

SARAH STANG

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

EDUCATION

- In Progress Ph.D., Communication and Culture, York University
Dissertation: “The Monstrous Other: Non-Normative Female Bodies in Digital Games”
Committee: Jennifer Jenson (Supervisor), Jason Boyd, May Friedman
- 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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PUBLICATIONS

DOUBLE-BLIND PEER REVIEWED JOURNAL ARTICLES

- Stang, S. (2019). (Re-)balancing the triform: Gender representation and androgynous masculinity in *The Legend of Zelda Series*. *Human Technology* 15(3), 367–389: Games and Play at the Margins: Between Visibilities and Invisibilities special issue. <https://humantechnology.jyu.fi/archive/vol-15/issue-3-1/stang>
- Stang, S. (2019). The broodmother as monstrous-feminine: Abject maternity in video games. *Nordlit*, 42, 233–256: Manufacturing Monsters special issue. <https://doi.org/10.7557/13.5014>
- Stang, S. (2019). “No one gives you a rulebook to raise a kid”: Adoptive motherhood in *The Walking Dead* video game series. *Loading...*, 12(20), 51–70. <http://journals.sfu.ca/loading/index.php/loading/article/view/237/251>
- Stang, S. (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), 18–34: 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), 162–174. <http://journals.sfu.ca/loading/index.php/loading/article/view/180>
- Stang, S. (2016). Player agency in Telltale Games’ transmedia and cross-genre adaptations. *Cinephile*, 11(3), 18–25: Adaptations, Translations, Permutations. <http://cinephile.ca/wp-content/uploads/Cinephile-11.3-Final1.pdf>

BOOK CHAPTERS

- Stang, S. (Forthcoming). “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). 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. (2020). “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.
- 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

BOOK REVIEWS

Stang, S. (2018). Queer Game Studies. *Synoptique*, 7(2), 78–82. https://synoptique.ca/wp-content/uploads/2018/10/7.2_11.-Stang.pdf

Stang, S. (2018). Anastasia Salter, *Jane Jensen*. *Hyperrhiz: New Media Cultures*, 18. <https://doi.org/10.20415/hyp/018.r03>

MIDDLE-STATE PUBLICATIONS

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. <http://www.firstpersonscholar.com/madness-as-true-sight-in-the-cat-lady-and-fran-bow/>

Stang, S. (2017). Friendship, intimacy, and play-by-post roleplaying. *First Person Scholar*. 25 October. <http://www.firstpersonscholar.com/friendship-intimacy-and-play-by-post-roleplaying/>

Stang, S. (2016). Controlling fathers and devoted daughters: Paternal authority in *BioShock 2* and *The Witcher 3: Wild Hunt*. *First Person Scholar*. 7 December. <http://www.firstpersonscholar.com/controlling-fathers-and-devoted-daughters/>

COMMISSIONED SCHOLARLY ARTICLES

Stang, S. (2017). Identity Crises, Memory Loss, and Ghostly Dreams: *Final Fantasy* and Player-Avatar Identification. *Tech Sematary*, 1 [Zine]. October.

Stang, S. (2016). Mother, Maiden, & Crone. *Unwinnable*, 3(7) [Digital magazine]. July.

IN PREPARATION AND UNDER REVIEW

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. (Under review). 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*.

Stang, S. (In preparation). "When will the world learn? Women should be in charge of everything": Lilith as villain, victim, and feminist in *Chilling Adventures of Sabrina*. In H. McAlpine, R. Sweeney, & J. Wind (Eds.), *Riverdale and the Archie Universe*. McFarland Press.

Stang, S. (In preparation). Cyborgs, shape-shifters, and alien spider women: The monstrous-feminine in Netflix's *Love, Death & Robots*. In R. Gibson & J. VanderVeen (Eds.), *Monstrous Males/Fatal Females: Gender, Supernatural Beings, and the Liminality of Death*. Lexington.

EDITORIAL WORK

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

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

ACADEMIC CONFERENCES

PEER-REVIEWED PRESENTATIONS

- Stang, S. (Forthcoming 2020). Mutated and Monstrous Mothers: The Abject Pregnant Body in Video Games. The Society for Cinema and Media Studies (SCMS), Denver, Colorado. April 1-5.
*Panel Co-Chair and Organizer
- Stang, S. (2019). Sexualized Hybrid Monstrosity: The Ludic Spider Woman as Literal Black Widow. Re-Figuring Innovation in Games (ReFiG), Toronto, Ontario. November 7-9.
- Stang, S. (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. (2019). 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. (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.

CHAIR/ORGANIZER

- Maternal and Pregnant Bodies in Games. The Society for Cinema and Media Studies (SCMS), Denver, Colorado. April 1-5, 2020.
- 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.

TEACHING EXPERIENCE

COURSES

- Fall 2019 *COM101: Communicating Across Contexts*
2 sections, 65 students total
Seneca College – School of English & Liberal Studies
- Winter 2020 *EAC879: Game On: Connecting Narrative Worlds*
1 section, 30 students
Seneca College – School of English & Liberal Studies

TEACHING ASSISTANTSHIPS

- 2019-2020 *HUMA 1950: Concepts of Male and Female in the West*
Course Director: John Bell
20 students
York University - Department of Humanities
- 2018-2019 *HUMA 1950: Concepts of Male and Female in the West*
Course Director: John Bell
25 students
York University - Department of Humanities
- 2016-2017 *SOSC 1140: Self, Culture, and Society*
Course Director: Cameron Johnston
25 students
York University - Department of Social Science
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 - Department of Cinema & Media Arts

INVITED LECTURES

- “Gender Representation in Video Games: Sexy Heroines, Aliens, and Monsters.” *EDUC 5863: Digital Games and Learning*. York University, November 12, 2019. Invited by Professor Kurt Thumlert.
- “Video Games and Representation.” *COMS203: New Media*. University of Calgary, June 11, 2019. Invited by Professor Nicolette Little.
- “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 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.
-

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

Session organizer, facilitator, and presenter. The Canadian Video Game Industry Workshop. DM@Xtra Graduate Student Workshop, September 27, 2019.

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

Digital Games Research Association (DiGRA), extended abstracts and full papers, 2020.

Aeternum: The Journal of Contemporary Gothic Studies issue 6.2, full paper, 2019.

Press Start, 2 full papers, 2019.

Digital Games Research Association (DiGRA) Doctorial Consortium, abstracts, 2019.

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

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

Peer Review, *Loading: The Journal of the Canadian Game Studies Association*, full papers, 2018-2019.

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

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

Digital Games Research Association (DiGRA) Nordic, extended abstracts and full papers, 2018.

Nordlit special issue on “Manufacturing Monstrosity,” full papers, 2018.

Loading: The Journal of the Canadian Game Studies Association, full paper, 2018.

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

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

Rally: Journal of Media Activism and Social Justice, full paper, 2017.

Loading: The Journal of the Canadian Game Studies Association, full paper, 2017.

Wide Screen, full papers, 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.

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.

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.

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

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.