

Josef Nguyen

(he/him/his)

www.josefnguyen.net
josefn@umich.edu

-Last updated 30 September 2026-

ACADEMIC APPOINTMENTS

University of Michigan, Ann Arbor

Associate Professor, Department of Film, Television, and Media Jan 2025–Present

Senior Collegiate Fellow, College of Literature, Science, and the Arts Jan 2025–Present

Associate Professor, Department of Women's and Gender Studies Aug 2026–Present
courtesy 0% appointment

Faculty Affiliate, Science, Technology, and Society Program Jan 2025–Present

Faculty Affiliate, Digital Studies Institute Feb 2025–Present

Faculty Affiliate, Institute for Research on Women and Gender Sept 2026–Present

The University of Texas at Dallas

Associate Professor, Critical Media Studies Sept 2022–Dec 2024

Assistant Professor, Critical Media Studies Aug 2016–Aug 2022

EDUCATION

University of California, Davis

Ph.D. in English June 2016

University of California, Irvine

M.S. in Information and Computer Sciences, Sept 2009 Sept 2009

with a concentration in Arts Computation Engineering (ACE)

University of the Pacific, Stockton, CA

B.A. in English May 2007

B.S. in Computer Science

Phi Beta Kappa: Inducted 2007

PEER-REVIEWED BOOK

Nguyen, Josef. *The Digital Is Kid Stuff: Making Creative Laborers for a Precarious Economy*. Minneapolis:

University of Minnesota Press (Dec 2021), [<https://z.umn.edu/kidstuff>]

- 2022 First Book Prize from the Cultural Studies Association
- Reviewed in *Journal of Children and Media*, *Journal of Media Literacy Education*, *Critical Studies in Mass Communication*, and *Explorations: E-journal of the Indian Sociological Society*
- Featured on *University of Minnesota Press Podcast* and *Game Studies Study Buddies Podcast*

PEER-REVIEWED BOOK IN PROCESS

Nguyen, Josef. *Click to Agree: Sex, Software, and the Terms and Conditions of Digital Consent*. Forthcoming from University of Minnesota Press

PEER-REVIEWED ARTICLES AND PAPERS

- Nguyen, Josef.** “Scripting Consenting Fictions in Sex Technology Imaginaries.” *Catalyst: Feminism, Theory, Technoscience* 9, no. 1 (Spring 2023), [<https://doi.org/10.28968/cftt.v9i1.39207>] (open access)
- Nguyen, Josef.** “Reconsidering Lost Opportunities for Diverse Representation.” Special issue: “American Game Studies.” Guest eds. Patrick Jagoda and Jennifer Malkowski. *American Literature* 94, no. 1 (Mar 2022): 73–102, [<https://doi.org/10.1215/00029831-9697001>]
- Nguyen, Josef.** “Painful Games, Sporting Practices, and Enduring Masculinities.” *JCMS: Journal of Cinema and Media Studies* 60, no. 5 (2020–2021): 197–216, [<https://doi.org/10.1353/cj.2021.0060>] (open access)
- Nguyen, Josef,** and Bo Ruberg. “Challenges of Designing Consent: Consent Mechanics in Video Games as Models for Interactive User Agency.” *CHI ‘20: Proceedings of the 2020 CHI Conference on Human Factors in Computing Systems*: 1–13, [<https://doi.org/10.1145/3313831.3376827>]
▪ Honorable Mention for Best Paper Award (top 5%)
- Nguyen, Josef.** “How Makers and Preppers Converge in Premodern and Post-Apocalyptic Ruin.” *Lateral* 7, no. 2 (Fall 2018), [<https://doi.org/10.25158/L7.2.7>] (open access)
- Nguyen, Josef.** “Digital Games about the Materiality of Digital Games.” Special issue: “Green Computer and Video Games.” Guest eds. John Parham and Alenda Y. Chang. *Ecozon@* 8, no. 2 (Nov 2017): 18–38, [<https://doi.org/10.37536/ecozona.2017.8.2.1347>] (open access)
- Nguyen, Josef.** “*Minecraft* and the Building Blocks of Creative Individuality.” *Configurations* 24, no. 4 (Fall 2016): 471–500, [<https://doi.org/10.1353/con.2016.0030>]
- Nguyen, Josef.** “Performing as Video Game Players in Let’s Plays.” *Transformative Works and Cultures* no. 22 (Sept 2016), [<https://doi.org/10.3983/twc.2016.0698>] (open access)
▪ Italian translation and reprint as “Esibirsi come Videogiocatori nei Let’s Play” in *Giochi Video: Streaming, Spettacolo, Performance*. Eds. Matteo Bittanti and Enrico Gandolfi. Milan: Mimesis Edizioni (2018): 81–101
- Nguyen, Josef.** “*Make* Magazine and the Social Reproduction of DIY Science and Technology.” *Cultural Politics* 12, no. 2 (July 2016): 233–252, [<https://doi.org/10.1215/17432197-3592124>]

EDITED SPECIAL ISSUE

- Phillips, Amanda, and **Josef Nguyen** (guest eds.). Special issue: “The Lara Croft 30th Anniversary Special Issue.” *Feminist Media Histories* 11, no. 3 (Summer 2025), [<https://online.ucpress.edu/fmh/issue/11/3>]

OTHER PUBLICATIONS

- Nguyen, Josef,** and Amanda Phillips. “On 30 Years of Lara Croft.” Special issue: “The Lara Croft 30th Anniversary Special Issue.” Guest eds. Amanda Phillips and Josef Nguyen. *Feminist Media Histories* 11, no. 3 (Summer 2025): 1–17, [<https://doi.org/10.1525/fmh.2025.11.3.1>]
- Shaw, Adrienne, Alexandrina Agloro, **Josef Nguyen,** Amanda Phillips, and Bo Ruberg. “Feminist and Queer Game Studies.” *Oxford Bibliographies in Communication*. Oxford University Press (2019), [<https://doi.org/10.1093/obo/9780199756841-0235>]
- As a member of SP&CE Media. “Campus Carry Doorbell,” *Disobedient Electronics: Protest*. Ed. Garnet Hertz. The Studio for Critical Making (2017): 41–42, [<http://disobedientelectronics.com>]

INVITED PUBLICATIONS IN PROCESS

Nguyen, Josef. Entry on “Consent” for *Keywords in Game Studies*, edited by Amanda Phillips and Christopher B. Patterson. Book under contract with NYU Press

Nguyen, Josef. Entry on “Digital Native” for *The Audiovisual Lexicon*, edited by Matthew Solomon and Vincent Longo. Video digital book under contract with University of Michigan Press (open access)

PROJECTS AND EXHIBITIONS

[Redacted December 2017]. Pre-constituted exhibition: “Words Matter.” *HASTAC 2019: Decolonizing Technologies, Reprogramming Education*. University of British Columbia, Vancouver, British Columbia: 17–18 May 2019

The Great Unfriending: A Player’s Handbook, with Andrew Culp. *QGCON: The Queerness and Games Conference 2017*. Los Angeles, California: 1–2 Apr 2017

The Limits of Civility: Testing a Concept, Imagining a Community, Tracing a History, with Lia Winfield. Exhibited online as part of *The Civility Project*. University of California, Davis: Oct 2011

freak!. *Arts Computation Engineering 2009 Thesis Show*. University of California, Irvine: 9–12 June 2009

LoRy: A Locative Story Game to Encourage Playful and Social Learning, with Nick Noack, Silvia Lindtner, and Gillian Hayes. *Conference on Interaction Design for Children*, Chicago, Illinois: 11–13 June 2008

FELLOWSHIPS, GRANTS, AND AWARDS

Associate Professor Support Fund. Project: *Click to Agree: Sex, Software, and the Terms and Conditions of Digital Consent*. College of Literature, Science, and the Arts, UM: Summer 2026

First Book Prize. Book: *The Digital Is Kid Stuff: Making Creative Laborers for a Precarious Economy*. Cultural Studies Association: 2022

Humanities and Emerging Arts (HEArts) Seed Grant. Project: *Patching Default Settings: Radical Feminist Gameplay*, Co-PI with Hong-An Wu under The Studio for Mediating Play. Office of Research, UT Dallas: Summer 2019–Spring 2021

Departmental Dissertation Fellowship. Department of English, UC Davis: Summers 2014 and 2015

Summer Research Fellowship. Mellon Research Initiative in Digital Cultures, UC Davis: Summer 2014

Margrit Mondavi Summer Fellowship. UC Davis Humanities Institute, UC Davis: Summer 2014

Provost’s Dissertation Year Fellowship. Office of Graduate Studies, College of Letters and Science: Division of Humanities, Arts and Cultural Studies, UC Davis: AY 2013–2014

HASTAC Scholar Fellowship. Humanities, Arts, Science, and Technology Alliance and Collaboratory and UC Davis: AY 2013–2014

Graduate Scholarship. Phi Beta Kappa Northern California Association: 2013

Medical Humanities Research Grant. UC Medical Humanities Consortium, UC Davis: AY 2011–2012

INVITED TALKS AND ROUNDTABLES

UPCOMING: Talk Title TBD. *Queering the Algorithm: Surveillance, Resistance, and the Future of AI*. Pembroke Center for Teaching and Research on Women. Brown University, Providence, Rhode Island: 4 December 2026

“Pregames, Preconditions, and Other Mediations before Consensual Play.” Computer Science Department. Occidental College, Los Angeles, California: 16 October 2023

“Pregames, Preconditions, and Other Mediations before Consensual Play.” *Video Games and Inclusivity Speaker Series*. Critical Approaches to Technology and the Social Lab and the Department of Film and Media Studies. University of California, Irvine: 11 October 2023

“Scripting Consenting Fictions in Sex Robots, Queer Games, and Other Emerging Technologies.” *The OHIO POPcats Popular Culture Speaker Series*. E. W. Scripps School of Journalism, Honors Tutorial College, Ohio Honors Program, Cutler Scholars Program, 1804 Scholars Program, College of Arts and Sciences, Scripps College of Communication, Center for Law, Justice, and Culture, and College of Fine Arts, with English HTC program, Department of English, English First Year Writing program, Department of Sociology and Anthropology, Department of Political Science, and Department of Philosophy. Ohio University, Athens: 27 October 2022

“Scripting Consenting Fictions in Sex Robots, Queer Games, and Other Emerging Technologies.” Women’s and Gender Studies Program and Film and Media Studies Program. Georgetown University, Washington, District of Columbia: 24 October 2022

Panelist for Workshop on “Critical Technological Pedagogies as Future Making.” ETHOS Lab. IT University of Copenhagen, Denmark: 10 Dec 2021

“The Digital Is Kid Stuff: Making Creative Laborers for a Precarious Economy.” *TiP Salon*. Technologies in Practice Research Group. IT University of Copenhagen, Denmark: 8 Dec 2021

Panelist for Roundtable on “Design and Representation.” *NTX Gaming Symposium*. No Quarters Lab. Texas Christian University, Online: 27 Mar 2021

“Challenges of Designing Consent: Consent Mechanics in Video Games as Models for Interactive User Agency.” *#CHIversity 2020 Virtual Panel Series*. fempower.tech, Online: 5 May 2020.

“Crusoe, *Minecraft*, and Patent Epistemologies of Invention.” *Comparative Perspectives on the Robinsonade 1719-2019*. Johannes Gutenberg University Mainz, Germany: 12 July 2019.

Panelist for Roundtable on “Games Pedagogy.” Video Game Studies Scholarly Interest Group Business Meeting. *Society for Cinema and Media Studies 2018 Conference*. Toronto, Ontario: 14–18 Mar 2018

“Mechanics and Modular Game Design.” *Board Game Make-a-Thon*. Escape Sacramento. Hacker Lab, Sacramento, California: 20 Mar 2016

“*Make Magazine* and the Reproduction of DIY Science Workshops.” *Garages, Kitchens, and Hackerspaces: Spaces and Narratives of the New Innovation*. European University at St. Petersburg, Russia: 26–27 Sept 2014

ADDITIONAL TALKS AND PRESENTATIONS

- “The Work of Asiatic Consent in the White Technological Imaginary.” *Digital Studies Institute Research Colloquium*. Digital Studies Institute. University of Michigan: 28 October 2025
- “What We Are to Make of Creative Digital Youth.” *Cinema and Media Studies Graduate Colloquium*. Department of Film, Television, and Digital Media. University of California, Los Angeles: 11 May 2022
- “What We Are to Make of Creative Digital Youth.” Institute of Arts and Humanities, Department of Literature, and Department of Communication. University of California, San Diego: 3 May 2022
- “What We Are to Make of Creative Digital Youth.” *Film and Media Colloquium*. Department of Film and Media Studies, Global Media Cultures and Technologies Lab, Transcriptions, and Wireframe Studios. University of California, Santa Barbara, Online: 20 April 2022
- “What We Are to Make of Creative Digital Youth.” *Digital Culture Speaker Series*. School of Arts, Media and Engineering. Arizona State University: 17 Feb 2022

INVITED INTERVIEWS AND CONVERSATIONS

- “Making Creative Laborers for a Precarious Economy,” in conversation with Carly A. Kocurek and Patrick LeMieux, *University of Minnesota Press Podcast* Episode 36 (22 March 2022), [<https://share.transistor.fm/s/325b2aa3>]
- “Josef Nguyen on the Politics of Flexibility,” interview by Cathy Hannabach, *Imagine Otherwise Podcast* Episode 145 (11 Mar 2022), [<https://ideasonfire.net/145-josef-nguyen/>]
- “Minecraft and Robinson Crusoe,” *JHU Press Blog* (10 Feb 2017), [<https://press.jhu.edu/newsroom/minecraft-and-robinson-crusoe>]

CONFERENCE PAPERS AND ROUNDTABLE

- UPCOMING: “The Pregames and Ends of Consent in Digital Life.” Society for Literature, Science, and the Arts Integrated Stream. *2026 Annual Meeting of the Society for the Social Studies of Science: Technopower • Technoscientific Futures*. Toronto, Ontario: 8-10 October 2026
- Panelist for Roundtable on “The Asiatic Digital: Empire’s New Media Materiality and its Racial Reformulations.” *2025 Annual Meeting of the American Studies Association: Late-Stage American Empire?* San Juan, Puerto Rico: 20–22 November 2025
- “Managing Contacts on Rotation from the Rolodex to Tinder.” Track: “Reverberation and/as Mediation.” *2025 Annual Meeting of the Society for the Social Studies of Science: Reverberations*. Seattle, Washington: 3–6 Sept 2025
- Panelist for Roundtable on “Teaching with/against New Media.” *Twentieth-Third Annual Conference of the Cultural Studies Association: Imaginary Futures: Utopias, Dystopias & Prototypes of Cultural Studies*. Valencia, California: 29–31 May 2025
- “Racializing Consent in the US Imagination of Asian Technology.” Pre-constituted panel: “From Techno-Orientalism to the Asiatic Digital Frontier.” *Association for Asian American Studies 2025 Conference: Re-Orienting Asian American Studies in a Time of Resurgent Ethnonationalism and Fascism*. Boston, Massachusetts: 17–20 Apr 2025

- Panelist for Roundtable on “Gaming Sex, Playing Pornography.” Sponsored by the Adult Film and Media Scholarly Interest Group. *Society for Cinema and Media Studies 2025 Conference*. Chicago, Illinois: 3–6 Apr 2025
- “Racializing Consent in the US Imagination of Asian Technology.” Pre-constituted panel: “Racializing Technologies.” *Society for Literature, Science, and the Arts 2024 Conference: Climate Diasporas*. Dallas, Texas: 7–10 Nov 2024
- “Pregames, Preconditions, and Other Mediations before Consensual Play.” Pre-constituted panel: “Careful Encounters: Intimate Relations in and around Gaming.” *Society for Cinema and Media Studies 2024 Conference*. Boston, Massachusetts: 14–17 Mar 2024
- Panelist for Roundtable on “Emerging Approaches to Teaching Games and Social Justice.” *HASTAC 2023: Critical Making & Social Justice*. Pratt Institute, Brooklyn, New York: 8–10 June 2023
- Panelist for Roundtable on “Technological Mediations of Sex and Play.” Sponsored by the Media, Science and Technology Scholarly Interest Group. *Society for Cinema and Media Studies 2023 Conference*. Denver, Colorado: 12–15 Apr 2023
- “The Gendered Labor of Deskwork and Authenticating Identity in *Papers, Please* and *LOCALHOST*.” Game Studies Stream. *Society for Literature, Science, and the Arts 2022 Conference: Reading Minds: Artificial Intelligence, Neural Networks, and the Reading Human*. West Lafayette, Indiana: 6–9 Oct 2022
- “*The Digital Is Kid Stuff: Making Creative Laborers for a Precarious Economy*.” Pre-constituted Panel: “New Books in New Media and Digital Cultures.” *Twentieth Annual Conference of the Cultural Studies Association: Reckonings*. Chicago, Illinois: 2–4 June 2022
- Panelist for Workshop on “The Newness of New Media: A Classroom Assignment/Activity Workshop.” *Twentieth Annual Conference of the Cultural Studies Association: Reckonings*. Chicago, Illinois: 2–4 June 2022
- “Technological Bodies, Animating Access, and Consenting Fictions.” Track: “Load-Bearing Bodies: Unjust Relations and Liberatory Horizons.” *2021 Annual Meeting of the Society for Social Studies of Science: Good Relations: Practices and Methods in Unequal and Uncertain Worlds*. Toronto, Ontario: 6–9 Oct 2021
- “Digital Technologies and Consenting Fictions of Bodily Sovereignty.” Pre-constituted Panel: “Digital Games and the Sovereignty of the Queer and Trans Self.” *Nineteenth Annual Conference of the Cultural Studies Association: Anti-Bodies*. Online: 10–12 June 2021
- “Robots, Sex Games, and Consenting Fictions.” Seminar: “Mistaken Identities: Passing and the (In)Human.” *American Comparative Literature Association’s 2021 Annual Meeting*. Online: 8–11 Apr 2021
- “Robots, Sex Games, and Queer Processes of Embodying Autonomy.” Pre-constituted panel: “Queer Embodiment in Video Games: Erotic Encounters with Computational Technologies.” Sponsored by the Queer and Trans Caucus and the Adult Film History Scholarly Interest Group. *Society for Cinema and Media Studies 2021 Conference*. Online: 17–21 Mar 2021
- “Playing with Digital Technologies and Analog Consent.” Pre-constituted panel: “Embodied Knowledge: Experiments with Feeling(s) in Games.” *Society for Literature, Science, and the Arts 2019 Conference: Experimental Engagements*. Irvine, California: 7–9 Nov 2019
- “Digital Technologies of Consent.” Track: “Media Studies Interruptions of STS.” *2019 Annual Meeting of the Society for Social Studies of Science: Innovations, Interruptions, Regenerations*. New Orleans, Louisiana: 4–7 Sept 2019

- “Digital Technologies of Consent and Control.” *Informed Experiences, Designing Consent*. Illinois Institute of Technology, Chicago, Illinois: 6 Apr 2019
- “I Have No Queers, and I Must Speculate.” Pre-constituted panel: “The End of Queerness: Confronting Queer Loss, Erasure, Disavowal, and Death in Video Games.” Sponsored by the Queer and Trans Caucus and the Video Game Studies Scholarly Interest Group. *Society for Cinema and Media Studies 2019 Conference*. Seattle, Washington: 13–17 Mar 2019
- Panelist for Roundtable on “Emerging Digital Humanities,” Digital Humanities Caucus. *2018 Annual Meeting of the American Studies Association: States of Emergence*. Atlanta, Georgia: 8–11 Nov 2018.
- “Design Fiction and the Imagination of Futures Near and Far.” Seminar: “Temporalities.” *American Comparative Literature Association’s 2018 Annual Meeting*. Los Angeles, California: 29 Mar–1 Apr 2018
- “Painful Games and Enduring Masculinities.” Pre-constituted panel: “Gaming Bodies as Techniques of Corporeal Mediation.” Sponsored by the Video Game Studies Scholarly Interest Group. *Society for Cinema and Media Studies 2018 Conference*. Toronto, Ontario: 14–18 Mar 2018
- “The Great Unfriending: The Politics of Networks, Field Guides, and Digital Withdrawal,” with Andrew Culp. *Fifteenth Annual Conference of the Cultural Studies Association: Culture in the Age of Mass Debt*. Washington, District of Columbia: 25–27 May 2017
- “Reframing Consent through Debates on Control in Games.” Pre-constituted panel: “Consent and Control in and around Gaming.” *QGCON: The Queerness and Games Conference 2017*. Los Angeles, California: 1–2 Apr 2017
- Panelist for Roundtable on “Supporting Queer Students as Game Makers & in Games Studies in the Age of 45.” *QGCON: The Queerness and Games Conference 2017*. Los Angeles, California: 1–2 Apr 2017
- Panelist for Roundtable on “Creative Disciplines, Disciplining Creativity.” *Society for Literature, Science, and the Arts 2016 Conference: Creativity*. Atlanta, Georgia: 3–6 Nov 2016
- “How Western Making Imagines Premodern Post-Apocalyptic Geographies.” Track: “Innovation, Economic Driver, Disruption: Utopias and Critiques of Making and Hacking.” *2016 Annual Meeting of the Society for Social Studies of Science: Science and Technology by Other Means: Exploring Collectives, Spaces and Futures*. Barcelona, Spain: 31 Aug–3 Sept 2016
- “Liveness and the Performance of the Videogame Player in We Plays [Let’s Plays].” Pre-constituted panel: “Para-gaming: Gaming beside Itself.” Sponsored by the Video Game Studies Scholarly Interest Group. *Society for Cinema and Media Studies 2015 Conference*. Montréal, Quebec: 25–29 Mar 2015
- “Crafting Islands and Innovation in Survival-Sandbox Videogames.” *Society for Literature, Science, and the Arts 2014 Conference: Fluid*. Dallas, Texas: 9–12 Oct 2014
- “Crowdsourcing the Future and the Deferral of Philanthropy and Pleasure.” Pre-constituted panel: “The Cloud and the Crowd.” *2013 Annual Meeting of the Society for Social Studies of Science*. San Diego, California: 9–12 Oct 2013
- “Make Magazine and the Instruction of Social Reproduction.” Pre-constituted panel: “Public Engagement and the Emergent Politics of Public Mediation.” *Science in Public 2013: Critical Perspectives on Making Science Public*. Nottingham, United Kingdom: 22–23 July 2013
- “Prototyping Designs for Future Object(ive)s.” *Society for Literature, Science, and the Arts 2012 Conference: Nonhuman*. Milwaukee, Wisconsin: 27–30 Sept 2012

WORKSHOPS, JAMS, AND JURIES

Juror for IndieCade	Summers 2019–2026
Juror for Climate Jam 2024, IndieCade	Summer 2024
Juror for GamebIITes Exhibit, hosted by the Department of Humanities at the Illinois Institute of Technology and the Coleman Foundation. IIT, Chicago, Illinois	Apr 2022
Co-Organizer for the ATEC Jam the System Game Jam, hosted by ATEC and the Narrative Systems Research Lab. UT Dallas	Fall 2016
Co-Organizer and Juror for the UC Davis GameCamp! Game Design Workshop Series and Game Jam, hosted by ModLab. UC Davis	Fall 2015–Spring 2016 Fall 2014–Spring 2015
Juror for the Board Game Make-a-Thon, hosted by Escape Sacramento. Hacker Lab, Sacramento, California	20 Mar 2016

ORGANIZED COURSES

University of Michigan	Winter 2025–Present
Graduate Courses	
Film, Television, and Media Proseminar	
Mediating Sex	
Working Feelings in the Digital Economy	
Undergraduate Courses	
Digital Media Theory	
Lara Croft and Feminist Media	
Queer and Trans Gaming	
The University of Texas at Dallas	Fall 2016–Fall 2024
Graduate Courses	
Critical Approaches to Emerging Media Studies	
Research Methodology in Arts, Technology, and Emerging Communication	
Media, Culture, and Economy: The Place of Work in Digital Cultures	
Media, Culture, and Economy: The Work of Care in Digital Cultures	
Histories of Emerging Media: Technologies of Sex and Sexuality	
Tactical Media	
Critical Game Studies	
Experimental Games Studio	
Virtual Worlds and Communities: Queer Theory and Game Studies	
Special Topics in Networked Cultures: Histories of the Internet	
Advanced Studies in ATEC: Advanced Digital Media Studies	
History and Culture of Interactive Media: Social Technologies and Games	

Undergraduate Courses

Introduction to Ethnic Studies
Reading Media Critically
Political Economy of Digital Media
Topics in Critical Media Studies: Queer and Trans Media Cultures
Topics in Critical Media Studies: Nonfiction Web Series
Topics in Critical Media Studies: Games and Social Justice
Game Studies I
Game Studies II: About and Beside Games
Game Design II: Rapid Digital Prototyping
Honors Readings: Toy Cultures
Honors Readings: Camp, Kitsch, Cuteness
Honors Readings: Fictional Games
Honors Readings: Queer Gaming Cultures

STUDENT MENTORSHIP

Ph.D. Students

University of Michigan, Ann Arbor

Cass Zegura (Film, Television, and Media)
Dissertation Chair, Winter 2026–Present
Qualifying Examiner on “Queer and Trans Media Theory,” Fall 2025
Grey Mangan Blackwell (Film, Television, and Media)
Dissertation Committee Member, Winter 2026–Present
Qualifying Examiner on “Affective Media Theory,” Fall 2025
Oğuz Kayır (Film, Television, and Media)
Dissertation Committee Member, Winter 2026–Present
Qualifying Examiner on “Feminist Materialisms,” Fall 2025
Bailey Apollonio (Film, Television, and Media)
Dissertation Committee Member, Winter 2025–Winter 2026 (graduated)
▪ “Kidult Media Culture: Children’s Media Industries and Their Adult Fans”

The University of Texas at Dallas

Kasif Rahman (Arts, Technology, and Emerging Communication)
Dissertation Committee Member, Fall 2024–Present
Qualifying Examiner on “Digital Media Studies,” Spring 2024
Fiona Haborak (Arts, Technology, and Emerging Communication)
Dissertation Chair, Fall 2023–Spring 2025 (graduated)
▪ “Happily Branding Cosplay: The Affective Professionalization of Fan Labor within Online Cosplay Communities”
▪ Co-chaired with Monica Evans
Qualifying Examiner on “Fan Studies,” Fall 2022
Samuel Pietsch (Arts, Technology, and Emerging Communication)
Dissertation Committee Member, Spring 2024–Spring 2025 (graduated)
▪ “Education, Technology, and White Supremacy: The Maintenance of Structural Racism in the Post-Integration Era”

- Nishanshi Shukla (Arts, Technology, and Emerging Communication)
 Dissertation Committee Member, Spring 2023–Spring 2025 (graduated)
 ▪ “Casteist AI: Examining the Datafication of Caste in Artificial Intelligence Systems”
 ▪ Recipient of the 2025 Best Dissertation Award for the Bass School of AHT
- Angelica Martinez (Arts, Technology, and Emerging Communication)
 Dissertation Chair, Spring 2022–Summer 2024 (graduated)
 ▪ “The Work of New Motherhood: Technocapitalism and Postpartum Labor”
 ▪ Recipient of the 2024 Best Dissertation Award for the Bass School of AHT
 Qualifying Examiner on “Political Economy of Digital Culture,” Fall 2021
- Cameron Irby (Arts, Technology, and Emerging Communication)
 Dissertation Chair, Spring 2021–Spring 2024 (graduated)
 ▪ “Pandemic Fantasies: Discourses of Escapism during COVID-19”
 Qualifying Examiner on “Queer Theory,” Fall 2020
- Mohammed Mizanur Rashid (Arts, Technology, and Emerging Communication)
 Dissertation Committee Member, Spring 2021–Summer 2023 (graduated)
 ▪ “Mediated Sexualities: Online Queer-bashing, Networked Resistance, and the Conditions of a Bengali Queer Utopia”
 ▪ Assistant Professor, Critical Cultural Communication Studies, University of Southern Mississippi
 Qualifying Examiner on “Queer Theory,” Fall 2020
- David Adelman (Arts, Technology, and Emerging Communication)
 Dissertation Committee Member, Spring 2021–Summer 2022 (graduated)
 ▪ “Ambivalent Pleasures: Pleasure, Desire, Authenticity, and the Production of Value in Online Disability Cultures”
 ▪ Postdoctoral Fellow, Digital Accessible Futures Lab, University of Michigan
 Qualifying Examiner on “Critical Sexuality Studies,” Fall 2020
- Stephen Mallory (Arts, Technology, and Emerging Communication)
 Dissertation Committee Member, Spring 2020–Spring 2021 (graduated)
 ▪ “Playful History: Games, Liberation Pedagogy, and Historical Thinking”
 ▪ Recipient of the 2021 Best Dissertation Award for the School of ATEC
 ▪ Assistant Professor, Game Design, Lawrence Technological University
 Qualifying Examiner on “Game Studies,” Fall 2018
- Cenk Köknar (Arts, Technology, and Emerging Communication)
 Dissertation Chair, Spring 2018–Spring 2020 (graduated)
 ▪ “Negotiating the Right Way to Play Video Games”
 ▪ Co-chaired with Monica Evans
 ▪ Recipient of the 2020 Best Dissertation Award for the School of ATEC
 ▪ Tenure-track Lecturer in Digital Media Design, University of Edinburgh
 Qualifying Examiner on “Audience, Reception, and Fan Studies,” Fall 2017
 Independent Study on “Fandom and Game Studies,” Spring 2017

Additional Ph.D. Mentorship

Reed Van Schenck (Communication, University of Pittsburg)

External Dissertation Committee Member, Fall 2022–Spring 2024 (graduated)

- “The Reactionary Web: Digital Media after the Alt-Right”
- Assistant Professor of Marketing and Communication, Universidad Instituto de Empresa

M.F.A. Students

The University of Texas at Dallas

Bailey Vaughan (ATEC – Game Development)

Thesis Committee Member, Fall 2024–Spring 2025 (graduated)

Diamond Beverly (ATEC – Creative Practice)

Thesis Committee Member, Fall 2021–Spring 2022 (graduated)

- Assistant Professor, Digital Technology and Culture, Washington State University

Chelsea Brtis (ATEC – Game Development)

Thesis Chair, Fall 2018–Spring 2019 (graduated)

- Assistant Professor, Digital Illustration, University of North Carolina, Charlotte

Samantha Owens (ATEC – Game Development)

Thesis Committee Member, Fall 2018–Spring 2019 (graduated)

Clayton Harper (ATEC)

Thesis Committee Member, Spring 2018 (graduated)

Michael Stewart (ATEC)

Thesis Committee Member, Spring 2017–Fall 2017 (graduated)

Joshua Miller (ATEC)

Thesis Committee Member, Spring 2017 (graduated)

M.A. Students

The University of Texas at Dallas

Committee Chair

Luke Hernandez (ATEC – Emerging Media Studies), Spring 2022

Jack Murray (ATEC – Game Studies), Spring 2019

Hannah Drury (ATEC), Fall 2018

Adam Carr (ATEC), Spring 2018

Committee Member

Katherine Hitt (ATEC – Emerging Media Studies), Spring 2023

Kathryn Whitlock (ATEC – Emerging Media Studies), Spring 2021

Amanda Norman (ATEC – Emerging Media Studies), Spring 2021

Brandon Leifheit (ATEC – Game Studies), Spring 2020

Alberto Thomae (ATEC), Spring 2018

Charng-Win Tu (Emerging Media and Communication), Spring 2018

Undergraduate Students

The University of Texas at Dallas

Capstone Projects

Charlie Chang (ATEC), Fall 2022

Simon Garcia (ATEC – Critical Media Studies), Spring 2022

Bailey Greene (HONS), Spring 2022

Kelsi Tresko (ATEC – CMS), Fall 2021, Honor Capstone Chair
 Margaret Aderholt (ATEC – CMS), Spring 2021, Honors Capstone Second Reader
 Gianna Cantu (Emerging Media and Communication), Fall 2020
 Coby Smith (ATEC), Spring 2020
 Marco Salinas (EMAC), Fall 2019, Honors Capstone Chair
 Rudy Avila (ATEC), Spring 2019, Honors Capstone Chair

- Nominated for ATEC Best Capstone Award

 Taryn Henry (ATEC), Spring 2019

- Nominated for ATEC Best Capstone Award

 Jesse Hernandez (EMAC), Spring 2019, Honors Capstone Chair

- Undergraduate Research Scholar Award Recipient, Spring 2019
- Nominated for ATEC Best Capstone Award

 James Popiel (ATEC), Spring 2019

- Nominated for ATEC Best Capstone Award

 Jax Schmisser (ATEC), Spring 2019

- Nominated for ATEC Best Capstone Award

 Rio Sienna Burton (EMAC), Fall 2018

- Nominated for ATEC Best Capstone Award

 David McCullough (ATEC), Spring 2018
 Caleb Scott (EMAC), Spring 2018, Honors Capstone Second Reader
 Thomas Diminture (ATEC), Fall 2017

ACADEMIC SERVICE

Department

Director of Graduate Studies , Department of Film, Television, and Media, UM	Jul 2026–Present
Co-Chair , Policy Document Audit Initiative, Department of Film, Television and Media, UM	Aug 2026–Present
Faculty Panelist , Digital IDEAS Summer Institute, Digital Studies Institute, UM	Summers 2025 and 2026
Member , Curriculum Review Committee, Department of Film, Television, and Media, UM	Aug 2025–Apr 2026
Member , Merit Review Committee, Department of Film, Television, and Media, UM	Mar 2026–Apr 2026
Member (on behalf of Critical Media Studies), School of Arts, Humanities, and Technology Graduate Studies Committee, UT Dallas	Jan 2024–May 2024
Chair , Assistant Professor of “Race and Emerging Media” Faculty Search Committee, Critical Media Studies, UT Dallas	Nov 2022–April 2023
HASTAC Scholars Faculty Mentor , ATEC, UT Dallas	Fall 2017–Summer 2023
Member (on behalf of Critical Media Studies), Computer Science Foundations Task Force, ATEC, UT Dallas	Nov 2021–April 2022

Member , Graduate Studies Committee, ATEC, UT Dallas	Jan 2017–July 2020
Leader , Graduate Research Methods Subcommittee, ATEC, UT Dallas	Mar 2018–May 2018
Leader , Graduate Professionalization Ad Hoc Working Group, ATEC, UT Dallas	Oct 2017–Jan 2018
Member , Introduction to Technoculture Curriculum Development Working Group, ATEC, UT Dallas	Dec 2016–Aug 2017
Member , Open Rank “Game Studies” Faculty Search Committee, ATEC, UT Dallas	Dec 2016–May 2017
Member , Open Rank “Critical Media Studies: Intersectionality Studies and Emerging Media” Faculty Search Committee, ATEC, UT Dallas	Dec 2016–May 2017

Institution

Member , Ethnic Studies Minor Committee, UT Dallas	Fall 2021–Fall 2024
▪ Chair, Nov 2022–Fall 2024	
▪ Member, Fall 2021–Fall 2022	
Member (faculty representative), Campus Wellness Committee, UT Dallas	Fall 2020–Summer 2022
Faculty Advisor , Board Gaming Club, UT Dallas	Fall 2020–Summer 2022
Member (ATEC representative), Library Committee, UT Dallas	Fall 2016–Summer 2019
Faculty Advisor , Safe Zone Ally Training Workshop Program, Galerstein Gender Center, UT Dallas	Jan 2017–May 2018

Profession

Production Editor , <i>JCMS: Journal of Cinema and Media Studies</i> , Society for Cinema and Media Studies	Nov 2022–Present
Mentor , Mentoring Program, New Media and Digital Cultures Working Group, Cultural Studies Association	Fall 2026–Present Spring 2021–Spring 2024
Faculty Mentor , Alex Doty Mentorship Program, Queer and Trans Caucus, Society for Cinema and Media Studies	Spring 2020–Spring 2026
Reviewer , ACLS Digital Justice Grant Program, American Council of Learned Societies	Dec 2024–Jan 2025
Mentorship Program Coordinator , New Media and Digital Cultures Working Group, Cultural Studies Association	Spring 2021–Spring 2024
Executive Committee Member , Video Game Studies Scholarly Interest Group, Society for Cinema and Media Studies	May 2021–May 2023
▪ Co-Chair , May 2022–May 2023	
▪ Secretary , May 2021–May 2022	
Judge , Best Essay in an Edited Collection Award Committee, Society for Cinema and Media Studies	Summer–Fall 2020

Member , 2020 Conference Program Committee: Technology and Industry Studies, Society for Cinema and Media Studies	Summer–Fall 2019
Faculty Mentor , Mentorship Program at the <i>2019 Annual Meeting of the Society for Social Studies of Science</i> , Society for the Social Studies of Science	Sept 2019
Co-organizer , <i>Mediating Change</i> conference, University of North Texas, Denton	Spring 2018–Fall 2018
Faculty Mentor , California Science and Technology Studies Retreat, Science and Technology Studies Program, UC Davis	8–10 June 2018 9–11 June 2017
Co-organizer , <i>The Contours of Algorithmic Life</i> conference, Mellon Research Initiative in Digital Cultures, UC Davis	Winter–Spring 2014
Reviewer for Publication,	
<i>Game Studies: The International Journal of Computer Game Research</i>	
▪ Special issue on “Queerness and Video Games”	
<i>International Journal of Communication</i>	
<i>ISLE: Interdisciplinary Studies of Literature and the Environment</i>	
<i>Lateral: Journal of the Cultural Studies Association</i>	
▪ Special issue on “Digital Platforms and Agency”	
<i>JCMS: Journal of Cinema and Media Studies</i>	
<i>M/C Journal: A Journal of Media and Culture</i>	
<i>Transformative Works and Cultures</i>	