

CURRICULUM VITAE

T. L. Taylor

Comparative Media Studies/Writing
Massachusetts Institute of Technology
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Cambridge, MA 02139 USA
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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. Affiliated faculty for Anthropology and the Program in Women's and Gender Studies. Director, MIT Game Lab.
- 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

- 2020-2024 Twitch Safety Advisory Council.
- 2022 Juked.gg advisor.
- 2020-2021 AnyKey Advisory Committee Chair.
- 2019-2021 Riot Scholastic Association of America Board of Advisors.
- 2015-2020 Director of Research, AnyKey.
- 2015 Co-founder, AnyKey (gaming diversity and inclusion advocacy initiative).

AWARDS & HONORS

- 2020 Levitan Teaching Award, MIT
- 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

- 2023 “Games Matter,” *Games: Research and Practice*, 1(1): 1-4 [originally commissioned for the Knight Foundation].
- 2022 “Ethnography as Play,” *American Journal of Play*, 14(1): 33-57.
- 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; reprinted in Chinese: *Digital Game Studies Reader* (游 研究读本), He Wei and Liu Mengfei (eds.), translation by Cao Shule, East China Normal University Press, pp 41-47, 2020.
- 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. Corneliusen (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

- 2023 “Broadcasting Our Lives, Broadcasting Ourselves” in J. Brewer, B. Ruberg, A. Cullen, and C. Persaud (eds.) *Real Life in Real Time*, Cambridge, MA: MIT Press.
- 2023 “Interview with Henry Lowood” in H. Lowood and R. Guins (eds.) *Replayed: Essential Writings on Software Preservation and Game Histories*, Baltimore: Johns Hopkins University Press.
- 2020 “Assemblage of Play” translated into Chinese by Dr.Cao Shule and reprinted in H. Wei and L. Mengfei (eds.) *Digital Game Studies Reader (游 研究读本)*, East China Normal University Press, pp.41-47.
- 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 “Playing Disney: Experience and Expression in the Land of Curation,” *DiGRA Conference Proceedings*, Tampere, Finland, June 2-6.
- 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. Klastrop (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

- 2022 “Games Matter,” *Lessons of the First Internet Age*, Knight Foundation.
- 2020 “Balancing the Game” contributor, *This is Esports*, Paul Chaloner, Bloomsbury Press.
- 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

- 2021 “The Origins of Esports Scholarship” (group interview), *ROMChip*, 3:1, July.
- 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 “Esports and Live Streaming: Between Grind, Critical Work, and Leisure,” *Digital Culture & Society* 5 (2), 161-168.
- 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

- 2024 “Trying to Spread the Magic: Playful Gifting on Disney Properties,” Disney in a Time of Global Transformation Conference, online.
- 2023 “Theme Park as Playground,” Theme Park Play workshop, MIT.
- 2023 “Staring at My Phone: Play and Presence in Batuu,” Disney at 100 Years Conference, online.
- 2023 Media Boundaries conference panelist, Ritsumeikan University, Japan (Invited).
- 2022 “Playing Disney: Experience and Expression in the Land of Curation” Digital Interactive Entertainment Conference 2022, Japan (Invited, online)
- 2021 “Design Principles for Building Better Online Communities” panelist, Lessons from the First Internet Ages (Invited, online).
- 2021 “Theme Park Studies in Japan” panelist, Replaying Japan (Invited, online).
- 2020 “Internet Research: Sources, Methods, and Pedagogies” panel participant. AoIR (online).
- 2020 “What Kind of Game Education Do We Need?” panelist, New Entertainment Design Symposium, Shanghai Tech (Invited, online).
- 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 21st 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, Teeside, 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 “Powergamers 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

- 2024 Modulate fireside chat (Invited).
- 2024 Project Liberty Summit participant (Invited).
- 2024 Moderator, Gaming for Good panel, MIT Sloan Gaming Industry Conference (Invited).
- 2024 “Why We Should Study the Democratic Implications of Gaming Platforms,” Informed, Knight Foundation conference (Invited).
- 2023 Moderator, Metaverse and Creator Economy panels, MIT Sloan Gaming Industry Conference (Invited).
- 2022 Women and games panelist, Esports Trade Association (Invited, online).
- 2022 Panelist for “Playable Futures for Creativity and Community,” KingfoMarket, Barcelona, Spain (Invited).
- 2022 Mastermind Speaker Series, Meta (Invited, online).
- 2022 Fireside chat, Meta (Invited, online).
- 2021 Fireside chat, Twitch Women’s Alliance (Invited, online).
- 2021 “The Rise of Internet Gaming.” MIT Club of Rhode Island (Invited, online).
- 2020 “Three Lessons from Game Studies.” Summit Forum on Popular Science Games, Shanghai Science & Technology Museum (Invited, online).
- 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

New York Times, Washington Post, PBS, Los Angeles Times, NBC News, BBC, The Telegraph, Bloomberg, Fast Company, MIT Tech Review, Wired, International Herald Tribune, Vice, Canadian Broadcasting Corporation, New Scientist, Christian Science Monitor, German National Radio, Chicago Tribune, Orange County Register, Raleigh News & Observer, Chronicle of Higher Education, Danish Broadcasting Corporation, Politiken, Dagbladet Information.

PROFESSIONAL ORGANIZATIONS AND SERVICE

- Ongoing Editorial Board: *Social Media & Society, Games and Culture, Journal of Play*, and *ROMChip*.
- 2014-present Steering Committee, HASTAC.
- 2017 Council of Advisors, HASTAC.
- 2013-2016 Advisory Board, *Digital Ethnography Research Centre*, RMIT, Melbourne Australia.
- 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

2021-present Office of Minority Education Faculty Advisory Committee, MIT.

2020-present Social and Ethical Responsibilities of Computing (SERC) Advisory Board and Editorial Board, MIT.

2019-present Senior Women Faculty Council co-convenor, MIT.

2014-present FGP/FLI Program Faculty Member, MIT.

2021-2024 Committee on the Undergraduate Program, MIT.

2021-2022 Search Committee, CMS/W, MIT.

2020-2022 Edgerton Award Selection Committee member & chair (2022).

2018-2019 Career Explorations Committee, MIT.

2017-2021 SHASS Education Advisory Committee, MIT.

2015-2022 Freshman Advisor, MIT.

2014-2016 SHASS Mellon Post-Doc Selection Committee, MIT.

2014-2016 Steering Committee, Women's & Gender Studies, 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.

2013-2021 Undergraduate Officer and Major Advisor, CMS/W, MIT.

2012-2021 Graduate Admissions Committee, CMS, MIT.

2012-2021 Curriculum Committee co-chair and member, 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.

2020 Nick-Brie Guarriello, University of Minnesota – 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 Prodisage 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.

- 2022 Ámbar Reyes-Lopez, "Los Delivereros: Labor, Platforms, and Transnational Flows of Information in Latin American Gig Workers," CMS, MIT.
- 2022 Alison Lanier, "The Rendered Body: Queer Utopian Thinking in Digital Embodiments," CMS, MIT.

- 2022 Tomás Guarna, “Trust Machines, Cryptocurrencies, Blockchains, and Humans in Cultures of Mistrust,” CMS, MIT.
- 2022 Laurel Carney, “Wall-walking and Other Bannable Offenses: Discipline and Deviant Play in *World of Warcraft*,” CMS, MIT.
- 2021 Michael Sugarman, “Playing It By Ear: Improvisation and Music Livestreaming during COVID-19,” CMS, MIT.
- 2021 Diego Alonso Cerna Aragon, “Disputing facts, disputing the economy: Media controversies at the decline of the Peruvian Miracle,” CMS, MIT.
- 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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