

# Josef Nguyen

(he/him/his)

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## ACADEMIC APPOINTMENTS

### University of Michigan, Ann Arbor

**Associate Professor**, Department of Film, Television, and Media  
**Faculty Affiliate**, Digital Studies Institute  
**Faculty Affiliate**, Science, Technology, and Society Program  
**Senior Collegiate Fellow**, College of Literature, Science, and the Arts

Jan 2025–Present

### The University of Texas at Dallas

**Associate Professor**, Critical Media Studies  
**Assistant Professor**, Critical Media Studies

Sept 2022–Dec 2024  
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  
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, May 2007  
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*, and *Critical Studies in Mass Communication*
- 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*. Book under contract with University of Minnesota Press as of 28 March 2024

## 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/ecozena.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>]

## SPECIAL ISSUE

Phillips, Amanda, and **Josef Nguyen** (guest eds.). Special issue: “The Lara Croft 30<sup>th</sup> 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 30<sup>th</sup> 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” under revision for *Keywords in Game Studies*, edited by Amanda Phillips and Christopher B. Patterson. Book under contract with New York University 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 AND GRANTS

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: Summer 2015, Summer 2014

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

“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.” *#CHIiversity 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://www.press.jhu.edu/newsroom/minecraft-and-robinson-crusoe>]

## CONFERENCE PAPERS AND ROUNDTABLE

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 & Protopias 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 Embodiment 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 2019–2025

**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 April 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**

Special Topics in Digital Media: Working Feelings in the Digital Economy

### **Undergraduate Courses**

Topics in Digital Media Studies: 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

Bailey Apollonio (Film, Television, and Media)

Dissertation Committee Member, Winter 2025–Present

Cass Zegura (Film, Television, and Media)

Qualifying Examiner on “Queer and Trans Media Theory,” Fall 2025

Grey Mangan Blackwell (Film, Television, and Media)

Qualifying Examiner on “Affective Media Theory,” Fall 2025

Oğuz Kayır (Film, Television, and Media)

Qualifying Examiner on “Feminist Materialisms,” Fall 2025

#### 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 2024–Spring 2025 (graduated)

- “Happily Branding Cosplay: The Affective Professionalization of Fan Labor within Online Cosplay Communities”

▪ Co-chaired with Monica Evans

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”

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 Pittsburgh)  
 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

<b>Member</b> , Curriculum Review Committee, Film, Television, and Media, UM	Aug 2025–Present
<b>Member</b> (on behalf of Critical Media Studies), School of Arts, Humanities, and Technology Graduate Studies Committee, UT Dallas	Jan 2024–May 2024
<b>Chair</b> , Assistant Professor of “Race and Emerging Media” Faculty Search Committee, Critical Media Studies, UT Dallas	Nov 2022–April 2023
<b>HASTAC Scholars Faculty Mentor</b> , ATEC, UT Dallas	Fall 2017–Summer 2023
<b>Member</b> (on behalf of Critical Media Studies), Computer Science Foundations Task Force, ATEC, UT Dallas	Nov 2021–April 2022
<b>Member</b> , Graduate Studies Committee, ATEC, UT Dallas	Jan 2017–July 2020
<b>Leader</b> , Graduate Research Methods Subcommittee, ATEC, UT Dallas	Mar 2018–May 2018
<b>Leader</b> , Graduate Professionalization Ad Hoc Working Group, ATEC, UT Dallas	Oct 2017–Jan 2018
<b>Member</b> , Introduction to Technoculture Curriculum Development Working Group, ATEC, UT Dallas	Dec 2016–Aug 2017
<b>Member</b> , Open Rank “Game Studies” Faculty Search Committee, ATEC, UT Dallas	Dec 2016–May 2017
<b>Member</b> , Open Rank “Critical Media Studies: Intersectionality Studies and Emerging Media” Faculty Search Committee, ATEC, UT Dallas	Dec 2016–May 2017

### Institution

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

## Profession

<b>Production Editor</b> , <i>JCMS: Journal of Cinema and Media Studies</i> , Society for Cinema and Media Studies	Nov 2022–Present
<b>Faculty Mentor</b> , Alex Doty Mentorship Program, Queer and Trans Caucus, Society for Cinema and Media Studies	Spring 2020–Present
<b>Reviewer</b> , ACLS Digital Justice Grant Program, American Council of Learned Societies	Dec 2024–Jan 2025
<b>Mentorship Program Coordinator</b> , New Media and Digital Cultures Working Group, Cultural Studies Association	Spring 2021–Spring 2024
<b>Executive Committee Member</b> , Video Game Studies Scholarly Interest Group, Society for Cinema and Media Studies <ul style="list-style-type: none"><li>▪ <b>Co-chair</b>, May 2022–May 2023</li><li>▪ <b>Secretary</b>, May 2021–May 2022</li></ul>	May 2021–May 2023
<b>Judge</b> , Best Essay in an Edited Collection Award Committee, Society for Cinema and Media Studies	Summer–Fall 2020
<b>Member</b> , 2020 Conference Program Committee: Technology and Industry Studies, Society for Cinema and Media Studies	Summer–Fall 2019
<b>Faculty Mentor</b> , Mentorship Program at the 2019 4S Conference, Society for the Social Studies of Science	Sept 2019
<b>Co-organizer</b> , <i>Mediating Change</i> conference, University of North Texas, Denton	Spring 2018–Fall 2018
<b>Faculty Mentor</b> , California Science and Technology Studies Retreat, Science and Technology Studies Program, UC Davis	8–10 June 2018 9–11 June 2017
<b>Co-organizer</b> , <i>The Contours of Algorithmic Life</i> conference, Mellon Research Initiative in Digital Cultures, UC Davis	Winter–Spring 2014
<b>Reviewer for Publication</b> , <i>Game Studies: The International Journal of Computer Game Research</i> <ul style="list-style-type: none"><li>▪ Special issue on “Queerness and Video Games”</li></ul> <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> <ul style="list-style-type: none"><li>▪ Special issue on “Digital Platforms and Agency”</li></ul> <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>	