

## CURRICULUM VITAE

T. L. Taylor

Comparative Media Studies/Writing  
Massachusetts Institute of Technology  
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### **EDUCATION**

DATE	DEGREE	INSTITUTION
2000	Ph.D., sociology	Brandeis University
1997	M.A., sociology	Brandeis University
1990	B.A., sociology	University of California, Berkeley
1988	A.A.	Chaffey Community College

TITLE OF DOCTORAL THESIS: *Living Digitally: Embodiment in Virtual Environments*

FIELDS OF INTEREST: internet, gaming, science & technology

### **PROFESSIONAL EXPERIENCE**

#### ACADEMIC POSITIONS

- 2015 – present Professor (with tenure), Comparative Media Studies/Writing, MIT.
- 2012 – 2015 Associate Professor (with tenure), Comparative Media Studies/Writing, MIT.
- 2004 – 2012 Associate Professor (with Danish tenure equivalent), Center for Computer Games Research, IT University of Copenhagen, Denmark.
- 2003 – 2004 Assistant Professor, Digital Aesthetics and Communication, IT University of Copenhagen, Denmark.
- 2000 – 2003 Assistant Professor, Department of Communication, North Carolina State University.
- 1999 – 2000 Research Affiliate, Massachusetts Institute of Technology.
- 1996 – 1999 Teaching Fellow, Committee on Degrees in Social Studies, Harvard University.
- 1995 – 1997 Lecturer, Department of Sociology, University of Massachusetts at Boston.
- 1993 – 1999 Research Assistant, Professor Sherry Turkle, Massachusetts Institute of Technology.

## FELLOWSHIPS AND VISITING POSITIONS

- 2013 & 2019 Consulting Researcher, Microsoft Research, Social Media Group, Cambridge, Massachusetts (Invited).
- 2012 Visiting Researcher, Microsoft Research, Social Media Group, Cambridge, Massachusetts (Invited).
- 2010 Visiting Scholar, Virtual Knowledge Studio for the Humanities and Social Sciences, Amsterdam, The Netherlands (Invited).
- 2009 Visiting Scholar, Stanford Humanities Lab, Stanford University.

## NON-ACADEMIC POSITIONS

- 2015-present Co-founder and Director of Research, AnyKey (gaming diversity and inclusion advocacy initiative).
- 2020-present Twitch Safety Advisory Council.
- 2019-present Riot Scholastic Association of America Board of Advisors.

## **AWARDS & HONORS**

- 2019 *Watch Me Play* book award from American Sociological Association Communication, Information Technologies, and Media Sociology section.
- 2019 MacVicar Faculty Fellow, MIT.
- 2017 Fellow, Higher Education Video Game Alliance.
- 2017 Distinguished Scholar, Digital Games Research Association.
- 2016 Outstanding Advising Award for Freshman Student Advising, MIT.
- 2007 Exceptional Research Award, IT University of Copenhagen, Denmark.

## **PUBLISHED MATERIALS**

### Books

- 2018 *Watch Me Play: Twitch and the Rise of Game Live Streaming*. Princeton, NJ: Princeton University Press.
- 2012 *Ethnography and Virtual Worlds: A Handbook of Method*. Co-authored with T. Boellstorff, B. Nardi, and C. Pearce. Princeton, NJ: Princeton University Press.
- 2012 *Raising the Stakes: E-sports and the Professionalization of Computer Gaming*. Cambridge, MA: The MIT Press.

2006 *Play Between Worlds: Exploring Online Game Culture*. Cambridge, MA: The MIT Press.

#### Articles in Refereed Journals

- In progress "Ethnography as Play."
- 2018 "Twitch and the Work of Play," *American Journal of Play*, 11 (1): 65-84. (Excerpt from book).
- 2009 "The Assemblage of Play," *Games and Culture*, 4 (4): 331-339.
- 2006 "Beyond Management: Considering Participatory Design and Governance in Player Culture," *First Monday*, Special issue #7 (October).
- 2006 "Does WoW Change Everything?: How a PvP Server, Multinational Playerbase, and Surveillance Mod Scene Caused Me Pause," *Games and Culture*, 1 (4): 1-20; reprinted in J. Walker and H. Corneliussen (eds.) *Digital Culture, Play, and Identity: A World of Warcraft Reader*, Cambridge, MA: The MIT Press, pp. 187-201.
- 2003 "Boundary Spaces: Majestic and the Uncertain Status of Knowledge, Community, and Self in a Digital Age" with Beth Kolko, *Information, Communication & Society*, 6 (4): 497-522.
- 2003 "The Sopranos Meets EverQuest: Socialization Processes in Massively Multiuser Games" with Mikael Jakobsson, *FineArt Forum*, 17 (8).
- 2003 "Multiple Pleasures: Women and Online Gaming," *Convergence*, 9 (1): 21-46.
- 2003 "Intentional Bodies: Virtual Environments and the Designers Who Shape Them," *International Journal of Engineering Education*, 19 (1): 25-34.
- 1999 "Life in Virtual Worlds: Plural Existence, Multi-modalities, and Other Online Research Challenges," *American Behavioral Scientist*, 43 (3): 435-449; reprinted in *Virtual Research Methods*, Christine Hine (ed.). Thousand Oaks: SAGE Publications, (in press).

#### Chapters in Books

- 2011 "Internet & Games" in M. Consalvo, C. Ess, R. Burnett (eds.) *The Blackwell Handbook of Internet Studies*, West Sussex: Wiley-Blackwell, pp. 369-383.
- 2011 "Gaming Lifeworlds: Social Play in Persistent Environments" [edited selections from *Play Between Worlds*] in S. Giddings and M. Lister (eds.) *The New Media and Technocultures Reader*, New York: Routledge, pp. 369-393.
- 2008 "Becoming a Player: Networks, Structures, and Imagined Futures" in Y. Kafai, C. Heeter, J. Denner, and J. Sun (eds.) *Beyond Barbie and Mortal Kombat: New Perspectives on Gender, Games, and Computing*, Cambridge, MA: The MIT Press, pp. 50-65.
- 2007 "Pushing the Borders: Player Participation and Game Culture" in J. Karaganis (ed.), *Network Netplay: Structures of Participation in Digital Culture*, New York: Social Science Research Council, pp. 112-130.

- 2004 “The Social Design of Virtual Worlds: Constructing the User and Community Through Code” in M. Consalvo et. al. (eds.), *Internet Research Annual Volume 1: Selected Papers from the Association of Internet Researchers Conferences 2000-2002*. New York: Peter Lang, pp. 260-268.
- 2002 “Living Digitally: Embodiment in Virtual Worlds” in R. Schroeder (ed.), *The Social Life of Avatars: Presence and Interaction in Shared Virtual Environments*. London: Springer-Verlag, pp. 40-62.

#### Conference Publications – Refereed

- 2020 “Inclusion at Scale: Deploying a Community-Driven Moderation Intervention on Twitch,” co-authored with Johanna Brewer and Morgan Romine, *DIS '20: Proceedings of the 2020 ACM Designing Interactive Systems Conference*, July 2020: 757–769.
- 2010 “This is How We Play It: What a Mega-LAN Can Teach Us About Games,” co-authored with Emma Witkowski, *Foundations of Digital Games Conference Proceedings*, Monterey, CA.
- 2003 “Power Gamers Just Want To Have Fun?: Instrumental Play In A MMOG,” in M. Copier and J. Raessens (eds.), *Level Up Games Conference Proceedings*. Utrecht: Universiteit Utrecht; reprinted [revised Danish translation] in I. Engholm & L. Klastrup (eds.), *Digitale Verdener*, Copenhagen: Gyldendal, pp. 255-272 (2004).
- 2002 ““Whose Game Is This Anyway?”: Negotiating Corporate Ownership in a Virtual World” in F. Mäyrä (ed.), *Computer Games and Digital Cultures Conference Proceedings*. Tampere: Tampere University Press.

#### Other Publications – Non-Refereed

- 2019 “Diversity and inclusion in collegiate esports: Challenges, Interventions, and Opportunities” whitepaper for AnyKey.
- 2019 “The Environment for Ethical Action,” MIT SHASS *Ethics, Computing and AI* special series, February.
- 2018 “What It’s Like to be a Professional Videogame Streamer,” *Slate*, Oct 18.
- 2018 “Best Practices for Event Moderation” whitepaper for AnyKey.
- 2017 “Gender & Esports Tournaments: Best Practices Recommendations” whitepaper for AnyKey.
- 2016 “Diversity and inclusion in collegiate esports” whitepaper for AnyKey.
- 2016 “Barriers to inclusion and retention: The role of community management and moderation” whitepaper for AnyKey.
- 2015 “IEM San Jose” whitepaper for AnyKey.
- 2015 “Women in Esports” whitepaper for AnyKey.
- 2015 Support letter for Electronic Frontier Foundation petition to Copyright Office asking for a new exemption to Section 1201.

- 2013 Boellstorff, Nardi, Pearce, and Taylor (2013). "Words with Friends: Writing Collaboratively Online," *Interactions*, Sept/Oct: 58-61.
- 2013 "The Rise of Game Spectatorship," *In Media Res*, 2 July.
- 2004 "Unruly Play, History Lessons, and a Call for Non-Dichotomous Models," *State of Play II Conference*, New York Law School, New York.
- 2003-2005 Regular invited contributor to TerraNova blog.
- 2002 *Everyday Experiences of Avatar Environments* with Nina Wakeford. Commissioned by the University of Southern California's Integrated Media Systems Center.
- 1996 *Virtual Environments for Education: Platform Review*. Report for the National Science Foundation education and virtual environments grant project at the University of Minnesota at Minneapolis, Department of Sociology.

#### Long-form Interviews

- 2020 "The Rise of Massive Multiplayer Online Games, eSports, and Game Live Streaming: An Interview with T.L. Taylor," *American Journal of Play*. 2 (2): 107-116.
- 2019 "A Conversation on Game Studies, History, and Interventions," *ROMChip*, 1:2, December.
- 2019 "Public Thinker: T.L. Taylor on Gamergate, Live-Streaming, and Esports," *Public Books*, Feb 27.
- 2018 "On the Significance of Connecting, in Face-to-Face Interactions and in Digital Spaces: An Interview with Dr. T. L. Taylor," *HASTAC*, January 6.

#### Book Reviews

- 2005 Review of *Pleasures of the Player: Flow and Control in Online Games* (2003) in *Norsk Medietidsskrift*, 12(4).
- 2004 Review of *Gender Inclusive Game Design: Expanding the Market* (Hingham: Charles River Media, 2004) at Game Research website.
- 2003 Review of *Self-Games and Body-Play: Personhood in Online Chat and Cybersex* (New York: Peter Lang, 2003) in *Contemporary Sociology*, 33 (6): 680-681.
- 2002 Review of *Cyberpower: The Culture and Politics of Cyberspace and the Internet* (London: Routledge, 1999) in *Contemporary Sociology*, 31 (3): 290-291.

#### **FUNDED PROJECTS**

- 2019-2020 Research gift from Intel/Turtle Entertainment to fund a post-doc at MIT for AnyKey project.
- 2016 – 2018 "All In: The Future of Women & Games" partnership grant with York University, supported by the Social Sciences and Humanities Research Council of Canada.

- 2015-2020 Co-applicant member “Refiguring Innovation in Games (ReFiG)” partnership grant (PI Jennifer Jenson, York University), award 5 year project (2.4 mil CAD) supported by the Social Sciences and Humanities Research Council of Canada. Research lead for Games & Culture section from 2015-2017.
- 2015 Research gift from Intel/Turtle Entertainment in support of women in esports initiative.
- 2004 – 2005 “Values in Game Design,” a component of the ODDPAW (Open-source Design and Development of Persistent gAME Worlds) project with the Center for Computer Games Research, funded through the Danish Forskningsstyrelsen.

## ACADEMIC ENGAGEMENTS

- 2020 “Stabilizing Disruption: Game Live Streaming as Media Industry.” NYU, New York (Invited).
- 2019 “Fieldwork in Media Spaces.” MIT CMS Colloquium, Cambridge, MA (Invited).
- 2019 “Esports in the Age of Networked Broadcast.” University of Montana, Missoula, President’s Lecture (Invited); DiGRA Conference, Kyoto Japan (Keynote).
- 2019 “Play as Transformative Work.” University of Wisconsin, Milwaukee (Invited); Going Live Conference, Montreal, Canada (2018, Keynote); Queer Game Con, University of Southern California, Los Angeles, CA (2017, Keynote).
- 2019 “Video Game Live Streaming: Challenges & Possibilities for Diversity and Inclusion” panelist. UC Irvine (Invited).
- 2019 Inclusive Streaming Workshop. UC Irvine (Invited).
- 2019 “The Assemblage of Play: Understanding Gaming from the Ground Up.” Digital Game Research Conference, Beijing China (Keynote).
- 2019 “Live Streaming and Labor.” Labor Tech Reading Group, Online (Invited).
- 2018 Videogames and Interactivity Workshop. Smithsonian National Museum of American History, Washington, DC (Invited).
- 2018 Networked Labor roundtable, AoIR, Montreal, Canada.
- 2018 “Esports Broadcasting: Ditching the TV dream.” GAMIFin Conference, Pori, Finland (Keynote).
- 2018 “Esports Growth via Live Streaming.” Games Now, Aalto University, Helsinki, Finland (Invited).
- 2018 “Watch Me Play: Games, Live Streaming, and the Rise of Networked Broadcast.” Thomas Golisano College of Computing and Information Sciences Dean’s Lecture Series, Rochester Institute of Technology, Rochester, NY (Invited).

- 2017 “Four Myths of Women and Online Gaming.” Civil Servant Summit, MIT, Cambridge, MA (Invited).
- 2017 “Re-figuring Esports.” ReFiG Conference, University of Alberta, Edmonton, Canada.
- 2017 The Grassroots Game panel. Foundations of Digital Games Conference, Cape Cod, MA.
- 2017 “On the Fields, In the Stands: The Future of Women and eSports.” Esports Symposium, University of California Irvine, CA. (Keynote).
- 2017 The Wright Stuff: A Guide to Video Gaming Law panel. Copyright Society Mid-winter Meeting, Napa Valley, CA (Invited).
- 2017 Digital Methods Best Practices workshop (co-organized with Shawn Walker, Mary Gray, Sheetal Agarwal, and Robert Mason). HICSS, Hawaii.
- 2016 “On Support, Volunteerism, Parents, Production, and Collaborators” (with Emma Witkowski and Nick Taylor). ReFIG conference, Montreal, Canada.
2016. “Playing, and Working, At Home: The Rise of Game Live-Streaming and the Variety Caster.” Inventing the New conference, Northwestern University, Evanston, IL (Invited).
- 2016 Online Harassment workshop. MIT Media Lab, Cambridge, MA (Invited).
- 2015 Unpacking the Black Box of Qualitative Analysis panel. Association of Internet Researchers, Phoenix, AZ.
- 2015 “‘Am I Allowed?’ Regulation, Live-streaming, and Networked Broadcast.” Northeastern University, Boston, MA (Invited); DiGRA conference, Snowbird, UT (2014).
- 2014 Suffolk Sports and Entertainment Law Association E-sports panel. Suffolk Law School, Boston, MA (Invited).
- 2014 The Future of Games: eSports and Live Streaming panel. New York Law School, NYC (Invited).
- 2014 “Reframing Balance: Coursework, E-sports, and Play in the University” (with Jesse Sell). DiGRA conference, Snowbird, UT.
- 2014 From “The Player” to “The Crowd”: Locating the Subjects of a Digital Ethnography. Workshop co-run with Mary Gray. Digital Ethnography Research Center, Melbourne, Australia (Invited).
- 2013 “From Private Play to Public Entertainment.” Participatory Condition conference, McGill University, Montreal, Canada (Invited); AoIR Conference, Plenary panel (Invited).
- 2013 “Always Playing Somewhere.” FROG conference, Vienna, Austria (Keynote).
- 2013 “Producing An ‘Ideal’ E-sports Player.” DiGRA conference, Atlanta, GA.
- 2013 “I’m More Than a Gamer, I’m an Entertainer: Live-Streaming and the Future of Game Broadcasting.” Rutgers Extending Play conference; Temple University (2013, Invited).

- 2013 “Watch Me Play: Live-streaming, Computer Games, and the Future of Spectatorship.” NCSU ComWeek (Invited); Berkman Center (Invited), Harvard University (2012, Invited).
- 2013 “Athletes, Geeks, and Gamers: Exploring Gender and Professional E-sports.” Feminists in Games, Vancouver, Canada (2013, Keynote); University of Oregon, Eugene, OR (2013, Invited); Console-ing Passions conference, Adelaide, Australia (2011, Keynote).
- 2013 “Assemblage at Work: Researching Digital Play.” Life Online Workshop, Drexel University (Invited).
- 2012 Ethnographies of Online and Mobile Media Today panel, Association of Internet Researchers conference, Manchester, UK.
- 2012 “Professional Play.” Department of Sociology, University of Edinburgh, Scotland (Invited).
- 2012 “Ethnography as Play.” Digital Scholarship: A Day of Ideas, University of Edinburgh, Scotland; Center for Creative Industries and Innovation Emerging Scholars workshop, Queensland University of Technology, Brisbane, Australia (Keynote, 2011); University of Adelaide, Australia (2011, Invited); Royal Melbourne Institute of Technology, Australia (2011, Invited); Virtual Knowledge Studio, Amsterdam, The Netherlands (2010, Invited); University of Edinburgh, School of Education, Scotland (2010, Invited); In The Game pre-conference workshop, Association of Internet Researchers conference, Copenhagen, Denmark (2008).
- 2012 Beyond Sports Versus Games workshop (participant and co-organized with Emma Witkowski, Miguel Sicart, and Doug Wilson), IT University of Copenhagen, Denmark.
- 2011 Emerging Configurations of the Virtual and the Real. NSF workshop, Chicago (Invited).
- 2011 “Battles on the Field: Institutional Governance in E-sports.” Center for Creative Industries and Innovation symposium, Queensland University of Technology, Brisbane, Australia (Keynote); Governing the Magic Circle conference, University of California Irvine Law School, CA (2011, Invited).
- 2011 “The Assemblage of Play.” Bren School of Information and Computer Sciences, University of California Irvine, CA (Invited); Homo Ludens: Online Videogame: New Space of Socialization conference, University of Montreal, Canada (2010, Invited).
- 2011 Critical and Alternative Ethnographies panel. Media, Communication, and Cultural Studies Association conference, Manchester, England (Keynote panel).
- 2011 Social Games: The Good, the Bad, and the Ugly panel. International Communication Association, Boston, MA.
- 2010 “Playing for Keeps: The Rise of Professional Computer Gaming.” Clash of Realities conference, Cologne, Germany (Keynote); Digital Games Research Association conference, Tokyo, Japan (2007, Invited).
- 2010 Fieldwork as Method and Process panel (speaker and co-organizer with Anne Beaulieu). Artful Encounters conference, Maastricht, The Netherlands (Invited).



- 2010 “Assemblage, Circumvention, and Transnational Play.” Association of Internet Researchers conference, Göteborg, Sweden.
- 2010 The Internet of Affect roundtable speaker. Association of Internet Researchers conference, Göteborg, Sweden.
- 2010 Research Directions and Challenges in Computer Games and Virtual Worlds. NSF workshop, University of California Irvine, CA (Invited).
- 2010 “Social Code: Practices, Technology, and Play. Game Culture course, University of Maastricht, The Netherlands (Invited), UC Santa Cruz (Invited, 2009).
- 2009 Internet Studies: State of the Art panel. Association of Internet Researchers conference, Göteborg, Sweden.
- 2009 “Negotiating Play: The Process of Rule Construction in Professional Computer Gaming.” Digital Games Research Association conference, West London, England.
- 2009 “Bricolage, Play, and the Games Researcher.” Analytical Strategies and Methodologies for the Study of Virtual Worlds. PhD course, Roskilde University (Invited).
- 2008 Culture of Virtual Worlds panel. Living Worlds conference, Georgia Institute of Technology (Invited).
- 2008 “Online Embodiment.” Metaverse U conference, Stanford University (Invited).
- 2008 “Computer Games: New Sports for the 21<sup>st</sup> Century?” Vetenskapsfestivalen (International Science Festival), Göteborg, Sweden (Invited).
- 2008 Roundtable presentation on pro-gaming. Association of Internet Researchers conference, Copenhagen, Denmark.
- 2008 Network Culture Project workshop. University of Southern California, Los Angeles, CA (Invited).
- 2008 Productive Play workshop. University of California Irvine, CA (Invited).
- 2008 In The Game workshop (co-organized with Anne Beaulieu & Marinka Copier). Association of Internet Researchers pre-conference, Copenhagen, Denmark.
- 2007 Gamers in Society seminar. University of Tampere Hypermedia Laboratory, Tampere, Finland (Invited).
- 2007 “Modded Play: Constructing Collaboration in World of Warcraft.” Game in’ Action conference, Göteborg University, Sweden (Keynote).
- 2007 “Devices of Our Own Making: Control, Structure, and Law from the Bottom Up.” Association of Internet Researchers conference, Vancouver, Canada.
- 2007 “Bricolage, Play, and the Games Researcher.” Society for the Social Studies of Science conference, Montreal, Canada.

- 2006 “The Emergence of Game Culture.” Changing Places of Digi-log Future conference, Seoul, Korea (Invited).
- 2006 “The Playful Researcher.” Virtual Ethnography in Contemporary Social Science, Amsterdam, The Netherlands (Invited).
- 2006 “Reconsidering Emergence.” Interaction in Digital Environments, Humlab, University of Umeå, Sweden (Keynote).
- 2006 “A Future for Gender and Computer Game Studies?” Women in Games conference, University of Teesside (Keynote).
- 2006 Girls ‘n’ Games panel. University of California, Los Angeles (Invited).
- 2006 Discipline and Punish: The Game panel (organizer and presenter). Society for the Social Studies of Science conference, Vancouver, Canada.
- 2006 Theory and Practice: A Panel on Nordic Gaming Initiatives for Women panel (moderator). Women in Games conference, Teesside, England.
- 2006 Beyond Barbie and Mortal Kombat workshop, University of California Los Angeles (Invited).
- 2005 “Beyond Management: Considering Participatory Design and Governance in Player Culture.” GLS: Games + Learning + Society, University of Wisconsin Madison (Invited); Command Lines: The Emergence of Governance in Global Cyberspace, University of Wisconsin Milwaukee (2005, Invited).
- 2005 “Contemporary Play: How MMOGs Can Inform Game Studies.” Digital Games Research Association conference, Simon Fraser University, Vancouver, Canada (Keynote).
- 2005 “Regulated Worlds: On Becoming a Player.” Playful Subjects symposium, University of the West of England, Bristol, England (Invited).
- 2005 Thinking Past Pink: Critical Considerations of Women and Gaming panel organizer and moderator. Women in Games conference, University of Abertay, Dundee, Scotland.
- 2004 Culture of Play panel. State of Play II, New York Law School (Invited).
- 2004 “Gender and Technology: The Case of EverQuest.” Chalmers University of Technology, Göteborg, Sweden (Invited).
- 2004 “The Creation and Institutionalization of Pro-gaming.” Association of Internet Researchers conference, Sussex, England.
- 2004 “The Emergence of Professional Gaming.” Malmö University/University of Copenhagen/ITU Game Studies symposium, Malmö, Sweden.
- 2004 Gender & Computer Games, NSF workshop, Harvey Mudd College, Claremont (Invited).

- 2004 “Methodological Considerations of Structure and Power in Virtual & Game Worlds.” Challenges for Research About Online Communities. PhD course, Roskilde University (Invited).
- 2004 “Critical MMOG Studies.” University of Oslo, Department of Media and Communication (Invited).
- 2003 “Women and Gaming.” Department of Film and Media Studies, Copenhagen University (Invited).
- 2003 “Contested Culture: The Challenges of Corporate Ownership in Virtual Worlds.” University of Queensland, Brisbane, Australia (Invited).
- 2003 “Taking Games Seriously: An Introduction to Games Research” (with Mikael Jakobsson). Hogaborgsskolan, Simrishamn, Sweden (Invited).
- 2003 “Powersgamers Don’t Hunt Alone: A Sociological Analysis of Play in Massive Multiplayers.” Digital Games Research Association conference, Utrecht, The Netherlands.
- 2003 “The Sopranos Meets EverQuest: Socialization Processes in Massively Multiuser Games” (with Mikael Jakobsson). Association of Internet Researchers conference, Toronto, Canada; Digital Arts and Culture conference, Melbourne, Australia (2003).
- 2002 “Owning Bodies, Owning Culture: Multiuser Games and the Challenge of Commercialization.” Umeå University, Umeå, Sweden (Invited); Chalmers University of Technology, Göteborg, Sweden (2002, Invited).
- 2002 “Doing Research Online: Digital Ethnography & Methodological Challenges.” University of Surrey, Guildford, England (Invited).
- 2002 “Boundary Spaces: The Majestic Game and the Culture of Simulation” (with Beth Kolko). Society for the Social Studies of Science conference, Milwaukee, WI.
- 2002 “Multiple Pleasures: Women and Online Gaming.” Association of Internet Researchers conference, Maastricht, The Netherlands.
- 2002 “Whose Game Is This Anyway? Negotiating Corporate Ownership in a Virtual World.” Computer Games and Digital Cultures conference, Tampere, Finland.
- 2002 Research Planning Meeting on Culture, Diversity, and the Internet (Social Science Research Council and the Centro Regional de Investigaciones Multidisciplinarias), Cuernavaca, Mexico (Invited).
- 2001 “Private lives, Corporate holdings: Commercialization and Online Multiuser Environments.” Society for the Social Studies of Science conference, Cambridge.
- 2001 “Popularizing Virtual Reality: The Development of Massively Multiplayer Games.” Association of Internet Researchers conference, University of Minnesota, Minneapolis.
- 2001 “Druids Come in All Shapes: Women and Massive Multiplayer Games.” Games Culture conference, University of the West of England, Bristol, England.

- 2001 “Performing the Body: Sexuality and Virtual Worlds.” Sexualities, Medias, and Technologies: Theorizing Old and New Practices conference, University of Surrey, England.
- 2001 “The Social Dimensions of Virtual Worlds Software.” Social Dimensions of Engineering Design workshop, Harvey Mudd College, Claremont, CA.
- 2000 “Intentional Bodies: Virtual Environments and the Designers Who Shape Them.” Association of Internet Researchers conference, University of Kansas, Lawrence, KS.
- 1999 “Bodies of Code: Software and Values in Virtual Worlds.” Annenberg Center, University of Southern California, Los Angeles, CA (Invited).
- 1999 “Software and Online Embodiment.” University of Illinois at Urbana-Champaign, IL (Invited).
- 1999 “The Wizard Behind the Curtain: Software Designers and Virtual Worlds” Society for the Social Studies of Science conference, San Diego, CA.
- 1999 “Digital Materiality: Embodiment in Virtual Spaces.” American Sociological Association conference, Chicago, IL.
- 1998 Sociology and Anthropology of Virtual Worlds session (organizer and presenter). Avatars '98 conference, San Francisco.
- 1998 “‘Binding the Pair:’ Embodiment in Virtual Spaces.” Society for the Social Studies of Science conference, San Diego, CA.
- 1996 Creating Bodies: How We Inhabit Online Virtual Space roundtable (organizer and presenter) and poster. American Sociological Association conference, New York, NY.
- 1994 Re/Creating Bodies and Identities in Cyberspace roundtable (organizer) and poster. American Sociological Association conference, San Francisco, CA.
- 1994 “Virtual Bodies: Explorations in the Current State of the Body in Virtual Reality and Cyberspace.” Eastern Sociological Society conference, Baltimore, MD.
- 1994 Cyberspace, Gender, and the Body panel, Boston College, Boston, MA (Invited).
- 1993 “The Fluid Landscape: Identity and Social Life in Cyberspace.” New England American Studies Association conference, Boston; Eastern Sociology Society conference, Boston.

## **NON-ACADEMIC ENGAGEMENTS**

- 2019 “Watch Me Play! The Rise of Game Live Streaming.” NEXT Conference, Hamburg Germany (Invited).
- 2019 “Collaborating Across Domains: How Academia and Industry Can Work Together for Good.” TIMI/Tencent, Chengdu China (Invited).

- 2019 Diversity and Inclusion panelist, College Esports Expo, Emerson College, Boston (Invited).
- 2018 Diversity and Inclusion in Esports panel. Intel Extreme Masters Tournament partners day, Chicago (Invited).
- 2018 Esports and Gaming Technology Revolution panel. MIT Enterprise Forum Cambridge, Cambridge (Invited).
- 2018 Esports Technology panel. Innovate Celebrate Conference of the Consumer Technology Association, Boston (Invited).
- 2018 Moderator for International Olympics Committee Youth In Action Conference, Esports panel. Buenos Aires, Argentina (Invited).
- 2018 Moderator for International Olympics Committee and Global Association of International Sports Federations Esports Summit Players panel. Lausanne Switzerland (Invited).
- 2018 Academia and Esports panel. Tencent Global Esports Leaders Summit, Shanghai (Invited).
- 2018 Esports and Academia panel. PAX East, Boston (Invited).
- 2018 Esports Research on College Campuses panel. College Esports Expo, Emerson College, Boston (Invited).
- 2018 Education and Esports panel, Game Developers Conference, San Francisco (Invited.)
- 2018 Building Communities Using Organized Mobile Competitions panel. Game Developers Conference, San Francisco (Invited).
- 2018 Convener and moderator for “Esports is How Old??” panel. Game Developers Conference, San Francisco.
- 2018 Between Sports and Esports panel. CES, Las Vegas (Invited).
- 2017 Youth Marketing: Real and Virtual panel. Celtics Summit, Cape Cod, MA (Invited).
- 2017 Esports panel. Tencent Digital Sports Global Summit, Beijing, China (Invited).
- 2017 “Safety in Games.” Google, Mountain View (Invited).
- 2017 “Positive Values of Esports.” Tencent x MIT, Cambridge.
- 2017 Organizer and moderator for Women in Esports panel. GeekGirlCon, Seattle.
- 2017 Professional Player Contracts/Negotiations Must Haves panel. Biz-e-sports Conference, Los Angeles (Invited).
- 2017 Research talk. Twitch, San Francisco (Invited).

- 2017 “5 Myths in 5 Minutes.” Advocacy Microtalks. Game Developer’s Conference, San Francisco (Invited).
- 2017 “Grassroots Growth: How Game Communities Built an Esport Scene from the Ground up and Why They Still Matter.” Game Developer’s Conference, San Francisco.
- 2016 Intel Hack Harassment workshop. Santa Clara, CA (Invited).
- 2016 Riot Research Summit. Santa Monica, CA (Invited).
- 2016 Attendee, Competitive Gaming Event. The White House, DC (Invited).
- 2016 Tapping into the Full Potential of Streaming Technology panel. Power of Play conference, Seattle (Invited).
- 2016 Are Esports the Future of Entertainment panel. FutureTense event, Civic Hall, NYC (Invited).
- 2016 Organizer and moderator of Competition for All panel. PAX East, Boston.
- 2016 “From Private Play to Public Entertainment: The Rise of Game Live-streaming.” Swedish Technical Museum, Stockholm (Invited).
- 2016 “The Dawn of Esports” and “Back to the Future.” The Coalition Festival of Creativity, New Delhi, India (Invited).
- 2015 “From Private Play to Public Entertainment: The Rise of Game Live-streaming.” Boston Indies (Invited).
- 2015 Research presentation on esports. Game Show Network Annual Retreat, Cape Cod, MA (Invited).
- 2015 Research presentation at Google Cambridge (Invited).
- 2015 Empowering women in gaming. The White House, DC (Invited, private event).
- 2015 Organizer and moderator for Women in Esports panel. TwitchCon.
- 2015 Women and E-sports panel. ESL Katowice, Poland (Invited).
- 2013 The Business of Competitive Gaming panel. Business in Games Conference, MIT, Cambridge, MA (Invited).
- 2012 “Watch Me Play: Live-streaming, Computer Games, and the Future of Spectatorship.” Microsoft, Redmond, WA (Invited).
- 2012 Futures of Video Gaming panel. Futures of Entertainment Conference, MIT, Cambridge, MA (Invited).
- 2010 Moderator and co-organizer (with Emma Witkowski) for the E-Sports and Cyberathleticism: European Edition workshop. IT University of Copenhagen, Denmark.

- 2010 “Playing for Keeps,” Danish Game Council, Copenhagen, Denmark (Invited).
- 2009 Moderator and co-organizer (with Henry Lowood, Matteo Bittanti, Henrik Bennetsen, and Susan Rojo) for the E-Sports, and Cyberathleticism: A How They Got Game workshop. Stanford University, Palo Alto, CA
- 2007 “Women, Play, and Games.” LetzPlay community organization, Copenhagen, Denmark (Invited).
- 2006 “Online Game Culture,” Microsoft Research, Redmond, Washington (Invited); Ericsson, Stockholm, Sweden (2006, Invited).
- 2006 “Play Online.” Prosa Union, Copenhagen, Denmark (Invited).
- 2006 Sociology of Digital Games Tutorial (day-long event co-organized with Bart Simon). Game Developers Conference, San Francisco, CA.
- 2006 “Play.” Reboot conference, Copenhagen, Denmark (Invited).
- 2004 It’s What’s Inside That Counts panel, Women’s Game Conference, Austin, TX (Invited).
- 2003 “Technology and Social Responsibility,” Institute of Contemporary Art, London, England (Invited).
- 1997 “Not Just An Avatar: Embodiment Online,” Avatars ’97 conference, San Francisco.

## SELECT MEDIA APPEARANCES

*PBS, New York Times, Los Angeles Times, International Herald Tribune, Canadian Broadcasting Corporation, New Scientist, Christian Science Monitor, German National Radio, Chicago Tribune, Orange County Register, Raleigh News & Observer, BBC Radio, The Telegraph, Kotaku, Chronicle of Higher Education, Edge Magazine, NBC News, Danish Broadcasting Corporation, Politiken, Dagbladet Information.*

## PROFESSIONAL ORGANIZATIONS AND SERVICE

- Ongoing Editorial Board: *Social Media & Society, Games and Culture, Journal of Play, and ROMChip.*
- Ongoing Advisory Board, *Digital Ethnography Research Centre*, RMIT, Melbourne Australia.
- Ongoing Advisory Board, *International Institute for Popular Culture*, University of Turku, Finland.
- 2017-present Council of Advisors, HASTAC (Invited).
- 2014-2017 Steering Committee, HASTAC (Elected).
- 2009-2014 Board of Directors, Society for the Advancement of the Science of Digital Games.

- 2011 Game Papers track chair, SIGGRAPH.
- 2009 Game Studies / Game Design track chair for Foundations of Digital Games.
- 2009 Nordic Game Jam judge, Copenhagen, Denmark.
- 2006 Reinventing Public Diplomacy Through Games competition judge, University of Southern California, Los Angeles.

Publication reviewer: *Television and New Media, International Journal of Communication, Social Media & Society, First Monday, Convergence, Games and Culture, Game Studies, Journal of Computer-Mediated Communication, IEEE Technology & Society, Asian Communication Research, Sociological Research Online, Contemporary Sociology, Journal of Contemporary Ethnography, Science Studies*, Cornell University Press, MIT Press, Princeton University Press, University of Minnesota Press, Routledge, Sage, Edward Elgar.

Grant reviewer: U.S. National Science Foundation, U.K. Arts and Humanities Research Board, Social Sciences and Humanities Research Council of Canada, Singapore Ministry of Education.

Conference reviewer: Association of Internet Researchers (AoIR) conferences, Digital Games Research Association (DiGRA) conferences, Foundations of Digital Games (FDG) conferences, Society for the Social Studies of Science (4S) conferences.

Associations: Association of Internet Researchers (AoIR), Society for the Social Studies of Science (4S), Digital Games Research Association (DiGRA), American Sociological Association (ASA).

## **UNIVERSITY ACTIVITIES AND COMMITTEES**

- 2017-present SHASS Education Advisory Committee, MIT.
- 2014-present First Generation Program Faculty Member, MIT.
- 2013-present Undergraduate Officer and Major Advisor, CMS/W, MIT
- 2012-present Curriculum Committee co-chair and member, CMS/W, MIT.
- 2012-present Graduate Admissions Committee, CMS, MIT.
- 2018-2019 Career Explorations Committee, MIT.
- 2014-2016 Steering Committee, Women's & Gender Studies, MIT.
- 2015-2017 Freshman Advisor, MIT.
- 2014-2016 SHASS Mellon Post-Doc Selection Committee, MIT.



2014-2015 Interim Graduate Director, CMS, MIT.

2014-2015 SHASS Dean Search Committee

2013-2014 Search Committee, Foreign Languages & Literature, MIT.

2013-2014 Colloquium Committee, CMS/W, MIT.

2012-2013 Mellon Fellows Committee, CMS/W, MIT.

2006-2012 Media, Technology and Games MSc Study Board, IT University of Copenhagen.

2010-2011 Research Board, IT University of Copenhagen.

2009-2011 Sabbatical Committee, IT University of Copenhagen.

2006-2009 Head of Program, Media, Technology and Games MSc program, IT University of Copenhagen.

2006-2009 University Study Board, IT University of Copenhagen.

2006-2009 Search Committee Chair, IT University of Copenhagen.

2004-2006 PhD Study Board, IT University of Copenhagen.

2003 Head of Department search committee, North Carolina State University.

2002-2003 Undergraduate honors thesis group supervisor, North Carolina State University.

2000-2003 Library committee, North Carolina State University.

## **LIST OF THESES SUPERVISED**

### Ph.D.

current Will Partin, University of North Carolina Chapel Hill – Committee member.

2017 Elizabeth Newbury, Department of Communication, Cornell University – Committee member.

2012 Douglas Wilson, “Perspectives on Designing for Togetherness in Play and Games,” IT University of Copenhagen, Denmark – Supervisor.

2012 Emma Witkowski, “Inside the Huddle: The Sociology of Team Play in Networked Computer Games,” IT University of Copenhagen, Denmark – Supervisor.

2012 Kelly Boudreau, “Between Play and Design: Emergent Identities in Single-Player Video Games,” University of Montreal, Montreal, Quebec, Canada – External examiner.

2011 Jana Rambusch, “Mind Games Extended: Understanding Gameplay as Situated Activity,” Linköping Studies in Science and Technology, Sweden – External examiner.

- 2010 Olli Tapio Leino, "Emotions in Play: On the Constitution of Emotion in Solitary Computer Game Play," IT University of Copenhagen, Denmark – Internal examiner.
- 2009 Nicholas Taylor, "Power Play: Digital Gaming Goes Pro," York University, Canada – External examiner.
- 2008 Søren Mørk Petersen, "Common Banality: The Affective Character of Photo Sharing, Everyday Life and Producers' Cultures," IT University of Copenhagen, Denmark – Supervisor.
- 2007 Mads Bødker, "Trust Within Technology: Risk, Existential Trust, and Reflective Designs in Human Computer Interaction," IT University of Copenhagen, Denmark – Supervisor.
- 2007 Diane Carr, "Meaning and the Playable Text," University of London, England – External examiner.
- 2007 Peter Zackariasson, "World Builders: A Study on the Development of a Massively Multiplayer Online Role-Playing Game," Umeå University, Sweden – External examiner.
- 2007 Gonzalo Frasca, "Play the Message: Play, Game and Videogame Rhetoric," IT University of Copenhagen, Denmark – Internal examiner.
- 2007 Marko Siitonen, "Social Interaction in Online Multiplayer Communities," University of Jyväskylä, Finland – External examiner.
- 2006 Jonas Heide Smith, "Plans and Purposes: How Videogames Shape Player Behavior," IT University of Copenhagen, Denmark – Supervisor.
- 2006 Miguel Sicart, "Computer Games, Players, Ethics," IT University of Copenhagen, Denmark – Internal examiner.
- 2005 John Banks, "Participatory Culture and Enjoyment in the Video Games Industry: Reconfiguring the Player-Developer Relationship," The University of Queensland, Australia – External examiner.
- 2005 Mario J.L. Guimarães Jr., "The Configuration of Avatars," Brunel University, England – External examiner.
- 2005 Marius Hartmann, "Interfacing Ambient Intelligence," IT University of Copenhagen, Denmark – Internal examiner.
- 2003 Torill Elvira Mortensen, "Pleasures of the Player; Flow and control in online games," Volda College and University of Bergen, Norway – External examiner.

M.S. or M.A.

current Michael Sugarman, CMS, MIT.

current Diego Alonso Cerna Aragon

- 2018 Claudia Lo, “When All You Have is a Banhammer,” CMS, MIT.
- 2014 Chelsea Barabas (co-adviser, Ethan Zuckerman), “Mirror, Mirror on the Wall: A Study of Bias and Perceptions of Merit in the High-tech Labor Market,” CMS, MIT.
- 2014 Jesse Sell, “E-sports Broadcasting,” CMS, MIT.
- 2014 Eric Stayton, “Driverless Dreams: Technological Narratives and the Shape of the Automated Car,” CMS, MIT.
- 2014 Ainsley Sutherland, “Staged Empathy: Empathy and Visual Perception in Virtual Reality Systems,” CMS, MIT.
- 2013 Eduardo Marisca Alvarez, “Developing Game Worlds: Gaming, Technology, and Innovation in Peru,” CMS/W, MIT.
- 2013 Ayse Gursoy, “Game Worlds: A Study of Videogame Criticism,” CMS/W, MIT (Committee member).
- 2013 Jason Haas, “Sanctuary: Asymmetric Interfaces for Game-Based Tablet Learning,” Media Lab, MIT (Committee member).
- 2013 Steve Shirra, “Playing for Impact: The Design of Civic Games for Community Engagement and Social Action,” CMS/W, MIT.
- 2013 Abe Stein, “Televisual Sports Videogames,” CMS/W, MIT.
- 2012 Enric Llagostera, “Game Design as a Critical Activity,” IT University of Copenhagen, Denmark.
- 2012 Stine Hansen, “How Social is Farmville?” IT University of Copenhagen, Denmark.
- 2012 Niels Jørgen Gommesen, “The Becoming of the Professional Gamer,” IT University of Copenhagen, Denmark.
- 2012 Jacob Rindom Bertelsen, “Gaming Culture at a Danish Internet Café,” IT University of Copenhagen, Denmark.
- 2012 Michael Highmark, “Geo-Caching: Experiencing Space and Place,” IT University of Copenhagen, Denmark.
- 2011 Keith Gondwe, “Designing Character Empathy in Third-Person Action Games,” IT University of Copenhagen, Denmark.
- 2011 Jung Marckmann Pedersen, “Social Play in World of Warcraft,” IT University of Copenhagen, Denmark.
- 2011 Asmus Neergaard, “The Seriousness of Game Journalism,” IT University of Copenhagen, Denmark.
- 2011 Fan Zhang, “Mah-jong: An Ancient Game from China,” IT University of Copenhagen, Denmark.

- 2008 Yingjie Li, "In-game Advertising," IT University of Copenhagen, Denmark.
- 2008 Janni Mogensen and Julie Houllberg Michaelsen, "Computer Games for Fundraising," IT University of Copenhagen, Denmark.
- 2007 Nicolai Bo Porsborg Madsen, "Modifying the Game Experience," IT University of Copenhagen, Denmark.
- 2007 Martin Gundtoft, Frederikke Hoff, Viola Samuelsen, "Human-Centered Game Design," IT University of Copenhagen, Denmark.
- 2007 Peter Niebling, Mikkel Eriksen, Peter Kuczynski, "Empowering the Player," IT University of Copenhagen, Denmark.
- 2006 Henrik Bennetsen, "Creativity in a Second Life," IT University of Copenhagen, Denmark.
- 2006 Nick Price, "Power and Influence in the Interactive Entertainment Industry," IT University of Copenhagen, Denmark.
- 2005 Yoo Falk Jensen, "The Massive Korean Online Success: A Study of the Computer Game 'Lineage,'" IT University of Copenhagen, Denmark.
- 2005 Elizabeth Juul Würtz, "Global Lifeworlds and Internet Interaction," IT University of Copenhagen, Denmark.
- 2005 Laust Juul Christensen & Jakob Schrøder Andersen, "Communication and Sociality in MMORPGs," IT University of Copenhagen, Denmark.
- 2005 Md Albarune Chowdhury, "Gender and Computer Games," IT University of Copenhagen, Denmark.
- 2005 Tina Lybaek, "Women's Right to a Gamer Identity," IT University of Copenhagen, Denmark.
- 2005 Thomas Hansen, Anne Yvind, and Frederik Tang, "Designing for Sociability," IT University of Copenhagen, Denmark.
- 2005 Tore Vesterby, "Speak Softly and Carry a Big Gun," IT University of Copenhagen, Denmark.
- 2004 Emma Witkowski & Sutikamon Højrup, "Accessing Space. Barriers of Entrance: Females & the Counter-Strike Universe," IT University of Copenhagen, Denmark.
- 2004 Per Haugaard Jacobsen, "Design Intentions & User Experience in Virtual Worlds," IT University of Copenhagen, Denmark.
- B.S. or B.A.
- 2017 Allan Ko, "Mental Health and MIT," CMS/W, MIT.
- 2016 Alyssa Smith, "The Discourse: An Online Debate," CMS/W, MIT.

- 2000 Daniel Baer, "Rituals of Life: Narrative Knowledge and the Public Sphere of the Asante Ayie," Social Studies, Harvard.
- 2000 Jake Ewart, "Anti-Miscegenation and the Law," Social Studies, Harvard.
- 1999 Amelia Morrow, "Online Civic Engagement," Social Studies, Harvard.
- 1997 Zachary Sung, "Digital Technologies, The Entertainment Industry, and Cultural Change," Social Studies, Harvard.
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