

Josef Nguyen

(he/him/his)

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ACADEMIC APPOINTMENT

Associate Professor, Critical Media Studies

Assistant Professor, Critical Media Studies

The University of Texas at Dallas

Sept 2022–Present

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* and *Journal of Media Literacy Education*

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

Forthcoming: Phillips, Amanda, and **Josef Nguyen** (eds.). Special issue: “The Lara Croft 30th Anniversary Special Issue.” *Feminist Media Histories* tentatively 11, no. 3 (Summer 2025)

OTHER PUBLICATIONS

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>]

PUBLICATION IN PROCESS

Nguyen, Josef. Book proposal for *Confounding Consent in Technological Design and Digital Culture* submitted on 11 August 2023 to University of Minnesota Press for consideration of advance contract

INVITED TALKS AND ROUNDTABLES

“Pregames, Preconditions, and Other Mediations before Consensual Play.” Computer Science Department. Occidental University, 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

TALKS AND PRESENTATIONS

“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 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>]

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

CONFERENCE PAPERS AND ROUNDTABLES

- 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*. 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*. 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*. 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 2019–2023
Juror for GamebIIITes Exhibit, hosted by the Department of Humanities at the Illinois Institute of Technology and the Coleman Foundation. IIT, Chicago, Illinois	April 2022
Organizer for the ATEC IndieCade Jury Hub. UT Dallas	Summer 2019
Co-Organizer for the ATEC Jam the System Game Jam, hosted by ATEC and the Narrative Systems Research Lab. UT Dallas	Fall 2016
Organizer for the Race and Gaming Wikipedia Edit-a-thon Workshop, hosted by ATEC, the Eugene McDermott Library, and Feminist Maker Space. UT Dallas	14 Oct 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

Graduate Courses

The University of Texas at Dallas	Fall 2016–Present
Advanced Studies in ATEC: Advanced Digital Media Studies (ATCM)	
Histories of Emerging Media: Technologies of Sex and Sexuality (ATCM)	
Research Methodology in Arts, Technology, and Emerging Communication (ATCM)	
Media, Culture, and Economy: The Work of Care in Digital Cultures (ATCM)	
Tactical Media (ATCM)	
Virtual Worlds and Communities: Queer Theory and Game Studies (ATCM)	
Experimental Games Studio (ATCM)	
Critical Game Studies (ATCM)	
History and Culture of Interactive Media: Social Technologies and Games (ATEC)	

Undergraduate Courses

The University of Texas at Dallas	Fall 2016–Present
Introduction to Ethnic Studies (ATCM)	
Honors Readings: Camp, Kitsch, Cuteness (HONS)	
Reading Media Critically (ATCM)	
Honors Readings: Fictional Games (HONS)	
Topics in Critical Media Studies: Games and Social Justice (ATCM)	
Political Economy of Digital Media (ATCM)	
Topics in Critical Media Studies: Queer and Trans Media Cultures (ATCM)	
Honors Readings: Queer Gaming Cultures (HONS)	
Topics in Critical Media Studies: Nonfiction Web Series (ATCM)	
Game Studies I (ATCM)	
Game Studies II: About and Beside Games (ATCM)	
Game Design II: Rapid Digital Prototyping (ATEC)	

STUDENT MENTORSHIP

Ph.D. Students

The University of Texas at Dallas

Fiona Haborak (ATEC)

Dissertation Chair, Spring 2023–Present

Qualifying Examination on “Fan Studies,” Fall 2022

Angelica Martinez (ATEC)

Dissertation Chair, Spring 2022–Present

Qualifying Examination on “Political Economy of Digital Culture,” Fall 2021

Cameron Irby (ATEC)

Dissertation Chair, Spring 2021–Present

Qualifying Examination on “Queer Theory,” Fall 2020

Nishanshi Shukla (ATEC)

Dissertation Committee Member, Spring 2023–Present

Kasif Rahman (ATEC)

Qualifying Examination on “Digital Media Studies,” Spring 2024

Mohammed Mizanur Rashid (ATEC)

Dissertation Committee Member, Spring 2021–Summer 2023

- Postdoctoral Fellow, Center on Digital Culture and Society, University of Pennsylvania

Qualifying Examination on “Queer Theory,” Fall 2020

David Adelman (ATEC)

Dissertation Committee Member, Spring 2021–Summer 2022

- Postdoctoral Fellow, Digital Accessible Futures Lab, University of Michigan

Qualifying Examination on “Critical Sexuality Studies,” Fall 2020

Cansu Simsek (ATEC)

Qualifying Examination on “Digital Media Studies,” Fall 2021

Stephen Mallory (ATEC)

Dissertation Committee Member, Spring 2020–Spring 2021

- Recipient of the 2021 Best Dissertation Award for the School of ATEC

- Tenure-track Assistant Professor, Game Design, Lawrence Technological University

Qualifying Examination on “Game Studies,” Fall 2018

Cenk Köknar (ATEC)

Dissertation Chair, Spring 2018–Spring 2020

- Co-chaired with Monica Evans

- Recipient of the 2020 Best Dissertation Award for the School of ATEC

- Tenure-track Lecturer, Computer Games, Anglia Ruskin University

Qualifying Examination on “Audience, Reception, and Fan Studies,” Fall 2017

Independent Study on “Fandom and Game Studies,” Spring 2017

Letícia Ferreira (ATEC)

Qualifying Examination on “Mediated Subjects,” Fall 2018

Independent Study on “Mediated Subjects,” Spring 2018

Luke Bernfeld (ATEC)

Independent Study on “Textual Approaches to Video Games,” Fall 2017

Additional Ph.D. Mentorship

Reed Van Schenck (Communication, University of Pittsburg)
External Dissertation Committee Member, Fall 2022–Present

M.F.A. Students

The University of Texas at Dallas

Diamond Beverly (ATEC – Creative Practice)
Thesis Committee Member, Fall 2021–Spring 2022
▪ Tenure-track Assistant Professor, Digital Technology and Culture, WA State University

Chelsea Brtis (ATEC – Game Development)
Thesis Chair, Fall 2018–Spring 2019
▪ Tenure-track Assistant Professor, Digital Illustration, University of NC, Charlotte

Samantha Owens (ATEC – Game Development)
Thesis Committee Member, Fall 2018–Spring 2019

Clayton Harper (ATEC)
Thesis Committee Member, Spring 2018

Michael Stewart (ATEC)
Thesis Committee Member, Spring 2017–Fall 2017

Joshua Miller (ATEC)
Thesis Committee Member, Spring 2017

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

Chair , Assistant Professor “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–Present
▪ Chair, Nov 2022–Present	
▪ 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
Mentorship Program Coordinator , New Media and Digital Cultures Working Group, Cultural Studies Association	Spring 2021–Present
Faculty Mentor , Alex Doty Mentorship Program, Queer and Trans Caucus, Society for Cinema and Media Studies	Spring 2020–Present
Co-chair , Video Game Studies Scholarly Interesting Group Executive Committee, Society for Cinema and Media Studies	May 2022–May 2023
▪ previously Secretary , May 2021–2022	
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 2019 4S Conference, 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 , <i>Game Studies</i> , special issue on “Queerness and Video Games” <i>International Journal of Communication</i> <i>JCMS: Journal of Cinema and Media Studies</i> <i>M/C Journal</i> <i>Transformative Works and Cultures</i>	