BO RUBERG, Ph.D. (they/them)

Department of Film and Media Studies
University of California, Irvine
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CV contents overview:

EMPLOYMENT (academic & related)

2023 - present **Professor, University of California, Irvine**
Department of Film and Media Studies, School of Humanities
Affiliate faculty in Department of Informatics

2021 - 2023 **Associate Professor, University of California, Irvine**
Department of Film and Media Studies, School of Humanities
Ph.D. Program in Visual Studies
Affiliate faculty in Department of Informatics

2017 - 2021 **Assistant Professor, University of California, Irvine**
Department of Informatics (transferred from Informatics to Film & Media late 2019)
Donald Bren School of Information and Computer Sciences
Affiliate faculty in Ph.D. Program in Visual Studies

2015 - 2017 **Provost's Postdoctoral Scholar, University of Southern California**
Interactive Media and Games Division, School of Cinematic Arts
USC Society of Fellows

2010 - 2015 **Graduate Student Instructor, University of California, B**erkeley
Instructor of record for Departments of Comparative Literature, New Media, Gender and Women's Studies, Art History, and American Cultures.

2005 - 2009 **Technology journalist**, *The Village Voice*, *Wired*, *The Economist*, *Forbes*, etc.
Freelancer reporter covering video games and technology with a focus on gender, sexual, and culture working for a variety of mainstream publications.

EDUCATION

2015 **Ph.D., University of California, Berkeley**
Department of Comparative Literature
Certification in New Media from the Berkeley Center for New Media
Certification in Women, Gender, and Sexuality from the Department of Gender Studies

2007   **B.A., Bard College**
            Double major in Creative Writing and Literature
            Minor in Gender and Sexuality Studies

PUBLICATIONS

Books (monographs):

Under contract Bo Ruberg, *How to Queer the World: Rethinking Worldbuilding through Video Games*, under contract with NYU Press, anticipated publication 2025

2022   Bo Ruberg, *Sex Dolls at Sea: Imagined Histories of Sexual Technologies*
            MIT Press, Media Origins Series. Available online open access.
            Winner of the 2023 Anne Friedberg Innovative Scholarship Award from the Society of Cinema and Media Studies

2020   Bo Ruberg, *The Queer Games Avant-Garde: How LGBTQ Game-Makers Are Reimagining the Medium of Video Games*
            Duke University Press. Press listing; book contents.
            Winner of the 2021 Stonewall Book Award for LGBTQ Non-Fiction from the National Library Association

2019   Bo Ruberg, *Video Games Have Always Been Queer*
            New York University Press, Postmillennial Pop series. Press listing; book contents.

Books (edited volumes):

2023   Johanna Brewer, Bo Ruberg, Amanda L. L. Cullen, and Christopher Persaud (editors), *Real Life in Real Time: Live Streaming Culture*
            MIT Press. Available online open access. Available online open access.

2017   Bo Ruberg and Adrienne Shaw (editors), *Queer Game Studies*
            University of Minnesota Press. Press listing; book contents.

Journal special issues:

2025   Elizabeth Ellcessor and Bo Ruberg (editors), **"But Is It Media?"**, inaugural special issue of *Journal of Cinema and Media Studies*: vol. 65, no. 1 (fall 2025).

2022   Bo Ruberg and Johanna Brewer (editors), **"Gender and Sexuality in Live Streaming,"** special issue of *Television and New Media*: vol. 23, no. 5 (July 2022). Read here.

2018   Bo Ruberg and Amanda Phillips (editors), **"Queerness and Video Games: New Perspectives on LGBTQ Issues, Sexuality, Games, and Play,"** special issue of *Game Studies*: vol. 18, no. 3 (December 2018). Read here.

2017   Teddy Pozo, Bo Ruberg, and Christopher Goetz (editors), "**In Practice: Queerness and Games,**" special section of *Camera Obscura*: vol. 32, no. 2 (95) (September 2017). Read here.

2015   Bo Ruberg (editor), **"Dispatches from the 2014 Queerness and Games Conference,"** special issue of *First Person Scholar*: no issue number, articles published February 2015. Read here.

Journal articles (peer-reviewed):

2022   Bo Ruberg, **"Computer Dating in the Classifieds: Complicating the Cultural History of Matchmaking by Machine."** *Information and Culture*, vol. 57, no. 3 (October 2022): 235-254. Read here.

2022   Bo Ruberg, **"Playing with 'Real Women': A Sexual Prehistory of Realism in Video Games."** *ROMchip: A Journal of Game Histories*, vol. 3, no. 3 (July 2022). Online publication with no page numbers; 4,900 words. Read here.

2022   Bo Ruberg and Johanna Brewer, **"Digital Intimacy in Real Time: Live Streaming Gender and Sexuality."** *Television and New Media*, vol. 23, no. 5 (July 2022): 443-450. Read here.

2022   Bo Ruberg, **"Live Play, Live Sex: The Parallel Labors of Video Game Live Streaming and Webcam Modeling."** *Sexualities*, vol. 25, no. 8 (December 2022): 1021-1039. Read here.

2022   Bo Ruberg, **"Hungry Holes and Insatiable Balls: Video Games, Queer Mechanics, and the Limits of Design."** *Journal of Cinema and Media Studies*, vol. 61, no. 3 (spring 2022): 107-128. Read here.

2022   Bo Ruberg, **"After Agency: The Queer Posthumanism of Video Games That Cannot Be Played."** *Convergence: The International Journal of Research into New Media Technologies*, vol. 28, no. 2 (April 2022): 413-430. Read here.

2022   Bo Ruberg, **"The Mystery of the Missing AIDS Crisis: A Comparative Reading of** *Caper in the Castro* **and** *Murder on Main Street*.**"** *American Literature*, vol 94, no. 1. (March 2022): 49-71. Read here.

2021   Bo Ruberg and Rainforest Scully-Blaker, **"Making Players Care: The Ambivalent Cultural Politics of Care and Video Games."** *International Journal of Cultural Studies*, vol. 24, no. 4: 655-672. Read here.

2021   Bo Ruberg and Daniel Lark, **"Live Streaming from the Bedroom: Performing Intimacy through Domestic Space on Twitch."** *Convergence: The International Journal of Research into New Media Technologies*, vol. 27, no. 3 (2021): 679-695. Read here.

2020   Kat Brewster and Bo Ruberg. **"SURVIVORS: Archiving the History of Bulletin Board Systems and the HIV/AIDS Crisis."** *First Monday* vol. 25, no. 10 (October 2020). Online publication with no page numbers; 7,900 words. Read here.

2020   Bo Ruberg, **"Obscene, Pornographic, or Otherwise Objectionable: Biased Definitions of Sexual Content in Video Games Live Streaming."** *New Media & Society*, vol. 23, no. 6 (2021): 1681-1699. Read here.

2020   Bo Ruberg, **"Empathy and Its Alternatives: Deconstructing the Rhetoric of 'Empathy' in Video Games."** *Communication, Culture & Critique* vol. 13, no. 1 (March 2020): 54-71. Read here.

2020   Josef Nguyen and Bo Ruberg, **"Challenges of Designing Consent: Consent Mechanics in Video Games as Models for Interactive User Agency."** *Proceedings of the 2020 Conference on Human Factors in Computing Systems* (CHI). Paper 698. 13 pages. Received Honorable Mention in CHI Best Paper Competition. Read here.

2020   Bo Ruberg and Spencer Ruelos, **"Data for Queer Lives: How LGBTQ Gender and Sexual Identities Challenge Norms of Demographics."** *Big Data & Society*, vol. 7, no. 1 (January 2020): 1-12. Read here.

2020   Bo Ruberg and Amanda Cullen, **"Feeling for an Audience: Gendered Emotional Labor in Video Game Live Streaming."** *Digital Culture and Society* vol. 5, no. 2 (2020): 85-102. Read here.

2020   Bo Ruberg, **"Straight Paths through Queer Walking Simulators: Wandering on Rails and Speedrunning in *Gone Home*."** *Games and Culture* vol. 15, no. 6 (2020): 632-652. Online-first publication March 2019. Read here.

2019   Bo Ruberg, Amanda Cullen, and Kat Brewster, **"Nothing but a 'Titty Streamer': Legitimacy, Labor, and the Debate over Women's Breasts in Video Game Live Streaming."** *Critical Studies in Media Communication*, vol. 36, no. 5 (September 2019): 466-481. Read here.

2019   Bo Ruberg, **"The Precarious Labor of Queer Indie Game Making: Who Benefits from Making Video Games 'Better'?"** *Television & New Media* vol. 20, no. 2 (December 2019): 778-788. Read here.

2019   Amanda Cullen and Bo Ruberg, **"Necklines and 'Naughty Bits': Constructing and Regulating Bodies in Live Streaming Community Guidelines."** *Proceedings of the 14th International Conference on the Foundations of Digital Games*. 8 pages. Read here.

2019   Bo Ruberg, **"Representing Sex Workers in Video Games: Feminisms, Fantasies of Exceptionalism, and the Value of Erotic Labor."** *Feminist Media Studies* vol. 19, no. 3 (2019): 313-330. Online-first publication July 2018. Read here.

2018   Bo Ruberg, **"Queer Indie Game Making as an Alternative Digital Humanities."** *American Quarterly* vol. 70, no. 3 (September 2018): 417-438. Read here.

2018   Bo Ruberg, **"Straight-Washing *Undertale*: Video Games and the Limits of LGBTQ Representation."** *Transformative Works and Cultures* no. 28 (September 2018). Online publication with no page numbers; 8,600 words. Read here.

2017   Bo Ruberg, **"What Is Your Mother's Maiden Name?: A Feminist History of Online Security Questions."** *Feminist Media Histories* vol. 3, no. 3 (July 2017): 57-81. Read here.

2016   Bo Ruberg, **"Doing It for Free: Digital Labor and the Fantasy of Online Amateur Pornography."** *Porn Studies* vol. 3, no. 2 (July 2016): 147-159. Read here.

2015   Bo Ruberg, **"Curating with a Click: The Art that Participatory Media Leaves Behind."** *Ada: A Journal of Gender, New Media, and Technology*, no. 7. Online publication with no page numbers; 7,300 words. Read here.

2010   Bo Ruberg, **"Sex as Game: Playing with the Erotic Body in Virtual Worlds."** *Rhizomes: Cultural Studies in Emerging Knowledge*, no. 21 (winter 2010). Online publication with no page numbers; 5,400 words. Read here.

Journal articles (reviewed by editors):

2022   Bo Ruberg, **"Trans Game Studies."** *Journal of Cinema and Media Studies*, vol. 60, no. 2 (winter 2022): 200-205. Read here.

2018   Bo Ruberg, **"Queerness and Video Games: Queer Game Studies and Queer Perspectives through Play."** *GLQ: A Journal of Lesbian and Gay Studies* vol. 24, no. 4 (October 2018): 543-555. Read here.

2018   Bo Ruberg and Amanda Phillips, **"Not Gay as in Happy: Queer Resistance and Video Games."** Editors' introduction to "Queerness and Video Games" special issue. *Game Studies* vol. 18, no. 3 (December 2018). Online publication with no page numbers; 8,100 words. Read here.

2017   Bo Ruberg, **"Permalife: Video Games and the Queerness of Living."** *Journal of Gaming & Virtual Worlds* vol. 9, no. 2 (August 2017): 159-173. Read here.

2017   Teddy Pozo, Bo Ruberg, and Christopher Goetz. **"In Practice: Queerness and Games."** Editors' introduction to "In Practice: Queerness and Games" special section. *Camera Obscura* vol. 32, no. 2 (95) (September 2017): 153-163. Read here.

2017   Bo Ruberg, "**Creating an Archive of LGBTQ Video Game Content: An Interview with Adrienne Shaw**." *Camera Obscura* vol. 32, no. 2 (95) (September 2017): 163-173. Read here.

2015   Bo Ruberg, **"No Fun: The Queer Potential of Video Games that Annoy, Anger, Sadden, and Hurt."** *QED: A Journal of GLBTQ Worldmaking* vol. 2, no. 2 (summer 2015): 108-124. Read here.

2015   Bo Ruberg, **"Video Games, Queerness, and Beyond."** *First Person Scholar,* editor's introduction to "Dispatches from the 2014 Queerness and Games Conference" special issue. Online publication with no page numbers; 1,300 words. Read here.

Book chapters (peer-reviewed):

2024   Bo Ruberg, **"Queering the Game Studies Canon: A Polemical Reading of Roger Caillois' *Man, Play, and Games.*"** In *Historiographies of Game Studies*, edited by Alisha Karabinus, Carly A. Kocurek, Cody Mejeur, and Emma Vossen. Under contract and in production with Punctum Books. Publication scheduled for spring 2024. 6,600 words.

2023   Bo Ruberg, **"How Camming Made Streaming: Retelling the History of Video Game Live Streaming through Webcam Modeling."** In *Real Life in Real Time: Live Streaming Culture*, edited by Johanna Brewer, Bo Ruberg, Amanda Cullen, and Christopher Persaud, MIT Press: 27-39. Read here.

2023   Johanna Brewer, Bo Ruberg, Amanda Cullen, and Christopher Persaud, **"The Revolution Is Streaming Live: Cultural Perspectives on the Age of Live Streaming."** In *Real Life in Real Time: Live Streaming Culture*, edited by Johanna Brewer, Bo Ruberg, Amanda Cullen, and Christopher Persaud, MIT Press: 1-24. Read here.

2020   Bo Ruberg, **"Queer Indie Game-Making: An Interview with Mo Cohen."** In *Indie Games in the Digital Age*, edited by M. J. Clarke and Cynthia Wang, Bloomsbury Academic: 35-47. Press listing.

2019   Bo Ruberg, **"#nohomo: Homophobic Twitter Hashtags, Straight Masculinity, and Networks of Disavowal."** In *#Identity*, edited by Abigail De Kosnik and Keith Feldman, University of Michigan Press: 218-233. Read here.

2019   Bo Ruberg**, "Community: The Queerness and Games Conference."** In *How to Play Video Games*, edited by Nina Huntemann and Matthew Payne, New York University Press: 118-125. Read here.

2018   Bo Ruberg, Jason Boyd, and Jamie Howe. **"Toward a Queer Digital Humanities."** In *Bodies of Information: Intersectional Feminism and Digital Humanities*, edited by Elizabeth Losh and Jacqueline Wernimont, University of Minnesota Press: 108-127. Read here.

2017   Bo Ruberg, **"Playing to Lose: The Queer Art of Failing at Video Games."** In *Gaming Representation: Race, Gender, and Sexuality in Video Games*, edited by Jennifer Malkowski and TreaAndrea Russworm, Indiana University Press: 197-211. Read here.

2017   Bo Ruberg, **"48-Hour Utopia: On Hope and the Future of Queerness in Games."** In *Queer Game Studies*, edited by Bonnie Ruberg and Adrienne Shaw, University of Minnesota Press: 267-274. Read here.

2017   Adrienne Shaw and Bo Ruberg, "**Imagining Queer Game Studies."** In *Queer Game Studies*, edited by Bonnie Ruberg and Adrienne Shaw, University of Minnesota Press: ix-xxxiii. Read here.

2017   Bo Ruberg, "**The Arts of Failure: Jack Halberstam in Conversation with Jesper Juul."** In *Queer Game Studies*, edited by Bonnie Ruberg and Adrienne Shaw, University of Minnesota Press: 201-210. Read here.

2017   Bo Ruberg, **"Organizing New Approaches to Games: An Interview with Chelsea Howe, Toni Rocca, and Sarah Schoemann."** In *Queer Game Studies*, edited by Bonnie Ruberg and Adrienne Shaw, University of Minnesota Press: 259-265. Read here.

Book chapters (reviewed by editors):

2022   Jason Boyd and Bo Ruberg, **"Queer Digital Humanities."** In *The Bloomsbury Handbook of Digital Humanities*, edited by James O'Sullivan, Bloomsbury: 61-71. Press listing.

2022   Bo Ruberg, **"Analyzing Video Games."** *The Humanities Core Handbook*, edited by Tamara Beauchamp and Jonathan Alexander, published by XanEdu: 219-227.

2021   Bo Ruberg, **"Queering Indie: How LGBTQ Experiences Challenge Dominant Narratives about Independent Video Games."** In *Independent Games: Cultures, Networks, Technics, and Publics*, edited by Paulo Ruffino, Routledge: 43-57. Press listing.

2017   Bo Ruberg, **"Where Innocence Unleashes Its Ferocity and Its Monsters."** Introduction to *Gisèle Prassinos, Arthritic Grasshopper: Collected Stories, 1934-1944*, Wakefield Press: ix-xv. Press listing.

2009   Bo Ruberg, **"Princess Peach the Porn Star: Desire and Power in Video Game Fan Fiction."** In *Do Androids Sleep with Electric Sheep?*, edited by J. Grenzfurthner. Re/Search Publications. Press listing.

Additional publications:

2023   Elizabeth Ellcessor and Bo Ruberg, **"Studying Media Now: Greetings from *JCMS*'s New Editors."** Welcome essay to mark start of co-editor-in-chief position. *The Journal of Cinema and Media Studies*, vol. 64, no. 2 (summer 2023): 1-4. Read here.

2019   Adrienne Shaw, Alex Agloro, Josef Nguyen, Amanda Phillips, and Bo Ruberg. **"Oxford Bibliographies in Communication: Feminist and Queer Game Studies,"** Oxford University Press. Peer-reviewed online resource with introduction to the field and annotated bibliography. 121 bibliography entries; 14,200 words. Read here.

2017   Gisèle Prassinos, ***The Arthritic Grasshopper: Collected Stories, 1934-1944***. Translated from French to English by Henry Vale and Bo Ruberg. Cambridge: Wakefield Press, 2017. 240 pages. Press listing.

2016   Bo Ruberg, Vicki Callahan, **"Teaching Intersectionality through Critical Game Design." Modern** Language Association's Digital Pedagogy in the Humanities project, "Keyword: Gaming"

2014   Bo Ruberg, **"Cruising Dystopia: The Messy Optimism of McGlotten's *Virtual Intimacies"*** (book review). *Qui Parle: Critical Humanities and Social Sciences* 23, no. 1 (fall/winter 2014): 275-286. Read here.

2007 - 2009   Bo Ruberg, "Click Me," weekly column on current topics related to gender, sexuality, and digital cultures for *The Village Voice* and Village Voice Media.

2005 - 2009   Extensive portfolio of news stories, columns, and reviews authored as a freelance technology journalist for publications like *Wired*, *The Economist*, and *Forbes*.

RESEARCH INITIATIVES

Research initiative leadership:

2023 – present   Co-Principal Investigator, Trans Technologies
Research initiative designing virtual reality technologies to assist transgender communities; centered at University of Michigan; recipient of 2022 – 2027 National Science Foundation (NSF) grant.

2018 – present   Co-Director, Critical Approaches to Technology and the Social (CATS)
Research lab focused on digital media and social justice; co-founded and co-run with Dr. Aaron Trammell; 12 doctoral students and candidates.

2021 – 2021   Project Leader, Gender Inclusion for Everyone
Research initiative created to develop educational resources for fostering allyship among cisgender community members in support of transgender and non-binary students and staff at UC Irvine. Funded by a 2021 UCI Inclusive Excellence Spirit Award.

2018 – 2020   Project Leader, Inclusive Streaming Initiative
Research group addressing diversity in video game live streaming. Recipient of 2019 Donald Bren School of Information and Computer Sciences Exploration Award, 2018 UCI Inclusive Excellence Spirit Award, and 2018 Council on Research, Computing, and Libraries Award.

Research initiative collaboration:

2019 – present   Collaborator, Digital Democracies Institute, Simon Fraser University, Canada
International, cross-institutional group researching and developing responsible AI for inclusive, democratic societies. Recipient of 2020 Canada-UK Artificial Intelligence Initiative grant.

2020 - 2023   Grant Advisory Team Member, Trans Technologies, University of Michigan
Cross-institutional group exploring the design of virtual technologies in support of transgender communities.

November 2021 Invited Participant, Social Media Governance Initiative, Yale University
Invited as expert participant in the "Community Driven Governance Online: Past, Present, and Future" workshop with opportunities for ongoing collaboration.

AWARDS & FELLOWSHIPS

2023 – 2025	National Endowment for the Humanities (NEH) "Dangers and Opportunities of Technology" Fellowship. Awarded in support of research project "Live Streaming Identity: Opportunities and Challenges for LGBTQ Communities." Supports two years of part-time (50%) research and related travel and research expenses.
2022	Anne Friedberg Innovative Scholarship Award, awarded by the Society of Cinema and Media Studies for *Sex Dolls at Sea: Imagined Histories of Sexual Technologies* (MIT Press, 2022). Award is given annually to one outstanding scholarly work that expands the discipline of cinema and media studies.
2021	Stonewall Book Award: Israel Fishman Award for Non-Fiction Awarded by the American Library Association for *The Queer Games Avant-Garde: How LGBTQ Game Makers Are Reimagining the Medium of Video Games* (Duke University Press, 2020). Award is given annually to recognize the year's best book-length work of LGBTQ non-fiction.
2020	Honorable Mention, Best Paper Competition, 2020 Conference on Human Factors in Computing Systems (CHI) Awarded for co-authored paper "Challenges of Designing Consent: Consent Mechanics in Video Games as Models for Interactive User Agency"; honorable mentions are awarded to top 5% of CHI submissions as ranked by peer review ratings.
2019	Top Speaker, 2019 Game Developers Conference Awarded for presentation "What to Do When 'Toxic Gamer Culture' Enters the Classroom"; top speaker awards are given to the top 4% of speakers at the annual conference (1,220 speakers in 2019) as ranked by audience review ratings.
2018	Chancellor's Award for Excellence in Fostering Undergraduate Research, UC Irvine Awarded annually to one faculty member from each school to recognize outstanding mentorship of undergraduate research; selected as award recipient from the Donald Bren School of Information and Computer Sciences.
2016	Society of Fellows, University of Southern California Inducted into academic society for humanities faculty and postdoctoral scholars
2015	Digital Humanities Fellow, Digital Humanities @ Berkeley, UC Berkeley Inducted into cohort of researchers sponsored by Mellon Foundation grant
2014, 2015	Pedagogy Award, Center for American Cultures, UC Berkeley Two-time recipient of award recognizing development of outstanding undergraduate course materials related to race and ethnicity in America
2014	Outstanding Graduate Student Instructor Award, Graduate Division, UC Berkeley Campus-wide recognition of top graduate student instructors as judged through faculty observations

GRANTS & FUNDING

Grants from government programs:

2022 – 2027   **National Science Foundation Grant**, Trans Technologies initiative. Project is housed at University of Michigan; I serve as a co-PI ($846,000)

2020   **Canada-UK Artificial Intelligence Initiative**, Social Sciences and Humanities Research Council, Natural Sciences and Engineering Research Council, Canadian Institutes of Health Research
Awarded to support "Responsible AI for Inclusive, Democratic Societies: A Cross-Disciplinary Approach to Detecting and Countering Abusive Language Online," multi-institutional initiative housed at the Digital Democracies Institute at Simon Fraser ($500,000).

Grants from the University of California, Irvine (diversity initiatives):

2023   **Building Intellectual Community** grant, UC Irvine
Granted to support organization of diverse game studies speaker series ($2,000)

2023   **Illuminations: The Chancellor's Arts and Culture Initiative** grant, UC Irvine
Granted to support organization of game studies speaker series ($3,000)

2023   **Steckler Center for Responsible, Ethical, and Accessible Technology (CREATE)** grant, UC Irvine
Granted to support organization of diverse game studies speaker series ($5,000)

2021   Inclusive Excellence Spirit Award, Office of Inclusive Excellence, UC Irvine
Awarded to support development of educational sources that promote allyship among cisgender community members toward transgender and non-binary identities ($5,000)

2019   Exploration Award, Donald Bren School of Information and Computer Science, UC Irvine
Awarded to support Inclusive Streaming Initiative research and related workshop on issues of diversity and harassment in video game live stream ($75,000)

2019   Illuminations: The Chancellor's Arts and Culture Initiative Grant, UC Irvine
Granted to support two student-oriented events in spring 2020: game jam about experiences of people of color and zine making workshop led by L.A. Zine Fest ($2,600)

2019   Council on Research, Computing, and Libraries Grant, UC Irvine
Granted to support research on "bootleg" video game consoles and diversity ($2,885)

2018   Council on Research, Computing, and Libraries Grant, UC Irvine
Granted to support ongoing research on harassment and live streaming ($3,000)

2018   Illuminations: The Chancellor's Arts and Culture Initiative Grant, UC Irvine
Granted to support diverse, student-oriented, art game arcade ($2,275)

2017   Inclusive Excellence Spirit Award, Office of Inclusive Excellence, UC Irvine
Awarded to support initial research on harassment and live streaming ($5,000)

Grants from the University of California, Irvine (faculty support):

2023   Faculty Summer Research Grant, University of California Humanities Research Institute
    Awarded to support travel for archival research during summer 2023 ($5,000)

2023   Faculty Research Grant, Humanities Center, UC Irvine
    Awarded to support travel for archival research during summer 2023 ($3,000)

2023   Faculty Conference Travel Grant, Humanities Center, UC Irvine
    Awarded to support travel to and participation in the 2023 Society of Cinema and Media
    Studies Conference ($2,000).

2022   Interim Covid-19 Research Recovery Program Grant, Office of Academic Personnel, UC
    Irvine
    Awarded to support graduate student assistance with research ($2,000)

2022   Publication Support Grant, UC Irvine Humanities Center
    Awarded to assist with costs associated with publication of *Real Life in Real Time: Live
    Streaming Culture*, MIT Press, 2023 ($2,000, fall 2022)

2022   Faculty Conference Travel Grant, UC Irvine Humanities Center, $2,000 (fall 2022)
    Awarded to support travel to and participation in the 2022 Society for the History of
    Technology Conference ($2,000, fall 2022)

2022   Publication Support Grant, Humanities Center, UC Irvine
    Awarded to assist with costs associated with publication of *Real Life in Real Time: Live
    Streaming Culture*, MIT Press, 2023 ($2,000, spring 2022)

2022   Faculty Conference Travel Grant, Humanities Center, UC Irvine
    Awarded to support travel to and participation in the 2022 Game Developers Conference
    and 2022 Society of Cinema and Media Studies Conference ($2,000)

2022   Center for Organizational Research Grant, UC Irvine
    Awarded to support the purchase of materials for office materials ($1,300)

2021   Interim Covid-19 Research Recovery Program Grant, Office of Academic Personnel, UC
    Irvine
    Awarded to support research efforts hindered during the COVID-19 pandemic ($10,000).

2021   Women and Non-Binary Associate Faculty Initiative Grant, Humanities Center, UC Irvine
    Awarded to faculty members who participated in a fall 2021 professional development
    initiative for women and non-binary faculty members at the associate level ($1,000).

2021   Publication Support Grant, Humanities Center, UC Irvine
    Awarded to assist with costs associated with publication of *Sex Dolls at Sea: Imagined
    Histories of Sexual Technologies*, MIT Press, 2022 ($1,700).

2021   Interim COVID-19 Modified Duties Shared Funding Program, UC Irvine

Awarded to support research efforts hindered during the COVID-19 pandemic (one course release)

2020   Center for Organizational Research Grant, UC Irvine
            Awarded to support graduate student costs associated with research toward the development of online courses ($1,000)

2020   Publication Support Grant, Humanities Center, UC Irvine
            Awarded to assist with costs associated with publication of *Sex Dolls at Sea: Imagined Histories of Sexual Technologies*, MIT Press, 2022 ($2,000).

2020   Faculty Conference Travel Grant, Humanities Center, UC Irvine
            Awarded to support travel to and participation in the 2020 Society of Cinema and Media Studies Conference ($1,200).

Grants from the University of California, Berkeley:

2014, 2015 Innovation Grant, Office of Equity, Inclusion, and Diversity, UC Berkeley
            Granted to support semester-long workshop teaching marginalized undergraduates to build queer video games, offered two consecutive fall semesters ($10,000 per year)

2015   Course Development Grant, Center for American Cultures, UC Berkeley
            Granted to support development of original course on race and video games ($500)

2014   Block Grant, Department of Comparative Literature, UC Berkeley
            Granted to support research and writing of dissertation ($5,000)

2013   Independent Research Fellowship, Berkeley Center for New Media, UC Berkeley
            Fellowship provided funds for summer research into digital cultures ($3,500)

2013   Research Grant, Department of Gender and Women's Studies, UC Berkeley
            Granted to support travel to France for research into sexuality in surrealism ($2,500)

2012   Pre-Dissertation Grant, Department of Comparative Literature, UC Berkeley
            Granted to support preparation for qualifying exams spring 2013 ($6,000)

2010, 2011 Language Study Grant, Department of Comparative Literature, UC Berkeley
            Granted to support summer language studies in French and German ($3,000)

Additional grants:

2015   Digital Humanities Summer Institute Grant, University of Victoria
            Awarded to assist with costs associated with traveling to and participating in "Feminist Digital Humanities" course ($1,000)

TALKS & PRESENTATIONS

Keynote talks:

March 2023   **"Envisioning New Queer Worlds through Video Games,"** one of four keynote
                     presentations in the "Queer Visions" session for the annual Queer Directions conference,
                     hosted by the Mark S. Bonham Centre for Sexual Diversity Studies, University of Toronto,
                     Canada.

February 2022 "**Video Games to Play after the End of the World."** Queering Game Studies
                     Conference. Department of Game Design, Canterbury Christ Church University, England.

December 2021 **"Video Games to Play after the End of the World."** Queer Temporalities in Literature,
                     Cinema and Video Games International Conference. Department of English. University of
                     Murcia, Spain.

October 2021   **"Queer Visions of the Post-Apocalypse."** First Forum Conference. Department of
                     Cinema and Media Studies. University of Southern California.

September 2021 **"The Post-Apocalypse as Queer Space in Video Games."** Affecting Game Space:
                     Theory and Practice. Center for Data, Culture, and Society. University of Edinburgh,
                     Scotland.

September 2021 **"Video Games to Play after the End of the World."** The Hidden in Performance,
                     Visual, and Literary Culture Conference. Midlands4Cities, University of Nottingham,
                     England.

November 2020 **"The Queer Games Avant-Garde**." Play20: Creative Gaming Festival, Germany.

September 2020 **"The Queer Games Avant-Garde."** "At the Crossroads: Narratives of the Excluded,"
                     online conference hosted by Maria Curie-Skłodowska University, Lublin, Poland.

October 2019   "**Diversity and Esports: Video Game Culture, Collegiate Play, and Live Streaming."**
                     UCI Esports Conference, Irvine, CA.

October 2015   **"Queerness and Games."** University of Southern California, Rainbow Game Jam, Los
                     Angeles, CA.

October 2015   Naomi Clark, Nina Freeman, Bo Ruberg, and Robert Yang. **"Pillow Talk: A Keynote
                     Conversation on Intimacy in Games."** IndieCade, Culver City, CA.

June 2011   **"Reading Video Games like Literature."** Gotland Game Conference, Uppsala
                     University, Gotland, Sweden.

Invited talks:

July 2023   **"The Future of Queer Games and the Apocalypse"** (panel organizer, moderator, and
                     presenter), Games 4 Change Festival, New York City

May 2023   **"How to Queer the World: Queer Worldbuilding in Video Games and Beyond,"** hosted by the Text/Tech Lab, Department of English, University of California, Los Angeles

May 2023   **"Queer Indie Video Games: Mini Talk and Group Gameplay Session,"** hosted by the Game Lab, Department of Design Media Arts, University of California, Angeles

March 2023   **"Sex Dolls at Sea: Imagined Histories of Sexual Technologies,"** hosted by the Centre for Culture and Technology and the Knowledge Media Design Institute, University of Toronto, Canada

March 2023   **"Sex Dolls at Sea: Imagined Histories of Sexual Technologies,"** hosted by the Institute for Research on Digital Literacies, York University, Canada

March 2023   **"Sex Dolls at Sea: Imagined Histories of Sexual Technologies,"** hosted by the LGBTQIA2S+ Studies Minor, Toronto Metropolitan University, Canada

March 2023   "**Sex Dolls at Sea: Imagined Histories of Sexual Technologies,"** hosted by the Program in Digital Futures, Ontario College of Art and Design, Canada

March 2023   **"All Video Games Are Queer Video Games,"** hosted by the Department of English, University of Toronto, Mississauga, Canada

March 2023   **"Queer Video Game Play-Along,"** hosted by the Game Studies Minor, University of Toronto, Mississauga, Canada

March 2023   **"Sex Dolls at Sea: Imagined Histories of Sexual Technologies,"** hosted by the Program in Film and Media Studies, Washington University in St. Louis

October 2022   **"Exploring Histories of Sexual Technologies,"** hosted by the Social Innovation Research Institute, University of Swinburne, Australia

May 2022   **"Queering the Game Industry,"** part of the talk series "Levelling the Playing Field," hosted by the Department of Game Studies, Brunel University London

April 2022   **"Sex Dolls at Sea: Imagined Histories of Sexual Technologies,"** hosted by The Games Institute, University of Waterloo, Canada

February 2022   "**Queer Pleasures in Games,"** part of the Problematic Pleasures in Digital Games and Play Symposium, hosted by the Jackman Humanities Institute for the Arts, University of Toronto, Canada

February 2022   **"What We Do in Hot Tubs: Queer Perspectives versus Tech Perspectives on the Legitimacy of Working in Water,"** part of the Sex Salon speaker series, hosted by the Bonham Centre for Sexual Diversity Studies, University of Toronto, Canada

February 2022   "**Video Games to Play after the End of the World,"** hosted by MICA Game Lab, Maryland Institute College of Art

February 2022   **"Bo Ruberg in Conversation with Danielle Brathwaite-Shirley,"** hosted by arebyte Gallery, London, England. Presented in conjunction with Brathwaite-Shirley's exhibit "SHE KEEPS ME DAMN ALIVE"

June 2021   **"The Queer Games Avant-Garde: How LGBTQ Game Makers Are Reimagining the Medium of Video Games."** Twitch Interactive

June 2021   **"Queerness and Video Games: Design, Community, and Play."** Roblox Corporation

June 2021   **"Gender and Sexuality in Video Game Live Streaming,"** hosted by Media@Sydney, Department of Media and Communications, University of Sydney, Australia

April 2021   **"The Queer Games Avant-Garde."** Game Lecture Series, Northeastern University

April 2021   **"The Queer Games Avant-Garde."** Film and Media Studies faculty book talk series, University of California, Irvine

March 2021   Amanda Phillips and Bo Ruberg, "**Reality Is Radical: Queer Avant-Garde Utopian Gaming,"** hosted by the Sussex Humanities Lab and Sussex Centre for Sexual Dissidence, University of Sussex, England

February 2021   Kishonna Gray and Bo Ruberg, "**Co-Opting AI: Games,"** hosted by The Institute for Public Knowledge, New York University

January 2021   **"The Queer Games Avant-Garde."** Critical Perspective on Technology speaker series, Department of Informatics, Vienna University of Technology, Austria

November 2020   **"The Queer Games Avant-Garde,"** hosted by the Cultural Studies Program, Indiana University

November 2020   **"The Queer Games Avant-Garde,"** hosted by the Department of Media Studies, University of Virginia

September 2020   **"Bo Ruberg in Conversation with Zoyander Street."** Game Engines beyond Games Symposium, hosted by the Parsons School of Design

August 2020   **"Queer Games, Live Streaming, Politics of Gaming,"** hosted by the Digital Democracies Group, Simon Fraser University

August 2020   **"Intersectionality in Gaming."** Play NYC Conference, New York, NY

February 2020   **"Video Game Live Streaming and/as Webcam Modeling: The Parallel Labor of Professional Play and Digital Sex Work."** Television, Politics, and Publics Conference. University of California, Santa Barbara

February 2020   **"The Queer Games Avant-Garde: How LGBTQ Game Makers Are Reimagining the Medium of Video Games,"** hosted by the Department of Informatics, University of California, Irvine

November 2019 **"Video Games Have Always Been Queer,"** hosted by the Department of Cinema and Digital Media, University of California, Davis

November 2019 **"Video Games Have Always Been Queer,"** hosted by the Department of Computational Media, University of California, Santa Cruz

October 2019 "**Video Games Have Always Been Queer," hosted** by the New York University Game Center, Brooklyn, NY

October 2019 **"Queerness and Video Games: Interpretation, Play, and Design."** Data & Society research group, New York, NY

October 2019 **"Video Games Have Always Been Queer,"** hosted by the Department of Information Studies, University of California, Los Angeles

September 2019 **"Video Games Have Always Been Queer,"** hosted by the Interactive Media & Game Division, University of Southern California

July 2019 Jacob Gaboury and Bo Ruberg, **"Gender, Representation and Sexuality in 3D Design, Interactive Media and Animation"** (panel discussion). ACM SIGGRAPH, Los Angeles, CA

June 2019 **"Video Games Have Always Been Queer,"** hosted by the Department of Game Design, Laguna College of Art and Design, Laguna Beach, CA

May 2019 **"Video Games Have Always Been Queer,"** hosted UCLA Game Lab, University of California, Los Angeles

April 2019 **"Video Games Have Always Been Queer,"** hosted by the Program in Visual Studies, University of California, Irvine

April 2019 **"Interdisciplinarity: Guidance for (Queer) Graduate Students,"** Queer Academy graduate student research cluster, University of California, Irvine

March 2019 **"Video Games Have Always Been Queer,"** DUB (Design Use Build) speaker series in Human-Computer Interaction. University of Washington, Seattle

March 2019 **"Video Games Have Always Been Queer,"** Digital Humanities and Social Engagement speaker series, Dartmouth College, Hanover, NH

March 2019 **"Video Games Have Always Been Queer,"** Berkeley Center for New Media speaker series, University of California, Berkeley

March 2019 **"Video Games Have Always Been Queer,"** hosted by the Interactive Media and Game Development, Worcester Polytechnic Institute, Worcester, MA

March 2019 **"Queer Game Physics?",** Living Room Light Exchange speaker series, new media artists monthly salon series, San Francisco, CA

November 2018 Phillips, A., Ruberg, B., Shaw, A**. "Gender and Gaming,"** College of William and Mary, "My Mother Was a Computer: Gender and Technology Symposium," Williamsburg, VA.

Accepted talks:

October 2023 **"Sex by Mailing: Mid-Twentieth-Century U.S. Correspondence Clubs as Technologies for Forming LGBTQ Community."** Panel: "From the Post Office to Posting Online: Building Marginalized Community across Shifting Technological Platforms" (panel organizer, chair, and presenter), Society for the History of Technology Conference, Los Angeles, CA.

October 2023 **"Histories of Oherness and Exclusion in Games and Play: Discussing *Player vs. Monster* and *Privilege of Play*."** Served as commentator. Society for the History of Technology Conference, Los Angeles, CA.

April 2023 **"Technological Mediations of Sex and Play," co**-chair and presenter, group roundtable session, Society of Cinema and Media Studies Conference, Denver, CO. Selected for sponsorship by the SCMS Media, Science, and Technology Special Interest Group.

November 2022 **"Gender in Video Game Technologies: Cultural Critique 20 Years after 'Lara Croft."** Panel: "Gender and Technology: The State of the Field." Society for the History of Technology (SHOT) annual meeting, New Orleans, LA.

April 2022 **"Trans Game Studies,"** in "Roundtable: Transing Cinema and Media Studies." Society of Cinema and Media Studies (SCMS). Selected as sponsored panel by the SCMS Gender and Feminisms Caucus.

March 2022 **"Diversifying Your Game Studies Syllabus."** Part of the session "Changing Industry for the Better." Educators Summit, Game Developers Conference (GDC), San Francisco CA. *Session was originally accepted for GDC 2020, which was cancelled due to COVID-19; session was re-accepted for GDC 2022.

October 2021 **"Political Islands, Queer Islands: Comparing Cultural Narratives around *Second Life* and *Animal Crossing: New Horizons*."** Panel: "Playing at the Polls: Video Games in/as Platforms of Political Participation." Association of Internet Researchers (AoIR).

March 2021 **"Queer Physics: The Gendered and Sexual Implications of How Video Games Move."** Panel chair and presenter: "Queer Embodiment in Video Games: Erotic Encounters with Computational Technologies." Selected as sponsored session by Queer and Transgender Caucus. Society of Cinema and Media Studies (SCMS). *Panel was originally accepted for SCMS 2020, which was cancelled due to COVID-19; panel was re-accepted for SCMS 2021.

May 2020 Josef Nguyen and Bo Ruberg, **"Challenges of Designing Consent: Consent Mechanics in Video Games as Models for Interactive User Agency."** Conference on Human Factors in Computing Systems (CHI), Honolulu, Hawaii. *Event cancelled due to COVID-19.

May 2020   Amanda Phillips and Bo Ruberg, **"The Magic Circle as Circle Jerk: Constructing Play Space through Homoeroticism and Homophobia."** Panel chair and presenter: "Creating Queer Spaces in Games." Digital Games Research Association Conference (DiGRA), Tampere, Finland. *Event cancelled due to COVID-19.

May 2020   **"How Breast Physics Invented Video Games: A Feminist History of Development Engines."** Panel: "Why Video Games Need Feminism, Why Feminism Needs Video Games." Digital Games Research Association Conference (DiGRA), Tampere, Finland. *Event cancelled due to COVID-19.

November 2019 Ruberg, B. **"But Can It Make Men Cry?: Gender, Affect, and Legitimacy in Debates about Video Games as Art."** Panel chair and presenter: "Race, Gender, and Video Games: Exploring Alternatives." National Women's Studies Association Conference (NWSA), San Francisco, CA.

November 2019 **"Puppy Play: *Nintendogs* and the Present Absence of Queer Sex in Video Games."** Panel: "Games as Experiments in Mediating Intimacy." Society for Literature, Science, and the Arts (SLSA), Irvine, CA.

August 2019   Amanda Cullen and Bo Ruberg, **"Necklines and 'Naughty Bits': Constructing and Regulating Bodies in Live Streaming Community Guidelines."** 14th International Conference on the Foundations of Digital Games (FDG), San Luis Obispo, CA.

May 2019   **"Game Studies Has Always Been Queer."** Panel chair and presenter: "Disrupting the Boundaries of Game Studies: Feminist and Queer Interventions." International Communication Association (ICA), Washington, DC.

May 2019   Bo Ruberg and Amanda Cullen, **"'Nothing but a Titty Streamer': Legitimacy, Labor, and the Debate over Women's Breasts in Video Game Live Streaming."** Panel: "Video Game Live Streaming." International Communication Association (ICA), Washington, DC.

March 2019   **"What to Do When 'Toxic Gamer Culture' Enters the Classroom."** Game Developers Conference (GDC), Educators Summit, San Francisco, CA. Ranked #1 of 15 presentations in Educators Summit. Received "Top Speaker" recognition.

March 2019   **"Performances of Homophobia in Player Videos of Robert Yang's 'Gay Sex Games.'"** Panel chair and presenter: "The End of Queerness: Confronting Queer Loss. Erasure, Disavowal, and Death in Video Games." Society of Cinema and Media Studies (SCMS), Seattle, WA.

March 2019   **"Video Games Have Always Been Queer."** Feminist Book Celebration, University of California, Los Angeles.

November 2018 **"Teaching Social Justice in the Era of Online Harassment." Panel**: "The Revolution Will Be Digitized?: Anti-Racist and Feminist Perspectives." American Studies Association (ASA), Atlanta, GA.

November 2018   **"Queer Opacity in Video Games: The Right to Remain Unrepresented."** Session: "Digital Shorts." American Studies Association (ASA), Atlanta, GA.

July 2018   **"Topping from the Bottom: Soulcalibur's Voldo and the Representation of BDSM in Video Games."** Workshop: "BDSM Scholarship as an Inspiration for Game Studies." Digital Games Research Association (DiGRA), Turin, Italy.

March 2017   **"Feeling for Others: Video Games and the Uses of Queer Affect."** Panel chair and presenter: "Video Games and Queer Affect." Society of Cinema and Media Studies (SCMS), Chicago, IL.

February 2017   **"Teaching Students to Develop Socially Aware Video Games."** Session: "Education Soapbox." Game Developers Conference (GDC), Educators Summit, San Francisco, CA.

May 2016   Bo Ruberg and Vicki Callahan, **"Teaching Intersectionality through Critical Game Design."** Humanities, Arts, Science, and Technology Alliance and Collaboratory (HASTAC), Tempe, AZ

March 2016   **"Passing for Human: *Octodad* and Queerness as Video Game Mechanic."** Panel: "Queering Game Studies." Society for Cinema and Media Studies (SCMS), Atlanta, GA.

March 2016   Jane Pinckard and Bo Ruberg, **"Creating Safer Spaces in Games Education."** Game Developers Conference (GDC), Educators Summit, San Francisco, CA.

June 2015   **"#nohomo: Mapping the Social Functions of Homophobic Twitter Hashtags."** Digital Humanities Summer Institute (DHSI), University of Victoria.

March 2015   **"How to Create Safe Spaces at Game Events."** Panel chair and presenter. Game Developers Conference (GDC), San Francisco, CA.

March 2014   **"What Academics Can Do for Game Developers."** International Game Developers Association (IGDA) Summit, San Francisco, CA.

January 2014   **"Kafka and the Kafkaesques: Reading Fan Fiction in the Age of the Digital Humanities."** Modern Language Association (MLA), Chicago, IL.

March 2013   **"Everywhere and Nowhere: Place in Online Sex."** American Comparative Literature Association (ACLA), Toronto, Canada.

April 2012   **"J'ai un coque dans les entrailles: Gisèle Prassinos and Bodily Invasion."** "Edges of Exposure" conference, University of California, Berkeley.

March 2012   **"Erotics of the Inevitable: Real History and Alternate Fantasy in Lost Girls."** American Comparative Literature Association (ACLA), Providence, RI.

May 2011   **"About the Girl-Child, by the Girl-Child: Agency in the Work of Gisèle Prassinos."** Pacific Ancient and Modern Language Association (PAMLA), Claremont, CA.

April 2011 **"Re-Writing Lolita: Online Fan Fiction and the Female Reader as Literary Rebel."**
Stanford University Comparative Literature Conference, Palo Alto, CA.

January 2011 **"Collecting the Mouse: Disney Pin Culture and the Consumption of Sentiment."**
"Kitsch, Curios, Camp" conference, University of Southern California, Los Angeles, CA.

Workshop presentations (invited):

March 2023 **"Queer Visions: Experimental Classroom,"** hosted by the Mark S. Bonham Centre for Sexual Diversity Studies, University of Toronto (Canada)

March 2023 **"Publication Workshop for Graduate Students,"** hosted by the Department of Cinema Studies, University of Toronto (Canada)

October 2019 **"What Matters to You in Indie Games Today?: Unconference and Zine Making"**
IndieCade: International Festival of Independent Games, Santa Monica, CA

Additional presentations:

March 2023 **"Submitting to *JCMS*: Information Session"**
Session featuring Journal of Cinema and Media Studies masthead, led by Elizabeth Ellcessor and Bo Ruberg, Society of Cinema and Media Studies, Denver, CO

INVITED MEDIA APPEARANCES

July 2022 **Featured guest** on "Sex Industry Book Club" podcast

June 2022 **Featured guest** on "Speaking of Sex" podcast

June 2022 **Featured guest** on "Typset" podcast

November 2021 **Featured guest** on "Office Hours" radio show, KUCI 88.9 FM public radio

November 2020 **Featured guest** on Duke University Press' "In Conversation" video series, episode "Queer Gaming in Conversation: Author Bo Ruberg with Designers Jess Marcotte and Dietrich Squinkifer"

June 2020 **Featured guest** on "Critical Distance: Keywords in Play" podcast, episode 3, "Bo Ruberg." Run by Darshana Jayemanne, Abertay University

April 2020 **Featured guest** on "Fun Games with Serious People" web series, "Is the Goose Game Queer?" Run by Colleen Macklin, The New School

October 2019 **Featured guest** on "New Player Has Joined" podcast, episode 102: "IndieCade – Bo Ruberg"

September 2019 **Featured guest** on "Playthink" podcast, episode "Bonnie Ruberg at Playthink" Run by the Game Innovation Lab, University of Southern California

July 2019   **Featured guest** on "Looking for Good" live stream. Digital Worlds Institute, University of
                 Florida

June 2019   **Featured guest** on "Not Your Mama's Gamer" podcast, episode 194: "Queerly Gaming:
                 A Conversation with Bo Ruberg." Run by Dr. Samantha Blackmon, Purdue University

March 2019   **Featured guest** on "First Person Podcast," the podcast of *First Person Scholar*, "Special
                 Episode: Queer Game Studies Special Issue." Hosted by Betsy Brey, University of
                 Waterloo

<u>TEACHING AND COURSE DEVELOPMENT</u> (University of California, Irvine)

Courses taught in the School of Humanities:

2023 – 2025   **"Worldbuilding in Video Games,"** Humanities Core (HUMAN 1C)
                 Year-long general education lecture course for lower-division students with theme of
                 "worldbuilding"; 1,000 undergraduate students; I deliver six original lectures weekly for
                 three weeks each spring; course is offered three consecutive years.

Courses taught in the Department of Film and Media Studies:

Spring 2022   **"Theorizing Reality TV"** (Flm&Mda 110)
                 Upper-level undergraduate course; 24 students; introduced students to the use of media
                 theory through analysis of reality television; for this course, I developed an original
                 syllabus in collaboration with UCI undergraduate Franky Zhang.

Fall 2021   **"Internet Studies"** (Flm&Mda 144)
                 Upper-level undergraduate course; 35 students; for this course, I proposed a new course
                 topic and developed an original syllabus.

Fall 2021   **"Fans Studies"** (Flm&Mda 139W)
                 Upper-level undergraduate course with a focus on developing students' writing skills; 20
                 students; for this course, I significantly redesigned the syllabus I had previously
                 developed, integrating new material while retaining emphasis on creative practices.

Winter 2021   **"Media and the Body"** (Flm&Mda 110)
                 Upper-level undergraduate seminar; 24 students; original syllabus; introduced students to
                 media theory with a focus on identity and culture; for this course, I proposed a new
                 course topic and developed an original syllabus.

Fall 2020   **"Fans and Fandoms"** (Flm&Mda 139W)
                 Upper-level writing course; 20 students; original syllabus; teaching writing skills through
                 critical and creative work on fandom, including writing fan fiction and creating fan zines.

Spring 2020   **"Cultural Perspectives on Digital Media"** (Flm&Mda 85C)

Large lecture course for lower-division undergraduates; 335 students; significant redesign of existing syllabus; management and mentorship of six TAs; rapid transition to online teaching during onset of COVID pandemic.

Courses taught in the Visual Studies PhD program:

Spring 2022　**"Visual Studies Theories and Methods"** (Vis Stud 290C)
Graduate seminar; 12 students; theories and methods training for interdisciplinary visual studies scholarship; for this course, I developed an original syllabus and coordinated visits with nine guest speakers.

Fall 2020　**"Queer Theory and Media Studies"** (Vis Stud 295)
Graduate seminar; 20 students; original syllabus; introduction to queer theory scholarship and methods with focus on intersectionality; cross-listed with Gender Studies; for this course, I developed an original syllabus.

Courses taught in the Department of Informatics:

Fall 2019　**"Informatics Seminar"** (In4matx 209S)
Graduate-level; 26 Ph.D. and M.S. students; course paired with weekly speaker series; complete redesign of syllabus and class goals in response to student feedback

Spring 2019　**"Internet Technologies and Their Social Impact"** (ICS 3)
Undergraduate general education course; 95 students from wide range majors; complete redesign of syllabus; management and mentorship of one TA and one reader

Winter 2019　**"Critical Writing on Information Technology"** (ICS 139W)
Upper division course; 100 students; topic: written and oral skills for students in technical fields; significant redesign of syllabus; management and mentorship of two TAs

Fall 2017　**"Technology, Sexuality, and Gender"** (ICS 295)
Graduate seminar; 25 Ph.D. and M.S. students; original syllabus; new course topic

Fall 2017　**"Computer Games and Society"** (ICS 60)
Undergraduate lower-division introductory course; 250 students; complete redesign of syllabus; management and mentorship of three TAs and one reader

Independent studies developed and supervised (graduate):

Spring 2022　**"Queer and Trans of Color Game Studies"** (Vis Stud 296), Visual Studies
Independent study with doctoral students Elliot Yu, Alex Rudenshiold, Justin Keever, and Adrianna Burton

Spring 2022　**"Queer Game Studies"** (ICS 299), Department of Informatics
Independent study with doctoral student Kimberly Dennin

Spring 2022　**"Feminist Game Studies,"** (ICS 299), Department of Informatics
Independent study with doctoral student Mengqi Gao

Winter 2022   **"Transgender Issues in Video Games"** (Vis Stud 296), Visual Studies
Independent study with doctoral student Ryan Rose Nowak-Crawford

Fall 2021   **"Queer Video Game Engines"** (ICS 299), Department of Informatics
Independent study with master's student Cass Zegura

Fall 2021   **"Social Media, Identity, and Celebrity"** (Vis Stud 296), Visual Studies
Independent study with doctoral student Raphael Rosalen

Spring 2021   **"Bootleg Game Consoles"** (ICS 299), Department of Informatics
Independent study with doctoral candidate Ian Larson

Winter 2021   **"Cultures Issues in Video Games"** (ICS 299), Department of Informatics
Independent study with doctoral candidate William Dunkel

Winter 2020   **"Gender and Sexuality in Horror Video Games"** (ICS 299), Department of Informatics
Independent study with doctoral student Nazely Hartoonian

Winter 2020   **"Cultural Studies Methods for Digital Media Scholars"** (ICS 299), Department of Informatics
Independent study with doctoral student Reginald Gardner

Fall 2019   **"Video Games, Film, and Phenomenology"** (ICS 299), Department of Informatics
Independent study with doctoral students Rose O'Leary and Benedict Turner

Fall 2018   **"Feminist Data Studies and Information Visualization"** (ICS 299), Department of Informatics
Independent study with doctoral student Chaeyoon Yoo

Fall 2018   **"Queer and Feminist Approaches to Games"** (ICS 299), Department of Informatics
Independent study with doctoral student Rainforest Scully-Blaker

Independent studies developed and supervised (undergraduate):

Spring 2022   **"LGBTQ Roleplaying Games"** (Flm&Mda 199), Department of Film and Media Studies
Student: Autumn Gahan; topic: LGBTQ identity in Dungeons & Dragons (two quarters)

Winter 2022   **"Reality TV"** (Flm&Mda 199), Department of Film and Media Studies
Student: Franky Zhang; topic: cultural perspective on reality TV, syllabus building

Spring 2017   **"Emotional Connections between Players and Computer Simulations"**
Interactive Media & Games Division, University of Southern California
Student: Robin LoBulgio

Graduate reading groups developed and supervised:

Summer 2021 **"New Work in Game Studies,"** UCI Game Studies Graduate Student Reading Group

5th annual reading group for UCI graduate students on current topics in game studies; 10 students; seminar-style meetings, 3 hours per week, 8 weeks; for this group, I developed an original reading list, organized the group, and ran meetings.

Summer 2020   **"Race and Gaming,"** UCI Game Studies Graduate Student Reading Group
4th annual reading group for UCI graduate students on current topics in game studies; 10 students; seminar-style meetings, 3 hours per week, 8 weeks; for this group, I developed an original reading list, organized the group, and ran the meetings.

Summer 2019   **"Postcolonial Game Studies,"** UCI Game Studies Graduate Student Reading Group
3rd annual reading group for UCI graduate students on current topics in game studies; 20 students; seminar-style meetings, 3 hours per week, 8 weeks; for this group, I developed an original reading list, organized the group, and ran the meetings.

Summer 2018   **"Feminist and Queer Game Studies,"** UCI Game Studies Graduate Student Reading Group
2nd annual reading group for UCI graduate students on current topics in game studies; 10 students; seminar-style meetings, 3 hours per week, 8 weeks; for this group, I developed an original reading list, organized the group, and ran the meetings.

Summer 2017   **"Game Studies Canons and Counter-Canons,"** UCI Game Studies Graduate Student Reading Group
1st annual reading group for UCI graduate students on current topics in game studies scholarship; 10 students; seminar-style meetings, 3 hours per week, 8 weeks; for this group, I developed an original reading list, organized the group, and ran the meetings.

Graduate exam readings supervised:

Note: The UCI Visual Studies and Film & Media Studies PhD programs require doctoral students to complete two to three subject area exams; for each exam, a student must complete a quarter-long "exam reading" with one professor in the style of an independent study; the student then sits for a written exam consisting of essay questions; the professor who has conducted the exam reading writes these questions and assesses the student's responses to determine if they have passed their subject area exam.

Spring 2023   Raphael Rosalen, "Exam Reading: Digital Media Studies," Visual Studies Program

Spring 2023   Brandon Blackburn, "Exam Reading: Queer Game Studies," Visual Studies Program

Fall 2019   K. T. Wong, "Exam Reading: Game Studies," Visual Studies Program

TEACHING AND COURSE DEVELOPMENT (University of Southern California)

Fall 2016   "**Video Games, Identity, & Diversity,"** Interactive Media & Games Division
Mixed undergraduate and graduate (M.F.A.) seminar course; 25 students; original syllabus; new course topic

Spring 2016   "**Experimental Game Design,"** Interactive Media & Games Division

Mixed undergraduate and graduate (M.F.A.) game design course; 20 students; redesigned syllabus; production-based course

Fall 2015   "**Gender & Sexuality in Video Games,**" Interactive Media & Games Division
Mixed undergraduate and graduate (M.F.A.) game design course; 15 students; original syllabus; new course topic

TEACHING AND COURSE DEVELOPMENT (University of California, Berkeley)

Summer 2015 "**Playing Race: Investing American Racial Identities through Video Games,**" American Cultures Center
Upper-level undergraduate seminar; 15 students; original syllabus; new course topic

Fall 2014   "**Time Travel: Retelling Science, History, and Self,**" Department of Comparative Literature
Lower-level undergraduate writing and composition course; 35 students; original syllabus; new course topic; lead instructor (of two)

Summer 2014 "**Gender & Sexuality in Digital Cultures,**" Department of Gender & Women's Studies
Upper-level undergraduate seminar; 25 students; original syllabus; new course topic

Spring 2014 "**Lost Girls: Girlhood, Desire, and Literature,**" Department of Comparative Literature
Lower-level undergraduate writing and composition course; 20 students; original syllabus; new course topic

Spring 2013 "**Surreal Bodies: Gender Politics in Mid-Twentieth-Century European Art,**" Department of Art History
Lower-level undergraduate writing and composition course; 20 students; original syllabus; new course topic

Fall 2012   "**Ghosts of Our Past: Race, Gender, and Sexuality in American Gothic Fiction,**" American Cultures Center
Upper-level undergraduate seminar; 25 students; original syllabus; new course topic

Summer 2012 "**The Language of Technology: Reading New Media through Literature,**" Department of Comparative Literature
Lower-level undergraduate writing and composition course; 35 students; original syllabus; new course topic; lead instructor (of two)

Fall 2011   "**Wild Things: Gender, Sexuality, & Monstrosity,**" Department of Comparative Literature
Lower-level undergraduate writing and composition course; 17 students; original syllabus; new course topic

Spring 2011 "**Ugly Heads: Villains from *Gilgamesh* to *The Sandman*,**" Department of Comparative Literature
Lower-level undergraduate writing and composition course; 35 students; assisted in design of syllabus; secondary instructor (of two)

Fall 2010   "**Feminist Re-visions of the Literary Canon,**" Department of Comparative Literature
                   Lower-level undergraduate writing and composition course; 35 students; assisted in
                   design of syllabus; secondary instructor (of two)

TEACHING AND COURSE DEVELOPMENT (at outside institutions)

June 2019   **"Queer Digital Humanities,"** Digital Humanities Summer Institute, University of Victoria
                   Co-taught and significantly redesigned weeklong intensive course for faculty and
                   graduate students on queer issues in technology and digital scholarship.

DOCTORAL STUDENTS SUPERVISED

Doctoral students advised (current):

2022 - present   Brandon Blackburn (co-advisee), Department of Film and Media Studies, UC Irvine
                   Research focus: Blackness, queerness, and video games

2021 - present   Kimberly Dennin (co-advisee), Department of Informatics, UC Irvine
                   Research focus: queer and trans studies, video games and live streaming

2023 – present   Ria Kahn (co-advisee), Department of Informatics, UC Irvine
                   Research focus: diversity and equity in human-computer interaction

2018 - present   Ian Larson, Department of Informatics, UC Irvine
                   Research focus: bootleg video game consoles, sociology

2021 - present   Raphael Rosalen, Department of Film and Media Studies, UC Irvine
                   Research focus: digital media, online celebrity

2022 - present   Alexander Rudenshiold, Department of Film and Media Studies, UC Irvine
                   Research focus: digital media, political media

2022 - present   Elliot Yu, PhD Program in Visual Studies, UC Irvine
                   Research focus: queer and trans of color issues, video games and digital art

Doctoral students advised (former):

2016 - 2022   Amanda Cullen (co-advisee), Department of Informatics, UC Irvine
                   PhD completed spring 2022; dissertation: "Playing with the Double Bind: Gendered
                   Tactics and Feminist Expressions in Live Streaming"

2017 - 2019   Emory Edwards (advisee), Department of Informatics, UCI
                   Student shifted advisors following the completion of their comprehensive exams due to a
                   chance of research interests; previous research focus: transgender online fandoms

2019 - 2022   Nazely Hartoonian (co-advisee), Department of Informatics, UC Irvine

Student exited program with M.S.; degree completed spring 2022; thesis: Beyond Women Monsters and Psychoanalytic Terrors: The Monstrous-Feminine and Horror Cinematic Tropes in *The Evil Within 2*"

2020 - 2022   Ryan Rose Nowak-Crawford (advisee), PhD Program in Visual Studies, UC Irvine
Student exited program with M.A; degree completed spring 2022; thesis: "Archives, Not Empathy Games: How *The Black Trans Archive* Protects Its Subjects"

2017 - 2021   Spencer Ruelos (advisee), Department of Informatics, UC Irvine
Student exited program with M.S. based on course work and comprehensive exams; research focus: queer video game communities; degree received spring 2021

2018 - 2023   K. T. Wong (co-advisee), PhD Program in Visual Studies, UC Irvine
PhD completed spring 2023; dissertation: "Gaming, the Southeast Asian Way: Remapping the Globalization of Video Games through a Regional Lens"

Doctoral students supervised (as committee member - current):

2017 - present   Jeffrey Bryan, Department of Informatics, UC Irvine
Served on comprehensive exam committee (spring 2021) and advancement committee (winter 2023) and scheduled to serve on dissertation committee

2021 - present   William Dunkel, Department of Informatics, UC Irvine
Served on advancement committee (spring 2022) and dissertation proposal committee (spring 2023) and scheduled to serve on dissertation committee

2019 - present   Reginald Gardner, Department of Informatics, UC Irvine
Served on comprehensive exam committee (spring 2022) and scheduled to serve on dissertation committee

2023   Bryan Truitt, PhD Program in Visual Studies, UC Irvine
Served on dissertation proposal committee (spring 2023)

Doctoral students supervised (as committee member - former):

2020 - 2022   Christie Abel, Department of Informatics, UC Irvine
Served on comprehensive exam committee (spring 2021) and advancement committee (spring 2022)

2017 - 2023   Kat Brewster, Department of Informatics, UC Irvine
PhD completed summer 2023; dissertation: "Remembering AIDS in Net Histories: SURVIVORS and the AIDS Epidemic"; served on comprehensive exam committee (fall 2019), advancement committee (spring 2021), dissertation proposal committee (fall 2021), and dissertation defense committee (summer 2023)

2020 - 2021   Akil Fletcher, Department of Anthropology, UC Irvine
Served on advancement committee (winter 2021)

2021 - 2023   Mengqi Gao, Department of Informatics, UC Irvine
               Student exited program with M.S.; served on master's thesis committee (spring 2023)

2016 - 2021   Daniel Gardner, Department of Informatics, UC Irvine
               PhD completed winter 2021; dissertation: "Thresholds for Interpretation: Examining
               Interfaces at the Periphery of Play"; served on comprehensive exam committee (spring
               2017), advancement committee (winter 2018), dissertation proposal committee (winter
               2019), and dissertation defense committee (winter 2021)

2016 - 2018   Oliver Haimson, Department of Informatics, UC Irvine
               PhD completed winter 2018; dissertation: "The Social Complexities of Transgender
               Identity Disclosure on Social Media"; served on dissertation proposal committee (fall
               2016) and dissertation defense committee (winter 2018)

2020 - 2023   Justin Keever, Program in Visual Studies, UC Irvine
               PhD completed spring 2023; dissertation: "Video Games and the Unself: The Undoing of
               Digital Ludic Subjectivity"; served on dissertation proposal committee (spring 2020) and
               dissertation defense committee (spring 2023)

2018 - 2020   Matthew Knutson, Program in Visual Studies, UC Irvine
               PhD completed summer 2019; dissertation: "Frame-Perfect: Temporalities in Competitive
               Gaming"; served on dissertation defense committee (summer 2019)

2018 - 2020   Leach Sanchez, Department of Anthropology, UC Irvine
               Served on advancement committee (spring 2020)

2018 - 2022   Rainforest Scully-Blaker, Department of Informatics, UC Irvine
               PhD completed spring 2022; dissertation: "Radical Slowness and the Critical Potential of
               Play"; served on comprehensive exam committee (spring 2019), advancement committee
               (fall 2019), dissertation proposal committee (spring 2020) and dissertation committee
               (spring 2022)

2021 - 2022   Edward Mendez, PhD Program in Visual Studies
               Served on dissertation proposal committee (spring 2022)

2021   Anannya Mukherjee, Department of Comparative Literature, UC Irvine
               Served on qualifying exams committee (summer 2021)

2018 - 2021   Chaeyoon Yoo, Department of Informatics, UC Irvine
               Served on comprehensive exam committee (spring 2019) and advancement committee
               (winter 2021)

Doctoral students supervised (at outside institutions - current):

2022 - present P.S. Berge, doctoral candidate, University of Central Florida, Texts and Technology
                Program; dissertation: "Unplayable Games: A Ludoarsonist's Manifesto on Trans Play
                and Possibility in Digital and Analog Gaming"; served on dissertation proposal committee
                (spring 2023) and scheduled to serve on dissertation defense committee

2022 - present   Marcus Garcia, doctoral candidate, Department of Sociology, University of Connecticut; dissertation: "Business or Pleasure? Content Creation and Fandom as Issues of Morality and Obscenity"; served on dissertation proposal defense committee (fall 2022) and scheduled to serve on dissertation defense committee

2020 - present   Jeff Nicklas, doctoral candidate, Department of Social and Behavioral Sciences, UC San Francisco; dissertation: "The Impact of Video Games on Reimagining Mental Health Experiences and Knowledges"; served on dissertation proposal committee (spring 2021) and scheduled to serve on dissertation defense committee

2022 - present   Daniel Rosen, doctoral candidate, Department of Cinema and Media Studies, University of Southern California; dissertation: "We're All Streamers Now: Live Streaming as a Sociotechnical System"; served on dissertation proposal committee (spring 2023) and scheduled to serve on dissertation defense committee

Doctoral students supervised (at outside institutions - former):

2021 - 2023   Eliot Dunn, Department of English, University of Southern California; PhD completed spring 2023; dissertation: "A door, an Exit, a Way Out: Trans* Temporality in Hybrid Media"; served on the dissertation defense committee (spring 2023)

2020 - 2021   Lee Hibbard, Rhetoric and Composition Program, Purdue University; PhD completed spring 2023; dissertation: "Preserving Play: Archival Practice in Queer Game Studies"; served on dissertation defense committee (summer 2021)

2021 - 2022   Emily Padilla, Department of Feminist Studies, UC Santa Cruz; I served on dissertation proposal committee (summer 2022)

External examiner for doctoral dissertations:

December 2023   External examiner for PhD candidate Jean Ketterling, Department of Law and Legal Studies, Carleton University; dissertation: "Play the Body Electric: Sex, Desire, and Solo Play Video Games"

December 2023   External examiner for PhD candidate Chloé Locatelli, Department of Digital Humanities, King's College London; dissertation topic: posthuman sex work and digital/AI intimacy

Additional Doctoral Student Mentorship:

Summer 2019   Mentor for Nazely Hartoonian, Competitive Edge Program, UC Irvine
Student project: "Video Game Character Customization and Gender Play"

Summer 2019   Mentor for Ian Larson, Competitive Edge Program, UC Irvine
Student project: "Social Economies of 'Skins' in Battle Royal Video Games"

Summer 2018   Mentor for Benedict Olgado, Competitive Edge Program, UC Irvine
Student project: "Video Game Archiving: Survey of Methods and Values"

Summer 2017   Mentor for Spencer Ruelos, Competitive Edge Program, UC Irvine
              Student project: "*Undertale* as a Queer Video Game"

Summer 2016   Mentor for Amanda Cullen, Competitive Edge Program, UC Irvine
              Student project: "*Overwatch* and Queer Video Game Fandom"

MASTER'S STUDENTS SUPERVISED

Master's students supervised at the University of California, Irvine:

2020 - 2022   Cass Zegura, Department of Informatics, UC Irvine
              Served as M.S. advisor; M.S. completed spring 2022; thesis: "Structuring Feeling,
              Feeling Structure: Affect and the Game Engine"

2017 - 2018   Erin Gordon, Program in Critical and Curatorial Studies, UC Irvine
              Served as M.F.A. committee member; M.F.A. completed winter 2018; thesis: "Sites of
              New Media: Using the Internet to Explore Touch, Sociality, and Preservation"

2016 - 2017   Calvin Liu, Department of Informatics, UC Irvine
              Served as M.S. committee member; M.S. completed spring 2017; thesis: "Alternative
              Identity Mediation across Space and Performance"

Master's students supervised at outside institutions:

2020 - 2021   Aubrey Isaacman, Interactive Media and Games Division, University of Southern
              California
              Served as M.F.A. committee member; M.F.A. completed spring 2021; thesis: "Our First
              Kiss: Exploring Queerness through Spectacle" (video game and paper)

2016 - 2017   Matthew Balousek, Digita; Arts and New Media Program, UC Santa Cruz
              Served as M.F.A. committee member; M.F.A. completed spring 2017; thesis: "Opening
              the Horse: An Approach to Queer Game Design" (games, performance installation, and
              thesis paper)

UNDERGRADUATE STUDENTS SUPERVISED

2022 - 2023   Emma Lowe, Humanities Honors Program, UC Irvine
              Served as undergraduate thesis advisor; student selected for Summer Undergraduate
              Research Program grant; thesis: "Once upon a Gate: How the *Baldur's Gate* CRPG
              Series Embodies the Fairy Tale Genre"

2021 - 2022   Autumn Gahagan, Campus-wide Honors Collegium, UC Irvine
              Served as undergraduate thesis advisor; thesis: "Exploring More Than Just Dragons:
              How *Dungeons & Dragons* Is a Conduit for Identity Exploration and Expression"

2021 - 2022   Jacob Huang, Campus-wide Honors Collegium, UC Irvine
              Served as undergraduate thesis advisor; thesis: "Speedruns and Speedgames: The
              Culture of Video Game Speedrunning"

2020 - 2021   Adrianna Burton, UTeach Program, UC Irvine
Served as mentor for student development and teaching original course; course:
"Dungeons and Dragons"

2020 - 2021   Elizabeth Clayton, Campus-wide Honors Collegium, UC Irvine
Served as undergraduate thesis advisor; thesis: "Body Negativity on the Platform Tiktok"

Spring 2020   Madison Nelson, Campus-wide Honors Collegium, UC Irvine
Served as undergraduate thesis advisor; thesis: "The Relationship between LGBTQ
Portrayal in American Media and National Policy"

2018 - 2019   Nazely Hartoonian, UTeach Program, UC Irvine
Served as mentor for student development and teaching original course; course: "Horror
Video Games"

Summer 2018   Nazely Hartoonian, Summer Undergraduate Research Program, UC Irvine
Served as mentor for undergraduate research project; project: "Character Gender and Its
Effects on Players' In-Game Violence"

Spring 2018   Gustavo Figueroa, Undergraduate Research Opportunity Program, UC Irvine
Served as mentor for undergraduate research project; project: "Video Game Characters
and Reinforcement of Parental Gender Roles"; student received Chancellor's Award for
Excellence in Undergraduate Research

2017 - 2018   William Anderson, UTeach Program, UC Irvine
Served as mentor for student development and teaching original course; course:
"Disney's Revival"

INVITED CLASSROOM VISITS & GUEST LECTURES

November 2023   **Visit to "Sex, Gender, and Media,"** undergraduate course, Department of Women and
Gender Studies, Mount Allison University, Canada

April 2023   **Visit to "Queer Theory and Video Games,"** undergraduate course, Department of
English, University of Calgary, Canada

March 2023   **Visit to "Digital Discourse,"** graduate course, Faculty of Information, University of
Toronto, Canada

March 2023   **Visit to "Critical Technology Studies,"** graduate course, Department of
Communications, York University, Canada

February 2023 **Visit to "Video Games and Identity,"** undergraduate course, Centre for Digital
Humanities, Brock University, Canada

April 2022   **Visit to "Gender, Sexuality, and Technology,"** graduate course, School of Information,
University of Michigan

March 2022   **Visit to "Graduate Methods,"** graduate course Tallinn University, Estonia

March 2022   **Visit to "Video Games as Literature,"** undergraduate course, Department of English, Nevada State College

February 2022   **Presentation for graduate student "masterclass,"** University of Toronto, Canada

February 2022   **Visit to "Visions of Diversity in the Cinematic Arts,"** undergraduate course, School of Cinematic Arts, University of Southern California

February 2022   **Visit to "Informatics Professionalization Seminar,"** graduate course, Department of Informatics, UC Irvine

November 2021   **Visit to "L.A. in Transit: Communities, Organizations and Politics,"** undergraduate course, California State University Northridge

April 2021   **Visit to "The History of the Body,"** undergraduate course, Department of History, Bucknell University

April 2021   **Visit to "Queer Theory and Video Games,"** undergraduate course, Department of English, University of Calgary, Canada

December 2020   **Visit to "Strange Games,"** mixed undergraduate and graduate course, Department of Media and Information, Michigan State University

November 2020   **Visit to "Queer Computing,"** undergraduate course, Department of Gender Studies and Global Black Studies, Purchase College

November 2020   **Visit to "Cultural Studies Graduate Core Seminar"** and "Media Arts and Sciences Colloquium," graduate courses, Cultural Studies Program, University of Indiana

October 2020   **Visit to "Gender in Media Industries,"** undergraduate course, Annenberg School for Communication and Journalism, University of Southern California

October 2020   **Visit to "Video Games: Theory and Analysis,"** undergraduate course, Department of Communication, Curry College

October 2020   **Visit to "Queer Media Studies,"** mixed undergraduate and graduate course, Departments of Communication and Women, Gender, and Sexuality, Colorado University, Denver.

November 2019   **Visit to "Gaming the System: The Political Potential of Play,"** undergraduate course, School of Art, Media, and Technology, Parsons (The New School)

October 2019   **Visit to "Queer Media Studies,"** mixed undergraduate and graduate course, Departments of Communication and Women, Gender, and Sexuality, Colorado University, Denver.

May 2019   **Visit to "Gender and Popular Culture,"** undergraduate course, Department of Gender and Sexuality Studies, University of California, Irvine

April 2019   **Visit to "Virtual Worlds and Communities,"** graduate course, Department of Arts, Technology, and Emerging Communication, University of Texas at Dallas

March 2019   **Visit to "Games and Social Justice,"** undergraduate course, College of Arts, Media, and Design, Northeastern University

October 2017   **Visit to "Video Games and the Politics of Play,"** undergraduate course, Department of Film and Media Studies, Smith College

September 2016   **Guest lecture, "Introduction to Interactive Entertainment,"** undergraduate course, Interactive Media and Games Division, University of Southern California

ADDITIONAL TEACHING ACTIVITIES

November 2019   **Mentorship session presenter**. Invited speaker in graduate student association meeting; offered advice to doctoral students in Computational Media program, University of California, Santa Cruz

October 2019   **Guest playtester**, "Game Design 101." Invited participation in "Game Design 1" class, graduate MFA course, 30 students. New York University Game Center, New York, NY

December 2017   **Collaboration coordinator**, L. A. Zine Fest
                Collaborated with arts organization L.A. Zine Fest to facilitate a zine-making workshop and develop zine-based final project for USC course "Video Games, Identity, & Diversity"

June 2017   **Participant**, Game Educators Summit
                International workshop of university-level game instructors, Gotland Campus, Uppsala University, Sweden

January 2016   **Leader**, "Training: Techniques for Making Classrooms Safer"
                Invited leader of training for Graduate Student Instructors, Department of Comparative Literature, University of California, Berkeley

2014, 2015   **Instructor**, game design workshop, "Queer on Campus"
                Co-developed, co-taught, and secured funding for intensive extracurricular program (6 day-long sessions) training undergraduate teams to build queer video games using Unity and Twine. Hosted at the University of California, Berkeley

2014, 2015   **Leader**, pedagogy training, UC Berkeley Center for American Culture
                Selected to design and lead official pedagogy training for graduate student instructors teaching courses about race in American society in the American Culture program; invited based on success as teacher of American Cultures courses

2007 - 2008   **English as a second language teacher**, French government "Assistantship" program
Taught English in two vocational high schools in Grasse, France; developed original
materials for teaching English to non-native speakers at a range of learning levels.

ACADEMIC COMMUNITY LEADERSHIP (editorial roles)

2022 - 2027   **Co-Editor-in-Chief**, *Journal of Cinema and Media Studies*
Co-leader with Dr. Elizabeth Ellcessor of the premier peer-reviewed journal for the field of
media studies; selected by the executive board of the Society of Cinema and Media
Studies (SCMS); contracted for five-year term; responsibilities include: managing the
day-to-day operations of the journal, overseeing masthead and editorial board, reviewing
submissions, performing developmental editing for articles prior to publication, developing
community engagement efforts, three annual meetings with the SCMS executive board

2021 - 2022   **Editorial apprentice**, *Journal of Cinema and Media Studies*
One year training under prior editor-in-chief in preparation to assume journal co-editor
position in fall 2022

2019 - 2023   **Book series co-editor**, "Queer / Trans / Digital," New York University Press
Co-founded and co-edited first academic book series about queer and transgender
issues in digital media

2020 - 2023   **Co-editor of collection**, *Real Life in Real Time: Live Streaming Culture*, MIT Press,
2023
Co-editor with Johanna Brewer, Amanda Cullen, and Christopher Persaud of edited
volume about cultural issues in live streaming; originated volume concept and organized
editors; participated in selection of essays, editing of essays, and preparation of
manuscript. Volume contains a scholarly introduction by Brewer, Ruberg, Cullen, and
Persaud and twenty peer-reviewed book chapters

2020 - 2022   **Lead editor of special issue**, "Gender and Sexuality in Live Streaming," *Television and
New Media* (vol. 23, no. 5, July 2022)
Co-editor with Johanna Brewer of special issue about gender and sexuality in live
streaming. Issue contains a scholarly introduction by Ruberg and Brewer and nine peer-
reviewed articles

2016 - 2018   **Lead editor of special issue**, "Queerness and Video Games: New Perspectives on
LGBTQ Issues, Sexuality, Games, and Play," *Game Studies* (vol. 18, no. 3, December
2018)
Co-editor with Amanda Phillips of special issue about queer game studies. Issue contains
a scholarly introduction by Ruberg and Phillips and eleven peer-reviewed articles

2014 - 2017   **Lead editor of collection**, *Queer Game Studies*, University of Minnesota Press, 2017
Co-editor with Adrienne Shaw of edited volume establishing the interdisciplinary subfield
of queer game studies. Volume contains a scholarly introduction by Shaw and Ruberg
and twenty-six peer-reviewed chapters

2016 - 2017   **Co-editor of special section**, "In Practice: The Queerness and Games Conference,"

Camera Obscura (vol. 32, no. 2 [95], September 2017)
Co-editor with Teddy Pozo and Christopher Goetz of special section exploring theory/praxis work in queer game studies. Section contains a scholarly introduction by Pozo, Ruberg, and Goetz and three articles solicited and reviewed by the editors

2014 - 2015 **Editor of special issue**, "Dispatches from the 2014 Queerness and Games Conference," *First Person Scholar* (no issue number, February 2015)
Issue contains a scholarly introduction by Ruberg and six peer-reviewed articles

ACADEMIC COMMUNITY LEADERSHIP (organizational roles)

2022 - 2027 **Board member** (non-voting), Society of Cinema and Media Studies Executive Board
Appointed *ex officio* during co-editorship of the *Journal of Cinema and Media Studies*; responsibilities: three annual board meetings, reports to the board on updates to *JCMS*, interfacing with SCMS board and business office on financial operations of the journal.

2021 - 2022 **Co-Chair**, Video Game Studies Special Interest Group, Society of Cinema and Media Studies
Selected via SIG member election; responsibilities: organized virtual events related to games studies at SCMS conference and throughout the year; oversaw community building efforts, led monthly meetings, mentored graduate student committee members.

2021 - 2022 **Committee member**, Best First Book Award Committee, Society of Cinema and Media Studies
Participated in the review of 56 monographs submitted for prominent annual award.

2021 **Executive board member**, 2021 Esports Conference
Invited member of advisory and reviewing board for annual esports conference.
Responsibilities: consulted on diversity considerations, reviewed submissions.

2017 – present **Diversity and Inclusion Committee member**, Higher Education Video Game Alliance
Invited to consult on initiatives related to diversity and video games; contributed to HEVGA diversity "value statement" (April, 2018) and related white paper (October 2017).

ACADEMIC SERVICE THROUGH CONFERENCE ORGANIZING

2019 - 2022 **Board member**, QGCon Collective
Invited to serve in advisory role for the non-profit organization that has grown out of the annual Queerness and Games Conference; responsibilities include attending quarterly board meetings and offering guidance on conference organizing.

2013 - 2019 **Co-founder and lead organizer**, The Queerness and Games Conference (QGCon)
Led the year-round organizing efforts of an innovative annual conference bringing together academics, developers, and activists to explore LGBTQ issues and video games. Approximately 300 attendees and 50 presenters per year. Held at UC Berkeley (2013, 2014, 2015), the University of Southern California (2017), Concordia University (2018). 2020 event also organized for Concordia but canceled due to COVID-19.

September 2019   **Lead organizer**, Inclusive Streaming Initiative Conference
Secured grant funding for and oversaw the organization of a two-day research workshop featuring international live streaming scholars; event included research presentations, collaborative writing, public panel, and grad student mentorship. Irvine, CA.

October 2019   **Unconference facilitator**, "What Matters to You in Indie Games Today?"
Invited to organize and facilitate community-oriented session with hands-on zine making to engage with pressing questions in games culture, IndieCade 2019, Santa Monica, CA.

October 2018   **Chair of conference track**, Think:Indie, IndieCade, Santa Monica, CA
Invited to conceptualize, coordinate, and facilitate three panels on social issues in games: "Games and Activism," "Indies of Color," and "Games and Labor." IndieCade 2018, Santa Monica, CA.

ACADEMIC SERVICE THROUGH PANEL & SESSION CHAIRING

October 2023   **Panel organizer and chair**, "From the Post Office to Posting Online: Building Marginalized Community across Shifting Technological Platforms," Society for the History of Technology Conference (SHOT), Los Angeles, CA.

April 2023   **Roundtable co-organizer and co-chair**, "Technological Mediations of Sex and Play," Society of Cinema and Media Studies Conference (SCMS), Denver, CO

July 2022   **Panel organizer and chair**, "Broadcast Bodies: Gender and Sexuality in Video Game Live Streaming," Digital Games Research Association Conference (DiGRA), Krakow, Poland. Panel originally accepted for DiGRA 2020, which was canceled due to COVID-19, and moved to DiGRA 2022.

June 2022   **Panel organizer and chair**, "Holes, Gaps, and Boundaries: Creating Queer Spaces in Games," Digital Games Research Association Conference (DiGRA), Krakow, Poland. Panel originally accepted for DiGRA 2020, which was canceled due to COVID-19, and moved to DiGRA 2022.

March 2022   **Session co-organizer**, "Alternative Career Pathways in Game Studies," SCMS Video Game Studies Special Interest Group event (remote)

August 2021   **Session co-organizer**, "Info Session: How to Write a Successful Submission for the Society of Cinema and Media Studies Conference," SCMS Video Game Studies Special Interest Group event (remote)

March 2021   **Panel organizer and chair**, "Queer Embodiment in Video Games: Erotic Encounters with Computational Technologies," Society of Cinema and Media Studies Conference(SCMS). Panel originally accepted for SCMS 2020, which was canceled due to COVID-19, and moved to SCMS 2021.

November 2019   **Panel organizer and chair**, "Race, Gender, and Video Games: Exploring Alternatives." National Women's Studies Association Conference (NWSA), San Francisco, CA

September 2019. **Panel organizer**, "Video Game Live Streaming: Possibilities for Diversity and Inclusion." Public panel organized in affiliation with the Inclusive Streaming Initiative, Irvine, CA

May 2019   **Panel organizer and chair**, "Disrupting the Boundaries of Game Studies: Feminist and Queer Interventions," International Communication Association Conference (ICA), Washington, DC

March 2019   **Panel organizer and chair**, "The End of Queerness: Confronting Queer Loss. Erasure, Disavowal, and Death in Video Games," Society of Cinema and Media Studies Conference (SCMS), Seattle, WA

March 2017   **Panel organizer and chair**, "Video Games and Queer Affect." Society of Cinema and Media Studies Conference (SCMS), Chicago, IL

October 2017   **Session chair and workshop leader**, "Games and Politics: Where Do We Stand?" and "Games and Politics: Taking Action," IndieCade, Los Angeles, CA

June 2017   **Workshop co-organizer and co-instructor**, "Intersections of Digital Humanities and LGBTTIQ+ Studies," Digital Humanities Summer Institute, University of Victoria

March 2017   **Panel organizer and participant**, "Getting into Queer Game Studies." Informational session at The Queerness and Games Conference, Los Angeles, CA.

October 2016   **Unconference co-facilitator**, IndieCade "Think:Indie" unconference, Los Angeles, CA

June 2015   **Workshop co-organizer and co-facilitator**, "Where Is the Queerness in the Digital Humanities?", Digital Humanities Summer Institute, University of Victoria

March 2015   **Panel organizer and chair**, "How to Create Safe Spaces at Game Events," Game Developers Conference, San Francisco, CA

ACADEMIC SERVICE THROUGH EDITORIAL ADVISING

2020 - 2022   **Associate editor**, *Afterimage: The Journal of Media Arts and Cultural Criticism*
                  Responsibilities: soliciting, reviewing, and consulting on digital media submissions

2020 - present   **Editorial board member**, *Television and New Media* journal

2020 - present   **Editorial board member**, *Communication, Culture and Critique* journal

2019 - present   **Editorial advisory board member**, *The Velvet Light Trap* journal

2019 - present   **Editorial advisory board member**, "Power Play: The Cultural Promise of Video Games" (book series), Duke University Press

2020 - present   **Member**, Board of Reviewers, *IDEAH: Interdisciplinary Digital Engagement in Arts and Humanities* journal

2018 - present   **Member**, Board of Reviewers, *Game Studies* journal

ACADEMIC SERVICE THROUGH EXPERT CONSULTING

February 2022   **Expert interview**, CNN. Provided research expertise on live streaming and related online platform policies for CNN's investigative reporting division.

June 2021   **Consultant**, Twitch Interactive. Provided expert consulting to the company that runs Twitch.tv on promoting diversity and inclusion on the platform through revised policies.

April 2021   **Expert witness**, United States Copyright Office's Digital Millennium Copyright Act hearing. Invited to provide testimony on the importance of open institutional access to historical video games. Testimony coordinated by Harvard Law School's Cyberlaw Clinic.

March 2020   **Consultant,** Digital Culture book series, University of Michigan Press. Solicited to expertise in development of new interdisciplinary book series addressing digital media.

August 2019   **Consultant**, Digital Studies Institute, University of Michigan. Invited to contribute to two-day consulting workshop on the creation of an intensive summer graduate program.

November 2018   **Consultant**, Smithsonian Museum of American History and Smithsonian American Art Museum (SAAM). Invited participant in two-day consulting workshop on the creation of upcoming video game exhibitions and summer 2019 SAAM independent game arcade.

ADDITIONAL ACADEMIC COMMUNITY SERVICE

March 2017   **Ambassador**, Different Games Collective, Game Developers Conference

March 2017   **Volunteer**, Society of Cinema and Media Studies Queer Caucus community engagement

March 2017   **Volunteer**, Society of Cinema and Media Studies Video Game SIG social media team

SERVICE TO THE UNIVERSITY OF CALIFORNIA, IRVINE

Service to the University of California (system-level)

2021 - 2023   **Divisional representative**, University-Wide Senate Assembly
Nominated to represent UCI's School of Humanities for a two-year term in senate assembly constituted of members from all University of California campuses; four meetings annually for university-wide senate assembly; divisional representatives also attend four annual meetings of the UC Irvine university-wide academic senate assembly

Service to the University of California, Irvine (campus-level)

2023 – 2024   **Co-organizer**, "Games and Diversity" Speaker Series

Overseeing talk series featuring nine visiting guest speakers from outside institutions across the 2023 – 2024 academic year; series promotes diverse game studies scholarship; applied for and received multiple campus grants in support of series

April 2022 **Workshop presenter**, "Inclusive Teaching Styles"
Invited presentation to group of UCI graduate student teachers sponsored through the Division of Teaching Excellence and Innovation

2021 - 2022 **Committee member**, Gender Affirmation Taskforce
Invited to serve on high-level university committee for implementing protocols in support of transgender and non-binary students, staff, and faculty; worked in collaboration with UCI's LGBT Resource Center; committee led by Vice Provost for Inclusive Excellence

2019 - 2022 **Council member**, Illuminations Campus Council
Invited to serve as reviewer of applications for grants in support of on-campus event; three annual cycles of grant review; roughly 100 applications per cycle

2019 - 2021 **Committee member**, Esports Faculty Advisory Committee
Invited member of faculty committee providing oversight for UCI's Esports Arena and related esports research initiatives; contributed expertise on diversity and gender in gaming; co-author of extensive public-facing FAQ explaining esports operations at UCI

2021 **Steering committee member**, UTeach
Member of committee that reviews and assesses submissions to UCI's UTeach program, in which undergraduates develop and teach their own original seminar courses

2021 **Fellowship judge**, LGBTQ+ Graduate Division Fellowship
Assessed applications from UCI graduate students for the inaugural summer 2021 LGBTQ+ Fellowship offered by the Associate Dean for Student Success

2018 – 2019 **Committee member**, SB 179 Gender Recognition Act Steering Committee
Served on university-level steering committee addressing Senate Bill 179 Gender Recognition Act; member of Education and Training Subcommittee and co-author of committee report to chancellor

2017 – 2018 **Member**, Esports Diversity and Inclusion Taskforce
Contributed to cross-university taskforce addressing diversity issues in Esports at UCI. Co-authored article on best practices for fostering inclusion in university Esports

November 2018 **Organizer**, Games at Play Arcade and Illuminations Grant
Secured funding for and led organization of arcade of experimental video games with associated "talk-back" session with visiting designers; event open to the public and oriented toward UCI undergraduates.

January 2018 **Speaker**, "Meet the Faculty: Professor Bonnie Ruberg and LGBTQ Video Games"
Invited speaker at diversity-focused Community Programming event for undergraduate students, organized and hosted by UCI Student Housing

Service to the School of Humanities (school-level)

June 2023 **Presenter**, "Queer Approaches," graduate reading group
Invited to present to interdisciplinary group of graduate students on queer methods

February 2023 **Presenter**, "Theory and Practice in Digital Humanities," graduate seminar
Invited to present a seminar session for visiting graduate students from the Department of English at Yonsei University in South Korea; part of a formal collaboration between School of Humanities and Yonsei University; presentation topic: LGBTQ video games

October 2020 **Presenter**, "Faculty Q&A," UCI Art History Undergraduate Association
Invited as guest speaker to meet with undergraduate art history majors

2018 - 2020 **Faculty sponsor**, "Queer Academy" Humanities Research Cluster
Provided mentorship for graduate students organizing educational and community events around "practices and research at the margins;" delivered invited guest lecture April 2019

Service to the Department of Film and Media Studies (department-level)

Fall 2023 **Committee chair**, academic personnel review (promotion from full professor I to full professor III); serving as lead faculty member on a two-person committee reviewing promotion file and authoring departmental assessment letter

Fall 2023 **Committee chair**, academic personnel review (promotion from full professor II to full professor III); serving as lead faculty member on a two-person committee reviewing promotion file and authoring departmental assessment letter

Fall 2021 **Committee chair**, academic personnel review (promotion from assistant professor II to assistant professor III); served as lead faculty member on a two-person committee reviewing promotion file and authoring departmental assessment letter

Fall 2021 **Committee member**, academic personnel review (promotion from full professor step III to full professor step IV); served as supporting faculty member on a three-person committee reviewing promotion file and authoring departmental assessment letter

Spring 2021 **Committee member**, Tonelli Undergraduate Writing Awards Committee
Reviewed twenty-one submissions for annual departmental awards recognizing outstanding undergraduate writing in film and media studies.

2020 - 2021 **Committee member**, Film and Media Studies PhD Program Committee
Served as member of faculty committee preparing proposal for new PhD Program in Film and Media Studies; contributed expertise in digital media and video games.

Fall 2020 **Committee member**, academic personnel review (promotion from assistant professor V to associate professor III); served as supporting faculty member on a three-person committee reviewing promotion file and authoring departmental assessment letter

Fall 2020   **Committee member**, academic personnel review (promotion from assistant professor of teaching to associate professor of teaching); served as supporting faculty member on a three-person committee reviewing promotion file and authoring departmental assessment letter

Summer 2020   **Faculty coordinator**, Division of Teaching Excellence and Innovation fellows
Oversaw three doctoral student fellows as part of a summer program in which graduate students help faculty develop digital materials for online teaching.

Service to the Ph.D. Program in Visual Studies

Note: Prior to fall 2023, Visual Studies was the joint PhD program for the Departments of Film and Media Studies and Art History. The program, in this original form, disbanded in mid-2023, when UCI's Film and Media Studies Department inaugurated its own PhD program. My service to the Film and Media Studies PhD program (2023 and later) is listed above in "Service to the Department of Film and Media."

January 2023   **Presenter**, "Academic CV Building Workshop"
Invited presenter to professionalization session organized by Visual Studies graduate students

2020 – 2022   **Committee Member**, Visual Studies Graduate Committee
Member of four-person committee overseeing graduate admissions process for Visual Studies PhD program (100 applications annually, includes interviews and recruiting events), reviewing graduate program petitions, and advising on graduate program issues

May 2022   **Guest speaker host**
Coordinator for invited talk by guest speaker Dr. Josef Nguyen; talk oriented toward Visual Studies graduate students and included graduate student mentoring session

March 2022   **Faculty presenter**, Visual Studies admissions event
Panelist for session on faculty research during graduate recruitment visits

October 2021   **Panel participant**, TA training workshop
Invited participant in panel of faculty providing guidance for Visual Studies doctoral students about how to succeed in the classroom as teaching assistants.

February 2021   **Guest speaker**, DECADE faculty chat talk series
Invited presenter in Diverse Educational Community and Doctoral Experience (DECADE) Q&A session with Visual Studies doctoral students

Service to the School of Information and Computer Sciences (school-level service in previous UCI appointment):

2018 – 2019   **Contributor**, proposal for Game Design and Interactive Media major
Assisted in planning the redevelopment of undergraduate game major; created proposals for two new courses: Games and Diversity and Cultures of Play.

2018 – 2019   **Faculty advisor on diversity and harassment**, Video Game Development Club

Advised officers of large, undergraduate game development club on creating a welcoming environment for diverse students; consulted on event programming.

September 2017   **Panelist**, "Dean's Welcome for New Students: Faculty Panel"

February 2017   **Panelist**, "Tech Meets Pride: Connecting LGBTQ Students to Faculty and Industry" panel

Service to the Department of Informatics (department-level in previous UCI appointment):

2020 - 2021   **Faculty coordinator**, Informatics Department Colloquium
Assembled and managed weekly speaker series (fall 2020 – spring 2021) with twenty-four total talks; led efforts to increase diversity-focused scholarship in the series; ran an associated graduate student course for reflection on talks

2017 - 2019   **Chair**, Informatics Graduate Admissions Committee
Primary responsibility for graduate admissions for the Informatics Ph.D. and M.S. programs. Tasks: leading faculty committee, review of graduate applications, synthesizing feedback from department faculty, interfacing with administration, serving as contact for prospective students, management of recruitment fellowships. Roughly 150 applications submitted annually for incoming cohorts of 30 graduate students

October 2017   **Panelist**, "Academic Job Market"
Faculty panelist for informational session preparing graduate students to apply for jobs

SERVICE TO THE UNIVERSITY OF SOUTHERN CALIFORNIA

2015 - 2017   **Co-chair and co-founder**, Safer Spaces Committee
Conceptualized and organized faculty committee working to support diverse students and foster inclusivity in the classroom, Interactive Media & Games Division

2015 - 2016   **Co-organizer**, Playthink: Art Game Salon
Identified and coordinated panels of speakers for monthly colloquium, Interactive Media & Games Division

2015 - 2017   **Project consultant**, game design and development projects
Offered formal, solicited feedback on a variety of video games produced within the Interactive Media & Games Division, including MFA thesis projects, undergraduate capstone projects, and faculty-led projects associated with the Game Innovation Lab.

November 2015   **Info session speaker**, "Professionalization and the Academic Job Market"
Invited to lead information session for doctoral students, Interactive Media Arts + Practice

October 2015   **Organizer**, QGCon Local
Planned and executed one-day version of the annual Queerness and Games Conference (main 2015 event held at UC Berkeley); collaborated with Los Angeles LGBTQ non-profit The Lavender Effect

March 2015   **Coordinator**, USC Society of Fellows special event

Proposed and planned visiting scholar talk on queerness and video games by Dr. Adrienne Shaw from Temple University

SERVICE TO THE UNIVERSITY OF CALIFORNIA, BERKELEY

2014 - 2015   **Co-leader and co-founder**, "Queer on Campus" game design workshop
Developed, coordinated, secured grant funding for, and co-taught semester-long extracurricular program training undergraduate teams to build queer video games

March 2015   **UC Berkeley representative**, University of California Computer Games Workshop
Selected to represent UC Berkeley at UC-wide faculty meeting to discuss future of video games research and grant funding in the University of California system

2013 - 2015   **Research associate**, "Color of New Media" collective
Contributed to group research on digital media and social issues; consultant on development of Constellate, original text analysis and topic-modeling tool for data-driven digital humanities scholarship

2011 - 2014   **Committee member**, Comparative Literature Teaching Committee
Contributed to event programming to improve undergraduate education, promote classroom equity, and facilitate supplemental pedagogical training

2013 - 2014   **Undergraduate mentor**, Comparative Literature Mentorship Program
Mentored first-generation undergraduates majoring in Comparative Literature

ACADEMIC SERVICE AS LETTER WRITER

Letter writing for promotion:

2023   Letter writer for faculty promotion from assistant professor to associate professor with tenure, Department of Computational Arts, York University

2023   Letter writer for faculty promotion from assistant professor to associate professor with tenure, School of Arts, Humanities, and Technology, University of Texas at Dallas

2023   Letter writer for faculty promotion from assistant professor to associate professor with tenure, Communication Studies Department, Texas Tech University

2023   Letter writer for faculty promotion from assistant professor to associate professor with tenure, Department of Emerging Media, University of St. Thomas

2023   Letter writer new faculty member being considered for promotion from assistant professor to associate professor with tenure at the time of hire, Department of Media and Information, Michigan State University

2023   Letter writer for faculty promotion from Lecturer to Senior Lecturer (equivalent to promotion to tenure), Department of Media and Communications, University of Sydney, Australia.

2022   Letter writer for faculty promotion from assistant professor to associate professor with
                tenure, Department of Film and Digital Media, University of California, Santa Cruz

2022   Letter writer for faculty promotion from assistant professor to associate professor, Art and
                Design: Games and Playable Media Department, University of California, Santa Cruz

2021   Letter writer for faculty promotion from associate professor of practice to full professor of
                practice, Interactive Media and Games Division, University of Southern California

2021   Letter writer for faculty promotion from assistant professor of teaching to associate
                professor of teaching with tenure, Department of Computational Media, University of
                California, Santa Cruz

2021   Letter writer for faculty promotion from assistant professor to associate professor with
                tenure, Department of Performance, Play, and Design, University of California, Santa
                Cruz

2020   Solicited writer of "collaborator letter" in support of candidate for promotion from assistant
                professor to associate professor with tenure, Department of English, Georgetown
                University

External examining of faculty progress:

2023   Invited as external examiner of faculty member progress in advance of tenure review;
                traveled to spend two days on campus while meeting with department faculty and
                providing mentorship to the individual being examined; wrote formal letter of review
                following visit, Program in Film and Media Studies, Washington University in St. Louis

Letter writing for additional outside review:

2022   Solicited letter writer (as external expert) for faculty candidate for internal university
                research award, Communication Studies Department, Texas Tech University

ACADEMIC SERVICE AS PEER REVIEWER

Peer reviewing of book proposals and manuscripts:

2023   Polity Press (full manuscript review)
2023   Duke University Press (blurb)
2023   Wayne State University Press (full manuscript review)
2023   Polity Press (proposal review)
2022   Routledge (full manuscript review)
2022   Polity Press (proposal review)
2022   Routledge (blurb)
2021   Routledge (writer)
2021   Palgrave MacMillan (proposal and sample chapter review)
2020   Bloomsbury Academic (paperback edition review)

2020	University of Michigan Press (proposal and sample chapters review)
2020	New York University Press (blurb)
2019	Routledge (proposal review)
2018	Palgrave Macmillan Press (blurb)
2018	Nebraska University Press (full manuscript review)

Reviewing for manuscript workshops:

2022	Expert reader for manuscript workshop for teaching faculty member at Bates College.

Peer reviewing of journal articles:

Note: During my term as *JCMS* co-editor (2022 - 2027), I am not accepting requests to peer review articles submitted to other journals, since my role at *JCMS* entails reading and responding to approximately 200 article submissions per year.

2021	*Sexualities*
2021	*Just Tech* (Social Science Research Council)
2021	*Convergence: The International Journal of Research into New Media Technologies*
2021	*Convergence: The International Journal of Research into New Media Technologies*
2021	*Game Studies*
2021	*Communication, Culture and Critique*
2021	*Journal of the American Musicology Society*
2021	*Information, Communication, and Society*
2021	*IDEAH: Interdisciplinary Digital Engagement and Humanities*
2020	*Game Studies*
2020	*Afterimage: The Journal of Media Arts and Cultural Criticism*
2020	*Games and Culture*
2020	Synoptique
2020	*Verge: Studies in Global Asias*
2020	*Game Studies*
2020	*Big Data and Society*
2020	*Continuum*
2020	*ROMchip: A Journal of Game Histories*
2020	*The Velvet Light Trap*
2020	*The Velvet Light Trap*
2019	*Transformative Works and Cultures*
2019	*ROMchip: A Journal of Game Histories*
2019	*Journal of Gaming and Virtual Worlds*
2019	*Human Technology*
2019	*New Media and Society*
2019	*Human Technology*
2019	*The Velvet Light Trap*
2018	*Game Studies*
2017	*Feminist Media Studies*
2017	*QED: A Journal in GLBTQ Worldmaking*
2017	*QED: A Journal in GLBTQ Worldmaking*
2017	*Bodies of Information* (edited volume with peer review of individual chapters)

2016   *TRACE: A Journal of Writing, Media, and Ecology*
2016   *Sexualities*

Peer reviewing of conference proceedings:

2019   Conference on Human Factors in Computing Systems (CHI)
2019   iConference
2019   Designing Interactive Systems (DIS)
2018   Conference on Human Factors in Computing Systems (CHI)
2018   iConference
2016   Conference on Human Factors in Computing Systems (CHI)

Peer reviewing of conference presentation abstracts:

2021   Esports Conference
2021   Association of Internet Researchers (AoIR) Conference
2020   Digital Games Research Association (DiGRA) Conference
2019   ReFig: Refiguring Innovation in Games
2019   Society for Literature, Science, and the Arts Conference

Reviewing as festival juror:

2017   CHI Play Student Game Competition
2016   IndieCade: The Independent Game Festival

Additional expert reviewing:

2021   MIT Press digital media studies book list evaluation

PROFESSIONAL TRAINING

2021   **Women and Non-Binary Associate Faculty Initiative**, UCI Humanities Center
            Group meetings and writing sessions to foster faculty research at the associate level

2019   **Active Learning Certification, UCI Division of Teaching Excellence and Innovation**
            Awarded for demonstrated commitment and success in the use of interactive pedagogy

2017   **Fundamentals of Programming for Humanists**, Digital Humanities Summer Institute
            Intensive week-long course teaching coding basics, with a focus on Java

2015   **Feminist Digital Humanities**, Digital Humanities Summer Institute
            Intensive week-long course teaching theory and hands-on digital making projects

2014   **Summer Institute for Preparing Future Faculty**, UC Berkeley
            Two-month program training advanced doctoral students to succeed as faculty

Fall 2010   **Pedagogy Training Seminar**, Department of Comparative Literature, UC Berkeley
            Weekly instructional meetings oriented toward teaching reading and composition

PROFESSIONAL MEMBERSHIPS

Research group membership:

2022 – present   Trans Technologies
2018 - present   Critical Approaches to Technology and the Social (CATS) Lab
2018 - 2021   Inclusive Streaming Initiative
2018 - 2020   Transformative Play Lab
2018 - 2019   UC Consortium for the Study of Women's, Gender, and Sexuality Histories in the
                 Americas

Professional organization membership:

2014 - present   American Studies Association (ASA)
2021 - present   Association of Internet Researchers (AoIR)
2017 - present   Digital Games Research Association (DiGRA)
2014 - 2020   Fembot Collective/FemTechNet
2019 - present   International Communication Association (ICA)
2017 - present   Higher Education Video Game Alliance (HEVGA)
2016 - 2020   Humanities, Arts, Sciences, and Technology Alliance (HASTAC)
2021 - present   Modern Language Association (MLA)
2017 - 2019   Popular Culture Association/American Culture Association (PCA/ACA)
2022 - present   Society for the History of Technology (SHOT)
2014 - present   Society for Cinema & Media Studies (SCMS)

Caucus and SIG membership:

2018 - present   American Studies Association Digital Humanities Caucus
2019 - present   International Game Developers Association LGBTQ+ Special Interest Group
2014 - present   SCMS Queer and Trans Caucus
2014 - present   SCMS Gender and Feminisms Caucus
2021 - present   SCMS Adult Film and Media Special Interest Group
2014 - present   SCMS Video Game Studies Special Interest Group

FOREIGN LANGUAGE COMPETENCIES

French   Fluent in reading and speaking
German   Strong reading knowledge
Latin   Intermediate reading knowledge