

Cody Reimer

Appointments

Associate Professor, UW-Stout	2021–Present
Director of First-Year Composition, UW-Stout	2017–2020
Assistant Professor, UW-Stout	2015–2021
Graduate Teaching Assistant, Purdue	2010–2015
Graduate Teaching Assistant, St. Cloud State University	2008–2010

Education

Ph.D. in English, Purdue University, 2015
Primary emphasis: Rhetoric and Composition
Secondary emphases: Professional Writing; Rhetoric, Technology, and Digital Writing
Dissertation: Big-Data Fueled Design: Rapid Iteration and Constructing Compelling Systems
Committee: Drs. Samantha Blackmon (chair), Patricia Sullivan, Michael Salvo, Nathan Johnson
M.A. in English, St. Cloud State University, 2010
Thesis: Crafting a Machinima-Centered Composition Course
Committee: Drs. Matt Barton (chair), Judith Kilborn, Chris Jordan
B.A. in English, University of Minnesota, Morris, 2005
A.A., North Hennepin Community College, 2003

Publications (Select)

Reimer, C. & Rose, E. (2023). "Iteration." *Keywords Design Thinking*. Ed. Jason Tham. Foundations & Innovations in Technical & Professional Communication.

Reimer, C. (2022). "Medium-Weight Euro Crunch: Technical Communication in the Hobbyist Board Game *Distilled*." *Proceedings SIGDOC '22, October 06-08, 2022, Boston, MA*. ACM.
<https://dl.acm.org/doi/10.1145/3513130.3558986>

Reimer, C. (2021). "Toward a Broader Conception of Theorycrafting." *Playing with the Rules: The Ethics of Playing, Researching, and Teaching Games in the Writing Classroom*. Eds. Matthew Johnson, Rebekah Colby, and Richard Colby. Springer Nature.

Nicholes, J. and **Reimer, C. (2021).** "The Impact of Taking Basic Writing on Later Writing-Course Performance and Graduation." *Journal of Basic Writing* 39(1).

Nicholes, J. and **Reimer, C. (2020).** "Evaluating the Impact of First-Year Writing Course Grades on College-Student Persistence." *Studies in Educational Evaluation*, 64.

Reimer, C. (2018). "Contextual Cropping, Collateral Data: Screenshot Methods for UX Research." *Communication Design Quarterly* 6.2.

Reimer, C. (2017). "Dialogic, Data-Driven Design: UX and League of Legends." *Rhetoric and Experience Architecture*. Eds. Liza Potts and Michael Salvo. Parlor Press.

Teaching (UW-Stout)

TPC in the Games Industry (ENGL 750)
User-Centered Research in Tech Comm (ENGL 730)
Advanced Usability (ENGL 725)
Technical Writing (ENGL 615)
Writing Technical Manuals (ENGL 435)
Writing for Content Management (ENGL 430)
Writing for the Internet (ENGL 388)
Usability Design and Testing (ENGL 345)
Feature Writing (ENGL 330)
Professional and Tech Comm (ENGL 320)
Writing and Narrative in Video Games (ENGL 299)
Critical Writing (ENGL 247)
Writing for the Media (ENGL 207)
Honors Composition 2 (ENGL 113)
Composition 2 (ENGL 102)
Composition 1 (ENGL 101)

Courses Created (UW-Stout)

Game & Media Studies (ENGL 122)
Issues in Games & Media (ENG 150)
Cross-Functional Teams (ENGL 222)
Worldbuilding (ENGL 322)
GRUX (ENGL 450)
GMS Capstone (ENGL 451)

Service (Select)

Member. Planning and Review Committee, UW-Stout.	Fall 2023–Present
Chair. UW-System English Placement Test Committee.	Fall 2020–Present
Member. Communication Design Quarterly Editorial Board.	2018–Present
Member. UW-System English Placement Test Committee.	Fall 2017–Present
Advisor. PCEM Students, UW-Stout.	Spring 2016–Present
Member. PCEM Advisory Board, UW-Stout.	Spring 2016–Present
Member. PCEM Program Committee, UW-Stout,	2015–Present
Major Contributor. B.S. Game and Media Studies, UW-Stout.	Summer 2023
Contributor. MSTPC certificate curricula revision, UW-Stout.	Summer 2023
Collaborator. B.S. Game and Media Studies, UW-Stout.	Fall 2022–Spring 2023
Chair. Staff Committee, UW-Stout.	Fall 2021–Spring 2023
Reviewer. MSTPC Admissions Committee, UW-Stout.	2016–2020
Reviewer. <i>Technical Communication Quarterly.</i>	Summer 2020
Reviewer. <i>Effective Teaching of Technical Communication.</i> Ed Lisa Melançon.	Fall 2019
Reviewer. <i>Journal of Sociotechnology and Knowledge Development.</i>	2016
Organizer. Great Plains Alliance for Computers & Writing Conference, UW-Stout.	Fall 2016
Reviewer. Games+Learning+Society 12.0, UW-Madison.	Spring 2016

Professional Experience (Select)

Author. Luthier boardgame by Paverson Games, Summer 2023–Present
Copyeditor. Distilled boardgame by Paverson Games, Summer 2021–2022
Consultant. Usability Study for Thomson Reuters, Fall 2018–Spring 2019