

Erik A. Evensen, MFA

CURRICULUM VITAE

he/him

PROFESSOR *of* DESIGN

Department of Design, School of Art and Design
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EDUCATION



Master of Fine Arts, Design, 2009 | Visual Communication Design
Ohio State University | Columbus, OH

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



Post-Baccalaureate Certificate, Studio Art, 2005

School of the Museum of Fine Arts | Boston, MA (*now SMFA at Tufts University*)



Bachelor of Arts, Studio Art, 2001

University of New Hampshire | Durham, NH

ACADEMIC APPOINTMENTS



UW-Stout Polytechnic | 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 (*full-time, fixed-term*), Department of Design, 2012–2013

Graduate Teaching Associate, Department of Design, 2007–2009



Bemidji State University | Bemidji, MN

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



York County Community College | Wells, ME

Adjunct Faculty, Digital Media Program, 2005–2006

ACADEMIC LEADERSHIP



UW-Stout Polytechnic | Menomonie, WI

Program Director, BFA Illustration, 2024–present

Program Director, MFA Design, 2019–2025

Program Director, BFA 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

CSS The Comics Studies Society (*founding member*)

CREATIVE EXPERTISE

Visual communication design, visual storytelling, brand/identity design, information visualization, illustration, comics, board games, self-publishing, mythology & folklore.

DESIGN PRACTICE

Concurrent freelance practice | 2001–present

STUDIOS/AGENCIES: The Albion Group, Bedford Granite Group, The Boston Group, Brown & Company, Design Central, Forma, Kingfish + Partners, Mighty Union, Milkhouse Productions, Muse Media, Nelson Worldwide, Phuse, Priority Designs, Red Zest Design, SecretAgency, SonicRim, Special Entertainment, Vital Design, Weightman & Associates

Vital Design | Portsmouth, NH

Senior Designer, 2005–2006

Connection | Merrimack, NH

Graphic Designer, 2002–2005

Third-Generation Design | Durham, NH

Contract Graphic Designer, 2001–2002

Brown & Company Design | Portsmouth, NH

Design Intern, 2001; recurring freelance, 2001–present

CLIENT LIST

ATHLETICS: Boston Bruins, Boston Red Sox, Connection Celebrity Golf Tournament, New England Patriots, Golf Club of New England, UW-Stout Polytechnic Athletics

COMICS: IDW Publishing (*Back to the Future*, *Ghostbusters*), Image Comics (*Fear Agent*, *Grounded*, *Invincible*), JetPack Press, Outcast Studios, Terminal Press

CORPORATE: AirTran, BJ's Wholesale Club, Keller Williams, NH Trust Council, Procter & Gamble, QualityMetric, Rome Industries, VenuWorks, Wells Fargo

EDUCATION: Bemidji State University, FIRST, George Mason University, Penn State University, Ohio State University (Medical School, Center for Clinical & Translational Science, School of Music), Philips Exeter Academy, University of New Hampshire

ENTERTAINMENT: Chris Hardwick (comedian), Mark Malkoff (comedian), HowCast, Arbor Avenue Films, The Found Footage Festival, Manhattan Short Film Festival, New Hampshire Film Festival, *Discrepancy* (film), *Dirty Country* (film), *Glue Man* (film), *Class of '89* (game), *Distilled* (game), *Marrying Mr. Darcy* (game)

NON-PROFITS: Central Ohio Diabetes Association, Clean Air–Cool Planet, Dunn County Historical Society, Generation Dean (Howard Dean for America), Granite EdVance, Harmony Co-op, New Futures, New Hampshire Charitable Foundation, New Hampshire Humanities, NH Women's Foundation, Options for Learning

PUBLISHING: Heinemann, Maupin House, McGraw Hill, Let's Go, Monsa Publications, Scholastic, Waterlot Publishing

TECHNOLOGY: Adobe, APC, Apple, Alien Skin, Autodesk, Belkin, Bender + Wirth, BlackBerry, CA, Canon, Captivate, Cisco, Corel, D-Link, Epson, Fujifilm, Garmin, GE, Hitachi, HP, IBM, Imation, ImmersionED, Intuit, Iomega, JVC, Kodak, Lexmark, Linksys, LG, Maxell, Maxtor, McAfee, Macromedia, Microsoft, Minolta, Mitsubishi, NEC, Netgear, Olympus, Palm, Panasonic, Philips, Python Software Foundation, QA Cafe, Quark, Rutter, Samsung, Seagate, SonicWall, Sony, Spark, Sun Microsystems, Symantec, TE Connectivity, T-Mobile, Toshiba, Veritas, ViewSonic, Wacom, Xerox

RECOGNITION, ACADEMIC

- 2026 **Outstanding Research Mentor**, *UW-Stout Polytechnic*
- 2022 **Outstanding Teaching Award**, *UW-Stout Polytechnic*
- 2020 **Sabbatical**, *UW-Stout Polytechnic (full-year, 2020–2021)*
- 2019 **Faculty Ally**, *UW-Stout Polytechnic*
- 2008 **The Honor Society of Phi Kappa Phi**, *Ohio State University*
- 2007 **Graduate Teaching Associateship**, *Ohio State University*
- 2004 **SMFA Post-baccalaureate Scholarship**, *School of the Museum of Fine Arts*
- Stout Standout (internal recognition)**, *UW-Stout Polytechnic*
Fall 2025, Spring 2025, Fall 2024, Spring 2024, Fall 2023

RECOGNITION, CREATIVE

- 2026 **Finalist**, UK Games Expo Judges Choice (*for Distilled Cocktails*)
- 2026 **Shortlist**, Communication Arts Illustration Awards (*Category: Advertising*)
- 2025 **Paul Revere Awards for Graphic Excellence**,
Music Publishers Association of the United States
 - 2nd Prize for “Symphony in Blue & Gold” by Erika Swanoe, cover design
 - 3rd Prize for “The Candy Factory” by Erika Swanoe, cover design
- 2025 **Kickstarter “Projects We Love”** (*for Distilled: Cocktails*)
- 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*)
- 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 **Xeric Award + Self-publishing grant** (*for Gods of Asgard*)
- 2005 **PEAK Award, PSDA Print Solutions Magazine** (*work from Connection*)
- 2005 **GDUSA American Inhouse Design Awards** (*work from Connection*)

GRANTS

- 2026 Curriculum Development Fund (college), UW-Stout Polytechnic
- 2024 Professional Development grant (department), UW-Stout Polytechnic
- 2023 New Curriculum Development Fund (university), UW-Stout Polytechnic
- 2019 Professional Development grant (department), UW-Stout Polytechnic
- 2016 Administrative Assistance grant (NASAD self-study), UW-Stout Polytechnic
- 2014 Professional Development grant (college), UW-Stout Polytechnic
- 2013 Faculty Startup grant (college), UW-Stout Polytechnic
- 2012 Arts Endowment Grant, Northwest Minnesota Foundation (Bemidji area)
- 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), Ohio State University
- 2007 Self-Publishing Grant, Xeric Foundation
- 2004 Scholarship, School of the Museum of Fine Arts

TEACHING EXPERIENCE

Statement on Teaching

As an instructor, my specialty area in Visual Communication Design includes Graphic Design and Illustration. I have advised and mentored students who have gone on to work for notable companies such as Amazon, Apple, Microsoft, Wells Fargo, IBM, Milwaukee Tool, 3M, Dreamworks, Westinghouse Electric, United Airlines, Live Nation Media, the Jim Henson Company, and countless creative agencies. My students have received graduate 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 taught at institutions such as Arizona State University, The Cooper Union, Princeton University, the University of Wisconsin-Eau Claire, the University of Minnesota, and the University of Louisiana-Lafayette.

At UW-Stout Polytechnic, I have been recognized with both the **Outstanding Teaching Award** (2022) and the **Outstanding Research Mentor Award** (2026). My graduate advisees have consistently been recognized with the Outstanding Graduate Researcher Award and as UW-Stout Inspiring Graduates.

UW-Stout Polytechnic

2D Digital Foundations, **STUDIO**
Foundations Level

Color Theory, **STUDIO**
Foundations Level

Design Theory & Methods, **STUDIO**
Foundations Level

Design Drawing & Visualization, **STUDIO**
Sophomore Level

Typography 1: Letterform, **STUDIO**
Sophomore Level

Advanced Design Drawing, **STUDIO**
Junior Level

Concept Art / Digital Painting, **STUDIO**
Junior Level

Digital Illustration, **STUDIO**
Junior Level

Illustration Concepts, **STUDIO**
Junior Level

Illustration Capstone, **STUDIO**
Senior Level

Graduate Seminar I, **MFA**
Graduate Level

Design Research Seminar, **MFA**
Graduate Level

Design Education Seminar, **MFA**
Graduate Level

Thesis Development Seminar, **MFA**
Graduate Level

Ohio State University

Design Foundations Combined Lecture
Foundations Level

2D Design Foundations, **STUDIO**
Foundations Level

3D Design Foundations, **STUDIO**
Foundations Level

Design Drawing 1, **STUDIO**
Foundations Level

Design Drawing 2, **STUDIO**
Foundations Level

Design Drawing 3, **STUDIO**
Foundations Level

Visual Communication Design 1, **STUDIO**
Sophomore Level

Typographic Design, **STUDIO**
Sophomore Level

Bemidji State University

2D Digital Foundations, **STUDIO**
Foundations Level

Senior Exhibition, **ADVISOR**

Arts Internship, **ADVISOR**

York County Community College

2D Design Foundations, **STUDIO**
Foundations Level

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).
- DES-855 Interdisciplinary Branding / 3 cr.
Graduate-level; branding and identity design (Fall 2026).
- 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; NASAD approved*).

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

Thesis chair, MFA in Design

- Melanie Graves**, MFA Thesis in Design, in progress
"Designing Mindful Social Media: A Digital Application for Book Sharing and Intentional Connection"
- James J. James**, MFA Thesis in Design, in progress
"Probabilistic Outcome Determiners (PODs): a design effort to create, refine, and apply non-cube, non-equal sided objects for use in games."
- Benita Close**, MFA Thesis in Design, in progress
"Designing an educational board game"
- Taylor Roal**, MFA Thesis in Design
"The Living Canvas," 2026
- Pang Chia Yang**, MFA Thesis in Design
"No Word for Art: Discovering Hmong Creatives Through Different Multimedia Forms," 2025
- Brianna Capra**, MFA Thesis in Design
"Graphic Nonfiction for Eco-Educational Resource" 2024
- Jonathan Alesch**, MFA Thesis in Design
"Re-imagining the Spooner, WI Railroad Park as an Historical Community Center and Edutainment Destination," 2023
- Jackson Chufeng Yang**, MFA Thesis in Design
"A 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

Savannah Rickert, MFA Thesis in Design, in progress

"Ludonarrativity in Educational Board Game Design"

Eric Doxtator, MFA Thesis in Design, in progress

"Design and development of an Augmented Reality reconstruction of a Haudenosaunee Longhouse"

Sabine Green, MFA Thesis in Design, in progress

"The Horror Protagonist and Empathetic Gameplay," 2026

Rebecca Cermin, MFA Thesis in Design

"Uncontrolled: A Biophilic Experience Exploring the Complexities of Nature," 2026

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

"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

"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

"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 Mentorship

Undergraduate BFA Committees

Kaylee Stoker, *BFA Studio Art, UW-Stout Polytechnic*
Tyler Ray Brown, *BFA Studio Art, Bemidji State University*

McNair Scholars Mentor

Annmarie Morrison, *BFA Illustration, UW-Stout Polytechnic*

Honors College Capstone Project Advisor (selected)

Abigail Wells, *Illustrating the Narrative* (illustrated poetry chapbook), 2022
Emma Raleigh, *Everybody Cries During Critique* (graphic novella), 2018
Katrina Strait, *Clearwater Brewery* (branding), 2016
Kayla Smith, *Confluence of Young Conservation Leaders* (branding), 2017
Micah Amundsen, *Cursed*, (graphic novel), 2015
Anna Busch, *The Classic Cannon Valley League: Roadtripping the Cannon River Valley*, (photographic book), 2014

Student Recognition & Achievement: UW-Stout Polytechnic

Andrea Kaye White, MFA Design '25

- *Elected to AIGA Design Educators Community Steering Committee, 2026*

Kaleigh Kahl, BFA Animation & Digital Media

- *Shortlist, Communication Arts Illustration Competition, 2026*

Rebecca Cermin, MFA Design '25

- *Outstanding Graduate Researcher of the Year, 2025*
- *UW-Stout Polytechnic Inspiring Graduate, 2026*
- *Project of Distinction, A Year in Design Exhibition, 2025*

Melanie Graves, MFA Design

- *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 Design

- *Shortlist, Communication Arts Illustration Competition, 2025*

Gwendolyn Roszel, BFA Illustration

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

Pang Chia Yang, MFA Design '25

- *Graduate Student Research Grant, 2024*

Brianna Capra, MFA Design '24

- *Outstanding Graduate Researcher of the Year, 2024*
- *UW-Stout Polytechnic Inspiring Graduate, 2024*
- *Graduate Student Research Grant, 2023*

Riley Dombrowski, BFA Comics '24

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

Jackson Yang, MFA Design '23

- *UW-Stout Inspiring Graduate, 2023*

Jonathan Alesch, MFA Design '23

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

Terri Stan, MFA Design '22

- *UW-Stout Polytechnic Inspiring Graduate, 2022*

Kristofer Tremain, BFA Industrial Design '21

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

Matthew A. Wigdahl, MFA Design '21

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

Jonathan Wheeler, MFA Design '21

- *Graduate Student Research Grant, 2019*
- *Copper Quill Award, Red Cedar Film Festival, 2019*

ACADEMIC SERVICE: University of Wisconsin-Stout Polytechnic

University-level Service: Campus Committees

Memorials & Honors Committee, 2026–present
Graduate Education Committee, 2019–present (**sec.**, '22–24; **vice-chair**, '24–25)
Sabbatical Review Committee, 2021–2024 (**vice-chair**, '21–22; **chair**, '22–24)
Integrated Marketing Committee, 2018–2020
Photogrammetry Lab Advisory Board, 2016–present
National Science Foundation grant-funded project;
Dr. Seth Berrier (Computer Science), principal investigator
Web Management Team, 2016–2018
Advisory Board, Nakatani Teaching & Learning Center, 2014–2016
Faculty Senator (interim), Department of Design, spring semester, 2015

University-level Service: Ad hoc

Campus Arts Day (investiture ceremony subcommittee), 2022
Journal of Student Research, Faculty Reviewer, 2019
Graduate Commencement Committee, 2021–2022
University Rebranding Project (Consultant Panel), 2021–2022
Athletics Rebranding Project (Designer), 2016–2017
Stout Scholars Day Interviewer, 2014–2018
Panels & Workshops
Session panelist on promotion to Full Professor (by exception), Oct. 1, 2025
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 of Arts & Human Sciences 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 (**chair 2025–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:
Professor of Industrial & Product Design: Design Drawing, 2025–2026, **chair**
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

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

SERVICE to the PROFESSION

Tenure & Promotion Review, External

American University in Cairo, 2026 (Professor of Practice)
University of Oregon | College of Design, 2025 (Professor)
University of Minnesota Duluth, 2023 (Associate Professor with tenure)

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

MAJOR INDEPENDENT CREATIVE PROJECTS + IMPACT

***Distilled*, board game & expanded product line, 2023–2026**

Game artist; co-produced with game designer Dave Beck. Medium-weight, thematic strategy game about crafting alcoholic spirits in a distillery. Includes 4 expansions.

- 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 at the Ruth Foster Gallery, University of Wisconsin–Eau Claire, 2026
- Featured twice in *The New York Times*, 2024
- **Finalist**, UK Games Expo / Best Expansion (for *Distilled Cocktails*), 2026

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

Game artist; co-produced with game designer Erika Svanoe. Adapts Jane Austen's novel *Pride & Prejudice* into a light strategy card game. Includes 2 expansions.

- Over 75,000 copies sold since 2014
- Featured at The Jane Austen Center, Bath, UK
- Featured on Twitch, Geek & Sundry, and various podcasts
- Featured at Ewing Gallery, University of Tennessee–Knoxville, 2018 and the Ruth Foster Gallery, University of Wisconsin–Eau Claire, 2026
- Featured in *The New York Times*, 2025

***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 in Comic Books and Graphic Novels* by Richard Scott Nokes (McFarland); *Beowulf as Children's Literature* by Bruce Gilchrist and Britt Mize, eds. (University of Toronto Press); and *Beowulf's Popular Afterlife in Comic Books, Literature, and Film* by Kathleen Forni (Routledge)

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

The first English-language graphic novel adaptation of the Norse myths.

- **Winner** / 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
- 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 Illustration: Research Visualization

COVID-19 DIY Mask Tutorial / Nelson Worldwide; 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 Mike Dewine, Governor of Ohio, 2020*

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.

Master Techniques in Orthopaedic Surgery: Sports Medicine, ed. Freddie H. Fu, Bryson P. Lesniak, and Bernard F. Morrey. "Chapter 53: Achilles Tendon Repair." Jaymes Granata and Jason Calhoun. 2010. Lippincott Williams & Wilkins.

"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, PANELS, & 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.

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

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.

Invited Campus Presentations



University of Wisconsin-Eau Claire, artist talk on board game art & design, presented at the Ruth Foster Gallery, March 3, 2026.



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



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



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



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

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



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



Concordia College, Moorhead, MN; visiting artist/artist talk, 2011.



Bemidji State University, Bemidji, MN; visiting artist/artist talk, 2009.



McIntosh College, Dover, NH; visiting artist/artist talk, 2004.

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)

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

Campus Presentations, UW-Stout Polytechnic

Reading Across Campus series, Artist Talk on Marrying Mr. Darcy, UW-Stout Polytechnic, Menomonie, WI, Tuesday, October 21, 2025. (with Erika Svanoe)

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

A+D Grad School Panel, Design Week, UW–Stout Polytechnic 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 Polytechnic 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 Polytechnic, April 28, 2014. (panelist)

Faculty artist talk, UW–Stout Polytechnic 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

2026 ***Ludic Visions: Designing Decision***, Ruth Foster Art Gallery, Haas Fine Arts Center, University of Wisconsin–Eau Claire, Eau Claire, WI
CURATOR: *Amanda Bulger & Matthew A. Wigdahl (UWEC)*

SOAD Faculty Exhibition, Furlong Gallery, Micheels Hall, University of Wisconsin–Stout, Menomonie, WI

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

SOAD Faculty Exhibition, 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***, Rassbach Museum, Menomonie, WI **(solo)**
SOAD Faculty Exhibition, Furlong Gallery, Micheels Hall,
 University of Wisconsin– Stout, Menomonie, WI
- 2014 ***SOAD Faculty Exhibition***, 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***, Samsøen, Boston, MA
Visions of the Norse Myths, Gallery 140, Bemidji State University,
 Bemidji, MN **(solo)**
Bemidji, Bunyan, & Bikes, Cabin Coffeehouse & Cafe, Bemidji, MN
PKN 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***, oHive, Portsmouth, NH **(solo)**
13th Annual Juried Summer Exhibition, AVA Gallery, Lebanon, NH
JUROR: *Gerry Bergstein (School of the Museum of Fine Arts, Boston)*
Graduating Student Exhibition, Grossman Gallery, SMFA, Boston, MA
Student Annual, Katherine Lane Weems Center, SMFA, Boston, MA
JURORS: *Dr. Steven Nelson, Barbara Krakow, Vicki Goldberg*
SPACE, SMFA Mission Hill Studios, Boston, MA
Mission Hill Studios Opening Exhibition, SMFA, Boston, MA

CURATORIAL + JURY ACTIVITY

- present* ***Juror: Noah Norton Portfolio Prize***, 2017–present
Endowed memorial scholarship for Industrial & Product Design students
- 2026 ***Voter: Will Eisner Comic Industry Awards***, Comic-Con, San Diego, CA
- 2024 ***Juror: Wisconsin Department of Public Instruction***
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, UW-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 (selected)

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.
The LBD Cast Plays Marrying Mr. Darcy, International Tabletop Day, April 21, 2017.
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 Koeppe, "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.

Newspapers (selected)

Jennifer Harlan and Sadie Stein, "250 Years of Jane Austen, in 25 Things,"
The New York Times, December 16, 2025.
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.
Daniel Grant, "More Than A Bachelor, Less Than A Master,"
The New York Times, January 6, 2008.
Christopher Porter, "Visiting Valhalla: 'Gods of Asgard',"
The Washington Post | Express, October 31, 2007.
Gina Carbone, "Seacoast Bloggers,"
Portsmouth Herald | Spotlight Magazine, July 3, 2003.

Blogs

Cat Wyatt, "10 Must-Read Spooky Comics Cryptid Fans Will Love,"
CBR (Comic Book Resources) (blog), August 6, 2025.

- “15 Creature-Feature Graphic Novels for Monster Freaks and Fang Addicts Alike,”
My Kind of Weird (blog), June 10, 2025.
- Emily Ogle, “Alter the Course of Pride & Prejudice and, Yes, Marry Mr. Darcy”
Nerdist | Geek & Sundry (blog), Mar 30 2016
- 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

Literary Game Adaptations: A Systems Approach, John Sanders, (Palgrave Studies in Adaptation and Visual Culture) Springer Nature, Switzerland, 2026.

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

Shunta Tomimatsu (2026), "Mapping Story in Design Education: Roles and Disciplines in Japanese Undergraduate Courses," *The International Journal of Design Education*.

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.
- Cody Reimer. (2022, October). Medium-Weight Euro Crunch: Technical Communication in the Hobbyist Board Game Distilled. In *Proceedings of the 40th ACM International Conference on Design of Communication* (pp. 114-116).
- Lillian Céspedes González (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.
- Anne Furlong (2021). Adapting *Pride and Prejudice*: Stylistic choices as communicative acts. *Narrative Retellings: Stylistic Approaches*, Bloomsbury, 45-60.
- 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.
- Janine Fron (2019). Janeite Games and Game Culture. *Texas Studies in Literature and Language*, 61(4), 475-477.
- 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.

Deborah Barnum (2014). Jane Austen Bibliography, 2011.
Studies in the Novel, 46, 507–10.

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, "A Long Night's Journey Into the Unlost," 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.