

# Iskandar Zulkarnain

## Institutional Address

300 Pulteney Street  
Demarest Hall  
Geneva, NY 14456  
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## Residential Address

1045 Fairdale Glen  
Farmington, NY 14425

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## ACADEMIC APPOINTMENTS

Assistant Professor of Media and Society, Hobart and William Smith Colleges, 2023-Present

Full Time Lecturer, Visual Communication Design, President University, 2022-2023

Visiting Assistant Professor of Media and Society, Hobart and William Smith Colleges, 2019 - 2021, 2017-2018, and 2015-2016

Visiting Part-Time Lecturer, Faculty of Cultural Sciences, Universitas Padjadjaran, 2018

Mellon CLIR Postdoctoral Fellow in Data Curation for Visual Studies, University of Rochester, 2016-2017

## EDUCATION

**University of Rochester, College of Arts and Sciences**, Rochester, NY, Ph.D. (Visual and Cultural Studies), 2015

**Florida State University, College of Arts and Sciences**, Tallahassee, FL, M.A. (English Literature), 2008

**Universitas Padjadjaran, Faculty of Cultural Studies**, Jatinangor, West Java, Indonesia, B.A. (English Literature), *Cum Laude*, 2001

## PUBLICATIONS, WORKS IN PROGRESS

### BOOK MANUSCRIPTS

- ✦ *Traces of Play: Indonesian Video Game Cultures from the New Order Regime to Reformasi Period* (Manuscript in progress)
- ✦ *Programming Archipelago: Digital Cultures and Nationalism in Indonesia* (Manuscript in progress).

### ARTICLES

- ✦ "Developing Critical AI Literacy in Students' Assignments," with Suriati Abas, *Teaching*

Media (abstract approved)

- ✦ “Valkyria Chronicles Game and the ‘Cute’ Memory of War,” with Otniel Joviand Christiandrew, *Journal of Games, Game Art and Gamification*, Vol. 08.01 (2023), pp. 1-7 (Peer-reviewed)
- ✦ “‘Playable’ Nationalism: *Nusantara Online* Game and the ‘Gamic’ Reconstructions of National History,” *SOJOURN: Journal of Social Issue in Southeast Asia*, Vol. 29.1 (March 2014), pp. 31-62 (Peer-reviewed)
- ✦ “Atari, *Dingdong*, and the New Order Regime: Tracing the Emergence of Indonesian Video Game Cultures,” *Games and Culture* (In progress)
- ✦ “What’s the Buzz?: Practices and Politics of Internet ‘Buzzers’ in Indonesia,” *Social Media + Society* (In progress)

## BOOK CHAPTERS

- ✦ “Immediacy, Hypermediacy, and the College Campus: Using Augmented Reality for Social Change,” Lauren Berliner and Ron Krabill (Eds.), *Feminist Interventions: Pedagogy, Publics, Practice* (Routledge, 2019, co-written with Leah Shafer)
- ✦ “Polyspatial Resistance for the Sake of the ‘Real’ Subalterns: Electronic Civil Disobedience as a Form of Hacktivism,” M. B. Hackler (ed.), *On and Off the Page: Mapping Place in Text and Culture* (Cambridge Scholars Publishing, 2009), pp. 219-242.

## EDITED COLLECTION

- ✦ Co-Editor, with Megan Farnel and Fiona Barnett, *It’s Complicated: The Social Lives of Networked Teens - A Collaborative Book Engagement* (HASTAC, 11 August, 2014), available online at: <http://www.hastac.org/pages/its-complicated-social-lives-networked-teens-danah-boyd-collaborative-book-engagement>.
- ✦ Co-Editor, with Peichi Chung, *Gaming Cultures in Southeast Asia* (In preparation)

## POPULAR WRITINGS

- ✦ “Discourse of *Haram Fatwa* Against PUBG is an Exaggerated Reaction Lacking Scientific Foundation: Researcher” (In Indonesian), *The Conversation*, August 8, 2019: <https://theconversation.com/wacana-fatwa-haram-pubg-adalah-reaksi-berlebihan-yang-minim-landasan-ilmiah-peneliti-121510>
- ✦ “When Marx Scratched His Head: Myths of Web 2.0 and Class Struggle” (In Indonesian), *JakartaBeat*, March 11, 2015: <http://www.jakartabeat.net/kolom/konten/ketika-marx-garuk-garuk-kepala-mitos-web-2-0-dan-perjuangan-kelas-sebuah-tanggapan-panjang>

## BOOK REVIEW

- ✦ Omar Sayfo, *Arab Animation*, Edinburgh University Press (2021), *Animation: An Interdisciplinary Journal* (In progress)

## CONFERENCE REVIEW

- ✦ “Decoding the Digital Conference,” *Afterimage: The Journal of Media Arts and Cultural Criticism*, Vol. 41.3 (November/December 2013), pp. 3-4.

## CHAPTER REVIEW

- ✦ “Review of Chapter 8: Christian Sandvig, ‘Connection at Ewiiapaayp Mountain: Indigenous Internet Infrastructure,’” in Fiona Barnett (ed), *Race After the Internet – A Crowdsourced Book Review* (HASTAC, 15 March, 2012), available online at: <http://www.hastac.org/blogs/fionab/2012/03/15/crowdsourced-book-review-race-after-internet>.

## AWARDS, DISTINCTIONS, AND FELLOWSHIPS

Fisher Center Faculty Research Fellow, 2020-2021  
 Mellon/CLIR Postdoctoral Fellowship in Data Curation for Visual Studies, 2016-2017  
 Mellon/ACLS Dissertation Completion Fellowship, 2014-2015  
*InVisible Culture* Digital Fellowship, Visual and Cultural Studies, University of Rochester, 2013-2014  
 Dean’s Teaching Fellowship, University of Rochester, 2012 - 2013  
 School of Criticism and Theory Tuition Fellowship, Cornell University, Summer 2012  
 Celeste Hughes Bishop Graduate Distinction Award, Visual and Cultural Studies, University of Rochester, 2011  
 Graduate Student Association’s Conference Travel Grant, University of Rochester, 2011 and 2014  
 Humanities, Arts, Science and Technology Advanced Collaboratory (HASTAC) Scholar, University of Rochester, 2010-2014  
 Research Grant Award (co-grantee), Hosono Bunka Foundation, Tokyo, 2010-2011  
 Summer Research Assistantship Award, College Teaching, Learning, Technology Roundtable (CTLTR), University of Rochester, 2009  
 Student Fellowship, Visual and Cultural Studies, University of Rochester, 2008-2012  
 Fulbright Master’s Scholarship, English Literature, Florida State University, 2006-2008

## COVERAGE:

Han, Danielle, “Game, Saw, Conquered: Nationalism in Indonesian Video Games,” *JSTOR Daily*, August 23, 2023, <https://daily.jstor.org/game-saw-conquered-nationalism-in-indonesian-video-games/>

“Discourse of Banning *PUBG* Due to ‘Violence’: What Does Science Say About the Impact of Video Games?” (in Indonesian), *The Conversation Podcast*, July 8, 2021, <https://theconversation.com/wacana-blokir-pubg-karena-alasan-kekerasan-apa-kata-sains-tentang-dampak-video-game-164168>

“Decolonizing Video Games,” Finger Lakes Environmental Film Festival, March 30, 2021, <https://www.ithaca.edu/finger-lakes-environmental-film-festival/fleff-voices/decolonizing-video-games>

“Ph.D. Candidate Has Best of Both ‘Worlds’ in Digital Humanities Center,” *University of Rochester Library Newsletter*, December 4, 2014, <http://www.library.rochester.edu/node/35825>

## DIGITAL SCHOLARSHIP PROJECTS

### LEADING FACULTY COORDINATOR: CNY HUMANITIES CORRIDOR'S GLOBAL DIGITAL HUMANITIES WORKING GROUP

- ✦ Co-organizer, Digital Skill Sharing, Spring 2024
- ✦ Co-organizer, Hashtag Activism : A Conversation with Moya Bailey, University of Rochester, Spring 2021 Co-organizer, Intersectionality in/and the Digital Humanities Symposium, University of Rochester, Spring 2020 (postponed due to Covid-19 pandemic)
- ✦ Co-organizer, DH Speakers Series, Intersectionality in/and the Digital Humanities, 'The Principles and Praxis of a Black Feminist DH Practice,' Catherine Knight Steele (University of Maryland-College Park), Hobart and William Smith Colleges, February 27, 2020
- ✦ Co-organizer, Digital Diaspora Colloquium, University of Rochester, Spring 2019
- ✦ Co-organizer, DH Speakers Series, 'Open Space : New Media Documentary,' Patricia R. Zimmermann (Ithaca College), Hobart and William Smith Colleges, October 26, 2018
- ✦ Co-organizer, DH Speakers Series, 'Decolonizing Digital Networks: Women of Color Feminism, Open Access, and What It Means to be Woke,' Lisa Nakamura (University of Michigan), University of Rochester, October 19, 2017
- ✦ Co-organizer, DH Lunch Talk Series, 'How to Decolonize the Digital Humanities : Or a Practical Guide,' Dorothy Kim (Vassar College), University of Rochester, April 14, 2017

### DIGITAL SCHOLARSHIP LAB

- ✦ Assistant Project Manager and Database Specialist, *Re-Envisioning Japan: Japan as Destination in 20<sup>th</sup> Century Visual and Material Culture*, University of Rochester, 2016-2017 (Current site: <https://rej.lib.rochester.edu/>)
- ✦ Co-organizer, 'Breaking Boundaries: Video Games in Teaching, Learning, Research, and Design,' University of Rochester, April 14, 2017

## RESEARCH AND TEACHING AREAS

Global Digital Cultures and Countercultures, Southeast Asian New Media Cultures, Global Digital Humanities, Postcolonial Media History, Global Video Game Studies, Global Animation Cultures, Digital Visual Cultures, Media Ecology and Critical Theory, and Critical Data Curation and Visualization

## PRESENTATIONS

### CONFERENCE PRESENTATIONS

As keynote speaker:

- ✦ "Locating Cultures in Video Games and Interactive Fiction," Ways of Knowing Across Audiovisual and Textual Modalities, The 4<sup>th</sup> UNNES Student Conference 2021, June 19, 2021
- ✦ "Dancing Pogo with the Culture Industry Revisited: A Distant Reading of Indonesian Punk

Cultures,” Doing Global, Doing Local: Locating ‘Subculture’ in Indonesia, Punk Scholars Network 7<sup>th</sup> Annual International Conference and Postgraduate Symposium, December 15, 2020

As panel chair and presenter:

- ✦ “Digital Flag-raising Ceremony: Indonesian Social Media Culture, Nationalism, and Class,” Panel: Asserting and Unsettling National Identity in Media, Society for Cinema and Media Studies Annual Conference, Chicago, IL, March 2017

As co-organizer and presenter:

- ✦ “Playable Asia: The Politics of Playable Media in Networked Asia,” Innovative Workshop Session, Annual Conference of the Association for Asian Studies, Washington DC, March 2018
- ✦ “*Pribumi* Satellite: Indonesian Satellite Television History and the Repression of Ethnic Chinese Minority,” Panel title: Communicating Culture: Histories of Media and Conflict in China, India, and Indonesia, Annual Conference of the Association for Asian Studies, Chicago, IL, March 2015

As organizer:

- ✦ “Archives in Between: Digital Humanities and Material Culture in East Asian Studies Scholarship and Teaching,” Innovative Workshop Session, Annual Conference of the Association for Asian Studies, Toronto, CAN, March 2017

As co-presenter:

- ✦ “Immediacy, Hypermediacy, and the College Campus: Using Augmented Reality for Social Change” (with Leah Shafer), *Breaking Boundaries 2: Video Games in Teaching, Learning, Research, and Design*, University of Rochester, April 6, 2018
- ✦ “Re-Envisioning Japan: Recuperating Ephemeral Histories through Collaborative Digital Curation, DH Pedagogy, and Web-Based Publication” (with Joanne Bernardi and Nora Dimmock), Bucknell University’s Digital Scholarship Conference, Lewisburg, PA, October 2016

As presenter:

- ✦ “Atari and Dingdong: Tracing the History of Indonesian Video Game Cultures Under the New Order Regime,” *Save the Games: A Digital Preservation Symposium*, Strong Museum of Play, Rochester, NY, August 2024
- ✦ “Forbidden Play: Atari, Dingdong, and the Indonesian New Order Regime,” PCA/ACA Annual Conference, Chicago, IL, March 2024
- ✦ “Atari, Dingdong, and the New Order Regime: Tracing the Emergence of Indonesian Video Game Culture,” Society for Cinema and Media Studies (SCMS) Annual Conference, Boston, MA, March 2024
- ✦ “Punkfluencer, Neoliberal Self(ie) Gaze, and Social Media Platform Culture in Indonesia,” *Punk and Pedagogy*, Punk Scholars Network Indonesia’s 10<sup>th</sup> International Conference and Postgraduate Symposium, December 2023
- ✦ “What’s the Buzz? Practices and Politics of Internet ‘Buzzers’ in Indonesia.” PCA/ACA Annual Conference (Virtual), June 2021

- ✦ “Atari in Indonesia: Traces of a Ludic Culture.” PCA/ACA Annual Conference, Philadelphia, PA, April 2020 (Cancelled due to Covid-19 pandemic)
- ✦ “‘Nationalistic Networked Publics’: The Use of Social Media as a Nationalistic Platform in Indonesia,” Theorizing the Web 2016 Conference, Brooklyn, NY April 2016
- ✦ “‘Playable’ Nationalism: *Nusantara Online* and the Gamic Reconstructions of National History,” Theorizing the Web 2014 Conference, Brooklyn, NY, April 2014
- ✦ “‘Playable’ Nationalism: Nusantara Online and the ‘Gamification’ of Historical Reconstructions,” Southeast Asia Program (SEAP) Graduate Student Conference, Cornell University, Ithaca, NY, March 2013
- ✦ “Crossing without Footprints: Transborder Immigrant Tool as a ‘Tactical Mobile Computing Activism,’” Crossing 2012: Conference on Culture, Language, and Literature, Universitas Padjadjaran, Bandung, West Java, Indonesia, May 2012
- ✦ “‘On the Galliant Front’: *Valkyria Chronicles* Video Game and the ‘Cute’ Memory of War,” Society for Cinema and Media Studies (SCMS) Annual Conference, New Orleans, LA, March 2011
- ✦ “‘Open’ Nationalism and Fractal Disjunctures: A Cultural Analysis of the Free/Libre Open Source Software Movement in Indonesia, Southeast Asia Program (SEAP) Graduate Student Conference, Cornell University, Ithaca, NY, March 2010
- ✦ “Polyspatial Resistance,” Louisiana Conference on Language and Literature 2008, University of Louisiana at Lafayette, Lafayette, LA, February 2008
- ✦ “Hacktivism: The Politics of Noise and Sensation,” FSU’s International Film and Literature Conference 2008, Florida State University, Tallahassee, FL, January-February 2008
- ✦ “Dancing Pogo with the Culture Industry: Punk as a Counterculture in Indonesia,” Moments of Futurity: From Present Conditions to Material(izing) Conditions, The 9<sup>th</sup> Annual Conference of the Marxist Reading Group, University of Florida, Gainesville, FL, March 2007

## INVITED TALKS AND WORKSHOPS

- ✦ Visiting Artists and Scholars Program, Georgia College and State University, September 2-5, 2024
- ✦ “Atari, Dingdong, and the New Order Regime: Tracing the Emergence of Indonesian Video Game Cultures,” CIVIC Interactive Media and Games, Spring Symposium, Cornell University, April 12, 2024
- ✦ “Digital Literacy Pedagogy Workshop,” Global Digital Humanities Working Group, Hobart and William Smith Colleges, November 11, 2022
- ✦ “Locating Cultures in Video Games,” VCD Webinar Session, President University, February 4, 2022
- ✦ “A Conversation between Iskandar Zulkarnain and Enrique Gonzalez-Conty,” Finger Lakes Environmental Film Festival: Conversation Across Screen Cultures, March 25, 2021
- ✦ “Buzzers: What’s in the Name?” Data, Algorithms, and Politics in Everyday Life: Reducates Webinar, November 8, 2020
- ✦ “Teaching Global Perspectives on Video Games,” Breaking Boundaries: Video Games in Teaching, Learning, Research, and Design, University of Rochester, April 14, 2017
- ✦ “Not Just Fun and Games: A Hands-On Intro to Video Games in the Academic

- Environment,” LDC Event, Art/Music Library, University of Rochester, Rochester, NY, August 2016
- ✦ “‘Programming’ the Archipelago: Indonesian Digital Cultures and National Identity,” Cellsbutton#07: Yogyakarta International Media Arts Festival, Yogyakarta, Central Java, Indonesia, June 2013
  - ✦ “Edward Said and the Concept of Orientalism,” *Remembering Edward Said Seminar*, Faculty of Communication, Literature, and Language, Universitas Islam ‘45, Bekasi, West Java, Indonesia, 2004
  - ✦ “Independent or Die: Punk and Counterculture in Indonesia,” *Subculture/Counter Culture Seminar*, Faculty of Law, Parahyangan Catholic University, Bandung, West Java, Indonesia, 2004
  - ✦ “Reading the State in *Stupid White Men*,” *Seminar on Ideology*, Nalar Institute, Jatinangor, West Java, Indonesia, 2003

## TEACHING EXPERIENCES

### Hobart and William Smith Colleges:

- ✦ Introduction to Media and Society, Spring 2024, Fall 2023, Fall 2020, Spring 2020, Fall 2019, Spring 2019, Spring 2018, Fall 2017, Spring 2016
- ✦ Introduction to Global Animation, Fall 2023, Fall 2020, Spring 2020, Fall 2017, Fall 2015
- ✦ Digital Media and Participatory Cultures, Spring 2016
- ✦ Global Video Games: Cultures, Politics, Aesthetics, Spring 2024, Spring 2021
- ✦ Global Video Game Cultures, Fall 2019, Fall 2015
- ✦ Media and Theory, Spring 2021

### President University:

- ✦ Cultural Studies and Semiotics, Spring 2023
- ✦ Economic Survival: Business Launch, Spring 2023
- ✦ Digital Literacy, Communication, and Media Studies, Fall 2022
- ✦ Art and Design History, Fall 2022
- ✦ Economic Survival: Business Plan, Fall 2022
- ✦ Media Studies, Summer 2022
- ✦ Cultural Studies, Spring 2022
- ✦ Animation Movies, Spring 2022
- ✦ Coding and Big Data for Humanities and Social Sciences, Spring 2022
- ✦ Psychology and Design Thinking, Spring 2022

### University of Rochester:

- ✦ Global Video Games: Cultures, Politics, Aesthetics, Spring 2017
- ✦ Playing World: Introduction to Global Video Game Cultures, Summer 2014
- ✦ Ways of Seeing: Cyber Asia, Fall 2012
- ✦ *Hallyu* 2.0 section of Ways of Seeing: Contemporary Art and Film in East Asia, Spring 2012

(Guest lecture)

- ✦ Introductory Digital Art, Professor Cary Peppermint, Fall 2011 (Teaching Assistant)
- ✦ Marking, Methods, Materials, Professor Marni Shindelman, Spring 2011 (Teaching Assistant)
- ✦ Social Uses of Media, Professor Eleana Kim, Fall 2010, Fall 2009 (Teaching Assistant)
- ✦ Performance Art and Social Intervention, Professor Heather Layton, Spring 2010 (Teaching Assistant)

**Universitas Islam '45 Bekasi:**

- ✦ English Prose, Spring 2004, Spring 2005
- ✦ English Composition, Spring 2005, Fall 2005, Spring 2006

**Universitas Padjadjaran:**

- ✦ General English, Fall 2005, Spring 2006 (Department of Economics)
- ✦ Survey of English Literature: Anglo Saxon – Victorian I and II, Fall 2018, Spring 2003, Fall 2003, Spring 2004, Fall 2004, Spring 2005, Fall 2005, Spring 2006
- ✦ English Prose, Spring 2004, Spring 2005
- ✦ Translation, Fall 2003, Spring 2004, Fall 2004, Spring 2005, Fall 2005, Spring 2006
- ✦ English Composition, Spring 2004, Fall 2004, Spring 2005, Fall 2005, Spring 2006

## ACADEMIC SERVICES

- Advisor, Independent Study on Influencer Culture, Hobart and William Smith Colleges, Geneva NY, Spring 2024
- Advisor, Undergraduate Internship at PT WI (Mattel) Indonesia, Fall 2022
- Advisor, Undergraduate Internship at PT Topindo Atlas Asia (Top 1), Fall 2022
- Advisor, Undergraduate Internship at PT Citi Asia International, Fall 2022
- Co-Advisor, Undergraduate Thesis, *Designing a 2D Animation Music Video “Mengenai Sentuhan” as a Learning Tool to Teach Sexual Violence Prevention to Children*, President University, Indonesia, Spring 2022
- Co-Advisor, Undergraduate Thesis, *Increasing Awareness of Suicide and Mental Health by Promoting Project Semicolon to the Young Adults Through Animation*, President University, Indonesia, Spring 2022
- Advisor, Independent Study on Animation Aesthetic, Hobart and William Smith Colleges, Geneva, NY, Fall 2021
- Advisor, Independent Study on Animation, Hobart and William Smith Colleges, Geneva, NY, Spring 2020
- Member, Fisher Center Steering Committee, Hobart and William Smith Colleges, Geneva, NY, 2019-2020
- Co-Organizer, Media and Society Special Double Feature Event on Race Relations from the Late 1960s and Today, The Smith Center for the Arts, Geneva, NY, October 5, 2017
- Website Maintenance Coordinator, Visual and Cultural Studies, University of Rochester, 2013-2014
- Graduate Student Member of the Program Committee for the Rush Rhees Library Revitalization Project, University of Rochester, 2013-2014
- Graduate Mentor, Independent Study on Digital Media, Department of Art and Art History,



University of Rochester, 2013  
Student Member of Digital Humanities Initiative, University of Rochester, 2010 – present  
Conference Grant Reviewer, Graduate Student Association, University of Rochester, 2010 and 2014  
Research Assistant, Professor Robert J. Foster, Department of Anthropology, University of Rochester, 2009  
Grant Co-Writer, SP4 Grant, Department of English, Universitas Padjadjaran, 2005-2006  
Undergraduate Thesis Committee, Department of English, Universitas Padjadjaran, 2003-2006

## PROFESSIONAL SERVICES

Peer Reviewer Board Member, *Humaniora* Journal, 2022 - present  
Co-Curator, Animation Series at The Smith Center for the Arts, Geneva, NY, 2017-2021  
Peer Reviewer Board Member, *Lingua Cultura* Journal, 2015 - present  
Peer Reviewer, *New Media & Society* Journal, 2013  
Editorial Board Member, *InVisible Culture* Journal, 2012-2014  
Website Design and Layout Board Member, *InVisible Culture* Journal, 2012-2014  
Co-Editor, *InVisible Culture* Journal, 2010 – 2011  
Visual Resource Assistant, Visual Resource Collection, Department of Art and Art History, University of Rochester, 2008 – 2014  
Film Crew and Interpreter, Vision Machine (Joshua Oppenheimer and Christine Cynn), North Sumatra, Indonesia, 2001

## PROFESSIONAL ORGANIZATIONS

Association for Asian Studies  
Fembot Collective  
Modern Languages Association  
Popular Culture Association/American Culture Association  
Society for Cinema & Media Studies  
Society for Literature, Science, and the Arts

## LANGUAGE PROFICIENCIES

Indonesian: Native  
English: Fluent  
Malay: Intermediate  
Arabic: Beginner  
Spanish: Beginner  
Dutch: Beginner

## PERSONAL WEBSITE

Digital Peripheries: <http://digitalperipheries.net/>