

JOHN WILLIAM BORCHERT

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EDUCATION

PhD Religion – Syracuse University, Expected May 2020
MPhil Religion – Syracuse University, 2016
MA Religion - Syracuse University, 2013
BA Philosophy and Religion - Ithaca College, 2009

DISSERTATION

“Immanent Technologies: Digital Posthuman Religion in America”

AREAS OF INTEREST

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

COMPREHENSIVE EXAMS

Theory and Method in the Study of Religion
American Protestantism and Modernization
Religion and Technology
Gilles Deleuze as a Religious Thinker

LANGUAGE SKILLS

French, *proficient reading*
Spanish, *proficient reading*

COURSES TAUGHT

REL320: “Digital Religion”, Syracuse University, Spring 2017
HNR240: “How Religion Makes Bodies”, Syracuse University Honors Program, (x3)
RLST104: “Introduction to New Testament”, Ithaca College (x2)
RLST207: “Death and Immortality”, Ithaca College (x2)
RLST375: “Religion and Film”, Ithaca College, Spring 2015

TEACHING ASSISTANTSHIPS

REL 120: "Introduction to the Study of Religion", Syracuse University (x2)
REL 200: "Virtual Religion", Syracuse University
REL 106: "What is Belief?", Syracuse University
REL 108: "Religion and Its Critics", Syracuse University
REL 242: "Religious Issues in American Life", Syracuse University
REL 103: "Religion and Sports", Syracuse University (x2)
REL 186: "Followers of the Buddha (Buddhism)", Syracuse University

PUBLICATIONS

"Religion" co-authored with Gregory P. Grieve in *Digital Religion 2.0*, ed. Heidi Campbell, (New York: Routledge 2020). forthcoming

Editor, *Gamevironments* special issue "Video Gaming and Post Mortality", 9:1, 2018
<https://www.gameenvironments.uni-bremen.de/current-papers-and-archive/>

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

INVITED POSTS

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

Contemporary Urban Necro-Politics and Ritual Negotiation, Material Religions, October 2016, <http://materialreligions.blogspot.com/2016/10/contemporary-urban-necro-politics-and.html>

CONFERENCE PRESENTATIONS

"*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

“Becoming Cyber: Deleuze and the Female Cyborg” presented at Pippi to Ripley: The Female Figure in Fantasy and Science Fiction Conference, Ithaca College, May 4, 2013

“Visual Being: Avatar as Ontological” presented at The Monstrous, the Marginalized, and Transgressive Forms of “Humanity” Conference, Syracuse University, April 6, 2013

INVITED TALKS WITH HONORARIUM

“Religion, Ritual, and Virtual Reality.” Ithaca College. December 6, 2013

AWARDS

Teaching Assistant Fellowship 2013-2018
Future Professoriate Stipend 2016,2017

PROFESSIONAL ACTIVITIES

Board Member, International Academy for the Study of Gaming and Religions 2018-
Editorial Board, *gamevironments*, 2018-
Editorial Assistant, Journal of Religion, Media, and Digital Culture (Brill) 2018-
Steering Committee, Religion & Media Workshop, AAR 2018-
Steering Committee, Death, Dying & Beyond Unit, AAR 2018-
Editorial Assistant, *Political Theology* (Taylor and Francis) 2015-2016
Member, Religion Graduate Organization at Syracuse University 2011-
Member, American Academy of Religion 2008-Present

SYRACUSE UNIVERSITY SERVICE

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” Fall 2014.
Organizing Committee, “Undergraduate Conference: Religion and Culture”, Spring 2014.
Creator/Organizer, Symposium: “Body, Space and Performance” Spring 2012.