

# SARAH STANG

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

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## EDUCATION

- In Progress      Ph.D., Communication and Culture, York University  
*Dissertation:* “The Monstrous Other: Non-Normative Female Bodies in Digital Games”  
*Supervisors:* Jennifer Jenson (Co-Supervisor), Jason Boyd (Co-Supervisor)  
*Committee:* May Friedman, Ken Rogers
- 2016                M.A., Cinema and Media Studies, York University  
*Thesis:* “The Slippery Terminology of Video Games”  
*Committee:* Ken Rogers (Supervisor), Janine Marchessault (Second Reader)
- 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

- 2019                Mitacs Globalink Research Award  
Amount: \$6000
- 2019                Social Sciences and Humanities Research Council (SSHRC)  
Michael Smith Foreign Study Supplement  
Amount: \$6000
- 2018                Social Sciences and Humanities Research Council (SSHRC)  
Joseph-Armand Bombardier Canada Graduate Scholarship – Doctoral  
Amount: \$105,000
- 2017                Ontario Graduate Scholarship (OGS)  
Amount: \$25,000
- 2016                York Graduate Fellowship – Doctoral  
Amount: \$4000
- 2016                York Graduate Scholarship  
Amount: \$3,000
- 2015                Social Sciences and Humanities Research Council (SSHRC)  
Joseph-Armand Bombardier Canada Graduate Scholarship – Master’s  
Amount: \$17,500
- 2014                York Graduate Scholarship  
Amount: \$10,000
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## PEER-REVIEWED PUBLICATIONS

### JOURNAL ARTICLES

- Stang, S. (Forthcoming 2019). (Re-)Balancing the Triforce: Gender Representation and Androgynous Masculinity in *The Legend of Zelda* Series. *Human Technology* “Games and Play at the Margins: Between Visibilities and Invisibilities” special issue.
- Stang, S. (Forthcoming 2019). The Broodmother as Monstrous-Feminine: Abject Maternity in Video Games. *Nordlit* “Manufacturing Monstrosity” special issue.
- Stang, S. (Forthcoming 2019). ‘This Action Will Have Consequences’: Interactivity and Player Agency. *Game Studies* 19(1). <http://gamestudies.org/1901/articles/stang>
- Stang, S., & Trammell, A. (2019). The Misogynist Ludic Bestiary: How Women are Made Monstrous in *Dungeons & Dragons*. *Games & Culture*. <https://doi.org/10.1177/1555412019850059>
- 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. <https://www.press-start.gla.ac.uk/index.php/press-start/article/view/85>
- Stang, S. (2017). Big daddies and broken men: Father-daughter relationships in video games. *Loading...* 10(16): CGSA Double Issue. <http://journals.sfu.ca/loading/index.php/loading/article/view/180>
- Stang, S. (2017). Player agency in Telltale Games’ transmedia and cross-genre adaptations. *Cinephile* 11(3): Adaptations, Translations, Permutations. <http://cinephile.ca/wp-content/uploads/Cinephile-11.3-Final1.pdf>

### BOOK CHAPTERS

- Stang, S. (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, A. Arbuckle, & J. Bath (Eds.), *Feminist War Games?: Mechanisms of War, Feminist Values, and Interventional Games*. Routledge.

### 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. (2018). Queer Game Studies. *Synoptique* 7(2).

Stang, S. (2018). Anastasia Salter, *Jane Jensen*. *Hyperrhiz: New Media Cultures* 18.

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## **IN PREPARATION AND UNDER REVIEW**

Stang, S. (Under review). “No one gives you a rulebook to raise a kid”: Unconventional Parenthood in The Walking Dead Video Game Series.” *Loading...* CGSA special issue.

Stang, S. (Under Review). Mutated and Infected Monstrosity in BioWare’s *Mass Effect* and *Dragon Age* Video Game Series. In A. Braithwaite & P. Greenhill (Eds.), *Things That Go Bump in the North: Canadian Horror Media*. Wilfrid Laurier University Press.

Stang, S. (In preparation). Monstrosity and Otherness in *The Elder Scrolls V: Skyrim*. In M. Piero & m. Ouellette (Eds.), *Being Dragonborn: Critical Essays on The Elder Scrolls V: Skyrim*. McFarland Press.

Stang, S. (In preparation). Nuka-Cola, Sugar Bombs, and Irradiated Meat: Poisonous Consumption in the *Fallout* series. In C. Miller, S. Rabitsch, & M. Fuchs (Eds.), *But Now, We Must Eat! Food and Drink in Science Fiction*.

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## **EDITORIAL WORK**

Essay Sections Head, Editorial Board, *First Person Scholar*, July 2018-Present.  
<http://www.firstpersonscholar.com/>

Editor-in-Chief, Editorial Board, *Press Start*, May 2018-Present.  
<https://press-start.gla.ac.uk/index.php/press-start>

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## **ACADEMIC CONFERENCES**

### PEER-REVIEWED PRESENTATIONS

Stang, S. (Forthcoming 2019). Spider-Women, Hybridity, and Female Monstrosity in Role-Playing Games. Canadian Game Studies Association (CGSA) at the Congress of the Social Sciences and Humanities, Vancouver, British Columbia. June 5-7.  
\*Panel Chair and Organizer

Stang, S. (Forthcoming 2019). Roundtable discussion: Deconstructing Silos: Creating a Conversation Between Industry and Academia. Film Studies Association of Canada (FSAC) at the Congress of the Social Sciences and Humanities, Vancouver, British Columbia. June 4-6.

Stang, S. (Forthcoming 2019). Killing Monstrous Mothers: Mutated Broodmothers and Abject Reproduction in Video Games. Canadian Communications Association (CCA) at the Congress of the Social Sciences and Humanities, Vancouver, British Columbia. June 3-6.

- Stang, S. (2019). Balancing the Triforce: Gender Representation and Androgynous Masculinity in the *Legend of Zelda* Series. International Communications Association (ICA), Washington, DC. May 24-28.
- Stang, S. (2019). Madness as True Sight in *The Cat Lady* and *Fran Bow*. International Communications Association (ICA), Washington, DC. May 24-28.
- Stang, S. (2019). Interactivity. International Communications Association (ICA), Games + Communications Ante-Conference, Washington, DC. May 24-28.
- Stang, S. (2019). Witches, Hags, and Crones: Old Age and Female Monstrosity in Video Games. The Society for Cinema and Media Studies (SCMS), Seattle, Washington. March 13-17.  
\*Panel Co-Chair and Organizer
- Stang, S. & Trammell, A. (2018). The Monster Manual as Patriarchal Bestiary: Misogynistic Tropes of Female Monstrosity in Dungeons & Dragons. Re-Figuring Innovation in Games (ReFiG), Vancouver, British Columbia. October 25-27.
- Stang, S. & Dorey, S. (2018). Play-By-Post Roleplaying: Ludic Structures, Creative Play, and Queer Identity. Queerness and Games Conference (QGCon). Montreal, Quebec. September 29-30.
- Stang, S. (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. Re-Figuring 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 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. Re-Figuring 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.

Ludic Monstrosity: The Marginalized ‘Other’ in Games. Canadian Game Studies Association (CGSA) at the Congress of the Social Sciences and Humanities, Vancouver, British Columbia. June 5-7, 2019. Panel Chair and Organizer.

Monstrous Representations: The Politics of Monsters in Video Games Panel. The Society for Cinema and Media Studies (SCMS), Seattle, Washington. March 13-17, 2019.

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.

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## **TEACHING EXPERIENCE**

### INVITED LECTURES

“Analysing Video Games.” University of California, Irvine, May 16, 2019. Invited by Professor Aaron Trammell.

“Video Games: Alternative and Artistic Approaches.” *Film 3230: Contemporary Directions in Cinema and Media Studies*. York University, March 11, 2019. Invited by Professor Janine Marchessault.

“Monstrosity, Otherness, and Issues of Representation in Video Games.” *Digital Games and Learning* in connection with the *Institute for Research on Digital Learning (IRDL)*. York University, February 28, 2019. Invited by Professor Kurt Thumlert.

“Representations of Violence Against Women in Video Games.” *COMS203 – New Media*. University of Calgary, June 19, 2018. Invited by Professor Nicolette Little.

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

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

“The Slippery Terminology of Video Game Studies.” *FILM 3230: Contemporary Directions in Cinema and Media Studies*. York University, March 16, 2016. Invited by Professor Janine Marchessault.

“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

2018-2019      *HUMA 1950: Concepts of Male and Female in the West*

Course Director: John Bell

25 students

York University

2016-2017      *SOSC 1140: 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**

Oxford Internet Institute Summer Doctoral Programme, July 2018.

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.

Re-Figuring Innovation in Games (ReFIG) Community Research Workshop, York University, April 4, 2016.

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## **RESEARCH EXPERIENCE**

- 2019 *Visiting Scholar*  
University of California, Irvine  
Hosted by Dr. Aaron Trammell
- Conducted research into the online harassment strategies and tactics employed by anti-feminist movements such as GamerGate, the Incel movement, and the Alt-Right. I am now using this data to develop a guide to predict, resist, and mitigate the damage caused by these campaigns.
- 2018 *Research Assistant*  
Dr. Suzanne de Castell  
University of Ontario Institute of Technology  
Play, Perception, and Cognition Study
- Conducted in-person lab-based participant research during which participants completed spatial cognition tests and a virtual Morris water maze test. Conducted in-person semi-structured interviews and collected survey data.
- 2017-2018 *Graduate Assistant*  
Dr. Jennifer Jenson  
Re-Figuring Innovation in Games (ReFIG) SSHRC-funded Partnership Grant  
York University
- Began the Play, Perception, and Cognition Study, described above.
  - Researching and compiling a literature review on scholarship on the connection between leadership skills and digital gaming.
- 2017-2018 *Research Assistant - Social Media Manager*  
Dr. Jennifer Jenson  
Re-Figuring Innovation in Games (ReFIG) SSHRC-funded Partnership Grant
- Ran the ReFIG Twitter account
- 2016 *Research Assistant*  
Dr. Jennifer Jenson  
Re-Figuring Innovation in Games (ReFIG) SSHRC-funded Partnership Grant
- Analysed and Coded survey and interview data for the Learning Links research project: in-person participant research with grade school children playing video games in the Greater Toronto Area.
- 2015 *Research Assistant*  
Dr. Aleksandra Kaminska  
York University
- Organized and facilitated special events and issue launches for *PUBLIC*.
- 2014-2015 *Graduate Assistant*  
Dr. Janine Marchessault  
*PUBLIC* Journal  
York University
- Organizing contents, copy editing, and processing orders for *PUBLIC*.
- 2008-2009 *Research Assistant*  
Multifaith Services  
University of Victoria
- Organized and facilitated special events, regular meetings, guest lectures, panels, and speaker series



## **ACADEMIC SERVICE**

### CONFERENCE ORGANIZING

Scheduling Chair, Intersections/Cross-Sections Graduate Student Conference and Art Exhibition, 2019 conference.

Social Media Manager and Student Liaison, DM@Xtra Graduate Student Workshop, University of Toronto, September 28, 2018.

Media and Art Organizer and Student Intern, Visible Evidence XXII Conference, York University, 2015.

### PEER REVIEWING

Peer Review, DiGRA Doctorial Consortium, abstracts, 2019.

Peer Review, International Communications Association (ICA), full papers, 2019.

Peer Review, Canadian Game Studies Association (CGSA), abstracts, 2019.

Peer Review, *Loading...* Journal of the Canadian Game Studies Association, CGSA Special Issue, 2018-2019.

Peer Review, Hawaii International Conference on System Sciences (HICSS), full paper, 2018.

Peer Review, Re-Figuring Innovation in Games (ReFiG), full papers, 2018.

Peer Review, DiGRA Nordic, extended abstracts and full papers, 2018.

Peer Review, *Nordlit* special issue on “Manufacturing Monstrosity,” 2018.

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

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

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

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

University of Victoria Italian Club, 2010-2011.

University of Victoria International Student Buddy, 2010-2011.

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## **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.

University of Victoria Meditation Club Teacher and Facilitator, Victoria, BC, 2009-2011.

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

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

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## **OTHER RELEVANT EXPERIENCE**

Oxford Internet Institute Summer Doctoral Programme, July 2018.

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

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

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## **PROFESSIONAL MEMBERSHIPS**

Canadian Communications Association (CCA)

Canadian Game Studies Association (CGSA)

Digital Game Research Association (DiGRA)

Film Studies Association of Canada (FSAC)

Society for Cinema and Media Studies (SCMS) Game Studies Special Interest Group

International Communications Association (ICA) Game Studies Division

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## **RESEARCH AND TEACHING INTERESTS**

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