

# PHILIPPE CHAUVEAU

**Assistant Professor, Communication Studies**

**Temple University Japan Campus**

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Communications specialist with 7+ years of video game writing and research. Assistant Professor specializing in public speaking, interactive media storytelling, and cross-cultural perspectives. Born and raised in Rio de Janeiro, spent most of his childhood enthralled with Mario Kart and JRPGs.

## EDUCATION

### Ph.D., Media and Communication

Game Studies Specialization  
Texas Tech University | 2022

### M.A., Communication

University of Cincinnati | 2019

## RELEVANT SKILLS

- Long-form writing
- Script writing & reading
- Research & data presentation
- Oral communication
- Gift-of-the-gab, especially w/ games

## PUBLICATIONS & PRESENTATIONS

**Chauveau, P. de V.** & Adams, J. (2026, September). *Experiencing Japan through Video Games: Sense of Place in Persona 5*. Digital Games in Japanese Studies – Current Perspectives. Trier, Germany.

Yoshimura, K., & **Chauveau, P. de V.** (2025). *Keep your head in the game: Retrospective imaginative involvement with video game narratives*. Psychology of Popular Media. <https://doi.org/10.1037/ppm0000607>

**Chauveau, P. de V.** (2024). *The Role of Paratexts in Media Entertainment*. In N. Bowman (Ed.) Entertainment Media and Communication. De Gruyter Mouton. <https://doi.org/10.1515/9783110792881-034>

## PROFESSIONAL EXPERIENCE

### Assistant Professor, Digital Media: Fall 2025 - present

Communication Studies, Temple University Japan Campus

- Teach writing, media literacy, and research skills in intro-level comm courses
- Encourage creativity in higher-level, project-based video production courses
- Developed & teach one video game course: *Video Game Industry & Culture*

### Assistant Professor, Public Speaking, & Researcher: Fall 2022-Summer 2025

Department of Humanities and Communication, ERAU-Prescott

- Speech Program Monitor: Ensure faculty exceed expectations in speech courses
- Instruct on proper persuasive, informative, and narrative rhetorical strategies
- Design video game studies, conduct statistical analyses, and present data
- Developed & taught two video game course: *Video Game History* and *Video Game Storytelling*

### Graduate Instructor & Research Assistant: Fall 2019-Spring 2022

Department of Media and Communication, Texas Tech University

- Taught digital media literacy and writing for public relations
- Composed literature reviews and identified gaps in research for future projects
- Conducted primary research; executed every step, from gap identification to presenting results in private and public settings

### Creative Director: Fall 2017-Spring 2019

UCommunicate, Cincinnati

- Point-of-contact for clients; tailored services for specific client needs
- Inspected and granted final approval of any branding & web copy on posts
- Spearheaded creation of branding, name & logo, for University of Cincinnati programs

### Ticketing Venue Manager: Rio 2016 Olympic Games, Summer-Winter 2016

Equestrian Center (EQC), Rio 2016 Olympic Committee

- Developed daily sales and attendance reports
- Planned schedule and tasks for ticketing department workforce and volunteers
- Instructed 12 volunteers and 4 employees on proper use of ticketing software
- Expert in ticketing software; Troubleshooting of ticketing issues during live events, in keeping with overarching communications strategy

### Sports Reporter: 2012-2015

The Transcript, Ohio Wesleyan University

- Attended live sporting events and took detailed notes
- Wrote 1-2 articles per week, including game reports, interviews, and op-eds
- Live streamed collegiate soccer and basketball play-by-play