

Peter Christiansen

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I am a writer with 13 years of experience and a focus on software, games, history, and interactivity. My work is characterized by thorough research and attention to detail. I have experience writing across many different subjects, genres, and media. My writing has been praised by outlets like *Wired*, *Digital Humanities Now*, and the *New Statesman*. I've presented my writing everywhere from academic conferences to comic book conventions and I'm always eager to further expand my range.

Education

2020	PhD in Communication from University of Utah
2013	Masters of Arts in New Media Studies from University of Utah
2008	Baccalaureate of Science in Communication Technology from University of Utah. Magna Cum Laude
	Certificate in Arts and Technology from University of Utah
2002	Associate of Science from Utah Valley State College

Selected Publications

Books	<p>Christiansen, Peter. (2017) Captain Blood. In R. Mejia, J. Banks, and A. Adams (Eds.) <i>100 Greatest Video Game Franchises</i>. Lanham, Maryland: Rowman & Littlefield.</p> <p>Christiansen, Peter. (2014) Players, Modders, and Hackers. In Nate Garrelts (Ed.) <i>Understanding Minecraft</i>. Jefferson, North Carolina: McFarland Press.</p> <p>Christiansen, Peter. (2014). The ASPIRE Program: Using Game-Based Learning to Reach Massive Audiences. In Dana Ruggiero (Ed.) <i>Cases on the Societal Effects of Persuasive Games</i>. Hershey, PA: IGI Global.</p> <p>Christiansen, Peter. (2013). Between a Mod and a Hard Place. In Erik Champion (Ed.) <i>Game Mods: Design, Theory and Criticism</i>. Pittsburgh, Pennsylvania: ETC Press.</p>
Online Writing	<p>Staff Writer for HighSpeedInternet.com—2020–Present</p> <ul style="list-style-type: none">Responsible for content on satellite internet, game streaming, and telecom policy.Available online at https://www.highspeedinternet.com/resources/author/peter-christiansen <p>Co-Editor and contributor to Play the Past</p> <ul style="list-style-type: none">Online Magazine discussing videogames and history.Available online at http://www.playthepast.org/?author_name=christiansen
Interactive Writing	<p>Adventure Time: The Quest for the Two Chests</p> <ul style="list-style-type: none">Created in 48 hours for Adventure Time Game Jam"Its hilarious writing makes it a must-play." - <i>Wired</i>: http://www.wired.com/2012/09/adventure-time-game-jam/
Educational Writing	<p>ASPIRE Project—2010–Present</p> <ul style="list-style-type: none">Astrophysics project aimed at teaching kids physics and mathResponsibilities include writing educational material and developing interactive activities and gamesExample of writing: http://aspire.cosmic-ray.org/Labs/StarLife/ <p>Additional publications can be found at https://scholar.google.com/citations?user=GfkXHgUAAAAJ&hl=en</p>

Other Qualifications

Worked in science outreach and education for 13 years.
Strong technical background with experience working on open-source projects and programming in multiple languages.

Languages

English (Fluent)
Spanish (Working Proficiency)