

Travis “Terra” Gasque

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EDUCATION

GEORGIA INSTITUTE OF TECHNOLOGY

PhD, Digital Media, 2019 – 2023 (projected)

Advisor: Janet Murray

Research Assistantship: DILAC, overseen by Brad Rittenhouse.

GEORGIA INSTITUTE OF TECHNOLOGY

MSc, Digital Media, 2014 – 2016

Master’s Thesis: “Roleplaying Game Campaign Design’s and Interactive Media”

Advisor: Brian Magerko

Research Assistantship: Ivan Allen College, overseen by Steven Hodges.

GEORGIA INSTITUTE OF TECHNOLOGY

BS, Mechanical Engineering, 2006 – 2012

EMPLOYMENT

GEORGIA INSTITUTE OF TECHNOLOGY

Research Assistant, August 2019 – Current

DILAC Consultant: Assist students with creation of Digital Humanity project. Consult faculty members designing grant projects by providing digital or design knowledge.

GEORGIA INSTITUTE OF TECHNOLOGY

Research Assistant, October 2014 – May 2016

Consulting and Web Creation: Create web-pages for faculty. Assist faculty designing research projects by providing digital or design knowledge.

1-800COURIER

Logistic Coordinator, June 2014 – October 2014

Worked with Google managing the San Francisco fleets daily delivery routes and drivers.

POREX CORPORATION

Part-Time Engineer, January 2011 – December 2012

Conducted qualitative research and product development future and existing products.

PUBLICATIONS

& CREATIVE WORKS

T.M. Gasque, Kevin Tang, Brad Rittenhouse and Janet Murray “Gated Story Structure and Dramatic Agency in Sam Barlow’s *Telling Lies*.” Design. Interactive Narratives. Games. To appear in ICIDs 2020. Article.

A. Xambó, B. Drozda, A. Weisling, B. Magerko, M. Huet, T. Gasque, J. Freeman “Experience and Ownership with a Tangible Computational Music Installation for Informal Learning.” Design. Education. TEI 2007. Article/Poster.

T. Gasque "DESIGN AGENCY: DISSECTING THE LAYERS OF TABLETOP ROLE-PLAYING GAME CAMPAIGN DESIGN." Design. Georgia Institute of Technology. Thesis.

T. Gasque "The New Cosmic Horror: A Genre Molded by Tabletop Roleplaying Games and Postmodern Horror". Genre Evolution. Science Fiction Research Association Review. Article.

M. Campen, T. Gasque. "UglyTalks." Media Translation. Podcast.

T. Gasque et. al. "Drunk and Ugly." Narrative. Podcast.

T. Gasque et. al. "Science Fiction Laboratory." Speculative Fiction. Radio.

PRESENTATIONS

T. Gasque, M. Daniel, D. Dobleman, C. Cirillo. "Strange Cases of Cosmic Horror" GenCon 2018. Host/Presenter.

T. Gasque, M. Campen, G.Bennitt. "Neo-Lovecraftian Horror" GenCon 2017. Presenter.

T. Gasque, M. Campen, G.Bennitt. "Herding Cats: Players and Ludonarrative Dissonance" GenCon 2017. Presenter.

T.Gasque "Tone Deaf Design" SFRA 2017. Presenter.

J. Nelson, G. Del Farra, P. Ramel Korys "Trunks and Branches - What It Takes to be a Third-Party Publisher" AetherCon. Moderator/Host.

J. Mason, R. Meyers, E. Motteshead, "In the Margins - The Mysteries of Graphic Design" AetherCon. Moderator/Host

M. Finch, C. Hamilton, T. Marrion. "Movable Type - How to Self-Publish" AetherCon. Moderator/Host

P. McEnvoy, J. Mangold, E. Lofgren. "Painting by Number - Getting Started as an Artist in the Gaming Industry" AetherCon. Moderator/Host

T. Gasque. "The New Cosmic Horror". Science Fiction Research Association June 2016. Presenter.

T. Gasque. "The New Cosmic Horror". Current Research in Science Fiction - June 2016. Presenter.

T. Gasque, R. Miles "Archives and Research at Georgia Tech." JordanCon. 2016. Host/Panelist.

M. Campen, T. Gasque. "Skype Gaming Panel." GenCon. 2015. Panelist.

PROJECTS

JAMMING THE CURVE: DINO-STORE

Designer, Programmer, Manager, Summer 2020 – Current
Alongside other students design and programmed a stealth action game that show what it's like trying to avoid infection while shopping in a grocery store during the time of a pandemic. The game and it's back-end mechanical systems were utilized into the Indiecade Jamming the Curve slow-jam a both examples and creative frameworks for participants.

EARSKETCH TUNETABLE

Designer, Builder, Programmer, 2014 – 2016

Alongside other students, designed, built, and presented a tangible, interactive museum installation to teach middle and high school students' computation and music. Project was presented at TEDxPeachtree in 2015. Moved to the Museum of Design Atlanta

(MODA) in 2016 for further testing. In 2016 was awarded a National Science Foundation grant for further research and another grant from the Georgia Institute of Technology. The Paper “Experience and Ownership with a Tangible Computational Music Installation for Informal Learning,” was written because of this project and the data it collected.

AWARDS

Outstanding Thesis Award 2016. Georgia Institute of Technology.

SKILLS

User experience research and design (paper and digital prototyping)

Knowledgeable in Photoshop, Illustrator, HTML/CSS/jQuery, Processing. Experience with JavaScript, PHP, Arduino.

Game design (rule sets, game mechanics, narrative design).

User interface design (wireframes, workflows, user testing).

Principles of visual design (layout design for web, devices).

Writing (academic, web, game).

SERVICE

GEORGIA INSTITUTE OF TECHNOLOGY

Technical TA August 2019 - Current

Technical Teaching Assistant for LMC 6310 (Computer as an Expressive Medium), LMC 6313 (Principles of Interaction Design), and Digital Media Bootcamp. Teaching students how to code, design, and create physical computing projects.

91.1 WREK - SCIENCE FICTION LABORATORY

Manager, Producer, Host, 2006 - 2011, 2013 - 2016

Hosted show, arranging for guests and panelists to appearance on air. Transitioned show from monthly specialty show to a weekly staple of WREK's programming.

Championed transition into an online podcast. Including drafting rules and frameworks for future hosts to continue transition.

PORTLAND STATE UNIVERSITY - PLURILINGUAL

PORTLAND Researcher, 2016 - 2018

Worked alongside students and faculty to develop AR/VR game to study language masters in users. Dissected video of users for further research into game design, conversational analysis, and interactive design. Interactive and technical advisor for future research projects and database construction.