

BONNIE RUBERG, Ph.D.

Department of Informatics, University of California, Irvine
Donald Bren School of Information & Computer Sciences, Donald Bren Hall, Irvine, CA 92697
bruberg@uci.edu / ourglasslake.com / [@myownvelouria](https://www.instagram.com/myownvelouria)

Primary research areas:

- Sexuality and gender in digital media and digital cultures
- Queer studies, LGBTQ issues, and video games
- Feminist critiques of technology and society

Employment

Assistant Professor of Digital Games & Interactive Media, University of California, Irvine 2017 - present
Department of Informatics, Donald Bren School of Information and Computer Sciences

Provost's Postdoctoral Scholar, University of Southern California 2015 - 2017
Interactive Media & Games Division, School of Cinematic Arts
Teaching fellow; researcher in gender, sexuality, and video game design

Graduate Student Instructor, University of California, Berkeley 2010 - 2014
Departments of New Media, Women's Studies, Comparative Literature, Art History, American Cultures

Technology Journalist, *The Village Voice*, *The Economist*, *Forbes*, *Wired*, etc. 2005 - 2009
Freelance reporter covering video games and technology with a focus on gender and sexuality

Education

Ph.D., Department of Comparative Literature, University of California, Berkeley 2015
"Designated emphasis" certification in New Media from the Berkeley Center for New Media
"Designated emphasis" certification in Women, Gender, and Sexuality from the Department of Gender Studies
Dissertation: *Pixel Whipped: Pain, Pleasure, and Media*
Committee: Michael Lucey (chair), David Bates, Abigail De Kosnik, Eric Naiman, Linda Williams

B.A., Bard College, Annandale-on-Hudson, NY 2007
Literature major with concentrations in Creative Writing and Gender & Sexuality Studies

Publications (books)

***Video Games Have Always Been Queer*, monograph** expected spring, 2019
Under contract with New York University Press, Postmillennial Pop series

The Queer Games Avant-Garde: How LGBTQ Game-Makers Are Reimagining the Medium of Video Games
Full manuscript under official consideration at Duke University Press

***Queer Game Studies*, edited volume (lead editor)** 2017
University of Minnesota Press, co-edited with Adrienne Shaw

Publications (peer-reviewed journal articles)

"Representing Sex Workers in Video Games: Feminisms and the Value of Erotic Labor" 2018
Feminist Media Studies; forthcoming (accepted for publication)

“What Is Your Mother’s Maiden Name? A Feminist History of Online Security Questions” <i>Feminist Media Histories</i> , “Data” special issue, editors Miriam Posner and Lauren Klein	2017
“Doing It for Free: Digital Labor and the Fantasy of Amateur Online Pornography” <i>Porn Studies</i> , “Porn and Labor” special issue, editors Jiz Lee and Rebecca Sullivan	2016
“Curating with a Click: The Art that Participatory Media Leaves Behind” <i>Ada: A Journal of Gender, New Media, and Technology</i>	2015
“Introduction: Video Games, Queerness, and Beyond” <i>First Person Scholar</i> , “Dispatches from the 2014 Queerness and Games Conference” special issue	2015
“Sex as Game: Playing with the Erotic Body in Virtual Worlds” <i>Rhizomes: Cultural Studies in Emerging Knowledge</i>	2010

Publications (editor-reviewed journal articles)

“Queerness and Video Games: Queer Game Studies and New Perspectives through Play” <i>GLQ: A Journal of Lesbian and Gay Studies</i> , Moving Image Review, editor Kara Keeling	2018
“UC Irvine eSports Inclusivity Plan Report” (group authorship team) <i>International Journal of Gaming and Computer-Mediated Simulations</i> , “Esports” special issue	2018
“Permalife: Video Games, Biopolitics, and the Queerness of Living” <i>Journal of Gaming and Virtual Worlds</i> , “Permadeath” special issue, editors Alenda Chang and Braxton Soderman	2017
“In Practice: Queerness and Games” (second author) <i>Camera Obscura</i> , “In Practice” section, co-authored with Diana Pozo and Chris Goetz	2017
“Creating an Archive of LGBTQ Video Game Content: An Interview with Adrienne Shaw” <i>Camera Obscura</i> , “In Practice” section	2017
“No Fun: The Queer Potential of Video Games that Hurt” <i>QED: A Journal of GLBTQ Worldmaking</i> , “Queer Games” special issue	2015

Publications (journal special issue editing)

<i>Game Studies</i> , “Queerness and Video Games: New Perspectives” (lead editor) Co-editor with Amanda Phillips, introduction and six articles, submissions undergo peer review	2018
<i>Camera Obscura</i> , “In Practice: The Queerness and Games Conference” (second editor) Co-edited with Diana Pozo and Chris Goetz, introduction and four articles	2017
<i>First Person Scholar</i> , “Dispatches from the 2014 Queerness and Games Conference” (solo editor) Introduction and six articles, submissions underwent peer review	2015

Publications (book chapters)

The Powers and Pitfalls of Queer Indie Game-Making: An Interview with Mo Cohen” <i>Indie Games in the Digital Age: An Anthology</i> , editors MJ Clarke and Cynthia Wang	expected 2019
“Toward a Queer Digital Humanities” (first author) <i>Bodies of Information: Feminist Debates in DH</i> , co-authored with Jason Boyd and James Howe Under contract with University of Minnesota Press, editors Jacque Wernimont and Liz Losh	2018

- “#nohomo: Homophobic Twitter Hashtags, Masculinity, and Networks of Queer Disavowal” 2018
#identity: Hashtagging Race, Gender, Sex, and Nation
 Under contract with University of Michigan Press, editors Abigail DeKosnik and Keith Feldman
- “Community: The Queerness and Games Conference” 2018
How to Play Video Games
 Under contract with New York University Press, editors Matt Payne and Nina Huntemann
- “Playing to Lose: The Queer Art of Failing at Video Games” 2017
Gaming Representation: Race, Gender, and Sexuality in Video Games
 Indiana University Press, editors Jennifer Malkowski and TreaAndrea Russworm
- “Imagining Queer Game Studies” (second author) 2017
Queer Game Studies, University of Minnesota Press, co-authored with Adrienne Shaw
- “The Arts of Failure: Jack Halberstam in Conversation with Jesper Juul” 2017
Queer Game Studies, University of Minnesota Press
- “Forty-Eight Hour Utopia: On Hope and the Future of Queerness in Games” 2017
Queer Game Studies, University of Minnesota Press
- “Princess Peach the Porn Star: Desire and Power in Video Game Fan Fiction” 2008
Do Androids Sleep with Electric Sheep?, Re/Search Publications

Publications (journal articles currently undergoing peer review)

- “The Labor Politics of Queer Indie Game-Making”
Television and New Media, “Digital Games and Labour” special issue, editors Chris Young and Greig de Peuter
- “Straight-Washing *Undertale*: Video Games and the Limits of LGBTQ Representation”
New Media and Society
- “Queer Indie Video Games as an Alternative Digital Humanities: Counter-Strategies for Cultural Critique”
American Quarterly, “Digital Humanities” special issue, editors Amy Earhart and Matthew Delmont

Publications (other types)

- “Understanding Intersectionality through Game Design: Pedagogical Tools” 2018
 Published as part of “Keyword: Gaming” by Amanda Phillips in *MLA Keywords* series
- The Arthritic Grasshopper and Other Stories* by Gisèle Prassinos (authored introduction and co-translated) 2017
 Introduction: “Where Innocence Unleashes Its Ferocity and Its Monsters”
 Wakefield Press, first French-to-English language volume of surrealist short stories
- “Cruising Dystopia: The Messy Optimism of McGlotten’s *Virtual Intimacies*,” book review 2014
Qui Parle: Critical Humanities and Social Sciences
- “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
- News 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

Presentations & Conference Papers (invited speaker)

- “Teaching Social Justice in the Era of Online Harassment” November, 2018
American Studies Association Conference, panel: “The Revolution Will Be Digitized?”, Atlanta, Georgia
- “Queerness, Video Games, and the Digital Humanities” November, 2018
College of William and Mary, Williamsburg, VA
- “Should Queer Games Represent Queer Sex?” July, 2018
DiGRA, panel: Queer Game Studies beyond Representation, Turin, Italy
- “Video Games Have Always Been Queer” January, 2018
Stanford University, “Digital Aesthetics” workshop series, Palo Alto, California
- “Interrogating Empathy: Alternative Models of (Queer) Feeling in Video Games” October, 2017
Smith College, “Gaming Representation” symposium, Northampton, Massachusetts
- “Games and Politics: Where Do We Stand?” (panel organizer and moderator) October, 2017
IndieCade, Los Angeles, CA
- “Games and Politics: Taking Action” (workshop organizer and facilitator) October, 2017
IndieCade, Los Angeles, CA
- “Interrogating Empathy: Alternative Models of (Queer) Feeling in Video Games” May, 2017
Gotland Game Conference, Gotland, Sweden
- “New Voices in Game Studies Roundtable” April, 2017
Popular Culture Association/American Culture Association Conference, San Diego, CA
- “Speedruns and Slow Strolls: Queer Movements through Space and Time in Video Games” March, 2017
University of California, Santa Cruz, Arts Dean’s lectures series, Santa Cruz, CA
- “Games and Politics: Diversity in Video Games?” (panel participant) March, 2017
Goethe-Institut, San Francisco, CA
- “Interdisciplinary Scholarship: Technology, Culture, Design, Social Justice” January, 2017
University of Southern California, Sidney Harman Academy, Los Angeles, CA
- “Queer Game Studies: Q&A with Scholars” (panel participant) October, 2016
GaymerX, San Jose, CA
- “Identifying Values in Video Game Design” (guest lecturer) September, 2016
University of Southern California, Introduction to Interactive Entertainment, Los Angeles, CA
- “Queer Game Studies: How Queer Perspectives Are Changing Game Studies” May, 2016
University of California, Irvine, Critical Game Studies Conference, Irvine, CA
- “Queerness and Video Games: Identity, Community, and Design” January, 2016
Stanford University, Games and Interactive Media speaker series, Palo Alto, CA
- “Diversity, Identity, and Video Games: Postdoctoral Research” November, 2015
University of Southern California, “Playthink” salon series, Los Angeles, CA
- “Professionalization and the Academic Job Market” November, 2015
University of Southern California, Interactive Media Arts + Practice, Los Angeles, CA
- “Queerness in Games” (keynote) October, 2015
University of Southern California, Rainbow Game Jam, Los Angeles, CA

“Pillow Talk: A Keynote Conversation on Intimacy in Games” (moderator) IndieCade, Culver City, CA	October, 2015
“Well-Played: A Real-Time Analysis of <i>Realistic Kissing Simulator</i> ” IndieCade, Culver City, CA	October, 2015
“Playing to Lose: The Queer Art of Failing at Video Games” Society for Cinema and Media Studies Conference, panel: “Identity Matters,” Montreal, Canada	March, 2015
“No Fun: The Value of Video Games that Annoy, Anger, Disappoint, Sadden, and Hurt” American Studies Association Conference, panel: “Digital Deaths and Disenfranchisements,” Los Angeles, CA	November, 2014
“Reading Video Games Like Literature” (keynote) Gotland Game Conference, Gotland, Sweden	June, 2011
“Designing LGBT Characters for Video Games” Gotland University, Human Rights speaker series, Gotland, Sweden	December, 2010

Presentations & Conference Papers (open submissions)

“Feeling for Others: Video Games and the Uses of Queer Affect” Society for Cinema and Media Studies Conference, panel: “Video Games and Queer Affect” (chair), Chicago, IL	March, 2017
“Teaching Students to Design Socially Aware Video Games” Game Developer’s Conference, Education Summit, San Francisco, CA	February, 2017
“Teaching Intersectional Feminism through Critical Game Design” HASTAC Conference, co-presentation with Vicki Callahan, Tempe, AZ	May, 2016
“Passing for Human: <i>Octodad</i> and Queerness as Video Game Mechanic” Society for Cinema and Media Studies Conference, panel: “Queering Game Studies,” 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
“#nohomo: Mapping the Social Functions of Homophobic Twitter Hashtags” Digital Humanities Summer Institute, DH Colloquium, University of Victoria	June, 2015
“How to Create Safe Spaces at Game Events” (presenter and panel chair) Game Developer’s Conference, San Francisco, CA	March, 2015
“Kafka and the Kafkaesques: Close Reading in the Age of the Digital Humanities” Modern Language Association Conference, Chicago, IL	January, 2014

Academic Service (general)

Organizer and Co-Founder, The Queerness and Games Conference Lead organizer from 2013 – 2017; co-organizer 2018 Annual conference bringing together academics and game developers to explore LGBTQ issues in video games	2013 - present
Special issue lead editor, <i>Game Studies</i> , “Queerness and Video Games: New Perspectives” Introduction and six articles; 40 submissions undergoing peer review; publication expected December, 2018	2016 - 2018

Special issue co-editor, <i>Camera Obscura</i> , "In Practice: The Queerness and Games Conference" Introduction and four articles, special section on intersection of theory and praxis; published September, 2017	2016 - 2017
Committee member, Higher Education Video Games Alliance (HEGVA) Diversity Committee Including participation in HEVGA-hosted Game Educators Summit, Gotland, Sweden, June, 2017	2017 - present
Course co-instructor, "Intersections of Digital Humanities and LGBTTIQ+ Studies" Digital Humanities Summer Institute, Victoria, Canada	June, 2017
MFA Thesis Committee Member, University of California, Santa Cruz Outside co-advisor for graduate students in Games and Playable Media Department	2016 - 2017
Co-coordinator, "Think: Indie" unconference, IndieCade, Los Angeles, CA	October, 2016
Workshop co-facilitator, "Where Is the Queerness in the Digital Humanities?" Digital Humanities Summer Institute, Victoria, Canada	June, 2015
Special issue solo editor, <i>First Person Scholar</i> , "The 2014 Queerness and Games Conference" Introduction and six articles, articles adapted from conference presentations; submissions underwent peer review	2014 - 2015
Peer reviewer for University of Nebraska Press, "Frontiers of Narrative" series	2018
Peer reviewer for <i>Feminist Media Studies</i> journal	2017
Peer reviewer for <i>QED: Journal of LGBTQ Worldmaking</i> journal	2017
Peer reviewer for ACM CHI Conference on Human Factors in Computing Systems	2017
Peer reviewer for <i>Sexualities</i> journal	2016
Game reviewer (juror) for CHI Play Student Game Competition	2017
Game reviewer (juror) for IndieCade Game Selections	2016

Academic Service (University of California, Irvine)

Chair, Informatics Graduate Admissions Committee Lead coordinator of 2018 admissions process for Ph.D. and master's students	2017 - present
Member, UC Irvine Esports Diversity Taskforce Contributor to UC Irvine Esports Inclusivity Plan and associated report	2017 - present
Facilitator, Game Studies Reading Group Weekly, interdisciplinary meeting of faculty and graduate students; topic: "New Work in Game Studies"	summer, 2018
Presenter, "LGBTQ Issues and Video Games," Campus Village faculty talk series Featured speaker for undergraduate meet-and-greet organized through campus housing	January, 2018
Panelist, "Dean's Welcome to the School of Information and Computer Sciences" Speaker at event for incoming students with focus on faculty advice for academic success	September, 2017
Facilitator, Game Studies Reading Group Weekly, interdisciplinary meeting of faculty and graduate students; topic: "Canons and Counter-Canons"	summer, 2017
Panelist, "Tech Meets Pride" Speaker at student-oriented event about LGBTQ experiences in fields related to technology	February, 2017

Academic Service (University of Southern California)

Organizer, Queerness and Games Conference: Local One-day version of the Queerness and Games Conference tailored to USC community interests	2015
---	------

Co-Organizer, Playthink: Art Game Salon speaker series 2015 - 2016
 Monthly colloquium featuring current work from visiting scholars, faculty, and students

Co-Chair and Co-Founder, Safer Spaces Committee 2015 - 2016
 Faculty committee for promoting inclusivity in the classroom, Interactive Media & Games Division

Academic Service (University of California, Berkeley)

Co-Founder and Co-Facilitator, "Queer on Campus" Game Design Workshop 2014 - 2015
 Intensive undergraduate program teaching queer students to explore identity through game design

Berkeley Representative, University of California Computer Games Workshop March, 2015
 UC-wide meeting of game studies scholars to discuss future of games research in the UC system

Associate, "Color of New Media" research collective 2013 - 2015
 Humanities consultant on development of Constellate, text analysis and topic-modeling tool

Grants, Awards, and Fellowships

Council on Research, Computing, and Libraries (CORCL) Grant, UC Irvine 2018
 Funding granted in support of ongoing collaborative research on video game livestreaming and harassment

Inclusive Excellence Spirit Award, UC Irvine 2017
 Funding granted in support of on-campus programming related to video game livestreaming and harassment

Society of Fellows, University of Southern California 2016 - 2017

Digital Humanities Summer Institute Fellowship, University of Victoria 2015

Innovation Grant, UC Berkeley, Office of Equity, Inclusivity, and Diversity 2014, 2015
 Funding granted in support of workshop series teaching queer undergraduates to build videogames

Pedagogy Award, UC Berkeley, Center for American Cultures 2014, 2015

Course Development Grant, UC Berkeley, Center for American Cultures 2014
 Funding granted in support of development of original course on video games and racial identities

Outstanding Graduate Student Instructor Award, UC Berkeley, Graduate Division 2013

Independent Research Fellowship, Berkeley Center for New Media 2013

Research Grant, Berkeley Department of Gender and Women's Studies 2011

Teaching & Original Course Design

"Computer Games and Society," introductory undergraduate lecture course, UC Irvine fall, 2017
 Significantly redesigned syllabus; managed 3 TAs and 1 reader; 255 students; Informatics Department

"Technology, Sexuality, and Gender," graduate seminar, UC Irvine fall 2017
 Original syllabus; taught both Ph.D. students and master's students; 22 students; Informatics Department

"Video Games, Identity, and Diversity," mixed undergraduate and graduate seminar, USC fall, 2016
 Original syllabus; 15 students; Interactive Media and Games Division

“Experimental Game Design,” intensive, intermediate-level game production course, USC Significantly redesigned syllabus; 18 students; Interactive Media and Games Division	spring, 2016
“Gender and Sexuality in Video Games,” mixed undergraduate and graduate seminar, USC Original syllabus; 15 students; Interactive Media and Games Division	fall, 2015
“Playing Race: Investigating American Racial Identities through Video Games,” UC Berkeley Original syllabus; 12 students; fulfilled undergraduate American Cultures requirement	summer, 2014
“Gender & Sexuality in Digital Cultures,” UC Berkeley Original syllabus; 25 students; Department of Gender and Women’s Studies	summer, 2013
“The Language of Technology: Reading New Media through Literature,” UC Berkeley Original syllabus (lead instructor); 34 students; Department of Comparative Literature	fall, 2012

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 (DiGRA)
 Fembot Collective/FemTechNet
 Higher Education Video Game Alliance
 Humanities, Arts, Sciences, and Technology Alliance (HASTAC)
 Modern Language Association
 National Women’s Studies Association
 Popular Culture Association
 Society for Cinema & Media Studies (SCMS)
 SCMS Queer Studies Special Interest Group
 SCMS Women’s Special Interest Group
 SCMS Video Games Special Interest Group