THOMAS M. MALABY
Curriculum Vitae

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EDUCATION

1998	Ph.D., Anthropology, Harvard University
1994	A.M., Anthropology, Harvard University
1990	A.B., *cum laude*, Anthropology, Harvard College

POSITIONS HELD

2001-Present	University of Wisconsin Milwaukee – Professor (2012) of Anthropology; Department Chair (2011-2018)
1998-2001	Harvard University – Lecturer for Anthropology in Social Studies, Committee on Degrees in Social Studies
1999-2001	Harvard University – Resident Scholar, Cabot House
1998 (Spring)	Amherst College – Visiting Assistant Professor, Department of Sociology & Anthropology

RESEARCH GRANTS AWARDED

2009-2011	National Science Foundation Grant for "Internet Research and Ethics 2.0: The Internet Research Ethics Digital Library, Interactive Resource Center, and Online Ethics Advisory Board" (Senior Personnel, $355,257)
2004-2006	National Science Foundation Grant for "Ethics in the Design of Virtual Worlds: An Ethnographic Examination of the Virtual Hand at Work" (Principal Investigator, $117,509)

SPECIAL HONORS & AWARDS

2018-2019	Center for 21st Century Studies Fellowship, University of Wisconsin-Milwaukee (Resident Faculty Fellowship)
2007-2008	Institute for Research in the Humanities Fellowship, University of Wisconsin
2004-2005	Center for 21st Century Studies Fellowship, University of Wisconsin-Milwaukee (Resident Faculty Fellowship)
2004	Graduate School/UWM Foundation Research Award
2000	Derek Bok Center Teaching Award (also 1999 and 1992)
1995-1996	Krupp Foundation Award for Dissertation Research
1994-1995	Fulbright Fellowship for Dissertation Research
1992	Mellon Grant for Language Study

1992   University of Athens Scholarship

1990-1994   Peabody Merit Fellowship, Department of Anthropology

RESEARCH INTERESTS

technology, games, modernity, institutions, language and performance, communication, ritual, contingency, play

PUBLICATIONS IN PREPARATION

In prep.   Solicitude and Solitude. Article manuscript, co-authored with Todd Ebling.

In prep.   Speculating (on the Digital and the Monetary). Article manuscript, co-authored with Yang Liu. Invited submission to *Social Analysis*.

PEER-REVIEWED PUBLICATIONS

In press   Selves in Play: Pop-up Casinos and Discontinuous Persons in Greece. Invited submission for *Play Beyond the Computer*, Mark Johnson, ed. Bloomsbury Academic Press.

In press   Institutions in Play: Practices of Legitimation in Games. Invited submission for *Participative Practices in Games*, Pablo Abend, ed. Springer Press.

In press   Comment on "Transfers: A Deductive Approach to Gifts, Gambles, and Economy at Large," by Anthony John Pickles. *Current Anthropology*.

2013   Comment on "Toward an Anthropology of Computer-Mediated, Algorithmic Forms of Sociality," by Eitan Wilf. *Current Anthropology* 54(6):734-735.

2012a   Digital Gaming, Game Design, and its Precursors. In *Digital Anthropology*, Daniel Miller and Heather Horst, eds. Pp. 288-305. Oxford: Berg.

2012b   Our Present Misfortune: Games and the Post-Bureaucratic Colonization of Contingency. *Social Analysis* 56(2):103-116.

2012c   Culture vs. Architecture: *Second Life,* Sociality, and the Human. In *Games, Learning, and Society: Learning and Meaning in the Digital Age*, Kurt Squire, Sasha Barab, and Constance Steinkuehler, eds. 229-243. Learning in Doing Series. Cambridge: Cambridge University Press.

2011   These Great Urbanist Games: New Babylon and Second Life (reprint). *World Making: Media, Art, and the Politics of the Global*, Patrice Petro, Lane Hall, and A. Aneesh, eds. New Directions in International Studies Series. Piscataway, NJ: Rutgers University Press.

2010   The Second Life of Institutions: Social Poetics in a Digital State. *Anthropological Quarterly* 83(2):355-372.

2009a   *Making Virtual Worlds: Linden Lab and Second Life*. Ithaca: Cornell University Press.

2009b   Anthropology and Play: The Contours of Playful Experience. *New Literary History* 40(1):205-218.

2009c   These Great Urbanist Games: New Babylon and Second Life. *Artifact* 2(3):1-7.

2009d   The Short and Happy Life of Interdisciplinarity in Game Studies. Timothy Burke, co-author. *Games & Culture* 4(4):323-330.

2007	Beyond Play: A New Approach to Games. *Games & Culture* 2(2):95-113.
2006a	Parlaying Value: Capital in and Beyond Virtual Worlds. *Games & Culture* 1(2):141-162.
2006b	Introduction: Control and Contingency Online. *First Monday*, Special Issue No. 7. Edited by Sandra Braman and Thomas Malaby. http://firstmonday.org/issues/special11_9/intro/index.html
2006c	Coding Control: Governance and Contingency in the Production of Online Worlds. *First Monday*, Special Issue No. 7. Edited by Sandra Braman and Thomas Malaby. http://firstmonday.org/issues/special11_9/malaby/index.html
2003a	*Gambling Life: Dealing in Contingency in a Greek City*. Urbana, Ill.: The University of Illinois Press.
2003b	The Currency of Proof: Euro Competence and the Refiguring of Value in Greece. *Social Analysis* 47(1):42-52.
2003c	Spaces in Tense: History, Contingency, and Place in a Cretan City. In *The Usable Past: Greek Metahistories*, K. Brown and Yannis Hamilakis, eds. 171-190. Ranham, MD: Lexington Books.
2002	Odds and Ends: Risk, Mortality, and the Politics of Contingency. *Culture, Medicine, and Psychiatry* 26(3):283-312.
2001	The Future of Class? The Role of Temporality in Class Identity in Greece. *Journal of the Society for the Anthropology of Europe* (Inaugural Issue) 1(1): 4-8.
1999	Fateful Misconceptions: Rethinking Paradigms of Chance among Gamblers in Crete. *Social Analysis* 43(1):141-164.

OTHER PUBLICATIONS

2009	Making Worlds Online: A New Age of Digital Governance. *Global Currents* 6(1):6-7.
2007	Contriving Constraints: The Gameness of *Second Life* and the Persistence of Scarcity. *Innovations: Technology	Governance	Globalization* 2(3):62-67.
2002	Making Change in the New Europe: Euro Competence in Greece. *Anthropological Quarterly* 75(3):591-597.

PRESENTATIONS, PANELS, AND REVIEWS

2019	"Modern Games: Institutions & the Colonization of Indeterminacy" Invited Lecture for the Centre of Excellence in Game Culture Studies, University of Jyväskylä, Finland.
2018a	Discussant for the panel, "Teaching & Learning Anthropology Online," at the annual meeting of the American Anthropological Association, San Jose.
2018b	Chair for the panel, "Continuous & Discontinuous Selves: Crumpled Performativities & Temporalities," at the annual meeting of the American Anthropological Association, San Jose.
2018c	"Selves in Play: Pop-Up Casinos at Discontinuous Persons in Greece," for the panel, "Continuous & Discontinuous Selves: Crumpled Performativities &

Temporalities," at the annual meeting of the American Anthropological Association, San Jose.

2018d   Discussant for the panel "Digital Anthropology: Technology and Human Experience," Annual Meeting of the Central States Anthropological Association, Bloomington, Indiana.

2018e   Panel participant for "Serious Play on Twitch: Experiments in Academic Streaming," International Academic Conference on Meaningful Play. East Lansing, Michigan.

2016   "Institutional Plays: Legitimate Participation in Games." Keynote presentation at the Participate! Conference, University of Cologne.

2015a   Panel participant for the "First Annual AAA Virtual Conference: Familiar/Strange in The Digital Landscape," at the annual meeting of the American Anthropological Association, Denver.

2015b   Discussant for the panel "Trolls and Hecklers: Disruptive Ways of Playing," presented at the annual meeting of the American Anthropological Association, Denver.

2014a   "Games in the Era of Digital Production." Invited presentation for Directions in the Digital Humanities Speaker Series.

2014b   "The Work of Games in the Age of Digital Production." Invited Lecture for the Digital Anthropology Group at University College, London.

2013a   "Domesticating Games: Institutions and New Possibilities for the Use of Popular Culture." Keynote address for the 2013 Ray Browne Conference on Popular Culture. Bowling Green State University, Bowling Green, Ohio.

2013b   "Ritual, Bureaucracy, Game: Modernity and its Cultural Forms of Control." Invited Lecture at the Symposium on Modernity and Chance, sponsored by The Potomac Center for the Study of Modernity. Washington, DC.

2011a   "Virtual Humanity: The Anthropology of Online Worlds." Invited Public Lecture, New York Academy of Sciences, New York.

2011b   With Benjamin C. Campbell. "Digital Games: A Neuroanthropological Approach." Paper presented at the annual meetings of the American Anthropological Association, Montréal, Canada, for the panel, "The Neuroanthropology of Embodiment, Absorption, and Dissociation: Research in Ritual, Play, and Entertainment."

2011c   Review of *Simulation and its Discontents*, by Sherry Turkle. *ISIS: Journal of the History of Science in Society*, vol. 102, no. 2: 387-388.

2010a   "Our Present Misfortune: Games and the Post-Bureaucratic Colonization of Contingency." University of Pittsburgh Department of Anthropology Colloquium. Pittsburgh, Pennsylvania.

2010b   "Architecting Digital Humanity: Games and the Rise of the Technoliberal Imaginary." Cornell University Department of Anthropology Colloquium. Ithaca, New York.

2009a   Review of *Coming of Age in Second Life*, by Tom Boellstorff. American Anthropologist 111(4):525-526.

2009b   "Architecting Digital Humanity: Games and the Rise of the Technoliberal Imaginary." University of Chicago Department of Anthropology Colloquium. Chicago, Illinois.

2009c   "Making Virtual Worlds: Games and the Human for a Digital Age." The Richard Frucht Memorial Lecture. University of Alberta, Edmonton.

2009d   "Anthropology and Play: The Contours of Playful Experience." University of Alberta Department of Anthropology Colloquium, Edmonton.

2009e   "Beyond the Gambling Den: Games and Capitalism in a Digital Age." Keynote address. Calculated Risks: New Perspectives on Gambling Conference, Goldsmiths College, London, UK.

2009f   "Making Virtual Worlds: Games and the Human for a Digital Age." Featured Speaker. IDEA2009: Social and Experience Design, annual conference of the Information Architecture Institute, Toronto.

2009g   "The Academic Guild: The Interdisciplinary Value of Ongoing Pwnage." Panel Discussion. Games, Learning, and Society Conference, Madison.

2009h   "A Conversation About Gender and Culture in World of Warcraft." Discussant. Games, Learning, and Society Conference, Madison.

2009i   "Studying Virtual Worlds." Panel Discussion. State of Play VI, New York Law School, New York.

2009j   Review of *Blood and Oranges: Immigrant Labor and European Markets in Rural Greece*, by Christopher M. Lawrence. *American Ethnologist*, vol. 36, no. 1: 202-203.

2008a   "Technology, Organizations, and Imaginings of the Human," presented at the Microsoft Research Social Computing Symposium, Redmond, Washington.

2008b   "The Birth of the Cool: Possibility and the Organizational Imagination," 107th presented at the annual meeting of the American Anthropological Association, San Francisco, California.

2008c   "Making Virtual Worlds: Games and the Human for a Digital Age," presented at the Games, Learning, and Society Conference, University of Wisconsin, Madison.

2008d   "Making a World that Makes Itself: Art and New Institutions for a Digital Age," presented at the World Making: Art and Politics in Global Media Conference, University of Wisconsin, Milwaukee.

2007a   Review of *Cultural Intimacy: Social Poetics in the Nation-State,* 2nd edition, by Michael Herzfeld. *South European Society & Politics* 12(4):561-563.

2007b   "The Second Life of Institutions: Making Virtual Worlds," presented at the Institute for Research in the Humanities, University of Wisconsin, Madison.

2007c   "Anything but Routine: Games and the Post-Bureaucratic Institution," presented at the Microsoft Research Social Computing Symposium, Redmond, Washington.

2007d   "The Second Life of Institutions: Gaming Poetics and a Digital State," presented at the annual meetings of the American Anthropological Association, Washington, DC.

2007e   "Beyond Play: A New Approach to Games," presented at the annual meeting of the Academy of Management, Philadelphia, Pennsylvania.

2007f   "Anything but Routine: Games and Bureaucracy in the Digital Age," presented at the Games, Learning, and Society Conference, University of Wisconsin, Madison, Wisconsin.

2007g   "Understanding Virtual World Inhabitants," presented at the State of Play V Conference, Singapore.

2007h   "Performing Values: Failure and Contingency in Virtual Worlds," presented at the annual meeting of the American Association for the Advancement of Science, San Francisco, California.

2006a   Keynote: "Trust, Reputation, and Contingency: The Multiple Economies of Virtual Worlds," presented at the Cyber-Influence: Effective Cross Media Strategies Conference, Chicago, Illinois.

2006b   "Ethical Code: Aesthetics & Contingency in the Making of a Virtual World," invited presentation for the Department of Anthropology Seminar Series, University of California – Santa Cruz.

2006c   "Worlds Beyond the Market: Social and Cultural Exchange in MMOGs," presented at the Game Developers Conference, San Jose, California.

2006d   "Coding Values: The Ethical Importance of Virtual Worlds for Anthropology," presented at the annual meeting of the American Anthropological Association, San Jose, California.

2006e   Co-chair, co-organizer. Invited Panel: Anthropology at the Crossroads of Digital Society: Virtual Worlds and Their Challenge to Anthropological Thought. American Anthropological Association Annual Meetings, San Jose, California.

2006f   Panelist, "Methodologies and Metrics", State of Play/Terra Nova Symposium, New York Law School, New York, New York.

2006g   Panelist, "Governance and Groups", State of Play/Terra Nova Symposium, New York Law School, New York, New York.

2006h   Review of *Troubles with Turtles: Cultural Understandings of the Environment on a Greek Island* by Dimitrios Theodossopoulos. *Human Ecology*, vol. 34, no. 3: 471-474.

2005a   "Coding Control: Ethics and Contingency in the Production of Online Worlds," invited presentation for the Speaker Series, American Bar Foundation, Chicago, Illinois.

2005b   Panel Discussant, "Across Diasporic Spaces: Networks and Communications", for *Routing Diasporas: Labor, Citizenship, Empire,* a conference sponsored by the Center for 21st Century Studies at the University of Wisconsin-Milwaukee.

2005c   "Coding Control: Ethics and Contingency in the Production of Online Worlds," presented at *Command Lines: The Emergence of Governance in Global Cyberspace*, a conference sponsored by the Center for International Education at the University of Wisconsin-Milwaukee.

2005d   "Ethical Code: Producing Values in the Making of a Virtual World," presented at the annual meeting of the American Anthropological Association, Washington, DC.

2004a   "Ethical Code: Engagements and Evasions in the Design of Online Games," invited presentation for the Cultural Anthropology Seminar Series, Department of Anthropology, University of Wisconsin-Madison.

2004b   "Ethical Code: Engagements and Evasions in the Design of Virtual Worlds," presented at the Association of Internet Researchers annual conference (AoIR 5.0), University of Sussex, UK.

2002a   "Passing the Test: Euro Knowledge and Practice in Greece," presented at the annual meeting of the American Anthropological Association, New Orleans, Louisiana.

2002b   "Making Change in the New Europe: Civic Competence and the Euro in Greece," presented to the B.A. in Global Studies Breakfast Colloquium, University of Wisconsin-Milwaukee (invited).

2001a   Co-chair. Panel: Misdeeds in the Making: Everyday Vice in the Grip of Institutions. American Anthropological Association Annual Meetings, Washington, D.C.

2001b   "Having it Both Ways: The Criminalization and Sponsorship of Gambling by Public Agencies in Greece," presented at the annual meeting of the American Anthropological Association, Washington, D.C.

1999a   Review of *Fields of Wheat, Hills of Blood* by Anastasia Karakasidou. *Anthropological Quarterly*, 1999, vol. 72, no. 1: 48-50.

1999b   "The Future of Class? The Role of Temporality in Class Identity in Greece," presented at the annual meeting of the American Anthropological Association, Chicago, Illinois.

1998   "Playing the State's Game: An Anthropological Approach to Tax Evasion in Greece," presented at the Center for European Studies, Harvard University (invited).

1997a   "Whose Future? The Rise of State Influence over the Business of Gambling in Greece," presented at the annual meeting of the American Anthropological Association, Washington, D.C.

1997b	"O Tsogos kai I Aprosdhioristia sta Chania tis Kritis" [Gambling and Indeterminacy in Chania, Crete], a Greek lecture and discussion organized by the George Seferis Chair of Modern Greek Studies at Harvard University (and component of completion of the Ph.D., required by Dissertation Committee Chair).
1996	"Dealing in Uncertainty: Sociability, Luck, and Performance among Gamblers in Crete," presented at the annual meeting of the American Anthropological Association, San Francisco.

MEDIA CONTRIBUTIONS

2015	"Broken." The Digital Human, a BBC4 Radio Series with Aleks Krotoski. Series 5, Episode 5. Originally aired October 6, 2015.

RESEARCH EXPERIENCE

2018-	Co-direction of Digital Cultures Collaboratory. This is a research lab supported by the UWM Center for 21st Century Studies and co-directed with UWM Professor of English Stuart Moulthrop. It is a collaborative space for critical research on and public engagement about both analog and digital games, using streaming media (Twitch).
2010-2011	Ethnographic research on undergraduate use of technology at the University of Wisconsin-Milwaukee, as part of an internally funded project.
2004-2006	Ethnographic research at online and offline locations for computer game design and production, including participant observation, interviews, and surveys, as well as online archival and search-based methodologies, as part of a multiyear research project, "Ethics in the Design of Virtual Worlds: An Ethnographic Examination of the Virtual Hand at Work" (supported by 3-year NSF Grant, see above)
2001-2002	One month research trip to Chania, Greece, to observe and examine the transition to the euro, the new currency of most of the European Union.
1996-2000	Three research trips of varying duration (two to three weeks) to Chania, Greece, to follow-up on past work and to explore and pursue new research projects.
1994-1996	Ethnographic field research on attitudes toward risk and uncertainty in the city of Chania, on the island of Crete: carried out a total of fifteen months of field research from September 1994 to June 1995, and again from September 1995 to February 1996.
1992	Pre-doctoral research and language study in Greece, June–August: University of Athens Modern Greek Summer Language Program; preliminary field research in Crete.
1991-1992	Research Assistant, Department of Anthropology, Harvard University, for Professor Kenneth George. Transcribed fieldnotes and Indonesian historical texts into computer files, created ethnomusicological transcripts from recorded performances.

1989	Ethnographic field research in the Kathmandu Valley of Nepal. Spent two months researching illness beliefs and choices of healer among rural Chettris.

TEACHING EXPERIENCE

Graduate/Undergraduate Courses

Introduction to Cultural Anthropology
Cultures of Online Games and Virtual Worlds
Seminar: Ethnography & Cultural Processes
Global Communication Capstone: Future Trends
Techniques & Problems in Ethnography
Games & Culture
Global Studies: Peoples & Politics
Seminar: Exploring Theories of Social Action
Seminar: Ethnography and Technology
Introduction to Social Theory
The Cross-Cultural Study of Religion
Boundaries and Nationalism: The New Ethnography of Europe
Arenas of Contest: Performance and Conflict in the Modern Olympic Games
Power and Play: Performance, Consequence, and Risk
From Mafia to Anarchy: The Anthropology of Contemporary Europe
Rationality and Relativism: An Anthropological Critique of Impure Reason
Undergraduate Workshop: Ethnographic/Field Research Methods

Graduate Research Directed

Advisor for 7 (3 completed, 4 current) Doctoral and 11 (10 completed, 1 current) Master's students in anthropology (UW-Milwaukee)

PROFESSIONAL SERVICE

Chair, Department of Anthropology, UWM (2011-Present)

UWM Committee and Program Membership

Member, Budget Model Support Team (campus)(2018-Present)
Member, Digital Arts & Culture Faculty Advisory Committee (2017-Present)
Member, Restructuring Finance & Operations Committee (campus)(2018)
Chair, Academic Planning and Budget Committee (campus)(2017-2018)
Member, Dean's Advisory Task Force (College)(2016-2018)
Member, Center for 21st Century Studies Advisory Committee (2006-2009)(2013-2016)

External Grant Committees

Reviewer, National Science Foundation, 2004-Present
Reviewer, International Dissertation Field Research Fellowship Program, Social Science Research Council, 2004-2007

Peer Reviewer

Journal of the Royal Anthropological Institute, Current Anthropology, American Anthropologist, Anthropological Quarterly, Social Analysis, American Ethnologist, Games & Culture

Editorial Experience

Member, Editorial Board, *Critical Gambling Studies*, 2019-Present

Member, Editorial Board, *Games & Culture*, 2007-Present.

Member, Editorial Board, *Journal of Sports & Games,* 2018-Present.

Assistant for Reviews, *American Ethnologist*, 1994-1995. Solicited reviewers, edited reviews for publication, designed computer database, and ordered books for review.

PROFESSIONAL AFFILIATIONS

2004-Present   Member, Association of Internet Researchers

1993-Present   Member, American Anthropological Association, Society for the Anthropology of Europe.

1995-2012   Member, Modern Greek Studies Association.

LANGUAGE SKILLS

Modern Greek (excellent conversational skills, good reading and writing)

French and Italian (reading only)