Leigh Schwartz

Curriculum Vitae

Department of Geography
The University of Texas at Austin
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Education

Ph.D. University of Texas at Austin, Geography, ABD October 2008

M.A. San Diego State University, Geography, May 2005

B.A. University of Kansas, Geography, December 2001

Refereed Journal Publications

2009 Schwartz, L. 2009. Othering across time and place in the Suikoden video game series. *GeoJournal* 74(3): 265-274.

2008 Schwartz, L. 2008. Introduction to "Imagining Geography through Interactive Visual Media," a special issue of *Aether: The Journal of Media Geography*.

2006 Schwartz, L. 2006. Fantasy, realism and the other in recent video games. *Space and Culture* 9(3): 313-325.

Edited Volumes

2008 Schwartz, L. and Adams, P., guest editors. 2008. *Aether: The Journal of Media Geography* Volume Two, special issue on Imagining Geography through Interactive Visual Media.

Unpublished Works

2004 Schwartz, L. 2004. *The digital ground beneath our feet: Cultural geography in the Suikoden video game series*. Unpublished master's thesis, San Diego State University. Thesis committee consisted of Stuart Aitken, Ming-Hsiang Tsou, and Larry McCaffery.

Presentations and Organized Sessions

2010 Co-organizer, Geographies of Media VI: Geography and Videogaming paper session at the Annual Meeting of the Association of American Geographers in Washington, D.C.

2010 "Imagined lives: Creativity and personal place in online gaming," a paper presented at the Annual Meeting of the Association of American Geographers in Washington, D.C., as part of the Geographies of Media VI: Geography and Videogaming paper session.

2009 "Exploring our virtual world," a paper presented at the Annual Meeting of the Association of American Geographers in Las Vegas, as part of the Media Geography XII: Imaginative Spaces paper session.

2007 "Othering across time and place in the Suikoden video game series," a paper presented at the Annual Meeting of the Association of American Geographers in San Francisco, as part of the Geography of Media V: Online, Gaming, and Shopping paper session.

2006 "Othering in video games: Representation of foreign cultures in *World of Warcraft*, *Suikoden III*, *Shenmue*, and *Grand Theft Auto: San Andreas*," a paper presented at the Annual Meeting of the Association of American Geographers in Chicago, as part of the Between Place and Virtual Place paper session.

2005 "Representation of cities and fantasy landscapes in video games," a paper presented at the Annual Meeting of the Association of American Geographers in Denver, as part of the Geographies of Media 5: Cyberspace and the Internet paper session.

Awards and Honors

2008-09 University Continuing Fellowship, a one-year fellowship awarded by the Office of Graduate Studies at the University of Texas at Austin.

2007 Runner-Up of the 2007 Stanley Brunn Student Paper Award at the San Francisco Association of American Geographers Meeting.

2006-07 Pre-emptive Recruitment Fellowship, a one-year fellowship awarded by the Office of Graduate Studies at the University of Texas at Austin.

2006 Winner of the Outstanding Student Paper Award, COMGEOG, at the Chicago Association of American Geographers Meeting.

2004 Special Achievement in GIS Award, ESRI User Conference 2004.

2001 Honors in Geography, the University of Kansas.

Mentoring

08/10-12/10 *Faculty Mentor* for senior David Johannes' Creative Project for the Bridging Disciplines program.

Professional Experience

01/10-05/10 *Assistant Instructor* for the Department of Geography at the University of Texas at Austin. Sole instructor for GRG 309, "Games and Virtual Geography – Utopia/Dystopia in the Virtual World."

08/06-12/09 *Teaching Assistant* for the Department of Geography at the University of Texas at Austin. Assisted for three semesters with GRG 305, "This Human World," and was instructor for discussion sections. For one semester each, assisted with GRG 356T, "Geographic Information Science and GPS," and GRG 360G, "Environmental Geographic Information Science," as lab assistant and lab instructor respectively.

02/06-04/06 *Temporary GIS Analyst* for IGIS Technologies. Responsibilities included preparation of course materials for a United States Forest Service cartography class, a National Oceanic and Atmospheric Administration GIS class, and a Bureau of Land Management spatial modeling class.

08/05-09/05 *Temporary GIS Analyst* for IGIS Technologies. Responsibilities included data maintenance and QA of spatial data.

01/05-02/05 *Temporary GIS Analyst* for the Institute for Regional Studies of the Californias at San Diego State University. Assisted with a renewable energy research project as the sole GIS technician.

07/03-12/04 *GIS Technician I* for Otay Water District. Responsibilities included creation and maintenance of interactive maps, creation of paper maps, data maintenance, assisting with ArcIMS server maintenance, and investigation of data integrity issues.

08/03-12/03 *Graduate Assistant* for the Geography Department at San Diego State University. Responsibilities included creation of maps, assisting with interactive mapping, and metadata maintenance.

Skills

- Qualitative research techniques, including experience with human subjects, and academic writing
- Teaching, including both lecturing and participation, preparation of lesson plans and course materials, proctoring exams, and grading
- GIS, spatial analysis, spatial database management, and interactive and paper cartography
- Adobe Photoshop, Microsoft Office, Macromedia Freehand, relational databases, and web site administration
- Experience in consulting, government, and academic working environments

Memberships

2010-12 Treasurer of the Qualitative Research Specialty Group.

2007-08 Secretary of GAGS, University of Texas at Austin.

Communication Geography Specialty Group.

Association of American Geographers.