

Victoria Lagrange, Ph.D.

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EMPLOYMENT

Kennesaw State University

Assistant Professor of English (Game Narrative), English Department, Norman J. Radow College of Humanities and Social Sciences (2022-)

Indiana University

Lab manager and Project Coordinator for The Interdisciplinary Program for Altruism and Empathy Research (www.iPEARlab.org) at Indiana University (2021- 2022)

Associate Instructor of French, Department of French and Italian, College of Arts and Sciences (2018-2020)

EDUCATION

PhD in French and Francophone Studies & Comparative Media Studies, Indiana University Bloomington (Defended June 7, 2022)

Dissertation Title: (Re)Making Choices: Media Hybridization in Interactive Fiction (351pp.) (2017-2022)

PhD in Comparative Literature, Université de Poitiers (France) (Defended March 24, 2021)

Dissertation Title: Transmedia Multiverse: Fairytale Architextuality in Popular Culture. The case of *Fables* by Bill Willingham (2002-2015). (427pp.) (2015-2021)

MA in Comparative Literature (with Honors), École Normale Supérieure de Lyon (France) (2009-2011)

Thesis 1 (2010): Processes of identification to violent characters in literature and cinema

Thesis 2 (2011): Horror and humor in various adaptations of Edgar Allan Poe's works

BA (equivalent), Classes Préparatoires aux Grandes Ecoles in Humanities and Economics, Lycée Janson de Sailly, Lycée Claude Monet (France) (2006-2009)

RESEARCH INTERESTS

Interactive fiction; Video games; Narratology; Immersion; Empathy; Transmedia

PUBLICATIONS (*Peer Reviewed)

Forthcoming (2023) *"Individualized Communal Experience: Players of Detroit: Become Human", *Digital Games Research Association 2023 Conference Proceedings*.

Forthcoming (2023) "Making Choices in the Storyworld: User Agency in Digital Interactive Narratives", *NARRALinCog Conference Proceedings*.

- Forthcoming (2023)** *Lagrange, V., Pak, D., Denny, V., Kincaid, C., Konrath S., Breithaupt, F., "Pawn-playing and biased empathy: Interactive Fiction Promotes Single-Perspective Empathy, Linear Fiction Multi-Perspective Empathy".
- 2023** *"Vertigo au-delà du miroir: Repenser la question sociale au prisme des contes dans *Fables*" [Vertigo through the looking-glass : Rethinking society through the Fables' fairytales], *25 Years of Vertigo*, Editions du Murmure.
- 2023** *Breithaupt, F., Hicks, M., Hiskes, B., Lagrange, V., "High-stakes decisions do not require narrative conviction but narrative flexibility", *Behavioral and Brain Sciences*, 46, E85, Cambridge University Press. doi:10.1017/S0140525X22002606
- 2023** *"Violences et enquête policière dans les réécritures des contes de Grimm" [Violence and the detective story in rewritings of Grimm's fairytales], *L'Enquête*, Presses Universitaires de Rennes.
- 2023** *"Narratologie postclassique : Pour un architecte transmédiatique" [Postclassical Narratology: For a Transmedia Architect], *Otrante*, Editions Kimé.
- 2022** Martingano, A.J., Konrath, S., Lagrange, V., Litton, J. (2022) *Curiosity in the college classroom: An instructor guide*. Report prepared for Heterodox Academy.
- 2019** *Lagrange, V., Hiskes B., Woodward C., Li B., Breithaupt F., "Choosing and enjoying violence in narratives", *PLoS ONE* 14(12), <https://doi.org/10.1371/journal.pone.0226503>
- 2018** *"Monstruosité féminine et désir incestueux dans *Phèdre* de Racine et « Peau d'Âne » de Perrault" [Feminine monstrosity and incestuous desire in Racine's *Phèdre* and Perrault's « Peau d'Âne »], *Alkemie, Revue semestrielle de littérature et philosophie*, n°22, Editions Classiques Garnier, p.101-112.
- 2018** *"Du monde double au multivers, les réécritures transmédiatiques des contes" [From dual worlds to the multiverse: transmedial rewritings of fairytales], *Transmédiatités du Conte*, Peter Lang, p. 175-186.
- 2018** "« Il y a icy quelque chose que je n'entens pas »: The crisis of morality in « Le Petit Poucet » by Charles Perrault", Arizona State University online working papers.
- 2018** "Fertilisations croisées du conte, entre transmédia et recyclage culturel" [Crossed fertilizations of fairytales, between transmedia and cultural recycling], *Revue Traits d'Union*, n°8, Presses Sorbonne Nouvelle, p. 36-45.

RESEARCH EXPERIENCE

Supervisor of the Game Narrative Lab at Kennesaw State University (2023)

Co-PI for Warpefelt, Henrik, Lagrange, Victoria, Charline Foch, Ludovic Vetea Mompelat, "Minimalist Generative Narratives project", (2022)

Collaborator for the Center for Scholars and Storytellers (www.scholarsandstorytellers.com) at UCLA (2022)

Lab manager and Project coordinator for The Interdisciplinary Program for Altruism and Empathy Research (www.iPEARlab.org) at Indiana University (2021- 2022)

- Studied the link between empathy and curiosity to create innovative teaching methods in a virtual setting.
- Created Qualtrics surveys, IRB, recruitment, leading data collection, data analysis, research, grant reports.

Member of the Experimental Humanities Lab at Indiana University Bloomington (www.experimentalhumanities.com) under the supervision of Professor Fritz Breithaupt (2017-2022)

- Led and published a research experiment on moral disengagement in interactive violent stories: “Choosing and enjoying violence in narratives” (*PLoSOne, Science of Stories*, 2019).
- Led a research experiment on immersion and interactive fiction.

PRESENTATIONS

- 2023** “Unveiling Narratives: Leveraging Quantitative Methods to Explore Reception and Empower Creative Writing”, SAMLA, November 2023, Atlanta, GA.
- 2023** “Individualized Communal Experience: Players of Detroit: Become Human”, International Society for the Empirical Study of Literature, September 2023, Monopoli (Italy).
- 2023** “Embedded fairytales: The transmedia multiverse of Fables by Bill Willingham”, Graphic Horizons: The Future of Comics and Creativity in an Intermedial World, September 2023, Adelaide (Australia).
- 2023** “Individualized Communal Experience: Players of Detroit: Become Human”, Digital Games Research Association 2023 Conference, June 2023, Sevilla (Spain).
- 2023** “Making Choices in the Storyworld: User Agency in Digital Interactive Narratives”, Narrative, Linguistics, and Cognition: Interdisciplinary Approaches to Narrative and Storyworld Possible Selves, May 2023, Madrid (Spain).
- 2023** “Writing for Games”, Roundtable with Phil Keeling, Red Clay Writers Conference 2023, April 2023, Kennesaw, GA.
- 2022** “Engaging Storytelling in Interactive Narratives,” Southern Interactive Entertainment & Game Expo, October 2022, virtual conference.
- 2022** Lagrange, V., Pak, D., Denny, V., Kincaid, C., Konrath S., Breithaupt, F., “Pawn-playing and biased empathy: Interactive Fiction Promotes Single-Perspective Empathy, Linear Fiction Multi-Perspective Empathy.” International Society for the Empirical Study of Literature, July 2022, virtual conference.
- 2022** Lagrange, V., Litton, J., Martingano, A.J., & Konrath, S. “The complex relationship between curiosity and empathy.” Poster presented at the Heterodox Academy Conference, June 2022, Denver, CO.

- 2022** Lagrange, V., Litton, J., Martingano, A.J., & Konrath, S. "The complex relationship between curiosity and empathy". Poster presented at the Association for Psychological Science Annual Convention, May 2022, Chicago, IL.
- 2021** "Ubisoft and the videogame industry in Montreal," Guest Speaker in Professor Vincent Bouchard F667 course "Montréal : des Canadiens-français à la Francophonie".
- 2021** "Love and Fairytales", Guest Speaker in Professor Hall Bjornstad C103 course "A Question of Love".
- 2021** "The Witch: narrative pivot in fairy tales and their rewritings," 20th & 21th century French & Francophone Studies International Colloquium, Georgetown University, virtual colloquium.
- 2020** "From frame to network: *Fables* by Bill Willingham, towards a post-modern age of comics?", Panels on Panels IU Comics Conference, Indiana University Bloomington.
- 2019** "Digital Stories: The digital world of fanfiction and Role-Playing Game," Guest Speaker in Professor Vincent Bouchard F225 course: "Francophone Popular Cultures", Indiana University Bloomington.
- 2019** "Embedded fairytales: metafiction and multiverse in *Fables* and *The Wolf Among Us*," International Graphic Novel and Comics Conference, Manchester University, UK.
- 2019** "Understanding *Once Upon a Time's* francophone fandoms: in-between fiction and metafiction," GSO Conference, Indiana University Bloomington.
- 2018** "Vertigo through the looking glass: society questioned through fairytales in *Fables*," 1993-2018 25ans de Vertigo, Université de Dijon, France.
- 2018** "Why does television have such bad press in France," International Conference on Communication and Media Studies, University of California, Berkeley.
- 2018** "Contemporary rewritings of « Barbe Bleue », " Guest Speaker in Professor Hall Bjornstad F375 course: "Losing It: Chaos and Control in Early Modern French Literature," Indiana University Bloomington.
- 2018** "Du merveilleux des contes à la violence criminelle : le sublime dans les *Contes de Crimes* de Pierre Dubois," Graduate conference, University of Georgia, Athens.
- 2018** "« Il y a icy quelque chose que je n'entens pas », The crisis of morality in « Le Petit Poucet » by Charles Perrault," Graduate conference, University of Arizona, Tucson.
- 2017** "Dualités et hétérotopies dans les réécritures des contes de Grimm," International Colloquium "Transmédialité du conte," Université de Strasbourg, France.
- 2017** "Du merveilleux des contes à la violence criminelle : les *Contes de Crimes* de Pierre Dubois", International Colloquium "Il était une fois... ? Formes, enjeux et détournement du conte contemporain," Université du Québec à Montréal, Canada.
- 2017** "Fertilisations croisées du conte, entre transmédia et recyclage culturel", Colloquium "Fertilisations croisées dans les arts et medias," Université Paris III, France.

- 2017** “Les fandoms francophones de *Once Upon a Time*, entre fiction et métafiction,” Colloquium “Cinéphilie, Sériephilie 2.0,” Université Paris III, France.
- 2016** “Violences et enquête policière dans les réécritures des contes de Grimm,” Seminar « Aux confins de l’enquête, entre excès et évidemment, l’art créateur d’instabilité, » Université Rennes 2, France.

GRANTS, FELLOWSHIPS, AWARDS, PRIZES

- 2023** Office of Research Summer Faculty Fellowship
- 2023** Norman J. Radow College of Humanities and Social Sciences’ Small Grant
- 2021-2022** College of Arts and Science Dissertation Completion Fellowship
- 2021** Weathers-Young Spring Dissertation Fellowship
- 2020** Michael Berkvam Research Grant
- 2020** French Assistant Instructor Teaching Award
- 2019** Grace P. Young Graduate Award for Excellence in French/Francophone Graduate Studies
- 2018** Grace P. Young Travel Award
Michael Berkvam Graduate Student Fund Travel Award
- 2018** Grace P. Young Travel Award
Michael Berkvam Graduate Student Fund Travel Award
- 2017-2018** College of Arts and Sciences Graduate Fellowship

TEACHING EXPERIENCE

Kennesaw State University

- Fall 2023** WRIT 3125, Interactive Narrative & Games
WRIT 3125, Interactive Narrative & Games (online asynchronous)
- Spring 2023** WRIT 3125, Interactive Narrative & Games
WRIT 3210 Graphic Storytelling
PRWR 7900 Interactive Narrative & Games
Directed Student Learning: Undergraduate Honors Thesis, Computer Science Department, WRIT 3210, “Murphy’s Day Out,” Advised: Autry, Johnathon.
- Fall 2022** ENGL 1102, English Composition II
WRIT 3125, Interactive Narrative & Games
Directed Student Learning: Undergraduate Honors Thesis, Computer Science Department, WRIT 3125, “Break that Date - Game Concept Document,” Advised: Autry, Johnathon.

Indiana University Bloomington

- Fall 2020** F300 “Stories and Scandals”
- Summer 2020** F100 “Elementary French I” (online)
- Spring 2020** C103 “A Question of Love” (Prof. Hall Bjornstad, Teaching Assistant)
- Fall 2019** F100 “Elementary French I”
- Spring 2019** F316 “Conversational Practice”
- Fall 2018** F100 “Elementary French I”
- Summer 2018** Indiana University Honor Program in Foreign Languages in Brest, France (Instructor, Logistic coordinator for this language-intensive summer study-abroad program for Indiana high-school students)

Université Paris X, Nanterre, France

- Spring 2017** “Literature and Seriality”, Comparative Literature

ACADEMIC SERVICE

Kennesaw State University

- 2022-2023** Head of the Game Narrative Lab at Kennesaw State University
Committee Member, MAPW Committee.
Committee Member, Speakers and Events.
Committee Member, Film and Screen Studies committee.
Committee Member, Writing Studies.
Interaction with Industry, Georgia Game Design Association, Regional.

Indiana University Bloomington

- 2021** Assistant for the CIEF congress.
- 2020-2021** Graduate Assistant for the series of webinars “Ethics of Relating Digitally” (with funding by the Lilly Endowment Inc.)
- 2019-2020** Member of the “Panels on Panels” Conference Committee
- 2018-2019** Member of the FACE Movie Festival Comitee “Cinéma sans Frontières, Beyond Francophone “Realities”

Ecole Normale Supérieure

- 2012** Interviewer for the Assises Internationales du Roman (France)
- 2009-2010** President of the cinema production association Champ Libre

DEVELOPMENT ACTIVITIES ATTENDED

- 2023** Summer Faculty Fellowship, Office of Research.
Workshop, “Writing Winning NSF Grant Proposals,” Office of Research.
Workshop, “NEH Grants Workshop,” RCHSS.
- 2022** Workshop, “Designing and Implementing Sustainable Courses,” RCHSS.

Workshop, "PI Academy," Research Development and Strategic Initiatives at Kennesaw State University.

LANGUAGES

- **French:** Native speaker
- **English:** Fluent (speaking, reading, writing)
- **German:** Intermediate (speaking, reading, writing)