

curriculum vitae

BOBBY SCHWEIZER

address

School of LCC
686 Cherry St NW
Atlanta, GA 30332

tel 404.939.0742

email bobby.schweizer@gmail.com

url <http://www.bobbyschweizer.com>

education

Georgia Institute of Technology
Ph.D., Digital Media

Atlanta, GA
Expected May 2013

Georgia Institute of Technology
MS, Digital Media

Atlanta, GA
May 2009

University of Virginia
BA, Media Studies and American Studies

Charlottesville, VA
May 2006

teaching experience

LCC 3404: Designing for the Internet (Spring 2010)

An introduction to the theory and practice of effective communication on the Internet through the webpage design. Created a syllabus to teach HTML and CSS, visual design for the web, principles of usability, effective methods of critique, and the installation and implementation of blogging software, as well as developed assignments to test students' knowledge of concepts as they were presented.

published works

Bogost, Ian, Simon Ferrari, and Bobby Schweizer. *Newsgames: Journalism at Play*. Under review with MIT Press. Expected publication 2010.

Bogost, Ian, Simon Ferrari, and Bobby Schweizer. "Newsgames." In *News Online: Transformation and Continuity*, edited by Graham Meikle and Guy Redden. London: Palgrave, forthcoming.

georgia institute of technology research

Newsgames (August 2008—current)

Funded by from the John S. and James L. Knight Foundation, this research project seeks to understand the ways videogames can be used in the field of journalism, providing examples, theoretical approaches, speculative ideas, and practical advice about the past, present, and future of videogames used for journalism.

Supervisor: Dr. Ian Bogost

Aperio: Games and Spaces (August 2009—current)

Coordinate meetings, presenters, and research in the Experimental Games Lab, a research group that studies the properties of spatial media, both digital and physical. Areas of interest include digital games, virtual worlds, urban environments, public places, theme parks, locative media, alternate reality games, and architecture.

Supervisor: Dr. Celia Pearce

Experimental Television Lab (August 2008—May 2009)

Developed two set-top cable box applications, from inception and mock-ups through implementation and demo. The first was an interface for group viewing of online videos set in a virtual movie theater. The second was a framework of swappable utilities for monitoring, tagging, and commenting on remote video.

Supervisor: Dr. Janet Murray

Imagination, Computation, & Expression Studio/Lab (January 2008—May 2008)

Designed and maintained studio website, coordinated a undergraduate research project, and researched identity and character representation in video games.

Supervisor: Dr. D. Fox Harrell

professional experience

School of Literature, Communication, and Culture (Summer 2009)

Web Designer, Georgia Institute of Technology

Redesigned and reorganized of the LCC website at the Georgia Institute of Technology. Turned a Photoshop template into a flexible HTML, CSS, and PHP page, while focusing on information architecture and the organizational demands of a large institution.

Virtual Atlantic Inc. (November 2006—July 2007)

Website Launch Specialist, Tysons Corner, VA

Collected and integrated content from clients for new projects and assisted project development from inception to launch. Prepared Photoshop designs as HTML/CSS templates and integrated client content, worked with clients to revise projects, and fulfilled website maintenance requests.