

Travis Faas

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Media arts researcher and instructor with expertise in learning sciences, user experience, human-computer interaction, game and web development, augmented reality, virtual reality, alt control game design, and live streaming. Skilled at programming games in a variety of contexts such as HTML5 and JavaScript, Unity, and Unreal Engine. Experienced at making physical computing devices for custom game controller development or installations. Regional leader in charge of IGDA Indianapolis and the Indy Indies Alliance and connected to broader game development communities through service to festivals and conferences such as MAGFest Indie Videogame Showcase and the annual Game Developers Conference in San Francisco.

Research interests: purposeful games, learning communities, educational technology, alt control game design, sustainable/green game design, mixed reality, online learning

EDUCATION:

Indiana University – Purdue University, Indianapolis	Doctor of Philosophy 8/2024 Human Computer Interaction Minor: Education
Purdue University, Lafayette	Master of Science 5/2010 Applied Computer Graphics Minor: Education
Purdue University, Lafayette	Bachelor of Science 5/2008 Computer Graphics Technology Minor: Art and Design

APPOINTMENTS and EMPLOYMENT:

Assistant Professor	Ball State University	08/2024 - Present
Senior Lecturer	Indiana University Indianapolis	6/2024 – 7/2024
Lecturer	Indiana University Purdue University Indianapolis	09/2011 – 6/2024
Visiting Lecturer	Indiana University	09/2021 – 6/2022
Conference Associate	GDC - Informatech	2017, 2022-2023
Web Developer	MediaSauce	2010 - 2011
Teaching Assistant	Purdue University	2008 - 2010

HONORS AND AWARDS:

2022 Excellence in Scholarship of Teaching	IUPUI School of Informatics and Computing
2019 Excellence in Community Engagement	IUPUI School of Informatics and Computing
2017 Excellence in Teaching	IUPUI School of Informatics and Computing
2009 Excellence in Graduate Student Teaching	Purdue Center for Instructional Excellence
2003 Eagle Scout	Boy Scouts of America

PUBLICATIONS:

BOOKS

Faas, T. (2024). A Model of Project Continuation in Game Jams and Hackathons. Indiana University Indianapolis.

Faas, T. (2017). *An Introduction to HTML5 Game Development with Phaser.js*. AK Peters/CRC Press.

CONFERENCE / JOURNAL ARTICLES

Burke, C., Strantz, A., & Faas, T. (2025). Tracking Availability of Early Game Genres. In Proceedings of the 2025 Symposium on Games, 1-8.

Faas, T. (2025). Development of Learning Outcomes Using Classroom Project Constraint Systems. *Journal of Computing Sciences in Colleges*, 41(4), 122-128.

Faas, T. (2024, October). Continue Jam: A Chatbot Augmented Online Game Jam. In Proceedings of the 8th International Conference on Game Jams, Hackathons and Game Creation Events (pp. 57-61).

Faas, T., & Lu, Z. (2021, August). Leadership Styles of Game Jam Organizers. In *Sixth Annual International Conference on Game Jams, Hackathons, and Game Creation Events* (pp. 29-36).

Shen, C., Lu, Z., Faas, T., Wigdor, D. (2021). The Labor of Fun: Understanding the Social Relationships between Gamers and Paid Gaming Teammates in China. *HCI 2021*

Faas, T., Liu, I. C., Dombrowski, L., & Miller, A. D. (2019). Jam today, jam tomorrow: Learning in online game jams. *Proceedings of the ACM on Human-Computer Interaction*, 3(GROUP), 1-27.

Faas, T., Dombrowski, L., Brady, E., & Miller, A. (2019, March). Looking for Group: Live Streaming Programming for Small Audiences. In *International Conference on Information* (pp. 117-123). Springer, Cham.

Faas, T., Dombrowski, L., Young, A., & Miller, A. D. (2018). Watch me code: Programming mentorship communities on twitch. tv. *Proceedings of the ACM on Human-Computer Interaction*, 2(CSCW), 50.

Faas, T., & Lin, C. (2017). Self-Directed Learning in Teacher-Lead Minecraft Classrooms. In Proceedings of the 2017 CHI Conference Extended Abstracts on Human Factors in Computing Systems (pp. 2569–2575). New York, NY, USA: ACM. <https://doi.org/10.1145/3027063.3053269>

Chaolan Lin, Travis Faas, Lynn Dombrowski and Erin Brady, “Beyond Cute: Exploring User Types and Design Opportunities of Virtual Reality Pet Games”, 23rd ACM Symposium on Virtual Reality Software and Technology (VRST 2017).

Chaolan Lin, Travis Faas and Erin Brady, “Exploring Affection-Oriented Virtual Pet Game Design Strategies in VR”, 7th Affective Computing and Intelligent Interaction (ACII 2017).

Defazio, J., Faas, T., & Finch, R. (2013, July). Building multi-user virtual worlds. In *Computer Games: AI, Animation, Mobile, Interactive Multimedia, Educational & Serious Games (CGAMES)*, 2013 18th International Conference on (pp. 132-137). IEEE.

Matei, S. A., Wernert, E., & Faas, T. (2009, August). Where information searches for you: The visible past ubiquitous knowledge environment for digital humanities. In *2009 International Conference on Computational Science and Engineering* (Vol. 4, pp. 1043-1047). IEEE.

GRANTS:

2023

Critique-oriented gameplay programming course development

Funder: IUPUI Center for Teaching and Learning

Amount: \$15,000

Description: In collaboration with my colleague Mathew Powers, create a set of three new classes in IUPUI's game design curriculum. One class focuses on tabletop roleplaying game design, while two are for gameplay programming. These classes are based on a critique-oriented studio model and employ regular peer feedback.

2020

Game User Experience Online Curriculum

Funder: Epic MegaGrant / Epic Games

Amount: \$12,000

Description: Design and development of a series of educational projects, modules, and videos that explain UX concepts in the context of Unreal Engine. Draws from HCI and Human factors concepts present in the book "The Gamer's Brain" by Celia Hodent.

TEACHING:

Ball State University

CS315 Game Programming
CS311 Web Development
CS445 Human – Computer Interaction
CS390 Game Preproduction
CS414 Game Production 1
CS415 Game Production 2

Indiana University Indianapolis

Game Development

N232 Introduction to Gameplay Programming *
N230 Introduction to Game Development
N330 Intermediate Game Development
N331 Game Testing and Evaluation *
N337 Virtual World Design and Development *
N339 Augmented Reality Design and Development *

Web development

N220 Introduction to Media Application Development
N320 Intermediate Media Application Development
I311 Information Architecture

Media Arts
N202 Digital Storytelling
N238 2D Animation

* new class that I proposed, designed, and delivered

SERVICE:

School

Department Events Committee	2025-2026
Undergraduate Curriculum Committee	2025-2026
Undergraduate Curriculum Committee Chair	2024-2025

Professional

Indy Indies Alliance President	2025 - Present
IGDA Indianapolis Chair	2022 – Present
MAGFest Indie Videogame Showcase Lead	2025 - Present
MAGFest Indie Videogame Showcase Staff	2018-Present
CHI Play Engagement Chair	2024, 2025
CHI Play Late Breaking Work AC	2025
Global Game Jam Theme Committee	2022-2023
CSCW Registrations Chair	2020, 2021
GDC Conference Associate	2017-Present
IGDA Indianapolis Vice-Chair	2014-2015

PRESENTATIONS:

INTERNATIONAL

Continue Jam: A Chatbot Augmented-	ICGJ	10/11/2024
Leadership Styles of Game	ICGJ	8/2/2021
Jam Organizers		
Jam Today, Jam Tomorrow	GROUP	1/7/2020
Looking for Group	iConference	4/4/2019
Watch Me Code	CSCW	11/7/2018

NATIONAL

Whats new in serious games	MAGFEST	1/9/2026
Indie Failure Workshop	MAGFEST	1/10/2026

REGIONAL

Developing Community with IGDA	MDEV	11/9/2025
That's alt control, baby	MDEV	11/8/2025
Development of Learning Outcomes	CCSC:MW	9/20/2025
Using Classroom Project-		
A discussion of sustainable games	GDEX	9/4/2025
Creative Project Constraints For	Gencon	8/30/2025
Student Learning Outcomes		
There is no alt without control	GDEX	10/24/2024
Making Twitch-Integrated Games	GDEX	10/11/2020
An Introduction to Playful UX	GDEX	10/12/2019
Game Dev Streams: How and Why	GDEX	9/29/2018
Watch Me Code	Ball State CS	9/19/2018
The Science and Art of Games	IUPUI	4/8/2017

Everyday Understanding	NASAGA	10/16/2016
Developing HTML5 Games	Pixel Pop	9/15/2015
Developing HTML5 Games	MGDS	7/12/2014
Teach a man to Unity	MGDS	7/12/2014
Building multi-user virtual worlds	CGAMES	8/1/2013

CREATIVE ACTIVITY:

Name	Shown at	Date shown
<i>Frame Shifters</i>	MAGFest Indie Arcade	1/10/2022, 1/2023, 1/2024

Alt control game played by spinning the wheels of an upside-down bicycle. Focus placed on the tactile sense of the gameplay. <https://soaringlift.itch.io/frame-shifters>

<i>Whistle While You Brew</i>	Meaningful Play	10/22/2016
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Virtual reality game that requires the user to sing, hum, whistle, or play an instrument to take actions within the game world. The game is a management-style game similar to Tappers. More information at <https://soaringlift.itch.io/whistle-while-you-brew>

<i>Paths and Environments</i>	Games, Learning, and Society	6/12/2013
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Virtual reality / Kinect game. Tracks the position and motion of individuals through a gallery space, and modifies a virtual Minecraft-like world to create aspects of erosion, tree growth, and pollution. Viewing of the space can only be done through vr goggles, creating an 'unseen, but still affected' world.