



Erik A. Evensen, MFA

CURRICULUM VITAE

ASSOCIATE PROFESSOR *of* DESIGN

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EDUCATION

MFA, Design | 2009

Ohio State University, Columbus, OH

EMPHASIS: Visual Communication Design / Design Research

Post-baccalaureate Certificate | 2005

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

EMPHASIS: Drawing and Painting

BA, Studio Art | 2001

University of New Hampshire, Durham, NH

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

- *Program Director*, MFA in Design, 2019–present
- *Program Director*, BFA in Industrial Design, 2016–2018
- *Coordinator*, Color Specialization (minor), 2013–2016

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 Community College, Wells, ME

Adjunct Faculty, Digital Media Program, 2005–2006

PROFESSIONAL MEMBERSHIPS

AIGA The Professional Organization for Design

IDSA Industrial Designers Society of America

CSS The Comics Studies Society (*founding member*)

IxDA Interaction Design Association, *Columbus, OH chapter, 2007–2009*

Wisconsin Academy of Sciences, Arts, and Letters



PROFESSIONAL PRACTICE

Evensen Creative | Consultancy
Concurrent freelance practice, 2001–present

Phuse | Toronto, ON
Designer, 2010–2012 (contract)

Vital | 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, 2001–2002 (contract)

Brown & Company Design | Portsmouth, NH
Design Intern, 2001; recurring freelance

PARTIAL CLIENT LIST

ENTERTAINMENT: IDW Publishing (*Ghostbusters* series, *Back to the Future* series), Chris Hardwick/Nerdist, The Found Footage Festival, Manhattan Short Film Festival, New Hampshire Film Festival, Mabel Tainter Center for the Arts, Seacoast Repertory Theatre, Distilled, *Marrying Mr. Darcy*; **FILM:** *Discrepancy*, *Glue Man*, *Dirty Country*, *Star and the Snowman*; **CORPORATE:** General Electric, Procter & Gamble, Wells Fargo, AirTran, Captivate Network; **EDUCATION:** Philips Exeter Academy, New Hampshire Humanities Council, George Mason University, University of New Hampshire, Penn State University, University of Wisconsin–Stout, Bemidji State University; **PUBLICATION:** Portsmouth Magazine, Halftime Magazine, Learning Through History Magazine, Connect Magazine, Muse Media Publishing

RECOGNITION

2020 Sabbatical (*full-year, 2020–2021*)
2019 Faculty Ally, UW–Stout Rainbow Commencement (The Qube)
2018 Nominee, Outstanding Graduate Faculty, UW–Stout Graduate School
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, comicrolated.com
2006 *Graphic Design USA* In-House Design Award (via PC Connection)



GRANTS

- 2019 Faculty Professional Development grant, Department of Design, University of Wisconsin–Stout
- 2016 Administrative assistance grant (NASAD self-study)
- 2014 Faculty 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

- 2021 Montreal Comic Arts Festival, Montreal, Quebec, CA, [online](#)
- 2020 Lightbox Expo, Pasadena, CA, [online](#)
- 2020 M+DEV | Midwest Game Developers Conference, Madison, WI
- 2019 International Congress on Medieval Studies, Kalamazoo, MI
- 2019 Polytechnic Summit 2019, Menomonie, WI
- 2016 NASAD Workshop for New and Aspiring Art and Design Administrators in Higher Education, Baltimore, MD
- 2014 New Ventures: Intersections in Design Education, AIGA Design Educators Conference, Portland, OR
- 2014 XOXO Festival, Portland, OR
- 2011 Medieval Scandinavia | *Bemidji State University*
- 2011 Stir Symposium, Columbus, OH
- 2011 New England Comic Arts in the Classroom (NECAC), Providence, RI
- 2009 Rigor and Relevance in Design, 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
- 2004 Illustration Workshop | *Minneapolis College of Art & Design*

RESEARCH INTERESTS

My research and scholarly creative work is concerned with visual storytelling and information visualization. This work stems from my background as a graphic designer, intersecting with the creative disciplines of illustration, comics, and game design. The desired goal of this research is to explore new and existing tools and methods for communication and education. This work encompasses creative practices in graphic design, illustration, design visualization, information design, and comics and graphic novels. It embraces philosophies of human-centered design. My independent creative projects often reinterpret topics from literature, history, mythology, and folklore.



TEACHING EXPERIENCE

Statement on Teaching

I have advised and mentored students who are working for consultancies and notable companies such as Amazon, Microsoft, Wells Fargo, IBM, Milwaukee Tool, 3M, Dreamworks Animation, the Jim Henson Company, and Princeton University. They have gone on to receive advanced degrees from MICA, North Carolina State, University of Minnesota, Ohio State, Lund University, University of Cincinnati, and SCAD. Several former graduate and undergraduate students have gone on to have productive careers in higher education at institutions such as Arizona State University, The Cooper Union, and the University of Louisiana–Lafayette.

Specialty area: Drawing & Visualization

Design Drawing 1 / **STUDIO**
Foundations Level, Ohio State University

Design Drawing 2 / **STUDIO**
Foundations Level, Ohio State University

Design Drawing 3 / **STUDIO**
Foundations Level, Ohio State University

Design Drawing & Visualization / **STUDIO**
Sophomore Level, UW–Stout

Concept Art / **STUDIO**
Junior Level, UW–Stout

Advanced Design Drawing / **STUDIO**
Junior Level, UW–Stout

Specialty area: Graphic Design

Visual Communication Design 1 / **STUDIO**
Sophomore Level, Ohio State University

Typographic Design / **STUDIO**
Sophomore Level, Ohio State University

Digital Illustration / **STUDIO**
Junior Level, UW–Stout

2D Digital Imaging / **STUDIO**
Sophomore Level, UW–Stout

Technical Foundations 1 / **STUDIO**
Foundations Level, Bemidji State U.

Specialty area: Design Foundations

Design Foundations / **COMBINED LECTURE**
Foundations Level, Ohio State University

2D Design / **STUDIO**
Foundations Level, Ohio State University

3D Design / **STUDIO**
Foundations Level, Ohio State University

Color Theory / **STUDIO**
Foundations Level, UW–Stout

Design Theory & Methods / **STUDIO**
Foundations Level, UW–Stout

Design Foundations / **STUDIO**
Foundations Level, YCCC

Specialty area: Graduate

Design Seminar I / **SEMINAR**
Graduate Level, UW–Stout

Design Seminar II / **SEMINAR**
Graduate Level, UW–Stout

Design Research / **SEMINAR**
Graduate Level, UW–Stout

Design Education / **SEMINAR**
Graduate Level, UW–Stout



Course development:

- DES-323 Digital Illustration / 3 cr.
Intermediate-level studio course (Spring 2018).
- DES-101 Design Thinking in Society / 3 cr.
General Education course in Design Thinking (Fall 2020).
- DES-750 Graduate Design Studio / 3 cr.
Graduate-level rotating topics course (Fall 2021).
- DES-701 Visual Communication for Graduate Study / 3 cr.
Graduate-level introduction to digital tools and information visualization. (Fall 2021).

Program development:

- Design Studies minor

Graduate Advising

Graduate thesis committees: UW–Stout

- Terri Stan, MFA Thesis in Design, “Graphic Design Education for Neurodivergence,” 2021–
- Matthew Wigdahl, MFA Thesis in Design, “Motion Design and Tangible User Interface for Recorded Narrative Performance.” 2020–
- Lei Feng, MFA Thesis in Design, “Eco-Travel Experience Design: Educational & Cultural Exchange Program for Students from China.” 2020–
- Morgan Brantner, MFA Thesis in Design, “Cooperative Design in Video Games for Social Closeness,” 2021
- Jonathan Wheeler, MFA Thesis in Design, “Designing the Future: Diegetic Sculpture & Literary Adaptation in Speculative Fiction Cinema,” 2021
- Drew Hagen, MFA Thesis in Design, “Out of the Darkness: Defining the Three Eras of Film Noir,” 2021
- Liang Wu, MFA Thesis in Design, “Web-based Media for Asynchronous Communication Among International Students at the University of Wisconsin–Stout,” 2020 (*chair*)
- Zixu Tian, MFA Thesis in Design, “Chinese-style Digital Painting,” 2017
- Michelle Mailey Noben, MFA Thesis in Design, “No Parent Left Behind: A UX Research + Design Project,” 2017



ACADEMIC SERVICE: *University of Wisconsin–Stout*

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

Sabbatical Committee, 2021–present (exp. 2024)

Graduate Education Committee, 2019–present (exp. 2024)

Integrated Marketing Committee, 2018–2020

Photogrammetry Lab Advisory Board, 2016–present

National Science Foundation grant-funded project

Dr. Seth Berrier (Computer Science), principal investigator

Web Management Team, 2016–2018

Athletics Rebranding Project, 2016–2017

Advisory Board, Nakatani Teaching & Learning Center, 2014–2016

Faculty Senator (interim), Department of Design, spring semester, 2015

Stout Scholars Day Interviewer, 2014–2018

Panels & Workshops

Session leader on assessment, New Instructor Workshops, NTLC, Aug. 25, 2016

Co-coordinator, Kickstarter panel, April 2014

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

CACHSS Dean's Council member, 2016–present

CAHSS PR Committee member, 2014–2015

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

Program Director, MFA in Design, 2019–present

NASAD Self-Study Steering Committee, 2016–2018

Capital Campaign Mini-case Committee, 2016–2018

Program Director, BFA in Industrial Design, 2016–2018 (interim)

Hiring Committees (all successful):

Tenure-line Professor of Animation, 2020

Tenure-line Professor of Animation, 2018–2019 (chair)

Emergency Hires (lecturers): Industrial, Entertainment, Game Design, 2016–2017

Tenure-line Professor of Metals & Contemporary Art Jewelry, 2014–2015

Program Advisory Committees:

BFA in Industrial Design, 2016–present (chair 2016–2018)

MFA in Design, 2015–present (chair, 2019–present)

Undergraduate advising:

BFA in Industrial Design program, 2015–present

BFA in Graphic Design program, 2013–2016

Coordinator, *Best of Design* Exhibition, 2016–present

Ad Hoc Design Foundations Committee, 2015–2016

Chair, International Studies Committee, 2015–2016

Coordinator, interdisciplinary Color Specialization, 2013–2016

Publicity and Communications Committee member, 2013–2015

Mid-Program Review Student Work Evaluator, 2013–present



Extracurricular Orgs/activities

Faculty Advisor, Comic Creators, 2019–present
Faculty Advisor, Hooplah! Zine, 2015–present
Faculty Advisor, NASA S.U.I.T.S. Design Challenge team, 2018–2019
Musician for UW–Stout Theater productions:
 “Little Shop of Horrors,” 2016 (saxophone)
 “110 in the Shade,” 2014 (saxophone)

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)
Portfolio Reviewer, sophomore Visual Communication Design reviews, 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*)

BFA Thesis Committee, Tyler Brown, 2012
Portfolio Reviewer, graduating senior portfolio reviews, 2009–2013
Undergraduate Mentoring, 2009–2012

SERVICE to the PROFESSION

Conference Reviewer

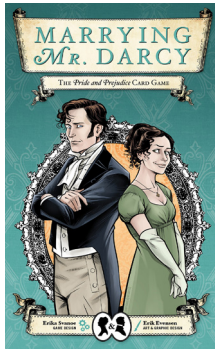
MoDE (Motion Design for Education) Summit, Boston, MA, 2021 *virtual*
AIGA Design Conference (national), Design Education Summit,
Pittsburgh, PA, 2020 *virtual*
AIGA Design Conference (national), Design Education Summit,
Pasadena, CA, 2019
Kansei Engineering and Emotion Research (KEER2012):
Green Kansei, National Cheng Kung University, Penghu, Taiwan, 2012

Program Advisory Boards (external)

Chippewa Valley Technical College, Program Advisory Board member,
Graphic Design, 2020–present
Dakota County Technical College/ISD 917, Program Advisory Board member,
Graphic Communications, 2019–present
Bemidji State University, Departmental Advisory Board member,
School of Technology, Art, and Design: “The TAD School,” 2010–2015



MAJOR CREATIVE PROJECTS



Marrying Mr. Darcy: The Pride & Prejudice Card Game, card game, 2014

Game artist & producer; co-produced with game designer Erika Svanoe.

Marrying Mr. Darcy adapts Jane Austen's novel *Pride & Prejudice* into a light strategy card game, where players take the role of one of the female characters from the novel.

- Over 45,000 copies sold since 2014
- Featured at *The Jane Austen Center, Bath, UK*
- Featured on *Twitch, Geek & Sundry, and various podcasts*
- Featured in *Analogy + Interaction: creating a context for curiosity through Games + Play*, Ewing Gallery, University of Tennessee–Knoxville, Knoxville, TN



The Beast of Wolfe's Bay, graphic novel, 2013

A graphic novel adaptation of *Beowulf*, reimagined as a modern-day sasquatch mystery.

- Over 335% funded on *Kickstarter*
- Cited in *Beowulf's Popular Afterlife in Literature, Comic Books, and Film*, by Kathleen Forni (*Routledge*), and "Looking at the hero: *Beowulf* and graphic novels in the 21st Century," by Fulvio Ferrari



Gods of Asgard, graphic novel, 2007

The definitive graphic novel adaptation of the Norse myths.

- Received full grant funding from the *Xeric Foundation, 2007*
- 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) | [selected venues](#)*
- 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 Burberry), James Madison University (ENG 401, Dr. Dabney Bankert), Carthage College (REL 200F, Dr. Karl Seigfried), Purdue University (ENGL 400, Dr. Aidan Holtan)*
- Cited as primary source by *Micel Folcland (part of Regia Anglorum) living history organization (Illinois, Indiana, Wisconsin, Missouri)*
- Suggested topic for "Norse Mythology in Popular Culture" session at the *54th International Congress on Medieval Studies, Kalamazoo, MI, 2019.*



PUBLICATIONS

Books (comics)

Evensen, Erik A., *The Beast of Wolfe's Bay*, self-published, 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, 2007. (graphic novel)

Evensen, Erik A., *Erik Evensen's Sketchbook Diary*, Self-published, 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.

Refereed Proceedings and Publications

Evensen, Erik A., "Design Research in a Polytechnic Setting: Leveraging polytechnic
research initiatives as thematic content in a graduate design research class,"
Proceedings from the Polytechnic Summit 2019: Shaping the Future of Polytechnic
Education, Menomonie, WI. June, 2019.

Evensen, Erik A., "Adapting the Norse Myths: Risks, Challenges, and Creative Choices,"
Proceedings from the International Congress on Medieval Studies, Kalamazoo, MI.
May, 2019.

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.

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.

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



Research Visualization

Visualization renderings: COVID-19 DIY Mask Tutorial

Kathleen Quinn Lutter, MD; Kelsey Quinn, PhD(c); Nathan Dreger, PhD;

Andrew Gothard, Robert Strouse, MFA; Amy Spielman, IDSA; Erik Evensen, MFA

independent grassroots design initiative for the state of Ohio

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

What the Fuzz? Survival Stories of a Minor League Mascot, Daniel Ruefman

(Adelaide Books), cover illustration, 2021

90s Kids, Savy Leiser (Muse Media Publishing), cover illustration, 2021

Confessions of a Teenage Band Geek, Courtney Brandt (Muse Media Publishing),

cover illustration, 2020

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

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

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 (colorist), issue 3, Feb. 2006

SuperPatriot: War on Terror (Image Comics), illustration (colorist), issue 2, Jan., 2005



Johnny Raygun Quarterly, Rich Woodall & Matt Talbot (JetPack Press)
“The Story of Johnny A-Hole,” backup story, Outcast Studios Takeout, 2006
“Who is... The Electrolucha?” backup story, issue 4, 2004
Pin-up illustration, Special Edition #1, 2003
Pin-up illustration, issue 5, 2004

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, multimedia collaboration with Andrew Boysen Jr., 2018
Star-Crossed, multimedia collaboration with Andrew Boysen Jr., 2013
Twilight of the Gods, multimedia 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

*Presentations made at
academic conferences that
were not tied to a related
publication or proceeding*

Conference Presentations

Monster Love (panelist), Montreal Comic Arts Festival, Montreal, Quebec, Canada, Saturday, May 29, 2021

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 Kranking), 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.



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

Comic Creators artist talk, February 28, 2020

IDSA Portfolio Development Workshop, October 18, 2017

ASID & CIDA Portfolio Development Workshop, March 26, 2015

From Creativity to Reality: A Panel Discussion on Arts Entrepreneurship, UW–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.



School Presentations and Residencies

Visiting artist, Sun Prairie WI public schools, May, 2018.
Visiting Author, Menomonie Middle School Author Day, Menomonie, WI, October 2014.
Pepsi Refresh Author-in-Residence, Vilas Middle School, Alstead, NH, 2013.
Artist Talk, Lebanon Jr./Sr. High School, Lebanon, NH, 2013.
Artist Talk, Lebanon Jr./Sr. High School, Lebanon, NH, 2011.
Artist Talk, Chanhassen High School, Chanhassen, MN, 2011.
Artist-in-Residence, Voyageurs Expeditionary High School, Bemidji, MN, 2011.
Instructor, Headwaters School for Music and the Arts, Bemidji, MN, 2011.
Instructor, New Outlook Teen Center, Exeter, NH, 2005.

EXHIBITIONS, 2005-PRESENT

- 2019 *Drawing Distinctions II*, The Cello Factory, London, UK
- 2018 *Analogy + Interaction: creating a context for curiosity through Games + Play*,
Ewing Gallery, University of Tennessee–Knoxville, Knoxville, TN
Project Passion, sponsored by AIGA Minnesota, Conkling Gallery
Minnesota State University–Mankato, Mankato, MN
UW–Stout Faculty Art Show, Furlong Gallery, Micheels Hall,
University of Wisconsin– Stout, Menomonie, WI
Drawing Distinctions I, 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 Art Show, Furlong Gallery, Micheels Hall,
University of Wisconsin– Stout, Menomonie, WI
- 2014 *UW–Stout Faculty Art Show*, 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, 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
Pecha Kucha Night: Artist Showcase, New City Ballroom, Bemidji, MN
- 2008 *Design 40 Exhibition*, Hopkins Hall, Ohio State University, Columbus, OH
- 2007 *Proof of Purchase*, Rhys Gallery, Boston, MA
- 2006 *Proof of Purchase*, Rhys Gallery, Boston, MA



14th Annual Juried Summer Exhibition, AVA Gallery, Lebanon, NH, 2006

JUROR: Monroe Denton (School of Visual Arts)

Campus Comics: Cartooning at UNH, UNH Museum, Durham, NH, 2006

CURATOR: Dale Valena, UNH Museum Curator

2005 **Agency**, IOS Business Center, Portsmouth, NH, 2005 (solo)

13th Annual Juried Summer Exhibition, AVA Gallery, Lebanon, NH

JUROR: Gerry Bergstein (School of the Museum of Fine Arts)

CURATORIAL ACTIVITY

2020 **Juror: Stout Design Group Juried Exhibition**, (postponed/TBA)

2019 **Juror: Stout Design Group Juried Exhibition**, The Raw Deal,
Menomonie, WI

JURORS: Dave Beck, Alex DeArmond, Erik Evensen, Katie Lupton

2019 **Exhibit Coordinator: Best of Design Triennial**, Furlong Gallery,
University of Wisconsin–Stout, Menomonie, WI

JURORS: Grace Pedersen, Miranda Wipperfurth, Liese Zahabi

2018 **Steering Committee: NASAD Exhibition**, Furlong Gallery and Gallery 209,
University of Wisconsin–Stout, Menomonie, WI

2015 **Exhibit Coordinator: Best of Design Triennial**, Furlong Gallery,
University of Wisconsin–Stout, Menomonie, WI

JURORS: Kelly O’Gorman DeVore, James Lua, Matt Talbot

2015 **Juror: Midwinter Art Contest**, the Norse Mythology Blog

JURORS: Erik Evensen, Anker Eli Petersen and Dr. Karl E. H. Seigfried

2013 **Design Foundations Curator: NASAD Exhibition**, Hayes Hall,
The Ohio State University, Columbus, OH

2009 **Graduate Assistant: In Tandem II**, Hopkins Hall Gallery,
The Ohio State University, Columbus, OH

CURATORS: Tony Reynaldo, Amy Youngs



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

MEDIA COVERAGE

Time-based Media

History & Games Lab Podcast #6, University of Edinburgh, May 7 2021. (podcast)
Savy Writes Books | AuthorTube, Savy Leiser, April 12, 2021. (web series)
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

Rebecca Mennecke, "Start your own distillery with this new board game,"
Volume One, July 22, 2021.
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

"Design professor's work featured in Tennessee art exhibit,"
UW–Stout News Release, August 13, 2018
"True Story: Art and Design professor gets a call from 'Ghostbusters,'"
UW–Stout News Release, 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.

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.

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

Novita, Dian and Setiawan, Slamet, "Bringing Student-Generated Comic as a Collaborative Project into the Extensive Reading Program." *Journal of English Educators Society*. 5:1, 2020.

Norma Elena Castrezana Guerrero, Adriana Judith Cardoso Villegas (2019), "Le Evaluación en el Diseño Gráfico como un Factor de Calidad para la Funcionalidad de las Soluciones Gráficas / Evaluation in Graphic Design as a Quality Factor for the Functionality of Graphics Solutions," *PAG Ibero-American Journal of Academic Production and Educational Management*, vol. 6, issue 11, 2019.

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



Lin Zhanli, Lai Yuwen (2017), "Research on the Design Cycle Model of Educational Table Games: The Loop Mode of Educational Board Game Design," *Secondary Education (journal)*, Vol. 2, Issue 68, 2017, pp. 29–42. (Chinese)

Ewa McGrail, J. Patrick McGrail, Alicja Rieger (2016), Learning Language and Vocabulary in Dialogue with the Real Audience: Exploring Young Writers' Authentic Writing and Language Learning Experiences, in Evan Ortlieb, Earl H. Cheek, Jr., Wolfram Verlaan (ed.) *Writing Instruction to Support Literacy Success (Literacy Research, Practice and Evaluation, Volume 7)* Emerald Group Publishing Limited, pp. 117–135

Alicja Rieger, Ewa McGrail, J. Patrick McGrail (2016), "Preparing Teachers to Teach with Comics Literature in K–12 Classrooms," in Festus E. Obiakor, Alicja Rieger, Anthony Rotatori (ed.) *Critical Issues in Preparing Effective Early Childhood Special Education Teachers for the 21st Century Classroom: Interdisciplinary Perspectives*, Information Age Publishing, 2016, pp. 135–139, Chapter 10.

Ana Isabel Veloso and Liliana Vale Costa. "Heuristics for designing digital games in assistive environments," *Proceedings of the 1st International Conference on Technology and Innovation in Sports, Health and Wellbeing (TISHW 2016)*, Vila, Portugal.

Daniela Elsner (2014), "Graphic Novels in the EFL Classroom," in Phil Benson and Alice Chik (ed.) *Popular Culture, Pedagogy, and Teacher Education: International perspectives* (Routledge Research in Education), Routledge, New York, NY, part III.12.

Robert G. Weiner and Carrye Kay Syma, "Library 1100: Information Literacy, Sequential Art, and Introduction to Library Research," *ImageText: Interdisciplinary Comics Studies* vol. 7, issue 3, 2014.

Fatemeh Ebrahimpour, Mostafa Najafi, and Narges Sadeghi, "The Design and Development of a Computer Game on Insulin Injection," *Electron Physician*. Vol. 6, Issue 2, 2014, pp. 845–855.

Carol L. Tilley, "Using Comics in the 1940s and 1950s," *Graphic Novels and Comics in the Classroom: Essays on the Educational Power of Sequential Art*, edited by Carrye Kay Syma, Robert G. Weiner. McFarland & Company, 2013.

Shanizan Herman Mohd Radzi, Asif Zamri Zainol, Mohd Zukuwwan Zainol Abidin & Puteri Azwa Ahmad, "Board Game as an Alternative Learning Tool: The Port Management Course," *proceedings from Research: Drivers of Development, Higher Education Sector*, 2013, pp. 687–693.

Ellen Brox, Luis Fernández-Luque, Torunn Tøllefsen, "Healthy Gaming: Video Game Design to Promote Health," *Applied Clinical Informatics*. Vol. 2: Issue 2, 2011, pp 128–142.

Thelma U. Ekuinam, "Figure-out Game: Medium for integrating Nigerian youths into emerging national innovations," *Journal of Educational Media and Technology*, Vol. 14, Issue 2, 2010, pp. 93–99.

Nick Kremer, "This is not your Forefather's Thor: Using Comics to Make Mythology Meaningful," *SANE Journal* vol.1, no. 1, 2010.



Citations in graduate research

Lillian Céspedes González, "The representation of Norse women in medieval textual sources and modern visual media," Ph.D. thesis in Historical Studies, University of Winchester (UK) Department of History, 2020. Interview.

Maren Christine Fredriksen, "Implementing Graphic Novels to Affect Visual Literacy in an 8th Grade Classroom (Innføring av grafiske romaner for å påvirke visuell literacy i en 8. klasse)," MA thesis in Education, Bergen University College (Norway), 2018.

David Eric Low, "Comics as a Medium for Inquiry: Urban Students (Re-)Designing Critical Social Worlds" Ph.D. thesis in Education, University of Pennsylvania, 2015.

Daniel C. Zabrowski, "The Effects of Gameful Design on Student Engagement in the Eighth-Grade Classroom" M.A. thesis in Education, Viterbo University, 2015.

Lillian Céspedes González, "From *Los Vikingos* to *Northlanders*: Changing Representations of the Old Norse in Sequential Art," M.Phil. thesis in Historical Studies, University of Winchester (UK) Department of History, 2014.

Adina Feigenbaum, "Social Media as a Means of Promoting Peer-Based Learning in Design Education," M.F.A. thesis in Visual Communication Design, Kent State University, 2013. Interview & campus visit subject. (uncredited/anonymous)

Elise Woolley, "Fun: An Exploration in its Relevance to Interaction Design," M.F.A. thesis in Design: Research & Development, The Ohio State University Department of Design, 2010.

Tina Hafner, "Peter Madsen's Valhalla: Studien zur Rezeption altwestnordischer Mythen im modernen Comic (German Edition)" Graduate thesis, University of Vienna, 2008.



REFERENCES

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