**Mia L. Consalvo, Ph.D.**

L-CJ 4.407

Concordia University

7141 Sherbrooke Street West

Montreal, Quebec H4B 1R6

(514) 848-2424 x2574

mia.consalvo@concordia.ca

**POSITIONS HELD**

Concordia University

Canada Research Chair in Game Studies and Design (Tier 1), 2011-present

Professor of Communication Studies, 2013- present

Associate Professor of Communication Studies, 2011-2013

Massachusetts Institute of Technology

Visiting Associate Professor, Comparative Media Studies, 2009-2011

Visiting Scholar, Comparative Media Studies, Summer 2008

Chubu University

Kohei Muira Visiting Professor, Japan, Spring 2005

Ohio University

Associate Professor & Director of Graduate Studies, 2005-2009

Assistant Professor, School of Media Arts and Studies, 2002-2005

**University of Wisconsin-Milwaukee**

Assistant Professor, Department of Journalism and Mass Communication, 1999-2002

**University of Iowa**

Instructor, School of Journalism and Mass Communication, 1995-1999

Instructor, Women’s Studies Program, 1999

Multimedia Developer, 1995, Department of Physiology and Biophysics, College of Medicine

**University of Washington**

Teaching Assistant, School of Communication, 1994

Freelance Video Producer, UW Video Productions & School of Communications, 1994-1995

**EDUCATION**

Ph.D. Mass Communications, 1999

School of Journalism and Mass Communication

University of Iowa, Iowa City, Iowa

***Dissertation Title:*** “The Best of Both Worlds? Exploring

Bodies, Technologies, Gender and the Borg of *Star Trek*”

**M.A. Communications, 1995**

School of Communication

University of Washington, Seattle, Washington

***Thesis Title:*** “Rules Theory and Usenet Newsgroups: New

Directions for Computer-Mediated Communication Research”

**B.S. Communication Arts and Sciences, 1991**

Lyndon State College, Lyndonville, Vermont

Emphasis: Video Production and Videography

### BOOKS

1. ***Real Games: What’s Legitimate and What’s Not in Contemporary Videogames*** *(2019)*
2. Mia Consalvo & Christopher A. Paul, MIT Press, Cambridge, MA
3. ***Atari to Zelda: Japan’s Videogames in Global Contexts*** *(2016)*
4. Mia Consalvo, MIT Press, Cambridge, MA

***Players and Their Pets: Gaming Communities from Beta to Sunset*** *(2015)*

Mia Consalvo & Jason Begy, University of Minnesota Press, Minneapolis, MN

***Sports Videogames*** *(2013)*

Mia Consalvo, Konstantin Mitgutsch & Abe Stein (Eds.), Routledge, New York

***The Handbook of Internet Studies*** *(2011)*

Mia Consalvo & Charles Ess (Eds.), Blackwell Publishing, Malden, MA

***Cheating: Gaining Advantage in Videogames*** *(2007)*

Mia Consalvo, MIT Press, Cambridge, MA

***AoIR Internet Research Annual Volume 4*** *(2006)*

Mia Consalvo and Caroline Haythornthwaite (Eds.), Peter Lang, New York

***AoIR Internet Research Annual Volume 3*** *(2005)*

Mia Consalvo and Kate O’Riordan (Eds.), Peter Lang, New York

***AoIR Internet Research Annual Volume 2*** *(2005)*

Mia Consalvo and Matthew Allen (Eds.), Peter Lang, New York

***Internet Research Annual Volume 1: Selected Papers From the Association of Internet Researchers Conferences 2000-2002*** *(2004)*

Mia Consalvo, Nancy Baym, Jeremy Hunsinger, Klaus Bruhn Jensen, John Logie, Monica Murero, & Leslie Regan Shade (Eds.), Peter Lang, New York

***Women and Everyday Uses of the Internet: Agency and Identity*** *(2002)*

Mia Consalvo and Susanna Paasonen (Eds.), Peter Lang, New York

**PEER REVIEWED JOURNAL ARTICLES**

# The Dilemmas of a Disco Cop: Ethically Well Played Experiences in Disco Elysium

Mia Consalvo, E. Jules Maier-Zucchino and Robert Marinov, *Well Played: A Journal on Videogames, Value and Meaning,* Vol. 11, No. 1, 2022

# All in a Day’s Work: Working Class Heroes as Videogames Protagonists

Michael Iantorno, Courtney Blamey, Lyne Dwyer & Mia Consalvo, *Nordicom Review,* Vol. 42, N. 3: 88-110, 2021.

# Hack, Slash & Backstab: A Post-Mortem of University Game Development at Scale

Andrew Phelps, Christopher Egert & Mia Consalvo, *International Journal of Designs for Learning*, 12(1), 16-33, 2021.

# Reading Ren’py: Game Engine Affordances and Design Possibilities

Mia Consalvo and Dan Staines, *Games and Culture,* Online First, 2021. DOI: 10.1177/1555412020973823, 2020

# Getting through a Tough Day (Again): What Possum Springs Says about Mental Health and Social Class

Mia Consalvo and Andrew Phelps, *American Journal of Play, Vol. 12,* 2020, No. 3, pp. 338-362, 2020.

# Development and Validation of the Reasons to Exergame (RTEX) Scale in Young Adults: Exploratory Factors Analysis

Erin O’Loughlin, Catherine Sabiston, Lisa Kakinami, Jennifer McGrath, Mia Consalvo, Jennifer O’Loughlin, and Tracie Barnett, *JMIR Serious Games,* Vol. 8, No. 2, 2020

# Exergaming in Youth and Young Adults: A Narrative Overview

Erin O’Loughlin, Hartley Dutczak, Lisa Kakinami, Mia Consalvo, Jennifer McGrath and Tracie Barnett, *Games for Health Journal,* Vol. 9, No. 3, 2020

# State of Play: Video games and moral engagement

Dan Staines, Mia Consalvo, Adam Stangeby and Sãmia Pedraça, *Journal of Gaming & Virtual Worlds,* Vol. 11, No. 3, 2019

# Factors Associated with Sustained Exergaming: Longitudinal Investigation

Erin O’Loughlin, Tracie Barnett, Jennifer McGrath, Mia Consalvo & Lisa Kakinami, *JMIR Serious Games,* 2019, Vol. 2(2): e13335

# ‘If you are feeling bold, ask for $3’: Value Crafting and Indie Game Developers

Mia Consalvo and Christopher A. Paul, *Transactions of the Digital Games Research Association,* 2018, Vol. 4, No. 2.

# Methodological Considerations in the Study of Tandem Play

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# Playing a better me: How players rehearse their ethos via moral choices

# Mia Consalvo, Thorsten Busch & Carolyn Jong. *Games & Culture,* 2019, Vol. 14, No. 3, 216-235.

# Digital games research: A survey study on an emerging field and its prevalent debates

# Thorsten Quandt, Jan van Looy, J. Vogelgesang, M. Elson, James Ivory, Frans Mäyrä & Mia Consalvo. *Journal of Communication*, 2015, Vol. 65, No. 6.

# Game Platforms and the Evolution of Cheating Practices: An Exploratory Study

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# Families and social network games

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# The strategic female: Gender switching and player behavior in online games.

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# Cheating and social network games

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# Communicating age in *Second Life:* The contributions of textual and visual factors

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# Who are sports gamers? A large scale study of sports videogame players

Abe Stein, Mia Consalvo & Konstantin Mitgutsch. *Convergence: The international journal of research into new media technologies,* 2012, Vol. 19, No. 3, pp. 345-363.

# The Dreamcast: Console of the Avante-Garde

Nick Montfort and Mia Consalvo. *Loading,* 2012, Vol. 6, No. 9.

# Performing the looking-glass self: Avatar appearance and group identity in *Second Life*

Rosa Mikeal Martey and Mia Consalvo, *Popular Communication,* 2011, Vol. 9, No. 3, pp. 165-180.

# Digital Pitchforks and Virtual Torches: Fan Responses to the *Mass Effect* News Debacle

Nathan Dutton, Mia Consalvo & Todd Harper. *Convergence: The international journal of research into new media technologies,* August 2011, Vol. 17, No. 3, pp. 287-305.

# Achievements, Motivations and Rewards in *Faunasphere*

Jason Begy and Mia Consalvo. *Game Studies,* February 2011

# Where’s my montage? The performance of hard work and its reward in film, television and MMOGs

Mia Consalvo, Timothy Alley, Nathan Dutton, Matthew Falk, Howard Fisher, Todd Harper & Adam Yulish. *Games & Culture,* February 2010, Vol. 5, No. 4, pp. 381-402.

# Looking for Gender: Gender roles and behaviors among online gamers

Dmitri Williams, Mia Consalvo, Scott Caplan & Nick Yee. *Journal of Communication,* Vol. 59, No. 4, December 2009

**Good Clean Fun? A content analysis of profanity in video games and its prevalence across game systems and ratings**

James Ivory, Dmitri Williams, Nicole Martins & Mia Consalvo. CyberPsychology and Behavior. Vol. 12, No. 4, 2009

# The virtual census: Representations of gender, race and age in video games

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**Women and Games: Technologies of the Gendered Self**

Pamela Royse, Joon Lee, Undrahbuyan Baasanjav, Mark Hopson & Mia Consalvo. *New Media & Society,* Vol. 9, No. 4, August 2007

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*New Media & Society,* Vol. 8, No. 1, February 2006

Borg Babes, Drones, and the Collective: Reading Gender and the Body in *Star Trek*

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# The Monsters Next Door: Media Constructions of Boys and Masculinity

*Feminist Media Studies,* Vol. 3, No. 1, March 2003

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*Journal of Communication Inquiry,* Vol. 27, No. 1, January 2003

**3 shot dead in courthouse: Examining news coverage of domestic violence and mail-order brides**

*Women’s Studies in Communication,* Vol. 21, No. 2, Fall 1998

**Hegemony, Domestic Violence, and *Cops*: A Critique of Concordance**

*Journal of Popular Film & Television,* Vol. 26, No. 2, Summer 1998

**Cash Cows Hit the Web: Gender and Communications Technologies**

*Journal of Communication Inquiry*, Vol. 21, No. 1, 1997

### INVITED JOURNAL ARTICLES

1. **The future of media studies is game studies**
2. Shira Chess and Mia Consalvo, *Critical Studies in Media and Communication,* 2022
3. **Games Aren’t Special**
4. *ROMChip,* Vol. 1, No. 1, 2019
5. **When Paratexts Become Texts: Decentering the Game-as-Text**
6. *Critical Studies in Media and Communication,* 2017, Vol. 34, No. 2, 1-7
7. **Player one, playing with others virtually: What’s next in game and player studies**
8. *Critical Studies in Media and Communication,* 2017, Vol. 34, No. 1, 84-87
9. **Games Are Social/Media(ted)/Technology Too …**
10. With Casey O’Donnell, *Social Media + Society,* Vol. 1, No. 1, April-June, 2015, pp. 1-3
11. **Confronting toxic gamer culture: A challenge for feminist game studies scholars**
12. *Ada: Journal of gender, new media & technology,* Vol. 1, No. 1, November 2012
13. **There is No Magic Circle**
14. *Games & Culture,* Vol. 4, No. 4, October 2009

# Convergence and globalization in the Japanese videogame industry

*Cinema Journal,* Vol. 48, No. 3, Spring 2009

Rule Sets, Cheating, and Magic Circles: Studying Games and Ethics

*International Review of Information Ethics,* Vol. 4, December 2005

Cheating can be good for you: Educational games and multiple play styles

*On the Horizon,* Vol. 13, No. 2, July 2005

### BOOK CHAPTERS

1. Helping Grandma home: *Spiritfarer’s* progressive treatment of older adults during COVID-19
2. Jocelyn Wagner, Drew Moger, Mia Consalvo, and Andrew Phelps (2021). In *Well Played Retrospective: The Past, Pandemic, and Future of Video Games*. Eds. Davidson, Fay, Fernandez-Vara, Pinckard, and Sharp. ETC Press, Carnegie-Mellon University
3. Game Development Live on Twitch: Observations of Practice and Educational Synergies
4. Mia Consalvo and Andrew Phelps, *Game Production Studies* (2021). Edited by Olli Sotamaa and Jan Švelch, Amsterdam: Amsterdam University Press, pp. 123-139
5. Video Game Engagement on Social Media in the Middle East
6. Ahmed Al-Rawi and Mia Consalvo, *Video Games and the Global South* (2019) edited by Phillip Penix-Tadsen, Carnegie Mellon University: ETC Press

Why We Need Feminist Game Studies

1. *The Handbook of Contemporary Feminism* (2019) edited by Andrea Press and Tasha Oren, Routledge

Clash Royale and Gaming Capital

*How to Play Video Games* (2019) edited by Nina Huntemann and Matt Payne, NYU Press

Kaceytron and Transgressive Play on Twitch.tv

*Transgressions in Games and Play* (2018) edited by Kristine Jørgensen and Faltin Karlsen, MIT Press

Tandem Play: Theorizing Sociality in Single-Player Gameplay

Mia Consalvo, Jason Begy, Sarah Ganzon & Rainforest Scully-Blaker, *Video Games: A Medium That Demands Attention* (2018) edited by Nicholas Bowman, Routledge

Toxic Gamer Culture, Corporate Regulation, and Standards of Behavior Among Players of Online Games

Thorsten Busch, Kelly Boudreau and Mia Consalvo. *Video Game Policy* (2016) edited by Jennifer deWinter and Steven Conway, Routledge

The Sociality of Asynchronicity: Social Network Games and Family Bonding

Kelly Boudreau and Mia Consalvo. *Social, Casual and Mobile Games: The Changing Game Landscape* (2016) edited by Michele Wilson and Tama Leaver, Bloomsbury

Dubbing the Noise: Square Enix and Corporate Creation of Videogames

*A Companion to Media Authorship* (2013) edited by Jonathan Grey and Derek Johnson, Wiley-Blackwell

The Canadian Video Game Industry

*Mediascapes: New Patterns in Canadian Communication* (2013) edited by Leslie Regan Shade, Nelson Education

Unintended travel: ROM hackers and fan translations of Japanese videogames

*Gaming Globally,* (2012) edited by Nina Huntemann & Ben Aslinger, Palgrave Macmillan

The future of game studies

*The International Encyclopedia of Media Studies: Media Studies Futures,* (2012) edited by Gates, Kelly, Blackwell Publishing

Videogame content: Game, text, or something else?

*International Encyclopedia of Media Studies: Content and Representation,* (2012) edited by Mazzarella, Sharon, Blackwell Publishing

A localization shop’s tale: Bringing an independent Japanese RPG to North America

*Routledge Handbook of Participatory Cultures* (2012) edited by Delwiche, Aaron & Henderson, Jennifer, Routledge

Slingshot to Victory: Games, Play and the iPhone

*Moving Data: The iPhone and the future of media* (2012) edited by Snickars, Pelle and Vonderau, Patrick, Columbia University Press

Cosmo-play: Japanese videogames and Western players

*Critical Social Policy and Video Game Play,* (2012) edited by Embrick, Wright & Lukacs, Lexington Press

From MOOs to MMOs: The Internet and Virtual Worlds

*The Handbook of Internet Studies,* (2011) edited by Consalvo, Mia and Ess, Charles, Blackwell Publishing

Tweeting GDC

Bennerstedt, Ulrika, Consalvo, Mia, Sharp, John & Juul, Jesper. Chapter in *Real-Time Research: Improvisational Game Scholarship,* (2010) edited by Dikkers, Sean, Zimmerman, Eric, Squire, Kurt & Steinkuehler, Constance, etc press

The sexi(e)st of all: Avatars, gender, and online games

Mia Consalvo and Todd Harper. *Virtual Social Networks: Mediated, Massive and Multiplayer,* (2009) edited by N. Panteli, Palgrave Publishing

Persistence Meets Performance: Phoenix Wright, Ace Attorney

*Well-played 1.0: Video Game, Value and Meaning,* (2009) edited by D. Davidson, ETC-Press

Lag, Lingo & Language: Theorizing Noise in Online Games

*The Video Game Theory Reader 2,* (2009) edited by Mark Wolf & Bernard Perron, Routledge

Crunched by Passion: Women game developers and workplace challenges

*Beyond Barbie and Mortal Kombat,* (2008) edited by Kafai, Denner, Heeter and Sun, MIT Press, Cambridge, MA

Cheating can be good for you: Educational games and multiple play styles

*Beyond fun: Serious games and media,* (2008) edited by Drew Davidson, ETC Press, Pittsburgh, [reprinted from *On the Horizon,* Vol. 13, No. 2, July 2005]

From Dollhouse to Metaverse: What Happened When *The Sims* Went Online

*The Players’ Realm: Studies on the Culture of Video Games and Gaming,* (2007) edited by Williams and Heide Smith [an earlier version of the chapter was originally published in *Gli strumenti del videogiocare [Understanding videogames, logics, aesthetics and (v)ideologies]*

Gender and New Media

*The SAGE Handbook of Gender and Communication,* (2006) edited by Dow & Wood, Sage, Thousand Oaks

Da casa delle bambole a *Metaverso*: Storia di un trasloco sofferto ovvero *The Sims Online* [From Dollhouse to Metaverse: What Happened When *The Sims* Went Online]

*Gli strumenti del videogiocare [Understanding videogames, logics, aesthetics and (v)ideologies],* (2005) edited by Bittanti

Internet Research: Questioning Ubiquity

Introduction (co-written with O’Riordan) to *AoIR Internet Research Annual Volume 3*, (2005) edited by Consalvo and O’Riordan

Like City Lights, Receding: Internet Research Past and Present

Introduction to *AoIR Internet Research Annual Volume 2,* (2005) edited by Consalvo and Allen

The Digital Game Industry: An Overview

*Digital Communication and the Cultural Industries,* (2005) edited by Bantimaroudis et al [In Greek]

Hot dates and fairy-tale romances: Studying sexuality in video games

*The Video Game Theory Reader,* (2003) edited by Wolf & Perron, Routledge, New York

**Selling the Internet to Women: The Early Years**

*Women and Everyday Uses of the Internet: Agency and Identity,* (2002) edited by Consalvo & Paasonen, Peter Lang, New York

From Razor Girls to Bionic Women: Extraordinary Cyborg Women in Popular Culture

*Women’s Bodies/Women’s Lives: The Material and The Social,* (2000) edited by Miedema, Stoppard & Anderson, Sumach Press, Toronto

### REFEREED CONFERENCE PROCEEDINGS

**Fame! I wanna stream forever! Analysis and critique of successful streamers’ advice to the next generation**

Mia Consalvo, Kelly Boudreau, Nick Bowman and Andy Phelps, Proceedings of the 56th Hawaii International Conference on System Sciences, Maui, Hawaii, January 2023

**Shared Spaces as Authenticity: Exploring the Connectedness of the Physical Environments of Microstreamers and their Audiences**

Andrew Phelps, Nicholas Bowman, Mia Consalvo and Sam Smyth, Proceedings of the 55th Hawaii International Conference on System Sciences, Online, January 2022

**Streaming Into the Void: An Analysis of Microstreaming Trends and Behaviors Utilizing a Demand Framework**

Andrew Phelps, Mia Consalvo & Nicholas Bowman, Proceedings of the 54th Hawaii International Conference on System Sciences, Online, January 2021

**Laboring Artists: Art Streaming on the Videogame Platform Twitch**

Andrew Phelps and Mia Consalvo, Proceedings of the 53rd Hawaii International Conference on Systems Sciences, Maui, Hawaii, January 7-10, 2020

**Live Streaming Game Development on Twitch**

Mia Consalvo and Andrew Phelps, Proceedings of the 52nd Hawaii International Conference on Systems Sciences, Maui, Hawaii, January 8-12, 2019

**Finding Sociality in Single-Player Games: A Case Study of Tandem Play Amongst Friends and Couples**

Mia Consalvo, Jason Begy, Pierson Browne, Sarah Ganzon, Rainforest Scully-Blaker, Rebecca Waldie, Proceedings of the 51st Hawaii International Conference on Systems Sciences, Kona, Hawaii, January 3-6, 2018

**Playing Along and Playing For On Twitch: Livestreaming from Tandem Play to Performance**

Rainforest Scully-Blaker, Jason Begy, Mia Consalvo & Sarah Ganzon, Proceedings of the 50th Hawaii International Conference on Systems Sciences, Kona, Hawaii, January 4 – 7, 2017

Welcome to the Discourse of the Real: Constituting the Boundaries of Games and Players

Mia Consalvo & Christopher Paul, Proceedings of the Foundations of Digital Games Conference, Chania, Crete, May 2013

Using your friends: Social mechanics in social games

Proceedings of the Foundations of Digital Games Conference, Bordeaux, France, June 28 – July 1, 2011

Hardcore casual: Game culture return(s) to Ravenhearst

Proceedings of the Foundations of Digital Games Conference, Port Canaveral, Florida, April 26 – 30, 2009

### OTHER PUBLICATIONS

1. **Cheating in Online Games**
2. Entry in *The International Encyclopedia of Digital Communication & Society* (2015) edited by Aphra Kerr and James Ivory, Wiley-Blackwell
3. **Cheating**
4. Entry in *The Routledge Companion to Video Game studies* (2014) edited by Mark Wolf and Bernard Perron, Routledge
5. **Cheating; Gender; Language**
6. Entries in *The Encyclopedia of Video Games* (2012) edited by Mark J. P. Wolf, Greenwood Press
7. **Confessions of a gamer: I always play the nice gal**
8. Short piece in *Ethics and game design* (2011) Karen Schrier & David Gibson (Eds.), IGI Global
9. **Reproducing the machine**

Invited essay (2009) *Eludamos: Journal for computer game culture 3:(1)*

1. **Reinvention through amnesia**
2. Mia Consalvo and Toby Miller (2009) Review essay in special issue on MMOGs in *Critical Studies in Media Communication*

**Crafting Play: A review of *Digital Culture, Play, and Identity: A World of Warcraft Reader***

Book review of *Digital Culture, Play and Identity,* edited by Hilda Corneliussen and Jill Walker Rettberg (2008). *The Norwegian Journal of Media Studies* (2008)

**Commentary and Criticism: Digital Games and Gender**

Consalvo, M., Grimes, S. M. and H. Kennedy (2007) *Feminist Media Studies 7*(1) pp. 97-110

**Cheating is good for you**

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**Sex, Sexuality and MMOGs**

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**Contributor**

Invited to answer questions about videogames for inclusion in *Difficult Questions about Videogames,* (2004) edited by Iain Simons & James Newman

**It’s No Videogame: News Commentary and the Second Gulf War**

*Level Up: Digital Games Research Conference* proceedings, (2003) edited by Marinka Copier and Joost Raessens, Utrecht University, the Netherlands

**Cyberfeminism**

Entry in *The Encyclopedia of New Media,* (2002) edited by Steve Jones, Thousand Oaks: Sage

**Review of *Critical Literacy in a Digital Era: Technology, Rhetoric and the Public Interest* by Barbara Warnick**

Solicited by the Resource Center for Cyberculture Studies, 2002

**“Reality Television” “Tabloid Television” “L.L. Bean”**

Entries in *St. James Encyclopedia of Popular Culture,* (1999) St. James Press

**An Admirable Enterprise**

Book review of *Star Trek and History: Race-ing Toward a White Future* by Daniel Bernardi. (1998). *Science Fiction Studies 25*

**GAMES**

**It Comes in Waves**

Meaningful Play conference, October 2022

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**Paparazzi**

Demo, Meaningful Play, October 2018

**Centre of Excellence**

Demo, Canadian Game Studies Association, June 2017

Demo, ICA Game Studies Division Pre-Conference, June 2016

### CONFERENCE PRESENTATIONS

Living on Twitch: An ethnography of fatigue

Andrei Zanescu, Marc Lajeunesse and Mia Consalvo, Digital Games Research Association conference, Jagellonian University, Krakow, Poland, July 2022

Social Casinos and the Gamblification of Casual Games

Mia Consalvo, Digital Games Research Association conference, Jagellonian University, Krakow, Poland, July 2022

Re-Reading, Re-Playing, and Re-Experiencing: Similarities, Differences, and Impact Across Games and Books

Andew Phelps and Mia Consalvo, Tampere Spring Games Seminar, Tampere, Finland, May 2022

“Who You Decide to Become:” Meritocracy, Class, and Race in Videogame Character Creators

Michael Iantorno and Mia Consalvo, International Conference on Games and Narrative, University of Waterloo, June 2021

The (Missing) Middle Class in The Outer Worlds

Canadian Game Studies Association annual conference, online, June 2021

Games and Moral Panic: 2500 Year History

Lindsay Grace, Roger Altizer, Mia Consalvo & Andy Phelps, roundtable discussion for Games for Change Virtual Festival, online, July 2020

How to Situate Yourself in Academic Gaming Research: Journals and Conferences and How They Work

Nat Poor, Vivian Chen, Robbie Ratan, Mia Consalvo and Emma Witkowski, Blue Sky Panel discussion for International Communication Association annual conference, online, May 2020

YouTubers and Real Games: Examining the Discourse of Play Itself

Mia Consalvo & Christopher A. Paul, Digital Games Research Association annual conference, Kyoto, Japan, August 2019

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Live Streaming Game Design & Development: A Glimpse Behind the Mystic Curtain with Pedagogical Possibilities

Andrew Phelps & Mia Consalvo, Game Studies Preconference, National Communication Association annual conference, Salt Lake City, USA, November 2018

Development Streaming as a Pedagogical and Community Strategy for Games Education

Andrew Phelps, Mia Consalvo & Christopher A. Egert, New Research Perspectives on Game Design and Development Education Preconference, CHI Play, Melbourne, Australia, October 2018

Why did we think we wanted to become affiliates? Researching play by self-streaming on Twitch

Mia Consalvo, Marc Lajeunesse and Andrei Zanescu, Association of Internet Researchers conference, Montreal, Canada, October 2018

Game Studies (and Creation) @ Concordia

Mia Consalvo, Digital Games Research Association conference, Turin, Italy, July 2018

State of Play: Games and Moral Dilemmas

Dan Staines, Mia Consalvo, Adam Stangeby & Sâmia Pedraca, International Communication Association annual conference, Prague, Czech Republic, May 2018

Reading Ren’Py: Game Engine Affordances and Design Possibilities

Mia Consalvo and Dan Staines, Making Games Seminar, Tampere, Finland, April 2018

Finding Sociality in Single-Player Games: A Case Study of Tandem Play Amongst Friends and Couples

Mia Consalvo, Jason Begy, Pierson Browne, Sarah Ganzon, Rainforest Scully-Blaker & Rebecca Waldie, Hawaii International Conference on System Sciences, Waikoloa Village, USA, January 2018

Livestreaming and disability: Reconfiguring play on Twitch.tv

Mia Consalvo and Roger Altizer, Association of Internet Researchers annual conference, Tartu, Estonia, October 2017

Superstar Indies: Understanding a Japanese Videogame Phenomenon

Ryan Scheiding, Marc Lajeunesse & Mia Consalvo, Replaying Japan Conference, Rochester, USA, August 2017

‘If you are feeling bold, ask for $3’: Value Crafting and Indie Game Developers

Mia Consalvo and Christopher Paul, Digital Games Research Association Conference, Melbourne, Australia, July 2017

Are they playing or spectating or both? Tandem play amongst friends and couples

Mia Consalvo, Jason Begy, Pierson Browne, Sarah Ganzon, Rainforest Scully-Blaker and Rebecca Waldie, Spectating Play Seminar, Tampere, Finland, April 2017

A Practical Guide to Doing Ethical Player Testing

Game Developers Conference, San Francisco, USA, February 2017

The Curious Case of Kaceytron

ReFiguring Innovations in Games conference, Montreal, Canada, October 2016

Game Over? Not Really: Spectating Failure on Twitch.tv

Mia Consalvo & Marilyn Sugiarto, Association of Internet Researchers annual conference, Berlin, Germany, October 2016

Tandem Play: Theorizing Sociality in Single Player Gameplay

Mia Consalvo, Jason Begy, Sarah Ganzon & Rainforest Scully-Blaker, International Communication Association conference, Fukuoka, Japan, June 2016, \*Top Paper, Game Studies Division

Methodological considerations in the study of tandem play

Jason Begy, Rainforest Scully-Blaker, Sarah Ganzon & Mia Consalvo, International Communication Association conference, Fukuoka, Japan, June 2016

Jumping off waterfalls and hunting sheep together: Towards exploring tandem play

Sarah Ganzon, Jason Begy, Mia Consalvo & Rainforest Scully-Blaker, ‘Just Games? ICA Game Studies Division Pre-conference, Nihon University, Tokyo, Japan, 2016

‘If you’re feeling bold, ask for $3:’ Value crafting and indie game developers

Mia Consalvo and Christopher Paul, Games and Money Seminar, Tampere, Finland, April 2016

Quit reinventing the wheel: Six concrete suggestions for improving your game studies course

Mia Consalvo and Clara Fernandez Vara, Game Developers Conference, San Francisco, USA, March 2016

Ready Player One

Game Developers Conference, San Francisco, USA, March 2016

Paying to play: The evolving structure of game pricing and industry legitimacy

Mia Consalvo and Christopher Paul, Association of Internet Researchers conference, Phoenix, USA, October 2015

Gamergate in 8

Canadian Game Studies Association, Ottawa, Canada, June 2015

Performing in MOBAs: The myth of neutral bodies and game design

Will Robinson and Mia Consalvo, Digital Games Research Association, Luneburg, Germany, May 2015

Electronic Arts versus Blizzard: Real games and the large studios that make them

Chris Paul and Mia Consalvo, Digital Games Research Association, Luneburg, Germany, May 2015

Rehearsing Morality: Players and Ethical Dilemmas

Hawaii International Conference for the Arts and Humanities, USA, January 2015

A Saga about flapping: Real games, developer pedigrees, race, class and capital

With Christopher A. Paul, Meaningful Play Conference, Michigan, USA, October 2014

Moral Choice in Japanese and Western Games

With Thorsten Busch, Replaying Japan Conference, Edmonton, Canada, August 2014

Those Were the Days: Beta Players and Faunasphere

With Jason Begy, Digital Games Research Association Conference, Salt Lake City, USA, August 2014

My Beloved Fauna: The Player-Fauna Relationship in Faunasphere

With Jason Begy, Digital Games Research Association Conference, Salt Lake City, USA, August 2014

The Fabulous Success of the Sega Dreamcast

Digital Games Research Association Conference, Salt Lake City, USA, August 2014

The Japanese Console Game Industry: Capcom and Level-5

International Communication Association conference, Seattle, USA, May 2014

Feature Creep or essential mechanic? Top 20 things game development programs should be doing outside the classroom

With Roger Altizer, Game Developers Conference, San Francisco, USA, March 2014

Cheating, Social Network Games and the Role of Platforms

With Irene Serrano Vazquez, Hawaiian International Conference on System Sciences conference, Hawaii, USA, January 2014

Dwarf acts like a lady: The importance of gender roles in understanding gender switching and player behavior

Rosa Mikeal Marty, Jenny Stromer Galley, Jaime Banks, Jingsi Wu, Mia Consalvo and Daniella Castillo, Association of Internet Researchers conference, Denver, USA, October 2013

The context: Platforms and *Faunasphere*

Panel participant, “What’s in a name? Procedurality, play and game studies” Digital Games Research Association conference, Atlanta, USA, August 2013

Localization: Making the strange familiar

International Communication Association conference, London, England, June 2013

Mapping the field of digital games research: Results of a large international survey

With Jan Van Looy, Thorsten Quandt, Malte Elson, James Ivory, Frans Mayra

International Communication Association conference, London, England, June 2013

Being social in online games: Five research areas to consider

Designing and evaluating sociability in online games workshop, CHI, Paris, France, April 2013

Achievement deleted: The challenges of quantifying gaming capital

Flow conference, Austin, TX, November 2012

Women, Sports & Videogames

Internet Research 13.0, Manchester, UK, October 2012

Dubbing the Noise: Square Enix and corporate creation of videogames

Replaying Japan: A Symposium on Japanese game culture/studies/industry, Edmonton, Alberta, August 2012

Developing feminist methods for team-based game design

Console-ing Passions Conference, Boston, MA, July 2012

Game Life: Game Temporality in Player Research

(with Jason Begy) Foundations of Digital Games Player Workshop, Raleigh, NC, May 2012

Gendering a game: Strategies for team and content management in student-based game design

Game Developers Conference, San Francisco, March 2012

Social network sports games: Madden lite?

Beyond sports vs. games workshop, IT University Copenhagen, February 2012

Virtual pets and the end of the world: Studying an MMOG’s closure

(with Jason Begy) Philosophy of computer games conference, Madrid, January 2012

Gamer culture versus the culture of the game: An analysis of player  
behavior and gamer identity in Second Life

(with Rosa Mikeal Martey, Jennifer Stromer Galley, Tomek Strzlkowski, Kelly Reene, and Michelle Weihmann-Purcell) Association of Internet Researchers conference, Seattle, USA, October 2011

Antipathy and Social Games

Media In Transition 7: Unstable Platforms Conference, MIT, Cambridge, MA, May 2011

Digital Pitchforks and Virtual Torches: Fan Responses to the *Mass Effect* News Debacle

With Nathan Dutton and Todd Harper. Association of Internet Researchers Conference, Milwaukee, Wisconsin, October 2009

Western Otaku: Games Crossing Cultures

State of Play Conference, New York Law School, New York, NY, June 2009

Otaku Players: Transnational Fandom

Games, Learning and Society Conference, University of Wisconsin-Madison, Madison, Wisconsin, June 2009

Translating Vana’ diel: The hybrid culture of Japanese and Western game players

Association of Internet Researchers Conference, Copenhagen, Denmark, October 2008

Where’s my montage? Procedural expression in film, TV, and MMOGs

With Timothy Dodd Alley, Nathan Dutton, Matthew Falk, Todd Harper, Howard Fisher and Adam Yulish (I am first author). Association of Internet Researchers Conference, Copenhagen, Denmark, October 2008

Women and men at play: Gender differences in motivations, practices, and intimate relationships among MMO players

With Dmitri Williams, Scott Caplan and Nick Yee (I am second author). Association of Internet Researchers Conference, Copenhagen, Denmark, October 2008

Who Owns This FAQ? Fan Content and Media Ownership

Association of Internet Researchers Conference, Vancouver, British Columbia, Canada, October 2007

Visiting the floating world: Tracing a cultural history of games through Japan and America

Digital Games Research Association Conference, Tokyo, Japan, September 2007

Game Content Evolves

Co-authored with Dmitri Williams, Nicole Martins & James Ivory. International Communication Association annual conference, San Francisco, California, May 2007

OMGWTF ... LAG >.<! Studying gamer communication online

Trials and Tribulations Conference, Montreal, Canada, November 2006

Is it cheating, learning, or both? An expert explores the boundaries of cheating & learning in videogames

Serious Games Summit DC, Washington, DC, October 2006

Busting punks and policing players: Power, code and anti-cheat technologies in online digital games

Association of Internet Researchers Conference, Brisbane, Australia, September 2006

**A mage’s chronicle: Cheating and life in Vana ‘diel**

Association of Internet Researchers Conference, Chicago, Illinois, October 2005

**Gaining Advantage: How videogame players define and negotiate cheating**

Changing Views: Worlds in Play, second annual conference of the Digital Games Research Association, Vancouver, British Columbia, June 2005

**Women and Games: A National Survey**

Game Developers Conference, San Francisco, California, March 2005

**Get your cheat codes here: Online help, offline play, and the structure of the “support side” of the digital game industry**

Association of Internet Researchers Conference, Sussex, England, September 2004

**Console video games and global corporations: Creating a hybrid culture**

International Communication Association conference, New Orleans, Louisiana, May 2004

**The Digital Games Industry: The Changing Role of Women In and Behind Games**

Console-ing Passions conference, New Orleans, Louisiana, May 2004

**Can you cheat a GameCube? Videogame players and definitions of cheating**

National Communication Association conference, Miami Beach, Florida, November 2003

**It’s a queer world after all: Studying *The Sims* and sexuality**

National Communication Association conference, Miami Beach, Florida, November 2003

**It’s no videogame: Global news media commentary and the second Gulf War**

Digital Games Research Association Conference, Utrecht, the Netherlands, November 2003

**Control versus community: Taking *The Sims* online**

Association of Internet Researchers Conference, Toronto, Canada, October 2003

**Cheat codes, strategy guides, and walkthroughs: Official and unofficial economies of cheating and help in the digital games industry**

Digital Games Industries: Developments, impact and direction conference, Manchester, UK, September 2003

**Marketing to Women and Girls: Reconsidering the Neglected Audience**

Profiling the female gamer: A look at how she buys and plays-- Panel, Game Developers’ Conference, San Jose, California, March 2003

**Hot dates and fairy-tale romances: Studying sexuality in video games**

Playing with the future: Development and directions in computer gaming conference, Manchester, UK, April 2002

**Cheats, codes, walkthroughs and strategy guides: Gamers create online culture**

Association of Internet Researchers Conference, Minneapolis, Minnesota, October 2001

**Zelda 64 and video game fans: A walkthrough of games, intertextuality and narrative**

Association for Education in Journalism and Mass Communication Conference, Washington, D.C., August 2001

**Macho macho man: Hegemonic masculinity and the new man in contemporary culture**

(co-authored with Michele Martinez)

# International Communication Association Conference, Washington, D.C., May 2001

**Selling the Internet to Women: The Early Years**

Association of Internet Researchers Conference, Lawrence, Kansas, September 2000

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**What Language Do Cyborgs Speak?**

Association for Education in Journalism and Mass Communication Conference, Phoenix, Arizona, August 2000

**The Monsters Next Door: Media constructions of boys and violence**

## International Communication Association Conference, Acapulco, Mexico, June 2000

**Selling the Internet to Women: The Early Settlers**

Console-ing Passions International Conference on Television, Video and Feminism, Notre Dame, Indiana, May 2000

**Disabling or Enabling? Reading Bodies, Technologies, and the Borg of *Star Trek***

# Association for Education in Journalism and Mass Communication Conference, New Orleans, Louisiana, August 1999

**Resistance is Never Futile: Reading the Borg of *Star Trek***

# International Communication Association Conference, San Francisco, California, May 1999

Violence Against Women, Media Coverage and Youth Crime: Toward a More Inclusive Theoretical Perspective

# Demanding Equal Station Conference, Organization for the Study of Communication, Language & Gender, Portland, Maine, October 1998

**News of Kiddie Killings: Feminist Theories of News Coverage and Violence**

Association for Education in Journalism and Mass Communication Conference, Baltimore, Maryland, August 1998

From the Bionic Woman to Razor Girls: Extraordinary Cyborg Women in Popular Culture

Our Bodies/Our Lives, Canadian Research Institute for the Advancement of Women (CRIAW97) Conference, Fredericton, New Brunswick, November 1997

**Interrogating bell hooks**

Contradictions & Tensions Conference, Organization for the Study of Communication, Language & Gender, Chicago, Illinois, October 1997

**Androids as Othered Bodies**

Constructions of the Human, First Annual Interdisciplinary Graduate Student Conference, California State University, Stanislaus, California, October 1997

**Constructions of Domestic Violence in *Cosmopolitan* Magazine**

International Communication Association Conference, Montreal, Quebec, May 1997

**Cash Cows Hit the Web: Gender and Communications Technologies**

Midwest Graduate Communications Conference, University of Minnesota, St. Paul, Minnesota, April 1997

**Hegemony, Domestic Violence and "Cops": A Critique of Concordance**

International Communication Association Conference, Chicago, Illinois, May 1996

**Computer-Mediated Communication, Rules and Community: An Exploration and Analysis of a Usenet Newsgroup**

Central States Communication Association Convention, St. Paul, Minnesota, April 1996

**Ideological Constructions of Domestic Violence in *Cosmopolitan***

Midwest Graduate Communications Conference, University of Wisconsin, Madison, Wisconsin, April 1996

**Is God Gay?! Is Moral Rot Destroying this Country?! A Study of Arguments Used by Gays and Christians to Gain Legitimacy in America**

The Conference on Media, Religion and Culture, University of Colorado, Boulder, Colorado, January 1996

### INVITED PRESENTATIONS

1. Gender, Ethics and Play in the Video Game Industries and Community
2. Panel conversation, Annenberg School of Communication, University of Pennsylvania, Philadelphia, USA, September, 2021
3. That’s not a real game! How Game Studies, Gamers, and Game Culture Serve as Gate Keepers for Legitimacy in Games
4. Invited talk, Temple University, Philadelphia, USA, February 2021
5. Why game live streaming matters: An examination of its cultural, social, political and economic impacts
6. Keynote address, Game Studies Division Preconference, International Communication Association annual conference, Washington, DC, USA, May 2019

A Political Economy of Twitch

Invited talk, More Than Just a Game V Conference, London, UK, April 2019

1. Playing with choices and moral dilemmas: Analyzing the challenges of the gamer mindset
2. Keynote address, Digital Games Research Association Australia annual conference, Sydney, Australia, February 2019
3. “I’m a player and an entertainer”: Investigating the social and cultural contexts of live streaming”
4. Keynote address, Authored Cultures/Authoring Cultures: Negotiating Control over Media Texts conference, Nicolaus Copernicus University, Torun, Poland, December 2018
5. Atari to Zelda: Japan’s Videogames in Global Contexts
6. Nicolaus Copernicus University, Torun, Poland, December 2018
7. Playing (as) a better me: Choice, moral affordances and videogames
8. Nicolaus Copernicus University, Torun, Poland, December 2018
9. Investigating the social and cultural contexts of live streaming
10. Sun Yat-sen University, Guangdong, China, November 2018
11. The game industry and Canada
12. Shenzhen Game Jam, Shenzhen, China, October 2018
13. Why would you watch someone else play a videogame on the internet? Investigating live streaming via Twitch.tv
14. University of Miami, September 2018
15. The Business and Culture of Live streaming on Twitch: Evolving Paradigms

Keynote address, IEEE Games and Entertainment Media conference, Galway, Ireland, August 2018

Upload complete: Long term impacts of jams, workshops and incubators

Keynote address, Third International Conference on Game Jams, Hackathons and Game Creation Events, San Francisco, USA, March 2018

The Business and Culture of Livestreaming on Twitch: Evolving Paradigms

Digital Colosseums: Competitive Video Gaming as Mass Entertainment, Nanyang Technological University, Singapore, February 2018

APIs, Bits, and Cheers: The Ever Evolving Twitch Platform and Developers

Indie Interface Symposium, Concordia University, Montreal, Canada, September 2017

A Tale of Two Videogames

Gambling and Games Workshop, Concordia University, Montreal, Canada, September 2017

Videogames, Industry and Academia

Universities and the creative economy in a digital world, Universities Canada, Ottawa, Canada, June 2017

Streaming @ the margins of play

Masterclass on eSports and livestreaming, Royal Melbourne Institute of Technology, Melbourne, Australia, December 2016

Tandem Play: Theorizing Sociality in Single Player Gameplay

Keynote address, FROG Conference, Vienna, Austria, September 2016

Atari to Zelda: Japan’s Videogames in Global Contexts

Keynote address, DiGRA-Chinese Annual Conference, Taichung, Taiwan, July 2016

Unintended travel: ROM hackers and fan translations of Japanese videogames

Keynote address, ‘Just Games?’ ICA Game Studies division pre-conference, Nihon University, Tokyo, Japan, June 2016

Just Playing Games

Leveraging technologies for the benefit of Canadians, SSHRC workshop, Ottawa, Canada, May 2016

Playing (as) a better me: Choice, moral affordances and videogames

Attallah Lecture, Carleton University, Ottawa, Canada, February 2016

Playing (as) a better me: Choice, moral affordances and videogames

University of Toronto, Canada, January 2016

Games on/of the Web

Keynote address, WebScience conference, Oxford University, Oxford, UK, July 2015

The evolution of the digital game industries

Gambling & Games Seminar, Concordia University, Montreal, Canada, May 2015

What we (think we) know about studying play

West Virginia University, West Virginia, USA, April 2015

Players and their pets: Gaming communities from beta to sunset

Georgia Institute of Technology, Georgia, USA, April 2015

Cheating, (Making) Games and the Ethics of Play Media

Fort Hays State University, Kansas, USA, March 2015

East meets West: Videogame development in Canada and Japan

Sponsored by the Japan Foundation, at the Centre for Technoculture, Arts and Games, Concordia University, Montreal, Canada, March 2015

Real games, real players? Reconsidering what and who ‘counts’ in game studies

Queen’s University Distinguished Seminar, Kingston, Canada, February 2015

Computer game studies: Moving forward (?)

Keynote address, Meaningful Play Conference, Michigan, USA, October 2014

A Little Nintendo in All of Us? Exploring the Influence of Japanese Games on Western Game Designers

Keynote address, Replaying Japan Conference, Edmonton, Canada, August 2014

Beta Players and MMOGs: The Case of Faunasphere

History of Games Conference, Montreal, Canada, June 2014

The Players’ Dilemmas: Invocation of the Magic Circle and ‘it’s just a game’

Keynote address, Swedish Game Developers Conference, Skovde, Sweden, June 2014

Players and Their Pets: An Online Game From Beta to Sunset

York University, Toronto, Canada, May 2014

Cheating and Social Network Games: Cheating 2.0?

Vanier Symposium, Montreal, January 2014

Games + Facebook: Exploring how social networks change play dynamics

University of Delaware, December 2013

Avatars and Players

The Participatory Condition conference, Montreal, Canada, November 2013

The Discourses of Digital Games

With Chris Paul, World Social Science Forum Invited Speaker, Montreal, October 2013

The New Cheating Landscape in Digital Games

Digital Ethics Symposium, Loyola University, Chicago, USA, October 2013

Internet Studies: Futures of the Field

Invited panelist, IR14.0 conference, Denver, USA, October 2013

Avatars, Players, Platforms & Participation

Keynote address, Aboagora Symposium: The Human Machine, Turku, Finland, August 2013

Being social in online games: Five research areas to consider

Institute for a Broadband Enabled Society (IBES), University of Melbourne, Melbourne, Australia, July 2013

The (past and) future of game studies

Plenary Address, Australia & New Zealand Communication Association (ANZCA) annual conference, Perth, Australia, July 2013

Avatars, Players, Platforms & Participation

Keynote address, Social, Casual, Mobile: Changing games Preconference, Curtin University/ANZCA, Perth, Australia, July 2013

Teaching the humanities through game design

(with Stuart Thiel) e.scape: knowledge, teaching, technology conference, Montreal, Canada, April 2013

The future of game studies

European Communication Research Association Conference, virtual panel, October 2012

Applied game research: Players, design and technology

Invited panelist, Games in everyday life and why that matters to you Symposium, MIT, Cambridge, MA, September 2012

The future of game studies

Keynote address, Swiss Games Workshop, University of St. Gallen, Switzerland, July 2012

Meaningful social play: How players construct, receive, interpret and transgress the play experience

Social & Video Games and Why We Play Them, Mensa Colloquium, Reno, Nevada, July 2012

Cheating 2.0

Gaming the Game Conference, University of California at Davis, April 2012

Workshop on cooperative play, multiplayer R&D: Encouraging effective collaboration in games research and development

Invited panel participant, Society for Cinema and Media Studies annual conference, Boston, USA, March 2012

Unintended Travel: ROM hackers and fan translations of Japanese videogames

Experiencing the media mix: Anime, manga, video games President’s Conference Series, Concordia University, Montreal, February 2012

Using your friends 2.0: social mechanics in current social games

Montreal International Game Summit, Montreal, Canada, November 2011

Avatar play: Games, fictions and identification

Keynote address, Futures and Realities of Gaming conference, Vienna, Austria, October 2011

Players and avatars: Against identification

Keynote address, Philosophy of Computer Games conference, Athens, Greece, April 2011

Teaching media studies through video games

Invited panel participant, Society for Cinema and Media Studies, New Orleans, LA, March 2011

When casual became hardcore and social went asynchronous: Exploring the changing landscape of gender and online games

Electronic gaming and Its Impact On Society, Mensa 2011 Colloquium, Austin, Texas, February 2011

Using your friends: Social mechanics in social games and media

Game Developers Conference, San Francisco, California, February 2011

Humanities Unlocked: The Value of Liberal Arts for Game Design Education

Game Developers Conference, San Francisco, California, February 2011

The strategies of Square Enix

World Craft: The Business and Culture of Online Games, University of California at Berkeley, February 2011

Cheating and games

ENJMIN, Toulouse, France (virtual attendee), January 2011

1. Life online: Contemporary Internet research
2. Itau Cultural Seminar invited speaker, Sao Paulo, Brazil, December 2010

The everyday life of online games

Keynote address, The Online Videogame: New Space of Socialization conference, Montreal, Canada, October 2010

Virtual worlds and online games

Cyberinfrastructure Days, North Carolina State University, Raleigh, North Carolina, September 2010

1. When Casual Became Hardcore and Social went Asynchronous: Exploring the changing landscape of virtual worlds and online games
2. Keynote address, Making sense of virtual worlds and user driven innovation, Copenhagen, Denmark, June 2010
3. The Game Studies Download 5.0: Top 10 Research Findings
4. With Ian Bogost and Michael Mateas. Game Developers Conference, San Francisco, California, March 2010

What Color is Your Hero?

With Jamin Brophy-Warren, Manveer Heir and Leigh Alexander. Game Developers Conference, San Francisco, California, March 2010

The Cosmopolitan Otaku? World Citizenship and Global Videogames

University of Wisconsin, Madison, Wisconsin, February 2010

1. Western Otaku: Games Crossing Cultures
2. Rensselaer Polytechnic Institute, Troy, New York, December 2009
3. Convergence and Globalization in the Japanese Videogame Industry
4. Toshiba International Foundation Symposium, University of Pittsburgh, Pennsylvania, October 2009
5. Casual Games, Casual Players?
6. Hypermedia Lab, University of Tampere, Tampere, Finland, May 2009
7. The Game Studies Download 4.0: Top 10 Research Findings
8. With Jane McGonigal and Ian Bogost. Game Developers Conference, San Francisco, California, March 2009

How games influence culture

The National Academies, Committee on Modeling, Simulation and Gaming, Washington, DC, December 2008

Get in the game: Innovations in ethnographic game research

Roundtable organized by Nina Huntemann. Association of Internet Researchers Conference, Copenhagen, Denmark, October 2008

Center for Law and Information Policy Workshop

Invited participant, Fordham University School of Law, New York, New York, May 2008

Translating Vana’ diel: Creating Hybrid Culture

Global Media Research Center Speaker Series, Southern Illinois University at Carbondale, Illinois, April 2008

The Cultural Practices of Cheating in Digital Games

Keynote address, Culture and Computer Games Conference, HumLab, Umeå University, Umeå, Sweden, March 2008

The Game Studies Download 3.0: Top 10 Research Findings

With Jane McGonigal and Ian Bogost. Game Developers Conference, San Francisco, California, March 2008

There is No Magic Circle

Keynote address, FuturePlay conference, Toronto, Canada, November 2007

Questioning the Magic Circle

Purdue Serious Games Forum, Purdue University, West Lafayette, Indiana, October 2007

Why Cheating in Serious Games can be a Good Thing

Communication and Technology Policy Division panel, Association for Education in Journalism and Mass Communication annual conference, Washington DC, August 2007

Cheating, games, and education

Games, Learning and Society conference, Madison, Wisconsin, July 2007

The Game Studies Download 2.0: Top 10 Research Findings

With Jane McGonigal and Ian Bogost. Game Developers Conference, San Francisco, California, March 2007

Gender and Diversity Panel

State of Play IV conference, NY Law School, December 2006

Game Over? A Preliminary study of women game developers and factors influencing career success

Beyond Barbie and Mortal Kombat workshop, UCLA, May 2006

The Game Studies Download: Top 10 Research Findings

With Jane McGonigal and Ian Bogost. Game Developers Conference, San Jose, California, March 2006

Gaining Advantage: Videogame Players and Definitions of Cheating

Shawnee Game Conference, Portsmouth, Ohio, October 2005

Ludium game challenge

Participant in inaugural conference at the Center for the Study of Synthetic Worlds, Indiana University, September 2005

Digital Games and Cultural Representations

NITLE Media Studies Seminar on Digital Gaming, Middlebury College, Vermont, July 2005

A History of the Digital Game Industry: Japan and the United States

Chubu University, Aichi prefecture, Japan, May 2005

Women, Girls, and Games: Some Issues to Consider

GenderQuest workshop, Harvey Mudd College, Claremont, California, October 2004

Identifying the Issues

Women’s Game Conference panel discussion, Austin, Texas, September 2004

Women and the Game Industry: A Closer Look

Pennsylvania State University—Altoona, December 2003

Tracking the elusive female gamer

Ethnography and Computer-Mediated Communication: Researching Cyberculture Preconference, National Communication Association conference, Miami Beach, Florida, November 2003

The Digital Games Industry: The Changing Role of Women In and Behind Games

Digital Arts Festival, Carleton College, Northfield, Minnesota, October 2003

Studying digital games: Research opportunities

Keynote address, Game Research and Virtual Environment Laboratory (GRAVEL) Kickoff Event, University of Minnesota, Minneapolis, Minnesota, October 2003

Game analysis: Developing a methodological toolkit for the qualitative analysis of games

New Research for New Media: Innovative Research Methods Symposium, Minneapolis, Minnesota, September 2003

**Thinking Critically About Teaching Critical Literacy**

Increasing Critical Thinking, Conflict Analysis, and Criticism in the Journalism and Mass Communication Curriculum Panel, Association for Education in Journalism and Mass Communication Conference, Miami, Florida, August 2002

***The Game of Life* and American Values: How to Teach the Concept of Ideology**

Great Ideas for Teachers Poster Session, Association for Education in Journalism and Mass Communication Conference, Miami, Florida, August 2002

**Critical/Cultural Approaches to Teaching**

Critical-Cultural Teaching and the Institution Panel, Association for Education in Journalism and Mass Communication Conference, Miami, Florida, August 2002

**Representing the *Journal of Communication Inquiry***

Academic Research: Questioning its Relevancy, Impact, and Value to the Profession and to Society Panel, Association for Education in Journalism and Mass Communication Conference, Phoenix, Arizona, August 2000

### WORKSHOPS/PANELS/ROUNDTABLES ORGANIZED

Looking for the Endgame

Digital Games Research Association annual conference, Krakow, Poland, July 2022

Live Streaming and Research: New Directions

Digital Games Research Association annual conference, Kyoto, Japan, August 2019

How to talk about games, today

Organized with Roger Altizer, Lindsay Grace and Andy Phelps, Games 4 Change Festival, New York City, USA, June 2019

The Game of Grading: A Discussion of Grading and Assessment in Higher Ed Games Programs

Organized with Roger Altizer, Lindsay Grace and Andy Phelps, Education Summit, Game Developers Conference, San Francisco, USA, March 2019

Beyond the BA: Navigating Status as a Department, Center, or Program While Working With Industry Partners

Organized with Roger Altizer, Lindsay Grace and Andy Phelps, Education Summit, Game Developers Conference, San Francisco, USA, February 2017

Teaching Game Studies IV

Organized with Chris Paul, Digital Games Research Association conference, Dundee, Scotland, August 2016

Never too old to play: Intergenerational video game design workshop

Organized with TAG, mLab and ACT, Concordia University, February 2016

Teaching Game Studies III - DiGRA Edition

Organized with Chris Paul, Digital Games Research Association conference, Luneburg, Germany, May 2015

Teaching Game Studies II

Organized with Chris Paul, Digital Games Research Association conference, Salt Lake City, USA, August 2014

Teaching Game Studies: Advanced Syllabus and Course Design

Organized with Chris Paul, Annika Waern and Roger Altizer, Foundations of Digital Games conference, Florida, USA, April 2014

Resisting Resistance: A Game Studies Roundtable

Association of Internet Researchers conference, Denver, USA, October 2013

10 Years of Game Studies

Moderator for panel, Digital Games Research Association conference, Atlanta, USA, August 2013

Social Games: The Good, The Bad & The Ugly

International Communication Association, Boston, USA, May 2011

Internet Studies: State of the Art

Organized with Robert Burnett and Charles Ess, Association of Internet Researchers Conference, Milwaukee, Wisconsin, October 2009

Player Culture and Gameplay Expectations: Shifting Norms and Expectations

Association of Internet Researchers Conference, Vancouver, British Columbia, Canada, October 2007

New Challenges for Textual Analysis: Confronting the Image

Association for Education in Journalism and Mass Communication annual conference, Washington, DC, August 2007

Beyond MMOGs: The digital game industry, players, and multiple uses of the Internet

Association of Internet Researchers Conference, Sussex, England, September 2004

Unstable Ground: The Sexualized Terrain of Popular Culture

International Communication Association conference, New Orleans, Louisiana, May 2004

The Future of Feminist Internet Studies

Association of Internet Researchers Conference, Maastricht, The Netherlands, October 2002

The Politics of Access

## National Communication Association Conference, Seattle, Washington, November, 2000

### FUNDING

1. **MITACs Research Training Award, 2020**
2. Principal Investigator awarded $6000 for “Social Impact Game Prototype and Literature Review” research project
3. **Social Sciences and Humanities Research Council of Canada, 2019-2023**
4. Principal Investigator awarded $204,000 for “Class and Videogames” research project
5. **Aid to Research Related Events, Concordia University, 2018**
6. Co-PI with Stefanie Duguay awarded $3539 for “Going Live: Exploring live digital technologies and live streaming practices” conference

**Horizons Postdoctoral Fellowship Program, Concordia University, 2017-2019**

Principal Investigator awarded $76,000 to support a postdoctoral fellow in the area of Game Studies and Design

1. **Fonds de Recherche du Quebec, 2016 - 2019**
2. Principal Investigator awarded $134,196 for “Le jeu Ambiguity” research-creation project
3. **Social Sciences and Humanities Research Council of Canada, 2016 – 2019**
4. Principal Investigator awarded $137,259 for “Streaming at the Margins of Play” research project

**Curriculum Innovation Fund, Concordia University, 2016 – 2017**

Co-PI with Sandra Gabriele awarded $8000 for Course Development “Games, Media, and Culture” project

1. **Aid to Research Related Events, Concordia University, 2015-2016**
2. Principal Investigator awarded $3420 for “Gerontoludics and playful ageing: Making games with older adults” workshop
3. **Social Sciences and Humanities Research Council of Canada, 2015 – 2020**
4. Co-applicant awarded $2,498,116 for Partnership Grant “Re-Figuring Innovation in Games” with Jennifer Jenson (PI)
5. **National Endowment for the Humanities, 2015 - 2016**
6. Collaborator, awarded $29,403 for “Notoriously toxic: Understanding the language and costs of hate and harassment in online games.” Principal Investigator: Ben Miller, Georgia State University
7. **CFI-IOF, Concordia University, 2015 – 2016**
8. Awarded $18,000 for continuing CFI laboratory funding purchases and expenses
9. **Tier 1 Canada Research Chair in Game Studies and Design, 2011-2018**
10. Awarded $1,400,000 to fund research, assistants and expenses related to ongoing research program by CRC, SSHRC, and Concordia University. Renewable every seven years.

**Social Sciences and Humanities Research Council of Canada, 2015**

Principal Investigator awarded $16,640 for International Conference ‘History of Gender in Games’ Connection Grant with Gabrielle Trepanier Jobin

**Social Sciences and Humanities Research Council of Canada, 2014-2016**

Co-applicant awarded $72,730 for project “Corporeal Intersubjective Battlefield for Resistance of Gamers” with Chantal Robillard (PI) and Bart Simon (Co-PI).

**Status of Women Canada, 2014-2016**

Partnership with Atwater Library awarded $80,360 for “Preventing and Eliminating Cyberviolence Grant.” Aiding researchers with research design, strategies, and dissemination of findings.

**GRAND NCE, 2014-2015**

Network investigator awarded $11,158 for projects investigating the role of women in independent game development in both Canada and Japan.

**CFI-IOF, Concordia University, 2014- 2015**

Awarded $20,000 for continuing CFI laboratory funding purchases and expenses.

**Canada Foundation for Innovation, Leaders Opportunity Fund, 2012**

Awarded $234,313 to create Game Studies and Design Methods lab for innovating methodological approaches to studying game players and the act of gameplay.

1. **Reynard Program, Intelligence Advanced Research Projects Activity, 2009-2012**
2. Awarded $130,000 (co-applicant/my share) to investigate “Virtual World Inferences: Multi-Variant Analyses of Leadership, Gender, and Related Player-Characteristics through the Lens of Group Dynamics.”

**Gay and Lesbian Alliance Against Defamation (GLAAD), 2002**

Awarded $1500 research grant to investigate the presence and portrayal of GLBT characters in the computer games *The Sims, The Sims: House Party, The Sims: Livin Large* and *The Sims: Hot Date.* Research paper titled “It’s a Queer World After All: Studying *The Sims* and Sexuality” available from GLAAD.

*TEACHING*

**Concordia University**

Fall 2022 COMS 893: Games and/as Research-Creation

Fall 2021 COMS 893: Player Studies

Winter 2021 COMS 835: Doctoral Proseminar

Fall 2020 COMS 893: Game Studies: Theory and Research [emergency remote]

Winter 2020 COMS 605: Media Research Methods [moved to emergency remote]

Fall 2019 COMS 893: Games and/as Research-Creation

Winter 2019 COMS 605: Media Research Methods

Fall 2018 COMS 642 / INDI 820: Game Studies: Theory and Research

Winter 2017 COMS 605: Media Research Methods

Fall 2016 INDI 620/820 Player Studies

Winter 2016 COMS 605: Media Research Methods

Fall 2015 INDI 620/820G: Digital Games: Theory and Research

Winter 2015 INDI 620/820G: Digital Game Industry

Fall 2014 COMS 472/521: Gender and Communication Technology

Winter 2014 INDI 620/820G: Critical Game Design and Analysis

Fall 2013 COMS 893: From Gamer to Player

Winter 2013 INDI 620/820G: Digital Games: Theory and Research

Fall 2013 COMS 498/598: Cheating, Games and the Ethics of Play Media

Winter 2012 SPEC 620/820G: Digital Games: Theory and Research

Fall 2011 COMS 642Q: Cheating, Games and the Ethics of Play Media

**Massachusetts Institute of Technology**

Spring 2011 CMS 100: Introduction to Media Studies

Fall 2010 CMS 100: Introduction to Media Studies

Spring 2010 CMS 616: Cheating, Games and the Ethics of Play Media

Spring 2010 CMS 614: Identity and the Internet

Fall 2009 CMS 608: Game Design

**Ohio University**

MDIA 884: Critical and Cultural Theory

MDIA 598: Graduate Seminar

MDIA 205: Media Analysis and Criticism

TCOM 357/557: Digital Games and Global Culture

TCOM 603: Qualitative Research Methods

TCOM 804: Digital Games: Theory and Research

TCOM 581: Women and Media

TCOM 569c: Digital Games and Global Culture

TCOM 260: Mass Communication Theory

TCOM 202: Media, Culture and Technology II

**University of Wisconsin-Milwaukee**

Digital Culture

Race, Gender and the Media

Video Games and Culture

Mass Communication and Society

Technoculture: Robots and Cyborgs in Popular Media

### STUDENT SUPERVISION (M.A. and Ph.D. COMMITTEES)

***Current***

**Postdoctoral fellows**

Dr. Kalervo Sinervo

**Ph.D. Major Supervisor**

Sâmia Pedraça (ABD) Annie Harrisson (ABD)

Sarah Christina Ganzon (ABD) Andrei Zanescu (ABD)

Michael Iantorno (ABD) Meg Hutchison

Marc Lajeunesse (ABD) Scott DeJong

Courtney Blamey (ABD) Lyne Dwyer

**Ph.D. Minor Supervisor or External Member**

Skot Deeming (ABD) Alex Custodio

Ugo Ellefsen Aurelie Petit (ABD)

**MA Supervisor**

Kira Ettehadieh Justin Roberts

Jules Maier-Zucchino

**Completed supervision of postdoctoral fellows**

Dr. Felan Parker (St. Michael’s College, University of Toronto, Canada)

Dr. Kelly Boudreau (Harrisburg University of Science and Technology, USA)

Dr. Thorsten Busch (University of St. Gallen, Switzerland)

Dr. Daniel Staines (Macquarie University, Australia)

Dr. Ryan Scheiding (Georgia Institute of Technology, USA)

**Completed doctoral studies (supervisor)**

* Sarah Christina Ganzon, 2022, “Playing at Romance: Otome Games, Globalization and Postfeminist Media Cultures”
* Ryan Scheiding, 2020, “Zombies, Vaults & Violence: Collective Memory and the Representation of Atomic Fears in Video Games”
* Julia Ghorayeb Zamboni, 2020, (minor supervisor, INDI), “Robot Ludens: Inducing the Semblance of Life in Machines”
* Carolyn Jong, 2020, (minor supervisor, HUMA), “Bringing Politics Into It: Organizing at the Intersection of Videogames and Academia”
* Erin O’Loughlin, 2019, (minor supervisor, INDI), “Contribution of Exergaming Behaviour to Physical Activity: Toward Better Understanding the Role of Motivation”
* Nicholas Watson, 2019, “Re-Crafting Games: The Inner Life of Minecraft Modding”
* Kalervo Sinervo, 2018, (minor supervisor, HUMA), “Batland: Transmedia strategy & videogame spatiality in Gotham City”
* William Robinson, 2018, (minor supervisor, HUMA), “Encoding through procedure: Unexpected meaning in serious game design”
* Jason Begy, 2017, ABD
* Irene Serrano Vazquez, 2015, “Participatory Practices and Journalism: The Impact of User-Generated Content in Making Notes”
* Cynara Medina, 2010, “Understanding the ABC’s of Ugly Betty: A rhizomatic analysis of the illegal immigrant narrative in Ugly Betty, the political economy of Latino(a) television audiences, and fan engagement with television texts”
* Nathan Dutton, 2010, ABD
* Todd Harper, 2010, “The art of war: Fighting games, performativity and social game play”
* Janice Collins, 2009, “Finding leadership in the ‘real world’ of news: The professional socialization of leadership development and issues of power, gender, race and self esteem in a college broadcast journalism lab: A case study”

**Completed thesis (supervisor)**

* Patricia Petit Liang, January 2022, “Expressing Displeasure: A Casual Guide to Making Sims 4 Machinima During a Pandemic”
* C. E. Lyne Dwyer, September 2021, “Trouble in Paradise: Non-Monogamies and Queer Play in Single-Player Digital Games”
* Tamyres Lucas Manhães de Souza, July 2021, “You Could have Saved Her: Representations of Violence Against Women in Choice-based Games”
* Jessie Marchessault, September 2020, “Casual Play, Hardcore Community: Social and Spatial Ecosystems in Location-Based Mobile Gameplay”
* Scott DeJong, August 2020, “Generational Controls: Designing and Implementing a Serious Intergenerational Escape Game that Analogizes Data Personalization, Filter Bubbles and Echo Chambers”
* Maize Longboat, (co-supervisor) August 2019, “*Terra Nova*: Conceptualizing Videogame Development through Indigenous-Led Creation”
* Courtney Blamey, August 2019, “Bringing Down the Banhammer: Understanding the Impact of Competitive Players on Moderation Tactics in *Overwatch*”
* Marc Lajeunesse, July 2018, “’It taught me to hate them all’: Toxicity through Dota2’s Players, Systems, and Media Dispositive”
* Andrei Zanescu, March 2018, “Counter-Balkanism in The Witcher & Gwent: A Historical Reinvention Beyond the Balkan Paradigm”
* Rebecca Waldie, March 2018, “It was just a prank, Han!: Wendibros, Girlfriend Woes, and Gender Politics in *Until Dawn*”
* Robyn Hope, January 2018, “Play, Performance and Participation: Boundary Negotiation and Critical Role”
* Marilyn Sugiarto, April 2017, “A Rhizomatic Reimagining of Nintendo’s Hardware and Software History”
* Rainforest Scully-Blaker, September 2016, “Re-curating the Accident: Speedrunning as Community and Practice”
* Pierson Browne, December 2015, “Jumping the Gap: Indie Labour and the Imagined Indie Community”
* Lindsay Tarnowetzki, April 2015, “Environmental storytelling and *Bioshock: Infinite:* Moving from game design to game studies”
* Carolyn Jong, April 2013, “The selfish selfless hero: Questing in *Dragon Age: Origins*”
* Hillary Kolos, May 2010, “Not just in it to win it: Inclusive game play in an MIT dorm”
* Nathan Dutton, March 2007, “Participatory quitting: Quitting texts and *World of Warcraft* player culture”
* Angela Pittman, June 2002, “The Beautiful Ones: A Discussion of Beauty, The War Between Media and Cultural Standards of Female Beauty in Black and White America and an Examination of Diversity in Beauty Trends in American Print Fashion Media Over the Past 20 Years”
* Nathan Atkinson, May 2002, “Hate Crimes and Mass Media Response to Racial Violence: An Analysis of Newspaper Coverage of 1999 Benjamin Smith Shooting Spree”
* Amy Lauters, May 2001, “Converging Cultures: Television, The Internet, and The Fans of *Lois and Clark*”
* Alisa Felber, May 2001, “Olympic Athlete or Just Another Pretty Face? A Look at Stereotypical Portrayals of Female Athletes”

**Completed MA thesis or exams (service as committee member/reader)**

Melanie Armstrong Shane Tilton Carol Ringo

Shelly Jarenski Eric Freiwald Megan Floyd

Michele Martinez John Bowditch Giorgi Guledani

Dodd Alley Jessica Hey Dustin Slodov

Heather Irwin Tiffany Bowden Tim Balzer

Mary Catherine Kennedy M. Flourish Klink Jeffrey Harmison

Nancy Zenger Abraham Stein Katerina Symes

Edward Tarabay Nicholas Lalone Claudia Gagnon

Andrea Marek Sasha Lipskaia Connie Perla

Michael Iantorno Tifany Valade Hunter Loubert

**Completed MA exams/project (service as advisor)**

Mi Kyoung Kang Marco Mizrahi

Jason Martin Whitney Fromholtz

Seth Weinberg

**Past Ph.D. committee service**

Mari Jo Pesch Jeffrey Smith Jose Benitez

Joon Seong Lee Danielle Stern L. Meghan Pierce

Howard Fisher Donna de Ville Matthew Ponsford

Dietrich Squinkifer Aidan Buckland Mengshu Chen

**Opponent or External Examiner for PhD dissertation**

Tanja Sihvonen, 2009 (University of Turku, Finland)

Olli Sotamaa, 2009 (University of Tampere, Finland)

Sara Mosberg-Iversen, 2010 (IT University Copenhagen, Denmark)

Stewart John Woods, 2010 (Curtin University, Australia)

Allison Harvey, 2012 (York University, Canada)

Lina Eklund, 2013 (Stockholm University, Sweden)

Owen Livermore, 2013 (University of Western Ontario, Canada)

Felan Parker, 2014 (York University, Canada)

Martin Van de Weyer, 2014 (University of South Australia, Australia)

Marcus Carter, 2015 (University of Melbourne, Australia)

Jeremy Leipert, 2015 (Trent University, Canada)

Kelly Bergstrom, 2015 (York University, Canada)

Kim Østby, 2017 (University of Oslo, Norway)

Shifa Faizal, 2017 (University of Adelaide, Australia)

Christopher Young, 2017 (University of Toronto, Canada)

Max Sjöblom, 2019 (Aalto University, Finland)

Ge Zhang, 2019 (RMIT, Australia)

Matthew Schneider, 2019 (University of Toronto, Canada)

Heikki Tyni, 2020 (University of Tampere, Finland)

Janine Engelbrecht, 2021 (University of Pretoria, South Africa)

**External Examiner for MA thesis**

Eli Boulton, 2015 (University of Melbourne, Australia)

**UNIVERSITY SERVICE**

Concordia University

1. Horizon Post-Doctoral Fellowship Adjudication Committee, 2019-present
2. PhD Program Committee, Communication Studies Department, 2013-2014, 2018-present
3. Department Personnel Committee, Communication Studies Department, 2015-2017, 2018-present
4. FAS Faculty Curriculum Committee, 2019-2022
5. Search Committee Chair, Department Hiring Committee, Communication Studies Department, 2019
6. Acting GPD - MA Program, Communication Studies Department, March - June 2017
7. Search Committee Co-Chair, Department Hiring Committee, Communication Studies, 2017

Interim Director, Centre for Technoculture, Art & Games (TAG), 2016-2017

1. Associate Director, TAG, 2016

University Research Committee, 2012- 2017

Milieux Steering Committee, 2016- 2017

1. Appraisals Committee, Communication Studies Department, 2014-2015
2. Search Committee Chair, Strategic Hire in Games and Learning, 2013-2014

Diploma Committee, Communication Studies Department, 2012-2013

Department Hiring Committee, Communication Studies Department, 2012-1013

Executive Board, Centre for Technoculture, Arts and Games, 2011-present

MIT

Graduate Admissions Committee, 2011

Ohio University

Graduate College Task Force, 2007-2008

Women’s Studies Commission, 2006-2009

Graduate Priorities Implementation Team, 2005-2006

College of Communication Dean’s Search Committee, 2005

Graduate Committee, 2002-2009

Faculty Search Committees, 2003, 2006

School Name Task Force, 2006

Administrative Committee, 2004-2005

Undergraduate Curriculum Task Force, 2005

College of Communication Graduate Priorities Committee, 2005

IDT Development group, 2003-2005

**University of Wisconsin-Milwaukee**

Coordinator, Digital Arts and Culture Certificate Program, 2001-2002

Graduate Committee, 2000- 2002

Digital Arts and Culture Planning Committee, 2000- 2002

Women’s Studies Certificate Committee, 2000-2001

**University of Iowa**

Organizer, 1999 Midwest Graduate Communications Conference, 1998-1999

Listserv Administrator, Journalism Graduate Students’ Listserv, 1996-1999

Member, Curriculum Committee, 1997-1998

Treasurer, Graduate Women’s Studies Association, 1997-1998

Member, Graduate Women’s Studies Association, 1995-1998

Member, Council on the Status of Women, 1996-1997

Member, Academic Computer Services Committee, 1996-1997

## 

### PROFESSIONAL SERVICE

# Hawaii International Conference on System Sciences

Digital and Social Media Track, Games and Gaming Mini-Track Co-Chair, 2016-2020

**The Strong Museum of Play**

Advisory Board for NEA Planning Grant, 2018 – present

**The Strong World Video Game Hall of Fame**

International Selection Advisory Committee, 2015 – present

**Society for the Advancement of the Study of Digital Games**

Board Member, 2014-2020

# Government of Canada, Department of Innovation, Science and Economic Development

Advisory Board member, The Game Lab, 2016

# Social Science and Humanities Research Council

Vanier Selection Committee, 2014-2015

# Digital Games Research Association (DiGRA)

President, 2012-2016

Board Member, 2011-2012

Track Chair, 2019

Secretary, 2002- 2005

Working Group, 2002-2005

**Canadian Game Studies Association**

Program Committee, 2019

# Foundations of Digital Games Conference

# Program Committee, 2015

# Program Co-Chair, 2011-2012

# Game Studies Track Chair, 2009-2010

**Association of Internet Researchers**

Past President, 2011-2013

President, 2009-2011

Vice President, 2007-2009

Program chair for 2007 conference, 2006-2007

Elections working group chair, 2002

Conference planning committee, 2000-2001

# Abstract reviewer, 2000-2001, 2004 - present

**F.R.O.G. Conference**

Program Committee, 2013

# Video Game Studies Interest Group, ICA

# Paper reviewer, 2007, 2008, 2010

# Nominating Committee, 2006

# Cultural and Critical Studies Division, AEJMC

Paper reviewer, 1999-2001, 2003

Head, 2001-2002

Vice-Head, 2000-2001

**Communication Technology & Policy Division, AEJMC**

Paper reviewer, 2004

**Feminist Scholarship Division, ICA**

Paper reviewer, 1997-2001

### GAME INDUSTRY SERVICE

# Canada Media Fund

# Jury, Innovation and Experimentation Fund, 2021

# Festival of Indie Games

Curatorial Committee, 2013, 2015

# Indiecade

Jury, 2012

# Virtual Policy Network

Advisory Board, 2008-2020

**Women in Games International**

# Steering Committee, 2005-2010

# Women’s Game Conference

Steering Committee, 2004-2005

**Women in Game Development, IGDA**

Database information gathering, 2003-2004

**EDITORIAL EXPERIENCE**

# Journal Editor

# *Critical Studies in Media Communication,* 2018 - 2022

# *Journal of Communication Inquiry,* 1998-1999

# Book Series Editor

# “Playful Thinking” series, MIT Press, 2017 – present

# Editorial Board Member

# *Journal of Communication,* 2020 – present

# *Replaying Japan Journal,* 2020 – present

# *Media Industries,* 2018 - present

# *Loading ….,* 2018 – present

# *Interactive Entertainment Law Review,* 2017 – present

*Play Beyond the Computer* book series, Bloomsbury, 2017 – present

# *Social Media + Society,* 2015-present

# *Feminist Media Studies,* 2015-present

# *Communication, Culture & Critique,* 2013-present

# *Communication and Critical/Cultural Studies,* 2013- present

# *New Media & Society,* 2012-present

*G|A|M|E: The Italian Journal of Game Studies,* 2011-present

*Journal of Gaming and Virtual Worlds,* 2011-present

*The Velvet Light Trap,* 2011-present

# *Approaches to Digital Game Studies* book series, Continuum Press, 2010-present

# *Digital Culture & Education,* 2008-present

# *Eludamos: Journal for Computer Game Culture,* 2008-present

# *Games & Culture,* 2007-present

# *Game Studies*, 2004-present

# *Critical Studies in Media Communication,* 2004-present

*Cinema Journal,* 2013-2017

# *Women’s Studies in Communication,* 2004-2013

# *Canadian Journal of Communication,* 2006-2008

*Electronic Journal of Communication/Revue Électronique de Communication,* 2001 [Reviewer for special issue on Interpersonal relationships and the Internet guest edited by Nancy Baym]

*Journal of Communication Inquiry,* 1996-1998

# Manuscript Reviewer

*Israeli Science Foundation*

*University of Indiana Press*

*Social Sciences and Humanities Research Council*

*National Research Foundation, Singapore*

*Kinephanos*

*University of Toronto Press*

*Multilingua: Journal of Cross-Cultural and Interlanguage Communication (MULTI)*

*Dutch Research Council*

*Dutch National Science Foundation*

*University of Minnesota Press*

*Convergence*

*Austrian Science Fund*

*Palgrave Macmillan*

*Science Communication*

*Routledge*

*The MIT Press*

*NYU Press*

*Symbolic Interaction*

*Communique*

*Journal of Children and Media*

*Journal of Computer-Mediated Communication*

*Feminist Media Studies*

*Journal of Broadcasting & Electronic Media*

*New Media & Society*

*Popular Communication*

*Journalism and Communication Monographs*

*Journalism and Mass Communication Quarterly*

*Fibreculture*

*Holcomb Hathaway Publishers*

*Blackwell*

*American Council of Learned Societies*

*National Science Foundation*

# Advisory Board Member

# *Journal of Communication Inquiry*, 1999-present

**AWARDS AND HONORS**

# Higher Education Video Game Alliance

Inaugural Fellow, 2017

# Digital Games Research Association

Distinguished Scholar, 2016

# Higher Education Video Game Alliance

Advancing Theory and Research, 2016

# Association of Internet Researchers

Lifetime Membership Award for Service, 2007

# Information Technology Alliance of Appalachian Ohio

Outstanding Educator Advancing Information Technology, 2007

# University of Wisconsin-Milwaukee

Cultures and Communities Faculty Fellowship, 2000-2001; 2001-2002

Scholarship of Engagement Faculty Mini-Grant, 2001-2002

**University of Iowa, School of Journalism and Mass Communication**

1998 Outstanding Doctoral Student Award for Research

Carl J. Nelson Memorial Research Scholarship, 1999

Murray Dissertation Scholarship, 1998

Kappa Tau Alpha, 1997

Moeller Doctoral Fellowship, 1995