

Spring 2022

History 499 Capstone Presentations

Admin 101

May 4, 11, and 18 (3:40 p.m. to 6:25 p.m.)

The Department of History at PLU is delighted to announce the public presentation of Spring History capstone projects in Room 101 of Admin Hall (aka the Hauge Administration Building). All are welcome to attend, and we kindly ask you to wear a mask during the presentations.

Admission is free and you are invited to attend one or all presentations. Each student-run session generally takes 25 minutes, and there is a 5-minute break between sessions. For additional information, contact Prof. Michael Halvorson (halvormj@plu.edu).

Wednesday, May 4, 2022 (3:40 p.m. to 6:00 p.m.)

Sahara Jones, "Finding the Girmitiya: A history of Indian indentured labor in Fiji, 1879-1916"

Connor Musser, "The Great Railroad Strike of 1877: Birth of American Labor Organization and the first 'Red Scare'"

Jenna Labyak, "How the Volkswagen Car became a Racialized Commodity"

Fulton Bryant-Anderson, "Reinventing Call of Duty: Technology and travel in Call of Duty 2 and Call of Duty: World at War"

Jevan Wilskey, "Teaching Video Games: The how and why of transporting students into a virtual past"

Wednesday, May 11, 2022 (3:40 p.m. to 6:25 p.m.)

Kaitlin Williams, "The Uncharted video game series: Travel sequences, mobility, and early modern travelers"

Anders Bowe, "Viking ships and Viking-age travel in Western Europe and Scandinavia"

Grace Holt, "Route 66: Travel, towns, and mobility in the U.S."

Donte Watson, "Air Travel and Segregation in U.S. History"

Isaac Zenobio, "Transportation and Mobility during WWII"

Coley Query, "Blurring Reality: Gamification of Physical Spaces in the Augmented Reality Game Pokémon Go"

Wednesday, May 18, 2022 (3:40 p.m. to 6:25 p.m.)

Kepler Reagin, "Holy Well, Pilgrim Path: Travel and place in early medieval Irish folk religion"

Trinity Johnson, "Immobility and mobility among slaves in antebellum plantations"

Peyton Moreland, "American astronauts and the Space Race: Travel narratives from space"

Mary Campbell, "Enacting Hawaiian Language Revitalization in Tourism: Social impact technology and cultural tourism"

Greg Levchak, "Walking the city: Mobility and urban planning in Seattle"

Rylan Moulton, "Gaming on the move: Nintendo's mobile gaming cultures in America, 1980-2010"