Shelby Moser

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Curriculum Vitae
(March 2020)

AREAS OF SPECIALIZATION

PHILOSOPHY, ANALYTIC AESTHETICS, ART HISTORY

EDUCATION

JULY 2018
PHD, UNIVERSITY OF KENT, CANTERBURY
History & Philosophy of Art. Thesis title: *Digitally Interactive Works and Video Games: A Philosophical Exploration*.

NOVEMBER 2013
MA, UNIVERSITY OF KENT, CANTERBURY
History & Philosophy of Art. Graduated with Distinction and won Best in Program award.

AUGUST 2006
MA, CALIFORNIA STATE UNIVERSITY, LOS ANGELES
Art History. Honors.

ACADEMIC EMPLOYMENT

2020 – PRESENT
ADJUNCT FACULTY, AZUSA PACIFIC UNIVERSITY
Department of Philosophy

2020 – PRESENT
PART-TIME FACULTY, RIO HONDO COLLEGE
Department of Arts & Cultural Programs

2010 – PRESENT
ADJUNCT FACULTY, AZUSA PACIFIC UNIVERSITY
Department of Art & Design

2013 – 2014
ASSISTANT LECTURER, UNIVERSITY OF KENT, CANTERBURY
Philosophy and History of Art

2003-2004
STUDENT LECTURER, CALIFORNIA SATE UNIVERSITY, LOS ANGELES
Department of Art History

PUBLICATIONS

ACADEMIC BOOK CHAPTERS

- "Toward a New Theory of Appreciating Digital Works" (working title) forthcoming chapter (2021) in *The Routledge Companion to the Philosophy of Painting and Sculpture*, Noël Carroll & Jonathan Gilmore, eds.
- "The Ontology of Interactivity in Digital Art", forthcoming (2020) chapter in the *Routledge Handbook to the Philosophy of Games*, C. Thi Nguyen & John Sageng, Eds.
- "Videogame Ontology, Constitutive Rules, and Algorithms", (2018) chapter in *The Aesthetics of Video Games*, in the *Routledge Studies in Contemporary Philosophy* series, Grant Tavinor & Jonathan Robson, Eds.

SELECT JOURNAL ARTICLES

- "The Philosophy of Digital Art", the *Stanford Encyclopedia of Philosophy* (Fall 2019), co-authored with Katherine Thomson-Jones. https://plato.stanford.edu/entries/digital-art/#Bib
- "Art and the Emotions: Debating the Work of Jenefer Robinson", co-authored with Ryan Doran. *Debates in Aesthetics*, Vol 14:1, 2019. http://www.debatesinaesthetics.org/archive/art-the-emotions-debating-the-work-of-jenefer-robinson/
- "Graffiti and Artist Sanction*"*, (2018), *Visual Inquiry: Learning & Teaching Art*.
- "African Street Art", chapter in *The Urban Canvas: Street Art Around the World*, 2017.
- "Expression, Evolution, and Ontology: Debating the Work of Stephen Davies", co-written with Ryan Doran. *Debates in Aesthetics*, Vol. 13:1, 2017. http://www.debatesinaesthetics.org/.
- "Perceiving Digital Interactivity - Applying Kendall Walton's 'Categories of Art' to Computer Art." **The European Society for Aesthetics,** Vol. 6, 2014.
- "Film, Perception, Aesthetics: An interview with Bence Nanay". *Postgraduate Journal of Aesthetics, 11*(1), 2-17, co-authored, Summer 2014.

OTHER PHILOSOPHICAL CONTRIBUTIONS

- Gamesradar.com: What Subject the Next Bioshock Game Should Tackle Next According to Philosophy Professors: Value Theory and the Experience Machine March, 2020. <https://www.gamesradar.com/what-subject-the-new-bioshock-game-should-tackle-next-according-to-philosophy-professors/>

- Aesthetics for Birds: Top 10 Television Shows of the Decade, December 2019.
  <https://aestheticsforbirds.com/2019/12/17/8-experts-reveal-their-top-5-tv-shows-of-the-decade/>

SELECT PRESENTATIONS

RECENT AND UPCOMING INVITED CONFERENCE AND WORKSHOP TALKS

- **American Society for Aesthetics, D.C.** Digital Works and Analog Bodies: *Digital Media & Locative Specific Art.* November 2020.
- **Space, Site, Installation, University of Padova, Italy**. *Digital Media & Locative Specific Art*. March 2020. [postponed due to COVID-19]
- **American Society for Aesthetics, Toronto.** *Toward and Aesthetics of Computer Code*. October 2018.
- **Camp Aesthetics,** Utah. *Code Aesthetics.* July 2018*.*
- **American Society for Aesthetics, Eastern Division, Philadelphia.** *The Paradox of Computers, Video Games, and Selfish-Punishers*. April 2017.
- **American Society for Aesthetics, Seattle.** *Me, Myself & My Avatar: VR Games and Empathy*. November 2016**.**
- **American Society for Aesthetics, Seattle.** *Notes on the Aesthetics of Grunge* (special panel). November 2016**.**
- **Just A Game? The Ethics and Aesthetics of Video Games.** *Me, Myself & My Avatar: VR Games and Empathy*. University of Kent, Canterbury. June 2016**.**
- **American Society for Aesthetics, Georgia***. Ontological bastards: the problem of digitally interactive works for Goodmanian theories of art*. Savannah, GA. Nov. 2015.
- **Philosophy of Street Art Conference,** New York. *Street Art and Deception: On Ascribing Genuineness to Street Art.* Pratt Institute & NYU. March 2015.
- **British Society of Aesthetics,** Oxford University. Relevate Interactivity! Making the Term 'Interactive' Relevant within the Arts. St. Anne's College. September 2014.
- **European Society of Aesthetics**, Amsterdam. *The Perceivable Features of Computer Art.* University of Amsterdam. May 2014.
- **iJADE/NSEAD Conference & Tate Liverpool**, Chester. *Open-source graffiti: Hello world*. University of Chester, UK. November 2013.
  Artscapes: Urban Art and the Public - An Interdisciplinary Conference on Art and Urban Space. University of Kent, Canterbury, England. June 2013.

OTHER TALKS

- **Commentator: American Society of Aesthetics, Pacific Division.** "Everyday Aesthetics of the Computer": commentator and chair for three papers. Asilomar, CA. April 2016.
- **Panelist: LA Art Show,** Los Angeles. **'**Virtues & Vices': art panel on the Commercialization of Street Art. Los Angeles Convention Center. January 2016.
- **Panelist: Art Center College of Design**, Pasadena, CA. 'Outside In': panel discussion on the cross-over between commercial design and street art. November 2015.

SELECT CONFERENCES ORGANIZED

- **Co-Organizer (1ˢᵗ Chair),** Annual Pacific Division Meeting for the American Society for Aesthetics Conference, Berkeley, Spring 2020. [canceled due to COVID-19]
- **Co-Organizer (2ⁿᵈ Chair),** Annual Pacific Division Meeting for the American Society for Aesthetics Conference, Berkeley, Spring 2019.
- **Organizer,** *Just a game? The aesthetics and ethics of video games.* International conference, UK, Summer 2016.
- **Co-Organizer,** *British Society of Aesthetics Postgraduate Conference in Aesthetics: INTERACT!* University of Kent, Canterbury, 7-8 February 2015.
- **Co-Organizer,** *Kent Postgraduate Conference in Aesthetics*, University of Kent, Canterbury, 25-26 January 2014.

RESEARCH GRANTS AND AWARDS

- **Separate Grants from: Aesthetics Research Center, University of Kent, British Society of Aesthetics,** *Just a game? The aesthetics and ethics of video games.* 2015.
- **British Society of Aesthetics Grant,** *British Society of Aesthetics Postgraduate Conference in Aesthetics: INTERACT!* University of Kent, Canterbury, 7-8 February 2015.
- **British Society of Aesthetics Grant and Aesthetics Research Centre Grant,** *Kent Postgraduate Conference in Aesthetics*, University of Kent, Canterbury, 25-26 January 2014.

PROFESSIONAL SERVICE

- **Expertise Contributor:** *GamesRadar* (2020)
- **Co-editor:** *Newsletter for the American Society for Aesthetics* (2017–present)
- **Advisory Board Member:** Philosophy of Games Workshop (April 2020)
- **Contributing Author on Digital Art:** *Stanford Encyclopedia of Philosophy* (Fall 2019–present)
- **Co-editor**: *Debates in Aesthetics* (2015-2019)
- **Peer Reviewer:** *Oxford University Press* (OUP)
- **Peer Reviewer:** *Journal of Aesthetics and Art Criticism* (JAAC)
- **Peer Reviewer:** *Philosophy of Computer Games Conference* (held annually in Copenhagen)
- **Peer Reviewer:** *Journal of Philosophy of Games* (JPG)
- **Peer Reviewer:** *British Journal of Aesthetics* (BJA)
- **Peer Reviewer**: *With a Terrible Fate* https://withaterriblefate.com
- **Subject Matter Expert**: Created online courses for the MA Modern Art History program (2012-16)

ACADEMIC PRIZES

- **"Best Emerging Philosopher of Games" Award and Prize**, Winning paper on game ontology at the Philosophy of Games Workshop, 2016.

Prize winner, Best student overall in History & Philosophy of Art, University of Kent, 2013.