

Mirek Stolee
Texts & Technology PhD Student
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EDUCATION

In progress: Ph.D. Texts & Technology. University of Central Florida, expected 2026.

M.S. Computational Media. University of California, Santa Cruz, 2020.

B.B.A. Marketing and Film, Television & Theatre. University of Notre Dame. 2017.

JOURNAL ARTICLES

"A Descriptive Schema for Escape Games." [Special Issue] *Well Played: A Journal on Video Games, Value, and Meaning*, Carnegie Mellon University ETC Press, 2021, pp. 5-28.

CONFERENCE PROCEEDINGS

Stolee, Mirek. "A Refinement-Based Narrative Model for Escape Games." Interactive Storytelling, edited by Lissa Holloway-Attaway and John T. Murray, Springer Nature Switzerland, 2023, pp. 38–53. Springer Link, https://doi.org/10.1007/978-3-031-47655-6_3.

Stolee, Mirek. "From Boards and Chits to Circuit Boards and Bits." *Generation Analog 2021: Proceedings of the Tabletop Games and Education Conference*, edited by Evan Torner et al., Carnegie Mellon University ETC Press, 2023, pp. 29-42.

CONFERENCE PRESENTATIONS (Abstract Accepted)

International

Stolee, Mirek. "A Cross-Media Escape Game Canon: Historiographical and Archival Considerations." Workshop on Games Canon & Games History, Online, February 13, 2024.

Stolee, Mirek. "An Etymological Approach to Escape Game History." Society for Cinema and Media Studies. Boston, MA, March 13-17, 2024.

Stolee, Mirek. "Envisioning an Archive for Legacy Board Games." GENERation Analog: Tabletop Games and Education Conference, Online, July 26, 2023.

Stolee, Mirek. "There and Back Again: *Escape Simulator*'s Reshaping of the Digital Escape Game." Society for Cinema and Media Studies. Denver, CO, April 13, 2023.

Stolee, Mirek. "Africa on the Moon." GENeration Analog: Tabletop Games and Education Conference. Online, July 27-28, 2022.

Stolee, Mirek. "From Boards and Chits to Circuit Boards and Bits." GENeration Analog: Tabletop Games and Education Conference. Online, August 2021.

Regional

Stolee, Mirek. "Gamer Presidents: Deepfake Videos as Political and Gaming Discourse." Southwest Popular/American Culture Association Conference. Albuquerque, NM. 21-24 February 2024.

Stolee, Mirek. "Evaluating Eurogame Re-skinning as a Decolonization Technique." Southwest Popular/American Culture Association Conference. Albuquerque, NM. 24 February 2023.

Stolee, Mirek. "There Will Be More Rooms Added in the Future." Southwest Popular/American Culture Association Conference. Albuquerque, NM. February 2022.

Stolee, Mirek. "Designing Analog Games in the Remote Classroom." Southwest Popular/American Culture Association Conference. Albuquerque, NM. Online. 26 February 2021.

Stolee, Mirek. "Waist-deep in the Digital: Board Game Adaptations." Southwest Popular/American Culture Association Conference. Albuquerque, NM. 20 February 2020.

Stolee, Mirek. "Somebody's Gotta Read the Rulebook (And It's Always Me): Scaffolding in Analog Games." Southwest Popular/American Culture Association Conference. Albuquerque, NM. 21 February 2019.

Stolee, Mirek. "'Hand it over! There's no time!': Temporality, Physicality, and Collaboration in Escape Game Design." Southwest Popular/American Culture Association Conference. Albuquerque, NM. 23 February 2018.

Stolee, Mirek. "Splitting the Chimera: Narrative and Gameplay in '999'" Southwest Popular/American Culture Association Conference. Albuquerque, NM. 24 February 2017.

TEACHING AND MENTORSHIP

Undergraduate Courses

Instructor of Record

Fundamentals of Interactive Design (University of Central Florida)

Critical History of Digital Games

Game Technologies

Foundations of Video Game Design

Foundations of Play

Game Studio III

3D Game Art Production

Visual Communication and Interaction Design

Graduate Teaching Assistant

Foundations of Video Game Design

Game Studio III

Human-Centered Design Research

Visual Communication and Interaction Design

K-12 Courses

COSMOS (California State Summer School of Mathematics and Science) Instructor

Video Game Design: From Concept to Code (Grades 9 – 12)

South Bend Code School Lead Coding Instructor

Web Development (Grades 6 – 12)

Game Development in Unity (Grades 9 – 12)

Game Development in Scratch (Grades 5 - 8)

Game Development in Tynker (Grades 2 – 5)

Mentorship

Mentor. Science Internship Program. University of California, Santa Cruz. Summer 2019.

SERVICE

Panel Chair. "Game Studies, Culture, Play and Practice 6." Southwest Popular/American Culture Association Conference, Albuquerque, NM, 24 February 2022.

Panel Chair. "Games Studies, Culture, Play and Practice 9." Southwest Popular/American Culture Association Conference. Online. 26 February 2021.

INTERNAL TALKS

Stolee, Mirek. "Advanced Zotero." University of Central Florida CAH*LAB series, 14 September, 2023.