SHIRA CHESS
Curriculum Vitae

Dept. of Telecommunications
Grady College of Journalism and Mass Communications
The University of Georgia
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Education

2009	Ph.D., Communication & Rhetoric, Rensselaer Polytechnic Institute
2003	M.A., Media Arts, Emerson College
1995	B.A., English, University of South Florida

Professional Appointments

2013-Present	Assistant Professor, Department of Entertainment & Media Studies Grady College of Journalism & Mass Communication Affiliate, Institute of Women's Studies The University of Georgia
2010-2013	Visiting Assistant Professor, Department of Mass Communication Affiliate, Armstrong Institute for Interactive Media Studies Affiliate, Women, Gender & Sexuality Studies Miami University, Oxford, OH
2004-2005	Adjunct Instructor, Department of Mass Communication Endicott College, Beverly, MA

Academic Publications

Books

2017	Chess, S. (Forthcoming). *Ready Player Two: Women Gamers and Designed Identity*. Minneapolis: The University of Minnesota Press.
2014	**Chess, S.** & Newsom, E. (2014). *Folklore, Horror Stories, and the Slender Man: The Development of an Internet Mythology*. New York, NY: Palgrave Pivot.

Refereed Journal Articles

2016	Chess, S. A Time for Play: Interstitial Time, Invest/Express games, and feminine leisure style. *New Media & Society*. (Pre-published version)
2016	**Chess, S.** & Evans, N. (2016). What Does a Gamer Look Like?: Video games, Advertising, and Diversity. *The Journal of Television & New Media* (pre-published version).

2016	Chess, S. (2016). The Queer Case of Video Games: Orgasms, heteronormativity, and video game narrative. *Critical Studies in Media Communication*, 33(1): 84-94.
2015	**Chess, S**. & Shaw, A. (2015). A conspiracy of fishes, or, how we learned to stop worrying about GamerGate and embrace hegemonic masculinity. = *The Journal of Broadcasting and Electronic Media*. 59(1). 208-220.
2015	Chess, S. (2015). Uncanny gaming: Video games, *Ravenhearst*, and gothic appropriation. *Feminist Media Studies*. 15(3), 382-396.
2014	Chess, S. (2014). Augmented regionalism: *Ingress* as geomediated gaming narrative. *Information, Communication, & Society,* 17(9), 1105-1117.
2014	Chess, S. (2014). Strange bedfellows: Subjectivity, romance, and video games. *Games & Culture,* 9(6), 417-428.
2014	**Chess, S.,** & Booth, P. (2014). Lessons down a rabbit hole: Alternate reality gaming in the classroom. *New Media & Society*, 16(6), 1002-1017.
2012	Chess, S. (2012). Going with the Flo: *Diner Dash* and feminism. *Feminist Media Studies*, 12(1): 83-99.
2012	Chess, S. (2012). Open sourcing horror: the Slender Man, *Marble Hornets*, and genre negotiations. *Information, Communication, & Society*, 15(3): 374-393.
2011	Chess, S. (2011). A 36-24-36 cerebrum: gendering video game play through advertising. *Critical Studies in Media Communication*, 28(3): 230-252.
	Reprinted in Michael Kimmel (Ed.) (2013) *Gendered Society Reader* (5th Edition). Oxford University Press.

Invited Journal Articles

2016	**Chess, S**. & Shaw, A. (2016). We are all fishes now: DiGRA, feminism, and GamerGate. *Transactions of the Digital Games Research Association* (ToDiGRA) 2(2). Available at http://todigra.org/index.php/todigra/article/view/39

Book Chapters

2016	Chess, S.. (2016). Not Your Mother's Video Game: The Role of Motherhood in Video Game Advertising. In A. Davisson and P. Booth (eds.) *Media ethics: changing ethics in a digital age*. Bloomsbury Press.
2016	Shaw, A & **Chess, S.** (2016). Reflections on the casual game market in a post GamerGate world. In T. Lever and M. Wilson (eds.) *Social, Casual, Mobile: Changing Games*. Bloomsbury Press.
2015	Chess, S. (2015). "Don't worry, Mama will fix it!": playing with the mama myth in video games. In A. Demo, J. Borda, & C. Krolokke (Eds.) *The*

Motherhood Business: Consumption, Communication, Privilege. University of Alabama Press.

2015   Chess, S. (2015). Playing By Heart: A taxonomy of hearts in video games. In J. Envgold and E. Macallum-Stewart. *Game Love: Playing with Affection.* Jefferson, NC: McFarland Press.

2013   Chess, S. Youthful white male industry seeks "fun"-loving middle-aged women for video games. No strings attached. (2013). In C. Carter, L. McLaughlin, and L. Steiner (Eds.) *The Routledge Companion to Media and Gender.* (p. 168-178). New York, NY: Routledge.

2012   Chess, S. "You can't sexualize a shrub": girls, video games, and resistance. In M. Bae and O. Ivashkevich (Eds.) *Girls, Cultural Production, and Resistance* (p. 135-151). New York, NY: Peter Lang.

2008   Chess, S. The c-word: queering the cylons. In J. Steiff and T. D. Tamplin (Eds.) *Battlestar Galactica and philosophy: Mission accomplished or mission frakked up?* (p. 87-94.). Chicago, IL: Open Court Press.

2005   Chess, S. The Playing the bad guy: Grand Theft Auto in the panopticon. In N. Garrelts (Ed) *Digital gameplay: essays on the nexus of game and gamer* (p. 80-90.). Jefferson, NC: McFarland Press.

Other Publications (Op-Eds, Magazine, and Other Web)

2016   Chess, S. (2016.) Sinister Clown Sightings are a Manifestation of Fear. *The New York Times, Room for Debate.* http://www.nytimes.com/roomfordebate/2016/10/14/whats-behind-the-spreading-creepy-clown-hysteria/sinister-clown-sightings-are-a-manifestation-of-fear

2016   Chess, S. (2016). Whose Shield is it Anyway? Some thoughts on GamerGate and Notyourshield. http://mediacommons.futureofthebook.org/imr/2016/08/30/whose-shield-it-anyway-some-thoughts-gamergate-and-notyourshield

2014   **Chess, S.,** Consalvo, M., Huntemann, N., Shaw, A., Stabile, C., Stromer-Galley, J. (2014). GamerGate and Academia. *International Communication Association Newsletter*, 42 (9). http://www.icahdq.org/MembersNewsletter/NOV14_ART0009.asp

2014   Chess, S. (2014.) The Two Slender Mans. *Culture Digitally.* http://culturedigitally.org/2014/09/the-two-slender-mans/

2011   Chess, S. (2011.) Getting women in the game. *Communication Currents*. 6(5): http://www.natcom.org/CommCurrentsArticle.aspx?id=1791

2010   Chess, S. (2010.) How to play a feminist. *Thirdspace,* http://www.thirdspace.ca/journal/article/viewArticle/273

2009   Chess, S. (2009.) Playing with your food. *Bitch Magazine*. 44: 30-31.

Book/Game Reviews

2010	Chess, S. (2010.) *Dire Grove*, *Diner Dash Boom*, and *Avenue Flo*: reviews of recent games in the casual PC market. *Women and Language. 33(20):* 119-121.
2009	Chess, S. (2009.) Book review for *Digital culture, play and identity: A World of Warcraft reader.* Resource Center for Cyberculture Studies. http://rccs.usfca.edu/bookinfo.asp?ReviewID=622&BookID=432

Grants

2015	Co-PI, Funded by Canadian Social Science and Humanities Research Council (through York University), "Re-Figuring Innovation in Games." 2.5 Million (Canadian) for 5 year project.
2016	Key personnel, application to Humanities Collections and Reference Resources Foundations Grant through the National Endowment for Humanities. "Preservation and Accessibility of Born-Digital Arts at UGA."

Awards and Honors

2014	Outstanding Teacher recognition in Telecommunications
2010	Post-Doctoral Fellowship, Columbia College, Ellen Stone Belic Institute for the Study of Women & Gender in the Arts & Media,
2007-2009	Rensselaer Humanities, Arts, & Social Sciences Fellowship, Rensselaer Polytechnic Institute

Invited Talks

2016	Ready Player Two: Women, Video Games, and Designed Identity. Presentation at Charis Books and More, Atlanta, GA.
2015	Who's Afraid of a Slender Man. Presentation for the Athens Science Café, Athens, GA.
2015	The Slender Man: The Uncanny Lure of the Digital Campfire. Presentation at the University of Central Florida, Texts & Technology Program.
2014	Playing Femininity: The Construction and Commodification of the Woman Gamer. Paper presented at the University of Georgia for the Institute of Women's Studies Friday Speaker Series.

2014	Diversity and Gaming. Panel on Diversity and Gaming, Symposium at American University
2012	Bodies at play: The anxieties of gendered gaming, Paper presented at the University of Illinois at Chicago, Department of Mass Communication.
2009	A time to play. Paper presented at the University of Utah, Department of Communication.
2009	Can't get no play! Women, video games, and productivity. Paper presented at the Albany International Game Developer Association, Albany, NY.
2005	Playing the bad guy: Grand Theft Auto in the panopticon. Paper presented at the University of Pittsburgh lecture series on new media, Pittsburgh, PA.

Conference Presentations

2016	Chess, S. (2016). Invest/Express and the New Femme-pocalypse of Gaming. ReFig (Refigure Games and Feminism). Montreal, QB.
2016	Chess, S. (2016). Workforce, Playforce, and Invest/Express: Gender and the Work and Play of Video Games. Console-ing Passions, Notre Dame, IN.
2016	Chess, S. (2016). When You See It You'll S**t Brix: Rethinking Horror Aesthetics in Digital Spaces. *Rhetorical Society of America.* Atlanta, GA.
2015	Chess, S. (2015). Who <3's Slendy? Making Sense of Slender Man Fandom. Internet Research 16.0 (AoIR). Phoenix, AZ.
2015	**Chess, S.** & Evans, N. (2015). What Does a Gamer Look Like? A Study of Video Games, Advertising, and Diversity. International Communication Association (ICA) Annual Conference, San Juan, PR, May 2015.
2015	Shaw, A. & **Chess, S**. (2015). 4chan thinks we are scientologists, YouTube thinks we are creationists, and Twitter thinks we are Marxists: GamerGate, anti-intellectualism, and anti-feminism. International Communication Association (ICA) Annual Conference, San Juan, PR, May 2015.
2014	Chess, S. The Politics of Casual: Situating Casual Games in a Hardcore Industry. *Meaningful Play 2014*. East Lansing, MI.
2014	Chess, S. A Queer Little Story: Orgasms, Heteronormativity, and the Video Game Narrative. *Digital Games Research Association (DiGRA)*. Snowbird, UT.
2013	Chess, S. The Mystery of the Hidden Gamer: Women, Leisure, and Hidden Object Games. *Internet Research 14.0*. Denver, CO.
2013	Chess, S. Hidden Objects/Hidden Gaming: Women and Video Game Genres. *International Conference on Media and the Public Sphere*. Athens, GA.
2013	Chess, S. Strange Bedfellows: Romance, Subjectivity, and Video Games. *Extending Play*. New Brunswick, NJ.

2012	Chess, S. Don't worry, Mama will fix it!: Playing with the mama myth in video games. *National Communication Association*. Orlando, FL.
2012	Chess, S. Martha Stewart gets a Castleville: The discontents of women, games, and marketing. Midwest Popular Culture Association. Columbus, OH.
2011	Chess, S. Just as Good as Mama: *Cooking Mama* and the mama myth. *Internet Research 12.0*. Seattle, WA.
2011	Chess, S. Resisting Pink: Interventions and playful pedagogies. *Games+Learning+Society*. Madison, WI.
2009	Chess, S. The failure of the Ron Paul rally in World of Warcraft. *National Communication Association*, Chicago, Illinois.
2009	Chess, S. Wii are family: Wiis, miis, and family play time. *Internet Research 10.0*, Milwaukee, Wisconsin.
2009	Chess, S. Playing, dashing, and working: Simulated productive play in the Dash Games. *DiGRA*, West London, England.
2008	Chess, S. Balancing on the great gender platform (watching the video game sharks below). *Internet Research 9.0*, Copenhagen, Denmark.
2008	**Chess, S.** & Davisson, A. A 36-24-36 Cerebrum: The Nintendo DS and Gendered Advertisements. William A. Kern Conference on Visual Communication, Rhetorics, and Technology, Rochester, NY.
2007	Chess, S. What do feminists know about play anyway? Understanding feminism through digital play. *The Society for Social Studies of Sciences*, Montreal, Quebec.
2007	Chess, S. My gnome, my guild, my self: MMOs and the collective projective identity. *National Popular Cultural Association*, Boston, Massachusetts.
2007	Chess, S. Commentary without pity: Retelling, rewriting, and recapping the television text. *International Conference on Narrative*, Washington DC.
2006	Chess, S. The C-Word (Cylon!): *Battlestar Galactica* and the Technoqueer. Midwest Popular Culture Association, Indianapolis, Indiana.
2004	Chess, S. The Delinquent Avatar: Foucault and *Grand Theft Auto*. Midwest Popular Culture Association, Cleveland, OH.
2003	Chess, S. Technology, Femininity, and Fabulous Accessories: *Alias* and Cyborg Representation. Media in Transition 3 (MIT3), Cambridge, MA.

Conference Panels, Roundtables, and Fishbowls

2016	#cybermisogyny: Combatting Gendered Hate Online. Console-ing Passions, Notre Dame, IN.

2016	Meet me at the Crossroads: Intersectionality and Feminist Game Studies. *Society for Cinema and Media Studies.* Atlanta, GA
2015	It's Really About Ethics in Games in Games Research: Reflections on #GamerGate. *Internet Research 16.0 (AoIR)*. Phoenix, AZ.
2014	The Playful is Political: A Fishbowl Conversation on Identity and Diversity in Game Culture. D*iGRA 2014*. (Co-Organizer). Snowbird, UT.
2013	ARGHHHH!: The Joys and Frustrations of Teaching with Alternate Reality Games. *Internet Research 14.0*. Denver, CO.
2013	Power Ups: Iconography in Digital Games. *Digital Games Research Association (DiGRA)*. Atlanta, GA.
2011	Videogames and the Need for Feminist Game Studies. *Society for Cinema and Media Studies*, New Orleans, LA.
2010	Taboo: Are there areas in which meaningful play must not, cannot tread? *Meaningful Play*, Lansing, MI.
2009	Methodological Issues in Video Game Research. *National Communication Association*, Chicago, Illinois.

Workshops

2016	Video Games and Intersectionality. Hosted by the University of Chicago – Illinois. Nov. 4, 2016.

Teaching Experience

University of Georgia, Athens, GA
- JRLC 5400 – Gender, Race, & Class in the Media
- NMIX 4200 – Communities of Play
- EMST/TELE 3010 – Introduction to Telecommunications
- EMST/TELE 3100 – Writing for Digital Media
- EMST/TELE 3510 – Elements of Narrative
- EMST/TELE 5990 – Seminar in Media Arts (Turner Interactive Projects Course)
- EMST/TELE 5990 – The Peabody Awards: Television History & Excellence (online course)

Miami University, Oxford, OH
- CMS 201– Comparative Media Studies
- COM 212 – Media & Representation
- COM 354 – Media & Society
- COM 355 – Media Technology
- COM/IMS/WST 450 – Gender & Gaming (special topics course)
- FST/COM 146 – Media Aesthetics

FST/COM 205 – American Film as Communication
FST/COM 206 – Diversity & Culture in American Film

Rensselaer Polytechnic Institute, Troy, NY (TA)
COM 6810 – HCI Prototyping – *Instructor of Record: Dan Glaser*
IHSS 1972 – History and Culture of Games – *Instructor of Record: Michael Lynch*
ITEC 2210 – Introduction to HCI – *Instructor of Record: Dan Glaser*
LITR 2450 – Utopian Literature – *Instructor of Record: June Deery*

Endicott College, Beverly, MA
CMM 101 – Introduction to Mass Communication
CMM 380 – Media Ethics and Law

Media Appearances

Aug. 11, 2016	Interview for Atlanta Journal Consitution – About Pokémon Go
Sept. 17, 2014	Interview for WABE – Atlanta – About Facebook
Oct. 10, 2014	Interview for WABE – Atlanta – About Cartoon Network
June 9, 2014	Interview for *The Washington Post* – Follow up about Slenderman
June 9, 2014	Interview for *Huffington Post UK* – About Slenderman Phenomenon
June 9, 2014	Interview for *O Globo* – About Slenderman Phenomenon
June 9, 2014	Interview for *Red & Black* – About Slenderman Phenomenon
June 5, 2014	Interviewed for *Nancy Grace* – About Slenderman Phenomenon
June 5, 2014	Interviewed for *New York Times* – About Slenderman Phenomenon
June 4, 2014	Interviewed for NPR *Here and Now* – About Slenderman Phenomenon
June 4, 2014	Interviewed for Arlene Bynon Show – About Slenderman Phenomenon
June 4, 2014	Interviewed for CTV News – About Slenderman Phenomenon
June 3, 2014	Interviewed for *Christian Science Monit*or – About Slenderman Phenomenon
June 3, 2014	Interviewed for *The Guardian* – About Slenderman Phenomenon
June 3, 2014	Interviewed for Associated Press – About Slenderman Phenomenon
June 3, 2014	Interviewed for Associated Press Radio – About Slenderman Phenomenon
June 3, 2014	Interviewed for *The Washington Post* – About Slenderman Phenomenon
Dec. 20, 2006	Interviewed for *The Vancouver Sun* – About gender and gaming

Service to Profession

Journal Editorial Board:
Journal of Broadcasting & Electronic Media

Ad Hoc Journal Reviewer:
Critical Studies in Media Communication
Feminist Media Studies
Games & Culture
Information, Communication, & Society
Journal of Broadcasting & Electronic Media
Journalism
Sociology Compass

Conference Reviewer:
AEJMC
Digital Games Research Association
Extending Play
Foundations of Digital Games
International Communication Association
Internet Research (AoIR)
Meaningful Play

Committee Work:
Aboriginal Territories in Cyberspace (Concordia University), Nov. 2006-June 2008.

Departmental/University Service

University/Committee Work:

2016	Grady College Graduate Committee
2016	Job Search Committee – Television Studies position
2016	Job Search Committee - Digital Cultures and Industries Committee
2014	Job Search Committee – Telecommunications/Engineering joint position
2014	Digital Media Masters (4+1) Committee, Grady College, University of Georgia
2014	Digital Portfolio Committee, Grady College, University of Georgia
2014	Peabody Award Judge, Grady College, University of Georgia
2013-2015	Undergraduate Admissions Committee, Grady College, University of Georgia
2012	Professorship in Digital Learning Search Committee, Miami University
2009-2012	Mass Communication Curriculum Redesign Committee, Miami University
2009-2012	Communication Undergraduate Curriculum Committee, Miami University

Organizer:

2011	Femme Fatale Film Series, Miami University Art Museum
2009	Departmental Colloquium Series, Department of Language, Literature, & Communication, Rensselaer Polytechnic Institute

Graduate Student Committee Work

2016	Ezequiel Korin, Doctoral Committee, University of Georgia
2016	Jessica Hennenfent, Doctoral Committee, University of Georgia
2011	Grant Gerlock, Master's Thesis Committee, Miami University

Media Consulting

2016	Turner Entertainment Networks, Burbank and Atlanta, Academic Consultant
2015	*Beware the Slenderman* (HBO documentary), Director Irene Taylor Broadsky, Academic Consultant

Community Involvement/Outreach

2009	Co-Instructor, SUNY Youth Institute
2009-2010	Games in Education Symposium, 1st Playable Production

Non-Academic Work

2012-2013	Beacon Initiative, Game Designer
2006-2010	1st Playable Productions, Game Designer, Troy, NY
2001-2005	Houghton Mifflin Publishing, Academic Web Developer, Boston, MA
2001-2002	Children's Progress, Game Designer, Somerville, MA
1999-2001	Inc.com, Web Developer, Boston, MA
1998-1999	Nova Southeastern University, Academic Web Designer, Ft. Lauderdale, FL