisc.ac.uk/media/documents/programmes/digitisation/neh\\_briefing\\_v1\\_final.pdf](http://www.jisc.ac.uk/media/documents/programmes/digitisation/neh_briefing_v1_final.pdf)

### Reviews

- "Review: The Video Game Theory Reader." *Resource Center for Cyberculture Studies*. March 2006. <http://rccs.usfca.edu/bookinfo.asp?BookID=297&ReviewID=369>

### Conference Proceedings

- "Game Fiction: Playing the Interface in *Prince of Persia: The Sands of Time* and *Asheron's Call*." Digital Games Research Association 2005 Conference Proceedings. CD-ROM. June 2005.

## SELECTED LECTURES, CONFERENCE PAPERS, and PRESENTATIONS

- "Digital Humanities and Media Studies: Exploring the Intersections." Workshop panel. Society for Cinema & Media Studies. With Anne Balsamo, Dene Grigar, Noah Wardrip-Fruin, and Lauren Klein. March 2014.
- "U.S. National Investment in the Future of Games?" Roundtable. Game Developer's Conference. San Francisco, CA. March 2014.

- “A Tale of DH, Jobs, a Fish and a Droid.” Panel: “Digital Humanities.” Understanding Your Degree and How to Use it in the World conference. Catholic University. April, 2013.
- “Scaling and Sharing: Data Management in the Humanities.” Roundtable. Modern Language Association Annual Convention. Boston, MA. Jan, 2013.
- Participant and speaker. “Media Systems Workshop.” Co-funded by NSF, NEA, NEH, and Microsoft Research. August 2012.
- “Emerging Genres, Progressive Readings: Games, Fiction, and Narrative Play.” Panel: Close Playing: Literary Methods and Video Game Studies. Modern Language Association Annual Convention. Seattle, WA. Jan, 2012.
- “#alt-ac: The Future of Alternative Academic” Careers.” Roundtable with Donald Brinkman, Microsoft Research; Neil Fraistat, Univ. of Maryland, College Park; Robert Gibbs, Univ. of Toronto; Charles Henry, Council on Library and Information Resources; Bethany Nowviskie; Elliott Shore, Bryn Mawr Coll. Modern Language Association Annual Convention. Seattle, WA. Jan, 2012.
- “Getting Started in Digital Humanities.” DHCommons Workshop. Modern Language Association Annual Convention. Seattle, WA. Jan 2012.
- Public forum: “Archives and Cultural Memory.” Media in Transition 7. With Frank Marchese (Pace Digital Gallery), Julia Noordegraff (University of Amsterdam), and Nick Montfort (MIT). Cambridge, MA. May 2011. Audio: [http://cms.mit.edu/news/2011/05/mit7\\_archives\\_and\\_cultural\\_memory.php](http://cms.mit.edu/news/2011/05/mit7_archives_and_cultural_memory.php)
- “#alt-ac: Alternate Academic Careers.” Digital Scholarship Workshop. Emory University (via Skype). With Bethany Nowviskie. February 16, 2011.
- “Outside Academia: Professional Paths after Graduate School” Roundtable with Joy Heyrman (The Walters Art Museum), José Enrique Idler (Ernst & Young, LLP), Michael Petersen (Defense Intelligence Agency). University of Maryland, College Park. March 30, 2010.
- “Links and Kinks in the Chain: Collaboration in the Digital Humanities” Roundtable with Jason B. Jones, Central Connecticut State Univ.; Laura C. Mandell, Miami Univ., Oxford; Bethany Nowviskie, Univ. of Virginia; Timothy B. Powell, Univ. of Pennsylvania. Modern Language Association Annual Convention. Philadelphia, PA, 2009.
- “Outside Academia: Professional Paths after Graduate School” Roundtable with Christy Regenhart, Sally Shelburne, and Michael Petersen. University of Maryland, College Park. April 29, 2009.
- “Why Take Games Seriously? Digital Humanities and the Study of Games.” *Digital Humanities 2007*. University of Illinois, Urbana-Champaign. June 2007.
- Invited speaker, “Taking Games Seriously: The Impact of Gaming Technology in the Humanities.” *DC Area Technology & Humanities Forum*. Georgetown University. May 2006.
- “Game Fiction: Playing the Interface in *Prince of Persia: The Sands of Time* and *Asheron's Call*.” *Changing Views: Worlds in Play. Digital Games Research Conference*. June 2005.
- “/Em Speaks, Or Textual Practices, Online Communication, And Asheron's Call.” *Association of Internet Researchers 4.0 Toronto 2003: Broadening the Band*. October 2003.
- “Adventure, Quests, and Calls: Narrative and Performance in Online Games.” *Constructing Cyberculture(s): Performance, Pedagogy, and Politics in Online Spaces*. University of Maryland, College Park. April 2001.
- “MITH-Making” With Charles Lowry. *Coalition for Networked Information (CNI) Spring 2001 Task Force Meeting*. Washington, DC. April 2001.
- “Narrative, Culture, and Online Gaming.” With Donald Snyder. *Digital Dialogues Interactive Innovations in Gaming* roundtable, sponsored by the Maryland Institute for Technology in the Humanities, February 2001.
- “Making MITH a Reality: The Maryland Institute for Technology in the Humanities, Year Two.” *Association for Literary and Linguistic Computing and the Association for Computing and the Humanities*, University of Glasgow. With Martha Nell Smith, Charles Lowry, Neil Fraistat, Jo Paoletti, and Lisa Antonille. July 2000.
- “Encoding, Documentation, and Junior Writing.” *7th Annual Teaching With Technology Conference*. Office of Information Technology. University of Maryland. April 2000.
- “Page What? Making Sense of Web Page Editors.” *State of the Arts: Production, Reception, and Teaching in the Digital World*. University of Maryland, College Park. October 1998.

## GRANT WORKSHOPS

Indiana University (March 2008); Indiana University Purdue University Indianapolis (March 2008); Chicago Digital Humanities & Computer Science Colloquium. Chicago, IL (Nov 1-3, 2008); Independent Colleges Office Liaison Meeting, Washington D.C. (November 2008); Modern Language Association. San Francisco, CA (Dec 27-31, 2008); THATCamp. George Mason University. Fairfax, VA (June 27-28, 2008); Modern Language Association Annual Convention, Philadelphia, PA (2009); University of Buffalo (October 2010); Society for Textual Scholarship, Penn State (March 2011); Modern Language Association, Seattle, WA (2012); DH Commons Workshop, Northeastern University (with John Unsworth), Boston, MA (2013); Modern Language Association, Boston, MA (2013); Modern Language Association, Chicago, IL (2014).

## CONFERENCE PLANNING / ORGANIZATION

Co-organizer: Start-Up Grant Project Directors Meeting 2008; Start-Up Grant Project Directors Meeting 2009; Start-Up Grant Project Directors Meeting 2010 (1 day meeting, open to public, 100+ participants); Digging into Data Conference, June 2011 (2 days, 170+ participants); Start-Up Grant Project Directors Meeting 2011 (1 day meeting, open to public, 100+ participants); Start-Up Grant Project Directors Meeting 2012 (1 day meeting, open to public, 100+ participants).

## AREAS OF TEACHING AND RESEARCH SPECIALIZATION

Digital humanities; video game studies; 20<sup>th</sup>-century American literature; narratology; software and platform studies; electronic literature; textual studies and electronic editing; media studies; cyberculture.

## TEACHING EXPERIENCE

Lecturer, Department of English, University of Maryland

For each course (with the exception of ARHU 298D), I held full responsibility for syllabus design and teaching. Courses included:

- English 278: Literature in a Wired World. Fall 2002
- Arts & Humanities 298D: Special Problems in Arts and Humanities – Digital Directions. Summer 2002
- English 467: The Computer and the Text. Fall 2000

Peer Training Instructor, Office of Information Technology, University of Maryland

- Taught courses on computing topics such as HTML, Unix, Adobe PageMaker, web technologies, and website evaluation. June 1998 - May 1999

## AWARDS

- National Endowment for the Humanities Special Act Award. November 2011.
- National Endowment for the Humanities Educational Opportunities for Career Development (EOCD) Award. (3 awards in FY2007, 2008, & 2009)
- National Endowment for the Humanities Special Act Award. May 2006.
- National Endowment for the Humanities Staff Independent Study, Research, and Development Award. July 2005-2006
- Goldhaber Travel Grant, University of Maryland. Spring 2005
- Graduate Student Travel Grant, English Department, University of Maryland. October 2003
- Distinguished Teaching Assistant Award, Center for Teaching Excellence, University of Maryland. 2002-2003
- University of Maryland Award for Innovation in Teaching with Technology, with Martha Nell Smith, Katie King, Joe Paoletti, and David Silver. April 2000

## ACADEMIC SERVICES AND ACTIVITIES

- Reviewer, Digital Humanities Conference 2012- 2014
- Member, Modern Language Association, 1998 to present

- Member, Academic Dissemination Sub-Committee, Electronic Literature Organization, Preservation/Archiving/Dissemination project, 2002 to 2005
- Graduate English Organization, University of Maryland, 1997 to 2003
- Technology Coordinator, Graduate English Organization, University of Maryland, 2002 to 2003
- Member, Technology Support Staff Search Committee, Department of English, January 2001
- Member, Evaluation Committee, Maryland Institute for Technology in the Humanities, 2000 to 2003
- Faculty Assembly Representative, Graduate English Organization, University of Maryland, Fall 1999 to 2001

## **REFERENCES**

Available upon request.