

# Philip Miletic

(226)-750-5174 | philip.a.miletic@gmail.com | pmiletic.com

## Educational Background

- 2018      PhD, English University of Waterloo, Waterloo, Ontario  
Dissertation: “Only Connect: The Virtual Communities of Gertrude Stein and David Foster Wallace.”  
Committee: Dr. Aimée Morrison, supervisor; Dr. Kevin McGuirk; Dr. Marcel O’Gorman
- 2012      MA, English (Text/Community/Discourse)  
Brock University, St. Catharines, Ontario, Canada  
Major Research Project: “Let It Treble in Your Silence Still: Seeking Community in Silent Spaces in David Foster Wallace’s *Infinite Jest*”  
Committee: Dr. Tim Conley, Supervisor; Dr. Rob Alexander, reader.
- 2011      BA (Honours), English  
Brock University, St. Catharines, Ontario, Canada

## Publications

### Articles in Refereed Journals

- Miletic, Philip. “Playing an Automedia Game: *Cibele* and Reconceiving Games Beyond Militaristic and Misogynist Conventions.” *Biography*. Forthcoming, Spring 2019.
- Miletic, Philip. “Octavia E. Butler’s Response to Black Arts/Black Power Literature and Rhetoric in *Kindred*.” *African American Review*. 49.3 (2016). Print.
- Miletic, Philip. “Hashtagging Gaddis: #OccupyGaddis’s Residual Adoption of William Gaddis’s *J R*.” *Canadian Review of American Studies*. 46.2 (2016). Print.
- Miletic, Philip. “The Biopolitical Animal: The Possibility of Posthumanist Ethics in Grant Morrison’s *We3*.” *International Journal of Comic Art*. Vol 15.2 (Fall 2013). Print.

### Articles Submitted and Under Review at Refereed Journals

- “The Social Practice of “Fun-tography”: A Media Archeological study of Nintendo’s Game Boy Camera and the Social Practice of Play in Photography. *Configurations*. Submitted February 2019.

## Non-Refereed Publications

Miletic, Philip. "'You are not alone': The Unlikely Intersection between *Dark Souls*, Burial, and...Writing the Dissertation." *firstpersonscholar.com*. First Person Scholar. Web. 2017.

Miletic, Philip. "Rewriting Gertrude Stein." *englishatwaterloo.wordpress.com*. Words in Place. Web. 2016.

## Selected Reviews

Miletic, Philip. "A Review of the Video Game Debate: Unravelling the Physical, Social, and Psychological Effects of Digital Games." Rev. of *The Video Game Debate: Unravelling the Physical, Social, and Psychological Effects of Digital Games* by Rachel Kowert and Thorsten Quandt. *firstpersonscholar.com*. First Person Scholar. 2016. Web.

Miletic, Philip. "Transmissions and Translations." Rev. of *Transmitter and Receiver* by Raoul Fernandes and *Magyarázni* by Helen Hajnoczky. *canlit.ca*. Canadian Literature. 2016. Web.

Miletic, Philip. "Persuasive Games: The Expressive Power of Videogames." Rev. of *Persuasive Games* by Ian Bogost. *firstpersonscholar.com*. First Person Scholar. 2015. Web

Miletic, Philip. "Old Hats, New Heads." Rev. of *Glad and Sorry Seasons* by Catherine Chandler, *Old Hat* by Rob Winger, and *The Order In Which We Do Things: The Poetry of Tom Wayman* by Tom Wayman. *canlit.ca*. Canadian Literature. 2015. Web

## **Critical Media Projects/Digital Art**

Critical Media Lab. "Digital Rituals." Contemporary Art Form Kitchener and Area (CAFKA). Kitchener. June 2018. URL: <https://www.cafka.org/cafka18/critical-media-lab-digital-rituals>

- Designed the participatory art installation with Critical Media Lab members to create a "funeral home" for participants' dead cell phones
- Co-hosted the majority of the installation, receiving participants and taking them through the required steps of the installation
- Co-ran the 3D scanning and printing of participants' dead cell phones

Miletic, Philip and Stephen Trothen. "A Chording to Chance." *XDM Exhibition*. Critical Media Lab. University of Waterloo. April 2018.

- Conceptualized theoretical and literary underpinnings for the purposes of the project that engages with Stéphane Mallarmé's *Un coup de dés jamais n'abolira le hasard*
- Designed a chorder keyboard using a 3D Printed case and buttons, fitted with Arduino components, for participants to interact with the project

Miletic, Philip and Stephen Trothen. "Album." *XDM Exhibition*. Critical Media Lab. University of Waterloo. May 2017.

- Collaborated with partner in creating a generative sound piece through the Max/MSP program; programmed music to "deteriorate" in quality as participants scrolled faster through the feed
- Employed CSS modifications to blur Instagram's web browser in order to create an impressionistic feel to the social media feed that complemented the music

Critical Media lab. "Every day I am a Train." CAFKA. Kitchener. June 2016.

- Recruited public participants to act "like a train" for a video art installation co-created with members from the Critical Media Lab
- Co-constructed the set and lighting for the installation
- Provided instruction, filming participants with three digital camera with other collaborators

Miletic, Philip. "Poor Yoricks' Summer." *poorsummer.wordpress.com*. May – September, 2016.

- Managed an online *Infinite Jest* reading group via blog and twitter to understand the affect of an online *Infinite Jest* reading group and the autobiographical disclosures these groups produce
- Recruited and provided instruction and support for four "guides," who would write weekly blog post on respective week's pages of David Foster Wallace's *Infinite Jest*, and guests
- Implemented a thorough reading and blogging schedule that replicated the online reading group of my study, *Infinite Summer*, to understand the medium-specific affordances and constraints

Miletic, Philip and Stephen Trothen. "Everybody's *Everybody's Autobiography*. XDM Exhibition. Critical Media Lab. University of Waterloo. May 2016. URL: <https://www.youtube.com/watch?v=0-940nj1ps>

- Designed a radio installation in order to critically investigate the orality/aurality of Gertrude Stein's writing and connect this investigation to her experiences with radio
- Retrofitted 1930s radio with electronics and Arduino microcontroller so that radio material components and computer program worked in tandem with each other
- Organized several recording sessions with collaborators, and then implemented those recordings into Max/MSP program so that recordings could be "tuned" from reader to reader

## Presentations

Miletic, Philip. "I am not enjoying this book': Oppositional auto/biographical writing in online *Infinite Jest* reading group blogs." *ACH*. Pittsburgh (PA). US. July 2019. Accepted.

Morrison, Aimée and Philip Miletic. *Paper currently untitled*. *ACH*. Pittsburgh (PA). US. July 2019. Accepted.

Miletic, Philip. "The Biographies of Past Phones: A Reflection on the Critical Media Lab's 'Digital Rituals' exhibit at CAFKA 2019." *R-CADE*. Rutgers University, Camden (NJ). US. April 2019.

Miletic, Philip. "*Cibele* and the Genre of Automedia Games." *Canadian Games Studies Association*. Regina (SK). 2018.

Miletic, Philip. "The Ritual of 'Funtography': A Media Archeological Approach to Nintendo's Gameboy Camera and the Ritual of Play in Photography." *R-CADE*. Rutgers University, Camden (NJ). US. 2018.

Cronin, Keely, and Philip Miletic. "MREs and Affective Citizenship." *Bibliographical Society of Canada*. Ryerson University, Toronto (ON). Canada. 2017.

Miletic, Philip. "Tender Vibrations: The Vibratory Nexus of Gertrude Stein's *Tender Buttons*." *ACCUTE*. Ryerson University, Toronto (ON). Canada. 2017

Miletic, Philip. "The Rhetoric of Democracy and Community in David Foster Wallace and Online Virtual Communities." *DFW 16*. Illinois State University, Normal (IL), United States. 2016.

Miletic, Philip. "'and now everybody will do theirs': Remediating Gertrude Stein's *Everybody's*

*Autobiography as a radio event.*" ACCUTE. University of Calgary, Calgary (AB), Canada. 2016.

Miletic, Philip. "Only Connect: The Virtual Communities of Gertrude Stein and David Foster Wallace." 3 *Minute Thesis*, faculty heat. University Of Waterloo. March 2016.

Miletic, Philip. "The Autobiographical Writing of *Infinite Jest* Reading Group Blogs." *DHSI Colloquium*. University of Victoria, Victoria (BC), Canada. 2015.

Miletic, Philip. "American New Sincerity and (Virtual) Community: Disembodiment and Community in David Foster Wallace's *Infinite Jest*." ACCUTE. University of Ottawa, Ottawa (ON), Canada. 2015.

Miletic, Philip. "Hashtagging Gaddis: #*OccupyGaddis*'s Residual Adoption of William Gaddis's *JR*." ACCUTE. Brock University, St. Catharines (ON), Canada. 2014.

Miletic, Philip. "Stopping Biological Clocks: The Biopolitical Economy of Time in Rian Johnson's *Looper*." *Pacific Ancient and Modern Language Association*. San Diego (CA), USA. 2013.

Miletic, Philip. "The Biopolitical Animal: The Possibility of Posthumanist Ethics in Grant Morrison's *We3*." *Decentering the Human Subject*. SAGE Colloquium. University of Waterloo, Waterloo (ON), Canada. 2012.

## Panels

Morrison, Aimée and Philip Miletic. "Up Close and Personal: Ethical Social Media Research in a Distant and Big Data World." *ACH*. Pittsburgh (PA). US. July 2019.

Fan, Lai-Tze, Meg Honsberger, Jason Lajoie, and Philip Miletic. "Infrastructures and Rituals of Trash [Panel and Workshop]." *R-CADE*. Rutgers University, Camden (NJ). US. April 2019.

## Teaching Experience

### Independent Instruction

#### Digital Lives

(Fall 2016, 2017, 2018; Winter 2019)

University of Waterloo, ON

- Designed syllabus to offer an examination of how digital communication technologies create and promote online identities and social spaces
- Modelled lessons and scaffolded assignments to build core competency in the fields of rhetoric and medium-specific analysis
- Integrated experiential learning into instruction, group work, and assignments to elicit authentic self-reflection in regards to media consumption and online presence
- Encouraged students to creatively investigate and communicate the historical and cultural contexts of media and media use through presentations and assignments
- Offered students to participate in local campus or city events related to the class, such as Kitchener's Night\Shift placehacking festival

## **The Super Hero**

(Winter 2018)

University of Waterloo, ON

- Designed syllabus to critically examine the superhero figure in comics, film, games, and TV, focusing on the intersections of race, gender, class, and disability
- Created writing-intensive, low-stakes weekly blog writing assignment, integrating students' comments into my lecture material, much to students' satisfaction
- Developed low-to-high stakes written assignments to develop core competencies in close reading and critical analysis of comics, film, games, and TV
- Provided preliminary feedback for presentations, fostering engaging oral presentations that effectively held discussion questions

## **Introduction to Academic Writing**

(Winter 2015; Fall 2015; Fall 2018)

University of Waterloo, ON

- Customized syllabus to include (digital) media design and rhetorical analysis to introduce and develop skills in academic writing for students
- Fostered a comfortable and positive environment for peer-editing, offering hands-on support and providing instruction for giving and receiving feedback
- Evaluated students' scaffolded written assignments with encouraging feedback to motivate students to improve their written comprehension in an academic context
- Implemented mid-semester instructor evaluation in order to ensure that I am meeting the students' demands and needs and to self-assess myself

## Teaching Assistant

### **Professional Communication Skills in Pharmacy Practice**

(Winter 2019)

- Provided constructive feedback on Pharmacy students' writing, ensuring that technical concepts are comprehensive to non-experts and patients
- Developed a strong understanding of communication skills required within the field of Pharmacy

### **Introduction to Academic Writing**

(Winter 2014, online ; Fall 2014)

University of Waterloo, ON

- Identified key concepts of professor's lectures and ensured students understood and implemented these concepts in their work through activities and inquiry
- Facilitated seminar discussions and group writing activities by incorporating discussion and writing prompts

### **Communications in Math and Computer Science**

(Fall 2013)

University of Waterloo, ON

- Articulated the key components of written and oral communication to students in Math and Computer Science
- Assessed oral communication and team collaboration in a mock professional setting for group presentations, providing detailed feedback on presentation skills

## Forms, Themes, and Approaches

(Sept. 2011 – April 2012; Sept. 2012 – April 2013)

Brock University, ON

- Guided students in seminars through the various approaches to studying and analyzing fiction and poetry
- Motivated students to perform scholarly research on their own, utilizing the library's resources and online databases

## Professional Activity

**Career Leader**, Centre for Career Action | Waterloo, ON

May 2017-October 2018

- Motivated students from multiple disciplinary backgrounds to feel confident towards their career documents and the strengths of their writing and speaking skills
- Provided one-on-one written and oral feedback in 15-minute drop-ins on résumés and cover letters, communicating the persuasive strategies of writing career documents
- Demonstrated outstanding listening skills and attention to detail during job mock interviews in 15-minute drop-ins, offering immediate constructive feedback
- Supervisor praised my "ability to connect with students and tailor advice to their specific needs"

**Exec Member**, Critical Media Lab | Waterloo, ON

June 2016-Present

- Planned, organized, and ran community-oriented digital art projects in downtown Kitchener with fellow exec members and the Lab Director
- Communicated to the public instructions and the underlying ideas of the art projects and workshops that the lab organizes in a clear and accessible manner
- Collaborated on designing and making weekly workshops and talks around the topics of thinking critically about media and maker culture

**Book Reviews Editor**, *First Person Scholar* | University of Waterloo

Aug 2016 - Aug 2017

- Managed the Book Reviews section by curating and soliciting monthly book reviews, maintaining gender parity in contributors and highlighting feminist games studies books
- Established communications with prominent academic publishers in games studies in order to receive advance copies of books that reflected publication's interests
- Provided instruction to associate editor and copy editors on delivering proper and timely written feedback on contributor's writing
- Evaluated contributors' book review submissions, providing detailed constructive feedback to improve the quality of the review, as well as its suitability for the publication

**Associate Editor of Commentaries**, *First Person Scholar* | University of Waterloo

Aug 2015 – Aug 2016

- Collaborated with Section Head Editor on delivering consistent feedback to contributors in order to firmly establish the aesthetics of the Commentary Section as accessible and journalistic
- Corresponded with the other sections of *FPS* in monthly meetings and through Slack to manage publication schedule, discuss any discrepancies, and/or to provide update on articles' statuses

## Academic Service

Vice President for Student Associate of Graduates in English (SAGE)

May 2016 - June 2017

Internal Communications Officer for SAGE

June 2015 - May 2016

Graduate Student Association Representative for SAGE

June 2014- June 2015

## Professional Development

“Making at the Intersection.” *DH@Guelph Summer Workshops*. University of Guelph, Ontario. May 2018.

“Fundamentals of University Teaching.” *Centre for Teaching in Excellence*. University of Waterloo, Ontario. Completed May 2018.

“Introduction to Pedagogy in the Digital Humanities.” *DH@Guelph Summer Workshops*. University of Guelph, Ontario. May 2017.

“Understanding the Pre-Digital Book.” *Digital Humanities Summer Institute*. University of Victoria, British Columbia. June 2015.

## Research Appointments

**Research Assistant** to Dr. Aimée Morrison | University of Waterloo Aug 2017 – April 2018

- Compiled academic articles on Black Twitter and Critical Race Studies to ensure the intersectionality of Dr. Morrison’s bibliography in her paper on hashtag activism
- Tested various webscraping tools to ascertain which tools are best for producing data on hashtags that can then be then interpreted by humanist scholars
- Developed rhetorical and analytical strategies of researching hashtags beyond Big Data analysis, and now co-writing a paper based on this work

**Research Assistant** to Dr. Adam Dickinson | Brock University 2012-2013

- Summarized scientific articles on certain bacteria and pollutants to convey the most relevant information for poetry project on how the environment writes on the human body

**Research Assistant** to Dr. Sherryl Vint | Brock University 2012

- Navigated multiple encyclopedic books on Science Fiction film and TV to create a thorough and exhaustive list of Science Fiction films and TV shows

## Selected Awards

SSHRC Joseph-Armand Bombardier CGS - Doctoral Award (\$105,000) 2015-2018  
University of Waterloo

President’s Graduate Scholarship (\$10,000 per anum) 2015  
University of Waterloo

DHSI Tuition Scholarship (\$800) 2015  
University of Victoria

English Graduate Senate Award (\$500) 2014  
University of Waterloo

University of Waterloo Doctoral Scholarship 2013  
University of Waterloo

Dean of Graduate Studies Spring Research Fellowship (\$3000) 2012  
Brock University

## Research Statement

My research addresses cultural expressions and imaginations of technology through the intersections of life writing, media archeology, and 20<sup>th</sup> American literature. Often through collaboration, my research methods include research creation through critical media projects, the study of new media materialities, feminist ethics of care, and close reading of aesthetic and poetic expressions surrounding specific media. These methods provide an interdisciplinary portfolio of research that addresses the complexities of new media narratives and history. I am currently publishing parts of my dissertation into peer-reviewed articles, as well as writing articles related to: digital life writing, social media studies, game studies, and modernist radio studies.

Entitled “Only Connect: The Virtual Communities of Gertrude Stein and David Foster Wallace,” my dissertation argues that popular rhetoric and literary narratives of early radio and the early internet share common discursive and material understandings of democratic participation and access. The articles that are to be submitted focus on my dissertation’s contributions to Mass Reading Events and American Radio Modernism. My article on *Infinite Jest* reading group blogs argues that readers use life narratives to make meaning about the books they read and to negotiate the power structures of these reading groups that enforce gendered and normative reading practices. My article on the critical media project, “Everybody’s *Everybody’s Autobiography*,” contributes to scholarship on Gertrude Stein’s orality and American radio Modernism. From this project, especially, I plan on expanding upon my work on American radio Modernism to include various imaginations and uses of radio among Black American Modernist writers. These projects address the lacuna in Radio Modernism studies that is mostly focused on European radio.

My current work builds upon my interests in media archeology, social media studies, and digital life writing. I have an article under review on the Game Boy Camera that is a media archeological analysis of the concept of “play” in photography, situating the Game Boy Camera within a history of photographic play. As first author, I am co-writing a paper on the ethics of scholarly engagement with social media content that proposes a feminist ethics of careful and collaborative relationships with social media subjects. My main current research focus is autobiographical video games. My forthcoming essay in the

Spring 2019 issue of *Biography* builds upon the concept of “automedia” in life writing studies and applies it to autobiographical games. In that essay, I establish a framework for studying autobiographical games in life writing studies and analyze the ways autobiographical games can challenge and subvert toxic conceptions of video games and video game experiences. The publication of this article is a starting point of a larger project on life writing and games that I plan on developing in subsequent essays. My commitments to the interdisciplinary understanding of new media narratives and history recognizes the discursive and material uses, imaginations, and expressions of media and media consumption practices. I carry forward this commitment in my current main project on autobiographical video games. Autobiographical games have become increasingly more common over the last couple years. On one hand, this surge of autobiographical games is the result of more accessible game development tools; on the other hand, these autobiographical games are responding to the toxic culture of games that seek to erase and delegitimize the lives and experiences of marginalized individuals. The articles I am writing work towards a book project that addresses the complexities and politics of autobiographical video games, as well as providing a theoretical framework to study the life narratives in and around video games. The book, tentatively titled *Playing a Life*, will make a substantial contribution to both life writing studies and games studies, putting these two fields into closer and productive conversation.