



Erik A. Evensen, MFA

CURRICULUM VITAE

Associate Professor of Design

Department of Design
School of Art and Design
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University of Wisconsin–Stout
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Erik A. Evensen

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EDUCATION

M.F.A. Industrial, Interior, & Visual Communication Design

The Ohio State University, Columbus, OH, 2009

Areas of emphasis: Visual Communication Design, Design Research & Development

PBCert Post-baccalaureate Certificate in Studio Art

School of the Museum of Fine Arts at Tufts University, Boston, MA, 2005

Area of emphasis: Drawing and Painting

B.A. Studio Art

University of New Hampshire, Durham, NH, 2001

Area of emphasis: Drawing and Painting

ACADEMIC APPOINTMENTS

University of Wisconsin–Stout, Menomonie, WI

Associate Professor, Department of Design, 2018–present

Assistant Professor, Department of Design, 2013–2018

- *Graduate Faculty*, Graduate School, 2013–present
- *Program Director*, BFA in Industrial Design, 2016–2018
- *Coordinator*, Color Specialization, 2013–2015

The Ohio State University, Columbus, OH

Visiting Assistant Professor, Department of Design, 2012–2013

- *Design Foundations Coordinator*, Department of Design, 2012–2013

Graduate Teaching Associate, Department of Design, 2007–2009

Bemidji State University, Bemidji, MN

Adjunct Faculty, Department of Technology, Art, & Design, 2010–2011

York County (ME) Community College, Wells, ME

Adjunct Faculty, Digital Media Program, 2005–2006

PROFESSIONAL MEMBERSHIPS

AIGA The Professional Organization for Design

CSS The Comics Studies Society (*founding member*)

Wisconsin Academy of Sciences, Arts, and Letters

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PROFESSIONAL PRACTICE

Independent Consulting, Design & Illustration

Design Central, Columbus, OH, 2014

Phuse, Toronto, ON, 2010–2012

Milkhouse Productions, New York, NY, 2006–2012

Brown & Company Design, Portsmouth, NH, 2002–2014

Red Zest Design, Bemidji, MN, 2010–2012

The Boston Group, Boston, MA, 2005–2006

Vital Design | Portsmouth, NH | Boston, MA | San Francisco, CA

Senior Graphic Designer, 2005–2006

Connection | Merrimack, NH

Graphic Designer, 2002–2005

Third-Generation Design | Durham, NH

Junior Designer/Intern, 2001–2002

Brown & Company Design | Portsmouth, NH

Design Intern, 2001

University of New Hampshire | Durham, NH

Student Designer, 1999–2001

Vermont State Craft Center | Windsor, VT

Gallery Assistant, 1999

RECOGNITION

- 2018 Nominee, Outstanding Graduate Faculty, UW–Stout
- 2013 Kickstarter Staff Pick (for *The Beast of Wolfe's Bay*)
- 2011 Finalist, Next Generation Indie Book Awards
(for *Super-powered Word Study*)
- 2008 The Honor Society of Phi Kappa Phi, Ohio State University chapter
- 2008 OSU Graduate Representative, AIGA Social Studies Conference
- 2007 Graduate Teaching Associateship, Ohio State University
- 2007 Hotshot of the Week, comicrelated.com
- 2006 *Graphic Design USA* In-House Design Award (via PC Connection)

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GRANTS

- 2014 Professional Development grant, College of Arts, Humanities, and Social Sciences, University of Wisconsin–Stout
- 2013 Faculty Startup grant, College of Arts, Humanities, and Social Sciences, University of Wisconsin–Stout
- 2012 Bemidji Area Arts Endowment Grant, Northwest Minnesota Foundation
- 2012 Community Arts Support Grant, Minnesota Region 2 Arts Council
- 2012 McKnight Individual Artist Grant, Minnesota Region 2 Arts Council
- 2008 Travel Grant, College of the Arts, Ohio State University
- 2007 Self-Publishing Grant, Xeric Foundation
- 2004 Post-Baccalaureate Grant, School of the Museum of Fine Arts

PROFESSIONAL DEVELOPMENT

- 2016 National Association of Schools of Art & Design National Meeting, Baltimore, MD
Workshop for New and Aspiring Art and Design Administrators in Higher Education
- 2014 New Ventures: Intersections in Design Education, AIGA Design Educators Conference, Portland, OR
- 2011 Stir Symposium, Columbus, OH
- 2011 New England Comic Arts in the Classroom (NECAC), Providence, RI
- 2009 Rigor and Relevance in Design, International Association of Societies of Design Research (IASDR), Seoul, Korea
- 2008 Dare to Desire, Design & Emotion 8, Hong Kong, China
- 2008 Social Studies: Educating Designers in a Connected World, AIGA Design Educators Conference, Baltimore, MD

RESEARCH INTERESTS

My research and scholarly creative work is concerned with the role of visual communication design at the intersections of creative disciplines. Creatively, I am interested in integrating methods of design and artmaking to create work and products in new, meaningful, and emotionally impactful ways. The desired goal of this research is to eventually establish methods and tools for understanding, modeling the process of designing for education, and how the design of educational tools and systems can affect understanding, literacy, and awareness. This work encompasses techniques in graphic design, illustration, design drawing & visualization, storyboarding and sequential art narratives, information design, comics and graphic novels. It embraces philosophies of human-centered design and design for education.

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TEACHING EXPERIENCE: COURSES TAUGHT

University of Wisconsin–Stout, Menomonie, WI

Design Concepts & Problems (design methodology) (6 terms)
Design Drawing & Concept Visualization (2 terms)
Introduction to 2D Digital Imaging (4 terms)
Digital Imagery Studio (1 term)
Advanced Design Drawing (13 terms)
Illustration and Visual Communication (2 terms)
Advanced Presentation Techniques (*directed independent study*) (4 terms)
Research Strategies in Design (*graduate*) (2 terms)
Design Education & Practice (*graduate*) (1 term)
Color Studio (1 term)

The Ohio State University, Columbus, OH

Design Fundamentals combined lecture (3 terms)
Design Fundamentals 1 (studio) (1 term)
Design Fundamentals 2 (studio) (1 term)
Design Fundamentals 3 (studio) (1 term)
Design Drawing 1 / Descriptive & Analytical Drawing (2 terms)
Design Drawing 2 / Drawing Systems (1 term)
Design Drawing 3 / Graphic Thinking (5 terms)
Visual Principles and Techniques 3 (1 term)
Introduction to Visual Communication Design (1 term)
Typographic Design (1 term)
Basic Visual Communication Design (assisted), Nini (1 term)
Intermediate Visual Communication Design (assisted), Nini (1 term)
Information Design / Visual Narrative (assisted), Stone (1 term)

Bemidji State University, Bemidji, MN

Technical Foundations 1 (1 term)
Directed Study in Illustration (4 terms *mentor, courtesy role*)
Internship (2 terms *internship mentor, courtesy role*)

Art Institute of Pittsburgh, Pittsburgh, PA

Concept Development (online) (1 term)

York County (ME) Community College, Wells, ME

Foundations of Design (2 terms)

ACADEMIC SERVICE: UNIVERSITY OF WISCONSIN-STOUT

University of Wisconsin-Stout (*university-level*)

Journal of Student Research reviewer, 2018
Instrument Advisory Board, 2016–present
MRI: Acquisition of a 3D photogrammetry light stage system for scanning shape, motion and appearance, NSF grant-funded project directed by Dr. Seth Berrier, Applied Math and Computer Science
Web Management Team, at-large SOAD representative, 2016–2018
Athletics Rebranding Project, 2016–2017
Session leader on assessment, New Instructor Workshops, NTLC, August 25, 2016
Advisory Board, Nakatani Teaching & Learning Center, 2015–2016
Faculty Senator (interim), Department of Design, spring semester, 2015
Stout Scholars Day Interviewer, 2014–2017
Co-coordinator, Kickstarter panel, April 2014

Graduate School and Honors College

MFA thesis committee, Tian Zixu, MFA in Design, 2016–2017
MFA thesis committee, Michelle Mailey Noben, MFA in Design, 2016–2017
Project Advisor, Emma Raleigh, honors capstone, 2016–2017
Project Advisor, Julia Hurley & Caitlin Pyrz, honors capstone, 2016–2017
Project Advisor, Lila Werner, honors capstone, 2016
Project Advisor, Katrina Strait, honors capstone, 2016
Project Advisor, Kayla Smith, honors capstone, 2016–2017
Project Advisor, Micah Amundsen, honors capstone, 2015
Project Advisor, Anna Busch, honors capstone, 2014

College of Arts, Communication, Humanities, and Social Science (*college-level*)

CACHSS Council member, 2016–present
CAHSS PR Committee member, 2014–2015

School of Art & Design (*school and department-level*)

Search Committees

- Chair, Assistant Professor of Animation, 2018–2019
- Assistant Professor of Art Metals, 2014–2015
- Emergency hire committees, Industrial, Entertainment, Game Design, 2016–2017

NASAD Self-Study Steering Committee, 2016–2018
Capital Campaign Mini-case committee, 2016–present
Program Director, BFA in Industrial Design, 2016–2018 (interim)
Program Advisory Committee, BFA in Industrial Design, 2016–present (chair –2018)
Coordinator, *Best of Design* Exhibition, 2016–present
Ad Hoc Design Foundations Committee, 2015–2016
Program Advisory Committee, MFA in Design (MFAiD), 2015–present
Faculty advisor, BFA in Industrial Design program, 2015–present
Chair, International Studies Committee, 2015–2016
Coordinator, interdisciplinary Color Specialization, 2013–2016
Faculty advisor, BFA in Graphic Design program, 2013–2016
Publicity and Communications Committee member, 2013–2015
Mid-Program Review Student Work Evaluator, 2013–present

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Extracurricular Service

Faculty Advisor, NASA S.U.I.T.S. Challenge team, 2018–2019
Faculty Advisor, Hooplah! Zine Club, 2015–present
Saxophonist, Pit Orchestra for “Little Shop of Horrors,” 2016
Saxophonist, Pit Orchestra for “110 in the Shade,” 2014

ACADEMIC SERVICE: THE OHIO STATE UNIVERSITY

Department of Design (*department-level*)

Coordinator, Design Foundations area, 2012–2013
Faculty Mentor to Graduate Teaching Associates, 2012–2013
NASAD Site Visit Committee, design foundations representative, 2012–2013
Chair, Design Foundations Committee, 2012–2013 (ad hoc)
Design Drawing Curator, In Tandem II Design Foundations Exhibition, 2009
Portfolio Reviewer, sophomore visual communication design majors, 2008–2009
Logistics volunteer, Design 40 Alumni Reunion & Celebration, 2008
Undergraduate Mentoring, 2008

ACADEMIC SERVICE: BEMIDJI STATE UNIVERSITY

Department of Technology, Art, & Design (*department-level*)

Program Advisory Board member, 2010–2015
BFA Thesis Committee, Tyler Brown, 2012
Portfolio Reviewer, graduating senior portfolio reviews, 2009–2013
Undergraduate Mentoring, 2009–2012

ACADEMIC SERVICE: MISCELLANEOUS

Conference Reviewer: AIGA National Design Educators Session,
Pasadena, CA, 2019

Celebrity judge: Midwinter Art Contest, the Norse Mythology Blog, co-judge
with Anker Eli Petersen and Dr. Karl E. H. Seigfried, December, 2013.

Conference Reviewer: KEER2012: Green Kansei, National Cheng Kung
University, Penghu, Taiwan

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PUBLICATIONS

Books/Graphic Novels

Evensen, Erik A., *The Beast of Wolfe's Bay*, self-published, Bemidji, MN, 2013.
(graphic novel)

Carter, James Bucky and Evensen, Erik A., *Super-Powered Word Study*,
Maupin House Publishing, Gainesville, FL, 2010. (educational workbook)

Evensen, Erik A., *Gods of Asgard*, self-published with a grant from the Xeric
Foundation, Columbus, OH, 2007. (graphic novel)

- Accompanied 2015 Vikings exhibit, Field Museum of Natural History, Chicago, IL; Discovery Times Square Museum (New York, NY); Estonian Maritime Museum; Cincinnati Museum Center (Cincinnati, OH); Denver Museum of Nature and Science (Denver, CO); Royal Ontario Museum (Ontario, CA); Canadian Museum of History (Quebec)
- Featured at the Vesterheim: The Norwegian-American Museum and History Center
- Used as class text at Gustavus Adolphus College (History 218, Dr. Glenn Kranking), Marshall University (ENG 200, Dr. Tim Burbery), James Madison University (ENG 401, Dr. Dabney Bankert), Carthage College (REL 200F, Dr. Karl Seigfried)
- Micel Folcland (part of Regia Anglorum) living history organization (Illinois, Indiana, Wisconsin, Missouri); cited as primary source.

Evensen, Erik A., *Erik Evensen's Sketchbook Diary*, Self-published,
Columbus, OH, 2007. (trade paperback compilation)

Chapters in Books

Sanders, Elizabeth B.-N. and Stappers, Pieter Jan, *Convivial Toolbox: Generative Research for the Front End of Design*. Chapter title: "A Toolkit for Board Game Design." pp. 80–81 Evensen, Erik A., contributor. BIS Publishers, Amsterdam, Netherlands, January 2013.

*Presentations made at
academic conferences were
peer reviewed and selective.*

Refereed Proceedings and Publications

Evensen, Erik A., "Adapting the Norse Myths: Risks, challenges, and creative choices," Proceedings from the 54th International Congress on Medieval Studies, Kalamazoo, MI; Norse Mythology in Popular Culture session. May, 2019 (accepted/scheduled)

Evensen, Erik A., "Comics as a Design Ecosystem: A Case for Comics in Design Education," *ImageText: Interdisciplinary Comics Studies*. 7.3 (September, 2014): Dept. of English, University of Florida.

Evensen, Erik A., "Using Comics to Teach Visual Communication, Design Thinking, and User Centered Principles." Proceedings from New Ventures: AIGA Design Educators Conference 2014, Portland, OR. September, 2014.

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Evensen, Erik A., "Making Educational Games Make Sense Without Losing Entertainment Value," Proceedings from Response/Ability: AIGA Design Educators Conference, Toledo, OH. May, 2010.

Evensen, Erik A., Chan, Peter Kwok, Sanders, Elizabeth B.-N. and Nini, Paul J. "Crafting a Research Model for Educational Board Game Design: A Case Study." Proceedings from International Association of Societies of Design Research, Seoul, Korea. October, 2009.

Evensen, Erik A., Chan, Peter Kwok, and Sanders, Elizabeth B.-N. "Game Design for Personal Health Management: An Emotional and Educational Perspective." Proceedings from Dare to Desire: Design & Emotion 2008, HKPU, Hong Kong, China.

Research Visualization

Research Visualization: STIR Symposium "Moving" workshop session, Ohio State University, Columbus, OH, 2011

Research Visualization: *The End of the Pipeline: A Journey of Recognition for African Americans Entering the Profession*, Carolina Academic Press, 2011.
Evensen, Dorothy H. and Pratt, Carla D. 2010

Cartoonist: *Teaching New Literacies in Grades 4–6*, ed. Barbara Moss and Diane Lapp. "No Stripping Allowed: Reading and Writing Political Cartoons." p. 158 James Bucky Carter and Kelly Lynn Carter, contributors. 2010. The Guilford Press, New York, NY.

Selected Bibliography of Illustration**Books**

Twin Peaks: Glorious & Bizarre, Eva Minguet (Monsa Publishing), featured illustration, 2018
The Devil's Punch-Bowl, Isabelle Waterman (Dunn County Historical Society Press), cover and interior, 2017
Pride and Prejudice, Jane Austen (Marrying Mr. Darcy edition), cover illustration, 2013
Enter the Bluebird, Brendan Halpin (self-published), cover illustration, 2013
Angrvadi, Edvard Eikill (Sagabok/Saga Publishers International), cover and interior, 2011

Comics

Ghostbusters, Erik Burnham (IDW Publishing)

Ghostbusters: Interdimensional Cross-rip (hardcover collection), Oct. 2017

Ghostbusters International Volume 2 (trade paperback), February 1, 2017

Ghostbusters Annual, anthology story, Jan. 2017

Ghostbusters International (vol. 3), issue 9, Sep. 2016

Ghostbusters Annual, anthology story, Dec. 2014

Ghostbusters Volume 7: Happy Horror Days (trade paperback), April 16, 2014

Ghostbusters (vol. 2) backup story, issue 12, Jan. 2014

Back to the Future, Bob Gale (IDW Publishing)

BTTF: The Heavy Collection (softcover collection), November, 2018

BTTF: Untold Tales and Alternate Timelines (trade paperback), May 18, 2016

"Doc Brown Visits the Future," anthology story, issue 4, Jan. 2016

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Hoax Hunters, Michael Moreci (Image Comics), illustration, issue 11, Oct. 2013
Zombie Bomb! Chris McKay, Adam Miller, Rich Woodall (Terminal Press), issue 6, 2010
Invincible, Robert Kirkman (Image Comics), illustration, issue 29, Mar. 2006
Fear Agent, Rick Remender (Image Comics), illustration, issue 3, Feb. 2006
Johnny Raygun, Rich Woodall and Matt Talbot (Jetpack Press), backup story, issue 4, 2005

Magazines

Learning Through History Magazine, multiple cover illustrations, 2007
Halftime Magazine, recurring editorial illustration, 2007–2008
Portsmouth Magazine, recurring editorial illustration, 2006–2007
Connect Magazine, recurring comics illustration, 2005–2008

Multimedia

The Tale of the Headless Horseman, mixed-media collaboration with Andrew Boysen Jr., 2018
Star-Crossed, mixed-media collaboration with Andrew Boysen Jr., 2013
Twilight of the Gods, mixed-media collaboration with Andrew Boysen Jr., 2011
The Found Footage Festival vol. 2–7, film graphics/illustration, 2006–2012
Dirty Country, film graphics/illustration (Milkhouse Productions), 2007

SCHOLARLY PRESENTATIONS & WORKSHOPS

Conference Presentations

Creative Process Behind Star-Crossed, presented with Andrew Boysen at the Minnesota Music Educators Association Midwinter Clinics, Minneapolis, MN, February, 2013.

Creative Process Behind Twilight of the Gods, presented with Andrew Boysen at College Band Directors National Association W/NW Conference, Reno, NV, 2010.

Language Acquisition through Comics, presented with James Bucky Carter at New England Comic Arts in the Classroom, Providence, RI, April, 2011.

Master of Fine Arts Panel, presented at AIGA Design Educators Conference: Social Studies, Maryland Institute College of Art, Baltimore, MD, 2008. (panelist)

Invited Presentations

Designing the world of the Norse Gods, presented at Gustavus Adolphus College through the Department of Scandinavian Studies, October 14, 2015.

Artist talk on *Gods of Asgard*, presented in HIS 218 Scandinavia to 1800 (Glenn Krinking), Gustavus Adolphus College, October 14, 2015.

Life After UNH—*Department of Art and Art History Alumni Lecture Series*, University of New Hampshire, Durham, NH, April, 2013.

Artist Talk on *Twilight of the Gods*, Concordia College, Moorhead, MN, 2011.

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Panels and Roundtable Discussions

Licensed Comic Books, presented at CONvergence Convention, Bloomington, MN, July 7, 2018 (panelist)

Norse Mythology in Contemporary Society, presented at CONvergence Convention, Bloomington, MN, July 9, 2017 (panelist)

Design Drawing, Comics, and the life of a "Desillustrator," presented at the New Hampshire Institute of Art, November 23, 2015.

Kickstarter How-To Panel, AIGA Minnesota / Design for Good, Restore Collaborative, Minneapolis, MN, February 5th, 2015. (panelist)

Campus Talks

IDSA Portfolio Development Workshop, October 18, 2017

ASID & CIDA Portfolio Development Workshop, Mar 26, 2015

From Creativity to Reality: A Panel Discussion on Arts Entrepreneurship, University of Wisconsin–Stout College of Arts, Humanities and Social Sciences Speaker Series, Menomonie, WI, Thursday, Feb. 19, 2015. (panelist)

Making Stuff and Getting Paid: Kickstarter Roundtable, University of Wisconsin–Stout, April 28, 2014. (panelist)

Faculty artist talk, UW–Stout Furlong Gallery, February 17, 2014

AIGA New Faculty Presentation, Nov 5, 2013

Portfolio Development Workshop, The Ohio State University Dept. of Design, 2008.

Sustainability and Design Ethics, presented at Design Circle Coffee Talk, The Ohio State University, 2008.

Public Presentations

Crowdfunding how-to discussion, Menomonie Public Library, 2014. (panelist)

Creative Process Behind *Gods of Asgard*, Scandinavian Club of Columbus, Columbus, OH, 2009.

Creative Process Behind *Gods of Asgard*, Scandinavian Society of Cincinnati, Cincinnati, OH, 2008.

Wexner Center for the Arts Featured Artist, Columbus Metropolitan Library Centennial Celebration, Columbus, OH, 2007.

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EXHIBITIONS (2008–PRESENT)

- 2019 ***Drawing Distinctions (part II)***, The Cello Factory, London, UK
- 2018 ***Drawing Distinctions (part I)***, Furlong Gallery (part II), University of Wisconsin–Stout, Menomonie, WI
- Project Passion***, Conkling Gallery, Minnesota State University–Mankato, Mankato, MN
- Analogy + Interaction: creating a context for curiosity through Games + Play***, Ewing Gallery, University of Tennessee–Knoxville, Knoxville, TN
- UW–Stout Faculty Exhibition***, Furlong Gallery, Micheels Hall, University of Wisconsin–Stout, Menomonie, WI
- 2017 ***The Devil's Punch-Bowl***, Russell J. Rassbach Heritage Museum, Menomonie, WI (solo)
- UW–Stout Faculty Exhibition***, Furlong Gallery, Micheels Hall, University of Wisconsin–Stout, Menomonie, WI
- 2014 ***UW–Stout Faculty Exhibition***, Furlong Gallery, Micheels Hall, University of Wisconsin–Stout, Menomonie, WI
- 2013 ***Visions and Vibrations***, West Claremont Center for Music and Arts, Claremont, NH
- 2012 ***Proof of Purchase***, samsøn, Boston, MA
- Visions of the Norse Myths***, Gallery 140, Bridgeman Hall, Bemidji State University, Bemidji, MN (solo)
- Bemidji, Bunyan, & Bikes***, Cabin Coffeehouse & Cafe, Bemidji, MN
- Pecha Kucha Night: Global Cities Week Artist Showcase***, New City Ballroom, Bemidji, MN
- 2008 ***Design 40 Exhibition***, Hopkins Hall, Ohio State University, Columbus, OH

CURATORIAL ACTIVITY

- 2019 ***Best of Design Biennial***, Furlong Gallery, UW–Stout, Menomonie, WI
- 2018 ***NASAD Exhibition***, Furlong Gallery and Gallery 209, University of Wisconsin–Stout, Menomonie, WI
- 2015 ***Best of Design Biennial***, Furlong Gallery, UW–Stout, Menomonie, WI
- 2013 ***NASAD Exhibition***, Hayes Hall, The Ohio State University, Columbus, OH
- 2009 ***In Tandem II***, Hopkins Hall Gallery, The Ohio State University, Columbus, OH (assistant curator of design drawing; curators: Amy Youngs, art foundations coordinator, and Tony Reynaldo, design foundations coordinator)

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*Interviews, articles and
quotes about my work
published in the media.*

MEDIA COVERAGE

Time-based Media

Interview, "Spectrum West." Wisconsin Public Radio, June, 2018.
Interview, "Central Time." Wisconsin Public Radio, January 11, 2018.
Sci-Fi Saturday Night #182, May 12, 2013. (podcast)
A Comic Book Look, Inveterate Media Junkies, June, 2012. (web series)
"Pecha Kucha: The Magic of Chit-chat," KAXE Community Radio, March 24, 2011.
In Focus, Lakeland Public Television, July 2, 2010. (television arts feature)

Magazines

Emily Kinzel, "A Devil of a Story," *Volume One*, December 13, 2017.
Emily Kinzel, "UW–Stout Prof Illustrates *Ghostbusters* Comic," *Volume One*, Feb. 22, 2017.
Jason A. Smith, "5Q with Erik A. Evensen," *Wisconsin People & Ideas*, magazine
for the Wisconsin Academy of Sciences, Arts & Letters, Summer, 2014.
Eric Koepfel, "Ghostbusters call on UW–Stout Professor for new comic,"
Volume One, February 5, 2014.
Dustin Hahn, "A Beast of a Talent," *Volume One*, December 5, 2013.
Andy Bartlett, "Twilight of the Gods: Faculty Director Strikes the Right Chord,"
BSU Horizons Magazine, Spring/Summer, 2011.
Christopher Porter, "Visiting Valhalla: 'Gods of Asgard,'" *Express Night Out*,
The Washington Post, October 31, 2007.
Gina Carbone, "Seacoast Bloggers," *Spotlight Magazine*, Portsmouth Herald, July 3, 2003.

Newspapers

"True Story: Art and Design professor gets a call from 'Ghostbusters,'"
UW–Stout News, January 31, 2014.
Matt Camara, "Claremont roots influence graphic novelist," *Eagle Times*, May 5, 2012.
Laurie Swenson, "Free Comic Book Day: Today's comics have broad appeal,"
Bemidji Pioneer, May 4, 2012.
Patt Rall, "Graphic Novelist follows up with Adventure/Sci-Fi work," *Bemidji Pioneer*,
May 3, 2012.
Anita Shah, "Concert Band Scares Up Ghostly Program," *Bowdoin Orient*,
November 19, 2010.
Patt Rall, "Concert to Feature Original Audio-Visual," *Bemidji Pioneer*, October 22, 2010.
Daniel Grant, "More Than A Bachelor, Less Than A Master," *The New York Times*,
January 6, 2008.

Blogs

Daniel Grant, "Post-Bac Programs: Where Artists Get a Bit of Retooling en Route
to a Career," *The Huffington Post* (blog), September 17, 2013.
Yenny Coll, "Own It! with Yenny: The Beast of Wolfe's Bay," *Comicbooked.com* (blog),
May 6, 2012.
Brigid Alverson & JK Parkin, "Robot 6: Comics A.M., a look back at 10 years of
Free Comic Book Day," *Comic Book Resources* (blog), May 3, 2012.
Brian Walton, "Pickstarter: Our Favorite Crowd-funded Projects," *Nerdist.com* (blog),
April 29, 2012.

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- Dr. Karl E. H. Siegfried, "Interview with Erik Evensen," The Norse Mythology Blog (blog), May 26, 2011.
- Dr. Katie Monnin, "A Superpowered & Educational Interview with Dr. James Bucky Carter and Erik Evensen," Graphic Novel Reporter (blog), January 10, 2011.

IMPACT OF SCHOLARSHIP

Citations refer to research citations and written mentions by others in academic publications: books, journal articles, and graduate research.

Out of respect for various naming conventions of countries and regions, notably Iceland, Latin America, and Asia, authors are listed here by full name, rather than beginning with an inverted family name. This convention is recommended by the Scandinavian Studies journal.

Citations in books

Beowulf's Popular Afterlife in Literature, Comic Books, and Film, Kathleen Forni, 1st edition, Routledge, New York, NY.

Graphic Novels: A Guide to Comic Books, Manga, and More, Michael Pawuk and David S. Serchay, 2nd edition, Genreflecting Advisory Series, edited by Diana Tixier Herald, Libraries Unlimited, Santa Barbara, CA, 2017, p. 327, Chapter 4—Fantasy: Mythological Fantasy.

Echoes of Valhalla: The Afterlife of the Eddas and Sagas, Jón Karl Helgason, Reaktion Books / University of Chicago Press, 2017.

Connecting Comics to Curriculum: Strategies for Grades 6–12, Karen W. Gavigan and Mindy Tomasevich. Libraries Unlimited, 2011.

Teaching Early Reader Comics and Graphic Novels, Katie Monnin. Maupin House Publishing, 2011.

Rationales for Teaching Graphic Novels, James Bucky Carter. Maupin House Publishing, 2010.

Building Literacy Connections with Graphic Novels: Page by Page, Panel by Panel, James Bucky Carter. National Council of Teachers of English, 2008.

Citations in articles

Fulvio Ferrari. "Looking at the hero: Beowulf and graphic novels in the 21st Century," *Linguistica e Filologia*, Issue 37, 2017, pp. 189–202.

Antonio López (2017), "Back to the Drawing Board: Making Comics, Making Media Literacy," *International Handbook of Media Literacy Education*, edited by Belinha S. De Abreu, Paul Mihailidis, Alice Y.L. Lee, Jad Melki, Julian McDougall. Routledge, pp. 274–288

Sadam Issa (2017), "Comics in the English classroom: a guide to teaching comics across English studies," *Journal of Graphic Novels & Comics*, September 2017, Taylor & Francis.

Erika Edith Clark (2017), "Are comics effective materials for teaching ELLs? A literature on graphic media for L2 instruction," *IJAEDU International E-Journal of Advances in Education*, Vol. 3, Issue 8, August, 2017, pp. 298–309.

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