



October 2018



### Featured Student Project: Victoria Endres

Victoria Endres is a senior Literary Studies and Creative Writing major from St. Albans, WV. Her writing and research areas are Women's Studies and Addiction Studies. Victoria's interest in Digital Humanities stems from a desire to be able to share her creative and research work in a wider variety of mediums.

Victoria is taking Coding for the Digital Humanities with Dr. Lillvis and Dr. Cartwright. The class is focused on learning the tools necessary to complete a specific project. As someone with no background in coding, Victoria loves this structure since it has given her an achievable goal to work towards during the semester. Her project for the class is to conduct a textual analysis of 19th century

Gothic novels using Python. Victoria's goal is to develop a program that will allow her to determine the verbs most often associated with male and female characters in these texts, mentioning that "I want to see if there is a difference in the kinds of actions male and female writers are having these characters perform."

### Meet the Faculty: Dr. Julie Snyder-Yuly



Julie Snyder-Yuly holds a B.S. in psychology from the University of Iowa, an M.S. in interdisciplinary graduate studies (communication, sociology, and industrial education) from Iowa State University, and a Ph.D. in communication from the University of Utah. She is a critical cultural scholar and her research engages qualitative and rhetorical methods with a focus on race and gender. As a digital humanities scholar, Snyder-Yuly examines online communication, specifically focusing on viral images and online microaggressions relating to race and homelessness. Prior to coming to Marshall, she was a lecturer of leadership studies at Iowa State University. She has a

background teaching in communication, women's studies, and leadership.

This spring, she will be teaching CMM 255 – Introduction to Computer Mediated Communication. This course will examine digital communication from a cultural perspective. It will explore both historical and contemporary issues, specifically focusing on how digital communication shapes our social institutions, our organizations, and our personal identities. There are two major goals of the class. First is to get a sense of the breadth and depth of the changes fostered by digital communication. The second is to introduce the major theories about human communication behaviors when they're mediated by computer technology.



DIGITAL HUMANITIES

Visit us at: [www.marshall.edu/dh/](http://www.marshall.edu/dh/)

For more information on our program, email us at: [dh@marshall.edu](mailto:dh@marshall.edu)

Director of Digital Humanities:  
Dr. Kristen Lillvis

# SPOOPY SCARY GAME JAM

OCTOBER 20-21

10:30 AM - 4 PM

GAME LAB (WAEC 1104)

Come team up to create  
Horror themed games in 2 days!

HOSTED BY THE  
MARSHALL UNIVERSITY  
GAME DESIGN GUILD



Open to all disciplines.  
Whether you can  
program, make characters  
and background art,  
make music and sound effects,  
or want to write a great story,  
come make a game with us!

## Welcome to the Jam

In line with the theme, we will be making Spooky Scary games on Saturday, October 20 and Sunday, October 21. The Game Jam is open to students of all majors and to the general public. It runs 10:30 AM to 4 PM on both Saturday and Sunday. It will be located in the Gaming Lab (WAEC 1104). Some computers will be available, but as with any game jam it is always best to bring your own hardware (computers, drawing pads, etc.). During a game jam, developers of all disciplines get together and make small games in a ludicrously short period of time.

Participants generally work on their own or in a small team of their choosing (2-6 people). They go from concept to completion of a game during the jam. They make original art, sound effects, stories, and everything else that goes into a game.

Jam games sometimes turn out mushy, but it is often fun to work with a new team or experiment with a new design idea. Not to mention you have a game you've worked on to take home!

## Upcoming Dates to Remember

### Game Jam

October 20-21, 10:30AM to 4PM  
Game Lab (WAEC 1104)

### VaultMU Reclamation Day Celebration

November 15, 2PM to 8PM  
Morrow Library - Special Collections