

Cody Reimer

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Research Interests: My research unites game studies and technical communication through a case study of the game League of Legends. The gaming industry is at the bleeding edge of system design and iteration, yet the scholarship on game design ignores these ongoing development practices, and while technical communication scholarship discusses topics relevant to games, such as usability, user-centered design, and participatory design, the tech comm discipline has largely ignored game studies. By studying one of the most popular online games in the world and the design philosophy and development practices that support it, I outline a set of best practices from which we can learn to better create compelling systems. The study involves mapping out the complex ecology of system design and its stakeholders in order to trace how design decisions are made. Such work has promise in how we construct courses and other systems.

Education

- **Ph D English**
Purdue University
West Lafayette, IN, United States, 2015
- **MA English**
St. Cloud State University
St. Cloud, MN, United States, 2010
- **BA English**
University of Minnesota, Morris
Morris, MN, United States, 2005
- **AA**
North Hennepin Community College
Brooklyn Park, MN, United States, 2003

Work Experience

Industry

- **Interactive Intelligence**
Technical Writing Intern
2013
- **Purdue OWL**
Content Creator Gates Grant
2011 - 2012
- **The Writing Instructor**
Co-Editor
December 2011
- **Mille Lacs Band of Ojibwe**
Grant Writer
2010
- **St. Cloud State University**

2008

- **St. Cloud State University**

2008

Intellectual Contributions

Conference Proceeding

- Reimer, C. (2011). Play to Order: What Huizinga has to say about Gamification. *Games+Learning+Society 7.0 Conference Proceedings*.

video log series

- Reimer, C. (2010). Competitive Games (video log series). .

WikiBook

- (2008). Rhetoric and Composition WikiBook (WikiBook). IN Reimer, C. (Eds), .

Presentations

Paper

- Reimer, C. (2015). Include Me; Exclude Me: Diversity, Learning, and Games Post-#GamerGate. *Games+Learning+Society 11.0*, Madison, WI, United States.
- Reimer, C. (2014). Systems of Silence, Systems of Voice. CCCC, Indianapolis, IN, United States.
- Reimer, C. (2014). Warriors, Legends, and Grievers: 3 Cases of Politics and Ethics in Networked, Social, and Online Environments. GPACW, St. Cloud, MN, United States.
- Reimer, C. (2012). Anonymity, Autonomy, and Antagonism: Analyzing Anonymous' Activism. CCCC, St. Louis, MO, United States.
- Reimer, C. (2012). The TOWN Project: Student-Driven Collaborative Learning through Social Media. CCCC Computer Connection, St. Louis, MO, United States.
- Reimer, C. (2012). Game Design and Play as Composition Pedagogy. WIDE-EMU, East Lansing, MI, United States.
- Reimer, C. (2011). From Meat-Space to Leet-Space: Tracing Classroom Shifts into Virtual Worlds. *Computers & Writing*, Ann Arbor, MI, United States.
- Reimer, C. (2011). Play to Order: What Huizinga has to say about Gamification. *Games+Learning+Society 7.0*, Madison, WI, United States.
- Reimer, C. (2010). Looking for Group: Social Constructivist Theory in World of Warcraft. *Computers & Writing*, West Lafayette, IN, United States.
- Reimer, C. (2010). Heed the Squiggles: New Media Composing Tools and the Making of Meaning. *Minnesota Colleges & Universities English and Writing Conference*, Saint Paul, MN, United States.
- Reimer, C. (2009). Decoding Discourse: Making Meaning in MMORPGs. *Great Plains Alliance for Computers and Writing*, St. Cloud, MN, United States.
- Reimer, C. (2009). The MultiModal Classroom: Old Lesson Plans in New Ways. *Minnesota Colleges & Universities English and Writing Conference*, Minneapolis, MN, United States.

Workshop

- Reimer, C. (2014). Leading Effective Classroom Discussion. *Writing Center Workshop*, West Lafayette, IN, United States.

Oral Presentation

- Reimer, C. (2010). Games as Texts. *North Hennepin Community College*, Brooklyn Park, MN, United States.

Guest Lecture

- Reimer, C. (2010). Tolkien's Influence on Games. St. Cloud State University, St. Cloud, MN, United States.
- Reimer, C. (2009). Arthurian Myth Appropriation. St. Cloud State University, St. Cloud, MN, United States.

Awards, Fellowships, Honors, and Scholarships

Scholarship

- Crouse Emerging Scholar in Professional Writing Scholarship, Purdue (2014)

Fellowship

- Purdue Research Foundation Research Grant, Year-Long Fellowship, Purdue Research Foundation (2014)

Award

- Grace L. Smart Award for Best Essay on Rhetoric, Purdue (2012)
- John Quincy Adams Award for Excellence in History of Rhetoric, Purdue (2011)
- Quintilian Award for Excellence in Teaching FYC, Purdue (2011)
- Quintilian Award for Excellence in Teaching FYC, Purdue (2010)

Honor

- Challenges Our Cherished Notions in Empirical Research, Purdue (2011)
- Distinguished Thesis Finalist, St. Cloud State University (2010)
- Person of the Year, Time magazine (2006)

Service

University

Purdue University

- **Mentor**, IC@P Mentor Meetings (2013 - 2015)
- **Organizer**, Emcee GradSEA (2014)
- **Committee Member**, PW Core Meetings (2013 - 2014)

Community

- **Volunteer**, New Community School (2014)