Shira Chess
Curriculum Vitae

Dept. of Entertainment & Media Studies
The University of Georgia
Athens, GA 30602-3018
(518) 859-9637
schess@uga.edu

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

2019-Present	Associate Professor, Department of Entertainment & Media Studies
2013-2019	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

Scholarly Activity

Books

Under Contract	R.U. Sirius & Chess, S. *Freaks in the Machine:* Mondo 2000 *in Late 20th Century Tech Culture*. (Under Contract.) UK: Strange Attractor Press.
In Press	Chess, S. (2026). *The Unseen Internet: Conjuring the Occult in Digital Discourse*. Cambridge: MIT Press.
2020	Chess, S. (2020). *Play Like a Feminist*. Cambridge: MIT Press.

2017	Chess, S. (2017). *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.

Journal Articles

Accepted	Chess, S. (Accepted). Conjuring a Magical Medium, or, How to Rip a Hole in the Fabric of Reality. Submission accepted May 2025.
2022	**Chess, S.** & Consalvo, M. (2022). The future of media studies is game studies", Critical Studies in Media Communication, 39:3, 159-164.
2019	**Chess, S.** & Paul, C. (2019). The end of casual; long live casual. *Games & Culture,* 14(2): 107-118.
2018	Massanari, M. & **Chess, S.** (2018). Attack of the 50-Foot Social Justice Warrior: The Discursive Construction of SJW Memes as the Monstrous Feminine. *Feminist Media Studies*, 18(4): 525-542
2018	**Chess, S.** & Maddox, J. (2018). Kim Kardashian is my New BFF: Video Games and the Looking Glass Celebrity. *Popular Communication*, 16(3): 196-210.
2018	Chess, S. (2018). Hardcore Failure in a Casual World. *Velvet Light Trap*, 81: 60. *Velvet Light Trap*, 81: 60-62.
2017	**Chess, S.** & Evans, N. (2016). What Does a Gamer Look Like?: Video games, Advertising, and Diversity. *The Journal of Television & New Media,* 18(1): 37-57.
2016	Chess, S. (2016). A Time for Play: Interstitial Time, Invest/Express games, and feminine leisure style. New Media & So*ciety*, 20(1): 105-121.
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.
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
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.

*Reprinted in Angelini, J. (Forthcoming). Sex and Violence in the Media (2nd Edition). San Diego, CA: Cognella.

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.

Editor

2022   **Chess, S.** & Consalvo, Mia (2022). Special Issue on the "Future of Game Studies," *Critical Studies in Media Communication*, 39(3).

2019   **Chess, S.** & Paul, C. (2019). Special Issue on Casual Games and Gaming. *Games & Culture,* 14(2).

Book Chapters

2022   Chess, S. (2022). "Bejeweled." In B. Perron, K. Boudreau, M.J.P. Wolf, D. Arsenault (eds.) *Fifty Key Video Games*. New York, Routledge.

2020   Chess, S. (2020). Casual Bodies are Hybrid Bodies. In A de Souza e Silva and R. Golver-Rijske *Hybrid Play: Crossing Boundaries in Game Design, Players Identities, and Play Spaces.* New York: Routledge.

2019   Chess, S. (2019). *Kim Kardashian: Hollywood and Feminism*. In M. Payne & N. Huntemann (eds.) *How to Play Video Games*. New York: NYU Press.

2018	Chess, S. (2018). Neko Atsume: Affective Play and Mobile Casual Gaming. *Appified: Culture in the Age of Apps*. Ann Arbor: University of Michigan Press.
2018	Taylor, N. & **Chess, S.** (2018.) Not So Straight Shooters: Queering the Cyborg Body in Masculinized Gaming. In N. Taylor & G. Vorhees (eds). *Masculinities in Play*. New York: Palgrave.
2017	Chess, S. (2017). I am What I Play and I Play What I Am: Constitutive Rhetoric and the Casual Games Market. In A. Hess & A. Davisson (eds.) *Theorizing Digital Rhetoric.* New York: Routledge.
2017	Chess, S. (2017). Kim Kardashian: We Are All Celebutantes Now. In J. Banks, R. Mejia, & A. Adams (eds.) *100 Greatest Video Game Characters*. New York: Rowman & Littlefield.
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 digita*l 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 g*amer* (p. 80-90.). Jefferson, NC: McFarland Press.

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

Other Publications

2021   Chess, S. (2021.) The Lulz of Medusa: On Laughter as Protest. *The MIT Press Reader*. April 1, 2021.

2018   Chess, S. (2018.) Power On: Why Video Games Matter. *Phi Kappa Phi Forum*, 98(1): 16-19.

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.

Fellowships

2024	Willson Center Fellowship. The University of Georgia. "The Occultic Internet: Shifting Realities in 21st Century Discourse."
2022	Grady College Research Fellowship. The University of Georgia. "Using Video Games to Combat Pandemic-Related Burnout."

Grants

2025	Willson Center Faculty Grant for *Freaks in the Machine*. Funded for $5,000.
2021	Co-I, submitted to National Institute of Health, "Developing a Video Game to Reduce Sexual Assault Risk on College Campuses." Submitted September 2, 2021. Status: Not funded.
2021	Co-I, submitted LOI to National Science Foundation "Project Pitch" program May 21, 2021. Status: Not Funded.
2020, 21, 23	CO-I, Submitted (received a "revise and resubmit") to National Science Foundation, "IUSE: HER: Learning Self-Organization 4D Printing Concepts for Engineering Design Students." Submitted in February 2020, February 2021, July 2021. Status: Not Funded.
2015	Key Personnel, 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. Status: Funded.
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."

Conference Presentations

2024	Chess, S. Reality Isn't All It's Cracked Up To Be: Historicizing the Meme Magic of the 2016 Election June 22, 2024. Southwest Pop Culture Association Summer Salon.
2024	Chess, S. Making a Magical Internet: The 1990s, Futurism, and the Techno-Occult. March 14, 2024, Boston, MA
2023	**S. Chess**, Ivanka Pjesivac, and Sun Joo (Grace) Ahn. Gendered Leisure in the Shadow of the Pandemic: Navigating the Self and in Changing Lifestyles. National Communication Association (NCA). November 16, 2023, Baltimore, MD.
2023	S. Chess. "Magic in the Air: Memes, Esoterica, and the Internet." The Association of Internet Researchers (AoIR). October 20, 2023, Philadelphia, PA.
2023	S. Chess, "Bright Lights and Corporate Monstrosities: An Emerging Aesthetic of Institutional Gothic." Society for Cinema and Media Studies. April 13, 2023, Denver, CO.
2022	S. Chess. "Casual as a Gateway Drug: How Casual Gaming can Rethink Audiences and Reform the Video Game Industry." Digital Games Research Association (DIGRA). July 9, 2022.

2021	S. Chess. "Gaming in Circles: Finding the Game Curious." Society for Cinema and Media Studies. March 20, 2021.
2021	**S. Chess** & A. Massanari. "No Need for Speed: The Gendered Pleasures of Slow Gaming. Association of Internet Researchers. September 15, 2021.
2019	Chess, S. Gaming in Circles: Methods for Indoctrinating the "Game Curious" ReFiG. Nov. 7, 2019.
2019	Chess, S. "This is What a Feminist (Game) Looks Like." ICA. Washington DC. May 25, 2019.
2019	Chess, S. "Dark Play in Paradise: *Stardew Valley* and the Negotiation of Abuse." ICA. Washington DC. May 28, 2019.
2018	Chess, S. (2018) Gaming Circles: A proposal for participatory action research. ReFig. Vancouver, Canada.
2017	Chess, S. & Paul, C. (2017) We are talking about the wrong games. ReFig. Edmonton, Canada.
2017	Chess, S. (2017) Who is Player Two and How is she Changing Video Games? Society for Social Studies in Science (4S). Boston, MA.
2017	Chess, S. (2017). Kim Kardashian is my New BFF: The Work/Play of Celebrity Gaming. International Communication Association. San Diego, CA.
2017	Chess, S. (2017). The Body Problem: Feminism and the Mess of Gaming Bodies. Society of Cinema & Media Studies. Chicago, IL.
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.
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

2020	SimLab Book Jam 2020. Loyola University Chicago. October 21, 2020.
2020	Women in the Gaming Industry. University of Kentucky. October 22, 2020.
2018	Supporting Academic Workers Targeted for Harassment. Association of Internet Researchers, Montreal, QB.
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. *DiGRA 2014*. (Co-Organizer). Snowbird, UT.
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.

Invited Presentations

2024	Conjuring a Magical Medium, or, How to Rip a Hole in the Fabric of Reality. Distinguished invited keynote Presentation at the 26th annual SFSU School of Cinema Graduate Conference. October 25, 2024.
2022	PWNing Leisure: Feminist Play in the Shadow of the Pandemic. Public streamed talk hosted by the University of Virginia. March 25, 2022.
2022	PWNing Leisure: Feminist Play in the Shadow of the Pandemic. Public streamed talk hosted by Page Not Found (Amsterdam). February, 23, 2022.

2021	Exceeding the Gendered Boundaries of Play. Public streamed talk hosted by *Kill Screen Magazine*. June 4, 2021.
2021	Feminism and Identity in Gaming. Mandel Public Library. West Palm Beach, FL. April 1, 2021.
2021	Torill Mortensen Interviews Shira Chess. Recorded interview with Torill Mortensen (IT University Copenhagen. Center for Computer Game Research. Feb 23, 2021.
2021	How To: Play Like a Feminist. Imagining Futures. Online public talk. January 22, 2021.
2020	Play Like a Feminist: Why Video Games Need Feminism. Conway Hall. London. November 23, 2020.
2020	How To: Play like a Feminist in 2020. (Keynote) Electronic Literature Organization. University of Central Florida. July 17, 2020.
2019	Ready Player Two: Women Gamers and Designed Identity. Columbia University, School of Journalism. March 7, 2019.
2018	Ready Player Two: Women Gamers and Designed Identity. (Keynote) Women and Identities in Gaming Symposium. Lawrence University. May 5, 2018.
2018	Ready Player Two: Women Gamers and Designed Identity. (Keynote) Florida Atlantic University. April 5, 2018.
2018	Casual Bodies are Hybrid Bodies. CRDM Hybrid Play Symposium. North Carolina State University. March 26, 2018.
2018	Ready Player Two: Women Gamers and Designed Identity. Presented at the University of Georgia for the Institute of Women's Studies Friday Speaker Series. February 2, 2018.
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.

Scholarly Workshops

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

Selected Media Appearances

Feb. 21, 2023	Interview for *Flex & Froomes* – About Video Games
August 3, 2021	Interview for WUGA – About Video Games and Addiction
April 14, 2021	Podcast Interview for Game Studies Review – PLAF
Dec. 23, 2020	Interview for FTW Philly – About women and video games
Nov. 2020	Metro World News – About video games and politics
Oct. 15, 2020	WAMC – 51% (NPR) – About *Play Like a Feminist*
July 24, 2020	WUGA – Athens Matters – About *Play Like a Feminist'*
Oct. 25, 2019	Interview for *20/20* – about the slender man
Aug. 9, 2019	Interview for WUGA – About video games and violence
Aug. 3, 2019	Interview with Reveal News – About video games and addiction
July 8, 2018	Interview with Mashable – About the Slenderman
May 10, 2018	Interview with *Morning Consult* – About women & Gaming
May 4, 2018	Interview with *Your Teen Magazine* – About children & Gaming
April 3, 2018	Interview with *ESPN.com* – about women and eSports
Dec. 22, 2017	Interview with *Marie Claire* – About Women & Gaming
Feb. 20, 2017	Interview with the BBC – About Slenderman
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* –About Slenderman
June 9, 2014	Interview for *Huffington Post UK* – About Slenderman
June 9, 2014	Interview for *O Globo* -- About Slenderman
June 5, 2014	Interview for *Nancy Grace* – About Slenderman
June 5, 2014	Interview for *New York Times* – About Slenderman
June 4, 2014	Interview for NPR *Here & Now* – About Slenderman
June 4, 2014	Interview for *The Arlene Bynon Show* – About Slenderman
June 4, 2014	Interview for CTV News – About Slenderman
June 3, 2014	Interview for *Christian Science Monitor* – About Slenderman
June 3, 2014	Interview for *The Guardian* – About Slenderman
June 3, 2014	Interview for the Associated Press – About Slenderman

June 3, 2014	Interview for Associated Press Radio – About Slenderman
June 3, 2014	Interview for *The Washington Post* – About Slenderman
Dec. 20, 2006	Interview for *The Vancouver Sun* – About Gender and Gaming

Awards and Honors

2023	Willson Fellowship, University of Georgia.
2022	Grady Research Fellowship, University of Georgia.
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

Teaching

University of Georgia, Athens, GA

Undergraduate
EMST 3010 – Introduction to Telecommunications
EMST 3110 – Writing for Entertainment Media
EMST 3320 - Entertainment Media Analysis
EMST 3510 – Elements of Narrative
EMST 4510 – Interactive and Transmedia Narrative
EMST 4530 – Video Games and Interactive Narrative
EMST 5990 – Seminar in Media Arts (Turner Interactive Projects Course)
EMST 5990 – The Peabody Awards: Television History & Excellence (online)
FYO 1001 – Memes & Culture
FYO 1001 – Board Game Design
JRLC 5400 – Gender, Race, & Class in the Media
NMIX 4200 – Communities of Play

Graduate
JRMC 3240 – Digital Cultures (Special Topics)
JRMC 7012 – Emerging Media Storytelling

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
COM 6810 – HCI Prototyping (Teaching Assistant)
IHSS 1972 – History and Culture of Games
ITEC 2210 – Introduction to HCI (Teaching Assistant)
LITR 2450 – Utopian Literature (Teaching Assistant)

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

Graduate Student Supervision
2018   Travis Brown, Master's Thesis Advisor, University of Georgia

Teaching Workshops and Education
2024   Participant. Active Learning Summer Institute. The University of Georgia.
2022/23   Co-Facilitator. "Ungrading: Assessment Beyond Scores." The University of
              Georgia.

Membership on Graduate Student Advisory Committee (UGA)
2022   Bryan Trude, Doctoral Committee, University of Georgia
2021   Erin McDermott, Doctoral Committee (film), University of Georgia
2018   Jessica Maddox, Doctoral Committee, University of Georgia
2017   Ezequiel Korin, Doctoral Committee, University of Georgia

External Membership on Graduate Student Advisory Committee
2021   Ashley P. Jones, Doctoral Committee, Georgia State University
2019   Jad Al Rabbaa, Master of Design, Ontario College of Art & Design (Canada)
2019   Maxwell Lander, Master of Design, Ontario College of Art & Design (Canada)
2019   Quinn Rockliff, Master of Fine Arts, Ontario College of Art & Design (Canada)
2019   Yiyi Shao, Master of Design, Ontario College of Art & Design (Canada)
2019   Dikla R. Sinai, Master of Design, Ontario College of Art & Design (Canada)
2019   Tommy Ting, Master of Fine Arts, Ontario College of Art & Design (Canada)
2018   Katryna Stark, PhD, University of Sunshine Coast (Australia)
2011   Grant Gerlock, Master of Arts, Miami University

Presentations
2013   ARGHHHH!: The Joys and Frustrations of Teaching with Alternate Reality
              Games. *Internet Research 14.0*. Denver, CO.

2011   Chess, S. Resisting Pink: Interventions and playful pedagogies.
             Games+Learning+Society. Madison, WI.

Teaching Honors and Awards

2021   First Year Odyssey Teaching Award, University of Georgia.
2014   Outstanding Teacher, Department of Telecommunications, Grady College,
             University of Georgia

Service

Departmental/College

2024   Job Search Committee – Media Studies (EMST)
2024   Job Search Committee – Television (EMST)
2024   Job Search Committee – Admin Assistant
2024   Job Search Committee – Game Studies (Franklin College)
2019 – 2020 Grady College Executive Committee
2018   EMST Curriculum Redesign (Committee Chair)
2018   Job Search Committee – Production Lecturer (Committee Chair)
2017- 2018   Grady College Undergraduate Curriculum Committee
2016 - 2021 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
2014   Peabody Award Judge, Grady College
2013-2015   Undergraduate Admissions Committee, Grady College
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
2009   Departmental Colloquium Series, Department of Language, Literature, &
             Communication, Rensselaer Polytechnic Institute

University
2018 – 2024   University Council
2020 – Present   Faculty Affairs Committee
2018 – 2024   Educational Affairs Committee
2023 – 2024   Faculty Grievance Committee Member
2024 – Present   Faculty Grievance Committee Chair
2017 – Present   OVPI Academic Honesty Committee

Profession

Journal Editorial Board:
Communication and Critical/Cultural Studies
Critical Studies in Media Communication
Feminist Media Studies
Journal of Broadcasting & Electronic Media
New Media & Society

Book Reviewer (Ad Hoc):
Amherst University Press
MIT Press
NYU Press
University of Michigan Press
University of Minnesota Press
University of Nebraska Press

Journal Reviewer (Ad Hoc):
Computers in Entertainment
Computers in Human Behavior
Convergence
Critical Studies in Media Communication
Currents Journal
Feminist Histories
Feminist Media Studies
Games & Culture
Game Studies
Global Media Ethics
Human Technology
IEEE Access
Information, Communication, & Society
Invisible Cultures
International Journal of Computer Games Technology
International Journal of Human Computer Interaction
Journal of Broadcasting & Electronic Media
Journal of Communication
Journal of Interactive Advertising
Journal of Youth Studies
Journalism
New Media & Society
Social Media + Society
Sociology Compass
Television & New Media

Transformative Works and Culture
Women's Studies in Communication

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

Community

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

Relevant Non-Academic Work Experience

2017-2019	Glu Mobile, San Francisco, CA, Academic Consultant
2016	Turner Entertainment Networks, Burbank and Atlanta, Academic Consultant
2015	*Beware the Slenderman* (HBO documentary), Director Irene Taylor Brodsky, Academic Consultant
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,