

Erik A. Evensen, MFA

CURRICULUM VITAE

he/him

PROFESSOR *of* DESIGN

Department of Design, School of Art and Design
College of Arts & Human Sciences
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EDUCATION

M.F.A. Design, 2009

Ohio State University | Columbus, OH

EMPHASIS: Design Research & Development; Visual Communication Design

COMMITTEE: Peter Kwok Chan, Paul Nini, Elizabeth B.-N. Sanders

P.B.C. Studio Art, 2005

School of the Museum of Fine Arts at Tufts University | Boston, MA

B.A. Studio Art, 2001

University of New Hampshire | Durham, NH

ACADEMIC APPOINTMENTS

University of Wisconsin-Stout | Menomonie, WI

Professor, Department of Design, 2023–present

Associate Professor, Department of Design, 2018–2023 (*tenured 2019*)

Assistant Professor, Department of Design, 2013–2018

Ohio State University | Columbus, OH

Visiting Faculty (fixed-term), Department of Design, 2012–2013

Graduate Teaching Associate, Department of Design, 2007–2009

Bemidji State University | Bemidji, MN

Adjunct Faculty, Department of Technology, Art, & Design, 2010–2011

York County Community College | Wells, ME

Adjunct Faculty, Digital Media Program, 2005–2006

ACADEMIC LEADERSHIP

University of Wisconsin-Stout | Menomonie, WI

Program Director, B.F.A. in Illustration, 2024–present

Program Director, M.F.A. in Design, 2019–2025

Program Director, B.F.A. in Industrial & Product Design, 2016–2018

Coordinator, Color Specialization (*interdisciplinary minor*), 2013–2016

Ohio State University | Columbus, OH

Design Foundations Coordinator, Department of Design, 2012–2013

PROFESSIONAL MEMBERSHIPS

AIGA American Institute for Graphic Arts

IDSA Industrial Designers Society of America

CSS The Comics Studies Society (*founding member*)

DESIGN PRACTICE

Evensen Creative | Consultancy

Concurrent freelance practice, 2001–present

Vital | Portsmouth, NH

Senior Designer, 2005–2006

Connection | Merrimack, NH

Graphic Designer, 2002–2005

Third-Generation Design | Durham, NH

Junior Graphic Designer, 2001–2002 (contract)

Brown & Company Design | Portsmouth, NH

Design Intern, 2001; recurring freelance, 2001–present

RECOGNITION, ACADEMIC

- 2025 Nominee, Outstanding Research Mentor, *UW-Stout*
- 2024/5 **Stout Standout**, *UW-Stout*
- 2024 Nominee, Outstanding Research Mentor, *UW-Stout*
- 2023/4 **Stout Standout**, *UW-Stout*
- 2023 Nominee, Outstanding Graduate Faculty, *UW-Stout*
- 2022 **Outstanding Teaching Award**, *UW-Stout College of Arts & Human Sciences*
- 2020 **Sabbatical** (*full-year, 2020–2021*)
- 2019 **Faculty Ally**, *UW-Stout Rainbow Graduation (The Qube)*
- 2018 Nominee, Outstanding Graduate Faculty, *UW-Stout*
- 2008 **The Honor Society of Phi Kappa Phi**, *Ohio State University chapter*
- 2007 **Graduate Teaching Associateship**, *Ohio State University*
- 2004 **SMFA Post-baccalaureate Grant**, *School of the Museum of Fine Arts, Boston*

RECOGNITION, CREATIVE

- 2024 **Origins Attendee Fan Favorite Award** (*for Distilled*)
- 2024 **Shortlist**, Communication Arts Design Awards (*Category: Posters*)
- 2023 **The Dice Tower Seal of Excellence** (*for Distilled*)
- 2023 Nominee, The Dice Tower Game of the Year (*for Distilled*)
- 2023 Nominee, Golden Geek Best Board Game Artwork & Presentation (*for Distilled*)
- 2022 **Golden Meeple Award**, Board Game Revolution (*for Distilled*)
- 2021 Finalist, Cardboard Edison Award (*for Distilled*)
- 2021 Finalist, Ion Award (*for Distilled*)
- 2021 **Kickstarter "Projects We Love"** (*for Distilled*)
- 2013 **Kickstarter Staff Pick** (*for The Beast of Wolfe's Bay*)
- 2011 Finalist, Indie Book Awards (*for Super-powered Word Study*)
- 2007 **Hotshot of the Week**, *comicrelated.com*
- 2007 **Xeric Award & Self-publishing grant** (*for Gods of Asgard*)
- 2005 **PEAK Award, PSDA Print Solutions Magazine** (*work from Connection*)
- 2005 **Graphic Design USA In-House Design Award** (*work from Connection*)

GRANTS

- 2024 Professional Development grant (Dept. of Design), UW-Stout
- 2023 New Curriculum Development Fund, Provost's office, UW-Stout
- 2019 Professional Development grant (Dept. of Design), UW-Stout
- 2016 Administrative assistance grant (NASAD self-study), UW-Stout
- 2014 Professional Development grant (CACHSS), UW-Stout
- 2013 Faculty Startup grant (CACHSS), UW-Stout
- 2012 Bemidji Area Arts Endowment Grant, Northwest Minnesota Foundation
- 2012 Community Arts Support Grant, Minnesota Region 2 Arts Council
- 2012 McKnight Individual Artist Grant, Minnesota Region 2 Arts Council
- 2008 Student & Faculty Travel Grant (College of the Arts), Ohio State University
- 2007 Self-Publishing Grant, Xeric Foundation
- 2004 Post-Baccalaureate Grant, School of the Museum of Fine Arts

TEACHING ENRICHMENT + PROFESSIONAL DEVELOPMENT

- 2024 M+DEV • Midwest Game Developers Conference, Madison, WI
- 2024 ICON • The Illustration Conference, Minneapolis, MN
- 2023 M+DEV • Midwest Game Developers Conference, Madison, WI
- 2021 Montreal Comic Arts Festival, Montreal, Quebec, CA, [online](#)
- 2020 Lightbox Expo, Pasadena, CA, [online](#)
- 2020 M+DEV • Midwest Game Developers Conference, Madison, WI
- 2019 International Congress on Medieval Studies, Kalamazoo, MI
- 2019 Polytechnic Summit 2019, Menomonie, WI
- 2016 NASAD Workshop for New and Aspiring Art and Design Administrators in Higher Education, Baltimore, MD
- 2014 New Ventures: Intersections in Design Education, AIGA Design Educators Conference, Portland, OR
- 2014 XOXO Festival, Portland, OR
- 2011 Stir Symposium, Columbus, OH, [conference visualizer](#)
- 2011 New England Comic Arts in the Classroom (NECAC), Providence, RI
- 2009 Rigor and Relevance in Design, IASDR, Seoul, Korea
- 2008 Dare to Desire, Design & Emotion 8, Hong Kong, China
- 2008 Social Studies: Educating Designers in a Connected World, AIGA Design Educators Conference, Baltimore, MD

RESEARCH INTERESTS

My design practice has always benefitted from a strong sense of storytelling and audience engagement. As a result, my research and scholarly creative work is concerned with visual storytelling and information visualization. This work stems from my background as a graphic designer, intersecting with the creative disciplines of illustration, comics, and game design. The desired goal of this research is to explore new and existing tools and methods for communication and education. This work encompasses creative practices in graphic design, illustration, design visualization, information design, and comics and graphic novels. It embraces philosophies of human-centered design. My independent creative projects often reinterpret topics from literature, history, mythology, and folklore.

TEACHING EXPERIENCE

Statement on Teaching

As an instructor, my specialty areas include Graphic Design, Illustration, and both traditional and digital drawing. I have advised and mentored students who are now working for notable companies such as Amazon, Apple, Microsoft, Wells Fargo Investors, IBM, Milwaukee Tool, 3M, Dreamworks, Live Nation Media, the Jim Henson Company, and Princeton University. My students have gone on to receive advanced degrees from MICA, North Carolina State, University of Minnesota, Ohio State, Lund University, University of Cincinnati, Georgia Tech, UCLA, and SCAD. My former graduate and undergraduate students have gone on to have full-time and adjunct careers in higher education at institutions such as Arizona State University, The Cooper Union, Princeton University, and the University of Louisiana-Lafayette. At UW-Stout, I have been recognized with the Outstanding Teaching Award, as a Faculty Ally, and as a finalist for Outstanding Graduate Faculty and Outstanding Research Mentor. My graduate advisees have been runners-up and winners of the Outstanding Graduate Researcher Award and recognized as Inspiring Graduates.

Specialty area: Drawing, Visualization

Design Drawing 1, STUDIO <i>Foundations Level, Ohio State University</i>	Design Drawing & Visualization, STUDIO <i>Sophomore Level, UW-Stout</i>
Design Drawing 2, STUDIO <i>Foundations Level, Ohio State University</i>	Advanced Design Drawing, STUDIO <i>Junior Level, UW-Stout</i>
Design Drawing 3, STUDIO <i>Foundations Level, Ohio State University</i>	Concept Art, STUDIO <i>Junior Level, UW-Stout</i>

Specialty area: Graphic Design, Illustration

Visual Communication Design 1, STUDIO <i>Sophomore Level, Ohio State University</i>	Digital Illustration, STUDIO <i>Junior Level, UW-Stout</i>
Typographic Design, STUDIO <i>Sophomore Level, Ohio State University</i>	2D Digital Foundations, STUDIO <i>Foundations Level, UW-Stout</i>
Typography 1: Letterform, STUDIO <i>Sophomore Level, UW-Stout</i>	2D Digital Foundations, STUDIO <i>Foundations Level, Bemidji State U.</i>

Specialty area: General Design Foundations

Design Foundations, COMBINED LECTURE <i>Foundations Level, Ohio State University</i>	Color Theory, STUDIO <i>Foundations Level, UW-Stout</i>
2D Design, STUDIO <i>Foundations Level, Ohio State University</i>	Design Theory & Methods, STUDIO <i>Foundations Level, UW-Stout</i>
3D Design, STUDIO <i>Foundations Level, Ohio State University</i>	2D Design, STUDIO <i>Foundations Level, YCCC</i>

Specialty area: Graduate Education

Design Seminar I, MFA SEMINAR <i>Graduate Level, UW-Stout</i>	Design Research, MFA SEMINAR <i>Graduate Level, UW-Stout</i>
Design Seminar II, MFA SEMINAR <i>Graduate Level, UW-Stout</i>	Design Education, MFA SEMINAR <i>Graduate Level, UW-Stout</i>

Course development

- DES-323 Digital Illustration / 3 cr.
Intermediate-level studio course (Spring 2018).
- DES-101 Design Thinking in Society / 3 cr.
General Education course in Design Thinking (Fall 2020).
- DES-701 Visual Communication for Graduate Study / 3 cr.
Graduate-level; digital tools and information visualization. (Fall 2021).
- DES-750 Graduate Design Studio / 3 cr.
Graduate-level rotating topics course (Fall 2021).
- SOAD-301 Illustration Concepts / 3 cr.
Intermediate-level studio course (Fall 2025).
- SOAD-490 Illustration Portfolio Development / 4 cr.
Advanced-level studio course (Spring 2026).
- SOAD-495 Illustration Capstone / 4 cr.
Advanced-level studio capstone course (Fall 2025).

Program development

- Bachelor of Fine Arts in Illustration (*launched Fall 2024*).

Graduate Advising: Master of Fine Arts in Design, UW-Stout

Thesis chair, MFA in Design

- Pang Chia Yang, MFA Thesis in Design
Winner, Graduate Student Research Grant, 2024
"Representing the Arts: Discovering Hmong Creatives Through Different Multimedia Forms"
- Brianna Capra, MFA Thesis in Design
Winner, Outstanding Graduate Researcher of the Year, 2024
UW-Stout Inspiring Graduate, 2024
Winner, Graduate Student Research Grant, 2023
"Graphic Nonfiction for Eco-Educational Resource" 2024
- Jonathan Alesch, MFA Thesis in Design
Runner-up, Outstanding Graduate Researcher of the Year, 2023
"Re-imagining the Spooner, WI Railroad Park as an Historical Community Center and Edutainment Destination," 2023
- Jackson Chufeng Yang, MFA Thesis in Design
UW-Stout Inspiring Graduate, 2023
"Thread Through History: How Interlinking Contemporary Art with Paj Ntaub Can Connect Generations," 2023
- Jessica Kromrie, MFA Thesis in Design
"Representation and Diversity in the Horror Genre: How Design Research Can Inform the Creation of a Themed Lifestyle Publication," 2022
- Liang Wu, MFA Thesis in Design
"Web-based Media for Asynchronous Communication Among International Students at the University of Wisconsin-Stout," 2020

Thesis committees, MFA in Design

Rebecca Cermin, MFA Thesis in Design

Winner, Outstanding Graduate Researcher of the Year, 2025

"The Biophilic Effect in Soft Goods and Spatial Design"

Zoe Cornwell, MFA Thesis in Design

"Creating a Rigging tool for 3D Animation," 2024

Kerstin Nelsen Nye, MFA Thesis in Design

"Spark: Gaming to Bolster Creativity," 2024

Terri Stan, MFA Thesis in Design

UW-Stout Inspiring Graduate, 2022

*"Graphic Design Education: A New Perspective
to include Neurodiversity in Design," 2022*

Lei Feng, MFA Thesis in Design

*"Eco-Travel Experience Design: Educational & Cultural
Exchange Program for Students from China," 2021*

Matthew Wigdahl, MFA Thesis in Design

Winner, Graduate Student Research Grant, 2019

*"Motion Design and Tangible User Interface
for Recorded Narrative Performance," 2021*

Morgan Brantner, MFA Thesis in Design:

"Cooperative Design in Video Games for Social Closeness," 2021

Jonathan Wheeler, MFA Thesis in Design

Winner, Graduate Student Research Grant, 2019

*"Designing the Future: Diegetic Sculpture & Literary Adaptation
in Speculative Fiction Cinema," 2021*

Drew Hagen, MFA Thesis in Design

"Out of the Darkness: Defining the Three Eras of Film Noir," 2021

Zixu Tian, MFA Thesis in Design

"Chinese-style Digital Painting," 2017

Michelle Mailey Noben, MFA Thesis in Design

"No Parent Left Behind: A UX Research + Design Project," 2017

Undergraduate Advising

Undergraduate thesis committees

Kaylee Stoker, BFA in Studio Art, UW-Stout

Tyler Ray Brown, BFA in Studio Art & BS in Design, Bemidji State University

Honors College Capstone Project Advisor, UW-Stout (selected highlights)

Abi Wells, BFA Animation, 2022

*Chapbook: **Illustrating the Narrative**; illustrated short stories and poetry*

Hope Simon, BFA Industrial Design, 2020

Design & construction of a historically accurate gambeson

Dury Nelson, BFA Entertainment Design: Comics, 2019

Construction of a screen-accurate costume/coat from Umbrella Academy

Hana Buttles, BS Art Education, 2018

Design & illustration of an Art Therapy coloring book

Emma Raleigh, BFA Industrial Design, 2016–2018

*Graphic Novella: **Everybody Cries During Critique**; \$1,897 raised on Kickstarter*

Katrina Strait, BFA Graphic Design & Interactive Media, 2016

Branding: Clearwater Brewery (Eau Claire, WI)

Kayla Smith, BFA Graphic Design & Interactive Media, 2016–2017

Branding: Confluence of Young Conservation Leaders

Micah Amundsen, BFA Entertainment Design: Comics, 2015

*Graphic Novel: **Cursed**; \$1,045 raised on Kickstarter*

Anna Busch, BS Art Education, 2014

*Book: “**The Classic Cannon Valley League: Roadtripping the Cannon***

River Valley,” photographic autobiographical documentary publication project

Student Recognition & Achievement: UW–Stout

Rebecca Cermin, MFA '25

- *Outstanding Graduate Researcher of the Year, 2025*
- *Project of Distinction, A Year in Design Exhibition, 2025*

Gwendolyn Roszel, BFA Illustration

- *Project of Distinction, A Year in Design Exhibition, 2025*

Melanie Graves, MFA student

- *Work selected, **Mastering Type** (2nd ed.) Denise Bosler: Bloomsbury Visual Arts*
- *Work selected for Art on Hennepin Avenue, Minneapolis, MN*
- *Work selected for Eau Claire Colorblock Festival, Eau Claire, WI*

Kristen Protheroe, MFA student

- *Shortlist, **Communication Arts Illustration Competition, 2025***

Brianna Capra, MFA '24

- *Outstanding Graduate Researcher of the Year*

Riley Dombrowski, BFA '24

- *mural selected for Eau Claire Colorblock Festival, Eau Claire, WI*

Jonathan Alesch, MFA '23,

- *Runner-up, Outstanding Graduate Researcher of the Year, 2023*
- *Research paper in proceedings of The Polytechnic Summit, 2022*

Kristofer Tremain, BFA '21

- *Winner, NASA's 2019 Space Grant Consortium logo design contest*

Matthew A. Wigdahl, MFA '21

- *Research paper in **Dialogue**, AIGA Design Educators Community journal*
- *Research poster presented at AIGA Design Educators Conference, 2019*

ACADEMIC SERVICE: *University of Wisconsin-Stout*

University-level Service

Graduate Education Committee, 2019–present (**sec.**, '22–24; **vice-chair**, '24–25)
Sabbatical Review Committee, 2021–2024 (**vice-chair**, '21–22; **chair**, '22–24)
Campus Arts Day (investiture ceremony subcommittee), 2022
Graduate Commencement Committee, 2021–2022
Integrated Marketing Committee, 2018–2020
Journal of Student Research, Faculty Reviewer, 2019
Photogrammetry Lab Advisory Board, 2016–present
National Science Foundation grant-funded project;
Dr. Seth Berrier (Computer Science), principal investigator
Web Management Team, 2016–2018
University Rebranding Project (Consultant Panel), 2021–2022
Athletics Rebranding Project (Designer), 2016–2017
Advisory Board, Nakatani Teaching & Learning Center, 2014–2016
Faculty Senator (interim), Department of Design, spring semester, 2015
Stout Scholars Day Interviewer, 2014–2018
Panels & Workshops
Session panelist on promotion to Full Professor, Sept. 10, 2024
Session leader on assessment, New Instructor Workshops, NTLC, Aug. 25, 2016
Co-coordinator, Kickstarter panel, April 2014

College-level Service (College of Arts & Human Sciences)

College Council member, 2016–present
PR & Special Events Committee member, 2014–2015

Department-level Service (School of Art & Design)

Program Director, BFA in Illustration, 2024–present
Program Director, MFA in Design, 2019–2024
Program Director, BFA in Industrial Design, 2016–2018 (*interim*)
Personnel Committee, Dept. of Design, 2021–present
Associate Professor Promotion Committee, Dept. of Design, 2022–2023
NASAD Self-Study Steering Committee, 2016–2018
Capital Campaign Mini-case Committee, 2016–2018
Hiring Committees, Tenure-line (all successful):
Professor of Industrial & Product Design, 2024–2025, chair
Professor of Graphic Design & Interactive Media, 2022–2023
Professor of Graphic Design & Interactive Media, 2022–2023
Professor of Comics, 2021–2022
Professor of Animation & Digital Media, 2020
Professor of Animation & Digital Media, 2018–2019, chair
Professor of Metals & Contemporary Art Jewelry, 2014–2015
Program Advisory Committees:
BFA in Illustration, 2025–present (chair 2025–present)
BFA in Industrial Design, 2016–present (chair 2016–2018)
MFA in Design, 2015–present (chair, 2019–2025)
Coordinator, Best of Design Exhibition, 2016–2024
Ad Hoc Design Foundations Committee, 2015–2016
International Studies Committee, 2015–2016 (**chair**)

Coordinator, interdisciplinary Color Specialization, 2013–2016
Speaker Series/Special Events Committee, 2018–2020; 2024–2025
Publicity and Communications Committee member, 2013–2015
Mid-Program Review Student Work Evaluator, 2013–present

Extracurricular Orgs/activities

Faculty Club Advisor:

- *Sketchbook Club*, 2023–present
- *Comic Creators*, 2019–2022
- *Hooplah! Zine*, 2015–2022
- *NASA S.U.I.T.S. Design Challenge team*, 2018–2019

Musician (reeds) for UW–Stout Theater productions, 2014–2016

ACADEMIC SERVICE: The Ohio State University

Department of Design (department-level)

Coordinator, Design Foundations area, 2012–2013

Faculty Mentor to Graduate Teaching Associates, 2012–2013

NASAD Site Visit Committee, design foundations representative, 2012–2013

Chair, Design Foundations Committee, 2012–2013 (ad hoc)

Reviewer, sophomore Visual Communication Design reviews, 2008–2009

Logistics staff, Design 40 Alumni Reunion & Celebration, 2008

SERVICE to the PROFESSION

Conference Reviewer

IDSA International Design Conference & Education Symposium (IDC)

- *Academic Juror, Education Symposium, Austin, TX, 2024*

MoDE (Motion Design for Education) Summit

- *Prague, Czech Republic, 2025*
- *Philadelphia, PA, 2023*
- *Boston, MA, 2021, virtual*

AIGA Design Conference (national),

- *Design Education Summit, Seattle, WA, 2022*
- *Design Education Summit, Pittsburgh, PA, 2020, virtual*
- *Design Education Summit, Pasadena, CA, 2019*

Kansei Engineering and Emotion Research (KEER):

- *Green Kansei, National Cheng Kung University, Penghu, Taiwan, 2012*

Program Advisory Boards (external)

Chippewa Valley Technical College, Graphic Design, 2020–present

Dakota County Technical College/ISD 917, Graphic Comm., 2019–present

Bemidji State University, School of Technology, Art, and Design 2010–2015

External reviewer for promotion to Professor

University of Oregon | College of Design, Portland, OR, 2025

External reviewer for promotion to Associate Professor

University of Minnesota–Duluth, Duluth, MN, 2023



MAJOR CREATIVE PROJECTS (INDEPENDENT)

***Distilled*, board game, 2023**

Game artist; co-produced with game designer Dave Beck. *Distilled* is a medium-weight, thematic strategy card game about the science & business of crafting alcoholic spirits in a distillery.

- Over \$549,573 raised on Kickstarter, with 8,060 backers
- Winner, Origins Attendee Fan Favorite Award, 2024
- Winner, Dice Tower Seal of Excellence, 2023
- Winner, Golden Meeple Award, Board Game Revolution, 2022
- Featured twice in *The New York Times*, 2024

***Marrying Mr. Darcy: The Pride & Prejudice Card Game*, card game, 2014**

Game artist & producer; co-produced with game designer Erika Svanoe.

Marrying Mr. Darcy adapts Jane Austen's novel *Pride & Prejudice* into a light strategy card game, where players take the role of one of the female characters from the novel.

- Over 75,000 copies sold since 2014
- Featured at The Jane Austen Center, Bath, UK
- Featured on Twitch, Geek & Sundry, and various podcasts
- Featured in *Analogy + Interaction: creating a context for curiosity through Games + Play*, Ewing Gallery, University of Tennessee–Knoxville, Knoxville, TN

***The Beast of Wolfe's Bay*, graphic novel, 2013**

A graphic novel adaptation of Beowulf, reimagined as a modern-day sasquatch mystery.

- Over 335% funded on Kickstarter
- Cited in *Beowulf's Popular Afterlife in Literature, Comic Books, and Film*, by Kathleen Forni (Routledge), and "Looking at the hero: Beowulf and graphic novels in the 21st Century," by Fulvio Ferrari

***Gods of Asgard*, graphic novel, 2007**

The definitive graphic novel adaptation of the Norse myths.

- Received full grant funding from the Xeric Foundation, 2007
- Accompanied 2015 Vikings exhibit, Field Museum of Natural History, Chicago, IL; Discovery Times Square Museum (New York, NY); Estonian Maritime Museum; Cincinnati Museum Center (Cincinnati, OH); Denver Museum of Nature and Science (Denver, CO); Royal Ontario Museum (Ontario, CA); Canadian Museum of History (Quebec) | [selected venues](#)
- Featured at the Vesterheim: The Norwegian-American Museum and History Center
- Used as class text at Gustavus Adolphus College, Marshall University, James Madison University, Carthage College, Purdue University
- Cited as primary source by Micel Folcland (part of Regia Anglorum) living history organization (Illinois, Indiana, Wisconsin, Missouri)
- Suggested topic for "Norse Mythology in Popular Culture" session at the 54th International Congress on Medieval Studies, Kalamazoo, MI, 2019.

PUBLICATIONS

Books (long-form comics)

Evensen, Erik A., *The Beast of Wolfe's Bay*, self-published, 2013. (graphic novel)

Carter, James Bucky and Evensen, Erik A., *Super-Powered Word Study*, Maupin House Publishing, Gainesville, FL, 2010. (educational workbook)

Evensen, Erik A., *Gods of Asgard*, self-published with a grant from the Xeric Foundation, 2007. (graphic novel)

Evensen, Erik A., *Erik Evensen's Sketchbook Diary*, Self-published, 2007. (trade paperback compilation)

Chapters in Books

Sanders, Elizabeth B.-N. and Stappers, Pieter Jan, *Convivial Toolbox: Generative Research for the Front End of Design*. Chapter title: "A Toolkit for Board Game Design." pp. 80–81 Evensen, Erik A., contributor. BIS Publishers, Amsterdam, Netherlands, January 2013.

Refereed Proceedings and Publications

Evensen, Erik A., "Navigating Mythological Source Material in Contemporary Comics Adaptations," Proceedings from the International Society for the Study of Medievalism 2023: The Medieval in Cyberspace, virtual, October 26, 2023

Evensen, Erik A., "Design Research in a Polytechnic Setting: Leveraging polytechnic research initiatives as thematic content in a graduate design research class," Proceedings from the Polytechnic Summit 2019: Shaping the Future of Polytechnic Education, Menomonie, WI. June, 2019.

Evensen, Erik A., "Adapting the Norse Myths: Risks, Challenges, and Creative Choices," Proceedings from the International Congress on Medieval Studies, Kalamazoo, MI. May, 2019.

Evensen, Erik A., "Comics as a Design Ecosystem: A Case for Comics in Design Education," *ImageText: Interdisciplinary Comics Studies*. 7.3 (September, 2014): Dept. of English, University of Florida.

Evensen, Erik A., "Using Comics to Teach Visual Communication, Design Thinking, and User Centered Principles." Proceedings from New Ventures: AIGA Design Educators Conference 2014, Portland, OR. September, 2014.

Evensen, Erik A., "Making Educational Games Make Sense Without Losing Entertainment Value," Proceedings from Response/Ability: AIGA Design Educators Conference, Toledo, OH. May, 2010.

Evensen, Erik A., Chan, Peter Kwok, Sanders, Elizabeth B.-N. and Nini, Paul J. "Crafting a Research Model for Educational Board Game Design: A Case Study." Proceedings from International Association of Societies of Design Research, Seoul, Korea. October, 2009.

Presentations made at academic conferences were peer reviewed and selective.

Evensen, Erik A., Chan, Peter Kwok, and Sanders, Elizabeth B.-N. "Game Design for Personal Health Management: An Emotional and Educational Perspective." Proceedings from Dare to Desire: Design & Emotion 2008, HKPU, Hong Kong, China.

Published Research Visualization

COVID-19 DIY Mask Tutorial

Kathleen Quinn Lutter, MD; Kelsey Quinn, PhD(c); Nathan Dreger, PhD; Andrew Gothard; Robert Strouse, MFA; Amy Spielman, IDSA; Erik Evensen, MFA
independent design initiative sponsored by the Governor of Ohio, 2020; Larsen Worldwide

New Hampshire Women's Foundation, recurring
visualization for *Gender Matters* monthly newsletter, 2011–2013

STIR Symposium "Moving" workshop session,
Ohio State University, Columbus, OH, 2011

Evensen, Dorothy H. and Pratt, Carla D., *The End of the Pipeline: A Journey of Recognition for African Americans Entering the Profession*, Carolina Academic Press, 2011.

Teaching New Literacies in Grades 4–6, ed. Barbara Moss and Diane Lapp.

"No Stripping Allowed: Reading and Writing Political Cartoons." p. 158 James Bucky Carter and Kelly Lynn Carter, contributors. 2010. The Guilford Press, New York, NY.

"Active Participation in Passive Solar Design: The poetics of sustainability (poster paper 2.1.17)" Susan Melsop, MArch. *Architecture, Energy, and the Occupant's Perspective, Proceedings of the 26th International Conference on Passive and Low Energy Architecture (PLEA)*, June 2009, Quebec, Canada. Les Presses de l'Université Laval 2009.

Selected Bibliography of Illustration

Books

What the Fuzz? Survival Stories of a Minor League Mascot, Daniel Ruefman
(Wick Weald Publishing), cover illustration, 2021

'90s Kids, Savy Leiser (Muse Media Publishing), cover illustration, 2021

Confessions of a Teenage Band Geek, Courtney Brandt (Muse Media Publishing),
cover illustration, 2020

Twin Peaks: Glorious & Bizarre, Eva Minguet (Monsa Publishing),
featured illustration, 2018

The Devil's Punch-Bowl, Isabelle Waterman (Dunn County Historical Society Press),
cover and interior, 2017

Pride and Prejudice, Jane Austen (Marrying Mr. Darcy edition), cover illustration, 2013

Enter the Bluebird, Brendan Halpin (self-published), cover illustration, 2013

Angrvadi!, Edvard Eikill (Sagabok/Saga Publishers International), cover and interior, 2011

Comics

Ghostbusters, Erik Burnham (IDW Publishing)

Ghostbusters: Interdimensional Cross-rip (hardcover collection), Oct. 2017

Ghostbusters International Volume 2 (trade paperback), February 1, 2017

Ghostbusters Annual, anthology story, Jan. 2017

Ghostbusters International (vol. 3), issue 9, Sep. 2016

Ghostbusters Annual, anthology story, Nov. 2015

Ghostbusters Volume 7: Happy Horror Days (trade paperback), April 16, 2014
Ghostbusters (vol. 2) backup story, issue 12, Jan. 2014
Back to the Future, Bob Gale (IDW Publishing)
BTTF: Untold Tales and Alternate Timelines (trade paperback), May 18, 2016
“Doc Brown Visits the Future,” anthology story, issue 4, Jan. 2016
Hoax Hunters, Michael Moreci (Image Comics), illustration, issue 11, Oct. 2013
Zombie Bomb! Chris McKay, Adam Miller, Rich Woodall;
(Terminal Press), issue 6, 2010
Invincible, Robert Kirkman (Image Comics), illustration, issue 29, Mar. 2006
Fear Agent, Rick Remender (Image Comics), illustration (colorist), issue 3, Feb. 2006
SuperPatriot: War on Terror (Image Comics), illustration (colorist), issue 2, Jan., 2005
Johnny Raygun Quarterly, Rich Woodall & Matt Talbot (JetPack Press)
“The Story of Johnny A-Hole,” backup story, Outcast Studios Takeout, 2006
“Who is... The Electrolucha?” backup story, issue 4, 2004
Pin-up illustration, Special Edition #1, 2003
Pin-up illustration, issue 5, 2004

Magazines

Learning Through History Magazine, multiple cover illustrations, 2007
Halftime Magazine, recurring editorial illustration, 2007–2008
Portsmouth Magazine, recurring editorial illustration, 2006–2007
Connect Magazine, recurring comics illustration, 2005–2008

Multimedia

The Tale of the Headless Horseman, multimedia collaboration with Andrew Boysen Jr., 2018
Star-Crossed, multimedia collaboration with Andrew Boysen Jr., 2013
Twilight of the Gods, multimedia collaboration with Andrew Boysen Jr., 2011
The Found Footage Festival vol. 2–7, film graphics/illustration, 2006–2012
Dirty Country, film graphics/illustration (Milkhouse Productions), 2007

SCHOLARLY PRESENTATIONS & WORKSHOPS

Conference Presentations

Educational Perspectives in the Game Industry, (panelist) M+DEV Midwest Game Dev Conference, Madison, WI, November, 2023
Monster Love (panelist), Montreal Comic Arts Festival, Montreal, Quebec, Canada, Saturday, May 29, 2021
Creative Process Behind Star-Crossed, presented with Andrew Boysen at the Minnesota Music Educators Association Midwinter Clinics, Minneapolis, MN, February, 2013.
Creative Process Behind Twilight of the Gods, presented with Andrew Boysen at College Band Directors National Association W/NW Conference, Reno, NV, 2010.
Language Acquisition through Comics, presented with James Bucky Carter at New England Comic Arts in the Classroom, Providence, RI, April, 2011.
Master of Fine Arts Panel, (panelist) presented at AIGA Design Educators Conference: Social Studies, Maryland Institute College of Art, Baltimore, MD, 2008.

Presentations made at academic conferences that were not tied to a related publication or proceeding

Invited Campus Presentations

Department of Art and Art History Alumni Lecture Series,
University of New Hampshire, Durham, NH, November 20, 2023.

Artist talk on *Distilled*, presented in Board Game Illustration (Jonathan Carnehl),
Milwaukee Institute of Art & Design, November 3, 2021

Design Drawing, Comics, and the life of a "Desillustrator," presented
at New England College: Institute of Art & Design, November 23, 2015.

Designing the world of the Norse Gods, presented at Gustavus Adolphus
College through the Department of Scandinavian Studies, October 14, 2015.

Artist talk on *Gods of Asgard*, presented in HIS 218 Scandinavia to 1800
(Glenn Kranking), Gustavus Adolphus College, October 14, 2015.

Department of Art and Art History Alumni Lecture Series,
University of New Hampshire, Durham, NH, April, 2013.

Artist Talk, Concordia College, Moorhead, MN, 2011.

Other Panels and Roundtable Discussions

Originality in Art, CVCA Heyde Center for the Arts Annual Art Show,
Chippewa Falls, WI, April 16, 2023 (panelist)

Licensed Comic Books, presented at CONvergence Convention,
Bloomington, MN, July 7, 2018 (panelist)

Norse Mythology in Contemporary Society, presented at CONvergence
Convention, Bloomington, MN, July 9, 2017 (panelist)

Kickstarter How-To Panel, AIGA Minnesota / Design for Good,
Restore Collaborative, Minneapolis, MN, February 5th, 2015. (panelist)

Campus Presentations, UW-Stout

4D C.A.M.P., AI Art panel, UW-Stout School of Art & Design,
Menomonie, WI, Friday, January 18, 2023. (panelist)

A+D Grad School Panel, Design Week, UW-Stout School of Art & Design,
Menomonie, WI, Wednesday, March 30, 2022. (panelist)

Faculty artist talk, Comic Creators, February 28, 2020

IDSa Portfolio Development Workshop, October 18, 2017

ASID & CIDA Portfolio Development Workshop, March 26, 2015

From Creativity to Reality: A Panel Discussion on Arts Entrepreneurship,
UW-Stout College of Arts, Humanities and Social Sciences Speaker Series,
Menomonie, WI, Thursday, Feb. 19, 2015. (panelist)

Making Stuff and Getting Paid: Kickstarter Roundtable,
University of Wisconsin-Stout, April 28, 2014. (panelist)

Faculty artist talk, UW-Stout Furlong Gallery, February 17, 2014

AIGA New Faculty Presentation, Nov. 5, 2013

Public Presentations

Crowdfunding how-to discussion, Menomonie Public Library, 2014. (panelist)

Creative Process Behind *Gods of Asgard*, Scandinavian Club of Columbus, Columbus, OH, 2009.

Creative Process Behind *Gods of Asgard*, Scandinavian Society of Cincinnati, Cincinnati, OH, 2008.

Wexner Center for the Arts Featured Artist, Columbus Metropolitan Library Centennial Celebration, Columbus, OH, 2007.

EXHIBITIONS, 2005-PRESENT

2023 *recontextual*, Sabbatical Exhibition, Furlong Gallery, Micheels Hall, University of Wisconsin-Stout, Menomonie, WI (two-person)

2019 *Drawing Distinctions II*, The Cello Factory, London, UK

2018 *Analogy + Interaction: creating a context for curiosity through Games + Play*, Ewing Gallery, University of Tennessee-Knoxville, Knoxville, TN

Project Passion, sponsored by AIGA Minnesota, Conkling Gallery
Minnesota State University-Mankato, Mankato, MN

UW-Stout Faculty Art Show, Furlong Gallery, Micheels Hall,
University of Wisconsin-Stout, Menomonie, WI

Drawing Distinctions I, Furlong Gallery, Micheels Hall,
University of Wisconsin-Stout, Menomonie, WI

2017 *The Devil's Punch-Bowl*, Russell J. Rassbach Heritage Museum,
Menomonie, WI (solo)

UW-Stout Faculty Art Show, Furlong Gallery, Micheels Hall,
University of Wisconsin-Stout, Menomonie, WI

2014 *UW-Stout Faculty Art Show*, Furlong Gallery, Micheels Hall,
University of Wisconsin-Stout, Menomonie, WI

2013 *Visions and Vibrations*, West Claremont Center for Music and Arts,
Claremont, NH

2012 *Proof of Purchase*, samsøn, Boston, MA

Visions of the Norse Myths, Gallery 140, Bemidji State University,
Bemidji, MN (solo)

Bemidji, Bunyan, & Bikes, Cabin Coffeehouse & Cafe, Bemidji, MN

Pecha Kucha Night: Global Cities Week Artist Showcase,
New City Ballroom, Bemidji, MN

Pecha Kucha Night: Artist Showcase, New City Ballroom, Bemidji, MN

2008 *Design 40 Exhibition*, Hopkins Hall, Ohio State University, Columbus, OH

2007 *Proof of Purchase*, Rhys Gallery, Boston, MA

2006 *Proof of Purchase*, Rhys Gallery, Boston, MA

14th Annual Juried Summer Exhibition, AVA Gallery, Lebanon, NH

JUROR: *Monroe Denton (School of Visual Arts, New York)*

Campus Comics: Cartooning at UNH, UNH Museum, Durham, NH

CURATOR: *Dale Valena, UNH Museum Curator*

2005 **Agency**, IOS Business Center, Portsmouth, NH (**solo**)

13th Annual Juried Summer Exhibition, AVA Gallery, Lebanon, NH

JUROR: *Gerry Bergstein (School of the Museum of Fine Arts, Boston)*

CURATORIAL ACTIVITY

present **Juror: Noah Norton Portfolio Prize**, 2017–present

Endowed memorial scholarship for Industrial & Product Design students

2024 **Juror: Wisconsin DPI Student Annual Exhibition**,

Tommy G. Thompson Center, Madison, WI

2024 **Exhibit Co-coordinator: Best of Design Biennial**, Furlong Gallery,

University of Wisconsin–Stout, Menomonie, WI

JURORS: *Nicole Juza, Will Nickley, Ambica Prakash*

2022 **Exhibit Coordinator: MFA Invitational Exhibition**, Gallery 209,

University of Wisconsin–Stout, Menomonie, WI

2022 **Juror: Inside the Box: Memoir Comics by Stout Students**,

Robert S. Swanson Library & Learning Center, University
of Wisconsin–Stout, Menomonie, WI

JURORS: *Brianna Capra, Kevin Drzakowski, Nicole Eastman,
Erik Evensen, Cory Mitchell*

CURATOR: *Mary Climes*

2019 **Juror: Stout Design Group Juried Exhibition**, The Raw Deal,
Menomonie, WI

JURORS: *Dave Beck, Alex DeArmond, Erik Evensen, Katie Lupton*

2019 **Exhibit Coordinator: Best of Design Biennial**, Furlong Gallery,

University of Wisconsin–Stout, Menomonie, WI

JURORS: *Grace Pedersen, Miranda Wipperfurth, Liese Zahabi*

2018 **Steering Committee: NASAD Exhibition**, Furlong Gallery
and Gallery 209, University of Wisconsin–Stout, Menomonie, WI

CURATORS: *Dave Beck, Erik Evensen, Amy Fichter,
Julie Peterson, Bryan Ritchie*

2015 **Exhibit Coordinator: Best of Design Biennial**, Furlong Gallery,
University of Wisconsin–Stout, Menomonie, WI

JURORS: *Kelly O’Gorman DeVore, James Lua, Matt Talbot*

2015 **Juror: Midwinter Art Contest**, the Norse Mythology Blog

JURORS: *Erik Evensen, Anker Eli Petersen, Dr. Karl E. H. Seigfried*

2013 **Design Foundations Curator: NASAD Exhibition**, Hayes Hall,
The Ohio State University, Columbus, OH

*Interviews, articles and
quotes about my work
published in the media.*

MEDIA COVERAGE

Time-based Media

OMG! Nexus, interview with Dave Beck and Erik Evensen, July 2 2021. (web series)
History & Games Lab Podcast #6, University of Edinburgh, May 7 2021. (podcast)
Savy Writes Books / AuthorTube, Savy Leiser, April 12, 2021. (web series)
Interview, "Spectrum West." Wisconsin Public Radio, June, 2018.
Interview, "Central Time." Wisconsin Public Radio, January 11, 2018.
Sci-Fi Saturday Night #182, May 12, 2013. (podcast)
A Comic Book Look, Inveterate Media Junkies, June, 2012. (web series)
"Pecha Kucha: The Magic of Chit-chat," KAXE Community Radio, March 24, 2011.
In Focus, Lakeland Public Television, July 2, 2010. (television arts feature)

Magazines

Rebecca Mennecke, "Start your own distillery with this new board game,"
Volume One, July 22, 2021.
Emily Kinzel, "A Devil of a Story," *Volume One*, December 13, 2017.
Emily Kinzel, "UW-Stout Prof Illustrates *Ghostbusters* Comic,"
Volume One, Feb. 22, 2017.
Jason A. Smith, "5Q with Erik A. Evensen," *Wisconsin People & Ideas*, magazine
for the Wisconsin Academy of Sciences, Arts & Letters, Summer, 2014.
Eric Koeppel, "Ghostbusters call on UW-Stout Professor for new comic,"
Volume One, February 5, 2014.
Dustin Hahn, "A Beast of a Talent," *Volume One*, December 5, 2013.
Andy Bartlett, "Twilight of the Gods: Faculty Director Strikes the Right Chord,"
BSU Horizons Magazine, Spring/Summer, 2011.
Christopher Porter, "Visiting Valhalla: 'Gods of Asgard'," *Express Night Out*,
The Washington Post, October 31, 2007.
Gina Carbone, "Seacoast Bloggers," *Spotlight Magazine*,
Portsmouth Herald, July 3, 2003.

Newspapers

2024 Holiday Gift Guide
The New York Times, November, 2024.
James Austin, "The 6 Best Strategy Board Games of 2024,"
The New York Times | Wirecutter, April 9, 2024.
"Design professor's work featured in Tennessee art exhibit,"
UW-Stout News Release, August 13, 2018
"True Story: Art and Design professor gets a call from 'Ghostbusters,'"
UW-Stout News Release, January 31, 2014.
Matt Camara, "Claremont roots influence graphic novelist," *Eagle Times*, May 5, 2012.
Laurie Swenson, "Free Comic Book Day: Today's comics have broad appeal,"
Bemidji Pioneer, May 4, 2012.
Patt Rall, "Graphic Novelist follows up with Adventure/Sci-Fi work,"
Bemidji Pioneer, May 3, 2012.

Anita Shah, "Concert Band Scares Up Ghostly Program,"

Bowdoin Orient, November 19, 2010.

Patt Rall, "Concert to Feature Original Audio-Visual,"

Bemidji Pioneer, October 22, 2010.

Daniel Grant, "More Than A Bachelor, Less Than A Master,"

The New York Times, January 6, 2008.

Blogs

Daniel Grant, "Post-Bac Programs: Where Artists Get a Bit of Retooling

en Route to a Career," The Huffington Post (blog), September 17, 2013.

Yenny Coll, "Own It! with Yenny: The Beast of Wolfe's Bay," Comicbooked.com

(blog), May 6, 2012.

Brigid Alverson & JK Parkin, "Robot 6: Comics A.M., a look back at 10 years

of Free Comic Book Day," Comic Book Resources (blog), May 3, 2012.

Brian Walton, "Pickstarter: Our Favorite Crowd-funded Projects," Nerdist.com (blog),

April 29, 2012.

Dr. Karl E. H. Siegfried, "Interview with Erik Evensen," The Norse Mythology

Blog (blog), May 26, 2011.

Dr. Katie Monnin, "A Superpowered & Educational Interview with Dr. James

Bucky Carter and Erik Evensen," Graphic Novel Reporter (blog), January 10, 2011.

Citations refer to research citations and written mentions by others in academic publications: books, journal articles, and graduate research.

IMPACT of SCHOLARSHIP

Citations in books

Viking Heritage and History in Europe, Sara Ellis Nilsson and Stefan Nyzell, eds.; chapter 8: "Viking and Old Norse Memoryscapes in Comics," Martin Lund, Routledge, London, 2024.

Beowulf in Comic Books and Graphic Novels, Richard Scott Nokes, McFarland & Company, 2023.

A Concise Dictionary of Comics, Nancy Pedri, 1st edition, The University Press of Mississippi, 2022.

Game-playing for Active Ageing and Healthy Lifestyles, Ana Isabel Veloso and Liliana Vale Costa, River Publishers, Alsbjergvej, Denmark, 2021. Distributed by Routledge.

Beowulf as Children's Literature, Bruce Gilchrist and Britt Mize, eds., University of Toronto Press, 2021.

Beowulf's Popular Afterlife in Literature, Comic Books, and Film, Kathleen Forni, 1st edition, Routledge, New York, NY, 2018.

Graphic Novels: A Guide to Comic Books, Manga, and More, Michael Pawuk and David S. Serchay, 2nd edition, Genreflecting Advisory Series, edited by Diana Tixier Herald, Libraries Unlimited, Santa Barbara, CA, 2017, p. 327, Chapter 4—Fantasy: Mythological Fantasy.

Echoes of Valhalla: The Afterlife of the Eddas and Sagas, Jón Karl Helgason, Reaktion Books / University of Chicago Press, 2017.

Connecting Comics to Curriculum: Strategies for Grades 6–12, Karen W. Gavigan and Mindy Tomasevich. Libraries Unlimited, 2011.

Teaching Early Reader Comics and Graphic Novels, Katie Monnin. Maupin House Publishing, 2011.

Rationales for Teaching Graphic Novels, James Bucky Carter. Maupin House Publishing, 2010.

Building Literacy Connections with Graphic Novels: Page by Page, Panel by Panel, James Bucky Carter. National Council of Teachers of English, 2008.

Citations in articles

Richard Scott Nokes (2023), "Beowulf Body Horror in Comic Books and Graphic Novels," proceedings from the International Congress on Medieval Studies 2023; sponsored by the International Society for the Study of Medievalism, Kalamazoo, MI.

Cecilia Padula and Silvia Barbero (2023), "Speculative Fabulation to Reclaim the Verbal Dimension of Co-Design," proceedings from Relating Systems Thinking and Design (RSD12) Symposium, October, 2023

- Sanders, J. (2023). Playing the classics: Constructing a digital game adaptation database. *Adaptation*, 16(2), pp. 231-239.
- Lillian Cespedes Gonzalez (2022), Why Hair Matters: Cultural Impact and Appreciation in Viking and Modern Societies, in Dorian L. Alexander, Michael Goodrum, Philip Smith (ed.) *Drawing the Past, Volume 2: Comics and the Historical Imagination in the World*, (vol. 2), University Press of Mississippi, Chapter 5.
- Chen Fong-Han, and Ho Shin-Jia, "Designing a Board Game about the United Nations' Sustainable Development Goals" *Sustainability* 14, no. 18: 11197. 2022.
- Dian Novita and Slamet Setiawan, "Bringing Student-Generated Comic as a Collaborative Project into the Extensive Reading Program." *Journal of English Educators Society*. 5:1, 2020.
- Furlong, A. (2020). Adapting *Pride and Prejudice*: Stylistic choices as communicative acts. *Narrative Retellings: Stylistic Approaches*, Bloomsbury, p. 45.
- Norma Elena Castrezana Guerrero, Adriana Judith Cardoso Villegas (2019), "Le Evaluación en el Diseño Gráfico como un Factor de Calidad para la Funcionalidad de las Soluciones Gráficas / Evaluation in Graphic Design as a Quality Factor for the Functionality of Graphics Solutions," *PAG Ibero-American Journal of Academic Production and Educational Management*, vol. 6, issue 11, 2019.
- Antonio López (2017), "Back to the Drawing Board: Making Comics, Making Media Literacy," *International Handbook of Media Literacy Education*, edited by Belinha S. De Abreu, Paul Mihailidis, Alice Y.L. Lee, Jad Melki, Julian McDougall. Routledge, pp. 274-288
- Fulvio Ferrari (2017), "Looking at the hero: Beowulf and graphic novels in the 21st Century," *Linguistica e Filologia*, Issue 37, pp. 189-202.
- Sadam Issa (2017), "Comics in the English classroom: a guide to teaching comics across English studies," *Journal of Graphic Novels & Comics*, September 2017, Taylor & Francis.
- Erika Edith Clark (2017), "Are comics effective materials for teaching ELLs? A literature on graphic media for L2 instruction," *IJAEDU International E-Journal of Advances in Education*, Vol. 3, Issue 8, August, 2017, pp. 298-309.
- Lin Zhanli, Lai Yuwen (2017), "Research on the Design Cycle Model of Educational Table Games: The Loop Mode of Educational Board Game Design," *Secondary Education (journal)*, Vol. 2, Issue 68, 2017, pp. 29-42. (Chinese)
- Ewa McGrail, J. Patrick McGrail, Alicja Rieger (2016), Learning Language and Vocabulary in Dialogue with the Real Audience: Exploring Young Writers' Authentic Writing and Language Learning Experiences, in Evan Ortlieb, Earl H. Cheek, Jr., Wolfram Verlaan (ed.) *Writing Instruction to Support Literacy Success (Literacy Research, Practice and Evaluation, Volume 7)* Emerald Group Publishing Limited, pp. 117-135
- Alicja Rieger, Ewa McGrail, J. Patrick McGrail (2016), "Preparing Teachers to Teach with Comics Literature in K-12 Classrooms," in Festus E. Obiakor, Alicja Rieger, Anthony Rotatori (ed.) *Critical Issues in Preparing Effective Early Childhood Special Education Teachers for the 21st Century Classroom: Interdisciplinary Perspectives*, Information Age Publishing, 2016, pp. 135-139, Chapter 10.

Ana Isabel Veloso and Liliana Vale Costa. "Heuristics for designing digital games in assistive environments," Proceedings of the 1st International Conference on Technology and Innovation in Sports, Health and Wellbeing (TISHW 2016), Vila, Portugal.

Daniela Elsner (2014), "Graphic Novels in the EFL Classroom," in Phil Benson and Alice Chik (ed.) *Popular Culture, Pedagogy, and Teacher Education: International perspectives* (Routledge Research in Education), Routledge, New York, NY, part III.12.

Robert G. Weiner and Carrye Kay Syma, "Library 1100: Information Literacy, Sequential Art, and Introduction to Library Research," *ImageText: Interdisciplinary Comics Studies* vol. 7, issue 3, 2014.

Fatemeh Ebrahimpour, Mostafa Najafi, and Narges Sadeghi, "The Design and Development of a Computer Game on Insulin Injection," *Electron Physician*. Vol. 6, Issue 2, 2014, pp. 845–855.

Carol L. Tilley, "Using Comics in the 1940s and 1950s," *Graphic Novels and Comics in the Classroom: Essays on the Educational Power of Sequential Art*, edited by Carrye Kay Syma, Robert G. Weiner. McFarland & Company, 2013.

Shanizan Herman Mohd Radzi, Asif Zamri Zainol, Mohd Zukuwwan Zainol Abidin & Puteri Azwa Ahmad, "Board Game as an Alternative Learning Tool: The Port Management Course," proceedings from Research: Drivers of Development, Higher Education Sector, 2013, pp. 687–693.

Ellen Brox, Luis Fernández-Luque, Torunn Tøllefsen, "Healthy Gaming: Video Game Design to Promote Health," *Applied Clinical Informatics*. Vol. 2: Issue 2, 2011, pp 128–142.

Thelma U. Ekukinam, "Figure-out Game: Medium for integrating Nigerian youths into emerging national innovations," *Journal of Educational Media and Technology*, Vol. 14, Issue 2, 2010, pp. 93–99.

Nick Kremer, "This is not your Forefather's Thor: Using Comics to Make Mythology Meaningful," *SANE Journal* vol.1, no. 1, 2010.

Citations in graduate research

Chiara Gilberti, work-in-progress, MA thesis in Intercultural Studies in Languages and Literatures, University of Bergamo (Italy), 2022. Interview.

Lillian Céspedes González, "An examination of the representations of medieval Norse women in medieval textual sources and modern visual media," Ph.D. thesis in Historical Studies, University of Winchester (UK) Department of History, 2020. Interview.

Jaitra Patel, "Balance it! Designing a game-based learning tool for strategic sustainable development," MA thesis in Industrial Management and Innovation, Uppsala University (Sweden), Disciplinary Domain of Science and Technology, Department of Civil and Industrial Engineering, Industrial Engineering and Management, 2020.

Maren Christine Fredriksen, "Implementing Graphic Novels to Affect Visual Literacy in an 8th Grade Classroom (Innføring av grafiske romaner for å påvirke visuell literacy i en 8. klasse)," MA thesis in Education, Bergen University College (Norway), 2018.

Nicholas T. Kremer, "The Comic Core: A Theory of Teaching Sequential Art Narratives," Ph.D. thesis in Curriculum and Instruction, University of Missouri–Columbia, 2017.

Farah Nadia Azman, "Learner-Generated Comic (LCG): A Production Model," PhD thesis in Multimedia, Universiti Utara Malaysia, 2017.

David Eric Low, "Comics as a Medium for Inquiry: Urban Students (Re-)Designing Critical Social Worlds" Ph.D. thesis in Education, University of Pennsylvania, 2015.

Daniel C. Zabrowski, "The Effects of Gameful Design on Student Engagement in the Eighth-Grade Classroom" M.A. thesis in Education, Viterbo University, 2015.

Lillian Céspedes González, "From *Los Vikingos* to *Northlanders*: Changing Representations of the Old Norse in Sequential Art," M.Phil. thesis in Historical Studies, University of Winchester (UK) Department of History, 2014.

Adina Feigenbaum, "Social Media as a Means of Promoting Peer-Based Learning in Design Education," M.F.A. thesis in Visual Communication Design, Kent State University, 2013. Interview & campus visit subject. (uncredited/anonymous)

Elise Woolley, "Fun: An Exploration in its Relevance to Interaction Design," M.F.A. thesis in Design: Research & Development, The Ohio State University Department of Design, 2010.

Tina Hafner, "Peter Madsen's Valhalla: Studien zur Rezeption altwestnordischer Mythen im modernen Comic (German Edition)" Graduate thesis, University of Vienna, 2008.