**GREGORY PRICE GRIEVE**
Professor and Head, Department of Religious Studies
The University of North Carolina, Greensboro
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**Gregory Price Grieve** is Head and Professor of the Religious Studies Department at The University of North Carolina Greensboro, the Director of UNCG's Network for the Cultural Study of Videogaming, a board member of the journal *gamevironments*, and a founding member of the International Academy for the Study of Gaming and Religion. Via the methods of the social sciences and the humanities, Grieve investigates digital religion, particularly the study of religion and videogaming. He approaches religion as an exclusively human phenomenon, and his scholarship is informed by broadly comparative high-level empirical research informed by theoretical reflection. Grieve has authored or co-authored five books, dozens of book chapters, and numerous journal articles. Currently, he is researching *Video Games and the Problem of Evil,* which argues that video games often operate as potent vernacular theodicies through which players engage with contemporary ethics.

**EDUCATION**
Ph.D., Divinity, University of Chicago, (History of Religions), 2002
M.A., University of Chicago, History of Religions, 1994
M.A., University of Chicago, General Studies in the Humanities, 1993
B.A., San Francisco State University, Film Production and Philosophy, summa cum
      laude, 1987

**ACADEMIC POSITIONS**
Professor and Head, Department of Religious Studies, University of North Carolina at
      Greensboro, 2015—
Associate Professor, Department of Religious Studies, University of North Carolina at
      Greensboro, 2008–2016
Assistant Professor, Department of Religious Studies, University of North Carolina at
      Greensboro, 2002–2008
Lecturer, Department of Religious Studies, De Paul University, Chicago, IL, 2001–2002
Lecturer, The Graham School of Humanities, University of Chicago, 1998–2000

**SELECTED ADMINISTRATIVE LEADERSHIP POSITIONS**
Head, Department of Religious Studies, 2015–present
Director, Network for the Cultural Study of Videogaming 2022-
Chair, Seminar on Religion and Video Games, American Academy of Religion, 2015 –
      present
Member, College Executive Committee, 2011-2016

Founding Member, International Academy for the Study of Gaming and Religion 2013-
Chair, College Assembly, 2012–2013
Chair-elect, College Assembly, 2011–2012
Member, College Budget and Planning, 2011–2014
Chair, Liberal Arts Task Force, 2010–2012
Chair, Popular Culture Group, American Academy of Religion, 2009–2015
Chair, Digital Humanities Task Force, 2008–2011
Director, MERGE: A Network for Interdisciplinary and Collaborative Research, 2010–
      2012
Chair, Center for Critical Inquiry, 2006–2009
Chair, College IT Committee, 2003–2004

## PUBLICATIONS

### Books (Monographs)
*Video Games and the Problem of Evil.* New York: Routledge (Planned for 2023)
*Video Games and Religion: An Introduction.* New York: Routledge's Engaged Religion
      Series (co-edited with John Borchert and Planned for 2023)
*Cyber Zen: Imagining Authentic Buddhist Identity, Community and Practices in the
      Virtual World of Second Life.* New York: Routledge, 2016.
*Retheorizing Religion in Nepal.* Religion/Culture/Critique Series. New York: Palgrave-
      Macmillan, 2006.

### Books (Edited Volumes)
Co-editor Daniel Veidlinger, *Buddhism, the Internet, and Digital Media: The Pixel in the
      Lotus.* New York: Routledge, 2015
Co-editor Heidi Campbell, *Religion in Play: Finding Religion in Digital Gaming.*
      Bloomington, Indiana University Press, 2014.
Co-editor Steven Engler, *Historicizing 'Tradition' in the Study of Religion.* Religion and
      Society Series. Berlin: De Gruyter, 2005.

### Editor
Series Editor, Routledge: Studies in Religion and Digital Culture
Series Editor, De Gruyter: Introductions to Digital Humanities – Religion
Series Editor, Routledge: Critical Studies in Video Games, Religion and Values (under
submission)
Editorial Board, *Journal of Religion, Media and Digital Culture*
Editorial Board, *gamevironments*
Founding Member, International Academy for the Study of Gaming and Religion

### Articles in Refereed Journals
"Paradise Lost: Value Formations as an Analytical Concept for the Study of
      gamevironments," w/ Kerstin Radde-Antweiler, and, Xenia Zeiler,
      *gamevironments* 4 (2020), 77-113 Available at https://doi.org/10.26092/elib/179
 "Video Game Development in Asia: Voices From The Field,"
      Gregory P. Grieve, Kerstin Radde-Antweiler, Xenia Zeiler and Christopher
      Helland, 1-9. *gamevironments* 4 (2018), 1-9 Available at

http://www.gamevironments.uni-bremen.de.

"Video Game Development in Asia. A Research Project on Cultural Heritage and National Identity," Gregory P. Grieve, Christopher Helland, Kerstin Radde-Antweiler and Xenia Zeiler. *gamevironments* 3 (2017) 102-115. Available at http://www.gamevironments.uni-bremen.de.

"Why Religious Studies Should Pay Attention to Religion in Gaming." Co-authored with Heidi Campbell et al., *Journal of the American Academy of Religion*. 2016, 1–24

"Current Key Perspectives in Video Gaming and Religion.," Grieve, Radde-Antweiler, Zeiler *et al.* *gamevironments*, Issue 3 (2015), http://elib.suub.uni-bremen.de/edocs/00104918-1.pdf.

"Studying Religion in Digital Gaming. A Critical Review of an Emerging Field," Co-authored with Heidi Campbell. *Online – Heidelberg Journal of Religions on the Internet*, 5.1 (2014). http://www.online.uni-hd.de/

"Virtually Embodying the Field: Silent Online Buddhist Meditation, Immersion, and the Cardean Ethnographic Method," *Online – Heidelberg Journal of Religions on the Internet*, 4.1 (2010). http://www.online.uni-hd.de/

"Staking Out the Field: A Henotheistic Review of Supplemental Readers for the Study of Hinduism," *Journal of the American Academy of Religion*, 76 (2008) 716–746.

"The Rubin Museum of Art: Re-framing Religion for Aesthetic Spirituality," *Journal of Material Religion*, 2 (2006) 130–135.

"Forging a Mandalic Space: Bhaktapur, Nepal's Cow Procession and the Improvisation of Tradition," *Numen*, 51 (2005) 1–45.

"One and Three Bhairavas: The Hypocrisy of Iconographic Mediation," *Revista de Estudos da Religiao (REVER)*, 5 (2005). http://www.pucsp.br/rever/rv4_2005/t_grieve.htm#Grieve_3

"Cosmological Corrections: Mapping the Ideological Construction of Traditional Places in Bhaktapur, Nepal," *Studies in Nepalese History and Society*, 9 (2004) 375–406.

"Symbol, Idol and *Murti:* Hindu God-images and the Politics of Mediation," *Culture, Theory and Critique*, 44 (2003) 57–72.

"Signs Of Tradition: Compiling a History of Development, Politics, and Tourism in Bhaktapur, Nepal," *Studies in Nepalese History and Society*, 7 (2003) 281–307.

"Why in the Name of God, the Secular? Enlightenment, Plural-worldview, Critical, and Postmodern Academic Strategies," *The Council of Societies for the Study of Religion (CSSR) Bulletin*, 28 (2001) 68–73.

"Imagining a Virtual Religious Community: Neo-pagans on the Internet," *Chicago Anthropology Exchange*, 7 (1995) 98–132.


**Book Chapters**

"Religion," *Digital religion understanding religious practice in digital media*, in Campbell, Heidi, and Ruth Tsuria. 2022.

"Value Formations," Oxford Handbook of Digital Religion. (in Press)

"Digital Religion" *International Encyclopedia of Anthropology,* Wiley ScholarOne, (in Press)

"American Buddhism and Technology: Of Ice Cubes, Anti-Aircraft guns, Mindfulness, and Computer Geeks," Oxford Handbook on Contemporary Buddhism (in Press)

Digital Religion." 2021. In *The International Encyclopedia of Anthropology*, H. Callan (Ed.). https://doi.org/10.1002/9781118924396.wbiea2443

"Buddhism in the Age of Digital Reproduction," in *Religion in the Age of Digitization – Spirituality and Human Interaction*. Ed. Isetti Giulia. Co-authored with Daniel Veidlinger (2020)

"Ethnographic Method for the Digital Humanities," In *Buddhism and the Digital Humanities.* Edited by Daniel Veidlinger (DeGruyter. 2019)

"Digitalizing Tibet: A Critical Buddhist Reconditioning of Stig Hjarvard's Mediatization Theory," with Christopher Helland, and Rohit Singh. In *Mediatized Religion in Asia: Studies on Digital Media and Religion [Research in Digital Media and Culture in Asia],* Edited by Kersitn Xenia Zeiler (Routledge, 2019).

"An Ethnographic Method for The Study Of Religion In *Video Game Environments."* In *Methods for Studying Video Games and Religion*. Edited by Vit Sisler, Kerstin Radde-Antweiler and Xenia Zeiler (Routledge, 2018)

"Meditation-on-the-go: Buddhist Smartphone Apps as Video Game Play." In *Religion and Popular Culture in American* (3rd Edition). Edited by Bruce Forbes, and Jeffrey Mahan. (University of California Press. 2017)

"Buddhist Media Technologies," Co-authored with Daniel Veidlinger, in *Oxford Handbook of Contemporary Buddhism*, Edited by Michael Jerryson. London: Oxford University Press, 2016.

"Digital," *Key Terms in Material Religion*, Edited by S. Brent Plate. London: Bloomsbury, 2015, 55-61.

"The Formation of a Virtual Ethnographic Method: The Theory, Practice and Ethics of Researching Second Life's Buddhist Community," *The Pixel in the Lotus: Buddhism, the Internet and Digital Media*, Edited by Gregory Grieve and Daniel Veidlinger. New York: Routledge, 2015, 23–40.

"From Satori to Second Life: Convert Zen and the Spiritualization of Cybernetics in Post War America," *The Pixel in the Lotus: Buddhism, the Internet and Digital Media*, Edited by Gregory Grieve and Daniel Veidlinger. New York: Routledge, 2015, 93–117.

"Introduction: What Playing with Religion Offers Digital Game Studies," Co-author with Heidi Campbell, *Religion in Play: Finding Religion in Digital Gaming*, Edited by Heidi Campbell and Gregory Grieve. Bloomington: Indiana University Press, 2014, 1–21.

"Religion," *Digital Religion: Understanding Religious Practice in New Media Worlds*, Edited by Heidi Campbell. New York: Routledge, 2012, 104-119.

"Finding Liquid Salvation: Using the Cardean Ethnographic Method to Document Second Life Residents and Religious Cloud Communities," Co-author with Kevin Heston (Wake Forest University), *Virtual Worlds, Second Life, and Metaverse Platforms: New Communication and Identity Paradigms*, Edited by Nelson Zagalo, Leonel Morgado, and Ana Boa-Ventura. Hershey, PA: IGI Global, 2011, 288–306.

"Do Human Rights Need a Self? A Skillful Reading of Engaged Buddhism, Literature and the Heroic Compassion of the Samsaric Subject," *Human Rights and Literature*, edited by Elizabeth Swanson Goldberg and Alexandra Schultheis. Philadelphia: University of Pennsylvania Press, 2011, 247–261.

"There is No Spoon? *The Matrix*, Ideology, and the Spiritual Logic of Late Capital," *Teaching Religion and Film*, edited by Greg Watkins. American Academy of Religion's Religious Studies Series Teaching. Oxford: Oxford University Press,

2009, 189–207.

"Illuminating the Half-Life of Tradition: Legitimation, Agency, and Counter Hegemonies," Co-authored with Richard S. Weiss, Victoria University, New Zealand, *Historicizing Tradition,* edited by Steven Engler and Gregory P. Grieve. Berlin: Mouton de Gruyter 2005, 1–18.

"Histories of Tradition in Bhaktapur, Nepal: Or How to Compile a Contemporary Hindu Medieval City," *Historicizing Tradition*, edited by Steven Engler and Gregory P. Grieve. Berlin: Mouton de Gruyter 2005, 269–283.

## Peer-Reviewed Social Media

"How to know if your practice of Buddhism through listening to podcasts or use of meditation apps is 'authentic," *The Conversation* (May 2022), https://theconversation.com/how-to-know-if-your-practice-of-buddhism-through-listening-to-podcasts-or-use-of-meditation-apps-is-authentic-180469

"Meditation apps might calm you – but miss the point of Buddhist mindfulness," *The Conversation*, (October 2018), https://theconversation.com/meditation-apps-might-calm-you-but-miss-the-point-of-buddhist-mindfulness-124859

"Cosmic Pollution:  The Manchester Cathedral, Video Games, and Religion," On Georgetown University's Berkley Center for Religion, Peace, and World Affairs, the Berkley Forum, https://berkleycenter.georgetown.edu/responses/cosmic-pollution-the-manchester-cathedral-video-games-and-religion

"Augmenting the Dharma" (w/ Christopher Helland, and Rohit Singh), Religion Going Public, http://religiongoingpublic.com/archive/2017/augmenting-the-dharma

"Is Online Religion Real?" Religion Going Public, http://religiongoingpublic.com/archive/2017/is-online-meditation-real

"Object Narrative: Virtual Meditation Cushion (Zafu)," Center for the Study of Material and Visual Cultures of Religion (MAVCOR), http://mavcor.yale.edu/

"Virtual Buddhist Monk Robes: Cyborgs, Gender, and the Self-Fashioning of a Mindful Second Life Resident," *Material Religions : Exploring The Material Basis Of Religious Traditions,* http://materialreligions.blogspot.com/2016/02/virtual-buddhist-monk-robes-cyborgs.html

## White Paper

*Prioritizing Presence in a Post-Pandemic World*. Amy Bix, Gregory Grieve, Natasha Heller, Beverley McGuire & Stuart Sarbacker (January 2022), Public Theologies of Technology and Presence

## GRANTS, FELLOWSHIPS and AWARDS

## Pending

National Endowment for the Humanities, *Collaborative Research,* "International Conference on Ludic Communication and Oppositional Social Groups, Under Submission, [collaborator with John Borchert], (Pending $250,000)

**Awarded External**

Social Sciences and Humanities Research Council of Canada, — The Cyber Lama and
      Virtual Sangha, 2018-2023 [collaborator with Christopher Helland] ($151,409)
ZeMKI Visiting Research Fellowship, Bremen Germany, 2022 ($5,319)
Public Theologies of Technology and Presence Research Initiative, 2018-2021 ($10,000)
American Academy of Religion: Collaborative International Research Grant: Video
      Game Development in Asia – National Identities, Nationalism and
      Radicalization, 2017 [collaborator] ($5,000)
National Humanities Alliance Foundation, War, Peace and Social Media, 2016 ($5,500)
NEH Summer Institute: Problems in the Study of Religion, 2016 ($2,750)
North Carolina Board of Governors Award for Excellence in Teaching, 2016 ($12,500)
NEH Summer Institute: Evaluating Digital Scholarship, 2011 ($1,100)
Contemplative Practice Fellowship, Contemplative Mind in Society, 2009 ($4,500)
Senior Research Fellowship, Asian Research Institute, National University of Singapore,
      2007 ($14,000)
Fellow, Center for Religion and Media at New York University, Pew Charitable Trusts,
      2004–2005 ($35,000)
Shelly and Donald Rubin Foundation, 2006–2008 ($8,500)
Committee on South Asian Studies Dissertation Fellowship, 2000–2001 ($13,724
      [inclusive of tuition])
Lilly Endowment, Dissertation Fellowship for Future Theological Educators, 1999–2000
      ($17,448 [inclusive of tuition])
Fulbright-Hays Doctoral Dissertation Research Fellowship, 1998–1999 ($22,000)
Foreign Language and Area Fellowships, 1998 ($19,448 [inclusive of tuition])
Social Science Research Council Pre-Dissertation Understudied Language Fellowship, 1997
      ($13,000)
Foreign Language and Area Fellowships, 1996 ($19,448 [inclusive of tuition])
Foreign Language Enhancement Program Fellowship, 1996 ($5,500)
University of Chicago Brauer Fellowship, "*Toward a History of Myth*," 1996 ($1,000)
Social Science Research Council Pre-Dissertation Research Fellowship, 1995 ($3,500)

**Awarded Internal**

Faculty First Grant, 2021 ($5,000)
Faculty First Grant, 2018 ($5,000)
UTLC Faculty, 2016 Fellow ($8,000)
UNC-Greensboro, Faculty First Grant, 2015 ($2,500)
UNC-Greensboro, Faculty Grant, 2015 ($5,000)
Kohler Fund International Programs Center Grant, 2015 ($700)
Kohler Fund International Programs Center Grant, 2014 ($700)
UNC-Greensboro, Proposal Preparation Program, 2014 ($2,638)
UNC-Greensboro, Research Leave, Spring 2011 ($73,348)
UNC-Greensboro, Summer Excellence Award, 2011 ($5,000)
UNC-Greensboro, Proposal Preparation Program, 2011 ($2,368)
UNC-Greensboro, Faculty Grant, 2010 ($5,000)
Undergraduate Research Assistant Program Proposal, 2009 ($4,000)
Ashby Dialogue, UNC-Greensboro, 2008–2009 ($2,000)
Center for Critical Inquiry, UNC-Greensboro, Faculty Summer Fellowship, 2008

($2,500)
Team-Teaching Initiative, 2007 ($3,000)
Kohler Fund International Programs Center Grant, 2007 ($500)
Center for Critical Inquiry, UNC-Greensboro, Faculty Summer Fellowship, 2007
       ($2,500)
UNC-Greensboro, Faculty Grant, 2006 ($5,000)
Kohler Fund International Programs Center Grant, 2006 ($1,000)
UNC-Greensboro Summer Excellence Award, 2006 ($4,000)
UNC-Greensboro Special Summer Research Award, 2004 ($4,000)
UNC-Greensboro Summer Excellence Award, 2003 ($4,000)
UNC-Greensboro Undergraduate Research Assistant Program, 2003 (in kind service)


## LECTURES

**Invited Lectures**
"Ludic Fascisms: Comparing the Play of fascisms in the Videogame *Wolfenstein* to the
       QAnon Conspiracy Theory," ZeMKI, Centre for Media, Communication, and
       Information Research, Universität Bremen, June 2022
"Resonance and the Good Life," 7th Biennial Conference on Religion & American
       Culture, Indianapolis, Indiana, June 2022
"Creating Presence in an Online Seminar:  Using the Multiplayer Videogame *Valheim* for
       Transformative Pedagogy," Prioritizing Presence Workshop, University of
       Virginia, January 2022
 "Violence and Theodicy in *Far Cry 5*," Northwestern University, Program in
       Environmental Policy and Culture, (Virtual), November 2021
"Studying Religion in Digital Gaming," NYU Shanghai, (Virtual), September 2021
"Ariadne's Thread: A Multiform Study of Video Games and the Problem of Evil,"
       Berkeley (Virtual), Public Theologies of Technology & Presence, May 2021
"Darkrim: Vanilla and Modified Evil in Skyrim," Universität Bremen, Institut für
       Religionswissenschaft und Religionspädagogik, Dec 2019
"Darkrim: Vanilla and Modified Evil in Skyrim," Berkeley, Public Theologies of
       Technology and Presence, October 2019
"Video Games, Violence and the Problem of Evil in Far Cry Five," College of
       Charleston, March 2019
"The Confession: Video Games, Violence, and the Problem of Evil," Capps Center,
       University of California Santa Barbara, Feb 2019
"Confessions," Public Theologies of Technology and Presence, Institute of Buddhist
       Studies, October 2018
"Video Games and the Problem of Evil," Leibniz Universität Hannover, Institut für
       Theologie und Religionswissenschaft, May 2018
"Buddhism, New Media and Gender" Duke University, April 2018
"Buddhism and New Media," Bard College, April 2018
"Gaming Religion: Finding Faith in Digital Games," South by Southwest, Austin Texas,
       March 2018
"Genealogy of Cyber Zen," University of North Carolina at Charlotte, Dec 2016

"Schizocuration: Virtual and Actual Maps of the City," San Francisco Art Institute, San Francisco, August 2016

"Thinking Outside the Xbox: The Play Between Religion and Video Games," California State University Chico, February 2016

"Religion in Video Games," Charles University, Prague, Czech Republic, December 2013.

"From Satori to Second Life: Convert Zen and the Spiritualization of Cybernetics in Post-War America," University of North Carolina, Chapel Hill, NC, November 2013.

"Zen and the Art of Second Life," *Remediating Sacred Scriptures*, Syracuse University, October 2013.

"Virtual Ethnography: Exploring Religion in Digital Worlds," Texas A&M University, October 2013.

"Fashioning an Asian Subject: Second Life 'Zen' as Cybernetic Product of and Response to Global Neoliberalism," Religion in the Digital Age: Mediating 'The Human' in a Globalizing Asia, NYU, September 2013.

"Digital Zen and the American Religious Imagination," University of Otago, Dunedin, New Zealand, June 2012.

"Contemplating Online Buddhism," University of Victoria, Wellington, New Zealand, June 2012.

"Coding Silence: Online Buddhist Meditation," Digital Dharma Symposium, California State University, Chico, CA, November 2011.

"Liquid Selves: Buddhism, Desire and the Reality of Virtual Bodies," Persona: A Body in Parts, Weatherspoon Art Museum, Greensboro, NC, October 2011.

"Immersion in a Virtual World: Using Gender to Demonstrate Why Ethnography in the Virtual World of Second Life is Possible," How Virtual is Reality? Digital Religion, Research in Virtual 3D Environments, Bremen, Germany, August 2010.

"Almost Being There: Participant Observation in Virtual Worlds," How Virtual is Reality? Digital Religion, Research in Virtual 3D Environments, Bremen, Germany, August 2010.

"Thick Description in a Fluid World: Towards a Ethnography of Virtual Worlds," How Virtual is Reality? Digital Religion, Research in Virtual 3D Environments, Bremen, Germany, August 2010.

"Digital Diaspora: Buddhism in the Virtual World of Second Life," Buddhism and Diaspora Conference, Panel 4: Diaspora and Globalization: Evolutions of Practice and Belief in a Modern World TLKY Buddhist Conference, University of Toronto Scarborough, Toronto, Canada, May 2010.

"Engaging in Mindful Fantasy," Exploring Virtual Worlds Working Group. Duke University, Durham, April 2010.

"Transforming Meditation: Second Life's Zen Buddhist Community and the Ideology of Spiritual Cultivation," Digital Religion, NYU Center for Religion and Media, March 25–26, 2010.

"Digital Dharma: Practicing Buddhism in the Virtual World of Second Life," UNCG, Fall Fest Alumni Reunion Colloquium, Greensboro, NC, 2009.

"Does Religious Freedom Need a Self?" Lost in Translation: Comparing Local and Global Interpretations of Religious Freedom, University of Tennessee, 2009.

"Constructing Action: Cosmology, World and Samsara," The Tung Lin Kok Yuen
        Conference, Visualizing and Performing Buddhist Worlds, University of Toronto
        Scarborough, Toronto, Canada, 2007.
"Globalizing the Mandala," Asian Research Institute, National University of Singapore,
        2007.
"Hermeneutics, Orientalism and Cross-Cultural Mediation," Department of Languages
        and Mass Communication, Kathmandu University, Nepal, 2006.
"Generating Place through Festival," Kalamazoo College, MI, 2006.
"Cosmology Today: Authority, Representation and the Place of Tradition in Bhaktapur,
        Nepal," The Center for Media and Religion, New York University, NY, 2005.
"Symbol, Idol and *Murti*," University of Pittsburgh, PA, 2004.
"Cosmology Today," Grinnell College, IA, 2004.
"Dialexis: Or I was Colored into the Landscape," University of Alabama, 2002.
"The (Re)Construction of a Traditional Space," Grinnell College, IA, 2001.
"The Uses and Abuses of the Saya Festival," Yale University, CT, 2001.


**Workshops**
IASGaR, Workshop on Future Generations in the Field, Bremen, Germany, August 2022
ISMRC Pre-Conference on Religion and Video Gaming, Boulder CO, Aug 2018
ISMRC Graduate Student Mentorship Pre-Conference, Boulder CO, Aug 2018
IASGaR Workshop on Value Systems and Methods for the Study of Video Games,"
        Lathi Finland, May 2018
ACE Leadership Academy for Department Chairs, Skokie IL, October 2017
Public University Chairs Meeting Charlotte, NC, April 2017
Wabash Pedagogy Workshop, Charlotte, NC, April 2017
SSRC Digital Religion Workshop, New York, April 2015.
Seminar on Religion and Video Games, Helsinki, March 2015.
How Real is the Virtual? Bremen, Germany, August 2010.


**Papers Presented at Scholarly Societies**
"Videogaming as a Workaround for the Good Life: Ludic Friendship, Eudaimonia, and
        the Cooperative Fighting of Trolls in the Videogame *Valheim"* I
        Left Valheim for This?": The Gaming Cultures of Valheim, University of North
        Carolina Greensboro Network for The Cultural Study of Videogaming, April
        2022
"What a Racist Digital Game, Gone Evil, Can Tell Us About the Study of Religion (and
        Gaming) American Academy of Religion, Virtual, November 2021.
"The Confession: Video Games, Violence, and the Problem of Evil in the Video Game
        Far Cry," *Video Games and Religion: Apocalypse and Utopia*, Virtual, November
        2020
"Beyond Belief: How Video Game's Procedural Rhetoric Models how Rituals make
        Arguments," American Academy of Religion, Virtual, November 2020.
"Religion and Video Game Development in Asia: National Identities, Nationalism and
        Radicalization," ICC-IAHR session, American Academy of Religion, November
        2019
"What Would the Buddha Tweet? Towards an Ethics of Social Media Use based on
        Cybernetic Feedback and the Buddhist Conception of Dependent Origination,"

Buddhism & Technology—Historical Background and Contemporary Challenges, UBC FrogBear Project, Vancouver, Canada, October 2019

 "Far Cry 4: Disjunction and Difference in Nepali Video Games," University of Helsinki, June 2018

"*Sara is Missing*: Augmented Evil, Smart Phones, and Digital Ethics." International Conference on Media, Religion and Culture, Boulder CO, August 2018.

"Digitalizing Tibet: A Critical Buddhist Reconditioning of Stig Hjarvard's Mediatization Theory." International Conference on Media, Religion and Culture, Boulder CO, August 2018.

"Disjunction and Difference in Nepali Video Games," Video Games and Museums, Helsinki, Finland, May 2018

"Escaping Shangri-La,"  SSSEARC Conference, Ho Chi Minh City, Vietnam, August 2017.

"Virtual Buddhist Monk Robes: Cyborgs, and the Queering of a Mindful Second Life Resident," AAR/Western Region, Rosemont, CA March 2017

"Ludography," International Society for Media, Religion and Culture, Seoul, Korea, August 2016

"Crafting the Study of Religion and Video Games," American Academy of Religion, Atlanta, November 2015.

"Spinning Spirituality: Far Cry 4 and the Procedural Depiction of Karma," Fandom and Religion Conference, Leicester, England, July 2015.

"Lessons from Playing with Religion in Digital Games," International Center for Religion, Media, and Culture Conference: Media, Religion and Culture in a Networked World. Canterbury, United Kingdom, August 2014.

"Digital Zen," Cyberspace 2012, Masaryk University, Brno, Czech Republic, December 2012.

"Virtual Orientalism," Respondent, American Academy of Religion, Religion and Popular Culture Group, November 2012.

"Surveying Our Understanding of Digital Religion," Panelist, American Academy of Religion, Religion, Media, and Culture Group, November 2011.

"Karma Chameleon: Continuities and Transformations in Popular Culture," Respondent, American Academy of Religion, Religion and Popular Culture Group, November 2011.

"Coding Silence: Online Buddhist Meditation," Contemplating Theory, Theorizing Contemplation, Association for the Contemplative Mind in Higher Education, November 2011.

"The Cardean Research Method: Towards the Ethnography of Second Life's Zen Buddhist Cloud Community," Best Papers: Communication and the Future Division, National Communication Association, San Francisco, CA, November 2010.

"A Virtually Embodied Field: Silent Online Meditation, Immersion, and the Cardean Ethnographic Method," Making and Remaking Subjects, MERGE: A Network for Interdisciplinary and Collaborative Scholarship, UNCG, Greensboro, NC, November 2010.

"Sitting on a Virtual Cushion: Online Buddhist Meditation Methods in a Second Life Cyber-Sangha," American Academy of Religion, Current Research on North American Buddhism Section, Atlanta, GA, November 2010.

"Mediating Emptiness: Online Zen Buddhist Meditation and the Ideological Logic of the Kōan," American Academy of Religion, Religion and Popular Culture Group, Atlanta, GA, November 2010.

"Fashioning Religion and Gender," Gender, Bodies and Technology, Virginia Tech's Women's and Gender Studies Program, Roanoke, VA, April 2010.

"Differentiation of Self in Virtual Worlds," National Communication Association, San Diego, CA, November, 2008.

"Rezzing the Ontological Self: 'Gender-Bending' as Key for Analyzing Subjectification in the Virtual World of Second Life," Panel: Just Gaming? Virtual Worlds and Religious Studies, American Academy of Religion, Chicago, IL, 2008.

"Re-Imagining the Subject of Tantric Art: Chakrasamvara as a Technology to Constitute Samaric and Post-Perennial Selves," Panel: Globalization and South Asian Religions: Redefining the Discourse beyond the Diaspora, American Academy of Religion, Chicago, IL, 2008.

"A Ludicrous Proposal," Panel: Sacred Space: Sites of Religious Vision, Symbol, Experience, American Academy of Religion, San Diego, CA, 2007.

"Cosmological Interpellation: Bhaktapur Nepal's Gai Jatra Procession, and Kamas, Utah's Pioneer Day Parade," Panel: Sacred Space: Sites of Religious Vision, Symbol, Experience, American Academy of Religion, San Diego, CA, 2007.

"Adoption and Adaptation: Globalizing the Mandala," South and Southeast Asian Association for the Study of Culture and Religion, Bangkok, Thailand, 2007.

"Globalizing the Mandala: The Politics of Mediation," American Academy of Religion, Philadelphia, PA, 2007.

"Looking into Bhairava's Face: The Animating Affect of Horror," American Academy of Religion, Philadelphia, PA, 2005.

"Domesticating Bhairava: Prosaic Tantra's Animating Affect," Society for Tantric Studies, Flagstaff, AZ, 2005.

"Three Maps of Bhaktapur, Nepal: The (Re)-Construction of a Traditional Space," American Academy of Religion, San Antonio, TX, 2004.

"Symbol, Idol and *Murti*: Monotheism's Spiritual Legacy and the Rhetoric of Scripturalism," American Academy of Religion, San Antonio, TX, 2004.

"An Improvised Theory of Social Agency: Creativity, Festival Practice and the Invention of Place in Bhaktapur, Nepal," Eighth Annual Conference on Holidays, Ritual, Festival, Celebration, and Public Display, Bowling Green, OH, 2004.

"Historicizing Tradition," American Academy of Religion, Atlanta, GA, 2003.

"Generating Place through Festival," Society for the Anthropology of Religion, Cleveland, OH, 2002.

"Dialexis, or 'I was Painted into the Landscape'," American Academy of Religion, Denver, CO, 2001.

"Cashing in on Culture: Or From Dharma to Capital in Three Easy Steps," South Asian Convention, Madison, WI, 2000.

"Mapping the City," Third International Crossroads in Cultural Studies Conference, Birmingham, England, 2000.

"Culture and Sanskriti: The Socio-cultural Aspect of Borrowing," Himalayan Languages Symposium, Milwaukee, WI, 2000.

"Mapping Festivities: Praxis and Worship in the Gai Jatra Festival," South Asia Workshop, University of Chicago, Chicago, IL, 1998.

"The Social Ramifications of Marrying the God Narayan," Nepal Bhasa and Newa
	Culture, South Asian Convention, Madison, WI, 1998.
"Bodily Knowing: the Role of the Implicit," What Comes After Postmodernism,
	University of Chicago, Chicago, IL, 1997.
"Recent Urban Ethnography in the Kathmandu Valley," South Asian Convention.
	Madison, WI, 1997.
"Contesting and Creating Urban Spaces," American Academy of Religion, San
	Francisco, CA, 1996.
"Architecture as Propaganda," South Asian Convention, Madison, WI, 1996.
"Temples across Literal and Conceptual Boundaries," Mapping the Visual, University of
	Chicago, Chicago, IL, 1996.
"Religious Architecture in the Popular Imagination," From Microchip to Mass Media,
	University of Chicago, Chicago, IL, 1996.
"Sacred Strategies," South Asia Workshop, University of Chicago, Chicago, IL, 1995.

## COURSES DEVELOPED AND TAUGHT

I teach in three main areas: digital religion, Asian religions, and theory and methods for the study of religion. Each of these area functions as a "funnel," with a larger introductory course, several mid-level courses, and a select number of advanced upper-level seminars.

*Popular Religion*:
	Introductory: Religion, Media, and Popular Culture; Religion in Film
	Mid-level: Popular Culture and the Question of Evil

*Digital Religion*:
	Mid-level: Digital Religion; Religion and Video Games
	Advanced Upper level: Advanced Topics in Digital Religion, Virtual
		Ethnography

*Asian Religions:*
	Introductory: Introduction to Non-Western Religion
	Mid-level: Introduction to Hinduism; Introduction to Buddhism; Human Rights in
		Asian Literature; Film and Religion
	Advanced Upper level: Religion in Traditional Societies; Advanced Topics in
		Asian Religions

*Theories and Methods for the Study of Religion:*
	Introductory: Religion, Art, and Visual Culture
	Mid-level: Thinking about Religion; Ritual Studies; Myth and Theory; Human
		Rights in Asian Literature; Film and Religion
	Advanced Upper level: Religious Movements and Communities; Senior Seminar

## Ad Hoc Reviewer of Book Manuscripts

Routledge
De Gruyter

University of Chicago
University of California

**SERVICE TO THE COMMUNITY**
Lecture, Friends of the Library: "Playing with Religion and Digital Games in the
　　　Library," UNCG, April 2015.
Radio Interview (NPR), Experiments with Religion in the Internet's Early Days, March
　　　2014.
Radio Interview, Intersections, November 2013.
Lecture, "American Buddhism," Trinity Episcopal Church, Greensboro, NC, October
　　　2012.
Lecture, "Recent History of Nepal," UNC-Greensboro Honors College, Greensboro, NC,
　　　August 2012.
Lecture, "Virtual Buddhism," Trinity Episcopal Church, Greensboro, NC, March 2012.
Lecture, "Film and Human Rights," UNC-Greensboro Honors College, Greensboro, NC,
　　　March 2011.
Lecture, "Visual Culture and the Humanities," Center for Critical Inquiry, UNC-
　　　Greensboro, 2010.
Lecture, "Mormonism and the Performance of American Identity," UNC-Greensboro
　　　Honors College, Greensboro, NC, 2009.
Lecture, Friends of the Library: "A Walk in the Woods," March 2008
Lecture, Discussion on the film *Legacy,* New York University, October 2005.
Lecture, "Simpsons and Religion," UNC-Greensboro Honors College, Greensboro, NC,
　　　March 2003.
Lecture, "What is Hinduism?" Lecture at Canterbury Middle School, Greensboro, NC,
　　　March 2003.
Lecture, "Visions from another Tradition," St. Mary's Episcopal House, Greensboro, NC,
　　　April 2003.


**OTHER UNIVERSITY, COLLEGE, AND DEPARTMENTAL SERVICE**
**University Committees**
Member, Tuition Committee, 2014–2015
Member, Committee on Committees, 2012–2013
Member, Information Literacy Council, 2009–present
Member, General Education Council, 2007–2011
Member, General Education Council, Assessment Sub-committee, 2008-2009
Member, Honors Council, 2007–2010
Member, Faculty Senate, 2003–2004 and 2007–2008
Member, Website Oversight Committee, 2005–2007
Member, International Honors College Task Force, 2003–2004
Member, Library Committee, 2003–2004
Member, Ad hoc Assessment of GEC, "Religion, Philosophy, and Ethics Classes," 2003
Member, Ad hoc Assessment of Office of Research Services, 2003–2004

**College/School Committees**
Member, Executive Committee, 2015-2016
Member, English Department Search: Digital Rhetoric, 2013–2014

Member, Executive Committee, 2011–2013
Chair, College Assembly, 2012–2013
Chair-elect, College Assembly, 2011–2012
Member, College Budget and Planning, 2011–2014
Chair, Liberal Arts Task Force, 2010–2012
Chair, Digital Humanities Task Force, 2008–2011
Member, Undergraduate Research Assistant Committee 2010–2011
Member, Faculty Grant Committee, 2010–2011
Director, MERGE: A Network for Interdisciplinary and Collaborative Research, 2010–2012
Member, College of Arts and Sciences Curriculum and Teaching Committee, 2008–2013
Chair, Center for Critical Inquiry Programs Committee, 2006–2009
Chair, Center for Critical Inquiry, Executive Committee, 2006–2009
Chair, Center for Critical Inquiry, Theme Sub-committee, 2006–2007
Member, NEH Summer Stipend Nomination Committee, 2006–2007
Member, Center for Critical Inquiry Task Force, 2004–2005
Member, College IT Committee, 2003–2004

**Department/Program Committees**
Head, Department of Religious Studies, 2015–present
Chair, Islam Search Committee, 2012
Advisor, Faculty Advisor, Alpha Iota Theta, 2010–present
Chair, Non-Western Religions Search Committee, 2010
Member, Post-Tenure Review Committee, 2008–2010
Chair, Islam Search Committee, 2006
Liaison, Departmental Library, 2002–2004
Liaison, Lloyd International Honors College, 2004–present

**SERVICE TO THE PROFESSION**
Founding Member, International Academy for the Study of Gaming and Religion 2013-
Editor, Gamevironments 2015-present
Chair, Seminar on Religion and Video Games, American Academy of Religion, 2015 –
        present
Steering Committee, Religion, Media, and Culture Group, American Academy of
        Religion, 2015–present
Editor, De Grunter: Series on Digital Humanities and Religion, 2015–present
Tenure File Review, University of Alabama, 2014
Editor, *Journal of Religion, Media and Digital Culture*, 2012–present
Editor, Routledge Studies in Religion and Digital Culture, 2013–present
Advisory Board, New Media, Religion & Digital Culture Project, 2010–present
Chair, Popular Culture Group, American Academy of Religion, 2009–2015
Steering Committee, Religion, Media, and Culture Group, American Academy of
        Religion, 2004–2010
Steering Committee, Sacred Space in Contemporary Asia Consultation, American
        Academy of Religion, 2002–2010

**PROFESSIONAL MEMBERSHIPS**
American Academy of Anthropology (AAA)
American Academy of Religion (AAR)
Association of Internet Researchers (AoIR)
International Association for the History of Religions (IAHR)
Virtual World Research Network

**RESEARCH TRAVEL**
Germany, 2022
Germany, 2019
Japan and Korea, 2016
India, Nepal, and Tibet, 2009, 2012, 2014
Singapore and Nepal, April–August 2007
Bhaktapur, Nepal, May–June 2006
Bhaktapur, Nepal, January–December 1999
Bhaktapur, Nepal, January–August 1997
Nepal, May–August 1995
Extended travel to South Asia and South East Asia, 14 months, 1989–1990
Extended travel to Europe and Middle East, nine months, 1988–1989
Travel to Central and South America, six months, 1987