

Rachel Donley

Curriculum Vitae

PERSONAL INFORMATION

E-mail Address: rdonley6@gatech.edu

EDUCATION

PhD - Digital Media, Georgia Institute of Technology - Atlanta, GA
In progress, started Fall 2020

M.A. Digital Media - Interactive Media, University of Central Florida - Orlando, FL
Graduated: Spring 2020

B.S. in Professional Studies - Visual Arts and Health Science, West Chester University - West Chester, PA

Capstone Project: Created and ran donation-based wellness day, Community Well, featuring Tai Chi, meditation and yoga classes taught by students training in each discipline. The event raised money for the non-profit Community Volunteers In Medicine

Graduated: April 2013

TEACHING AND PROFESSIONAL EXPERIENCE

Instructor, Johns Hopkins University Center for Talented Youth (CTY) - virtual

Game Design (Summer 2021 - ongoing) - Instructor

- Taught eight 3-week courses in game design and one 9-week course
- Courses consisted of nine lessons, each with one-hour synchronous session and three hours of assigned asynchronous work
- Guided and provided feedback for students as they developed and tested playable game prototypes
- Demonstrated and had students practice fundamental aspects of game mechanics, such as designing rules and objects, elements of risk and chance, balancing for fairness, and creating tutorials and rulebooks
- Facilitated playtesting, guiding students in how to ask questions as a designer and give feedback as a playtester
- Ran discussions and breakout room activities for each synchronous session

Graduate Teaching Assistant, University of Central Florida - Orlando, FL

DIG 3174 Front-End Web Development (Fall 2019) - Instructor of Record

- Began teaching four weeks into semester with the class a few weeks behind, caught the class up to the scheduled timeline outlined in syllabus within two weeks with no major deadline changes
- Taught relevant design concepts such as typography, accessibility, responsiveness and mobile-first design
- Taught and demonstrated coding in HTML, CSS, SASS and JavaScript
- Adapted existing materials for assignments and labs to provide more clarity and structure
- Created and presented lecture materials each week
- Scheduled individual check-ins with each student at multiple points throughout the semester, and made an effort to check and troubleshoot with students every week
- Held scheduled office hours
- Handled all student emails and inquiries - Graded all labs and assignments

DIG 2109 Digital Imaging Fundamentals (Fall 2019) - Assistant

- Graded student logo projects - Responded to student emails - Held office hours for course

DIG 4813 Contemporary Topics in Digital Media (Spring 2020) - Assistant

- Course centered around the use of Values at Play to teach analog game design
- Assisted in development of course structure
- Provided feedback on syllabus
- Created and presented lecture on escape rooms and Alternate Reality Games
- Graded and provided extensive feedback on student work at each step of the design process

DIG 3043 Evolution of Video Games (Fall 2018) - Grader

- Evaluated student participation in online discussions about video game history
- Created test questions for video game history and interactive design exams, including multiple choice, true/false, and short answer questions
- Graded short answer questions for video game history final exam

DIG 2500 Fundamentals of Interactive Design (Fall 2018, Spring 2019) - Grader

- Graded scaffolding and final project for creation of interactive fiction work in ink programming language
- Graded scaffolding and final project for creation of personal professional websites
- Covered class for professor and created material to review interactive fiction design concepts

DIG 3480 Computer as a Medium (Spring 2019) - Grader

- Graded game-based assignments developed in Unity - Responded to student emails

SCRAP Entertainment, Inc.

Worked on 15+ escape games, employed as project manager, created and localized games, ran and managed staffing for escape rooms and large-scale “event-style” games of up to 2,000 players. Two games I was most heavily involved in:

The Pop Star’s Room of Doom - project lead, pop star and manager
A collaborative game where interaction with two actors is a core component of gameplay.

The 8 Suspects - project lead, writer and manager
A collaborative murder mystery game, players ‘become’ characters and use observation and deductive reasoning to progress and correctly identify the killer.

Weird Sisters Interactive

One of the founding members, alongside Ava Pierce and Jessica Greenstreet, my focus is on narrative and art design and 2D art for: *The Clairvoyant AR* (narrative based audio game played with Bose AR products, published), *It’s a Zoo* (pixel puzzle game recipient of grant from Thekla, unpublished). Our two key games are:

It’s a ZOO - narrative design and 2D art
Received a grant from Thekla (*The Witness*) and Jeff Roberts (RAD Game Tools) to develop the game.

The Clairvoyant AR - game and narrative design, script writing, art
Part of the 2019 Bose Jam in San Diego, one of 5 teams selected to participate

- Selected to demo at the Bose booth in PAX West 2019 - one of two San Diego teams selected, one of six total teams selected from jams in at least five cities

- Selected as a demo-able game in all Bose storefronts, and to be promoted alongside upcoming Star Wars AR game

PRESENTATIONS

Narrascope Conference - June 2019

Presentation with Kenton Howard, “Teaching Interactive Design through Inky”

International Conference on Interactive Digital Storytelling - November 2019

Poster presentation with Kenton Howard, “Using Ink and Interactive Fiction to Teach Interactive Design”

Ethical XR Symposium - February 2020

Presentation, “Real World, Real Change: Lessons and Opportunities in Live Immersive Experiences”

Narrascope Conference - May 2020

Panel presentation, “IF.then(): Teaching Programming Concepts Using Interactive Fiction”

Serious Play Conference - June 2021

Presentation, “Using Values at Play in Undergraduate Analog Game Design”

EXHIBITIONS

Next Level Festival for Games - November 2018

A demo version of *It's a ZOO* was selected for the "Uneasy Play" exhibit in the 2018 Next Level Festival for Games in Düsseldorf, Germany

UCF Celebrates the Arts - April 2018

Exhibited *Enlightened*, an interactive project where participant's movement changed the color of lights depicting the earth to reflect the amount of action needed to make significant environmental change. The project was assembled with a team, I drew up the concept art and was responsible for all of the Arduino components - setting up the lights and their responsiveness to motion as measured in Max MSP.

PAX West - August/September 2019

PAX West selected to demo *The Clairvoyant AR*, also selected for demo in Bose stores and alongside upcoming major IP collaboration

Electronic Literature Organization - July 2020

(un)written is an AR app where placing Tarot cards in view of the camera randomly reveals text related to the meaning of the cards. Cards are placed alongside a piece of paper, so the text appears on the blank page and serves as a writing prompt.

Hypertext2020 - July 2020

I look but I can't see is a Bitsy game chosen for the Hypertext Climates of Change exhibit. The player navigates as an eye scanning the screen, encountering reflections on memories, dreams, and perception that ultimately questions the nature of reality.

2022 LA Immersive Invitational - May 2022

Created "Security of the Mind", a 15-minute interactive performance where participants explored a character's memories and voted on whether they are a danger to their society. Selected to be part of one of eight teams tasked with designing an immersive experience within 48 hours and performing for a paying audience upon completion. Six teams are active immersive theater and escape game companies. A panel of industry judges selected our piece for "Best Overall - Participation Design".

GVU 30th Anniversary Exhibition - November 2022

Ran a demo of *Red [Redacted] Theatre*, an "escape room" inspired game where players engage with recreated archival materials of the Red Dyke Theater to solve a series of puzzles and learn basic concepts of queer history and archival theory. This work was submitted initially as a proposal and received funding to bring to life.

ACADEMIC PUBLICATIONS

ICIDS 2019: Interactive Storytelling - November 2019

Rachel Donley and Kenton Howard, "Teaching Interactive Design through Inky" - ICIDS

Well Played: Escape the Room Special Issue - April 2021

Rachel Donley, "Character is Key: The Critical Role of Staff in Escape Games"

ACADEMIC HONORS AND AWARDS

Graduate Teaching Fellowship, University of Central Florida **August 2018**

Best Poster Presentation, ICIDS **November 2019**

CONFERENCES ATTENDED

Game Developers Conference - March 2019

Narrascope Conference - June 2019

ICIDS - November 2019

Ethical XR Symposium - February 2020

Narrascope Conference - May 2020

Hypertext2020 - July 2020

Electronic Literature Organization - July 2020

Foundations of Digital Games - September 2020

HERE - October 2021

Everything Immersive: Spring Fling - March 2021

RECON - August 2022

PROFESSIONAL DEVELOPMENT

Twelve-week Preparing Future Faculty program UCF- Orlando, FL
Spring 2019

COURSES TAKEN

Graduate Courses

Georgia Institute of Technology

Game Design and Analysis

Interactive Fiction

Designing Interactive Environments

Principles of Interaction Design

Discovery and Invention

Media Theory

Digital Media Studies

Computer as an Expressive Medium

Project Studio: Material, Care, Computer?

Project Studio: Critical Making with Emotion ML

University of Central Florida

Principles of Visual Language

Previsualization and Concept Development

Science and Technology of Dynamic Media

Design for New Media

Information Architecture
Transmedia Storytelling
Directed Research
Physical Computing
Programming for Digital Media
Interactive Storytelling
Philosophy of Neuroscience

Undergraduate Courses (partial list)

Self Awareness
Community Development
Grant Writing
Novel Writing
Graphic Design
DNA and Social Structure
Stress Management
Mind/Body Health
Mental Health
Transcultural Health
Positive Psychology

COMPUTER SKILLS

Application Software: Adobe Creative Suite, Inky, Unity, Teamwork, Google Suite, WeWork
Programming: Ink, Max/MSP, Python, Arduino IDE, Java/Processing, HTML, CSS, SASS, C#

LANGUAGES

Fluent in English