

HUMANITIES DEPARTMENT

December 2023

ILLINOIS TECH

Department of Humanities



TOP NEWS OF THE SEMESTER

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»»» RESEARCH ABOUNDS

This semester we are proud to have seen our faculty produce superb research on range of topics including ethics in digital platforms, game history, popular culture, and academic writing and literacy. Check out the variety of published articles, conference papers, book reviews, and newly begun projects from our faculty in prestigious venues!

»»» NEW PROGRAM LAUNCHES

Faculty have been busy creating new programs for our students, and it's showing! Read more about the launches of our GEM major, Distinguished Communicator medal program, executive certificate, and more!

»»» WE'RE FAMOUS!

Well, sort of. We're at least in the news! This semester, our faculty's expertise has been featured on *NBC News*, the *Pittsburgh Post Gazette*, the popular *Jedi Talks* podcast, and at panels across the university!

RESEARCH ACCOMPLISHMENTS

Check out the amazing research accomplishments of our faculty from this semester!

»»» RESEARCH ARTICLES

“Ethics and Transparency Issues in Digital Platforms: An Overview” in *Artificial Intelligence*

Professor Elisabeth Hildt, along with former PhD students Leila Mirghaderi and Monika Sziron, “identify the zones of non-transparency in the context of digital platforms and provide recommendations for improving transparency issues on digital platforms” in their most recent piece. [Read it here!](#)

“The Man with the Gun is a Boy who Plays Games: Video Games, White Innocence, and Mass Shootings in the U.S.” in *Journal of Game Criticism*

Professor Carly Kocurek argues in her recent piece that “when game researchers defend games without dismantling white innocence, we contribute to the problem.” [Read it here!](#)

»»» BOOK REVIEWS

Professor Carly Kocurek reviewed *Hot Tubs and Pac-Man: Gender and the Early Video Game Industry in the United States (1950s-1980s)*, by Anne Ladyem in *Technology & Culture* 64.4. [Read it here!](#)

Professor Hannah Ringler reviewed *Writing STEAM: Composition, STEM, and a New Humanities*, edited by Vivian Kao & Julia E. Kiernan in *The WAC Journal* 33. [Read it here!](#)

»»» CONFERENCE PRESENTATIONS

“The Guardian of Liminal Space: Foe or Friend?” at 2024 Popular Culture Association National Conference

Professor Keith Green has had a paper accepted to the “Monsters, Monstrosities, and Monstrous” Area of this upcoming conference, to be held in Chicago in March 2024. In this paper, he “examines the concept of liminal space, how that space affects human perceptions of environment, and the resultant myths, stories, and values that come from people intersecting with beings who reside at the threshold of the in-between.”

»»» NEW PROJECTS

“Critical Thinking and Literacy Skills in Computer Science Education”

Professor Hannah Ringler, along with ESL colleagues Ellisa Cole and Elizabeth Johnson, are undertaking a new project in collaboration with our Computer Science department! They received IRB approval, and are looking to ultimately improve literacy education for undergraduates at Illinois Tech by “identify[ing] the unique critical and ethical reading, writing, and thinking challenges that students in computer science face in their disciplinary curriculum, and to determin[ing] the degree to which these challenges appear differently across linguistic and demographic variations.”



CURRICULUM & PROGRAM DEVELOPMENTS

»»» GAME DESIGN & EXPERIENTIAL MEDIA PROGRAM LAUNCH

This fall we were able to welcome Illinois Tech's very first majors in Game Design & Experiential Media! We've also introduced a revamped minor in this program.

»»» H-DESIGNATED LEARNING OUTCOMES APPROVED CAMPUS-WIDE

As part of a campus-wide effort to improve assessment, the Humanities department created a set of standard learning outcomes which all H-designated courses must meet. The fall, the Undergraduate Studies Committee officially approved these learning outcomes. Yay for assessment!

»»» DISTINGUISHED COMMUNICATOR PROGRAM LAUNCH

The Communication Across the Curriculum Program is excited to have launched a new medal program for undergraduate students wherein they can hone their communication skills throughout their time at Illinois Tech. After launching this fall, the program already has over 25 participants!

»»» DATA VISUALIZATION, INFORMATION, & COMMUNICATION EXECUTIVE CERTIFICATE LIVE

This fall saw the launch of a new online executive certificate program focused towards tech industry professionals looking to boost their data and information communication skills. Lead course designers Hannah Ringler and Andrew Roback were hard at work over the summer to get this up and going!



A bit of fun

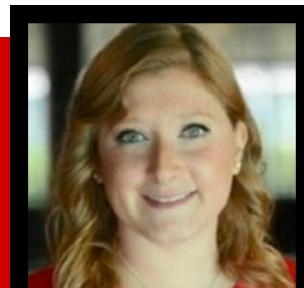
Lewis faculty, including our own Carly Kocurek, Hannah Ringler, and Katerina Ilievska, had fun this Halloween embracing their inner Ken!

»»» COURSERA INVOLVEMENT

Though Illinois Tech's new partnership with Coursera is largely tech-focused, the humanities are playing an important role! Professor Hannah Ringler is developing a graduate-level course, *SCI 522: Public Engagement for Scientists*, for the Coursera version of Illinois Tech's Master of Data Science program!

STUDENT SPOTLIGHT

Rachel Hirsh successfully defended her dissertation "#MeToo: What Urged Users to Post" this past November. Congratulations, Dr. Hirsh!!



IN THE NEWS



NEWS ARTICLES, PODCASTS, AND OP-EDS, OH MY!

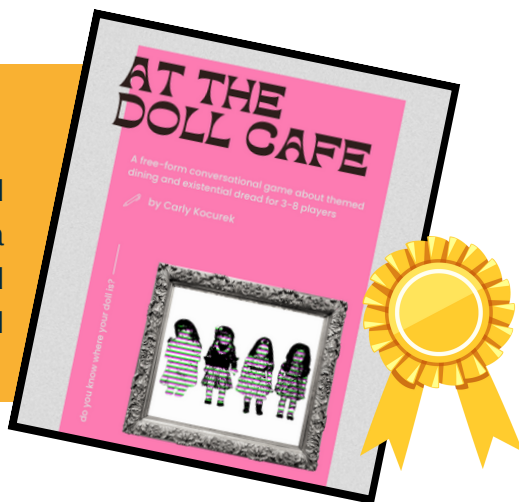
Carly Kocurek is all over the news, showing off her expertise in games! [Read her piece](#) on the rise in popularity of board games for the *Pittsburgh Post Gazette*, [see her quoted](#) by NBC News about blockbuster games and the new *Grand Theft Auto* title, and [hear her](#) and the rest of the film crew for the Halcyon Daze documentary on the *Jedi Talk* podcast! Yay for Carly!!

WHAT IS CHATGPT? ASK A HUMANIST!

This past fall, Illinois Tech's College of Computing held a panel discussion titled "Artificial Intelligence (AI): The Good, the Bad, and the Amazing Opportunities" featuring Humanities faculty Hannah Ringler and Jennifer DeWinter, alongside computer scientists Lance Fortnow and Kai Shu, as well as innovation executive Bich-Thuy Le!

AWARDS

Professor Carly Kocurek's game, "At the Doll Café," was awarded *Most Brilliant Commentary or Critique* in the Golden Cobra Challenge! Reviewers write it is "[a] clearly-written, well-organized game that promises a simple, effective existential crisis." Well done!



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We want to hear! Submit it
with the QR code below.

