Russell Hamer, January 2022

Russell Hamer

Curriculum Vitae

Director of Esports 26 Kestrel Dr.

Mount St. Mary’s University Gettysburg, PA 17325

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**EDUCATION**

Ph.D. Department of Philosophy, Marquette University, Milwaukee, May 2018

Dissertation: *The Parable as Mirror: An Examination of the Use of Parables in the Works of Kierkegaard*

Committee: Noel Adams (chair), Amelia Zurcher, Javier Ibanez-Noe, Stanley Harrison

AOS: Philosophy and Gaming, Kierkegaard

AOC: Ethics, Game Studies, History of Philosophy

B.A. Department of Philosophy, University of Tulsa, OK, 2009

**WORK EXPERIENCE**

**VOICE of Intercollegiate Esports, Director of Education, 2021-Current**

* I run all of the educational and professional development programs for VOICE.

**Just Esports, Co-Founder, 2020-Current**

* I designed and wrote most of the Collegiate Esports DEI Handbook

**Mount St. Mary’s University, Director of Esports, 2020-Current**

* Coached teams in League of Legends, Rocket League, Overwatch, Smash Bros, and NBA 2K
* Designed three new courses and introduced a new minor in Esports and Game Studies, which I direct
* Directed the remodel and outfitting of a 2,200 square foot esports facility
* Ran the most successful pre-orientation program at the Mount in 2021
* Designed the assessment strategy and implementation used by the Student Life division
* Awarded a grant to run a Game Pedagogy faculty seminar
* Launched the Mount Coin project to develop a university-run cryptocurrency
* Consultant on DARPA grant that examines A.I. and the board game “Diplomacy”
* Oversaw multiple internships and senior projects
* Peaked top .3% of players in League of Legends
* Courses Taught: Video Games and Society, Streaming Practicum, Game Systems and Mechanics

**Illinois State University, Instructional Assistant Professor (NTT), 2018-2019**

* Courses Taught:Basic Issues in Philosophy, Ideal of Democracy, Science and Human Culture, Logic

**City College of Chicago – Wright College, Adjunct Instructor, 2014-2018**

* Courses Taught:Introduction to Philosophy, Western Humanities I, Ethics, Popular Culture in American Society, Introduction to Arts and Ideas

**Marquette University, Adjunct Instructor, 2011- 2014**

* Courses Taught: Philosophy of Human Nature, Introduction to Logic, Theory of Ethics

**PUBLICATIONS**

**Peer Reviewed Articles**

2019 “Designing Student Reflections to Enable Transformative Learning Experiences” in *Teaching Philosophy* 42 (2):87-106 (2019).

**Books**

2021 *Understanding Kierkegaard’s Parables.* McFarland and Company Publishers.

**Book Chapters**

2020 “*Journey* as Philosophy: Meaning, Purpose, and the Sublime” for *The Palgrave Handbook on Popular Culture as Philosophy*, Palgrave MacMillan.

2019 “USS Callister and Non-Player Characters: How Should We Act in Video Games” in *Black Mirror and Philosophy*. Wiley and Sons.

2015 “Why Science is a Liar Sometimes” in *It’s Always Sunny in Philadelphia and Philosophy*. Open Court Press. 159-166.

2013 “It’s Only Sane to Hide the Body in Your Mattress” in *Futurama and Philosophy*. Open Court Press. 245-253.

**Book Reviews**

2019 Review of *Science Fiction, Ethics, and the Human Condition*, ed. Crian Baron, Peter Nicolai Halvorsen, and Christine Cornea. *Science Fiction Film and Television*.

**CONFERENCE ACTIVITY**

**Papers**

2021 Improving Ethical Game Design, Shawnee Game Conference, October 30.

2021 Fostering DEI in Collegiate Esports Programs, UCI Esports Conference 2021, Digital, October 7-8

2020 Esports and Human Flourishing, UCI Esports Conference 2020, Digital, October 8-9.

2019 Creating Better Student Reflection Assignments, International Society for the Scholarship of Teaching and Learning 2019, Atlanta, GA, October 9-12.

2018 Can Christians Take a Joke?: Humor and the Divine, American Philosophical Association Central, Chicago, IL, February 21-24.

2017 Kierkegaard and Parables: Making Sense of Agnes and the Merman, American Philosophical Association Pacific, Seattle, WA, April 12-15.

2016 Ethics and Choice: An Analysis of Decision Design in Games, Pop Culture Association Midwest, Chicago, IL, October 6-9.

2014 Video Games as Moral Development, Pop Culture Association Southwest, Albuquerque, NM, February 19-22.

2014 Empty Spaces: An Analysis of Spinoza’s Vacuum Argument, Newberry Library Renaissance Conference, Chicago, IL, January 23-25

2013 Schopenhauer, Monism, and the Problem of Evil, Northwest Philosophy Conference, Forest Grove, OR, October 4-6.

2013 Chance, Indeterminism, and Freedom in Pierce, Wisconsin Philosophical Association, Milwaukee, WI, April.

**INVITED TALKS**

2019 Parable as Philosophy: A Look at Kierkegaard’s Story-telling, Washington University, St. Louis, MO.

2018 Creating Transformative Philosophical Learning Experiences, Illinois State University, Normal, IL

2013 Humor and the Absurd, Honors College Last Lecture Series, Marquette University, Milwaukee, WI.

**PROFESSIONAL SERVICE**

Rules Committee, Eastern College Athletic Conference, 2021- Current

Board of Governors for Mid-Atlantic Esports Conference, 2021-2023

Mount St. Mary’s University Curriculum DEI Committee, 2020-2021

Illinois State Philosophy Department Teaching Committee, 2018-2019

ISU Redbird Esports Faculty Advisor, 2018-2019

Committee to update the Master Syllabi used at Wright College, 2017

Certified Philosophical Counselor, 2016

Co-Chair, Institute on Interdisciplinarity, Wright College, 2015-2016

Learning Community Committee, Wright College, 2015-2016

Great Books Curriculum Committee, Wright College, 2015-2016