

BONNIE RUBERG, Ph.D.

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Employment

Assistant Professor of Informatics, University of California at Irvine Department of Informatics; specialization in digital games and interactive media	beginning fall 2017
Provost's Postdoctoral Scholar, University of Southern California Interactive Media & Games Division, School of Cinematic Arts Teaching fellow; researcher in gender, sexuality, and video game design	2015 - 2017
Graduate Student Instructor, University of California at Berkeley Departments of New Media, Women's Studies, Comparative Literature, Art History, American Cultures	2010 - 2014
Technology Journalist, <i>The Village Voice</i> , <i>The Economist</i> , <i>Forbes</i> , <i>Wired</i> , etc. Freelance reporter covering video games, tech culture, and society	2005 - 2009

Education

Ph.D., University of California at Berkeley Comparative Literature with certification in New Media and Women, Gender, & Sexuality Studies Dissertation: <i>Pixel Whipped: Pain, Pleasure, and Media</i> Committee: Michael Lucey (chair), David Bates, Abigail De Kosnik, Eric Naiman, and Linda Williams	2015
B.A., Bard College, Annandale-on-Hudson, NY Literature major with concentrations in Creative Writing and Gender & Sexuality Studies	2007

Publications

<i>Queer Game Studies</i> , edited volume (lead editor) Landmark anthology bringing together diverse voices on LGBTQ issues and video games Co-edited with Adrienne Shaw; University of Minnesota Press (see press listing here)	2017
"In Practice: Queerness and Video Games," journal special section and article <i>Camera Obscura: Feminism, Culture, and Media Studies</i> , co-edited with Diana Mari Pozo and Christophoer Goetz Individual contribution: "Creating an Archive of LGBTQ Video Game Content"	2017
"Playing to Lose: The Queer Art of Failing at Video Games," book chapter Contributed to edited volume <i>Gaming Representation: Race, Gender, and Sexuality in Video Games</i> Eds. Jennifer Malkowski and TreaAndrea Russworm; Indiana University Press (see press listing here)	2017
"Doing It for Free: Digital Labor and the Fantasy of Amateur Online Pornography," peer-reviewed article <i>Porn Studies</i> , "Porn and Labor" special issue, eds. Jiz Lee and Rebecca Sullivan (PDF available here)	2016
"No Fun: The Queer Potential of Video Games that Hurt," peer-reviewed article <i>QED: A Journal of GLBTQ Worldmaking</i> , "Queer Games" special issue (PDF available here)	2015
"Curating with a Click: The Art that Participatory Media Leaves Behind," peer-reviewed article <i>Ada: A Journal of Gender, New Media, and Technology</i> , FemBot Collective (PDF available here)	2015
"Queerness and Video Games," peer-reviewed online journal special issue series First Person Scholar, special issue series editor Individual contribution: "Introduction: Video Games, Queerness, and Beyond" (PDF available here)	2015
"Cruising Dystopia: The Messy Optimism of McGlotten's <i>Virtual Intimacies</i> ," book review <i>Qui Parle: Critical Humanities and Social Sciences</i> (PDF available here)	2014

- “Sex as Game: Playing with the Erotic Body in Virtual Worlds,” peer-reviewed article 2010
Rhizomes: Cultural Studies in Emerging Knowledge, (PDF available [here](#))
- “Princess Peach the Porn Star: Desire and Power in Video Game Fan Fiction,” book chapter 2008
 Contributed to edited volume *Do Androids Sleep with Electric Sheep?*, Re/Search Publications
- “Click Me,” weekly column for *The Village Voice* and Village Voice Media, reporting 2007-2009
 Profile pieces on current topics related to gender, sexuality, and digital cultures
- New stories, columns, and reviews for *The Village Voice*, *The Economist*, *Wired*, etc., reporting 2005 - 2009
 Extensive portfolio of published articles on technology, video games, and culture (selection available [here](#))

Forthcoming Publications

- Playing Queer: Sexuality, Gender, and Identity in Video Games beyond Representation*, monograph 2018
 First book-length work dedicated to exploring video games and play through queer theory
 Postmillennial Pop series, eds. Henry Jenkins and Karen Tongson, under review with New York University Press
- “Queerness and Video Games: Queer Game Studies and New Perspectives through Play,” journal article 2017
GLQ: A Journal of Lesbian and Gay Studies, solicited contribution, Moving Image Review, ed. Kara Keeling
- “What Is Your Mother’s Maiden Name? A Feminist History of Online Security Questions,” peer-reviewed article 2017
Feminist Media Histories, “Data” special issue, eds. Miriam Posner and Lauren Klein
- “Permalife: Video Games, Biopolitics, and the Queerness of Living,” peer-reviewed article 2017
Journal of Gaming and Virtual Worlds, “Permadeath” special issue, eds. Alenda Chang and Braxton Soderman
- “Toward a Queer Digital Humanities,” book chapter 2017
Debates in DH series edited volume, chapter co-authored with Jason Boyd and James Howe
 “Bodies of Information: Intersectional Feminist Digital Humanities” issue, eds. Jacque Wernimont and Liz Losh
- “#nohomo: Homophobic Twitter Hashtags, Straight Masculinity, and Networks of Queer Disavowal,” book chapter 2017
 Solicited contribution to edited volume *#identity: Hashtagging Race, Gender, Sex, and Nation*
 Collaborative authorship by Color of New Media Collective, under contract at University of Michigan Press
- “Community: The Queerness and Games Conference,” book chapter 2018
 Solicited contribution to edited volume *How to Play Video Games*, eds. Matt Payne and Nina Huntemann
- The Arthritic Grasshopper and Other Stories* by Gisèle Prassinos, translated volume with introduction 2017
 Individual contribution: “Introduction: Where Innocence Unleashes Its Ferocity and Its Monsters”
 Co-translator, author’s first English-language volume, Wakefield Press (see press listing [here](#))

Publications and Research in Progress

- The Queer Games Avant-Garde: LGBTQ Video Game Makers and the Future of Interactive Media* current
 Book project overviewing the contemporary queer games movements and profiling LGBTQ game makers
 Proposal under consideration at MIT Press; completed manuscript expected summer, 2017
- Game Studies*, “Queerness and Video Games” peer-reviewed journal special issue 2018
 Serving as guest editor and authoring introduction for issue of top games journal, public CFP spring 2017
- “Representing Sex Workers in Video Games and the Devaluing of Erotic Labor,” peer-reviewed article 2017
WSQ: Women’s Studies Quarterly, under consideration for “Precarious Work” special issue
- “Voices from the Fight for the Future of Video Games: Oral History Archive” ongoing
 Digital storytelling project documenting first-hand experiences of online, gender-based harassment
 Cross-institutional collaboration in pursuit of NEH Digital Humanities grant

Conference Papers & Presentations (selected)

“Teaching Students to Design Socially Aware Games,” Education Soapbox Game Developer’s Conference, Education Summit, San Francisco, CA	February, 2017
“Video Games and Queer Affect: Empathy, Embodiment, Exile, and Economy” panel (chair) Individual paper: “Feeling for Others: Video Games and the Uses of Queer Affect” Society for Cinema and Media Studies Conference, Chicago, IL	March, 2017
“New Voices in Game Studies Roundtable” PCA/ACA Conference, San Diego, CA	April, 2017
“Speedruns and Slow Strolls: Queer Movements through Space and Time in Video Games” Invited speaker, Video Games as Visual Cultures lecture series, UC Santa Cruz	March, 2017
“Interdisciplinary Scholarship: Technology, Culture, Design, Social Justice” Sidney Harman Academy for Polymathic Study speaker series, University of Southern California	January, 2017
“Intersections of DH and LGBTTIQ+ Studies” Workshop, co-led by Jason Boyd and James Howe, Digital Humanities Summer Institute, University of Victoria	May, 2017
“Teaching Intersectional Feminism through Critical Game Design” HASTAC Conference, co-presentation with Vicki Callahan, Tempe, AZ	May, 2016
“Queer Game Studies: How Queer Perspectives Are Changing Game Studies” Critical Game Studies Conference, University of California at Irvine, Irvine, CA	May, 2016
“Passing for Human: <i>Octodad</i> and Queerness as Video Game Mechanic” Society for Cinema and Media Studies Conference, Atlanta, GA	March, 2016
“Creating Safer Spaces in Games Education” Game Developer’s Conference, Education Summit, co-presentation with Jane Pinckard, San Francisco, CA	March, 2016
“Queerness and Video Games: Identity, Community, and Design” (watch presentation here) Games and Interactive Media (GAIMS) speaker series, Stanford University	January, 2016
“Diversity, Identity, and Video Games: Postdoctoral Research” “Playthink” salon series, Interactive Media and Games Division, University of Southern California	November, 2015
“Pillow Talk: A Keynote Conversation on Intimacy in Games” (moderator) IndieCade: International Festival of Independent Games, Los Angeles, CA	October, 2015
“Designing LA’s LGBT History: Student Game Collaborations with The Lavender Effect” QGCon Local, University of Southern California	October, 2015
“Where Is the Queerness in the Digital Humanities?”, co-led by James Howe and Jason Boyd Community Workshop Series, Digital Humanities Summer Institute, University of Victoria	June, 2015
“#nohomo: Mapping the Social Functions of Homophobic Twitter Hashtags” DH Colloquium, Digital Humanities Summer Institute, University of Victoria	June, 2015
“Playing to Lose: The Queer Art of Failing at Video Games,” invited panelist Society for Cinema and Media Studies Conference, Montreal, Canada	March, 2015
“How to Create Safe Spaces at Game Events,” lead presenter (watch presentation here) Game Developer’s Conference, Advocacy Track, San Francisco, CA	March, 2015

“Playing Video Games Masochistically,” invited panelist American Studies Association Conference, Los Angeles, CA	November, 2014
“Kafka and the Kafkaesques: Close Reading in the Age of the Digital Humanities” Modern Language Association Conference, Chicago, IL	January, 2014
“The Arts of Failure: Jack Halberstam in Conversation with Jesper Juul” (moderator) The Queerness and Games Conference, Berkeley, CA	October, 2013
“Reading Video Games Like Literature,” keynote speaker Gotland Games Conference, Gotland, Sweden	June, 2011
“Designing LGBT Characters for Video Games” Gotland University, Human Rights speaker series, Gotland, Sweden	December, 2010

Academic Service

Lead Organizer and Co-Founder, The Queerness and Games Conference (see video here) Innovative, nationally-recognized, annual conference exploring LGBTQ issues and video games QGCon builds bridges between diverse fields by bringing together academics, activists, and game designers.	2013 - present
Co-Editor with Adrienne Shaw, <i>Queer Game Studies</i> Edited volume from University of Minnesota Press with contributions from scholars, developers, and critics This collection lays the groundwork for an important new subfield that integrates academia and industry.	2013 - 2017
“Queerness and Video Games” special issue guest editor, <i>Game Studies</i> Editing and writing introduction for issue on new perspectives on queer game studies	2017 - 2018
Special Issues Guest Editor, <i>First Person Scholar</i> Series of four special journal issues presenting work from the 2014 Queerness and Games Conference	2015
Co-Chair, Committee for Creating Safer Space in the Classroom, USC Newly formed faculty committee focused on building pedagogical resources for promoting inclusivity	2015 - present
MFA Thesis Committee Member, University of California at Santa Cruz Outside co-advisor for graduate students interested in LGBTQ issues in Games and Playable Media department	2016 - present
Co-Organizer, Playthink art game salon series, USC Monthly colloquium featuring current work from visiting scholars, faculty, and students	2015 - present
Organizer, QGCon Local Conference, USC (see video here) Public event incorporating presentations, workshops, and performances on queerness and video games Hosted in conjunction with LA-based LGBTQ non-profit The Lavender Effect	2015
Co-Founder and Co-Facilitator, “Queer on Campus” Game Design Workshop, Berkeley Intensive undergraduate program teaching queer students to explore identity through game design Two-time awardee of competitive campus-wide Innovation Grant funding	2014 - 2015
Peer Reviewer and Jury Member Reviewer for research articles journals such as <i>Sexualities</i> and professional organizations such as CHI Game submission jury member for IndieCade independent games festival	2016 - present
Berkeley Representative, University of California Computer Games Workshop UC-wide meeting of game studies faculty to discuss future of games research in the UC system	2015
Research Associate, “Color of New Media” Digital Humanities Collective Primary humanities consultant on development of Constellate, text analysis and topic-modeling tool	2013-2015

Teaching & Course Design (selected)

“Video Games, Identity, and Diversity” University of Southern California, Interactive Media and Games Division Solo instructor; original course; mixed undergraduate and graduate level; 15 students	fall, 2016
“Experimental Game Design” University of Southern California, Interactive Media and Games Division Solo instructor; game-design production course; mixed undergraduate and graduate levels, 18 students	spring, 2016
“Gender and Sexuality in Video Games” University of Southern California, Interactive Media and Games Division Solo instructor; original course; mixed undergraduate and graduate level; 15 students	fall, 2015
“Playing Race: Investigating American Racial Identities through Video Games” Berkeley Centers for American Cultures and New Media Solo instructor; original course; upper-division undergraduate level; 12 students	summer, 2014
“Gender & Sexuality in Digital Cultures” Berkeley Department of Gender and Women’s Studies Solo instructor; original course; upper-division undergraduate level; 25 students	summer, 2013
“The Language of Technology: Reading New Media through Literature” Berkeley Department of Comparative Literature Lead instructor; original course; course fulfills undergraduate writing requirement; 34 students	fall, 2012

Awards, Grants, and Fellowships

University of Southern California Society of Fellows	2016 - 2017
Digital Humanities Summer Institute Fellowship, University of Victoria	2015
Innovation Grant Recipient, Berkeley Office of Equity, Inclusivity, and Diversity	2014, 2015
Pedagogy Award, Berkeley Center for American Cultures	2014, 2015
Course Development Grant, Berkeley Center for American Cultures	2014
Outstanding Graduate Student Instructor Award, Berkeley Graduate Division	2013
Independent Research Fellowship, Berkeley Center for New Media	2013
Research Grant, Berkeley Department of Gender and Women’s Studies	2011

Professional Training

Fundamental of Programming for Humanists, intensive introductory course Digital Humanities Summer Institute, University of Victoria	2017
Digital Humanities Fellow, DH @Berkeley Program, UC Berkeley Interdisciplinary cohort of researchers with mentorship and training sponsored by Mellon Foundation Grant	2014 - 2015
“Feminist Digital Humanities,” intensive theory-practice course Digital Humanities Summer Institute, University of Victoria	2015
Summer Institute for Preparing Future Faculty Fellowship Teaching program preparing graduate students for successful transitions to positions as junior faculty	2014

Professional Affiliations

American Studies Association; Digital Games Research Association; Fembot Collective; FemTechNet; Humanities, Arts, Sciences, and Technology Alliance; Modern Language Association; National Women’s Studies Association; Popular Culture Association; Society for Cinema & Media Studies; SCMS Queer Studies Special Interest Group; SCMS Women’s Special Interest Group; SCMS Video Games Special Interest Group