

## **GREGORY PRICE GRIEVE**

Professor and Head, Department of Religious Studies  
The University of North Carolina, Greensboro  
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I am Professor and Head of the Department of Religious Studies at the University of North Carolina at Greensboro. I conduct research at the intersection of religion, popular culture and Buddhism, with a particular focus on religious practices that employ digital media, such as the Internet, virtual worlds, and video games. My most recent book, *CyberZen* (2016), explores Buddhist identity, community and religious practices in the virtual world of Second Life. Besides an accomplished researcher I am a decorated teacher, and an able administrator. In 2016, I was awarded the UNC Board of Governors Award for Excellence in Teaching, the highest honor bestowed by the North Carolina system for superior teaching. Service also plays a pivotal role in my career, and I have served on over forty major committees, as the Head of the Department, and as the Chair of the College Assembly. Through my service to the profession I have shaped the field of digital religion by serving as an advisor to the National Endowment for the Humanities and the Social Science Research Council, and have served as a series editor for Routledge and De Gruyter. Furthermore, I pioneered the study of digital religion during my six years as chair of the American Academy of Religion's Religion and Popular Culture Group, and I am now chair of the AAR's new Seminar on Religion and Digital Gaming. I am also a founding member of the International Academy for the Study of Gaming and Religion, and its new journal, *Gamevironments*.

### **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, Department of Religious Studies, University of North Carolina at Greensboro, 2016—  
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

## PUBLICATIONS

### Books (Monographs)

- Cyber Zen: Imagining Authentic Buddhist Identity, Community and Practices in the Virtual World of Second Life*. New York: Routledge, [December 2016].
- Rethorizing 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.

### Articles in Refereed Journals

- “Why Religious Studies Should Pay Attention to Religion in Gaming.” Co-authored with Heidi Campbell et al., *Journal of the American Academy of Religion*. 2015, 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](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**

- “Meditation-on-the-go: Buddhist Smartphone Apps as Video Game Play.” In *Religion and Popular Culture in American* (3<sup>rd</sup> Edition). Edited by Bruce Forbes, and Jeffrey Mahan. (in Press)
- “Imagining an Ethnographic Method for the Study of Religion in Video Game Environments” In *Video Games and Religion: Research Methods*. Edited by Vit Sisler, Kerstin Radde-Antweiler, and Xenia Zeiler (in Press)
- “Buddhist Media Technologies,” Co-authored with Daniel Veidlinger, *Oxford Handbook of Contemporary Buddhism*, Edited by Michael Jerryson. London: Oxford University Press, 2016. (in press)
- “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, 2014, 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, 2014, 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 Blogs**

“Object Narrative: Virtual Meditation Cushion (Zafu),” Center for the Study of Material and Visual Cultures of Religion (MAVCOR), <http://mavcor.yale.edu/> [In press 2016]

“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-robres-cyborgs.html>

### **GRANTS, FELLOWSHIPS and AWARDS**

#### **Awarded External**

National Humanities Alliance Foundation, War, Peace and Social Media, 2016 (\$5,000)

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**

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

“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, Fallfest 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**

- 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**

- “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:*

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

## **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  
Director, Center for Critical Inquiry, 2006–2009  
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**

Board Member, International Academy for the Study of Gaming and Religion 2013-  
Editor, *Gamenvironments* 2015-  
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  
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

### **Ad Hoc Reviewer of Book Manuscripts**

Routledge  
De Gruyter  
University of Chicago  
University of California

### **Tenure File Review**

University of Alabama, 2014

### **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.

### **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**

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