

JOHN WILLIAM BORCHERT

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EDUCATION

PhD Religion - Syracuse University, 2021
MA Religion - Syracuse University, 2013
BA Philosophy and Religion - Ithaca College, 2009

AREAS OF INTEREST

Religion, Media, and Technology
Religion in the Americas
Theory and Method in the Study of Religion

DISSERTATION

Immanent Technologies: Posthuman Digital Religion in America

Awarded The Network for New Media, Religion, and Digital Culture Studies for Outstanding Graduate Dissertation Award, 2021

ACADEMIC POSITIONS

Lecturer - Religious Studies Department, UNC Greensboro 2020 - Present
Associate Director - UNCG's Network for the Cultural Study of Videogaming, 2021- Present
Lecturer - Department of Philosophy and Religion, Ithaca College 2019-20
Instructor - Renée Crown Honors Program, Syracuse University 2017-19

AWARDS

UNCG College of Arts and Sciences Ashby Dialogue Award, 2022
UNCG College of Arts and Sciences Summer Course Development Grant, 2022
Network for New Media, Religion and Digital Culture Studies Outstanding Graduate Dissertation, 2021
Syracuse University Teaching Assistant Fellowship, 2013-2018
Syracuse University Future Professoriate Stipend, 2016,2017

PUBLICATIONS

Books

Religion and Video Games: An Introduction

Invited Proposal Under Review with Routledge

Played to Death: Posthumanism, Death, and Video Games

Book Proposal Under Consideration with Routledge

Book Chapters

“Navigating Identity and Embodiment in Digital Games.” In *Oxford Handbook of Digital Religion*, edited by Heidi A. Campbell and Pauline Hope-Cheong,. Oxford University Press, In Press.

“A Case Study in Digital Religion: That Dragon, Cancer.” In *Digital Religion*, edited by Heidi A Campbell and Ruth Tsuria. New York ; London: Routledge, 2021.

Journal Volume Guest Editor

Gamevironments, Video Gaming and Post Mortality, 9, no. 1 (2018).), ed. John W.

Borchert

<https://www.gameenvironments.uni-bremen.de/current-papers-and-archive/>

Book Reviews

Review, *Digital Existence: Ontology, Ethics and Transcendence in Digital Culture*, Amanda Lagerkvist (ed). In *Journal of Religion Media, and Digital Culture*. 10:2, 2021

https://brill.com/view/journals/rmdc/10/2/article-p343_343.xml

Review, *Internet Afterlife: Virtual Salvation in the 21st Century*, Kevin O’Neill. In *Journal of Religion, Media, and Digital Culture*, 7:1, 2018

https://brill.com/view/journals/rmdc/7/1/article-p121_121.xml?language=en

SELECTED CONFERENCE PRESENTATIONS

“Re-Presenting Death in Video Games: ‘That Dragon, Cancer’ and Christian Images of Suffering and Grief” presented at the American Academy of Religion Annual Meeting, December 2, 2020

“We Have Never Been Human: Transhuman Embodiments and Utopia in American Religious History” presented at the American Academy of Religion Annual Meeting, November 25, 2019

“A Place, An Interface: Ritualizing Techno-Eco Burial through the BiosIncube” presented at the American Academy of Religion Annual Meeting, November 18, 2018

“A Portal Too: Approaching Video Games within Posthuman Networks” presented at the International Society for Religion, Media, and Culture Biannual Meeting, UC Boulder, CO, August 11, 2018

“No-Death: Posthuman Living through Ritualized Game Death” presented at the American Academy of Religion Annual Meeting Boston MA, November 18, 2017

“Post Human Bodies as Religious Subjects in Contemporary American Christianities” presented at the Utopia After the Human Leverhulme International Network Symposium, Cornell University, April 12 2017

“Modeling Religion and Digital Gaming” presented at the International Society for Religion, Media, and Culture Biannual Meeting, Hanyang University, Seoul, August 4, 2016

“Mourning the Posthuman: Contemporary Urban Necro-Politics as Ritual Negotiation” presented at Ways of Knowing, The Fourth Annual Graduate Conference on Religion at Harvard Divinity School, October 22-24, 2015

“Haptic Enchantment: The Material Pedagogy of Alternate Reality Games” presented at Columbia University Religion Department Graduate Student Conference, Columbia University, March 27, 2015

“Touching Sight: Digital Games and Corporeal Transcendence” presented at American Academy of Religion Eastern International Regional Conference, Syracuse University, May 3, 2014

INVITED BLOG POSTS

Approaching Digital Religion through Pedagogy and Posthumanism, Media Commons, September 2017, <http://mediacommons.org/fieldguide/question/how-does-digital-intersect-spiritualityreligion-how-have-digitalvirtual-technologies-bro-a-3>

Contemporary Urban Necro-Politics and Ritual Negotiation, Quotidian, October 2016, <https://www.quotidian.pub/contemporary-urban-necro-politics-and-ritual-negotiation/>

COURSES DESIGNED AND TAUGHT

REL101: “Introduction to Religious Studies”, UNCG Spring 2021

REL104: “Religion, Ritual, and the Arts”, UNCG Spring 2021

REL 113: “Supernatural Encounters”, UNCG Spring 2022

RLST104: “Introduction to New Testament”, Ithaca College (x2)

REL109: “Religion and Contemporary Culture”, UNCG (x2)

FMS 140: “Videogaming and Death”, UNCG Spring 2022

RLST207: “Death and Immortality”, Ithaca College (x2)

REL207: “Modern Problems of Belief”, UNCG Fall 2020

HNR240: “How Religion Makes Bodies”, Syracuse University Honors Program, (x3)

REL320: “Digital Religion”, Syracuse University, Spring 2017

RLST375: “Religion and Film”, Ithaca College, Spring 2015

PROFESSIONAL ACTIVITIES

Co-Chair, Religion & Media Workshop, AAR 2019-Present
Board Member, International Academy for the Study of Gaming and Religion, 2018- Present
Editorial Board, *gamevironments*, 2018- Present
Editorial Assistant, Journal of Religion, Media, and Digital Culture (Brill) 2018- 2020
Steering Committee, Death, Dying & Beyond Unit, AAR 2018-Present
Editorial Assistant, Political Theology (Taylor and Francis) 2015-2016
Member, American Academy of Religion 2008-Present

UNIVERSITY SERVICE

Advisory Board, UNCG University Teaching and Learning Commons, 2022-23
Hiring Committee, UNCG E-Sports Assistant Director, 2022
Member, Foundations Institute, General Education Council, UNCG, 2022
Lead Organizer, Esports Summer Camp, UNCG, 2022
Lead Organizer, “First Year Play”, Welcome Weeks, UNCG, 2022
Lead Organizer, Videogaming Cultures and Esports Studies Minor, UNCG 2021
Department of Religion Graduate Admissions Committee, Syracuse, 2017-2018
Student Association Senator, Graduate Student Organization, Syracuse, 2016-2017
Co-President, Religion Graduate Organization at Syracuse University 2014-2015
Creator/Organizer, Graduate Symposium: “Theory and Things”, Syracuse, 2014
Organizing Committee, “Undergraduate Conference: Religion and Culture”, Syracuse, 2014
Creator/Organizer, Symposium: “Body, Space and Performance” Syracuse, 2012

REFERENCES

Dr. Zachary J. Braiterman

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Dr. William Robert

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Dr. Gregory P. Grieve

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