
PROFESSIONAL HISTORY

2019-present	Associate Professor, Film & Media Studies	University of California, Santa Barbara
2015-2019	Assistant Professor, Film & Media Studies	University of California, Santa Barbara
2013-2015	Assistant Professor, English	University of Connecticut
2008-2013	Graduate Student Instructor	University of California, Berkeley
2004-2005	Fulbright Teacher of English as a Foreign Language	Yilan County Public Schools, Taiwan
2002-2004	Graduate Student Instructor	University of Maryland, College Park

RESEARCH INTERESTS

Game studies, environmental media and literature, histories and theories of new media, science and technology studies, sound studies

EDUCATION

Ph.D. Rhetoric | University of California, Berkeley, May 2013

Designated Emphases in New Media and Film Studies

M.A. English Language and Literature | University of Maryland, May 2004

B.A. English and College Scholar in Biology, English, and Film | Cornell University, August 1998

PUBLICATIONS

Books

Playing Nature: Ecology in Video Games, Electronic Mediations series, University of Minnesota Press (December 2019)

Journal Articles/Book Chapters

“In Defense of Play” *Resilience: A Journal of the Environmental Humanities*, tenth anniversary issue (forthcoming)

“Micro/climates of play,” *Routledge Handbook of Ecomedia Studies*, eds. Antonio Lopez, Miriam Tola, Adrian Ivakhiv, Alenda Chang, and Kiu-Wai Chu (forthcoming)

“Change for Games: On Sustainable Design Patterns for the (Digital) Future,” in *Ecogames*, ed. Joost Raessens, Laura op de Beke, Gerald Farca, and Stefan Werning (forthcoming)

“Steam Clouds and Game Streams: Unboxing the ‘Future’ of Gaming,” co-authored with Jeff Watson, in *The SAGE Handbook of the Digital Media Economy*, eds. Terry Flew, Julian Thomas and Jennifer Holt (forthcoming)

“Why We Need Play,” in *Planeta debug. El universo de los videojuegos en el ámbito de la cocreación y la comunicación del cambio climático* (forthcoming)

“Perishing Twice: On Play in a Warming World,” in *After Ice: Cold Humanities for a Warming Planet*, eds. Rafico Ruiz, Paula Schönach, and Rob Shields (forthcoming)

“In Technology, Nature?” *Jakob Kudsk Steensen / Berl-Berl* Light Art Space exhibition catalogue, Koenig Books

“Reimagining the History of Media Studies through Games, Play, and the Uncanny Valley,” in the Media Matters series (Rutgers University Press), ed. Patrice Petro

“Pitching the ‘Big Tent’ Outside: An Argument for the Digital Environmental Humanities,” in *Alternative Histories of the Digital Humanities*, eds. Adeline Koh and Dorothy Kim, Punctum Books

“Digital Games,” in *Cambridge Companion to Literature and the Anthropocene*, ed. John Parham

“‘As Though Through Mud’: Climate Change and Infectious Play,” *Science Fiction Studies* 47.3 “Thinking Through the Pandemic” special section, eds. Anindita Banerjee and Sherryl Vint

“Between Plants and Polygons: SpeedTrees and an Even Speedier History of Digital Morphogenesis,” *electronic book review*, critical ecologies thread, ed. Lisa Swanstrom

“Corridors: Engaging Multispecies Entanglements through Infrastructural Play,” in *Resilience: A Journal of the Environmental Humanities*

- “Rambunctious Games,” for “Gamescapes: At Play in the Landscapes of Ideology” special focus in *Art Journal*
- “Une Vie Bien Jouée/A Life Well-Played: The Cultural Legacy of Game Designer Muriel Tramis,” in *Feminist Media Histories*
- “Surface Tensions: Environmental Narcissism in the Age of Man,” in *Media Fields Journal* 13 on “Mediating the Anthropocene” (February 2018)
- “Green Computer and Video Games: An Introduction,” co-authored with John Parham, in *Ecozon@: European Journal of Literature, Culture and Environment* 8.2 (Autumn 2017): 1-17
- “Introduction: The Multiple Lives of Permadeath,” co-authored with Jesús Costantino and Braxton Soderman, *Journal of Gaming and Virtual Worlds* 9.2 (June 2017): 103-21
- “Think Galactically, Act Microscopically? The Science of Scale in Video Games,” in *Sustainable Media*, eds. Janet Walker and Nicole Starosielski (New York: Routledge, 2016), 215-31
- “[Environmental Remediation](#),” *electronic book review* (June 7, 2015)
- “Back to the Virtual Farm: Gleaning the Agriculture-Management Game,” *Interdisciplinary Studies in Literature and Environment* 19, no. 2 (Spring 2012): 237-52
- “Games as Environmental Texts,” *Qui Parle* 19, no. 2 (Spring/Summer 2011): 57-84

Games

- “Corridors,” developed with Intae Hwang, in *Resilience: A Journal of the Environmental Humanities*

Online Essays

- “[Where the Wi-Fi Ends](#),” In *Medias Res* Pokémon Go Theme Week, MediaCommons, October 15, 2016, eds. Ethan Tussey and Colin Wheeler
- “[Growing Games](#),” *Ant, Spider, Bee: Exploring the Digital Environmental Humanities*, Rachel Carson Center, July 2, 2015, eds. Kimberly Coulter, Wilko von Hardenberg, and Finn Arne Jørgensen
- “[‘Slow Violence’: A Proposal for Ecological Game Studies](#),” *Ant, Spider, Bee: Exploring the Digital Environmental Humanities*, Rachel Carson Center, January 27, 2013, eds. Kimberly Coulter, Wilko von Hardenberg, and Finn Arne Jørgensen

Reviews

- Review of *Feral Atlas: The More-Than-Human Anthropocene*, by Anna Lowenhaupt Tsing, Jennifer Deger, Alder Keleman Saxena, and Feifei Zhou, *Interdisciplinary Studies in Literature and Environment* 28.4
- Review of *My Life as a Night Elf Priest: An Anthropological Account of World of Warcraft*, by Bonnie A. Nardi, *The Information Society* 27, no. 3 (2011): 194-96

Conference Proceedings

- “Reinterpreting Korean ‘True-View’ Landscape Painting Using Graphic Analysis Techniques - The Case of Jeong Seon’s Dosando,” co-authored with Intae Hwang, International Symposium on Electronic Art (ISEA) | Lux Aeterna, Gwangju, Republic of Korea, June 2019
- “Playing the Environment: Games as Virtual Ecologies,” Digital Arts and Culture, University of California, Irvine, December 2009

INVITED PRESENTATIONS & WORKSHOPS

- “Change for Games,” Ecogames 2021 symposium, Utrecht University, Netherlands (virtual), October 2021
- “What’s a Good Score in *Walden*? Becoming Part of Nature in Games,” Text & Technology PhD program, University of Central Florida (virtual), November 2021
- “How Do You Beat *Walden*? Playing Nature in Games,” Game Studies: Wie aus Computerspielen Forschungsgegenstände werden series, German Academic Scholarship Foundation (virtual), January 2022
- (Co)Figurations of Future: Ecocritical Approaches to Virtual Worlds panel, Liberal Arts Collective (LAC), Penn State (virtual), March 2022
- “Optimized Cactus: Sustainable Design Patterns for the (Digital) Future” talk/workshop, Digital Culture program, Universitetet i Bergen, Norway (virtual), March 2022
- “Playing for the Planet,” Ohio University, Athens, OH, April 2022
- “Where the Model Ends,” Ecology and Technology event with Yuriko Furuhashi, Digital Culture and Media

Initiative, Penn State (virtual), April 2022

“Seeing the Forest for the Trees,” GamiFIN hybrid online/in-person conference (GamiFOREST section), Tampere, Finland (virtual), April 2022

“Cloudy With a Chance of Play,” The Damaged Planet symposium, Kunsthochschule für Medien Köln/Academy of Media Arts Cologne (virtual), May 2022

“Playing for the Planet,” ADDON (le rendez-vous annuel des équipes de production de jeux video), Rennes, France, May 2022

“Playing for the Planet?” Digital Society and Environment, Digital Society @ Manchester Met, Manchester Metropolitan University, Manchester, UK, June 2022

“Sustainable Design Patterns for the (Digital) Future,” Digital Politics Summer School masterclass, Manchester Metropolitan University (virtual), June 2022

“The Given Tree: Taking Stock of Digital Models,” ScienceXGames symposium, Ecole Polytechnique, Conservatoire national des arts et métiers, Paris, France, June 2022

Interspecies Future Symposium, Panel 3: Imagining (invited panelist, in-person), Light Art Space & Museum für Naturkunde, Berlin, Germany, July 2022

“The Relics of Play,” keynote for i3 Game History Symposium, University of Montreal (virtual), October 2021

“Playing With Fire,” keynote for Sensational Ecologies summer school, United Kingdom (virtual), September 2021

“Gaming Climate Change” panel moderator, Festival of Curiosity, Dublin (virtual), July 2021

“Taking Stock of Digital Models,” Media Aesthetics III, Northwestern University, July 2021

“Games, Models, Worlds,” Reassemble Part I - Weaving With Worlds / Blended Horizons, FIBER Amsterdam (virtual), June 2021

“Between Plants and Polygons,” Environmental Humanities workshop, University of Chicago (virtual), May 2021

“Playing for the Planet,” University of Delaware Intersections of Video Games and Culture lecture series (virtual), May 2021

“Post-games? On New Forms of Precarity in Play” (keynote), XVIII MAGIS International Film Studies Spring School, Udine, Italy (virtual), March 2021

“Artist Worlds: Primal Tourism,” virtual-reality event with artist Jakob Kudsk Steensen, Serpentine Galleries, UK, March 2021

“Playing Nature,” Whaaat!? Festival, UC Boulder (virtual), January 2021

“Playing Nature: Ecology in Video Games” (*cancelled due to COVID*), Northwestern University, Evanston, IL, April 2020

“Playing Nature: Ecology in Video Games” (*cancelled due to COVID*), University of Chicago, Chicago, IL, April 2020

Invited keynote, Oslo School for the Environmental Humanities (OSEH) and Games Research Lab (*cancelled due to COVID*), Oslo University, Oslo, Norway, April 2020

Greenhouse Environmental Humanities book talk (virtual), November 2020

“Playing Nature, Gaming Landscape,” University of Virginia (virtual), November 2020

“Micro/Climates of Play,” for “Playing Climate: Weather as backdrop and actor in games” workshop, University of Potsdam, Germany (virtual), November 2020

“Finding Nature in the Games We Play,” Humanities + Technology lecture series, Lawrence Technological University (virtual), November 2020

“Why Media Studies Has Always Been Game Studies” Uncanny Histories conference, Carsey-Wolf Center, University of California, Santa Barbara, February 2019

“Animal Crossings and Infrastructural Play,” Alliance of Women in Media Arts and Technology (AWMAT), University of California, Santa Barbara, February 2019

“Can Video Games Save the Planet?” UC Santa Barbara Institutional Advancement, Boston, MA, October 16, 2018

“Environmental Media” workshop with Melody Jue, California Science and Technology Studies (STS) retreat, organized by University of California, Davis, NatureBridge at Golden Gate, Sausalito, CA, June 8-10, 2018

“Playing with Ice,” for After Ice: New Horizons for Cryographic Knowledges workshop, University of Alberta, Edmonton, Canada, May 4-5, 2018

“Revisiting the Two Cultures,” NEH Energizing the Humanities grant, Bakersfield College, April 19-20, 2018

- “The Future Today,” Conversations in Place series, Rancho Los Alamitos, Long Beach, CA, November 2017
- “The Problem of Modeling (and Rendering) Trees,” Keywords for Video Game Studies: Nature, University of Oregon, February 22, 2017
- “The Ecology of Videogames,” Arts Dean’s Lecture Series (Video Games as Visual Culture), University of California, Santa Cruz, February 8, 2017
- “Pervasive Play” pre-conference workshop, Computer-Human Interaction (CHI) 2016, May 7, 2016
- “On SpeedTrees and First-Person Walkers,” Critical Game Studies conference, University of California, Irvine, May 2, 2016
- Faculty roundtable, “Power Dynamics: Media and the Environment conference,” Carsey-Wolf Center, University of California, Santa Barbara, April 29-30, 2016
- “Bringing Games to Life,” Playthink Art Game Salon, University of Southern California School of Cinematic Arts, April 25, 2016
- “Nasty, brutish, and usually short: on game life and permadeath,” Film and Media Studies Department, University of California, Santa Barbara, April 8, 2016
- “Mountain, Water, Game: Environmental Play in Digital Worlds,” Center for Information Technology and Society (CITS), University of California, Santa Barbara, March 2, 2016
- “Superfun(d)? Remediation Two Ways,” Drew University, April 17, 2015, part of the “Speculative Environments: Environmental Studies, Media, and Science Fictions” roundtable sponsored by the Environmental Studies and Sustainability Program
- “The Ecology of Games,” University of Maine, September 24, 2014 and “Environmental Storytelling through Games” workshop, University of Maine, September 25, 2014
- “Greening Games: What Environmental Science Can Teach Us About Playing Video Games,” Drew University, April 21, 2014, sponsored by the Environmental Studies and Sustainability Program
- “From It-Narratives to Bit-Narratives: The Secret Lives of Digital Things,” English Department Faculty Brown Bag Talk, University of Connecticut, April 9, 2014
- “Greening Games,” Digital Directions speaker series, Digital Media and Design Department, University of Connecticut, April 8, 2014

CONFERENCE PRESENTATIONS

- “Ecomedia at Play in Games and Game Design,” STREAMS Transformative Environmental Humanities, Stockholm (virtual), August 2021
- “Is Weather a Spoilsport? A Thermodynamic Theory of Play,” Society for Cinema and Media Studies (SCMS), March 2021
- “Interdisciplinarity in/and the Environmental Humanities” roundtable, Modern Language Association (MLA), January 2020
- “Throwing Shade: Environmental Civil Disobedience and the Changing Preconditions for Play,” Society for Literature, Science and the Arts (SLSA), Irvine, CA, November 2019
- “Media Interruptions of STS” open panel co-organizer w/Juan Llamas Rodriguez, Society for Social Studies of Science (4S), New Orleans, LA, September 2019
- “Some Say the World Will End in Fire, Some Say in Ice’,” Association for the Study of Literature and the Environment (ASLE), Davis, CA, June 2019
- “Eavesdropping on Ecosystems’: Soundscape Ecology and Nature as Data” and chair/organizer, “Listening Out Species, Soundscapes, and the Ethics and Temporalities of Mediated Sound” panel, Society for Cinema and Media Studies (SCMS), Seattle, WA, March 2019
- “Building Multispecies Entanglements through Infrastructural Play,” Society for Literature, Science and the Arts (SLSA), Toronto, Canada, November 2018
- “Collapse and Community Around the Ending of Game Worlds,” SLSA, Tempe, AZ, November 2017
- “The Adventures of a Binary Digit: Playing the Nonhuman in Contemporary Bit-Narratives,” ASLE, Detroit, MI, June 2017
- “On SpeedTrees and First-Person Walkers,” in “Natural Media” panel sponsored by the MS Visual Culture Forum, Modern Language Association (MLA), January 2017
- “Nature,” in Digital Pedagogies panel sponsored by the MLA Publications Committee, MLA, January 2017
- “Digital Morphogenesis and the Beautiful Logic of Plants,” Elemental Media symposium, New York University, November 11, 2016

- “An Infinite Canvas in Time and Space: Visualizing Big History and Science Fiction in ChronoZoom and *No Man's Sky*,” Society for Cinema and Media Studies (SCMS), Atlanta, March-April 2016
- “Photo-/Phyto-: media theory and environmental remediation,” SLSA, Houston, November 2015
- Chair & organizer, “Of Dungeon Crawls and Chthonic Uprisings: Unearthing the Ecological Subtexts of Games,” ASLE, Moscow, Idaho, June 2015
- “The Game Without Us,” “Video Games and Permadeath” panel, SCMS, Montréal, Canada, March 2015
- “Think Microscopically, Act Galactically? Scaling Sustainability’s Many Faces With Video Games,” in “Media and Sustainability” panel, SCMS, Seattle, March 2014
- “Place-Based Gaming,” recorded talk for the “New Media, New Audiences: Circulating Environmental History” session, European Society for Environmental History (ESEH), Munich, Germany, August 2013
- “Game Over? Duration, Distance, and Environmental Disaster in thatgamecompany’s *Journey*,” in “Playing the Past, Playing the Future: Time in Contemporary Video Games” panel, SCMS, Chicago, March 2013
- “Games and Ecocriticism,” “Digital Technology, Environmental Aesthetics, Eco-critical Discourse” special session, MLA, Boston, January 2013
- “The Ecology of Games,” ASLE’s Environment and Media special session, MLA, Boston, January 2013
- “Playing Nature,” SLSA, Milwaukee, September 2012
- “Finding it Hard to Breathe in the Cloud,” “RESEARCH/DESIGN” Keywords for Video Game Studies Colloquium, University of Washington, May 2012
- “Exponential Vision and the Powers of Ten,” in “Scaling Data’s Many Faces: Data Mining, Information Visualization, and Other Non-optical Vistas” panel, SCMS, Boston, March 2012
- “Land’s Labors Lost: Farm Games and the Counter-Pastoral,” Marxism and New Media conference, Duke University, January 2012
- “Your Cow is 90% Ready: Back to the Virtual Farm,” ASLE, University of Indiana at Bloomington, June 2011
- “Such Strange Murmurs’: The Ecopolitics of Sound in the Nature Film,” American Comparative Literature Association (ACLA), Vancouver, Canada, April 2011
- “Keywords for Video Game Studies,” Cultural Studies Association roundtable, UC Berkeley, March 2010
- “Playing the Environment: Games as Virtual Ecologies,” Digital Arts and Culture, UC Irvine, December 2009
- “Mission Planet’: Games as Virtual Ecologies,” SLSA, Georgia Tech, Atlanta, November 2009
- “Engaging Production, or Writing as Design,” Conference on College Composition and Communication, San Francisco, March 2009
- “Contract or Charter? The End User License Agreement and the Textual Warranting of Virtual Worlds,” Media and Literature Discussion Group, MLA, San Francisco, December 2008
- “Aurality, Literacy, and the Net: Voice over Internet Protocol (VoIP) and the Recovery of Sound,” ParaSite New Media Symposium, UC Berkeley, October 2007
- “Representing the Natural World: Nature Documentary and the Rhetoric of Ethological Film,” Humanitech Conference, University at Albany, April 2004
- “Envisioning the Wild: Synecdoche, the Nature Film, and the Science of Ecology,” British Comparative Literature Association (BCLA), University of Leeds, July 2004
- “Nature as Postcolonial Object: The Evolution of the Documentary Gaze,” ASLE-UK, University College Chichester, July 2004

SELECTED HONORS AND AWARDS

- Association for Study of Literature and Environment (ASLE) Translation Grant, 2022
- Harold J. Plous Award, University of California, Santa Barbara, 2019-2020
- Mellon Engaging Humanities Fellow, 2018-2019
- Hellman’s Fellow, University of California, 2017-2018
- University of California Office of the President Carbon Neutrality Initiative curricular grant, 2016-2017
- Instructional Improvement Program Grant, Instructional Development, UC Santa Barbara, 2016-2017
- University of California Humanities Research Institute (UCHRI) Junior Faculty Manuscript Workshop Grant, 2015-2016
- Provost’s Commendation for Teaching Excellence, Fall 2014
- Graduate Student Award for Best Scholarly Paper, ASLE Ninth Biennial Conference, June 2011
- Outstanding Graduate Student Instructor, 2010-2011
- Arts Research Center Graduate Fellow, 2010

Eugene Cota Robles Fellowship for Graduate Study, 2006-2008
Fulbright Full Grant for English Teaching Assistantship (Taiwan), 2004-2005

TEACHING EXPERIENCE (*GRADUATE-LEVEL)

University of California, Santa Barbara

Instructor, Film and Media Studies 192DT (“Digital Theory”), Winter 2022
Instructor, Film and Media Studies 189MM (“Modeling and Media”), Fall 2021
*Instructor, Film and Media Studies 595DD (“Pre-Prospectus Seminar”), Fall 2021-Winter 2022
Instructor, Film and Media Studies 192DT (“Digital Theory”), Winter 2021
*Instructor, Film and Media Studies 241 (“Television and New Media Theory”), Fall 2020
Instructor, Film and Media Studies 166GG (“Green Games”), Fall 2019
Instructor, Film and Media Studies 189SW (“Sounding the World”), Fall 2019
Co-instructor, INT36LH (“Listening in the Humanities”), Summer 2019
*Instructor, Film and Media Studies 252AV (“Animal, Vegetable, Mineral”), Spring 2019
Instructor, Film and Media Studies 166IG (“Indie Games”), Spring 2019
Instructor, Film and Media Studies 192DT (“Digital Theory”), Winter 2019
Instructor, Film and Media Studies 166SV (“Scientific Visions”), Winter 2018
Instructor, Film and Media Studies 166ME (“Metagaming”), Fall 2017
Instructor, Film and Media Studies 187CN (“Comparative Natures”), Fall 2017
Instructor, Film and Media Studies 166SM (“Streaming Media”), Winter 2017
Instructor, Film and Media Studies 165GS (“Game Studies”), Fall 2016
*Instructor, Film and Media Studies 241 (“Television and New Media Theory”), Fall 2016
*Instructor, Film and Media Studies 242ES (“Ecologies of Scale”), Spring 2016
Instructor, Film and Media Studies 187ME (Media and the Environment: “Remediation”), Spring 2016
Instructor, Film and Media Studies 166GG (“Growing Games”), Winter 2016

University of Connecticut

Instructor, English 4601W (“Digital Rhetoric”), Spring 2015
Instructor, English 3621 (“Games, Texts, Worlds”), Spring 2015
*Instructor, English 6500 (“Introduction to the Digital Humanities”), Fall 2014
Instructor, English 3621 (“Digital Rhetoric”), Fall 2014
Instructor, English 3623 (“Literature Before and After the Digital”), Spring 2014
Instructor, English 2600 (“Introduction to Literary Studies”), Spring 2014

University of California, Berkeley

Instructor, Film 25B (“Histories of Sound Film”), Summer 2012
Instructor, Rhetoric R1B (“Record, Rewind, Play: Theories and Technologies of Sound”), Summer 2011
Instructor, Rhetoric R1B (“Representing Nature: Ecocritical Approaches”), Spring 2010
Instructor, Rhetoric R1A (“Good Old-Fashioned Futures”), Fall 2009
Teaching Assistant, Rhetoric 104 (“Before and After the Digital”), Spring 2013
Teaching Assistant, Rhetoric 20 (“Rhetorical Interpretation”), Spring 2012
Teaching Assistant, Media Studies 102 (“Effects of Mass Media”), Fall 2012
Teaching Assistant, Rhetoric 10 (“Modern Reason”), Fall 2011
*Teaching Assistant, New Media 201/IEOR 298-3 (“Questioning New Media”), Fall 2008-Spring 2010
Reader, Gender and Women’s Studies 103 (“Identities Across Difference”), Fall 2009
Teaching Assistant, Rhetoric R1B (“The Craft of Writing: Dimensions of Reading”), Spring 2009
Teaching Assistant, Rhetoric R1B (“Photography and the Photographic”), Fall 2008

Fulbright Teacher of English as a Foreign Language (Yilan County Public Schools, Taiwan), Institute of International Education / United States Department of State, August 2004-June 2005

University of Maryland, College Park

Instructor, English 101X: Introduction to Academic Writing for English as a Second Language (ESL) students, Spring 2004

Instructor, English 101: Introduction to Academic Writing, Fall 2003

Instructor, UNIV 100 (“The Student in the University”), Division of Letters and Sciences, Fall 2002

SERVICE

Editing

Co-editor, *Routledge Handbook of Ecomedia Studies* (forthcoming)

Founding co-editor with Janet Walker and Adrian Ivakhiv, of an open-access, peer-reviewed journal called *Media+Environment* (UC Press)

Editorial advisory board member, *Journal of Gaming and Virtual Worlds*

Editorial advisory board member, *Afterimage: The Journal of Media Arts and Cultural Criticism*

Editorial advisory board member, *Journal of Environmental Media*

Guest editor with John Parham, *Ecozon@: European Journal of Literature, Culture and Environment* 8.2 (Autumn 2017) on “Green Computer and Video Games”

Co-editor with Braxton Soderman and Jesús Costantino, *Journal of Gaming and Virtual Worlds* (Summer 2017) on “Permadeath and Precarity in Video Games”

Reviewing

Presses: MIT Press, University of Chicago, Bloomsbury, Palgrave Macmillan, DeGruyter, Routledge

Journals: *Configurations*, *Convergence*, *Cultural Critique*, *Communication+1*, *Journal of Visual Culture*, *TRACE Journal*, *Preternature*, *Cuadernos de Música*, *Artes Visuales y Artes Escénicas*, *Ecozon@*, *Journal of Gaming and Virtual Worlds*, *NECSUS_European Journal of Media Studies*, *Focus Media Journal*, *Environmental Humanities*, *Resilience*, *Canadian Journal of Communication*, *Afterimage*, *Environmental Conservation*, *Trends in Ecology and Evolution*, *Paradoxa*, *Performing Ecologies*, *Journal of Environmental Media*

Conferences: 2018 ASLE off-year symposium on ecomedia (“A Clockwork Green: Mediating the Anthropocene”), Program Committee for the 2016 SCMS conference, 2013 CHI conference

Advising

Completed PhD Committees: John Vanderhoef (CSU Dominguez Hills), Alexander Champlin (Senior Analyst, Esports at Niko Partners), Intae Hwang (co-chair, now Product and Interior Design Team Manager, Envisible, Seoul, Korea), Lisa Han (chair, now Assistant Professor, Arizona State University), Lena Mathew, Tyler Morgenstern (Public Relations), Jaime Gray (Lecturer, Loyola Marymount University), Rachael Ball

Completed MA Committees: Rachael Ball, Jeremy Moore, Daniel Bydlowski, Brian Huser, Miguel Penabella, James Steenland (chair), Benjamin Jameson-Ellsmore

External reviews completed: Anne Pasek (NYU, now Assistant Professor and Canada Research Chair in Media, Culture and the Environment, Trent University, Ontario, Canada), Antimony Deor (RMIT)

University of California, Santa Barbara

Co-director, [Wireframe Media Studio](#), Film and Media Studies Department, 2016-present

Graduate Committee, Film and Media Studies Department, Fall 2019-present

Undergraduate Committee, Film and Media Studies Department, Fall 2015-Spring 2019

Personnel Committee (ad hoc), Film and Media Studies Department, Fall 2018

Co-organizer, Future Tripping conference, April 23-24, 2018

Faculty Advisory Board, Digital Arts and Humanities Commons, 2016-present

Orfalea Center for Global & International Studies [Environmental Justice/Climate Justice Research Hub](#), 2016-present

Faculty affiliate of the Department of Theater and Dance, Center for Information Technology and Society, and Center for Digital Games Research

Advisory Board, UCSB Critical Issues in America: “Climate Futures: This Changes Everything,” 2015-2017

University of Connecticut

Humanities Institute Junior Faculty Forum co-organizer, College of Liberal Arts and Sciences, Fall 2014-Spring 2015

Undergraduate Curriculum & Courses Committee, English Department, Fall 2014-Spring 2015
Digital Committee, English Department, Fall 2013-Spring 2015
AETNA Graduate Creative Works in Progress Committee, English Department, Fall 2014-Spring 2015
Robert Wooster Stallman Prize Committee, English Department, Fall 2014-Spring 2015
Edwin Way Teale Essay Award Committee, English Department, Spring 2014
2600 Committee, English Department, Fall 2013-Spring 2014

University of California, Berkeley

Executive Producer, “[AirQuest](#)” game development team, Social Apps Lab, Fall 2011-Spring 2013
Graduate Associate, History and Theory of New Media lecture series, Fall 2011-Spring 2013
Graduate Student Representative, Berkeley Center for New Media Executive Committee (Academic Programs subcommittee), Fall 2009-Spring 2012
Conference co-organizer, “World Craft: The Business and Culture of Gaming in East Asia,” February 2011
Graduate Student Representative, Graduate Admissions Committee, Rhetoric Department, 2009-2010
Graduate Associate, Art, Technology, and Culture Colloquium, Fall 2008-Spring 2010
Organizer, New Media Working Group, Townsend Center for the Humanities, Fall 2008-Spring 2010

University of Maryland

Research Assistant to Dr. Kandice Chuh, Department of English, July 2005-November 2006
Undergraduate Academic Advisor, Division of Letters and Sciences, June 2002-August 2003, June-July 2004

Miscellaneous

Nominated to Executive Committee, MS Screen Arts and Culture forum, Modern Language Association, 2019
Nominated to Executive Committee, TC Digital Humanities forum, Modern Language Association, 2018
Committee on Environment and e-Waste, Society for Cinema and Media Studies, 2017-present
Moderator, “Queer Movements Through Space and Time” panel, Queerness and Games Conference, University of Southern California, April 2017
Mentor, Video Game Studies Scholarly Interest Group, Society for Cinema and Media Studies, 2016-2017
Contributor, Critical Gaming Project, University of Washington, Fall 2010-Spring 2013
Co-organizer, “Press Start to Continue: Toward a New Video Game Studies,” Humanities, Arts, Science, and Technology Advanced Collaboratory (HASTAC) online forum, February-March 2012

PROFESSIONAL ASSOCIATIONS

Modern Language Association
Association for the Study of Literature and Environment
Society for Social Studies of Science
Society for Literature, Science, and the Arts
Society for Cinema and Media Studies
Media and Environment, Video Game Studies, Sound and Music Studies, and Media, Science, and Technology Scholarly Interest Groups

LANGUAGES

Proficient in French and Mandarin Chinese