

Roger M. Travis, Jr.
Associate Professor of Classics

Department of Modern and Classical Languages
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ACADEMIC TRAINING

U.C. Berkeley	1992-1996	Ph.D. in Comparative Literature Greek, Latin, and English Literatures
U.C. Berkeley	1990-1991	M.A. in Comparative Literature Greek and English Literatures
Harvard College	1986-1990	A.B. magna cum laude with Highest Honors in Classics Senior Thesis: "Ritual and Difference in Sappho's Prayer to Aphrodite"

DISSERTATION TITLE

"Allegorical Fantasy and the Chorus in Sophocles' *Oedipus Coloneus*" (Prof. Leslie Kurke, Director)

TEACHING EXPERIENCE

Associate Professor of Classics, University of Connecticut, 2004-present
Assistant Professor of Classics, University of Connecticut, 1997-2004
Lecturer, Department of Classics, U.C. Berkeley, 1996-97
Graduate Student Instructor, U.C. Berkeley, 1991-1997

COURSES TAUGHT

Operation APETH (CAMS 3207 and 3101, UConn)
Practomimetic (game-based) course in Greek Philosophical Writings

FABULA AMORIS (CAMS 3102, UConn)
Pracomimetic (game-based) course in Advanced Latin (Horace and Ovid)..

Operation KTHMA (CAMS 3212, UConn)
World's first role-playing course: a game-based advanced study of Herodotus and Thucydides. See <http://livingepic.blogspot.com/2009/09/operation-kthma-post-hub.html>.

(Gaming) Homer (CAMS 3208, UConn)
A cutting-edge online course in oral formulaic theory and its relation to narrative video games.

Classical Greek Civilization (CAMS 1101, UConn)
A 200-student class, with emphasis on the intellectual achievements of Archaic and Classical Greece and their influence on the modern world.

Classical Mythology (CAMS 1103, UConn, online)
A 300-student class, with emphasis on the religious and literary significance of the Greek and Roman myths.

Classical Epic (CAMS 3241W, UConn)
A writing course in Epic, with emphasis on the ideological nature of the genre.

Ancient Drama (CAMS 3242W, UConn)
A writing course in drama, with emphasis on the social and religious function of tragedy.

Greek Philosophical Writings (CAMS 3207, UConn)
An advanced undergraduate course in Plato, taught in translation.

Greek Historical Writings (CAMS 3212, UConn)
An advanced undergraduate course in Herodotus and Thucydides, taught in translation

Homer (CAMS 208, UConn)

An advanced reading course, with emphasis on story patterns and oral formulaic theory.

Greek Drama (CAMS 211, UConn)

An advanced reading course, with emphasis on the psychological impact of tragedy.

Intermediate Latin (CAMS 123-4, UConn)

Beginning Greek (CAMS 171-2, UConn; Greek 1, UC Berkeley)

AWARDS AND DISTINCTIONS

with A Rosman (School of Business), 2011 Excellence in Distance Learning Teaching Award,

Bronze from the United States Distance Learning Association (USDLA), 2011

With A Rosman (School of Business), UConn School of Business Innovation in Teaching Award, 2011

Fellow, Center for Hellenic Studies, 2002

University of Connecticut Research Foundation Fellowship, 2000

Distinguished teaching award, 1996

University Predoctoral Humanities Fellowship, 1990-1994

Thomas T. Hoopes Prize for Undergraduate Writing, 1990

Curtis Latin Prize, 1990

Phi Beta Kappa

John Harvard and Harvard College Scholarships, 1987-90

PUBLICATIONS

Books

Allegory and the Tragic Chorus in Sophocles Oedipus at Colonus, Rowman and Littlefield, 1999, pp. 250.

Living Epic: The Ancient Culture of Adventure Video Games, at <http://livingepic.blogspot.com>, currently pp. 300.

Articles and chapters

"From 'shattered mummies' to 'an epic life': Casaubon's *Key to All Mythologies* and Dorothea's Mythic Renewal in Eliot's *Middlemarch*," *IJCT* 5: 367-82 (1999).

"The Spectation of Gyges in P. Oxy. 2382 and Herodotus Book 1," *CA* 19: 330-59 (2000).

"Bungie's Epic Achievement: 'Halo' and the *Aeneid*," *The Escapist*, September 2006.

"Creating the Normal Gamer: Communities of Ironic Pwnage and the Maturation of Gaming Culture," *The Escapist*, August 2007.

"*Quibus lusoribus bono?* Who is game studies good for?," *The Escapist*, May 2008

"Achilles' Phat Lewtz," *The Escapist*, September 2008

"*Bioshock* in the Cave: Ethical Education in Plato and in Video Games," in *Ethics and Game Design: Teaching Values through Play*, ed. K. Schrier and D. Gibson (Hershey, PA: IGI, 2010), 86-101.

"Operation KTHMA: the Reign of the Demiurge," with Michael Young, in MS Khine, ed., *Learning to Play*, Peter Lang, 2010, pp. 20.

"Why Plato wants you to play HALO," in Luke Cuddy, ed., *HALO and Philosophy*, Open Court Press, 2011, pp. 10.

"BioWare's Epic Style," in *Dungeons, Dragons, and Digital Denizens*, Continuum, forthcoming, 20pp.

Reviews

- N. Loraux, *Mothers in Mourning*, *BMCR*, August 1998.
 J. Wise, *Dionysus Writes*, *BMCR*, March 1999.
 R. Hunter, *Theocritus: A Selection*, *New England Classical Journal*, 2000
 L. Käppel, *Die Konstruktion der Handlung der Orestie des Aischylos*, *CR* 2001.
 M. Cropp and K. Lee, eds., *Euripides and Tragic Theatre in the Late Fifth Century*,
BMCR, October 2001.
 M. Ebbott, *Imagining Illegitimacy in Classical Greek Literature*, *BMCR*, 2003.
 M. McCall, two volumes on Greek tragedy, *New England Classical Journal*, 2004.
 R.D. Dawe, *Oedipus Rex*, *New England Classical Journal*, August 2007.

PAPERS PRESENTED, SYMPOSIA

- “Project Arkhaia,” with Michael Young, at Games+Learning+Society, June 2011.
 “Operation LAPIS,” at Classical Association of New England, March 2011.
 “Operation LAPIS,” at Classical Association of Connecticut, October 2010.
 “Ancient Gaming: the birth of Project ARKHAIA,” invited keynote at RPI conference, May 2011.
 “Media Studies and Digital Culture” panel at UCHI conference, April 2011.
 “Videogames, the epic traditions, and the roots of Western Drama” at UConn Drama and Theater Interest Group, April 2011.
 Invited discussant, “Cultures of Hate: a Day in the Humanities,” University of Connecticut, April 2010.
 “The ethics of *Bioshock*,” Game Education Summit, June 2009
 “The bards of multiplayer epic,” PCA/ACA conference, April 2009
 “MMO Gaming and the Epic Tradition,” CT State Latin Day, May 2008.
 “Multiplayer Epic: MMO’s and the Epic Tradition,” Classical Association of New England Annual Meeting, March 2008.
 “Gaming and the Epic Tradition,” CT State Latin Day, May 2007.
 “Video-games in the Epic Tradition,” Classical Association of New England Annual Meeting, March 2007.
 “Gaming and Ancient Epic,” for the UConn Classics and Ancient History Club, December 2006.
 “Adventure Video-Games and the Epic Tradition,” Classical Association of Connecticut Annual Meeting, October 2006.
 Invited discussant, “Staging Invasion: a Day in the Humanities,” University of Connecticut, April 2006.
 “Ariadne, I love you: European Opera’s Torch for Greek Tragedy,” Wiencke (keynote) Lecture at the Classical Association of New England Summer Institute, July 2005.
 “The Matrix and the Cave,” invited lecture to the Chip Lyeth Paper Group, Healdsburg, CA, March 2005.
 “Between Clio and Calliope: Film and TV in the Classics Classroom,” at the Classical Association of Connecticut Annual Meeting, October 2003.
 “Euripides’ *Phoenician Women*: an Introduction,” invited lecture at the Harvard Club of New York City, November 2002.
 “*Oedipus* with the Complex,” at the Association for the Psychoanalysis of Culture and Society Conference, November 2001.
 “Maternity, Maidenhood, and Other Metaphors,” invited lecture at Wesleyan University, May 2001.
 “The Womanly Family,” at Classical Association of New England Annual Meeting, March 2001.
 “Towards a Methodology of Tragic Identification,” at Text Author Context, Princeton, October 1998
 “From ‘shattered mummies’ to ‘an epic life’: Casaubon’s *Key to All Mythologies* and Dorothea’s Mythic Renewal,” at the Bristol Myth Colloquium, July 1998
 “Mother Io as the Allegorical Structure of Aeschylus’ *Suppliants*,” at Text and Presentation, Gainesville, March 1998

SERVICE

Workshops and mini-courses

- "Practomimetic education and the classics classroom," for the Classical Association of Connecticut Continuing Education program, March 2010.
- "Opera and Athenian Tragedy," for the Classical Association of New England Summer Institute, July 2005
- "Clio and Calliope go the Movies," for the Classical Association of Connecticut Continuing Education program, April 2005
- "Articulation of Intermediate Latin Programs," for the Classical Association of Connecticut Continuing Education program, April 2001

Offices held in Professional Societies

- President-Elect, President, Immediate Past President, Classical Association of New England, 2007-2009.
- Member-at-large, Executive Committee of the Classical Association of New England, 1999-2003, 2006-2007
- President-Elect, President, Immediate Past President, Classical Association of Connecticut, 1997-2000