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Career summary: I have an unusual combination of very extensive teaching experience on the one hand, and computer industry and game design experience on the other. I'm a teacher and computer expert by profession, a game designer by vocation, and an historian by education. I have taught more than 17,000 classroom hours, from Continuing Ed through two- and four-year college to over 2,000 classroom hours of graduate school. I devised/designed the entire computer curriculum for several years for FTCC Ft Bragg, and currently design my graduate courses at Webster University and undergraduate courses at Fayetteville Technical Community College. I teach as an expert practitioner, but am able to teach according to needs and objectives appropriate to the students' level.

Education:

Ph.D. 1981 Duke University, Durham, NC. Subject areas: military and diplomatic history; political science.

M.A. 1976 Duke University, James B. Duke Fellow.

A.B. 1973, *summa cum laude*, Phi Beta Kappa, Albion College, Albion, Michigan.

ITEC 693, "Information Assurance", graduate class at Radford U., May 2005, 2 credit hours.

Teaching Experience:

Simulation and Game Development Instructor, Fayetteville Technical Community College (Fayetteville NC), August 2008-present

I teach SGD (Simulation and Game Development) 111 (Intro), SGD 112 (Game Design I), SGD 212 (Game Design II), SGD 174 (Level Design I), and SGD114 (3D Modeling). One section of each class is high school students only, the others, college. I designed the courses and create the assignments and tests, those for 111 are used when other instructors teach the course, while I am the sole instructor at present for 112, 212, and 174. As an expert practitioner of game design I suggest changes for the curriculum as a whole. SGD 111 includes extensive use of Gamemaker and brief use of Photoshop, 3ds Max, ZBrush, Sketchup. SGD 114 is almost entirely use of 3dx Max. SGD 174 is a course about design, with students making level design documents, and video game levels with Unreal Tournament III and similar programs.

Adjunct Faculty, Webster University Graduate School (Pope AFB), March 1988-present

I teach a variety of evening graduate courses, mostly for the Computers and Information Resource Management masters degree, most recently teaching "Telecommunications and Networking", "Systems Analysis", and "Project Management". I have taught 6 or 7 (depends on how you count them) different courses, about 65 sessions altogether.

Based on a one paragraph course description set by the university, I devise the entire course and select the textbook(s).

Simulation and Game Development Instructor, Wake Technical Community College (Raleigh NC), August 2007-December 2007 (temporary contract)

I taught one "lecture"/writing section (48 students) of SGD 111, and four sections (ca. 90 students) of SGD 112. I

founded a game club and promoted interaction amongst students. As an expert practitioner of game design I added to the standard syllabi for the classes I taught and suggested changes for the curriculum as a whole.

Networking, Web Development, Game Design Instructor, Central Carolina Community College (Sanford NC), January 2000-June 2007

As a full-time (10 month contract) instructor I taught a variety of network and Web-related classes for those pursuing a two-year degree in CIT (Computer Information Technology). We offered non-proprietary classes plus many classes in Windows, Cisco routing, and Linux/UNIX. I taught 17 different courses in the course of two years owing to my broad background. I organized and provisioned the department computer lab (separate from the school's network) on main campus. I also installed/maintained/repared the Oracle server and (two) Web servers for the department, distributed MSDN software, planned and ran the all-student meeting at the beginning of each year, maintained and posted to the department listserv, created podcasts for the department, etc. I received the highest evaluation in the department from my supervisors.

We were the first community college in the state to offer game classes (Fall, '04). I taught the game design course. When we consolidated the department we dropped the game certificate because, it appeared, students were much more interested in a full two-year degree, which we could not support.

Computer Programmer/Analyst/Specialist, Information Management Division (IMD), Womack Army Medical Center (WAMC), Ft Bragg, NC August 1990-January 2000

Womack is the largest army hospital, in terms of patients served each year, and had over 2.500 employees when I left. Over the years I worked as a database programmer/analyst, later as project manager and supervisor of the PC & Networking Support Branch, and later as Webmaster, systems analyst, and Y2K project manager. Among many other duties, I set up and taught half of the classes for Medical Center employees when we moved from DOS to MS Windows.

Full-time instructor, Fayetteville Technical Institute/Community College Ft Bragg, November 1985-August 1990

I taught eight hours of Continuing Ed classes each weekday, plus some evenings. The civil service, military, and military dependent population provided most of the students, sometimes via contract.

I transformed a small, backward (Apple II oriented) computer education program into a large forward-looking enterprise of several full-time instructors and assistants at any one time. I established the curriculum, selected the software to be taught, designed the classes/syllabus, and wrote printed material (students could not be required to purchase books) and special computer programs for the entire IBM-oriented curriculum at FTCC Ft. Bragg including more than a dozen courses. I recruited and trained all other assistants and instructors.

I established evening classes oriented toward practical program development (primarily dBase and advanced DOS batch files, also Pascal).

Professional Awards:

Teacher of the Year, Fayetteville Tech Ft Bragg, 1985.
\$1,000 cash award, Womack Army Medical Center, 1993.

Credited professional peer reviewer for the following college textbooks published by McGraw-Hill:

Internet Technologies at Work, 1st Edition Fred T. Hofstetter ©2005, ISBN 0072229993

Introduction to Relational Databases & SQL Programming, 1st Edition Christopher Allen, Catherine Creary, Simon Chatwin ©2004, ISBN 0072229241

Survey of Operating Systems, 1st Edition Charles Holcombe, Jane Holcombe ©2003, ISBN 0072225114

Recent Presentations:

- “What Video Game Developers can Learn from 50 Years of Tabletop Game Development”, Triangle Game Conference (Raleigh, NC), 8 April 10
- "What video game designers and teachers can learn from 50 years of tabletop game development", NCCIA Conference (Wake Tech Community College, Raleigh NC) 18 Mar 10
- “Getting Started in the Game Industry”, World Boardgaming Championships ‘09 (Lancaster, PA) August, 09
- “Getting Started in the Game Industry”, Origins ‘09 (Columbus Ohio) June, 09
- "How to: the Process of Designing a Game", Origins ‘09 (Columbus Ohio), June, 09
- “How ‘Hard Core’ Attitudes Hold Back the Video Game Industry, Savannah College of Art and Design, Feb 3, 09
- “Getting Started in the Game Industry”, Origins ‘08 (Columbus Ohio) June 28, 08
- "How to: the Process of Designing a Game", Origins ‘08 (Columbus Ohio), June 28, 08
- “The Iterative and Incremental Nature of Game Design”, NCCIA Conference (Stanly Community College), 21 Feb 08
- “Getting Started in Game Design" twice at Origins (Columbus Ohio) early July '07
- "The Process of Designing a Game" Origins ‘07 (Columbus Ohio) early July '07
- “Student Retention”, NCCIA Conference ‘07, Carteret Community College
- "How to Design Games", 32nd annual Origins Convention, July ‘06
- “How to Design Games”, NCCIA (North Carolina Computer Instructors’ Association), March ‘06
- “We Collectively 'Design' an Educational Game” NCCIA Conference, March '06
- “Game Design and CCCC Game Certificate, Our Experience Thus Far” NCCIA March ‘05
- "Teaching Game Design in Community Colleges," Digital Game Expo (Raleigh NC), Summer ‘05
- “CCCC Game Certificate, Our Experience Thus Far”, NCCIA Conference, March ‘05
- “Turning One Computer into Many”, NCCIA Conference, March ‘04

Slides available at <http://www.pulsipher.net/teaching1.htm>.

Publications:

- Forthcoming: boardgames *Germania*, *Law & Chaos*, *Dragon Rage*
- Six adult strategic board games (most well-known is *Britannia*, published on two continents in five languages) and one rules booklet.
- Approximately 150 articles about gaming in a variety of professional magazines in United States and Britain.
- Three articles about computing (and several about other subjects), *Fayetteville Observer-Times* newspaper.
- About a dozen articles about computing for *Ft Bragg Paraglide* newspaper.

Book Contributions:

- “The Three-Player Problem” in *Tabletop Game Design*, forthcoming, ETC Press
- “Blokus” in *Family Games: the 100 Best*, edited by James Lowder (Green Ronin Publishing, 2010)
- “Stalingrad” in *Hobby Games: the 100 Best*, edited by James Lowder (Green Ronin Publishing, 2008)

I am presently completing a book tentatively titled "Get it Done: Designing Games from Start to Finish". This is a very practical book, emphasizing use of non-electronic games for teaching beginners how to design games.

Recently Published Magazine/Journal Articles:

- “Identifying a good game school” *GameCareerGuide* 30 Mar 10 (co-author: Ian Schrieber)
- “What are Game Designers Trying to do?” *GameCareerGuide* 19 Feb 10
- “Maxims of Game Design” *GameCareerGuide* 2 Feb 10
- “Some Game Playing Styles, and How Games Match One Style or Another” [longer version] *GameDev.Net* 1 January 10
- “Branding, Games, and Films” *SpitefulCritic.com* 18 Nov 09
- "Opinion: Are Games Too Much Like Work?" *Gamasutra* 4 Sep 09
- "All I needed to know about games I learned from Dungeons and Dragons" *GameCareerGuide* 18 Aug 09

- "Game Curricula: Differences in Focus" GameCareerGuide 4 Aug 09
- "Industry Hopefuls: Prepare Intelligently" GameCareerGuide 7 July 09
- "What Makes a Game 'Epic'", "Against the Odds Magazine," June 2009
- "Student Illusions About Being a Game Designer", GameCareerGuide, 7 May 2009
- "Twenty Essential Design Questions", GameCareerGuide, 14 April 2009
- "The Nine Structural Sub-Systems of Any Game", GameCareerGuide, 17 March 2009
- "The Nature of Games in the 21st Century", GameCareerGuide, 5 March 2009
- "Opinion: What Does 'Game Developer' Mean?" Gamasutra, 2 March 2009
- "Why design games?", GameCareerGuide, 13 January 2009
- "Characteristics of Successful Game Designers" GameCareerGuide, 23 December 2008
- "Opinion: Why Immersion Shouldn't Be The 'Holy Grail'" Gamasutra, 19 December 2008
- "Idea Origins" GameCareerGuide, 9 December 2008
- "Why We Play" GameCareerGuide, 14 October 2008
- "The Idea is not the Game" GameCareerGuide, 23 September 2008
- "Pulling the Plug: In Defense of Non-Digital Teaching and Learning" GameCareerGuide, 2 September 08
- "Fog of War in Game Design" Against the Odds #18, late 2006
- "The Essence of Euro-style Games". The Games Journal, February 2006
- "Classical and Romantic Playing Styles". The Games Journal, February 2005
- Many on Internet forums such as Boardgamegeek, Boardgamedesignersforum, pulsiphergames.com

Blogs

Pulsipher game design: <http://pulsiphergamedesign.blogspot.com/>

Teaching game design: <http://teachgamedesign.blogspot.com>

"Expert Blogger", Gamasutra.com

Forthcoming Publications

Germania (Euro-wargame), Clash of Arms Games, Pennsylvania

Law & Chaos (abstract game, title likely to be changed), Mayfair Games, Illinois

Dragon Rage (reissue of 1982 game), Flatlined Games, Belgium

Information on games in progress: <http://PulsipherGames.com/projects.htm>

I served as one of the two advisors for the thesis of a University of Waterloo (Canada) student, Orin Bishop, who wrote a 43,000 word "book" about game design. He has designed commercially-published games, as well.

Graduate classes I have taught:

(CH=Credit Hour, number in parentheses is number of times taught)

- (3CH) COMP 5000 Computer Resources and Information Management (5)
- (1CH) COMP 5500 Professional Seminar: Finding Information Using the Internet (1)
- (3CH) COMP 5930 Application Development Tools for Managers(1)
- (3CH) COMP 5950 Contemporary Developments (1)
- (3CH) COMP 5940 Project Management of Information Systems (10)
- (3CH) COMP 5960 Systems Analysis, Design and Implementation (4)
- (3CH) COMP 5980 Networking and Telecommunications Management(35)[sic]
- (3CH) ITM 5100 (Information Technology Management) Information and Communications Systems and Networks (4)

List of additional computer-related training, certifications, and undergraduate computer classes taught (networking, Web, operating systems, etc.), available on request.

US Citizen, good health. Hobbies: computers, team sports, history, games, science fiction/fantasy.