Adrienne L. Massanari, PhD

Department of Communication
University of Illinois at Chicago
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Professional Appointments

2018-present	**Associate Professor, University of Illinois, Chicago** – Department of Communication
	Teaching responsibilities include undergraduate and graduate-level courses in new media, research methods, game studies, mobile media, and visual communication.
2012-2018	**Assistant Professor, University of Illinois, Chicago** – Department of Communication
2015-2016	**Visiting Professor, Aarhus University, Denmark** - School of Communication and Culture, Information Science
	Teaching responsibilities included an undergraduate summer course in 2015 and 2016, co-taught with Katrin Tiidenberg entitled "Digital Living."
2010-2012	**Director, Center for Digital Ethics & Policy (CDEP)** – Loyola University Chicago
	Director of the Center for Digital Ethics & Policy in the School of Communication at Loyola University Chicago, which was the recipient of $50,000 grant from the McCormick Foundation to host a conference on news literacy and digital citizenship. Launched and managed website containing news, book reviews, white papers, and resources for academics, journalists and digital media professionals at http://www.digitalethics.org.
2009-2012	**Assistant Professor**, **Loyola University Chicago** – School of Communication (SOC)
	Assistant Professor of Digital/New Media; taught courses in communication theory, research methods, game studies, guerrilla and alternative media, ethics, and new media/communication technologies. Served on faculty committees related to curriculum development (at both the SOC and university-level), digital humanities, film studies, and others on an ad-hoc basis.
2008-2009	**Instructor**, **Loyola University Chicago** – School of Communication (SOC)
	Instructor of Digital/New Media; taught courses in communication theory, research methods, guerrilla and alternative media, and new media/communication

technologies.

Education

PhD   **University of Washington, June 2007**
Department of Communication
Dissertation title: "In Context: Information Architects, Politics and
Interdisciplinarity"
Advisor: Dr. Kirsten Foot, Communication

MA   **University of Washington, June 2003**
Department of Communication
Thesis title: "'Work hard. Have fun. Make history. [Make money].'": Narratives
of Amazon.com
Advisor: Dr. David Silver, Communication

BA (Honors)   **Guilford College, May 1997**
Major: Geology, Minor: English
Honors thesis title: "A Book of Myths": Exploring the Fictional Geography in
Joseph Conrad's *The Secret Agent* and Alfred Hitchcock's *Sabotage*, *Frenzy* and
Vertigo
Advisor: Dr. Lee Johnson, English

Research Interests

Social and cultural implications of technology, gender and new media, platform politics, digital ethics, videogame studies, human-computer interaction, dot-com/geek culture, popular culture, media literacy, design studies, usability, information architecture, mediated youth technologies, media studies and cultural studies, science and technology studies

Publications

Books
Massanari, A. L. (2015). *Participatory culture, community, and play: Learning from Reddit*. New York: Peter Lang.

Nominations:
2016 Association of Internet Researchers' (AOIR) Nancy Baym Book Award)

Reviews:
MEDIENwissenschaft: Reviews, No. 2 (2017), by Vanessa Ossa [In German]
http://archiv.ub.uni-marburg.de/ep/0002/article/view/7050/6889

Present Tense Journal, Vol. 3, No. 6 (2018), by Rachel Sullivan
https://www.presenttensejournal.org/volume-6/book-review-massanaris-participatory-culture-community-and-play-learning-from-reddit/

Heider, D. & **Massanari, A. L.** (2012). *Digital ethics: Research and practice* (Eds). New York: Peter Lang.

Silver, D. & **Massanari, A. L**. (2006). *Critical cyberculture studies: Current terrains, future directions* (Eds). New York: New York University Press.

Refereed Journal Articles

Massanari, A. L. (2018). Rethinking research ethics, power, and the risk of visibility in the era of the "alt-right" gaze. Ethic as method in the era of Big Data (A. Markham & A. Herman, Eds). Special issue of *Social Media + Society*. Available online: http://journals.sagepub.com/doi/abs/10.1177/2056305118768302

Massanari, A. L. & Chess, S. (2018). Attack of the 50-Foot Social Justice Warrior: The discursive construction of SJWs in "alt-right" media. Online Misogyny (D. Ging & E. Siapera, Eds). Special issue of *Feminist Media Studies*. Available online: https://www.tandfonline.com/doi/abs/10.1080/14680777.2018.1447333

Massanari, A. L. (2017). "Come for the period comics. Stay for the cultural awareness.": Reclaiming the troll identity through feminist humor on Reddit's /r/TrollXChromosomes. *Feminist Media Studies*. Available online: http://www.tandfonline.com/doi/full/10.1080/14680777.2017.1414863

Massanari, A. L. (2015). #Gamergate and The Fappening: How Reddit's algorithm, community, and culture support toxic technocultures. *New Media & Society*. Available online: http://nms.sagepub.com/content/early/2015/10/07/1461444815608807

Massanari, A. L. (2015). *Never Alone* (Kisima Inŋitchuŋa): Possibilities for participatory game design. *Well-Played, 4*(3). Available online: http://press.etc.cmu.edu/content/volume-4-number-3-diversity-games

Massanari, A. L. (2012, October). DIY design: How crowdsourcing sites are challenging professional design practice. *First Monday*. Available online: http://www.uic.edu/htbin/cgiwrap/bin/ojs/index.php/fm/article/view/4171/3331

Massanari, A. L. & Howard, P. N. (2011). Internet use and omnivorous information habits during U.S. presidential elections. *Journal of Information Technology & Politics*, *8*(2). 177-198.

Massanari, A. L. (2010). Designing for imaginary friends: Information architecture, personas, and the politics of user-centered design. *New Media & Society*, *12*(3). 401-416.

Heider, D. & **Massanari, A. L.** (2010). Friendship, closeness, and disclosure in Second Life. *International Journal of Gaming and Computer-Mediated Simulations*, *2*(3). 61-74.

Howard, P. N. & **Massanari, A. L.** (2007). Learning to search and searching to learn: Income, education, and experience online. *Journal of Computer-Mediated Communication, 12*(3). Available online: http://jcmc.indiana.edu/vol12/issue3/howard.html

Special Issues

Golumbia, D. & **Massanari, A. L**. (Forthcoming). Online extremism (Eds.). Special issue of *b20: An Online Journal*.

Hunsinger, J. & **Massanari, A. L.** (Fall 2012). Cultures in virtual worlds (Eds.). Special issue of *New Review of Hypermedia and Multimedia.*

Book Chapters

Massanari, A. L. (2016). Contested play: The culture and politics of Reddit bots. In R. Gehl and M. Bakardjieva's (Eds.) *Socialbots and their friends: Digital media and the automation of sociality* (pp. 110-127). New York: Routledge.

Massanari, A. L. (2016). "Damseling for dollars": Toxic technocultures and geek masculinity. In R. Lind's (Ed.) *Race and gender in electronic media: Content, Context, Culture* (pp. 312-327). New York: Routledge.

Blasiola, S., Feng, M. & **Massanari, A. L.** (2015). Riding in cars with strangers: A cross-cultural comparison of privacy and safety in Ingress. In M. Willson and T. Leaver's (Eds) *Social, casual, mobile: Changing games* (pp. 135-148). New York: Bloomsbury Academic.

Dougherty, M. & **Massanari, A. L.** (2013). Best practices for bloggers: Dimensions for consideration. In Y. Crotty & M. Farren (Eds.) *Digital literacies in education: Creative, multimodal and innovative practices* (pp. 201-220). Bern: Peter Lang.

Massanari, A. L. (2012). Gendered pleasures: The Wii, embodiment and technological desire. In D. G. Embrick, J. T. Wright & A. Lukacs (Eds.), *Social exclusion, power and video game play: New research in digital media and technology* (Vol. 2) (pp. 279-293). Lanham, MD: Lexington Books.

Massanari, A. L. (2006). Dot-coms and cyberculture studies: Amazon.com as a case study. In D. Silver & A. L. Massanari (Eds.) *Critical cyberculture studies: Current terrains, future directions* (pp. 117-140). New York: New York University Press.

Reports, Book Reviews, and Other Publications

Massanari, A. L. (2018). Social Justice Warriors as the "Alt-Right" Bogeyman. *Flow.TV: A Critical Forum on Media and Culture.* Available online: http://www.flowjournal.org/2018/04/alt-right-bogeyman/

Massanari, A. L. (2018). /r/DeepFakes and Reddit's Ongoing Misogyny Problem. *Flow.TV: A Critical Forum on Media and Culture.* Available online: http://www.flowjournal.org/2018/02/deepfakes-and-reddit/

Massanari, A. L. (2017). Rose McGowan and the "neutrality" of social media platforms. *Flow.TV: A Critical Forum on Media and Culture.* Available online: http://www.flowjournal.org/2017/10/rose-mcgowan-and-the-neutrality-of-social-media-platforms/

Massanari, A. L. et al. (2016). Pokémon Go syllabus: Got to catch all the references. Online at: https://docs.google.com/document/d/1xYuozfkON-RVZQkr7d1qLPJrCRqN8TkzeDySM-3pzeA

Massanari, A. L. (2015). [Review of the book *Gaming at the edge*]. *American Journal of Play.* pp. 139-141.

Massanari, A. L. (2014). A Feast of Jackdaws: Reddit micro-celebrity, algorithms, and gender. *New Criticals.* Available online: http://www.newcriticals.com/a-feast-of-jackdaws

Massanari, A. L. (2012). [Review of the book *Emerging practices in cyberculture and social networking*]. *Literary and Linguistic Computing*.

Massanari, A. L. & Dougherty, M. (2010). Best practices for bloggers: Dimensions for consideration. Center for Digital Ethics & Policy. Available online: http://digitalethics.org/2010/09/22/best-practices-for-bloggers-dimensions-for-consideration/

Massanari, A. L. (2007). [Review of the book *Information politics on the Web*]. Resource Center for Cyberculture Studies. Available online: http://rccs.usfca.edu/bookinfo.asp?BookID=349&ReviewID=438

Massanari, A. L. (2004). [Review of the book *Scrolling forward*]. Resource Center for Cyberculture Studies. Available online: http://rccs.usfca.edu/bookinfo.asp?ReviewID=294&BookID=220

Massanari, A. L. (2002). Government web sites respond to September 11. In K. A. Foot, S. M. Schneider, & L. Rainie (Eds.) One year later: September 11 and the Internet. Available online: http://www.pewinternet.org/reports/toc.asp?Report=69

Refereed Conference Presentations

Massanari, A. L. (2017). "Come for the period comics. Stay for the cultural awareness": Reclaiming the troll identity through feminist humor on Reddit's /r/TrollXChromosomes. Presented at the International Communication Association conference in San Diego, CA, May 25-29, 2017.

Massanari, A. L. (2017). Intersectional game design: Lessons from *Never Alone*. Presented at the Society for Cinema and Media Studies (SCMS) conference in Chicago, IL, March 22-March 26, 2017.

Quinn, K. & **Massanari, A. L.** (2016). No place for old men (and women): Representations of older adult gamers. Presented at the Association of Internet Researchers (AOIR) conference in Berlin, Germany, October 5-8, 2016.

Massanari, A. L. (2016). Internet research ethics roundtable I. "New problems, new relationships" [roundtable]. Presented at the Association of Internet Researchers (AOIR) conference in Berlin, Germany, October 5-8, 2016.

Massanari, A. L. (2016). #CyberMisogyny: Combating gendered hate online [forum participant]. Presented at Console-ing Passions International Conference on Television, Video, Audio, New Media and Feminism conference in South Bend, IN, June 16-18, 2016.

Massanari, A. L. (2016). Meet me at the crossroads: Intersectionality and feminist game studies [workshop]. Presented at the Society for Cinema and Media Studies (SCMS) conference in Atlanta, GA, March 30-April 3, 2016.

Massanari, A. L. (2015). Brain tingles and scary holes: ASMR, trypophobia, and the sensorial web [panel paper]. Presented at the Association of Internet Researchers (AOIR) conference in Phoenix, AZ, October 21-24, 2015.

Massanari, A. L. (2015). It's really about ethics in games research: Reflections on #Gamergate [roundtable panelist]. Presented at the Association of Internet Researchers (AOIR) conference in Phoenix, AZ, October 21-24, 2015.

Massanari, A. L. (2015). MRA's, #Gamergate and TheFappening: How Reddit's algorithm, community and culture enables toxic technocultures. Presented at Console-ing Passions International Conference on Television, Video, Audio, New Media and Feminism conference in Dublin, Ireland, June 18-20, 2015.

Massanari, A. L. (2015). Feminist resistance on reddit.com: /r/ShitRedditSays and /r/GamerGhazi. Presented at The Gendered Politics of Production: Girls and Women as Media Producers symposium at Middlesex University in London, England, June 16, 2015.

Massanari, A. L. (2014). Virtual digs: what does the Internet, Archaeology and Phenomenology have in common? [panelist]. Presented at the Association of Internet Researchers (AOIR) conference in Daegu, South Korea, October 22-24, 2014.

Massanari, A. L. (2014). "Why are all of you such assholes?" ShitRedditSays, gender, and counterperformance on reddit. Presented at the Theorizing the Web conference in Brooklyn, New York, April 25-26, 2014.

Massanari, A. L. (2013). Digital and material practices of crowdsourcing design sites. Presented at the American Anthropological Association annual meeting in Chicago, IL, November 20-24, 2013.

Massanari, A. L. (2013). Playful participatory culture: Learning from Reddit. Presented at the Association of Internet Researchers (AOIR) conference in Denver, CO, October 23-26, 2013.

Massanari, A. L. (2013). The pleasures and perils of nostalgia: Playing *L.A. Noire*. Presented at the Digital Games Research Association (DIGRA) conference in Atlanta, GA, August 26-29, 2013.

Powers, R. M. & **Massanari, A. L.** (2013). Creepshots and Predditors: When should privacy matter? Presented at the Dark Side of the Digital Conference in Milwaukee, WI, May 2-4, 2013.

Massanari, A. L. (2012). "Reddit hates EVERYTHING, including Reddit": Identity, community, participatory culture, and engagement on Reddit.com. Presented at the Association of Internet Researchers (AOIR) conference in MediaCity UK in Greater Manchester, October 18-21, 2012.

Massanari, A. L. (2011). Game designers, ethics, and community discourse. Presented at the Association of Internet Researchers (AOIR) conference in Seattle, WA, October 11-13, 2011.

Heider, D., **Massanari, A. L.** & Dougherty, M. (2011). Best practices for bloggers. Presented at the 11th annual Diverse Conference in Dublin, Ireland, June 28-30, 2011.

Massanari, A. L. (2011). Contradictions within Information Architecture and Interaction Design: How systemic contradictions influence local practice. Presented at the International Communication Association's annual conference (virtual panel) in Boston, MA, May 26-30, 2011.

Massanari, A. L. (2010). DIY Design: How crowdsourcing design is blurring the boundaries of professional design practice. Presented at DIY Citizenship: Critical Making and Social Media conference at the University of Toronto in Toronto, ON, November 11-14, 2010.

Massanari, A. L. (2009). Advocating for users in new media design: Contradictions and politics in information architecture practice. Presented at the Association of Internet Researchers (AoIR) conference in Milwaukee, WI, October 8-10, 2009.

Massanari, A. L. (2009). "Understand users, then ignore them": The construction of the "user" within web design texts. Presented at the International Communication Association conference in Chicago, IL, May 21-25, 2009.

Massanari, A. L. (2009). Personas and politics: The discursive construction of the 'user' in Information Architecture. Presented at the IA Summit in Memphis, TN, March 20-22, 2009.

Heider, D. & **Massanari, A. L**. (2009). Hypersocial exchanges in virtual worlds. Presented at LSU's Mardi Gras Conference in Baton Rouge, LA, February 19-21, 2009.

Massanari, A. L. & Foot, K. A. (2007). Blurring the lines between "users" and "designers": Co-productive interactivity online. Presented at the Society for the Social Studies of Science (4s) conference in Montreal, Canada, October 10-13, 2007.

Massanari, A. L. (2006). New media, new literacy(ies), new ethics. Presented at the National Communication Association conference in San Antonio, TX, November 16-19, 2006.

Massanari, A. L. (2005). "Truly more than a game": Ritual, reality television and alternative religions. Presented at the International Communication Association conference in New York City, NY, May 26-30, 2005.

Massanari, A. L. (2004). "What does it mean to support Clark?": Political action as expressed on Weblogs authored by Wesley Clark supporters after his resignation from the 2004 election. Presented at the National Communication Association conference in Chicago, IL, November 11-14, 2004.

Massanari, A. L. (2004). "I hate my teachers": Freedom of expression and public school students' Web sites. Presented at the International Communication Association conference in New Orleans, LA, May 27-31, 2004.

Dougherty, M. & **Massanari, A. L.** (2004). "Stay connected to what matters most...": Inclusion as imagined in cell phone service and technology advertising. Presented at the 2004 Annual American Studies Colloquium Graduate Student Conference, "Production/Reproduction: An inquiry into postnational imaginaries," April 28-30, 2004.

Massanari, A. L. (2003). "Work hard. Have fun. Make history. [Make money.]": How financial news magazines portrayed Amazon.com from 1996 to 2001. Presented at the Association of Internet Researchers 4.0 conference in Toronto, Canada, October 16-19, 2003.

Massanari, A. L. (2003). Amazon.com and the New Economy: "Work hard. Have fun. Make history. [Make money.]" Presented at Visions of Humanity in Cyberculture, Cyberspace and Science Fiction in Prague, Czech Republic, August 11-13, 2003.

Invited Keynotes, Colloquia, Talks, and Panels

Massanari, A. L. (2018). Critical platform studies. Presented at Design as Method workshop at the International Communication Association conference in Prague, Czechia, May 23-28, 2018.

Massanari, A. L. (2017). Navigating Reddit (political) culture: Lessons from 2016. Innovating Democracy 2017. Organized by Netherlands Institute for Multiparty Democracy (NIMD) and the International Institute for Democracy & Electoral Assistance (IDEA). The Hague, Netherlands [Keynote]. November 30, 2017.

Massanari, A. L. (2017). SJWs (Social Justice Warriors) are ruining everything! Anti-feminist activism and toxicity online. The Annual Gender and Sexuality Lecture, co-sponsored by the University of Texas Center for Women's and Gender Studies (CWGS) and Game and Mobile Media Applications (GAMMA) program. University of Texas, Department of Radio-TV-Film [Invited Colloquium]. February 16, 2017.

Massanari, A. L. (2016). Does design + governance + culture = Online harassment? Some lessons from Reddit.com. Presented at the Social Media, Policy and Regulation: A Network Governance Perspective Workshop. Tsinghua University [Workshop]. Bejing, China, December 3-4, 2016.

Massanari, A. L. (2016). The cultural politics of feminism and anti-feminism after Gamergate [Fishbowl]. Presented at the Association of Internet Researchers (AOIR) conference in Berlin, Germany, October 5-8, 2016.

Massanari, A. L. (2016). Internet cat theory: A history. Presented at the IT Convergence Expo Korea. Daegu, South Korea. August 24-25, 2016.

Massanari, A. L. (2015). "All the feels": Confronting toxic gamer culture and what it means to "play" a "game." Presented at the Feeling Games symposium. Illinois Institute of Technology, Chicago. September 8, 2015.

Massanari, A. L. (2014). Fishbowl presentation for the *Journal of Broadcasting and Electronic Media* special issue: Old Against New, or a Coming of Age? Broadcasting in an Era of Electronic Media [fishbowl]. Presented at the Association of Internet Researchers (AOIR) conference in Daegu, South Korea, October 22-24, 2014.

Massanari, A. L. (2014). Youth civic engagement [panelist]. Model United Nations Development Organization. January 24, 2014.

Massanari, A. L. (2013). Negotiating and challenging community discourse: Reddit and the SRS Fempire. Department of Communication at Northwestern University [Department Brown Bag Talk]. December 2, 2013.

Massanari, A. L. (2013). The Edward Snowden affair: Journalistic ethics and international politics [panelist]. UIC Global Learning Community. September 5, 2013.

Massanari, A. L. (2013). Playful participatory culture through design: The case of Reddit.com. IIT's Institute of Design's "In the Loop" speaker series. February 20, 2013.

Massanari, A. L. (2011). "Fit some *Fit* in": Gender, Gaming and the Wii. School of Communication

Faculty Talk. February 9, 2011.

Massanari, A. L (2010). Invited presentation. Insight Arts Presents: A Community Dialogue about James Cameron's *Avatar*. April 12, 2010.

Massanari, A. L. (2010). Search and Digital Natives. *News Literacy and Digital Citizenship Initiative 2010*. October 22-23, 2010.

Massanari, A. L. (2009). Future shock. Panelist at the Digital Media and Broadband Entertainment Forum. Chicago, IL, October 23, 2009.

Massanari, A. L. (2007). Memes, social networks, and Web 2.0: A PowerPoint Mashup. Invited talk for Mass Media and Culture class (COM 451) in the Department of Communication at the University of Washington. Seattle, WA, April 26, 2007.

Massanari, A. L. (2005). Information design. Invited workshop at the Center for Educational Technology's Certificate Program in Digital Media Production and Media Studies at Middlebury College. Middlebury, VT, July 26, 2005.

Massanari, A. L. (2003). "Work hard. Have fun. Make history. [Make money.]": Narratives of Amazon.com. Presented at the Critical Cyberculture Studies Conference in Seattle, WA, May 8-11, 2003.

Grants, Awards and Scholarships

2017	Named a NATPE (National Association of Television Producing Executives) Faculty Fellow – received full scholarship and room/board to attend NATPE 2017 Miami
2016	"Defining Security Education Across the Curriculum" grant application submitted ($299,999 not funded) for Secure and Trustworthy Cyberspace (SaTC) initiative
2015	Cutting-edge issues in the humanities workshop grant: Intersectionality in Game Studies, UIC Institute for the Humanities (funded)
2015	"Empowering Online Harassment Victims through Multidisciplinary Approaches" ($118,312; first round accepted, not funded) for SBE/CISE EAGER grant, National Science Foundation
2011	$7,000 grant from Loyola University Chicago for a summer research project, "Exploring the Ethics of Game Design"
2011	Participant in the Loyola University Chicago's Faculty Immersion Summer Trip to Vietnam – all expenses paid
2010	All expenses paid to attend the NSF-funded Summer Research Institute for the Science of Socio-Technical Systems (CSST) at Skamania, WA in June 2010.
2010	$50,000 grant from the McCormick Foundation to the Center for Digital Ethics & Policy to host a conference on news literacy and digital citizenship

2009-2010	Engaged Scholars Program fellow, Loyola University Chicago
2006-2007	Teaching Assistantship, Department of Communication, University of Washington
2003-2005	Teaching and Research Assistantships, Department of Communication, University of Washington
2002-2003	Graduate Research Assistant for the Critical Cyberculture Studies conference funded by the Ford Foundation at the Department of Communication, University of Washington
2002	Received stipend to attend the Graduate WebShop at the University of Maryland and the University of California – Berkeley, sponsored by the Sociology Department at the University of Maryland and the National Science Foundation

Teaching Areas

New media theory, research methods, digital ethnography, popular culture, mobile media, videogame studies, visual communication, mediated youth culture, communication theory, history of communication technology, communication ethics, public scholarship, web/user-experience design, film theory, and media law

Courses Taught

COMM 580: Qualitative Methods in Communication (Graduate, Spring 2015, Spring 2017)
COMM 430: Media, Information & Society (Undergraduate, Spring 2017)
COMM 330: Popular Culture & Communication (Undergraduate, Fall 2016, Fall 2017)
COMM 301: Research Methods in Communication (Undergraduate, Fall 2013-Fall 2015)
COMM 494: Mobile Media, Pervasive Gaming, & Cities (Undergraduate, Fall 2013, Spring 2015, Spring 2016)
COMM 594: Digital Ethnography (Graduate, Spring 2014, Spring 2016)
COMM 494: Video Games & Society (Undergraduate, Fall 2014)
COMM 460: Visual Communication (Undergraduate, Spring 2014, Fall 2017)
COMM 394: Game Studies and Mobile Media (Undergraduate, Fall 2013)
COMM 594: Game Studies (Graduate, Fall 2013)
Introduction to Communication & Technology (at Loyola University)
New Media & Communication (at Loyola University)
Communication Processes (at Loyola University)
Guerrilla Media (at Loyola University)
Game Studies (at Loyola University)
Observing & Measuring Communication Behavior (at Loyola University)
Naturalistic Communication Methods (at Loyola University)
Technology, Communication & the City (at Loyola University)
Ethics & Communication (at Loyola University)
Introduction to Film Studies (at Trinity University, 2006)
Navigating Information Networks (at University of Washington, 2005)

Current Advisees

2016-present	Nathanael Basset, Doctoral candidate, University of Illinois at Chicago, Committee member
2016-present	Evie Psarras, Doctoral candidate, University of Illinois at Chicago, Committee member
2016-present	Ta'les Love, MA student, University of Illinois at Chicago, Committee member
2014-present	Renee Powers, Doctoral candidate, Communication, University of Illinois at Chicago, Committee member
2014-present	Jes Larsen, Doctoral student, Communication, University of Illinois at Chicago, Chair/Committee member
2014-present	Jason Archer, Doctoral candidate, Communication, University of Illinois at Chicago, Committee Member

Former Advisees

2014-2018	Indira Neill, PhD, Communication, University of Illinois at Chicago Dissertation: Tumblr as Platform Architecture, User Experience, and Interaction Artifacts **PhD Chair**
2014-2017	Vimviriya Limkangvanmongkol, PhD, Communication, University of Illinois at Chicago Dissertation: When A Nobody Becomes A Somebody: Understanding Beauty Bloggers in Thailand Committee member
2017-2018	Eda Anlamlier, Doctoral candidate, Marketing, Department of Managerial Studies, University of Illinois at Chicago, Committee member
2014-2016	Nicole Krause, MA, Communication, University of Illinois at Chicago Thesis: *Exploring localvores' perceptions of place and mobility* **MA Chair**
2013-2016	Tim Appignani, Doctoral candidate, Communication, University of Illinois at Chicago Preliminary exam committee member
2013-2015	Andrea Guzman, PhD, Communication, University of Illinois at Chicago Dissertation: *Imagining the voice in the Machine: The ontology of digital social agents* Committee Member
Fall 2014	Devin Lachinski, Undergraduate student, Communication, University of Illinois at

Chicago, Independent study supervisor

Spring 2014   Emily Dion, Undergraduate student, Communication, University of Illinois at Chicago, Independent study supervisor

2012-2014   Will Gartside, PhD, Communication, University of Illinois at Chicago
Dissertation: *But it's only a game: Military-themed first person shooters and players' attitudes about war*
Committee Member

2013   Thomas Conner, MA, Communication, University of Illinois at Chicago,
Thesis: *Rei Toei lives!: Hatsune Miku and the design of the virtual pop star*
Committee Member

2012-2013   Brad Haggadone, Master's student, Communication, University of Illinois at Chicago, **MA Chair**

Fall 2013   Tim Appignani, Doctoral student, Communication, University of Illinois at Chicago
Independent study supervisor

Spring 2013   Thomas Conner, Master's student, Communication, University of Illinois at Chicago
Independent study supervisor

Spring 2013   Renee M. Powers, Doctoral student, Communication, University of Illinois at Chicago
Independent study supervisor

Spring 2013   Emily Easton, Doctoral student, Communication, University of Illinois at Chicago
Independent study supervisor

Fall 2012   Andrea Guzman, Doctoral student, Communication, University of Illinois at Chicago
Independent study supervisor

Fall 2012   Leila Arab, Undergraduate student, Communication, University of Illinois at Chicago, Independent study supervisor

2011-2012   Bhoomi Thakore, PhD, Sociology, Loyola University Chicago
Dissertation: *South Asians in the media: Perceptions and representations*
Committee Member

Service

2014-present   UIC Department of Communication, Director of Undergraduate Studies alternate

2017-present   Member, UIC Department of Communication grievance committee

2018-present   Chair, UIC Department of Communication hiring committee (Digital Journalism position)

2018-present	Member, UIC Department of Communication hiring committee (Social Media Analytics position)
2017-2018	Member, hiring committee for a cluster hire in Social Justice and Human Rights - College of Liberal Arts and Science (Critical Feminist Science and Technology Studies position)
2015-2017	Open-seat member (elected – 2 year appointment), Association of Internet Researchers' (AOIR) Executive Committee
2015-2017	Co-chair, Association of Internet Researchers' (AOIR) Institutional Memory Committee
2014-2017	Member, UIC Department of Communication awards committee
2012-2017	Member, UIC Liberal Arts and Sciences quorum committee
2017	Reviewer for Association of Internet Research's (AOIR) annual conference
2017	Reviewer for *Social Media + Society*
2017	Reviewer for *New Media & Society*
2016-2017	Member, UIC Department of Communication hiring committee (Digital Cultures and Public Engagement position)
2016	Reviewer* for Computer-Supported Cooperative Work (CSCW) 2017 annual conference (*recognized by program committee as submitting an excellent review)
2016	Reviewer for the 50th Hawaii International Conference on System Sciences (HICSS-50)
2016	Reviewer for Association of Internet Research's (AOIR) annual conference
2016	Department Faculty Marshall for LAS commencement ceremony
2015	Reviewer for *American Journal of Play* (special issue), Critical visions: Future productivity and pleasure
2015	Reviewer for Bloomsbury UK press
2015	Reviewer for *Social Media and Society*
2015	Reviewer for Association of Internet Research's (AOIR) annual conference
2015	Grant reviewer for the Israel Science Foundation
2015	Reviewer for Broadcast Education Association (BEA) 2015 research symposium
2014	Grant reviewer for Netherlands Organization for Scientific Research – Open Research Area for the Social Sciences

2014	Member, UIC Department of Communication clinical promotion guideline committee
2014	Panelist for screening of the film "Men, Women, and Children" sponsored by Paramount Pictures discussing the social/cultural impacts of new media
2014	Panelist for the Chicago Digital Media Production Fund, Voqal Fund/Chicago Filmmakers Award
2014	Reviewer for Association of Internet Research's (AOIR) annual conference
2014	Reviewer for *Information, Communication, & Society*
2014	Reviewer for the 48th Hawaiian International Conference on System Sciences (HICSS-48)
2014	Participant, "Reimagining Work" workshop at the Institute of Design at the Illinois Institute of Technology
2013-2014	Member, UIC Department of Communication grievance committee
2013-2014	Member, UIC Department of Communication hiring committee (Digital Policy position)
2013	Department Faculty Marshall for LAS commencement ceremony
2013	Reviewer for Routledge Press
2013	Reviewer for Association of Internet Research's (AOIR) annual conference
2013	Reviewer for Games+Learning+Society conference
2012	Reviewer for *New Media & Society* (several articles annually)
2012	Reviewer for *International Journal of Cultural Studies*
2011	Chair, "Mashing Culture: Arts and Politics" panel at the Association of Internet Research's (AOIR) annual conference
2011	Reviewer for the *Journal of the American Society for Information Science and Technology* (JASIST), *Journal of Communication*, *Europe-Asia Studies*
2011	Reviewer for Association of Internet Research's (AOIR) annual conference
2011	Reviewer for AEJMC's annual conference – ethics division
2011	Member, Hiring committee for the Center for Textual Studies and Digital Humanities at Loyola University Chicago
2010	Reviewer, *New Media & Society*, *JASIST*, and Palgrave UK
2010-2012	Member, Graduate program implementation committee for the School of

Communication at Loyola University Chicago

2009-2012   Member, International Film and Media Studies (IFMS) major advisory board

2009-2010   Member, Digital communication hiring committee for the School of
               Communication at Loyola University Chicago

2009-2010   Chair, New media core curriculum development committee for the School of
               Communication at Loyola University Chicago

2009   Reviewer for the Association of Internet Researchers (AOIR) annual 2009
               conference

2009   Member, New media and public relations hiring committee for the School of
               Communication at Loyola University Chicago

2008-2012   Member, Textual studies committee (university-wide appointment) at Loyola
               University Chicago

2008-2012   Member, Communication studies curriculum development committee for the
               School of Communication at Loyola University Chicago

2008-2009   Member, Academic technology committee (university-wide appointment) at Loyola
               University Chicago

2008   Reviewer for "Young people, mediated discourse and communication
               technologies." Special issue of the *Journal of Computer Mediated Communication*, 14(4),
               edited by Crispin Thurlow.

2008   Reviewer for the Communication and Technology and Popular Culture divisions
               of the International Communication Association (ICA) 2009 conference

2004-2007   Editor, The Seattle NewMediapedia – http://depts.washington.edu/pedia/

2004   Reviewer for the Communication and Technology division of the International
               Communication Association (ICA) 2005 conference

2002-2003   Communication Graduate Association (CGSA) Secretary (University of
               Washington)

2001-2002   Volunteer mentor for the Undergraduate Research Mentor Center in the
               Department of Communication (University of Washington)

Associations

2017-present   Member of the International Communication Association (ICA)

2016-present   Member of the Society for Cinema and Media Studies (SCMS)

2002-present   Member of the Association of Internet Researchers (AOIR)

2013-2014	Member of the American Anthropological Association (AAA)
2006-2009	Member of the Information Architecture Institute (AifIA)
2003-2009	Member of the International Communication Association (ICA)
2006-2008	Member of AIGA, the professional association for design
2006-2008	Member of the American Society for Information Science and Technology (ASIS&T)
2004-2008	Member of the National Communication Association (NCA) – Human-Computer Interaction, Mass Media, and Popular Culture Divisions
2001-2006	Member of the Digital Media Working Group, University of Washington

Interviews and Media Coverage

"ArenaNet's firings reinforced gaming culture's worst impulses" *Polygon*. Julia Alexander and Ben Kuchera. July 10, 2018. Online at: http://www.polygon.com/2018/7/10/17550276/guild-wars-2-arenanet-firings-jessica-price-gamergate

"Reddit to open Chicago office as part of advertising push" *Chicago Tribune*. Ally Marotti. April 23, 2018. Online at: http://www.chicagotribune.com/business/ct-biz-reddit-chicago-office-20180418-story.html

"Blijft Reddit 'oud internet' trouw?" *NRC.nl*. Menno Sedee. August 15, 2017. Online at: https://www.nrc.nl/nieuws/2017/08/15/blijft-reddit-oud-internet-trouw-12542562-a1570014 [In Dutch]

"Hoe de reagurende fapper zich afzet tegen de oprukkende vrouw." *de Volkskrant*. Loes Reijmer. March 26, 2017. Online at: http://www.volkskrant.nl/media/hoe-de-reagurende-fapper-zich-afzet-tegen-de-oprukkende-vrouw~a4478689/ [In Dutch]

"'You can never unsee it': Crash photos shared on Facebook horrify loved ones." *Chicago Tribune*. Kate Thayer. October 17, 2016. Online at: http://www.chicagotribune.com/news/ct-car-crash-photos-social-media-met-20161016-story.html

"College professor creates a syllabus on *Pokémon Go*." *Vocativ*. Allee Manning. September 16, 2016. Online at: http://www.vocativ.com/359792/college-professor-creates-a-syllabus-on-pokemon-go/

"This UIC professor created a crowdsourced *Pokemon Go* syllabus." *ChicagoInno*. Karis Hustad. September 15, 2016. Online at: http://chicagoinno.streetwise.co/2016/09/15/pokemon-go-tips-lessons-studied-in-crowdsourced-syllabus/

"Why does hate thrive online?" *Slate*. Amanda Hess. April 18, 2016. Online at: http://www.slate.com/articles/technology/users/2015/10/hate_speech_harassment_and_trolling_online_some_history.html

"UIC Reddit expert answers all the questions you have about the Reddit controversy." *ChicagoInno*.

Karis Hustad. July 24, 2015. Online at: http://chicagoinno.streetwise.co/2015/07/24/reddit-controversy-uic-expert-explains-reddit-turmoil/

"Why sports teams, apparel companies and universities opt to crowdsource design." *Pittsburgh Post-Gazette*. Michael Sanserino. November 2, 2014. Online at: http://www.post-gazette.com/business/2014/11/02/The-cost-of-democratizing-design/stories/201411020014

Guest expert invited to discuss "Half the Sky" Facebook game on *MorningAMP*. Vocalo.org. March 13, 2013. Online at: http://soundcloud.com/vocalo/half-the-sky-video-games-with

Guest expert invited to discuss gender and gaming on *MorningAMP*. Vocalo.org. February 6, 2013. Online at: http://soundcloud.com/vocalo/adrienne-massanari-on-gender

Guest expert (along with author Dennis Baron) invited to discuss digital media, communication, and literacy on Milt Rosenberg's show, *Extension 720*. WGN Radio. October 16, 2009.

Interview with Karla Starr. *Seattle Weekly*. (2007, March 8). i AM Trying to Hear That. [Interview about iLike.com and other social music-sharing sites.]

Interview with Andrea Foster. *The Chronicle of Higher Education*. (2005, June 12). Using *Second Life* and Massively multiplayer games (MMOs) in the classroom.

Other Teaching Experience

2006   **Adjunct Faculty**, **Trinity University** – Department of Communication

Adjunct faculty member in the Department of Communication; taught "Introduction to Film Studies," a common curriculum class focusing on the aesthetic properties (editing, cinematography, mise-en-scene) and theoretical approaches (genre theory, auteur theory, narrative theory and psychoanalysis) to film analysis.

2005   **Instructor of Record**, **University of Washington** – Department of Communication

Instructor of Record for two quarters of "Navigating Information Networks" (COM 301), an upper-division communication class focusing on the theoretical and practical dimensions of the use and design of the web and other information networks.

Winter 2007   **Lead Teaching Assistant, University of Washington** – Department of Communication

Introduction to Human Communication (COM 202); supervised four other teaching assistants as well as taught my own students.

2003-2006   **Teaching Assistant, University of Washington** – Department of Communication

Public Speaking (COM 220); Mass Media Law (COM 440); Introduction to Human Communication (COM 202)

Selected Work Experience

04/08-07/08   **Information Architect**, ZAAZ

- Created wireframes, specifications, and associated documents detailing the navigation and functionality for a redesign of BECU.org, the Web site for a major credit-union.
- Consulted with usability researchers to conduct a study of the planned redesign; helped interpret results.

09/07-04/08   **Information Architect**, RIPL Corp

- Designed specifications and wireframes detailing functionality for a social-networking Web site and desktop application.
- Created documents (written and visual) detailing user flow, navigation structures, and error messaging conditions for RIPL.

04/07-06/07   **Research Assistant**, Intel Corporation's People and Practices Group and the University of Washington

- Researched and presented data to Intel about the factors that lead to technology adoption in small countries. Integrated and analyzed a large set of variables drawn from the World Bank and International Telecommunications Union, among other sources. These complex datasets were then merged and analyzed using SPSS.
- Designed a codebook with detailed explanations of variables names, country codes, and general information about the project.

06/06-09/06   **Editorial Assistant**, University of Washington

- Edited chapters about the impact of the Web on international elections for a book published by Routledge, *The Internet and National Elections: A Comparative Study of Web Campaigning*.
- Substantially rewrote content for clarity and meaning, as many of the book's contributors were not native English speakers.

01/02-12/04   **Usability Consultant**, Educational Technology Development Group at the University of Washington

- Primarily responsible for assessing and improving the usability and designing the information architecture of the Catalyst Tool Kit, a Web-based set of educational tools including message boards, online surveys, and peer review areas, which allow instructors to integrate technology into their classrooms.
- Created site maps, wire frames, design mock-ups and other documentation to improve the design and development of the Catalyst

Tools.

- Managed the usability process; developed usability tests and recruited participants. Reported results (both formally and informally) back to developers and various stakeholders.
- Instructed faculty and staff in the use of Catalyst Tools at workshops on campus.