PS BERGE ——— GRAVE SNAIL GAMES

MEDIA & DESIGN

Portfolio

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Selected Works
(Updated September, 2023)

This document contains a compilation of
my media works from 2021 to 2023.

For further information, contact me at:

PS Berge

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gravesnail.itch.io
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experience & bio

Education

Ph.D. (Candidate) - Texts & Technology

Dissertation: “Unplayable Games: a ludoarsonist’s manifesto on trans play and possibility in digital and analog gaming”
University of Central Florida / 2020 - 2024

M.F.A, M.A. - Creative Writing & Composition

Thesis Project: *DARKGLOW, A Heavy-Metal Ballad*
University of Alabama / 2016 - 2020

Awards

Fish & Dagger (2021)
Winner of 2021 XYZZY Award “Best Use of Multimedia” • Nominee for “Best Use of Innovation” at the 2021 XYZZY Awards • Voted “Best In Show” at the 2021 Spring Thing Interactive Fiction Festival • Winner of three audience awards at Spring Thing 2021: “Best Multimedia,” “Most Innovative,” “Best Humor.”

TwineSpace (2022)
Nominee for Best Student Paper/Project at the International Conference on Interactive Digital Storytelling.

The MOE in VR (2021)
Winner of the IEEE Virtual Reality 2021 Doctoral Consortium’s Award for Best Presentation.

Expertise

Game Writing
Layout Design
RPG Design / Zine Making
XR Storytelling
Web Design
Data Visualization
Scraping & Data Processing

Software

Twine 2
Bitsy & Borksy
Unreal Engine 4
Unity
Ren’Py
Inform 7
Orange Data Mining Tools
Voyant
Gephi
Adobe Suite

Languages

Python, HTML & CSS, C#, C++

PS BERGE

Pronouns:
they / she

PS Berge is a media scholar, award-winning game designer, teacher, and self-described ludoarsonist 🔥.

She researches trans play, toxic technocultures, and the so-called “unplayable.” Their games and software have been featured in zines, festivals, and conferences.

See my website.

contents

Published Games

the ice 8
SONGS FOR GIANTS 9
Fish & Dagger 10
Hovel of Miseries 12
PUNy PUNchable PUNk! 14
CODEX SADISTICA 14

Tools & Software

TwineSpace 17
Discord Scraper & Analysis Notebook 19

Works in Progress

The MOE in VR 22
Unfamiliar 25

Other Designs

D/ARC Designs 28
Console-ing Passions 2022 30
Tabletop Research in Practice 31
Peitho 31

GAMES

01 PUBLISHED GAMES

the ice (2023)

A tragic LARP about surviving an arctic hellscape over the course of seven scenes.

Songs for Giants (2022)

A short interactive essay on lyric games built in Twine, Bitsy, Tracery, P5.js, and Python.

Fish & Dagger (2021)

Comedy spy-thriller game with existential twists; made in Twine and AR.js.

Hovel of Miseries (2021)

18-page fort-building supplement for the *MÖRK BORG* roleplaying game.

PUNy PUNchable PUNk! (2021)

1-page dark-comedy creature supplement for the *MÖRK BORG* roleplaying game.

CODEX SADISTICA (2021)

Short sacrilicious parser game with "heavy" puzzles; developed in Inform 7.

overview

the ice

a tragic roleplaying game

Requires 2 players and 60 (or more) minutes.

This larp was developed on the unceded, ancestral land of the Acjachemen and Tongva peoples who, in the face of on-going settler colonialism, continue to claim their place and act as stewards of their ancestral lands as they have for the past 8,000 years.

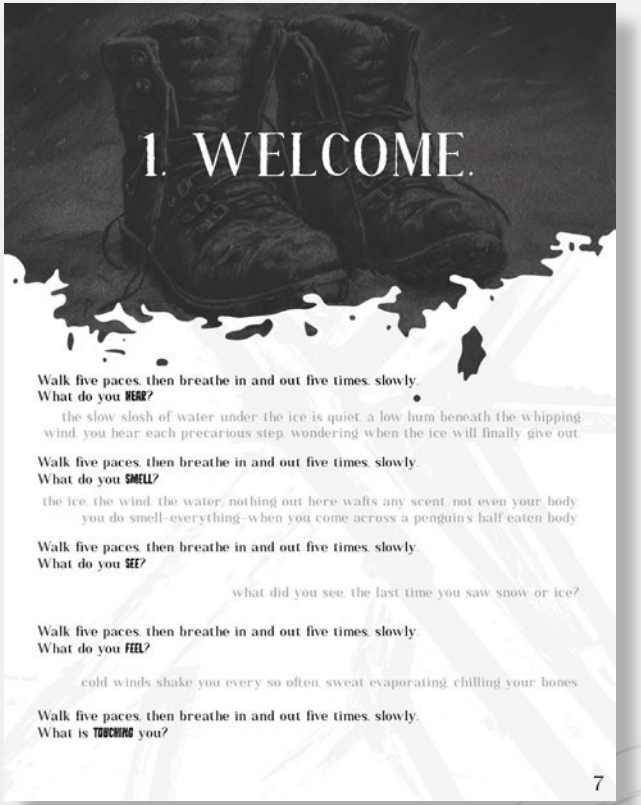
(Troubling The Grounds Land Acknowledgement, 2019)

This game may become as emotionally intense as you and your companions allow.

You may encounter some, all, or none of this content:

- horrible ways to die
  - starvation
  - drowning
  - freezing
- violence against animals
- violence against people
- murder
- suicide
- cannibalism

3



1. WELCOME.

Walk five paces, then breathe in and out five times, slowly.
What do you HEAR?

the slow slosh of water under the ice is quiet. a low hum beneath the whipping wind. you hear each precarious step, wondering when the ice will finally give out.

Walk five paces, then breathe in and out five times, slowly.
What do you SMELL?

the ice, the wind, the water, nothing out here wafts any scent. not even your body. you do smell–everything–when you come across a penguin's half-eaten body.

Walk five paces, then breathe in and out five times, slowly.
What do you SEE?

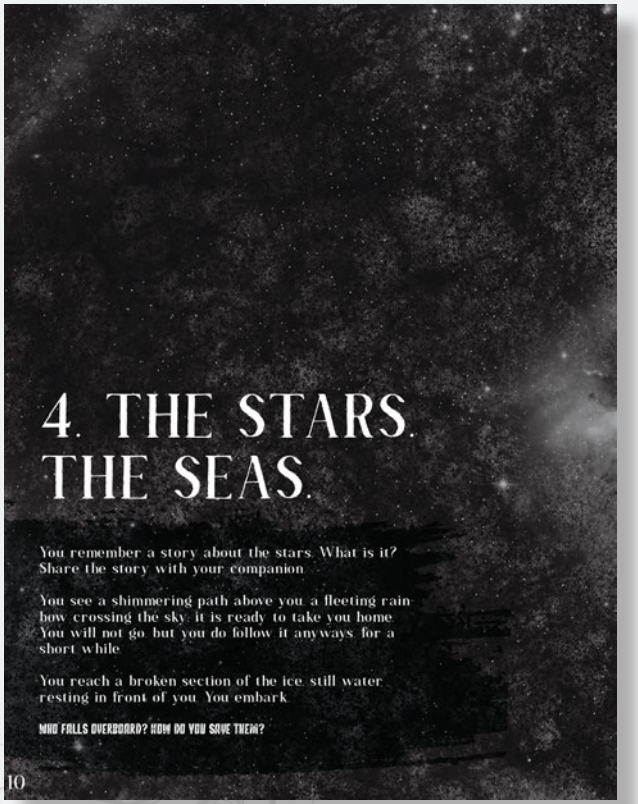
what did you see, the last time you saw snow or ice?

Walk five paces, then breathe in and out five times, slowly.
What do you FEEL?

cold winds shake you every so often, sweat evaporating, chilling your bones.

Walk five paces, then breathe in and out five times, slowly.
What is TOUCHING you?

7



4. THE STARS. THE SEAS.

You remember a story about the stars. What is it? Share the story with your companion.

You see a shimmering path above you, a fleeting rain bow crossing the sky. it is ready to take you home. You will not go, but you do follow it anyways, for a short while.

You reach a broken section of the ice. still water resting in front of you. You embark.

WHO FALLS OVERBOARD? HOW DO YOU SAVE THEM?

10

the ice (2023)

18-page roleplaying game (PDF). gravesnail.itch.io/the-ice

the ice is a micro-LARP for two players about surviving in an arctic wasteland; developed in collaboration with adriiadventures. Players engage dreamy and warped landscapes, sequences of tragedy, and tense encounters with survivors and animals. I assisted in writing the game's scenes and desgined the layout for the project.

SONGS FOR GIANTS (2022)

Interactive essay (HTML). gravesnail.itch.io/songs-for-giants

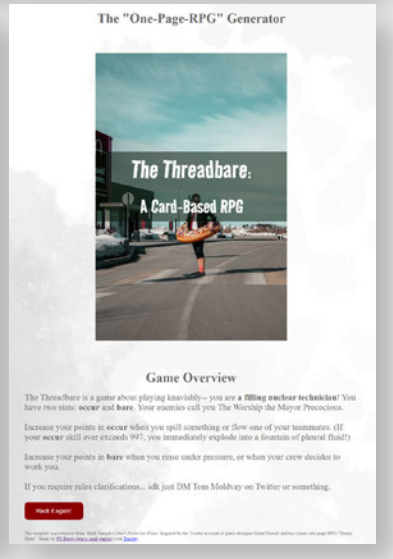
SONGS FOR GIANTS is a short interactive essay on lyric games built in Twine, Bitsy, Tracery, P5.js, Python. It weaves together personal anecdotes, myth, minigames, and scholarship to paint an opaque portrait of an analog microgame scene and the playful obscenity of games-that-are-not-games.

In *Chapter I: A Eulogy for Giants*, several "roleplaying poemoirs" describe a reinvention of roleplaying games that decenters "playability." What do we do with games that are not meant to be played? Read them? Remake them? Hold them?

In *Chapter II: How Close Are the Wolves?*, a series of Bitsy minigames prompt reflection on game mechanics and genealogies. I ask what happens when we let games become small—single pages, or a paper fortune, or even a single word.

Finally, *Chapter III: UNPLAYABLE* provides three "tools" by which players make/hack/generate their own tiny, absurd, oestensibly "unplayable" lyric games.

🕹️ **Featured in the Console-Ing Passions: Feminist Media Conference Arcade in 2022.**



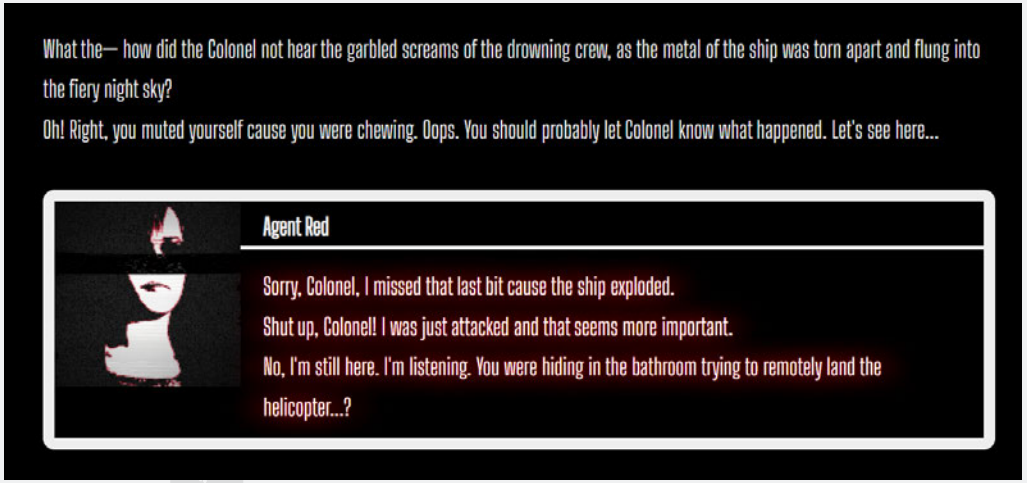
Fish & Dagger (2021)

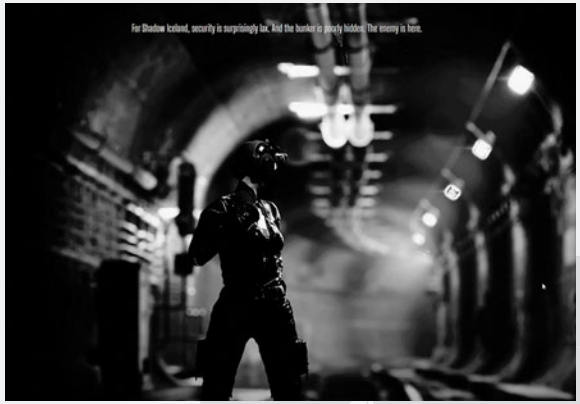
Video Game (HTML). gravesnail.itch.io/fish-and-dagger

Fish & Dagger is a multimedia-filled, comedy spy-thriller with an existential twist. Let's turn up that camp dial until it falls off, shall we? Spies. Evil doctors. Gunsmoke. A little silly. A little deadly. Six endings. One BAD ending. You probably want the BAD ending. It was made in Twine (Sugarcube 2 and Harlowe), A-Frame, AR.js, and JavaScript.

Fish & Dagger received awards and praise from critics for its use of striking visuals, music and sound, animation, and even an augmented reality minigame. It was among the first games developed in Twine 2 to feature an XR component and served as a prototype for my later work with TwineSpace.

🏆 **Winner of the XYZZY Award "Best Use of Multimedia."**
🏆 **Nominee for "Best Use of Innovation" XYZZY Award.**
🏆 **Voted "Best In Show" at the 2021 Spring Thing IF festival.**
🏆 **Winner of three audience awards at Spring Thing 2021: "Best Multimedia," "Most Innovative," "Best Humor."**





> *"Fish and Dagger is a real gem, checking all the boxes with style and being just a bit funnier, a bit cleverer, and a lot more gorgeous than it needs to be..."* -Mike Russo, IFDB

Demonstration of Fish & Dagger's AR "hack-the-relay" minigame.

Hovel of Miseries: Fort-based "Survival" for *MÖRK BORG* (2021)

TRPG Supplement (PDF). 🔗 gravesnail.itch.io/hovel-of-miseries

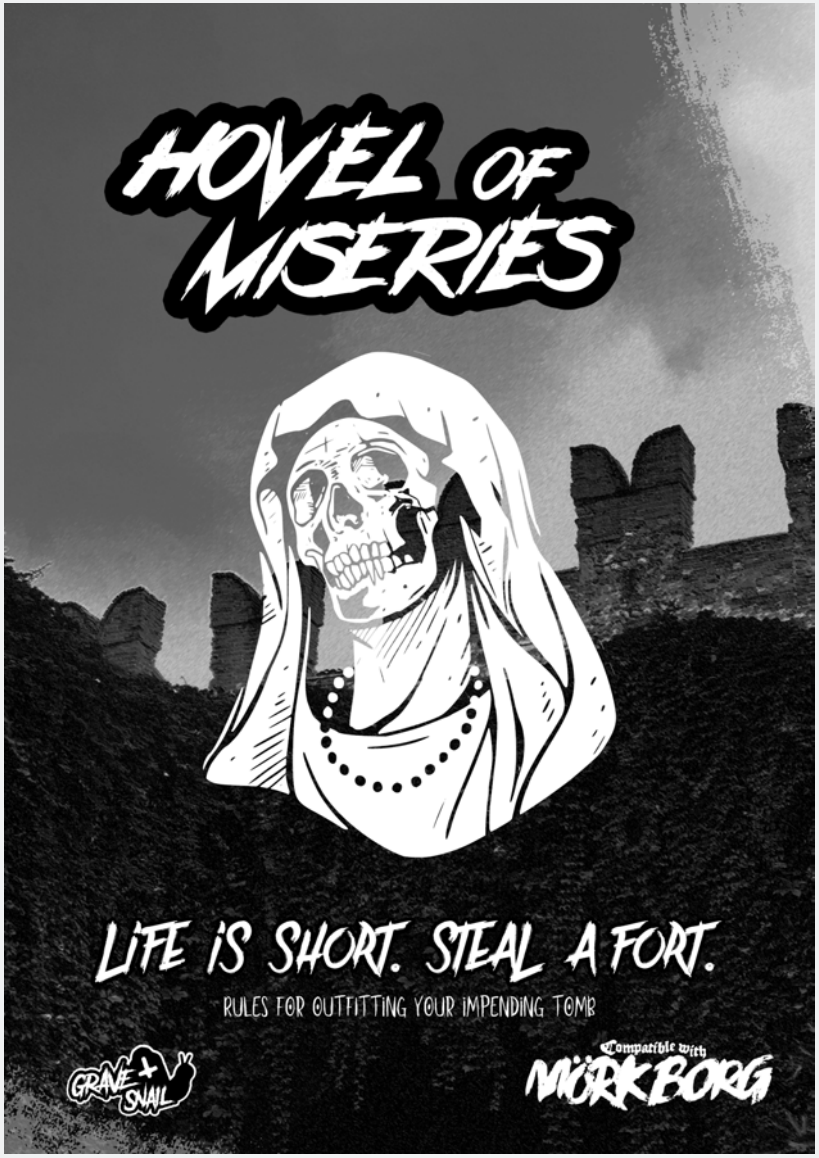
Hovel of Miseries is a fort-building and settlement management supplement for the popular *MÖRK BORG* roleplaying game by Stockholm Kartel. *MÖRK BORG* is a game about losing everything. It helps to have something to lose! This supplement has "rules," hooks, encounters, and characters for fort-based survival. Low on crunch and stuffed with more flavor and misfortune than a wheel of boar cheese.

🕹️ **Featured in the *Ex Libris MÖRK BORG* Kickstarter.**

📚 **Published in the *FÖLK-LORE Vol. 3: Environs & Ephemera* zine by Rughose Kohn.**

🏆 **5-star rating (at 1.6k downloads) on itch.io.**

> *"a killer supplement, a beauty to behold..."*
>
> -Līber Lūdōrum, Founder of the *Ex Libris MORK BORG* Bibliography



DEATH & TAXES

DEPENDING ON WHERE THEIR NEW HOME LIES, THE PC'S MAY SUFFER COMPLICATIONS FROM LOCAL AUHTORITIES. IF THEY DON'T HAVE THE HELP OF FAITHFUL EVA, THE PC'S WILL HAVE TO ENDURE A *TERROR OF BUREAUCRACY* FROM THE REGION WHERE THEIR FORT DWELLS:

OR EVEN WITH FAITHFUL EVA'S HELP, WHY NOT? HILARIOUS.

THE FORTRESS IS LOST WHEN everyone is dead or everyone has left or it is re-stolen or the last stone falls or the last misery takes hold or it is gambled away or it is sold by a trecherous friend or it explodes for no reason or at last, at the end of all things, it reveals its secret *BENEATH*.

KERGÜS: Within a week, everyone in your hold will be visited by the lost figures of the Countess' dreams. Color fades. Gulls scream. You must seek out the last attendant of her court who knows of a cure or the haunting will not stop, and you will not sleep, until all is frozen.

GALGENBECK: The Two-Headed Basilisks have heard of your new home, and sent The Almoner, their most thorny Inquisitor, to collect what is owed to the Church. Make a **generous** tithe, or The Almoner will return for more. Snub her to be branded heretics and pay in worse ways.

GRIFT: A Herald of Terion arrives from Grift with a copy of Sigfúm's Calendar. As a neighbor of Grift, you are expected to follow The Kind King's detailed plans... all the way to their precipitous end.

SARKASH: An emissary of the Shadow King arrives in the night. The King requires a token of your servitude, or be cast in his ire. The Shadow King is petty. He demands (choose two):
1) knife that's never cut 2) a child's toy 3) altar bread 4) an inkeeper's tooth 5) boar cheese

THE VALLEY OF THE UNFORTUNATE UNDEAD: Your fort, overnight, becomes a tomb. You and your companions do not wake. But at dawn, you rise. In the dreamless valley of night and bones you walk. You search. Seek salvation from *HIM* amidst the gloom of the hungry Valley.

SCHLESWIG: The nobles of King Fathmu's court are schocked to discover your new barony on the map! You are quickly invited to a gathering of Fathmu's Favored, and everyone is eager to meet the new blood in the cut-throat court of Schleswig's elite. You realize quickly what the stakes are... high. You had better impress them quickly!

PS Borge

WHAT A LOVELY PLACE TO DIE

MÖRK BORG is a game about losing everything. It helps to have something to lose! This supplement has "rules" and characters for fort-based survival. It's best for "high level" (by which I mean after the fourth misery or so) gameplay. This isn't a game where players get to build happy palaces or strongholds. It's a game where you steal the crumbling ruins of an emptied dungeon, an infested inn, or a cursed tower—and hope whatever's still lingering inside isn't hungry.

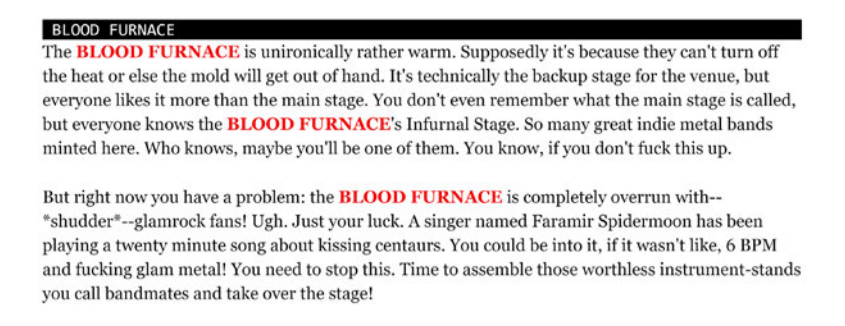
It won't save you. But it's as good a place as any to meet your end.

USING A FORT MEANS TROUBLE

ROLL A D66 TO DETERMINE TROUBLE.

ROLL 1D20 EACH "WEEK". ON A 1-12 FACE TROUBLE. CHANCES CAN BE REDUCED BY BUILDING DEFENSES.

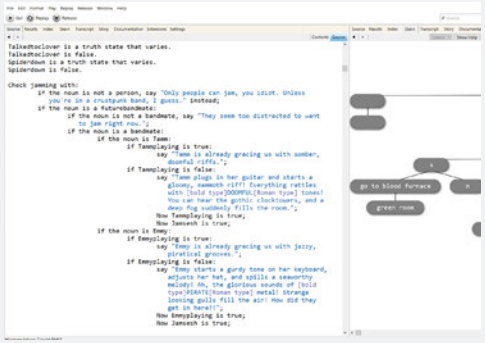
11	SOMEONE TRIGGERS A MISERY.	31	AN INQUISITOR ARRIVES, UNHAPPY.	51	ANGRY ANIMAL ARRIVES (EAT-PREY-KILL).
12	A KIDNAPPING! RESCUE THEM OR THEY DIE.	32	A HOLE OPENS. WHAT CRAWLS OUT?	52	1D4 ANGRY ANIMALS WANDER IN (EPK).
13	SOMEONE TURNCOATS AND STEALS SILVER.	33	FIND AN UNDEAD DOLL. UH OH.	53	1D6 ANGRY ANIMALS ATTACK (EPK).
14	UNEXPECTED, WEEK-LONG BLIZZARD.	34	A WILD DREDGEHOG GETS INSIDE.	54	1D12 ANGRY ANIMALS SWARM (EPK).
15	HEAD COUNT IS OFF. AN IMPOSTER?	35	LOCAL NECROMANCER COMES TO CALL.	55	SURPRISE MEGASLOTH ATTACK!
16	SOMEONE GETS SICK. (ROLL TO SEE WHO).	36	PHANTOM RATS STEAL 1D20 RATIONS.	56	FUCK, A TROLL! NO... 2 TROLLS! AHH!
21	EVERYONE GETS SICK!	41	1D6 SCUMGUARDS GET SCURVY & DIE.	61	AN ENEMY CHAMPION ARRIVES.
22	TERRIBLE DREAMS. ALL OMENS LOST.	42	A 'DEVIL' COMES. DEMANDS ONE SOUL.	62	A SMALL ENEMY HOST (1D4) ARRIVES.
23	DOOMCAROLERS! IRRITATING! -1 MORALE.	43	LIAR-BIRDS TALK SHIT. -1 MORALE.	63	AN FORMIDABLE ENEMY HOST (1D6) ARRIVES.
24	GOBLIN ATTACK! OF COURSE. 1D12 SETHS.	44	DISTURB 1D4 WRAITHS. WHOOPS!	64	AN FIERCE ENEMY HOST (1D12) ARRIVES.
25	SOMEONE (RED) POISONED THE WATER HOLE!	45	TUNNEL SNEAKS ARE IN THE WALLS.	65	AN ENEMY ARMY INVADES. THE FORT IS LOST.
26	LOCALS ARE PISSED AT YOU. 1D6 SCUM.	46	BEGGARS WON'T LEAVE! -1 MORALE.	66	A *FINAL DUNGEON* OPENS BENEATH.



BLOOD FURNACE

The **BLOOD FURNACE** is unironically rather warm. Supposedly it's because they can't turn off the heat or else the mold will get out of hand. It's technically the backup stage for the venue, but everyone likes it more than the main stage. You don't even remember what the main stage is called, but everyone knows the **BLOOD FURNACE**'s Infurnal Stage. So many great indie metal bands minted here. Who knows, maybe you'll be one of them. You know, if you don't fuck this up.

But right now you have a problem: the **BLOOD FURNACE** is completely overrun with--*shudder*--glamrock fans! Ugh. Just your luck. A singer named Faramir Spidermoon has been playing a twenty minute song about kissing centaurs. You could be into it, if it wasn't like, 6 BPM and fucking glam metal! You need to stop this. Time to assemble those worthless instrument-stands you call bandmates and take over the stage!



CODEX SADISTICA (2021)

Parser game (HTML). ifdb.org/viewgame?id=ihrvzvqkerv7idkn

CODEX SADISTICA is a satirical, puzzle-heavy parser game developed in Inform 7. Players must solve a series of puzzles in order to rally their bandmates and reclaim The Infurnal Stage. As a parser game, players react to textual descriptions directly using commands. The motif of the game revolves around combining different subgenres of metal (each represented by a different bandmate) into increasingly niche metal fusions.

PUNy PUNchable PUNk! (2021)

TRPG Supplement (PDF). gravesnail.itch.io/punpunpun

The *PUNy PUNchable PUNk!* is a dark-comedy, one-page creature supplement for the *MÖRK BORG* roleplaying game. It was developed as a submission to the

Published in the *Babalon's Hangover Vol. 2* charity zine by stebro.

TTRPG STUFF

SCREAMING

TWINE SCRAWLS

EXPLODING CASKETS

HELLO@PSBERGE.COM

@THEICEBERGE

Many of my game projects can be found on my itch page: gravesnail.itch.io

02 TOOLS & SOFTWARE

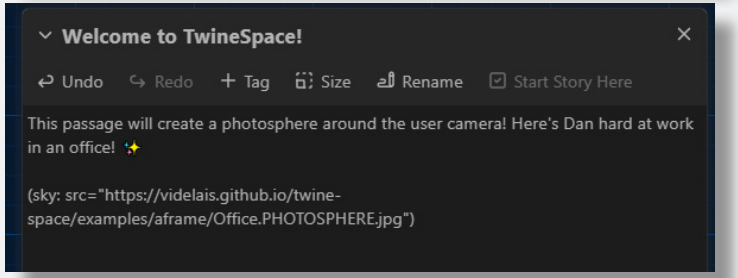
TwineSpace (2022)

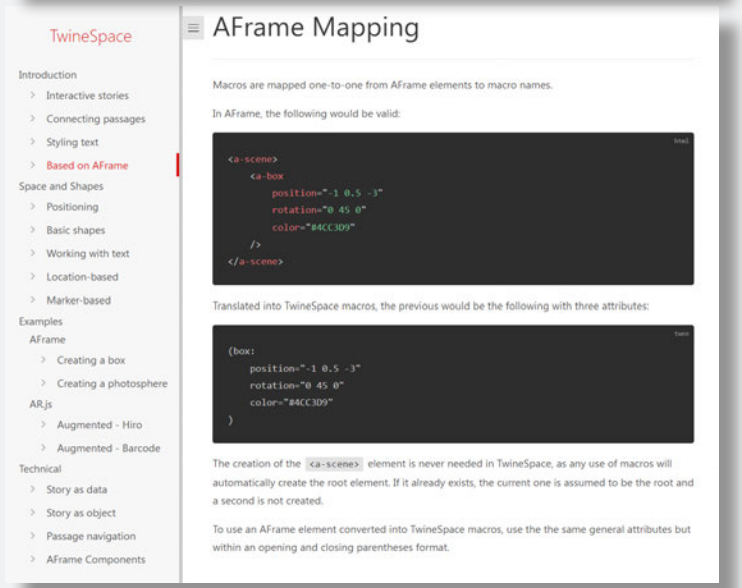
Twine 2 Story Format. twinestory.space

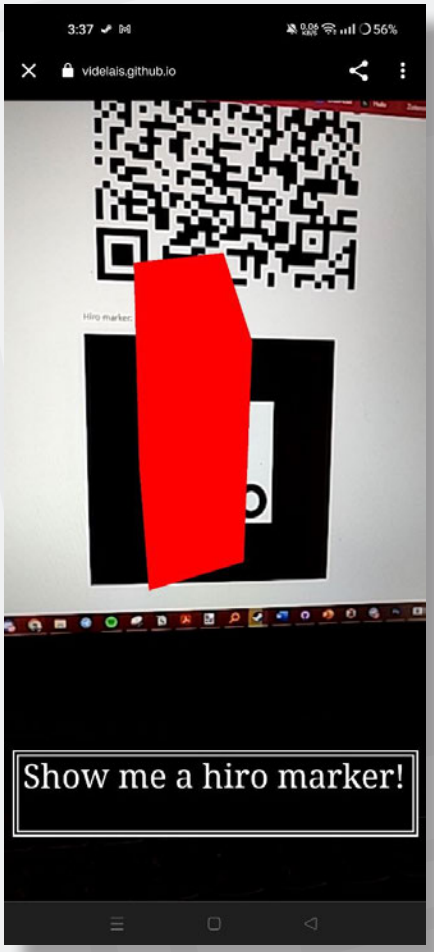
TwineSpace is an open-source story format for popular hypertext game engine Twine 2 that supports mixed-reality projects. It provides macro support for A-Frame and AR.js (open source tools for web-based AR and VR content), allowing authors to quickly and seamlessly incorporate AR media—including photospheres, videospheres, 3D texts and objects—into their Twine games. TwineSpace was developed with casual creators in mind (e.g., teachers, librarians and museum staff) but was also designed to allow for easy, low-cost prototyping (or 'whiteboxing') of locative AR games. It also supports marker-based AR for locative AR experiences. It is also uniquely optimized for developing Twine games for mobile devices.

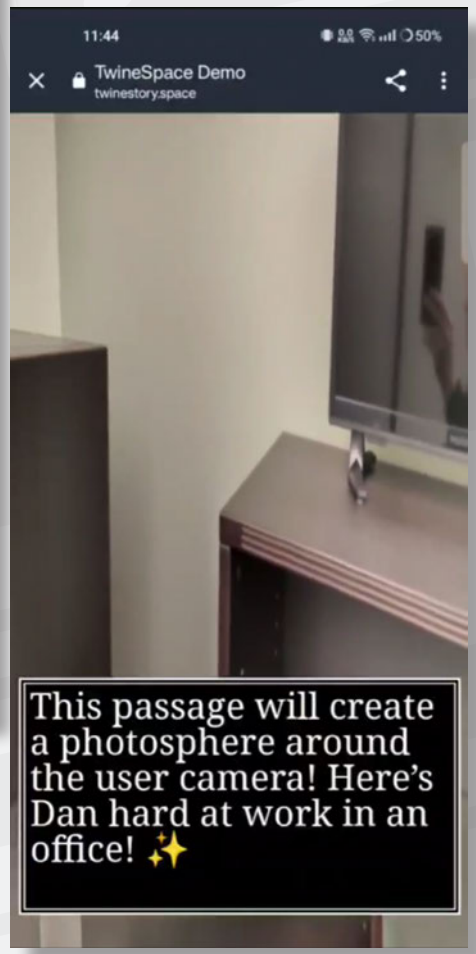
I developed TwineSpace along with Daniel Cox, Jack Murray, and Anastasia Salter. The development of TwineSpace was funded, in part, by the Walt Disney Company. I was the primary designer, and built the initial prototype for TwineSpace based on my previous work in AR media design in both *Fish & Dagger* and my MFA thesis project.

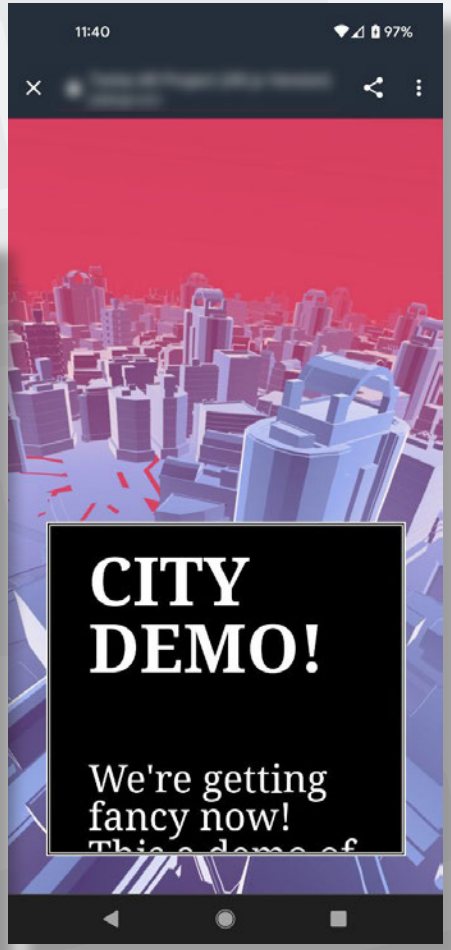
We published a critical paper on casual AR development using TwineSpace at ICIDS 2022. [doi.org/10.1007/978-3-031-22298-6_32](doi.org/10.1007/978-3-031-22298-6_32)
Development of TwineSpace was funded by the Walt Disney Company.

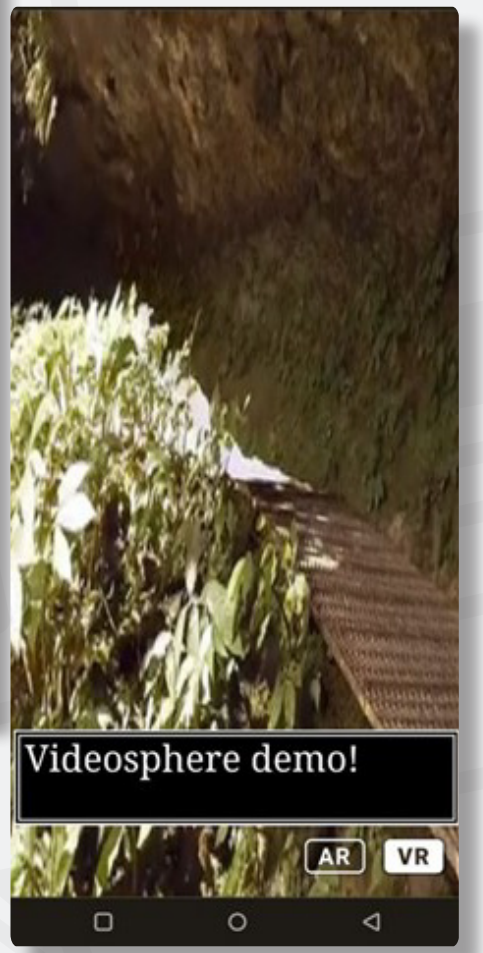










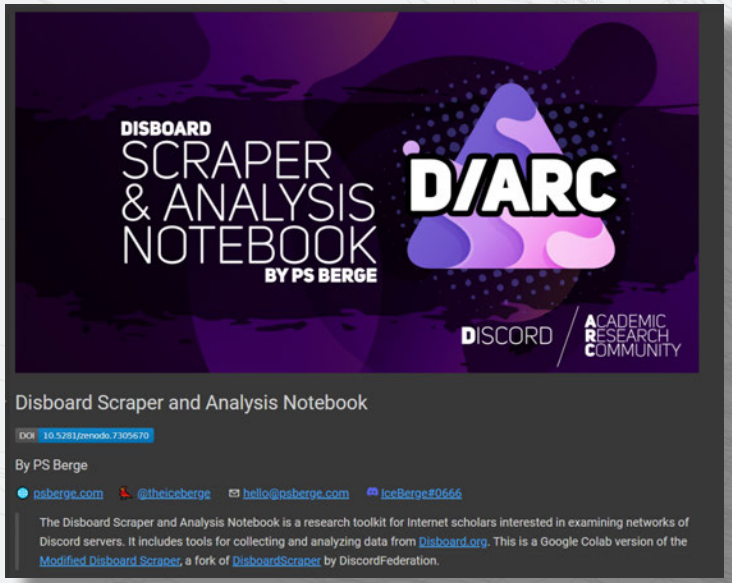


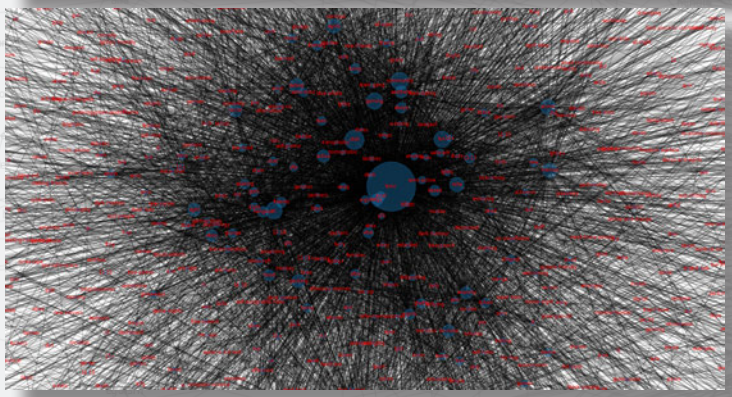
Photospheres, videospheres, marker tracking, 3D text and objects, and other scenes can be built in A-Frame and displayed in Twine through TwineSpace.

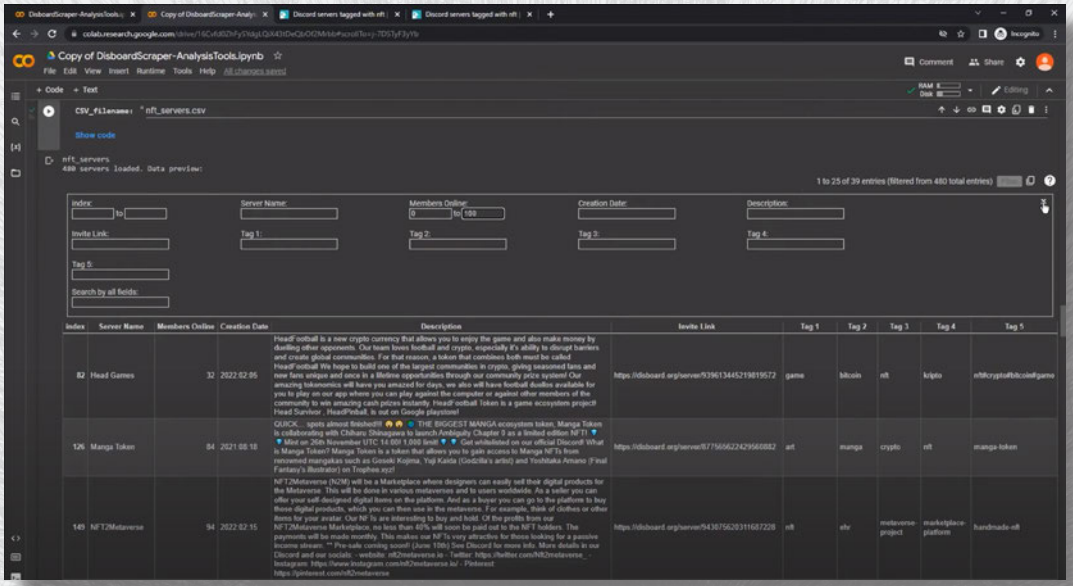
The Disboard Scraper & Analysis Toolkit (2021)

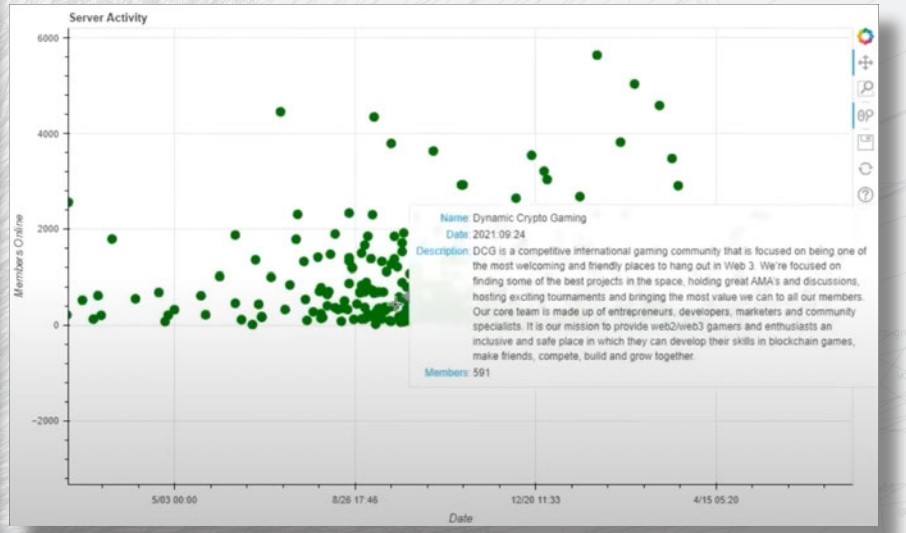
Repository, Google Colaboratory. darcmode.org/scraper

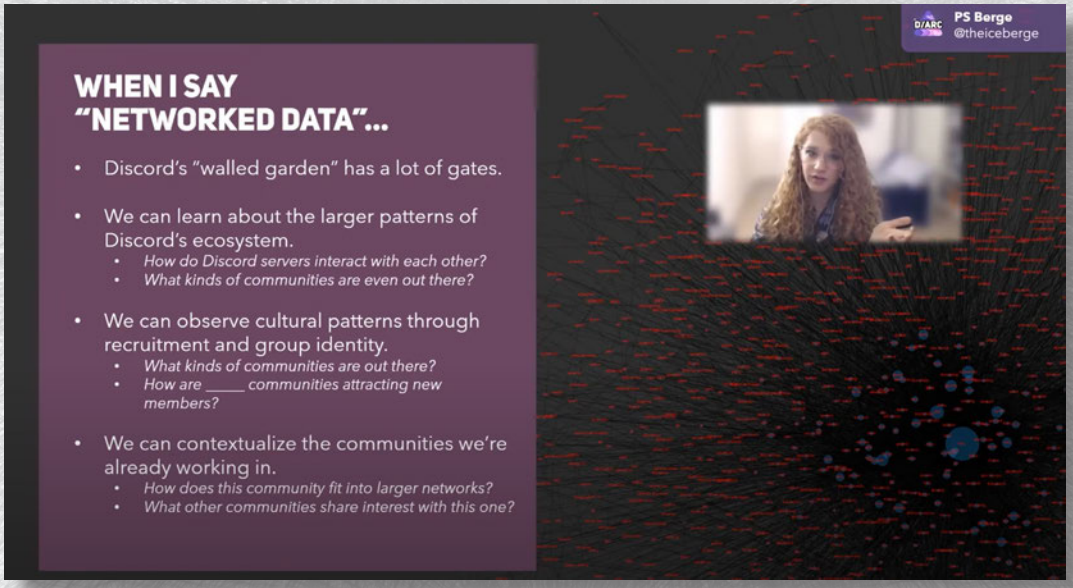
The Disboard Scraper & Analysis Toolkit is an accessible, open source notebook for collecting and analyzing data about Discord server networks and an update to my Modified Disboard Scraper (github.com/IceBerge421/Modified-Disboard-Scraper). Through a series of pre-programmed notebook cells, the notebook uses Python to install a scraper and collect information on Discord server networks hosted on popular third-party bulletin site Disboard. Users are then able to use a variety of tools to computationally analyze their dataset, including dataframes, word clouds, sentiment analysis, interactive charting (such as by server population over time), tag-mapping, and network visualization. The notebook has been taught in several workshops, is fully tutorialized and requires no coding from the user (thought it can be modified), and become a commonplace tool among Discord researchers.












```
sample_size = 0 #@param {type:"integer"}
save_output = False #@param {type:"boolean"}

from bokeh.plotting import figure, show, output_file, save

checkout_as_datetime = pd.to_datetime(df['Creation Date'], format='%Y:%m:%d')

df3 = df

df3['Members'] = df['Members Online']
df3['Date'] = checkout_as_datetime.dt.date
df3['CalDate'] = df['Creation Date']
df3['Name'] = df3['Server Name']

if sample_size == 0:
  sample = df3.sample(len(df3))
else:
  sample = df3.sample(sample_size)

source = ColumnDataSource(sample)
```

- WORKS IN PROGRESS -

DEMOS & PROTOTYPES

03 WORKS IN PROGRESS

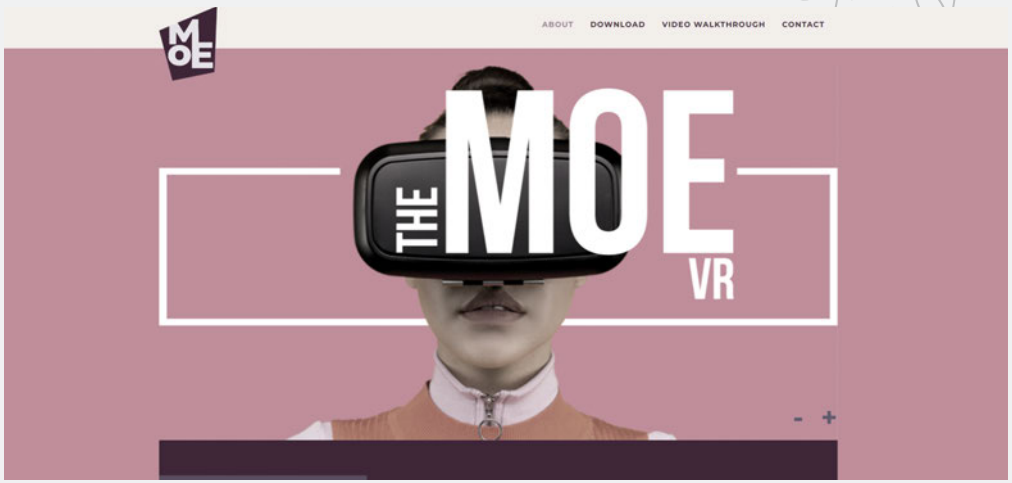
The Museum of Outmersive Experiences in VR (Prototype)

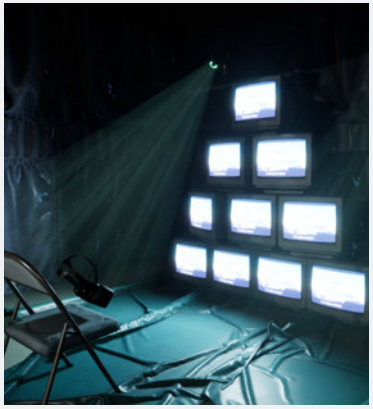
Virutal Reality Experience. (In Development).

The Museum of Outmersive Experiences (called The MOE) is an interactive VR museum that explores tropes in virtual reality games that deliberately alienate (or, to quote Gonzalo Frasca, “outmerse”) users. Built in Unreal Engine 4, the MOE prompts users to question the VR industry’s rhetorical emphasis on immersion by engaging three “outmersive” tropes across popular VR titles, including: 1) in-game suicide, 2) manipulation of the avatar body, and 3) VR-within-VR. Each trope is explored through a critical video and interactive exhibit.

Throughout the museum, users are tasked with performing “outmersive” actions themselves such as: sticking their heads through walls, deliberately dying, and taking apart their own avatar.

🏆 **Presentation of the prototype was awarded “Best Student Paper” at the IEEE VR 2021 Doctoral Consortium.**





Window
Help
Source Control
Modes
Content
Marketplace
Settings
Blueprints
Cinematics
Build
Play
Lit
Show
Realtime: Off
THE MOE
Output Log
Import
Save All
Content

VR
THE MOE
IN VIRTUAL REALITY

Screenshot from the MOE's first exhibit, which explores how "immersion" is lionized in industry discourse.

Unfamiliar (Prototype)

Visual Novel Game. (In Development).

Unfamiliar (working title) is an autopoetic horror game made in Ren'Py and Unreal Engine. In *Unfamiliar*, the player serves a dark patron and is tasked with bringing three of their "friends"—Chandra, Niilo, and Jasmine—to a location in time for a dark ritual. The power of your patron means they treat you as a familiar friend... so long as you do not give them cause to doubt you. Depending on the player's decisions, certain characters will begin to grow suspicious of their circumstances.

Unfamiliar leans into myth, queer monstrosity, and body-horror to deliberately alienate the player as they try to perform their role (in more ways than one). It incorporates brief microgames into the traditional visual novel structure. The first act of the game has been completed as a demo and the writing of the second act is ongoing.

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pause

"{=typewriter}We FOUND THEIR BEDS SKINNED.\n{w}WE FEARED THEM DEAD.{/=}"
"{=typewriter}WE CHECKED BENEATH THE BREADBOARDS,{w} UNDER THE STOVE.\n{w} WE FOUND ALL THE DOORS OPENED
"{=typewriter}WE FOUND {=red}SPOONS{/=} IN ALL THE COFFINS.{/=}"

"{=typewriter}OUR DAUGHTER WAS BORN FROM FRUIT.{w} FROM GOLD.{w} FROM SNOW.\n{w}SHE LEFT WITH THE SNOT M
"{=typewriter}WE FOUND A HEDGEHOG IN THE CHIMNEY, HUMMING\n{w}{=red}OH, OH, CHILD,{w} GRANDMOTHER KILLED

hide darkwood

"{=typewriter}{=red}THEY ARE COMING TO DOUBT YOU.{/=}{/=}"
"{=typewriter}{=red}WHEN THE RAIN STOPS, THEY WILL SEE YOU.\n{w}\nYOU WILL BE A STRANGER.{/=}{/=}"
"{=typewriter}{=red}UNFAMILIAR.{/=}{/=}"

stop music fadeout 2.0

stop sound fadeout 2.0

play rain "audio/Ambient/Rain Behind Window.wav" fadein 3.0 volume 0.2 loop

c "Oh, you weren't kidding."

j "Nope. I think Niilo killed [pov]."

n "Chandra, you're in doctor school-"

c "What?! I... I'm a software engineer. That is deeply, wildly not the same."

n "My point is that you're {i}smart{/i}, Chandra. Please save [pov], I can't go to jail for this--what w

j "{i}That's{/i} what you're worried about!?"

n "Jasmine, I am making light of a difficult situation!{w} Because I am an entertainer!{w} And because I

j "I...!"

voice "audio/Chandra/ugh.mp3"

c "Enough! Both of you, get out of here. See if you can't figure out which fuse is tripped and get the l

n "...Chandra, how do you check a fuse?"

c "Niilo...{w} you live on the internet.{w} Go google it!" with hpunch

j "Or ask one of your fans!"

n "Oh, that's actually a good idea. They'll think this is hilarious."

play sound ["audio/Ambient/footsteps away.wav", "audio/Ambient/Closing the Door.wav"]

show chandra stare2 blur with dissolve

c "[pov]?{w} You doing alright there?"

hide chandra stare2 blur
```

OTHER DESIGNS

04 OTHER DESIGN WORK

The Discord Academic Research Community (2021 - Present)

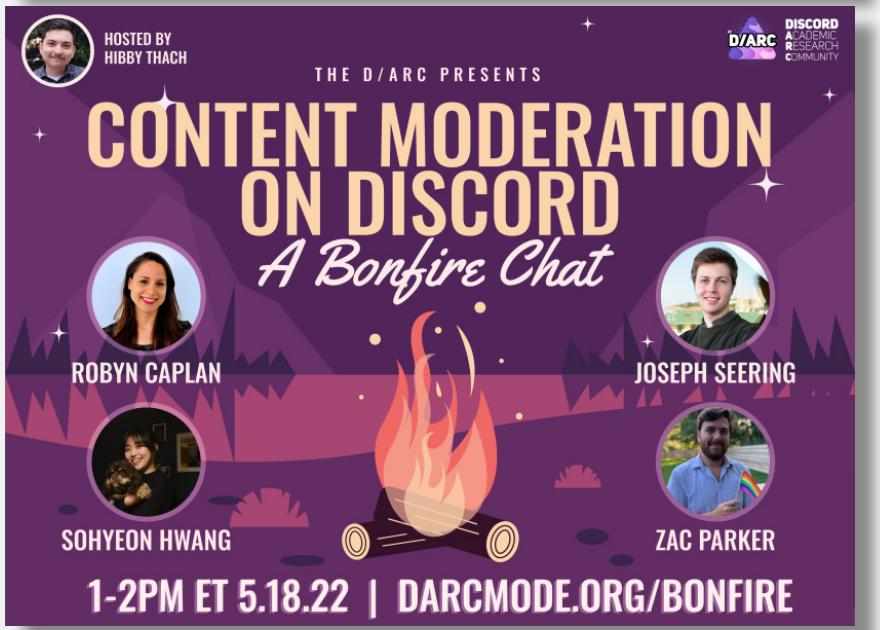
Web Presence, Document Design. darcmode.org

In addition to directing the D/ARC, I am also the organization's design lead. I designed and maintain the org's website and Discord server, built a suite of custom emojis, stickers, and graphics for members, and have designed and circulated a variety of posters, banners, event flyers, and promotional materials for the D/ARC.

Our online presence has been crucial to our success as an academic organization. Our informational guide "Working With Zotero: From A to Z" (written by D/ARC administrator Rachel Berryman and designed by me) went viral, reeaching tens of thousands of downloads in under a week. Likewise, our live events, bonfire chats, and workshops, have been attended by hundreds of researchers and scholars.

WORKING WITH
NETWORKED
DISCORD
DATA
FRIDAY, FEB 4 | 6PM EST
HOSTED BY
PS BERGE
D/ARC
DISCORD ACADEMIC RESEARCH COMMUNITY
COMMUNITY WORKSHOP
Learn how to scrape and analyze public data from thousands of Discord servers, visualize networks, and explore trends.
No coding required!
JOIN THE SERVER
DARCMODE.ORG/INVITE

WORKING WITH
ZOTERO:
FROM A TO Z
A D/ARC COMMUNITY RESOURCE
D/ARC
CREATED BY
Rachel Berryman
PhD Candidate, Curtin University
rachelberryman.com
MAY 2022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CONTENT MODERATION
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A Bonfire Chat
ROBYN CAPLAN
JOSEPH SEERING
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ZAC PARKER
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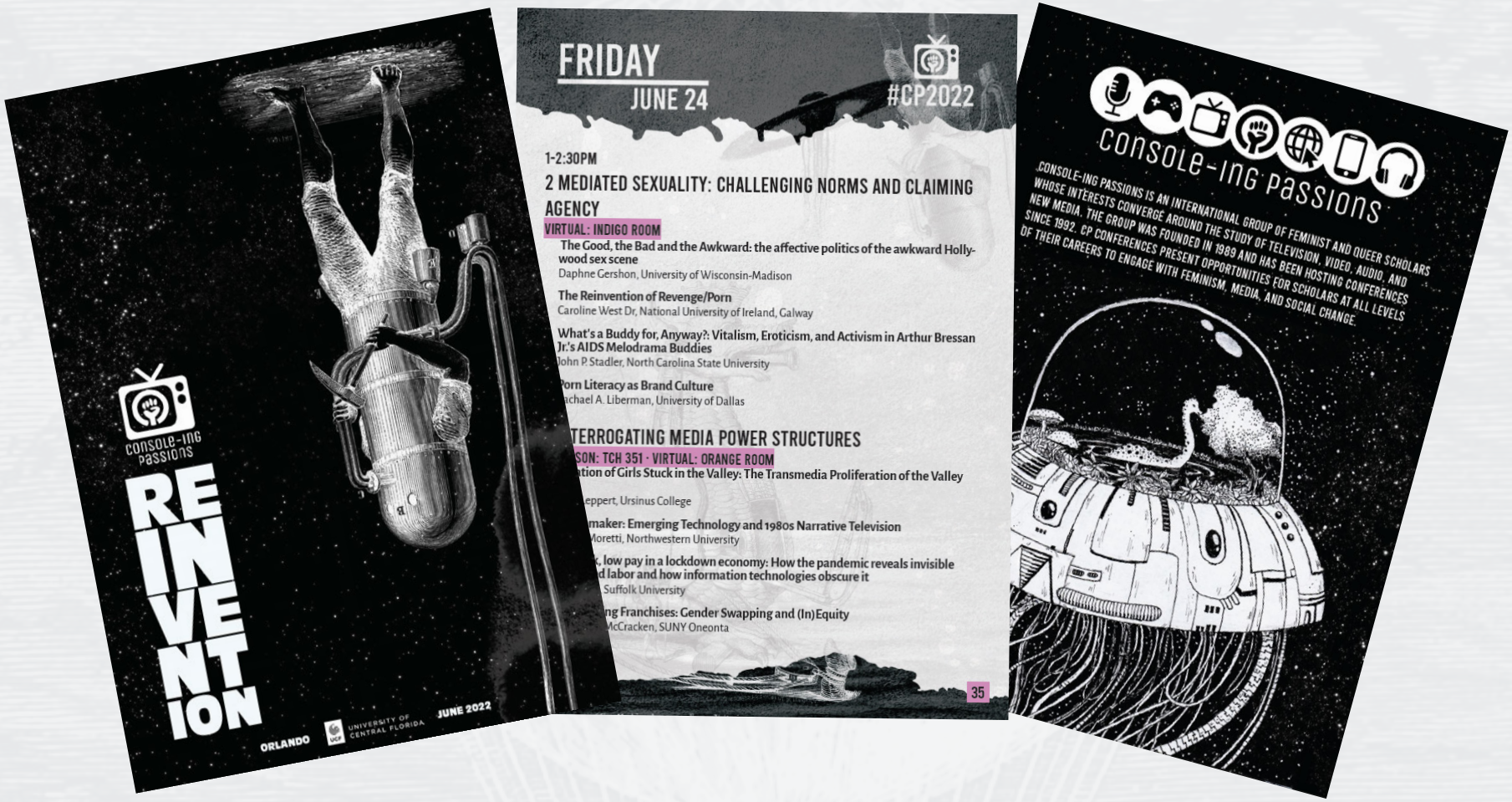
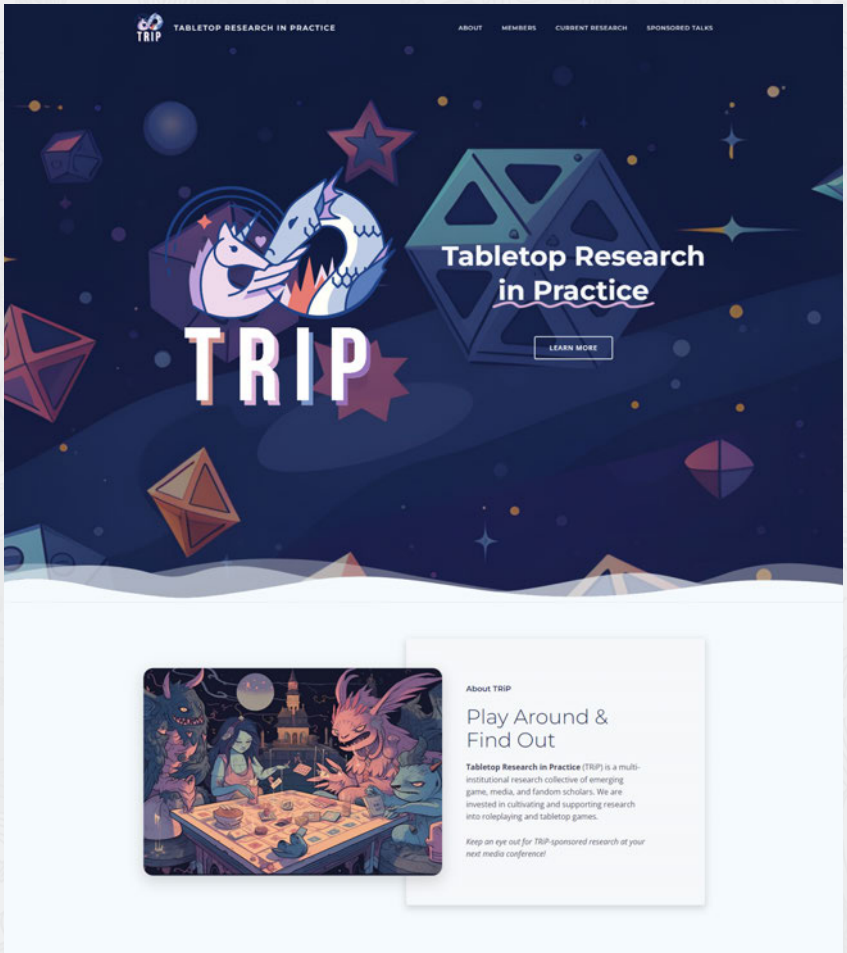


Console-ing Passions (2022)

64-page Program Document. stars.library.ucf.edu/cp2022/resources/materials/1/

I designed the program and online media for the 2022 Console-ing Passions Feminist Media Studies Conference in Orlando, FL. The program was so beloved that the conference organziers had me set up a merch page for the conference featuring the various designs.



TRiP (2023 - Present)

Web Presence. triptable.top

Tabletop Research in Practice is a collective of emerging game, fandom, and media scholars. I designed the TRiP website and maintain the organization's online presence.

Peitho (2023)

Special Issue Journal Cover.

Peitho is a feminist rhetoric journal. I was hired to work with the journal's editors and design a cover for the special issue "Coalition as Commonplace."

STUDY MEDIA + MAKE GAMES

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