

SARAH STANG

Ph.D. Candidate (ABD)
Communication & Culture Joint Program
York University
Toronto, Ontario

EDUCATION

- In Progress Ph.D., Communication and Culture, York University
Dissertation: “The Monstrous Other: Gender, Race, Sexuality, and Non-Normative Bodies in Digital Games”
Committee: Jennifer Jenson (Chair), Jason Boyd, Nombuso Dlamini
- 2016 M.A., Cinema and Media Studies, York University
Thesis: “The Slippery Terminology of Video Games”
Committee: Ken Rogers, Janine Marchessault
- 2011 B.A., Double Major in History and Religious Studies
Honours with Great Distinction
Senior Honours Thesis: “Outlaw on the Silver Screen: American Cinema During the Great Depression”
Supervisor: Jason Colby
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AWARDS

- 2018-2021 Social Sciences and Humanities Research Council (SSHRC)
Joseph-Armand Bombardier Canada Graduate Doctoral Scholarship
Amount: \$105,000
- 2017-2018 Ontario Graduate Scholarship (OGS)
Amount: \$25,000
- 2016-2017 York Graduate Fellowship – Doctoral
Amount: \$4000
- 2016 York Graduate Scholarship
Amount: \$3,000
- 2015-2016 Social Sciences and Humanities Research Council (SSHRC)
Joseph-Armand Bombardier Canada Graduate Scholarship
Amount: \$17,500
- 2014-2015 York Graduate Scholarship
Amount: \$10,000

PEER-REVIEWED PUBLICATIONS

JOURNAL ARTICLES

- Stang, S. (2018). Shrieking, biting, and licking: The monstrous-feminine and abject female monsters in video games. *Press Start* 4(2): Body Movements Special Issue.
- Stang, S. (2017). Big daddies and broken men: Father-daughter relationships in video games. *Loading...* 10(16): CGSA Double Issue
- Stang, S. (2017). Player agency in Telltale Games' transmedia and cross-genre adaptations. *Cinephile* 11(3): Adaptations, Translations, Permutations.

BOOK CHAPTERS

- Stang, S. (Forthcoming 2018). Big Daddies and their little sisters: Postfeminist fatherhood in the *BioShock* series. In J. Aldred & F. Parker (Eds.), *Beyond the Sea: Critical Perspectives on BioShock* (pp. 30-57). McGill-Queens University Press.
* Lead Chapter
- Stang, S. (Forthcoming 2019). 'My greatest weakness? Occasionally I give a damn': (Super)heroic duty, responsibility, and morality. In G. Lao, J. Bay, & P. Rehal (Eds.), *Jessica Jones*. University of Calgary Press.
- Stang, S. (Forthcoming 2019). 'What is a feminist war game?': A game jam reflection. In J. Saklofske, D. Grigar, A. Arbuckle, & J. Bath (Eds.), *Feminist War Games*.

COMMISSIONED SCHOLARLY ARTICLES

- Stang, S. (2018). Madness as True Sight in *The Cat Lady* and *Fran Bow*. *First Person Scholar*. Special Issue on Mad/Crip Games. 21 March.
- Stang, S. (2017). Identity Crises, Memory Loss, and Ghostly Dreams: *Final Fantasy* and Player-Avatar Identification. *Tech Sematary* 1. October.
- Stang, S. (2017). Friendship, Intimacy, and Play-by-Post Roleplaying. *First Person Scholar*. 25 October.
- Stang, S. (2016). Controlling Fathers and Devoted Daughters: Paternal Authority in *BioShock 2* and *The Witcher 3: Wild Hunt*. *First Person Scholar*. 7 December.
- Stang, S. (2016). Mother, Maiden, & Crone. *Unwinnable* 3(7). July.

BOOK REVIEWS

- Stang, S. (Forthcoming, 2018). Queer Game Studies. *Synoptique* 7(2).
- Stang, S. (2018). Anastasia Salter, *Jane Jensen*. *Hyperrhiz: New Media Cultures* 18.

IN PREPARATION AND UNDER REVIEW

Stang, S. (Under review). Gender and androgyny in *The Legend of Zelda* series. *Convergence*.

Stang, S. (Under review). 'This Action Will Have Consequences': Interactivity and Player Agency. *Game Studies*.

Stang, S., & Trammell, A. (In preparation). The Misogynist Ludic Bestiary: How Women are Made Monstrous in *Dungeons & Dragons*.

EDITORIAL WORK

Editorial Board, *Press Start*, May 2018-Present.

ACADEMIC CONFERENCES

PRESENTATIONS

Stang, S. (Forthcoming, 2018). Body Horror as Body Shaming: Fatness and Monstrosity in Video Games. Digital Games Research Association (DiGRA). Turin, Italy, July 25-28.

Stang, S. (2018). How to Parent in the Zombie Apocalypse: Familial Bonds in *The Walking Dead* Video Game Series. Canadian Game Studies Association (CGSA) at the Congress of the Social Sciences and Humanities, Regina, Saskatchewan. May 30-June 1.
*Panel Chair and Organizer

Stang, S. (2018). Vengeance, Trauma, and Backstory: Narratives of Abuse and Sexual Assault in Video Games. Canadian Communications Association (CCA) at the Congress of the Social Sciences and Humanities, Regina, Saskatchewan. May 30-June 1.

Stang, S. (2018). Ableism, Ageism, Fatness, and the Monstrous-Feminine in Video Games. The Society for Cinema and Media Studies (SCMS), Toronto, Ontario. March 14-18.
*Panel Chair and Organizer

Stang, S. (2017). Sexy Succubi and Abject Mothers: The Monstrous-Feminine in Video Games. Refiguring Innovation in Games (ReFiG), Edmonton, Alberta. October 11-12.

Stang, S. (2017). Gender and Androgyny in *The Legend of Zelda* Series. Replaying Japan, Rochester, New York. August 21-23.

Stang, S. (2017). Sexy Aliens and Abject Monsters: The Representation of Nonhuman Women in Video Games. Canadian Game Studies Association (CGSA) at the Congress of the Social Sciences and Humanities, Toronto, Ontario. May 31-June 2.

Stang, S. (2017). 'My greatest weakness? Occasionally I give a damn': Duty, Responsibility, and Morality in *Jessica Jones*. Canadian Communications Association (CCA) at the Congress of the Social Sciences and Humanities, Toronto, Ontario. May 31-June 2.

Stang, S. (2017). Player Agency in Telltale Games' Transmedia and Cross-Genre Adaptations. Film Studies Association of Canada (FSAC) at the Congress of the Social Sciences and

- Humanities, Toronto, Ontario. May 27-29.
- Stang, S. (2017). *The Legend of Zelda: Gender, Androgyny, and Conservatism*. Popular Culture Association (PCA) / American Culture Association (ACA), San Diego, California. April 12-15.
- Stang, S. (2017). Scholar Identity and Positionality in Research Practice Roundtable. Intersections/Cross-Sections Graduate Student Conference, Toronto, Ontario. March 10-11.
- Stang, S. (2016). Video Games: Meanings and Modalities Roundtable. Future Communications Conference, December 9.
- Stang, S. (2016). Gender Representation in *The Legend of Zelda Series*. Refiguring Innovation in Games (ReFiG), Montréal, Québec. October 27-29.
- Stang, S. (2016). 'This Action Will Have Consequences': Interactivity and Player Agency. Meaningful Play, East Lansing, Michigan. October 20-22.
- Stang, S. (2016). Big Daddies and Broken Men: Postfeminist Fatherhood in Video Games. Canadian Game Studies Association (CGSA) at the Congress of the Social Sciences and Humanities, Calgary, Alberta. June 1-3.
- Stang, S. (2016). Big Daddies and Broken Men: Postfeminist Fatherhood in Video Games. Popular Culture Association of Canada (PCAC), Montréal, Québec. May 12-14.
- Stang, S. (2016). Role-Playing and Performance: Identification with the Avatar in Video Games. Intersections/Cross-Sections Graduate Student Conference, Toronto, Ontario. March 11-12.
- Stang, S. (2016). Parenthood in Post-Apocalyptic Video Games. Play/Rewind Communication Graduate Caucus Conference, Ottawa, Ontario. March 3-4.
- Stang, S. (2016). Familial Melodramas in Dystopian and Post-Apocalyptic Video Games. Sightlines Graduate Cinema Studies Conference, Toronto, Ontario. February 26-27.
- Stang, S. (2016). Immersion, Interactivity, Agency: The Slippery Terminology of Video Game Studies. Film Studies Association of Canada Graduate "Un-Colloquium", February 18-20.
- Stang, S. (2015). Immersion, Identification, and Agency: How Current Discourses Are Shaping the Cultural and Academic Understanding of Video Games and Future Gaming Technologies. Future Communications Conference, Toronto, Ontario. December 11.
- Stang, S. (2015). Interactivity, Agency, and Identification: The Slippery Terminology of Video Games. Future Cinema Conference, Toronto, Ontario. December 2.
- Stang, S. (2015). Colourful Characters and Bad Men: The Italian-American Gangster on Screen. Film & History Conference, Madison, Wisconsin. November 4-8.
- Stang, S. (2014). Outlaw on the Silver Screen: American Cinema During the Great Depression. Imagining Crisis Graduate Student Conference, Toronto, Ontario. November 21-23.

CHAIR/ORGANIZER

Diverse Representation in Games Panel. Canadian Game Studies Association (CGSA) at the Congress of the Social Sciences and Humanities, Regina, Saskatchewan. May 30-June 1, 2018. Panel Chair.

Parenthood and Dadification in Digital Games Panel. Canadian Game Studies Association (CGSA) at the Congress of the Social Sciences and Humanities, Regina, Saskatchewan. May 30-June 1, 2018. Panel Chair and Organizer.

Monstrosity, Disability, and Mental Illness: Unpacking Gendered Tropes in Video Games Panel. The Society for Cinema and Media Studies (SCMS), Toronto, Ontario. March 14-18, 2018. Panel Chair and Organizer.

Acting, Adaptation, Auteurism Panel. Film Studies Association of Canada (FSAC) at the Congress of the Social Sciences and Humanities, Toronto, Ontario. May 27-29, 2017. Panel Chair.

Politics in Recent Games Panel. Canadian Game Studies Association (CGSA) at the Congress of the Social Sciences and Humanities, Toronto, Ontario. May 31-June 2, 2017. Panel Chair.

TEACHING EXPERIENCE

INVITED LECTURES

“Analysing Representation in Video Games.” Ontario Institute for Studies in Education (OISE) *Master of Teaching Program*, University of Toronto, January 22, 2018.
Invited by Professor Cristyne Hébert.

“Video Games and Game Studies.” *FILM 3230: Contemporary Directions in Cinema and Media Studies*, York University, November 13, 2017.
Invited by Professor Brenda Longfellow.

“Video Games: Alternative, Artistic, Cinematic.” *FILM 3230: Contemporary Directions in Cinema and Media Studies*, York University, March 13, 2017.
Invited by Professor Brenda Longfellow.

“How to Analyse Video Games Part Two.” Ontario Institute for Studies in Education (OISE) *Master of Teaching Program*, University of Toronto, February 2, 2017.
Invited by Professor Cristyne Hébert.

“How to Analyse Video Games.” Ontario Institute for Studies in Education (OISE) *Master of Teaching Program*, University of Toronto, January 31, 2017.
Invited by Professor Cristyne Hébert.

“Immersion, Interactivity, Agency.” *FILM 3840: Studies in Expanded Cinema: Games, Film Rides, and World Fairs*, York University, January 20, 2016.
Invited by Professor Caitlin Fisher.

TEACHING ASSISTANTSHIPS

- 2016-2017 *SOSC1140: Self, Culture, and Society*
Course Director: Cameron Johnston
25 students
York University
Note: Also taught Foundational Skills (one additional tutorial hour dedicated to teaching foundational reading, writing, and critical thought skills)
- 2015 *FILM 2200: Cinema, Modernity, and Technology*
Course Director: Seth Feldman
60 students
York University
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TEACHING AND RESEARCH PROFESSIONAL DEVELOPMENT

- Teaching in Focus (TIF) Conference, York University, May 17-18, 2017.
- Workshop: Introduction to Course Design, York University, May 16, 2017.
- Workshop: What's Different About Teaching 1000-Level Courses, York University, September 7, 2016.
- Workshop: Teaching Foundational Skills, York University, September 6, 2016.
- Workshop: Designing your Tutorial, York University, September 16, 2016.
- Teaching in Focus (TIF) Conference, York University, May 19-20, 2016.
- Supporting Teaching at York (STAY) Symposium, York University, May 6, 2016.
- Refiguring Innovation in Games (ReFIG) Community Research Workshop, York University, April 4, 2016.
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RESEARCH EXPERIENCE

- 2018-Ongoing *Research Assistant*
Dr. Suzanne de Castell
University of Ontario Institute of Technology
- 2017-2018 *Graduate Assistant*
Dr. Jennifer Jenson
Refiguring Innovation in Games (ReFIG) SSHRC-funded Partnership Grant
York University
- 2017-Ongoing *Research Assistant and Social Media Manager*
Dr. Jennifer Jenson
Refiguring Innovation in Games (ReFIG) SSHRC-funded Partnership Grant

2016	<i>Research Assistant</i> Dr. Jennifer Jenson Refiguring Innovation in Games (ReFIG) SSHRC-funded Partnership Grant
2015	<i>Research Assistant</i> Dr. Aleksandra Kaminska York University
2014-2015	<i>Graduate Assistant</i> Dr. Janine Marchessault PUBLIC Journal York University
2008-2009	<i>Research Assistant</i> Multifaith Services University of Victoria

ACADEMIC SERVICE

PEER REVIEWING

Peer Review, *Loading...* Journal of the Canadian Game Studies Association, 2018.

Peer Review, Canadian Game Studies Association (CGSA), 2018.

Peer Review, *Stream: Inspiring Critical Thought* Journal: 2017 Canadian Communications Association (ACC-CCA) Annual Conference Proceedings, 2017.

Peer Review, *Rally: Journal of Media Activism and Social Justice*, 2017.

Peer Review, *Loading...* Journal of the Canadian Game Studies Association, 2017.

Peer Review, *Wide Screen* Journal, 2016.

OTHER

Peer Mentor, Communication & Culture Graduate Student Orientation, York University, 2017.

Volunteer tech support and social media, Public Art Symposium: New Ways of Thinking & Working, York University, May 19, 2017.

Facilitator/Organizer, Video Game Demo & Workshop Series, York University, 2017-2018.

Secretary, Graduate Film Student Association, York University, 2016.

Graduate Student Representative, York University Department of Cinema and Media Arts Graduate Faculty Retreat, 2015.

Intern, Visible Evidence XXII Conference, York University, 2015.

Government Reporter/Secretary, Religion, Radicalization, and Securitization Book Project, Brentwood Bay, BC, 2010.

Sarah Stang 2018

University of Victoria Italian Club, 2010-2011.

University of Victoria International Student Buddy, 2010-2011.

COMMUNITY SERVICE

Habitat for Humanity Build, Brampton, Ontario, 2017.

Judge, Watersprite Film Festival, 2015

English Teacher/Event Organizer, Turin Friends Over English, Turin, Italy, 2011-2013.

Senior Youth Leader, First Metropolitan United Church, Victoria, BC, 2010-2011.

United Church Campus Ministry Board, Victoria, BC, 2010-2011.

International Student Volunteer, Bay of Plenty, New Zealand, 2008.

Debate Judge, Glenlyon-Norfolk School, Victoria, BC, 2007-2011.

OTHER RELEVANT EXPERIENCE

Media Policy Working Group, York University, 2018-Ongoing.

Popular Culture Working Group, York University, 2017-Ongoing.

Refiguring Innovation in Games (ReFIG) Game Jam: "Feminist War Games," OCAD University, March 24-26, 2017.

PROFESSIONAL MEMBERSHIPS

Canadian Game Studies Association (CGSA)
Canadian Communications Association (CCA)
Film Studies Association of Canada (FSAC)
Digital Game Research Association (DiGRA)
Society for Cinema and Media Studies (SCMS)

RESEARCH AND TEACHING INTERESTS

Game Studies, Digital Cultures, Cultural Studies, Media Studies, Cinema Studies, Gender and Sexuality Studies, Queer Theory, Feminist Film Studies, Digital Humanities.