Jonathan Frome

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EDUCATION

Ph.D. in Communication Arts (Film Studies), University of Wisconsin–Madison Dissertation: "Why Films Make Us Cry but Videogames Don't: Emotions in Traditional and Interactive Media."	2006
M.A. in Communication Arts (Film Studies), University of Wisconsin–Madison	2001
M.A. in English, University of Florida, Gainesville	2000
B.A. in Philosophy, *magna cum laude*, Amherst College	1995

PROFESSIONAL APPOINTMENTS

University of Texas at Dallas, Senior Lecturer, School of Interdisciplinary Studies	2012
University of Texas at Dallas, Assistant Professor of Film and Digital Media, School of Arts and Humanities	2008
University of Georgia, Visiting Assistant Professor of Film Studies, Department of Theatre and Film Studies	2007
University of Central Florida, Visiting Assistant Professor of Digital Media, School of Film and Digital Media	2006

PUBLICATIONS

Referreed journal articles

"Melodrama and the Psychology of Tears." *Projections: A Journal for Movies and Mind* 8, no. 1 (Summer 2014): 23–40.	2014
"Interactivity, Performance, and Emotion." Translated by Yinan Li. *Arts Study* [第九辑] 9 (June 2013): 132–138.	2013
"*Snow White* : Critics and Criteria for the Animated Feature Film." *Quarterly Review of Film and Video* 30, no. 5 (October 2013): 462–473.	2013

"Representation, Reality, and Emotions Across Media." *Film Studies: An International Review* no. 8. Film, Cognition, and Emotion (Summer 2006): 12–25.   2006

"Helpless Spectators: Generating Suspense in Videogames and Film." *TEXT Technology* 13, no. 1 (2004): 13–34. Co-authored with Aaron Smuts.   2004

"Melodrama, Tears, and Life of Oharu." *16:9*, no. 6 (April 2004). [online journal]   2004

Book Chapters

"Videogame Sadness From Planetfall to Passage." *Games, Cognition, and Emotion*, edited by Bernard Perron and Felix Schröter. Macfarland, forthcoming 2016.   2016

"'I Wasn't Expecting That!' Cognition and Shock in Alien's (1979) Chestburster Scene." In *Film Moments: Criticism, History, Theory*, edited by Tom Brown and James Walters, 162–165. Palgrave Macmillan, 2011.   2011

"Noël Carroll." In *The Routledge Companion to Philosophy and Film*, edited by Paisley Livingston and Carl Plantinga, 334–343. New York: Routledge, 2008.   2008

"Why Do We Care Whether Link Saves the Princess?" In *The Legend of Zelda and Philosophy*, 3–16. Chicago: Open Court, 2008.   2008

Proceedings

"The Ontology of Interactivity." In *Proceedings of The Philosophy of Computer Games Conference 2009*, edited by John Richard Sageng. Oslo, Norway: University of Oslo, 2009.   2009

"Eight Ways Videogames Generate Emotion." In *Proceedings of the 2007 Digital Games Research Association Conference*, edited by Baba Akira, 831–835. Tokyo: University of Tokyo, 2007.   2007

Encyclopedia Articles

"Noël Carroll." In *Dictionary of Media and Communication Theory,* edited by Soren Kolstrup. Copenhagen: Samfundslitteratur, 2008.   2008

ACADEMIC AWARDS

University of Wisconsin–Madison

University Capstone Teaching Award (3 awards among 1,700 eligible teachers)   2005

University Dissertator Fellowship (23 awards among 2,200 eligible dissertators)   2004

American Society for Aesthetics travel award   2005

University Vilas International Travel Award	2004
Department McCarty Dissertation Award	2004
Passed Prelims with Honors (honors given to fewer than 10 film studies students in previous 30 years).	2003
Department Helen K. Herman Memorial Fund Scholarship	2003
Department Vilas Continuing Research Award	2003
University Graduate Student Council Travel Award	2003
University Fellowship	2001
Department McCarty Travel Awards (ten departmental awards from 2000–2006)	2000

University of Florida

University Robert A. Bryan Presidential Fellowship (20 total awards)	1997-2000
Department Travel Award	1999
Department Travel Award	1998
University Graduate Student Council Travel Award	1998
University Graduate Student Council Travel Award	1997

Amherst College

Phi Beta Kappa	1995

INVITED TALKS

"Sadness in 1600 Pixels: Jason Roher's *Passage*." University of Hamburg *Games, Cognition, and Emotion* symposium. Hamburg, Germany. July 5–6, 2013.	2013
"Videogames and Sadness." Center for Computer Games Research, IT University of Copenhagen. Copenhagen, Denmark. June 27, 2013.	2013
"The Role of Reality." University of Copenhagen symposium, *Cognition, Culture, and Audiovisual Media,* Copenhagen, Denmark. Nov 16–17, 2006.	2006

"Reality and Film Emotions." Society for the Philosophic Study of Contemporary   2006
Visual Art. Chicago, IL. Apr 27, 2006.

REFEREED CONFERENCE PRESENTATIONS

"Emotional Response to Popular Vs. High Art." Conference of the Society for   2015
the Cognitive Studies of the Moving Image. London, UK. June 18–21, 2015.

"Why Would Crying Make Videogames Art?" Conference of the Society for   2014
the Cognitive Studies of the Moving Image. Lancaster, PA. June 11–14, 2014.

"Twofoldness, Threefoldness, or More? Seeing-In Videogames." American Society   2013
for Aesthetics. San Diego, CA. Oct 30–Nov 2, 2013.

"Image and Interactivity." Arts and Performance Conference at Southeastern University.   2012
Nanjing, China. June 9–11, 2012.

"Impact of Image Quality on Emotional Intensity." Conference of the Society for   2010
the Cognitive Studies of the Moving Image. Roanoke, VA. June 2–5, 2010.

"On Tavinor's 'Towards an Ontology of Videogames'" Conference of the American   2009
Society for Aesthetics. Denver, CO. Oct 21–24, 2009.

"A Cognitive Approach to Matters of Taste." Conference of the Society for the   2009
Cognitive Studies of the Moving Image. Copenhagen, Denmark. June 24–27, 2009.

"The Problem of the Question of Erotetic Narration." Conference of the Society for   2008
the Cognitive Studies of the Moving Image. Madison, WI. June 11–14, 2008.

"Representation and Motivation in *The Legend of Zelda*." Annual conference of the   2008
Society for Cinema and Media Studies. Philadelphia, PA. Mar 6–9, 2008.

"Eight Ways Videogames Generate Emotion." Conference of the Digital Games   2007
Research Association. Tokyo, Japan. Sep 27, 2007.

"Melodrama and the Pursuit of Tears." Annual conference of the Society for Cinema   2007
and Media Studies. Chicago, IL. Mar 8–11, 2007.

"Videogames, Fiction, and Reality." University of Modena interdisciplinary conference   2007
"The Philosophy of Computer Games." Reggio Emilia, Italy. Jan 25–27, 2007.

"Interactivity and Emotions in Popular Art." 103rd annual conference for the American   2006
Philosophical Association, Eastern division. Washington, D.C. Dec 27–30, 2006.

"The Pursuit of Tears: Sadness in Videogames." 5th bi-annual conference of the Society   2006

for the Cognitive Studies of the Moving Image. Potsdam, Germany. Jul 20–23, 2006.

"The Paradox of Play: Videogames, Cinematography, and Emotion." Annual conference of the Society for Cinema and Media Studies. Vancouver. Mar 2–5, 2006. 2006

"Can Imagination Theories Explain Our Experience of Videogames?" 63rd annual conference of the American Society of Aesthetics. Providence, RI. Oct 20, 2005. 2005

"A Conversation Across Generations of Media Scholars." Panel presentation with David Bordwell, Henry Jenkins, and Kurt Squire. Games, Learning and Society conference. Madison, WI. Jun 24, 2005. 2005

"Theorizing the Videogame Experience." Annual conference of the Society for Cinema and Media Studies. London. Apr 2, 2005. 2005

"Wicked Cities: Style in Anime Adaptation." 15th annual conference of the Society for Animation Studies. University of Illinois, Urbana. Oct 1, 2004. 2004

"Emotions in the First Person Shooter." 4th bi-annual conference of the Society for Cognitive Studies of the Moving Image. Calvin College, Grand Rapids, MI. July 23, 2004. 2004

"False Histories: Truth, Uncertainty, and *The Thin Blue Line*." Annual conference of the Society for Cinema and Media Studies. Atlanta, GA. Mar 5, 2004. 2004

"Sympathy and Simulation." 60th Annual conference of the American Society of Aesthetics. Coral Gables, FL. Nov 2, 2002. 2004

"Animation Aesthetics Before 1940." 14th Annual conference of the Society for Animation Studies. Burbank, CA. Sep 29, 2002. 2002

"Revisiting Identification." 3rd bi-annual conference for the Center for Cognitive Studies of the Moving Image. Pecs, Hungary. May 21–24, 2001. 2001

"Audition: Questioning Performance Through Video." 11th Annual Interdisciplinary Conference, State University of New York at Stony Brook. March 20, 1999. 1999

"Depicting Psychiatry in 1950s Comics." Annual Conference of the Society for Literature, Science, and the Arts. University of Florida, Gainesville. November 7, 1998. 1998

"Identification in Comics." 4th annual International Comics and Animation Festival. Washington, D. C. September 26, 1998. 1998

"EC's Psychoanalysis." 6th annual Comic Arts Conference. San Diego, CA. August 14, 1998. 1998

"Therapy as Entertainment." 9th annual Interdisciplinary Conference on Science   1998
and Culture. Kentucky State University, Frankfort. April 2–4, 1998.

TEACHING EXPERIENCE

University of Texas at Dallas

Undergraduate courses
Evolution of Art and Culture (S13, F13, S14, F14, S15)
Film Theory (S10)
History of World Cinema (F08, S11, S12)
Mind, Body, and Emotion (S13, F13, S14, F14, S15)
Seminar in Interdisciplinary Studies (F12, F13, F14)
Understanding Film (S09, S10, S11, S12, Sum12)

Graduate courses
Documentary Film (S09, S11, S12)
Art and Evolution (S09)
Film Theory (F10)
Theories of Embodiment (S10)
World Cinema (F09, Sum10)

University of Georgia

Undergraduate courses
History of Cinema I (F07, S08)
History of Cinema II (F07)
Introduction to Cinema (S08)
Videogame Theory (S08)

PROFESSIONAL SERVICE

Reviewer for MIT Press, Routledge, *Projections: The Journal for Movies and Mind*, *Journal of Aesthetics and Art Criticism*, *Games and Culture: A Journal of Interactive Media*.

Editorial Board, *Games and Culture: A Journal of Interactive Media*. 2013-present.

Judge, Serious Games Showcase & Challenge at the Interservice/Industrial Training, Simulation and Education Conference. 2007–present.

Conference review board, Philosophy of Computer Games conferences, 2008–present.

Fellow, Society of Cognitive Studies of the Moving Image. 2006–present.

Website administrator, Society of Cognitive Studies of the Moving Image. 2006–2011.

Undergraduate Curriculum committee. University of Central Florida, Division of Digital Media. 2006–2007.

Coordinator of Player Experience Special Interest Group, Digital Games Research Association, 2005–present.

Research Fellow, Games and Professional Practice Simulations Group, Madison, WI. 2004–2006.

ACADEMIC AFFILIATIONS

American Society for Aesthetics
Society for Cinema and Media Studies
Society for Cognitive Studies of the Moving Image

REFERENCES

David Bordwell, Jacques Ledoux Professor of Film Studies, Emeritus
University of Wisconsin–Madison
4045 Vilas Hall
821 University Ave, Madison, WI 53706
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