

ANTHONY DOMINGUEZ

curriculum vitae

spl9project.space

EDUCATION

- Ph.D., Cinema Studies, New York University, May 2025
- M.Phil., Cinema Studies, New York University, May 2021
- M.A., Liberal Studies, The Graduate Center CUNY, January 2019
- B.A., English, Film, University at Albany, May 2016

DISSERTATION

- Title: “City, Space, Screen: (Dis)Assembling Empire in Times Square.”
Supervisor: Anna McCarthy
Committee: Dana Polan, Marita Sturken, Susan Murray, Kim Phillips-Fein

ACADEMIC PUBLICATIONS

Monograph

in progress *City, Space, Screen: (Dis)Assembling Empire in Times Square* (demonstrated interest from academic publisher; proposal will be submitted by September 2025)

Peer-Reviewed Articles

Forthcoming “The Right to Play: A Brief History of Play, Policing, and Redevelopment of Times Square’s Arcades,” *Journal of Space and Culture*.

2022 “Mechapocalypse: Tracing the Global Popularity of *Mobile Suit Gundam*,” *Journal of Anime and Manga Studies* (December 2022): 240 – 263.

2021 “Virtual Ruins: Longing for Other Worlds,” *Media Fields Journal* (April 2021).

Book Chapters

In Review “Signalis – (2022): Queerness as Horrorizon,” *Horror Videogames: A Companion*, eds. by Connor Jackson and Ewan Kirkland. Lausanne, Switzerland: Peter Lang (Forthcoming).

2024 “Hip-Hop and Fighting Games. Locating the Blerd between New York and Japan,” *Made in Asia/America*, eds. by Christopher B. Patterson and Tara Fickle. Durham, NC: Duke University Press (2024): 277 – 289.

Editorial Work

2023 *Fridge Street: Bridging Sites of Mutual Aid*, Museum of Reclaimed Urban Space.

Additional Academic Publications

- 2021 “Techno-Occult: Transforming the Internet into a Monstrosity in *Dot Hack*,” *In Media Res* (October 2021).

Creative Projects

- Ongoing *The Space Hidden in the Moon*: An interactive web archive of mixed media.
- 2026 *Division 5121*: A partial translation, annotated playthrough, and guide to the Japan-exclusive video-game, *Gunparade March* (2000).
- 2025 *Status Screen*: A digital gallery centered on role-playing games.
- 2019 *Memory Diplomacy*: A short film made in collaboration with Leticia Berrizbeitia Añez and Kaifan Wang.
- 2017 *Wandering Women*: A single-issue zine examining female filmmakers such as Barbara Loden, Susan Sontag, and Lynne Ramsay.

AWARDS, FELLOWSHIPS, AND GRANTS

- 2023 Urbanism / Geography / Architecture Travel Grant
- 2023 NYU Graduate School of Arts & Science Dean’s Conference Fund
- 2023 SCMS Travel Grant
- 2022 NYU Graduate School of Arts & Science Dean’s Conference Fund
- 2019 NYU Corrigan Fellowship
- 2018 CUNY Graduate Center Lightning Talk Award
- 2016 State University of New York at Albany Dean’s List Award

TEACHING EXPERIENCE

- 2024 - Adjunct Assistant Professor
Humanities Department, City Tech – CUNY
- 2024 - Adjunct Assistant Professor
Department of Cinema Studies, NYU Tisch School of the Arts,
- 2023 – Adjunct Assistant Professor
Department of East-Asian Studies, NYU College of Arts and Sciences
- 2020 – Teaching Assistant
Department of Cinema Studies, NYU Tisch School of the Arts

COURSES

- Spring 2025 Apocalypse / Utopia: The Visual Culture of Y2K
NYU Tisch School of Arts
- Fall 2024 Introduction to Cinema
City Tech, CUNY
- Fall 2023 Japanese Animation and New Media
NYU College of Arts and Sciences
- Summer 2023 Apocalypse / Utopia: The Cinema of Y2K
NYU Tisch School of Arts
- Spring 2023 Introduction to International Cinema: 1960 to the Present
NYU Tisch School of Arts

RECITATIONS

- Spring 2025 Brazilian Cinema, Media, and Culture
Robert Stam
NYU College of Arts and Sciences
- Spring 2021 Hollywood Cinema: 1960 to the Present
Dana Polan
NYU Tisch School of Arts

ACADEMIC SERVICE & LEADERSHIP

- 2025 Panelist Judge
The Undergraduate Research Conference, NYU College of Arts and Sciences
- Moderator
Book Talk: Abolishing Surveillance, NYU Tisch School of Arts
- 2023 - Peer Reviewer
The Journal of Anime and Manga Studies
- 2019 – 21 PhD Student Representative
Department of Cinema Studies, NYU Tisch School of Arts
- 2019 – 20 Graduate Student Conference Committee Member
Department of Cinema Studies, NYU Tisch School of Arts

INVITED TALKS

- 2025 “The Brazilian Gameic Imaginary.”
NYU College of Arts and Sciences (May).
- 2024 “From D&D to Frieren: A History of Japanese Sword & Sorcery Media.”
Casa Con (December).
- “Times Square as the Media City.”
NYU Steinhardt (May).
- 2021 “Research Methodologies.”
NYU Tisch School of Arts (April).

CONFERENCE PRESENTATIONS

- 2024 “zug-zug: Navigating Racial Discourse on Orcs in Fantasy Media,” *Society for Cinema and Media Studies Conference 2024* (March).
- 2023 “Virtual Playground: Times Square As Open-World Videogame,” *Society for Cinema and Media Studies Conference 2023* (April).
- “Serious Games & Playful Academia: Applying Teaching Pedagogy to Raid Leading in *Final Fantasy XIV*, *NYU Cinema Studies Student Conference*, New York University (February).
- 2022 “Split-Screen(s): Interfacing with Shibuya in *The World Ends With You*, *Glasgow International Fantasy Conversations*, University of Glasgow (April).
- “Games of Ruin, Repair, and Renewal: Asia/America at Play,” Roundtable, *Association for Asian American Studies Annual Conference 2022* (April).
- “Advertising at the Apocalypse: COVID-19 and Consuming the Black Spectacle in *I am Legend*,” *Yearning for the World: Mediating Proximity after Distanced Times*, University of Pennsylvania (February).
- 2021 “Made in Asia/America: Why Video Games Were Never (Really) About Us,” Roundtable Discussion, *Association for Asian American Studies Annual Conference 2021* (April).
- “Military Mobilize: The Real and Imaginary Battles for Times Square,” *Striking back at Empire: Politicizing Media Genres*, University of Pittsburgh (February).
- 2018 “Hovercrafts and Cows: The Black Avant-Garde of Adult Swim,” *Lightning Talk*, The Graduate Center, CUNY – The City University of New York (March).
- 2016 “Irony as Capitalist Critique in Jean-Luc Godard’s *Weekend*,” *Undergraduate Research Conference*, University at Albany – State University of New York (April).