

EDMOND Y. CHANG

Women's and Gender Studies | Hendricks Hall | 1298 University of Oregon | Eugene, OR 97403
echang@uoregon.edu | <http://www.edmondchang.com>

EDUCATION:

PhD: *English Literature*, University of Washington (UW), 2012.

Dissertation: "Technoqueer: Re/con/figuring Posthuman Narratives"

Committee: Thomas Foster (chair), Kate Cummings, and Eva Cherniavsky

Areas: *technoculture, video games and digital culture, gender and sexuality studies, 20/21C American fiction.*

MA: *English Literature*, University of Maryland (UMD), 2005.

Thesis: "The Birth of the Cyberqueer Manifesto"

Committee: Marilee Lindemann (chair), Martha Nell Smith, and Kandice Chuh

Areas: *queer studies, film, cultural studies, new media, creative nonfiction.*

Graduate Course Work, *English Literature*, UMD, 9/93-12/98. Concentration: *film studies, queer studies.*

BA: *English Literature*, UMD, 1993. BA: *Classics*, UMD, 1993. Minor: *architecture.*

ACADEMIC EMPLOYMENT:

Visiting Assistant Professor, Department of Women's and Gender Studies, University of Oregon (UO), 2015-present.

Assistant Professor, Department of English, Drew University, 2013-2015.

Acting Instructor, Department of English, UW, Winter & Spring 2013.

Teaching Assistant, Department of Comparative History of Ideas, UW, 2012-2013.

Teaching Assistant, Department of English, UW, 2005-2012.

Teaching Assistant & Academic Tutor, Learn + Experience + Achieve Program (LEAP), Student-Athlete Academic Services, UW, Summer 2007, 2008, 2009, 2010, & 2011.

Teaching Assistant, Writing Ready Program, Early Fall Start, UW, Summer 2006 & 2007.

Graduate Assistant Academic Advisor & Teaching Assistant, Division of Letters and Sciences, UMD, 2004-2005.

Teaching Assistant & Adjunct Instructor, Department of English, UMD, 1994-1998, 2002-2005.

Graduate Assistant, Center Alliance for Secondary School Teachers and Texts (CAST), Center for Renaissance and Baroque Studies, UMD, 1993-1994.

Faculty Advisor, Reflections Student Literary Magazine, P.G. Community College, Landover, MD, 1994-1995.

AWARDS & DISTINCTIONS:

Underrepresented Minority Recruitment Program Grant, University of Oregon, 2015.

Mellon Arts and the Common Good Faculty Mini-Grant, Drew University, 2015.

HASTAC Scholar Fellowship, Simpson Center for the Humanities, UW, 2009-10, 2010-11, 2011-12 & 2012-13.

Andrew R. Hilien Endowment Award for full tuition and travel to the Futures of American Studies Institute, Dartmouth College, Hanover, NH, June 18-23, 2012.

Webber Teaching Award for 200-Level Teaching, Department of English, UW, 2012.

K. Patricia Cross Future Leaders Award, Association of American Colleges and Universities (AACU), 2011.

UW Excellence in Teaching Award, UW Teaching Academy, 2009.

Professional Equity Project (PEP) Grant from the Conference on College Composition and Communication (CCCC), 2009.

UW Excellence in Teaching Award Nomination, UW Teaching Academy, 2008.

Webber Outstanding Teaching Prize for 100-Level Teaching Assistant, Expository Writing Program, UW, 2007.

University Teaching and Learning Program Certificate, Center for Teaching Excellence, UMD, 2005.

Outstanding Teaching Assistant, Center for Teaching Excellence, UMD, 2004.

UM Parents Association Outstanding Faculty Award Nomination, UMD, 2003.

OTHER AWARDS

MLA Travel Award, 128th Modern Language Association Annual Convention, Boston, MA, 2013.

SLSA Travel Award, 26th Annual Meeting of the Society for Literature, Science, and the Arts (SLSA), Milwaukee, WI, 2012.

Toews Travel Grant, Comparative History of Ideas (CHID), UW, to attend the 26th Annual Meeting of the Society for Literature, Science, and the Arts in Milwaukee, WI, 2012.

Humanities, Arts, Science, and Technology Advanced Collaboratory (HASTAC) Scholar Travel Grant, to attend HASTAC V annual conference, supported by the University of Michigan Institute for the Humanities and the Andrew W. Mellon Foundation, 2011.

SLSA Travel Award, 25th Annual Meeting of the Society for Literature, Science, and the Arts, Kitchener, Ontario, Canada, 2011.

PUBLICATIONS:

“Love is in the Air: Queer (Im)Possibility and Straightwashing in Frontierville and World of Warcraft.” *QED* special issue on “Queer Gaming.” Eds. Charles E. Morris and Thomas K. Nakayama. June 2015.

“Teaching *Harry Potter*: Pedagogy as Play, Performance, and Textual Poaching.” *Playing Harry Potter*. Ed. Lisa Brenner. McFarland, 2015.

“Gay for Brad.” *Deconstructing Brad Pitt*. Eds. Christopher Schaberg and Robert Bennett. Bloomsbury, 2014.

“Gaming as Writing, Or, *World of Warcraft* as World of Wordcraft.” *Computers and Composition Online* special issue on “Reading Games: Composition, Literacy, and Video Gaming.” August/September 2008. <http://www.bgsu.edu/cconline/gaming_issue_2008/ed_welcome_gaming_2008.htm>.

IN PRESS OR IN PROGRESS

“A Game Chooses, A Player Obeys: *BioShock*, Posthumanism, and the Limits of Queerness.” *Identity Matters: Race, Gender, and Sexuality in Video Game Studies*. Eds. Jennifer Malkowski and TreaAndrea M. Russworm. Indiana University Press, forthcoming 2016.

“Queergaming.” *Queer Game Studies: Gender, Sexuality, and a Queer Approach to Game Studies*. Eds. Bonnie Ruberg, Ben Aslinger, Adrienne Shaw. University of Minnesota Press, forthcoming 2016.

“Playing as Making.” *Disrupting Digital Humanities*. Eds. Dorothy Kim and Jesse Stommel. Punctum Books, forthcoming 2016.

“Alan Turing, ‘Pryce’s Buoy,’ and the Technoqueer.” In progress.

“‘Making Us All Queer’: Queering Transhumanism in Cory Doctorow, Geoff Ryman, and David Gerrold.” In progress.

OTHER WRITING & WEB-BASED SCHOLARSHIP

“Queer.” *Digital Pedagogy in the Humanities: Concepts, Models, and Experiments*. Eds. Rebecca Frost Davis, Matthew K. Gold, Katherine D. Harris, and Jentery Sayers. Modern Language Association, forthcoming 2016. <<https://github.com/curateteaching/digitalpedagogy/blob/master/keywords/queer.md>>.

- “Cards Against Humanity is _____.” *First Person Scholar*. March 17, 2015. Part of the special feature “Videogames, Queerness, & Beyond Dispatches from the 2014 Queerness & Games Conference.” Ed. Bonnie Ruberg. <<http://www.firstpersonscholar.com/cards-against-humanity-is/>>.
- “Better, Stronger, Faster? *Bionic Woman* and Posthuman Queerness.” January 23, 2015 for *In Media Res* “Post-human, Super-intelligent, Dream Girls” week. *In Media Res* is a collaborative Media Commons project for online scholarship. Ed. Jason Derby. <<http://mediacommons.futureofthebook.org/imr/theme-week/2015/04/post-human-super-intelligent-dream-girls-january-19-january-23-2015>>.
- “Gaming Writing: Teaching (with) Video Games” Prezi presentation featured in *Writer/Designer: A Guide to Making Multimodal Projects*. Eds. Kristin L. Arola, Jennifer Sheppard, and Cheryl E. Ball. Bedford/St. Martin’s, 2014.
- “The Last Human: *Doctor Who* and Anxieties Over the Posthuman.” December 17, 2013 for *In Media Res* “Doctor Who” week. *In Media Res* is a collaborative Media Commons project for online scholarship. Ed. Lauren Cramer. <<http://mediacommons.futureofthebook.org/imr/2013/12/17/last-human-doctor-who-and-anxieties-over-posthuman>>.
- “Alan Turing: The First Digital Humanist?” HASTAC Scholars Forum. Co-wrote and developed the forum prompt, organizing questions, and invited prominent academics and practitioners to participate in the public forum. Featured February 19-March 12, 2013. <<http://hastac.org/forums/alan-turing-first-digital-humanist>>.
- Review of Chapter 12: “Roots and Revelation: Genetic Ancestry Testing and the YouTube Generation” by Alondra Nelson & Jeong Won Hwang. HASTAC Distributed Book Review of *Race After the Internet* (Edited by Lisa Nakamura and Peter Chow-White). March 15, 2012. <<http://hastac.org/blogs/fionab/2012/03/15/crowdsourced-book-review-race-after-internet>>.
- “Press Start to Continue: Toward a New Video Game Studies,” HASTAC Scholars Forum. Co-developed and wrote the forum prompt, organizing questions, and invited prominent academics and practitioners to participate in the public forum. Featured February 6-March 5, 2012. <<http://hastac.org/forums/press-start-continue-toward-new-video-game-studies>>.
- “Would You Kindly?”: *BioShock* and Posthuman Choice.” Co-authored with Timothy Welsh. March 10, 2011 for *In Media Res* “Posthumanism and Media” week. <<http://mediacommons.futureofthebook.org/imr/2011/03/10/would-you-kindly-bioshock-and-posthuman-choice>>.
- “Playing (with) Power: Video Games and the Fantasies of Control.” Podcast for the Simpson Center for the Humanities, in conjunction On the Boards theatre’s presentation of Rimini Protokoll’s performance of *Best Before*. May 2010. <<http://www.ontheboards.org/performances/best>>.

PROFESSIONAL BLOGS & WEBSITES

- ED(MOND)CHANG(ED)AGOGY, academic/pedagogical blog & online portfolio, responsible for content, WordPress installation, and maintenance, 2005-present, <<http://www.edmondchang.com>>.
- Critical Gaming Project, website and blog, primary contributor (features and commentary) and editor, responsible for content and maintenance, 2008-2012, <<http://depts.washington.edu/critgame/wordpress>>.
- Summer LEAP (Learn + Experience + Achieve Program), website and blog, responsible for site design, WordPress installation, content and maintenance, 2008-2012, <<http://depts.washington.edu/uwleap/>>.
- e.g., UW’s Online Journal of 100-Level Writing, website and blog, webmaster, responsible for content and maintenance, 2007-2012, <<http://depts.washington.edu/egonline/>>.
- English Graduate Student Organization @ UW, website and blog, contributor and webmaster, responsible for content and maintenance, 2007-2012, <<http://students.washington.edu/enggsso/>>.

C ONFERENCES & PRESENTATIONS:

INVITED LECTURES AND PRESENTATIONS

- “Queer Games, Straight Design: Queer Possibility and Straightwashing in *FrontierVille* and *World of Warcraft*,” talk sponsored by the Mellon Arts and the Common Good Grant and the Department of English, Drew University, Madison, NJ, April 30, 2015.
- “Gaming the Future: New Perspectives on Digital Entertainment,” invited discussant (via Skype), Rhetoric, Politics, and Gaming (RPG) Series, Ohio State University, April 15, 2015.
<<https://rpgseries.wordpress.com/2015/04/09/our-final-event-of-the-year-gaming-the-future-new-perspectives-on-digital-entertainment/>>.
- “Towards a (New) Video Game Pedagogy: Critical Players and Gameful Assignments,” invited workshop, Digital Pedagogy Workshops and Digital Currents series, Institute for the Humanities, University of Michigan, Ann Arbor, MI, January 16, 2015.
- “Queer (Im)Possibility and Straightwashing in Digital Games,” invited talk, part of the Five College Digital Humanites Speaker Series, Smith College, Northampton, MA, November 21, 2014.
- “Towards a (New) Video Game Pedagogy: Critical Players Not Digital Natives,” invited workshop, THATCamp Digital Pedagogy, Carnegie Center of Richard Stockton College, Atlantic City, NJ, June 2014.
- “Queergaming: Digital Humanities, Digital Games, and Playing with Difference,” talk and roundtable, “Queering the Digital Humanities,” sponsored by Queer Philly Media, University of Pennsylvania, April 22, 2014.
- “Queer Games, Straight Design,” talk and workshop, part of the “Building Public Humanities” series, sponsored by the Electronic Textual Cultures Lab and the Maker Lab in the Humanities at the University of Victoria, British Columbia, March 10, 2014.
- “The Seductions of Gamification,” workshop and keynote address, Boise State THATCamp, Boise State University, October 2012.
- “Gaming Writing: Teaching (with) Video Games,” invited workshop, TYCA-PNW/PNWCA Conference, Highline Community College, Des Moines, WA, October 2012.
- “Game Studies,” guest instructor for graduate seminar, ENGL593: “Textual Studies & Digital Technologies,” Dr. Brian Reed, UW, October 2012.
- “Teaching (with) Video Games” workshop, co-presented with Sarah Kremen-Hicks, THATCamp Games, University of Maryland, January 2012.
- “Close Playing, or, Teaching (with) Video Games” workshop, THATCamp Pacific Northwest (PNW), UW-Bothell, November 2011.
- “Faculty of the Future: Voices from the Next Generation” honoree and roundtable participant, 97th Annual Meeting of the Association of American Colleges and Universities (AACU), San Francisco, January 2011.

CONFERENCES

- “No Digital Water Shortage,” roundtable participant and co-organizer, “Speculative Environments: Environmental Studies, Media, and Science Fictions,” sponsored by the Environmental Studies and Sustainability program and Department of English, Drew University, Madison, NJ, April 17, 2015.
- “Queer (Im)Possibility and Straightwashing in *FrontierVille* and *World of Warcraft*,” presenter and chair for the panel “Damsels, Bronies, Tennos, and Toons: Gender Matters in Video Games,” Popular Culture Association/American Culture Association (PCAACA) 45th Annual Conference, New Orleans, LA, April 2013.
- “Brad Pitt Studies,” roundtable participant, organized by Christopher Schaberg, co-editor of *Deconstructing Brad Pitt*, Popular Culture Association/American Culture Association (PCAACA) 45th Annual Conference, New Orleans, LA, April 2013.
- “Digital Queer Utopias: Gaming, Performance,” roundtable participant, organized by Ed Chamberlain, American Studies Association, Los Angeles, CA, November 2014.

- “*Cards Against Humanity* is _____” for the panel “Meaningful Mechanics: Game Design, Difference, and Social Justice,” Queerness and Games Conference, University of California, Berkeley, October 2014.
- “Hard Mode: Games and Narratives of Marginalization,” roundtable participant, organized by Anastasia Salter, included as part of the 2014 Presidential Theme “Vulnerable Times,” 129th MLA Annual Convention, Chicago, IL, January 2014.
- “Queerness Can(not) Be Designed: Video Games and the Trouble with Protocol, Part II” for the panel “Digital Queers/Queering the Digital: Gaming, Programming, Performance,” sponsored by the Division on Gay Studies in Language and Literature, 129th MLA Annual Convention, Chicago, January 2014.
- “Queer Glitches, or, The Recuperation of Vanellope Von Schweetz,” for the panel “Queer Videogame Ecologies,” part of the “Critical Game Studies” stream, Society for Literature, Science, and the Arts (SLSA), University of Notre Dame, South Bend, IN, October 2013.
- “Keywords for Video Game Studies” roundtable chair and participant, Pacific Northwest American Studies Association (PNASA) Annual Meeting, Seattle, WA, April 2013.
- “Queerness Can(not) Be Designed: Video Games and the Trouble with Protocol” for the “Game Studies XVII: Crossing Borders and Occupying Margins” topic area, Popular Culture Association/American Culture Association (PCAACA) 43rd Annual Conference, Washington, DC, March 2013.
- “A Man Chooses, A Player Obeys:’ *Bioshock*, Transhumanism, and the Limits of Queerness” for the panel “Playing the Past, Playing the Future: Time in Contemporary Video Games,” Society for Cinema and Media Studies (SCMS), Chicago, IL, March 2013.
- “Gaming Posthumanism” for the “Critical Game Studies” stream, Society for Literature, Science, and the Arts (SLSA), Milwaukee, WI, September 2012.
- “Close Playing: Literary Methods and Video Game Studies” roundtable participant, organized by Mark L. Sample (George Mason), 127th MLA Annual Convention, Seattle, January 2012.
- “Close Playing, Paired Playing: A Practicum” for the “Digital Narratives and Gaming for Teaching Language and Literature” panel, co-presented with Timothy Welsh (Loyola New Orleans), 127th MLA Annual Convention, Seattle, January 2012.
- “Bashing Abbie: *Metroid M*, Women (and Queer) Gamers, and Heteromasculinist Resistance” for the “Geeky Intersections: The Mangle of Performance and Play” panel, Geek Girl Con, Seattle, October 2011.
- “Queering Bioshock: Bodyhacking Race, Gender, and Sexuality” for the “Critical Game Studies” stream, Society for Literature, Science, and the Arts (SLSA), Kitchener, Ontario, September 2011.
- “Close Playing, or, Video Games as Practicum” poster presentation, co-presented with Timothy Welsh, 2011 UW Teaching and Learning Symposium, UW, April 2011.
- “Save Points: Teaching (with) Video Games” poster presentation, co-presented with Timothy Welsh, 2010 UW Teaching and Learning Symposium, UW, April 2010.
- “Keywords for Video Game Studies” roundtable chair and participant, Cultural Studies Association (CSA) Eighth Annual Meeting, University of California, Berkeley, CA, March 2010.
- “Queer/ing/s Online” colloquium presenter, Queer + Public + Performance Working Group (co-presented with the HASTAC Scholars @ UW), Simpson Center for the Humanities, UW, Seattle, December 2009.
- “Gaming as Writing: World of Warcraft as World of Wordcraft” for the panel “Save Points: Gaming as Writing, Production, and Play in the Contact Zone,” Conference on College Composition and Communication (CCCC), San Francisco, CA, March 2009.
- “How Ya Doin’, Mon?: Coding and Coded Race in World of Warcraft” for the panel “Literature And/As New Media,” Society for Literature, Science, and the Arts, Portland, ME, 2007.
- “Making Us All Queer’: Queering Transhumanism” for the panel “Queering Technology,” UCLA Queer Studies Conference 2007, University of California, Los Angeles.
- “Virtual Office Hours, A Rhetorical and Pedagogical Experiment” for the panel “V.U.: Spaces, Articulations, and Interfaces of the Virtual University,” co-written & presented with Jentery Sayers, Computers and Writing 2007, Wayne State University, Detroit.
- “Looking for Ophera Windfury: Imagining Race (and Sexuality) in *World of Warcraft*” for the panel “Race and Video Games,” (dis)junctions 2007, University of California, Riverside.

“Birth of the Cyberqueer Manifesto” for the panel “(Under)e-presentations: Negotiating Marginalized Cyberidentities” Panel Chair and Presenter, Society of Literature and Science Conference, Durham, NC, 2004.

TEACHING EXPERIENCE & COURSES:

UNIVERSITY OF OREGON

WGS 199: Gender and Popular Culture: “Welcome to the Whedonverse: Feminism, Fandom, and Popular Culture,” UO, Autumn 2015

WGS 422/522: Sexuality Studies: “Advanced Queer Theory and Cultural Studies,” UO, Autumn 2015

DREW UNIVERSITY

ENGL 107: Asian American Literature: “Looking for Ming: Asian American Speculative & Science Fiction,” Drew University, Spring 2015

ENGL110: Introduction to Media Studies: “Page, Wave, Screen, Circuit,” Drew University, Spring 2014, Spring 2015

ENGL 326: Approaches to Literature (Cultural): “Introduction to Queer Theory,” crosslisted WGST 304, Drew University, Spring 2015

AMST 101: American Popular Culture: “‘Too Cool for School’: Students in American Film, Media, and Pop Culture,” Drew University, Autumn 2014

ENGL 115: Topics in Literary Studies, “Literatures of the Fantastic,” Drew University, Autumn 2014

ENGL 356: Advanced Studies in American Literature of the 20th Century, “Cyberpunk: Past, Present, & Future,” Drew University, Autumn 2014

ENGL201: Selected Topics in Literature: “Introduction to Children’s Literature: Critical Approaches to Harry Potter and Others,” Department of English, Drew University, Summer 2014

ENGL357: Advanced Studies in Literature of the 20th Century: “Posthuman Narratives,” Department of English, Drew University, Spring 2014

ENGL253: Mapping the Anglo-American Literary Tradition (1900-Present), Department of English, Drew University, Spring 2014

ENGL325: Approaches to Literature (Intertextual): “Introduction to Digital Humanities,” Department of English, Drew University, Spring 2014

ENGL106: African American Literature: “African American Science Fiction,” Department of English, Drew University, Autumn 2013.

ENGL204: Interdisciplinary Studies in Literature & Language: “Virtual Worlds & Video Games,” Department of English, Drew University, Autumn 2013.

ENGL374: Advanced Literary Studies Seminar: “Queer(ing) American Literature,” Department of English, Drew University, Autumn 2013.

UNIVERSITY OF WASHINGTON

ENGL307: Cultural Studies: “Critical Approaches to Tolkien: Cultural Studies and Fantasy Literature,” Department of English, UW, Spring 2013.

ENGL242: Reading Prose Fiction, Department of English, UW, including:

“Not Your Average High School Novel Class: Re-Reading American Literature,” Spring 2009 & 2013.

“Cyberpunk: Past, Present, & Future,” Winter 2013.

“Banned, Bowdlerized, and Burned: Reading (and Writing) as Political,” Spring 2011.

“Reading Intersections: Literature as Worldmaking,” Winter 2008

ENGL466: Introduction to LGBT Studies: “Queer Inquiries,” Department of English, UW, Winter 2013.

CHID250: Special Topics: “Identity and Technology,” Department of Comparative History of Ideas, UW, Autumn 2012.

- ENGL200: Reading Literature: "Literatures of the Fantastic," Department of English, UW, Autumn 2007 & Summer 2012.
- CHID480: Special Topics: "Identity and Technology," Department of Comparative History of Ideas, UW, Spring 2012.
- CHID496: Focus Group, Comparative History of Ideas, UW, on topics including:
 "Heroes & Monsters: Understanding Live-Action Role-Playing," Spring 2009, 2010, 2011, 2012, & 2013.
 "Video+Games+Other+Media," co-taught with Sarah Kremen-Hicks, Winter 2012
 "'Serious Research Mode': Critical Approaches to Buffy (and Stuff)," co-taught with Jane Lee, Winter 2011.
 "Close Playing, or, Bioshock as Practicum," co-taught with Timothy Welsh, Winter 2011.
 "Keywords for Video Game Studies," co-taught with Timothy Welsh, Autumn 2010.
 "Why So Serious?: Video Games as Persuasion, Politics, and Propaganda," co-taught with Timothy Welsh, Winter 2010.
 "Bioshock: Cyborg Morality and Posthuman Choice," co-taught with Timothy Welsh, Autumn 2009.
 "Paper & Dice 101: Tabletop Gaming as Storytelling, Storyplaying," Autumn 2008.
- ENGL111: Composition (with Literature), Expository Writing Program, UW, including:
 "The Mirror of Erised: Critical Approaches to *Harry Potter*," Spring 2007, 2008, & Winter 2012.
 "Critical Approaches to Popular Fiction, Or, *Harry Potter* vs. *Twilight*," Autumn 2010.
 "Imagining Cyberspace," Autumn 2006.
- ENGL281: Intermediate Expository Writing: "10 Reasons I Hate (Like) Writing, Or, A Writer's Bootcamp," Department of English, UW, Autumn 2009 & 2011.
- ENGL108: Writing Ready, Summer LEAP, Student-Athlete Academic Services, UW, Summer 2009, 2010, & 2011.
- ENGL131: Composition (Exposition), Expository Writing Program, UW, including:
 "Critical Approaches to Popular Fiction, Or, Harry Potter vs. Twilight," Autumn 2010.
 "Critical Approaches to Harry Potter," Winter 2010.
 "Diversity & Multiculturalism," Spring 2006.
 "A Question of Diversity," Winter 2006.
 "Seeing and Seen: Analyzing Representation," Autumn 2005.
- ENGL207: Introduction to Cultural Studies: "Virtual Worlds & Video Games," Department of English, UW, Winter 2009 & Spring 2010.
- ENGL250: Introduction to American Literature: "The American Imagination: Progress, Exploration, and Science Fictions," Department of English, UW, Autumn 2008.
- GIS140: Writing Ready, Summer LEAP, Student-Athlete Academic Services, UW, Summer 2007 & 2008.
- GIS140: Writing Ready, Early Fall Start Program, UW, Summer 2006 & 2007.

UNIVERSITY OF MARYLAND

- EDCP108L: College Writing and Reading, Scholastic Transitions Educational Program (STEP), Division of Letters and Sciences, UMD, Summer 2005.
- UNIV100: The University and the Student (Standard & Media Literacy Cluster), Division of Letters and Sciences, UMD, 9/04-5/05.
- ENGL 101, 101X, 101S, 101H, 101+" Introduction to Academic Writing, Dept. of English, UMD, 8/94-12/98, 8/02-5/05, including English as a Second Language, College Park Scholars, First Year Focus, and Honors sections.

SERVICE & PROFESSIONAL ACTIVITIES:

- Faculty Advisor, *Drew Acorn* Student Newspaper, Drew University, 2014-2015.
- Faculty Advisor, Drew Organization of Gaming student group, Drew University, 2013-2015.
- Lead Organizer, THATCamp Epic Play, Simpson Center for the Humanities, UW, May 24 & 25, 2013.

- Lead Organizer, Keywords for Video Game Studies Graduate Interest Group, Simpson Center for the Humanities, UW, 2010-11, 2011-12 & 2012-13.
- Lead Organizer, Critical Gaming Project, UW, 2009-2013.
- UW Distinguished Teaching Award Committee Member, The Center for Teaching and Learning & Undergraduate Academic Affairs, UW, 2009-10, 2010-11 & 2011-12.
- Officer & Executive Officer, QGrads, Faculty, and Staff, UW, Spring 2008-2012.
- Contributing Blogger for *liberal.education.nation*, covering the 97th Annual Meeting of the Association of American Colleges and Universities (AACU), San Francisco, January 2011, <http://blog.aacu.org/>
- Organizer, Queer + Public + Pedagogy Graduate Interest Group, Simpson Center for the Humanities, UW, 2010-11.
- Organizer, Queer + Public + Performance Working Group, Simpson Center for the Humanities, UW, 2009-10.
- Cover Design for *Acts of Inquiry: A Guide to Reading, Research, and Writing at the University of Washington*, Expository Writing Program, UW, 2010.
- Trainer, Safe Zone Project, Q Center, UW, Autumn 2008-2011.
- Presenter, "Everyday Activities," ENGL 111 Orientation, Expository Writing Program, UW, Summer 2008.
- Officer & Executive Officer, Graduate Student Organization, Department of English, UW, Autumn 2007-2012. Member since 2005.
- Safe Zone Ally, Safe Zone Project, Q Center, UW, Spring 2007-2013.
- Editorial Committee, *e.g.*, the UW's Online Journal of 100-Level Writing, Expository Writing Program, UW, Autumn 2007-2012.
- Cover Design for *Situating Inquiry: An Introduction to Reading, Writing, and Research at the University of Washington*, Expository Writing Program, UW, 2007.
- Co-Presenter, "Becoming Technoliterate," Research Exposed!, Undergraduate Research Program, UW, Autumn 2007.
- Presenter, "First Day Experiences," ENGL 131 Orientation, Expository Writing Program, UW, Summer 2007.
- Presenter, "Assignment Sequences," ENGL 111 Orientation, Expository Writing Program, UW, Summer 2007.
- Moderator for English, a listserv for English Department graduate students, UW, 2006-2013.
- Moderator for CampusQ, a LGBT listserv for the Q Center, UW, 2006-2013.
- Co-Editor and Creator, *B-13*, English Graduate Literary Magazine, UW, Spring 2006-Spring 2007.
- Workshop Leader, ENGL 131 Orientation, Expository Writing Program, UW, Summer 2006.
- Presenter, "Who We Are Matters" Luncheon, TA Conference on Teaching and Learning, Center for Instructional Development and Research, 2006.
- UNIV 100 Course Development Committee for Media Literacy Learning Community, Division of Letters and Sciences, UMD, Autumn 2004 & Spring 2005.
- Presenter, "Class Blogs," Freshman Writing Program Professional Development Orientation, UMD, Autumn 2005.
- Member/Presenter, LGBT Speakers Bureau Program, UMD, 9/97-12/98, 9/02-6/05.
- Presenter, "Experienced Graduate Teaching Assistants Panel," Graduate Teaching Assistants Orientation, Center for Teaching Excellence, UMD, Autumn 2004.
- Presenter, "Classroom Management," Graduate Teaching Assistants Orientation, Center for Teaching Excellence, UMD, Autumn 2004.
- Member, Rainbow Terrapin Network, UMD, 2/03-6/05.
- Presenter, "Experienced Teaching Assistants Panel," Freshman Writing Program Professional Development Orientation, UMD, Autumn 2003.

Facilitator, Safe Space, LGBT Peer-Support Group, UMD, 9/97-12/98.

Professional Development, "Supervising Youth Staff and Volunteers" Workshop, Compasspoint Nonprofit Services, SF, CA, 6/01.

Instructor, Workshop 684: PageMaker for Newsletters, Compasspoint Nonprofit Services, SF, CA, 4/99-6/01.

Freelance Desktop Publisher and Designer, working primarily with Beckham Publications, MD, 1991-present.

ORGANIZATIONS & MEMBERSHIPS:

Popular Culture Association/American Cultural Association (PCA/ACA), 2012-present.

Society for Cinema and Media Studies (SCMS), 2012-present.

American Studies Association (ASA), 2011-present.

Modern Language Association (MLA), 2007-present.

Society for Literature, Science, and the Arts (SLSA), 2004-present.