

THOMAS M. MALABY

Curriculum Vitae

Department of Anthropology, University of Wisconsin-Milwaukee, PO Box 413, Milwaukee, Wisconsin, 53201
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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)
- 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

- 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, globalization, language and performance, communication, ritual, contingency, play

PEER-REVIEWED PUBLICATIONS

- 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 AND REVIEWS

- 2014 "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,” presented at the annual meetings 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.

RESEARCH EXPERIENCE

- 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 3 Doctoral and 8 Master's students in anthropology (UW-Milwaukee)

PROFESSIONAL SERVICE

Chair, Department of Anthropology, UWM (2011)

UWM Committee and Program Membership

Faculty Member, Modern Studies Program
Member, Global Studies Faculty Advisory Committee

UW System Affiliations

Affiliated Faculty, Games, Learning, and Society Program, School of Education,
University of Wisconsin-Madison

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, American Anthropologist, Anthropological
Quarterly, Social Analysis, American Ethnologist, Games & Culture, Law & Social
Inquiry, South European Society & Politics*

Editorial Experience

Member, Editorial Board, *Games & Culture*, 2007-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-Present Member, Modern Greek Studies Association.

LANGUAGE SKILLS

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

French and Italian (reading only)