

# Kishonna L Gray, PhD

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Professor, School of Information, University of Michigan  
[kishonna@umich.edu](mailto:kishonna@umich.edu)

## EDUCATION

- 2011      Ph.D. Justice Studies, School of Social Transformation  
Concentration: Media, Technology, & Culture  
Arizona State University, Tempe, AZ  
Dissertation Title: Deviant Bodies Resisting Online: Examining the Intersecting  
Realities of Women of Color in Xbox Live
- 2007      M.S. Criminal Justice, School of Justice Studies  
Eastern Kentucky University, Richmond KY
- 2005      B.S. Criminal Justice, School of Justice Studies  
Eastern Kentucky University

## ACADEMIC APPOINTMENTS

- 2024 - current      University of Michigan, Ann Arbor, MI  
Full Professor (with tenure), School of Information, 2024 - Current
- 2021-2024      University of Kentucky, Lexington, KY  
Full Professor (with tenure), Writing, Rhetoric, Digital Studies, 2024  
Associate Professor (with tenure), Writing, Rhetoric, Digital Studies (WRD) and  
African/African-American Studies, 2021 - 2024  
Faculty, Lewis Honors College, 2022 - Current  
Affiliate Faculty: Gender & Women's Studies, International Film Studies,  
2022 - Current  
Fellow, Gaines Center for the Humanities, 2023 - 2024
- 2018-2021      University of Illinois at Chicago, Chicago, IL (Tenure awarded 2021)  
Assistant Professor, Department of Communication, 2018-2021  
Assistant Professor, Gender and Women's Studies, 2018-2021  
Affiliate Faculty, Black Studies, 2020-2021
- 2017-2018      Arizona State University, Glendale, AZ  
Assistant Professor of Communications, School of Social and Behavioral  
Sciences, New College  
Affiliate Faculty, Women's & Gender Studies, 2017-2018  
Affiliate Faculty, Social Technologies, MA, 2017-2018
- 2016-2017      Massachusetts Institute of Technology, Cambridge, MA  
Martin Luther King, Jr. Visiting Scholar

Visiting Assistant Professor, Women's & Gender Studies and Comparative Media Studies  
Faculty Visitor, MIT Game Lab

2011-2016 Eastern Kentucky University, Richmond, KY  
Assistant Professor, School of Justice Studies, 2012-2016  
Joint Appointment, Women & Gender Studies, 2014-2016  
Director/Founder, Critical Gaming Lab, 2014-2016  
Affiliate Faculty, African/African-American Studies, 2013-2016  
Affiliate Faculty, Computer Science, 2015-2016  
Lecturer, School of Justice Studies, 2011-2012

## ADMINISTRATIVE APPOINTMENTS

2021-2024 University of Kentucky, Lexington, KY  
Director, Undergraduate Studies, WRD, 2023 - 2024  
Director/Founder, Camp Kiki, 2022 - 2024  
Director, Faculty Learning Community on eSports and Gaming, 2022 - 2024  
University Graduate Faculty, 2021 - 2024

## SCHOLARLY PUBLICATIONS

\* Indicates co-authorship with student researchers

### Books

- 2024 Gray, K.L. (2024). *Race, Gender, & Deviance in Xbox Live: Theoretical Perspectives from the Virtual Margins. 10<sup>th</sup> Anniversary Edition (2<sup>nd</sup> ed).* New York, NY: Routledge.
- 2020 Gray, K.L. (2020). *Intersectional Tech: Black users in digital gaming.* Baton Rouge, LA: LSU Press.  
Reviewed in: *Critical Studies in Media Communication, Gender & Society, CHOICE: Current Reviews, Press Start*
- 2014 Gray, K.L. (2014). *Race, Gender, & Deviance in Xbox Live: Theoretical Perspectives from the Virtual Margins.* New York, NY: Routledge.  
Reviewed in: *New Media & Society, Sociology of Race and Ethnicity*

### Books in Progress

Gray, K.L. (Under Contract). *Black Game Studies: A Primer.* New York, NY: NYU Press.

### Volumes : Edited Collections : Anthologies

- 2018 Gray, K.L., and Leonard, D.J. (2018). *Woke Gaming: Digital Challenges to Oppression and Social Injustice.* Seattle, WA: University of Washington Press  
Reviewed in: *International Journal of Communication, First Person Scholar, The American Journal of Play*
- Gray, K.L., Voorhees, G., and Vossen, E.\* (2018). *Feminism in Play.* New York City, NY: Palgrave-Macmillan

2011 Provine, D.M., Gray, K.L., Chapple, R., Sefiha, O., Walker, M. (2011). Perspectives on Justice (2nd ed.). Dubuque, IA: Kendall Hunt

### Journal Articles

- 2024 Gray, K.L. and Kohls, K.\* (Forthcoming). "Black cyberfeminism: Digital aesthetics of race, gender, and space in streaming culture. In J. Rhodes and S. N. Cooley (Eds.) *The Routledge Handbook of Contemporary Feminist Rhetoric*.
- Gray, K.L., Reinhard, C. & Shaw, Adrienne. (Forthcoming). Conversation on Methods for Studying Toxic Fans in Click, Melissa (ed). *Routledge Fan Studies Companion Dialogue*
- Gray, K.L., Thach, H.\* , Perkins, B. \* , Miller, J.\* , (Forthcoming). "Using Intersectionality to examine the post-apocalyptic genre of gaming," in T. Russworm and S. Murray (Eds.). *Antiracist Futures*. Duke University Press.
- Ferreira, S. C., & **Gray, K. L.** (2024). Reflexões sobre jogo enquanto tecnologia interseccional. *Práticas e Cuidado: Revista de Saúde Coletiva*, 5, e20564-e20564.
- 2023 Gray, K.L. (2023). "Killing the Black Body: Necropolitics and racial hierarchies in digital gaming." *Filozofski vestnik* (A Slovenian philosophy journal), 44(2), 181-98.
- Harrer, S., Butt, M.A., Khaled, R., Chee, F. M., Naseem, A., Spiel, K., Passmore, C., Gray, K.L., Laiti, O. "Surviving Whiteness in Games: An Introduction". *Journal of Games Criticism*, Vol 5 (A), September 2023. <https://gamescriticism.org/issue-5A/>
- 2021 Fan, L., Gray, K.L., Kadir, A. (2021). "How to Design Games that Promote Racial Equity," *Electronic Book Review*, September 12, 2021, <https://doi.org/10.7273/fkek-qa39>.
- Goard, J. K.\* A., Jones,\* S., Ortega, J.,\* & Gray, K. L. (2021). We Gamin' Basketball: Black Intersectional Approaches to Sports and Gaming. ROMchip: A *Journal of Game Histories*, 3(1).
- Gray, K.L. & Adeyemo, B.\* (2021). Not "falling for the okey-doke": #BlackLivesMatter as resistance to disinformation in online communities. *Feminist Media Studies*, 21(5), 868-871.
- Gray, K.L., & Stein, K.\* (2021). "We 'said her name' and got zucked": Black Women Disrupting the Carceral Logics of Digital Platforms. *Gender & Society*, 35(4), 538-545.
- Chapple, R. L., Bridwell, B. A.\* , & Gray, K. L. (2021). Exploring Intersectional Identity in Black Deaf Women: The Complexity of the Lived Experience in College, *Affilia*, 1-22.
- 2020 Chan, B.\* , & Gray, K.L (2020). Microstreaming, Microcelebrity, and Marginalized Masculinity: Pathways to Visibility and Self-Definition for Black Men in Gaming. *Women's Studies in Communication*, 43:4, 354-362.
- 2019 Nemer, D. and Gray, K.L. (2019). (2019) Reproducing hierarchies or resisting domination: exploring the gendering of technology spaces in the favelas. *Gender, Technology and Development*, 23:1, 76-92

- 2018 Richard, G.T. and Gray, K.L. (2018) Gendered play, racialized reality: Black cyberfeminism, inclusive communities of practice and the intersections of learning in gaming.” *Frontiers: A Journal of Women’s Studies*, 39(1), 112 - 148.
- Gray, K.L. (2018) Power in the Visual: Examining Narratives of Controlling Black Bodies in Contemporary Gaming, *Velvet Light Trap*, Issue 81: 62-66.
- Gray, K.L. (2018) Gaming ‘Out’ Online: Black Lesbian Identity Development and Community Building in Xbox Live. *Journal of Lesbian Studies*, 22(3), 282-296.
- Gray, K.L. (2018). Masculinity Studies. *Feminist Media Histories*. 4(2): 107-112.
- 2017 Gray, K.L. and Chapple, R.L. (2017) #TenureTrackHustle: Examining Academic Poverty of First-Generation Women of Color from an Intersectional Standpoint, *Journal of Working Class Studies*, 2(2), 5-15.
- Gray, K.L., Buyokozturk, B,\* and Hill, Z.\* (2017) Blurring the boundaries: Using Gamergate to examine “real” and symbolic violence against women in contemporary gaming culture. *Sociology Compass*, 11(3).
- 2015 Gray, K.L. and Huang, W. (2015) More than addiction: Examining the role of anonymity, endless narrative, and socialization in prolonged gaming and instant messaging practices. *Journal of Comparative Research in Anthropology and Sociology*, 6(1): 133-147.
- 2013 Gray, K.L. (2013). Collective organizing, individual resistance, or asshole griefer? An ethnographic analysis of women of color in Xbox Live. *Ada: A Journal of Gender, New Media, and Technology*, (2).
- Gray, K.L. (2013). Diffusion of innovation theory and Xbox Live: Examining minority gamer’s responses and rate of adoption to changes in Xbox Live. *Bulletin of Science, Technology, & Society*, 32(6): 463-470.
- 2012 Gray, K.L. and Raza, A.E.\* (2012). Racism in the colorblind era: Examining the mediated responses to Arizona SB1070. *Border-Lines: Journal of the Latino Research Center*, Volume VI: 7-27.
- Gray, K.L. (2012). Deviant bodies, stigmatized identities, and racist acts: Examining the experiences of African-American gamers in Xbox Live. *New Review of Hypermedia and Multimedia*, 18(4): 261-276.
- Journal’s Most Read Article
- Gray, K.L. (2012). Intersecting oppressions and online communities: Examining the experiences of women of color in Xbox Live. *Information, Communication, & Society*, 15(3): 411-428.
- 2011 Cheong, P.H. and Gray, K.L. (2011). Mediated intercultural dialectics: Identity perceptions and performances in virtual worlds. *Journal of International and Intercultural Communication*, 4(4): 265-271.
- 2010 Cavender, G., Gray, K.L., and Miller, K. (2010). Enron’s perp walk: Status degradation ceremonies as narrative. *Crime, Media, Culture*, 6(3): 1-16.

## Book Chapters

- 2022 Black, W.L.\* & Gray, K.L. (2022). "Reclaiming the Game: How Historically Black Colleges and Universities (HBCUs) are Leveraging Esports in Higher Education", in J. Hoffman, R. Pauketat, & K. Varzeas (Eds.). *Collegiate Esports: Developing Competition & Community for the Higher Education Practitioner*.
- Chang, E. Y., Gray, K. L., & Bird, A. (2022). Playing difference: Towards a games of colour pedagogy. In *Critical Pedagogy, Race, and Media* (pp. 111-128). Routledge.
- 2020 Gray, K.L. (In Press) "Black Gamers Resistance," In Lori K. Lopez (Ed). *Race and Media*. NYU Press.
- Apperley, T. & Gray, K. L. (2020). "Digital Divides and Structural Inequalities: Exploring the Technomasculine culture of gaming." In R. Kowert & T. Quandt (eds). *The Videogame Debate 2: Revisiting the Physical, Social, and Psychological of Videogames* (pp. 41-52). New York: Routledge.
- 2019 Gray, K.L. (2019). "Race, gender, & virtual inequality: Exploring the liberatory 'potential of Black cyberfeminist theory". In M. Andersen and P. Hill Collins *Race, Class, and Gender: Intersections and Inequalities* (10ed). Reprint
- 2018 Gray, K.L. (2018). "Resilient lessons, from my mama to massa." In Glover, C. P., Jenkins, T. S., & Troutman, S., *Culture, Community, and Educational Success: Reimagining the Invisible Knapsack*. Rowman & Littlefield.
- Gray, K.L. and Leonard, D.J. (2018). "Not a post-racism and post-misogyny promised land: Video Games as instruments of (in)justice." In Gray, K.L. and Leonard, D.J. (eds). *Woke gaming: Digital challenges to social injustice*. Seattle: University of Washington Press.
- Gray, K.L., Voorhees, G., and Vossen, E.\* (2018). "Reframing Hegemonic Conceptions of Women and Feminism in Gaming Culture." In Gray, K.L., Voorhees, G., and Vossen, E. (eds). *Feminism in Play*. New York City, NY: Palgrave-Macmillan.
- 2016 Gray, K.L. (2016). "They're just too urban': Black gamers streaming on Twitch." In Daniels, J., Gregory, K., & Cottom, T.M. (Eds). *Digital Sociologies*, University of Bristol: Policy Press.
- Gray, K.L. (2016). "Gendered alliances, racialized discords: Examining the contentious relationship among women in Xbox Live." In Kafai, Y., Tynes, B. & Richard, G. (eds). *Diversifying Barbie and Mortal Kombat: New Perspectives on Race and Gender in Gaming*. Carnegie Mellon: ETC Press.
- 2015 Gray, K.L. (2015). "Race, gender, & virtual inequality: Exploring the liberatory 'potential of Black cyberfeminist theory". In Lind, R. (Ed). *Producing Theory 2.0: The Intersection of Audiences and Production in a Digital World* (Volume 2). New York: Peter Lang.
- Gray, K.L. (2015). "Cultural production and digital resilience: Examining female gamers' use of social media to participate in video game culture." In A. Trier-Bieniek (Ed), *Fan Girls and the Media: Creating Characters, Consuming Culture*. Lanham, MD: Rowman & Littlefield, pp. 85-100.

Handbooks : Genealogies : Encyclopedia Entries

- 2025 Gray, K.L., McPherson, T., Russell, G., Anderson, R. (Submitted). "Video Games and Race." *Children and Screens: A Handbook on Digital Media and the Development, Health, and Well-being of Children and Adolescents*. Springer Nature.
- 2024 Goard, J., and Gray, K.L. (Submitted) "Gamers." In Lomotey, K., and Nahuja, A. (Eds). *The Sage Encyclopedia of African American Education*, 2nd Edition.
- 2019 Gray, K.L. (2019). "Racializing space. Gendering place: Black feminism, ethnography, and methodological challenges online and IRL." In Smets, K., Leurs, K., Georgiou, M., Witteborn, S., and Gajjala, R. (Eds.) *Sage Handbook of Media & Migration*.
- 2017 Mazurek, J.\* and Gray, K.L. (2017). "Visualizing blackness – racializing gaming: Social inequalities in virtual gaming communities." In Brown, M & Carrabine, E. (Eds). *The Routledge International Handbook of Visual Criminology*. Taylor & Francis.
- 2016 Gray, K.L. (2016). "The Internet: Oppression in Digital Spaces". (2016) In Campbell, C (Ed). *The Routledge Companion to Race and Media*. New York, NY: Routledge.
- 2014 Gray, K.L. (2014). "Discriminatory attitudes against Latin@s." In *The Encyclopedia of Diversity and Social Justice*. Lanham, MD: Rowman & Littlefield.

#### White Papers : Executive Summaries (contributor : co-author)

- 2024 Eslami, M., Gilbert, E., Schoenebeck, S., Baumer, E. P. S., Chandrasekharan, E., De Mooy, M., Karahalios, K., Karger, D., Cottom, T. M., Monroy-Hernández, A., Terveen, L., & Whibbey, J. (2024). (rep.). The Future of Research on Social Technologies CCC Workshop Visioning Report. Computing Community Consortium.
- 2023 Digital Wellness Lab at Boston Children's Hospital (2023). "Creating a Positive Foundation for Greater Civility in the Digital World" [White Paper]. Boston, MA: Boston Children's Hospital. <https://digitalwellnesslab.org>
- "Can the METaverse be good for youth mental health? Youth Centered strategies for ensuring and enhancing the mental health and safety of young people in the metaverse." The JED Foundation. July 19, 2023. New York, NY: The JED Foundation. <https://jedfoundation.org/metaverse-and-youth-mental-health/>

#### Conference Proceedings

- 2016 Miller, B., van den Bosch, A., Kunzelman, C., Olive, J., Stoop, W., Gray, K., Berger, C., Pokharel, S. Notoriously Toxic: The Language and Cost of Hate in the Chat Systems of Online Games. In Digital Humanities 2016: Conference Abstracts. Jagiellonian University & Pedagogical University, Kraków, pp. 840-842.

#### Book Reviews

- 2024 Gray, K.L. (2024). "Aaron Trammell, *Repairing Play: A Black Phenomenology*." *International Journal of Communication*, 18, 3.
- 2023 Gray, K.L. (2023). "Black Digital Feminism (Catherine K. Steele)." *Gender & Society*.

- 2019 Gray, K.L. (2019). "Algorithms of Oppression: How Search Engines Reinforce Racism (Safiya Noble)." *Feminist Media Studies*.

### Works in Progress

Gray, K.L. (In Progress). Micro-economies in Gaming: Transitions in power or reinforcing existing racialized and gendered capitalist hierarchies? In E.T. Withers and D.L. Brunnsma (Eds.), *Arbiters of Race: Cultural Intermediaries, Racism, and Consumer Industries*.

Gray, K.L. (Submitted). "Black Play. Black Futures: Exploring Black Aesthetics in Streaming." in E.E Thomas and S.R. Toliver (Eds.) *She Dreams of Afrofutures: Speculative Black Girlhoods*. NYU Press.

### GRANTS : FUNDED PROJECTS

- 2022 Critical and Creative Data Literacies and Studies For Just and Sustainable Futures, The Andrew Mellon Foundation, Public Knowledge and Higher Learning, Principal Investigator Wendy Hui Kyong Chun, Co-PI, Kishonna L Gray, \$4,639,128 (Funded)

Camp Kiki. A Pokemon Go Community Partnership with Niantic Labs. Donation to Kishonna Gray / University of Kentucky in the amount of \$79,450

- 2018 Intentional Gaming: Employing a Play-Centered Intervention Model to Reduce Repeat Reoffending of Youth of Color, W.E.B. Du Bois Program of Research on Crime, Office of Justice Programs, National Institute of Justice, \$496,327 (Not Funded)

- 2015 Implicit Bias and Law Enforcement: Developing Multimedia, Scenario-Based, Teaching-Learning Materials to Train Police Personnel, Principle Investigator, School of Justice Research Program Grant, Eastern Kentucky University, \$7,218

Video Games, Technology, and the Hybrid Classroom: Pedagogy in the Digital Era, Critical Gaming Lab Technology Start-Up Grant, School of Justice Research Program, Eastern Kentucky University, \$9,000

- 2013 Modern vs. Overt Racism: Exploring the Racialized Discourse of Anti-Immigrant Legislation in Online News Forums, School of Justice Research Program, Eastern Kentucky University, \$5,000

Kentucky Kids Recovery Initiative Grant, Co-Applicant, Kentucky Department of Education, not funded

- 2012 (Blue)Grassroots Activism: The Role of Social Networks in Resisting Racialized Immigration Policy in Kentucky, College of Justice and Safety, Program of Distinction Research Grant, Eastern Kentucky University, \$8,000

### AWARDS : HONORS : RECOGNITION

- 2023 Educator of the Year Award, Black in Gaming Foundation, 6th Annual *BIG Awards*, March 23, 2023

- 2021 Xbox MVP Award, Microsoft Xbox Live, August 17, 2021, <https://mvp.xbox.com/profile/6000145>

- 2019 Woke Gaming, 2019 Outstanding Academic Title, Choice Magazine  
The Evelyn Gilbert Unsung Hero Award, The Minorities and Women Section,  
the Academy of Criminal Justice Sciences, March 29, 2019  
  
Faculty Achievement and Book Celebration (Woke Gaming), Institute for Research on  
Race and Public Policy (IRPP), University of Illinois – Chicago, February 27, 2019
- 2018 Woke Gaming, The Guardians 2018 Best Books About Gaming List, December 19, 2018  
<https://www.theguardian.com/games/2018/dec/19/six-of-2018s-best-new-books-about-video-games>
- 2016 The New Scholar Award, Division on People of Color and Crime, American Society of  
Criminology, November 17, 2016  
  
University Faculty Fellows Awards, President’s Research and Scholarship Program, Eastern  
Kentucky University  
  
Vagina Educator of the Year Award, Annual Vagina Monologues Awards, Women &  
Gender Studies
- 2015 Diversity Champion Award, University Diversity Committee, Eastern Kentucky University  
  
Distinguished Faculty of the Year, College of Justice & Safety, Eastern Kentucky University  
  
Critical Thinking Teacher of the Year, Nominee, Eastern Kentucky University
- 2014 Most Outstanding Educator, Nominee, African/African-American Studies, Eastern  
Kentucky University  
  
Critical Thinking Teacher of the Year, Nominee, Eastern Kentucky University
- 2013 Most Outstanding Educator, Nominee, African-American Studies Program, Eastern  
Kentucky University
- 2011 Teaching Excellence Award, Nominee, Arizona State University

## KEYNOTES : INVITED LECTURES : SPEAKING ENGAGEMENTS

### Keynotes/Lectures (Academic)

- 2025 (Invited Keynote) Nordic DiGRA, Turku, Finland, May 26, 2025
- 2024 ““The ghetto looks the same here too:” Using intersectional tech to explore the Black  
diaspora in digital gaming.” Virtual Communities Research Center, The Federal University  
of Bahia, Salvador, Brazil, March 27, 2024  
  
"Intersectional Tech: From the Hood to the Holler," Lincoln Center for Applied Ethics,  
Arizona State University, March 19, 2023  
  
“Augmenting Reality : Black Praxis in Digital Gaming,” Gail Martin Lecture Series,  
Western Kentucky University, February 15, 2024
- 2023 “Exploring Digital Praxis in Black Streaming Culture,” College of Media, Communication,  
and Information, University of Colorado, Boulder, December 4, 2023



- “Voice Moderation in Gaming: Legal/Ethical Challenges to Protect Vulnerable Populations,” Yale Law School, November 21, 2023
- “Intersectional Tech: Cultural Approaches to Technological Challenges,” Humanities and Social Sciences, California State University, Fullerton, November 29, 2023
- “#TechFail: From Intersectional (In) Accessibility to Inclusive Design,” Digital Studies Institute, University of Michigan, November 10, 2023
- “From techno-cultures to techno-critique: Gaming as hybrid spaces for public infrastructure and community building,” 50<sup>th</sup> Anniversary of the School of Communication, Simon Fraser University, Vancouver, CA, October 5, 2023
- “Who Gets to Play? Interrogation Assumptions in the Digital Era,” Keynote, Play Make Learn Conference, July 21, 2023
- “Racializing Space. Gendering Place: Methodological Challenges Online and IRL,” Qualitative Analysis Conference, June 16, 2023
- “Archiving Cultures: Gaming as Black Digital Storytelling,” Keynote, Digital Library Federation (DLF) Forum, Council on Library & Information Resources (CLIR), June 1, 2023
- “Getting Zucked: Examining digital violence and injustice online and IRL,” Violence and (in)Justice Lecture Series, University of South Carolina, April 2023
- “Designing intersectional identity in digital gaming,” Center for Digital Humanities, Brock University, March 21, 2023
- 2022 “Gaming Technologies as Public Infrastructure,” ACM-W Tri-State Women in Computing Conference (TRIWIC), Berea College, Berea, KY October 28,
- 2022 “The Intersectional Gaming Project: Reimagining Futures through Gaming,” Opening Keynote, ACM CHI Conference on Human Factors in Computing Systems, CHI22, New Orleans, LA, May 2, 2022
- “Who got game? Race, video games, and social justice,” Black Digital Futures Keynote Speaker, Roy G. Perry College of Engineering, Prairie View A&M, Prairie View, TX, April 21, 2022
- “Black Digital Praxis: Intersectional Tech and Black Life Online,” The Power of Play Speaker Series, College of Liberal Arts and Sciences, University of Florida, April 12, 2022
- 2021 “Intersectional Tech: Black Users in Digital Gaming,” Annenberg School of Communication, University of Southern California (USC), November 1, 2021
- “Gaming Across the Diaspora,” Sessão Especial: Videogames, raça e interccionalidade, GP de Games da Intercom. October 4, 2021  
<https://www.youtube.com/watch?v=pvVKEthJfvU&t=2s>
- “Intersectional Tech: The Digital Experiences of Minoritized Gamers,” Department of Communication, University of Delaware, May 10, 2021
- “Intersectional Tech: Black Users in Digital Gaming.” Intersectionality Talks, Open CoLAB, Plymouth State University, April 28, 2021

- “Intersectional Tech: Black Users in Digital Gaming.” Digital Democracies Institute, Simon Fraser University, March 10, 2021
- “Intersectional Tech: Black Praxis in Digital Gaming.” Page Not Found, Master Experimental Publishing, Piet Zwart Institute, Rotterdam, Netherlands, March 2, 2021.
- “Intersectional Tech: Exploring Black Digital Praxis in Contemporary Gaming.” TU Wien Informatics, Vienna University of Technology, Vienna, Austria, January 28, 2021.
- 2020 “Intersectional Tech: Exploring the visual, textual, and oral engagements of marginalized, transmediated users.” Department of Communication and Media, University of Michigan, December 5, 2019
- “Youth and Digital Infrastructures: Exploring the creation of hybrid esports networks in geographically isolated areas.” UCI Department of Informatics, Irvine, CA, December 4, 2020.
- “Intersectional Accessibility: The Argument for Public Scholarship.” Keynote for Public Scholarship, CSCW, October 18, 2020.
- “Exploring the Black Cultural Production of Gamers in Transmediated Culture.” Comparative Media Studies/Writing, MIT, September 7, 2020.
- \*\*“Gaming by another name.” DiGRA Keynote, Tampere, Finland, June 2–6, 2020, <https://digra2020.org/keynotes/>
- “Black Women’s Streaming Practices as Digital Storytelling.” Science in Society Program, Wesleyan University, April 22, 2020
- “Intersectional Tech: Black Praxis in digital gaming.” Center for the Humanities, Wesleyan University, March, 30, 2020
- 2019 “Woke Gaming: Hypervisible Bodies.” Oklahoma Center for the Humanities, University of Tulsa, November 7, 2019
- “Black Women's Gaming Practices as Intersectional Counterpublics.” Social Media Research Lab and the Digital Studies Institute, University of Michigan, October 24, 2019
- “Race, Deviance, and Linguistic Profiling in Digital Gaming Communities,” Linguistics, College of Arts & Sciences, University of Kentucky, October 17, 2019
- “Race, Deviance, and Digital (In)Justice.” Digitizing Justice, The Centre for Interdisciplinary Justice Studies, University of Winnipeg, May 17, 2019
- “Pleasure. Consuming. Games.” Concordia University, Montreal, April 26, 2019
- “On Being Black and . . . In Contemporary Gaming: The Journey to Intersectionality.” Film and Media Studies. Smith College, Northampton, MA, April 3, 2019
- 2018 “Leisure for Some. Labor for Others: Black Digital Praxis and Thoughts on Racialized Production.” School of Informatics. Indiana University – Bloomington, December 7, 2018
- “Transmediated Gaming: Examining Black Digital Praxis Across Platforms.” Race and Gender in Digital Gaming Cultures, College of Social Sciences, School

of Communications, University of Hawaii, March 2018

“Identity and Virtual Spaces.” Digital Technology and Culture (DTC) Symposium. Center for Digital Scholarship and Curation (CDSC), Washington State University, Pullman, WA, March 2018

“Xbox Live as a Hybrid Space for Collaboration and Community Building.” Hybrid Play, Invited Speaker, Communication, Rhetoric and Digital Media, North Carolina State University, March 2018  
<https://crdmsymposium2018.wordpress.ncsu.edu/>

- 2016 “Race, Gender, & Toxicity in Gaming Culture,” Lecture, African American Studies, University of South Carolina – Upstate, March 2016
- 2014 “Punishing Blackness in Xbox Live: Exploring the Significance of Race in a Virtual Gaming Community”, Crime Media & Popular Culture Studies Conference, Keynote Speaker, Indiana State University, Terre Haute, IN, September 24, 2014
- 2013 “Continued Oppression and Marginalization of Women in Virtual Spaces: Moving Women towards a Critical Cyberfeminist Consciousness.” HER-STORY Conference: Civil Rights and Un-Civil Women: Gender, Justice and Politics, Eastern Kentucky University, March 2013

#### Featured Speaker : Plenary Panel : Speaker Series (selected)

- 2024 “Gaming by another Name.” Seminar on Critical Game Studies, Digital Literacy and Communications (DLC) Lab’s Critical Game Studies Program, University of North Carolina, Chapel Hill, April 2024
- Social Justice Informatics Colloquium Panel, School of Information, The University of Texas, Austin, April 2, 2024
- “a.i. : bias : gaming : exploring digital practices in the synthetic era,” AI and Bias Lab, University of Pennsylvania Carey Law School, April 1, 2024
- “Intersectional Tech. Black Praxis in the Digital Era,” Digital Civil Society Speaker Series, Stanford University, March 7, 2024
- “What games can teach us about intersectional tech and racial identity,” Designing Explorable Explanations, Graduate School of Education, Stanford University, February 29, 2024
- “Gaming the Machine: An intersectional examination of a.i. in Digital Culture,” AI/ML Research Symposium, University of Kentucky, March 4, 2024
- 2023 “Gaming and Intersecting Technologies,” On Humane Tech: Gaming and Intersecting Technologies with Dr. Kishonna Gray,” The Lincoln Center for Applied Ethics, Arizona State University, May 4, 2023
- “Killing the Black Body: Necropolitics and racial hierarchies in digital gaming.” Grand Challenges Initiatives (GCI) Speaker Series, Chapman University, November 28, 2023

- “a.i. : bias : gaming : exploring digital practices in the synthetic era,” AI and Bias Lab, University of Pennsylvania Carey Law School, January 23, 2023
- “Racial Accessibility at PWI’s,” University of Kentucky Women’s Forum, January 25, 2023
- 2022 “Racializing Space. Gendering Place. Intersectional Challenges in Gaming Research.” Department of Geography, University of Kentucky, September 30, 2022
- “Black Cyberfeminism: A Conversation w/ Dr. Kishonna Gray,” Digital Sociology Lab, Virginia Commonwealth University, March 22, 2022
- “Intersectional Tech: Black Users in Digital Gaming,” Reading Series Talk with DBLAC (Digital Black Lit and Composition), University of Pittsburgh, February 28, 2022
- 2021 “Activism in Game Design and Research,” Fireside Chat, CHI PLAY 2021, October 20, 2021
- 2020 “Intersectional Tech: Black Users in Digital Gaming.” Department of Communication, Fall Colloquia, University of Washington, October 14, 2020.
- “Intersectional Tech: Black Users in Digital Gaming,” Weston Game Lab Speaker Series, University of Chicago, January 17, 2020
- 2019 “Examining Feminism in Digital Culture.” Women’s Leadership and Resource Center (WLRC). University of Illinois – Chicago, February 20, 2019
- 2018 “Hypervisible Blackness. Invisible Narratives: The Digital Stories that Games Tell.” The English Graduate Organization (EGO) and the Sigma Tau Delta Phi Delta chapter of Western Illinois University, Department of English, Macomb II, October 20, 2018
- “Buffoons, Goons, and Pixelated Minstrels: Exploring Blackness in Contemporary Video Games.” Barrett, The Honors College, Arizona State University, February 2018
- 2017 “Hacking Gaming,” Festival of Action, Berkman-Klein Center for Internet and Society, Cambridge, MA, February 18, 2017
- “Examining Gender and Race in Contemporary Gaming Culture.” Gender, Race, and Technology Student Research Conference. University of the Pacific, Stockton, CA, March 3, 2017
- 2016 ““The ghetto looks the same here too:” Using ethnography to explore collective identity development of the Black diaspora in massive, multiplayer gaming environments,” Invited Speaker, Connected Migrants: Encapsulation & Cosmopolitanism, Royal Academy of Arts and Sciences, Amsterdam, the Netherlands, December 2016
- ““Did we let gaming culture off the hook? Reflecting on the feminist response to GamerGate.” ReFIG (Refiguring Innovation in Games) Conference, Plenary Speaker, Concordia University, Montreal, October 2016
- “Communicating and Performing Blackness in Contemporary Gaming Culture,” Distinguished Speaker, Department of Drama and Speech Communication, University of Waterloo, Canada March 2016

2015 “Karma Scales in Video Games: Is there a Wrong Option When It Comes to Virtual Killing?” Featured Speaker, 5<sup>th</sup> Annual International Symposium on Digital Ethics, Loyola University – Chicago, November 6, 2015

### Keynotes : Lectures : Talks (Industry)

- 2024 “Gaming for Social Good,” Gaming 4 Peace, Life Camp Inc, April 6, 2024
- “Gender and its Intersections in Digital Technology,” Office of Diversity, Equity, and Inclusion, Sage Publications, March 12, 2024
- “In Her Element,” Panel, Music and Gaming Festival (MAG Fest), National Harbor, MD, January 19, 2024
- 2023 “Celebrating Black Identities in Video Games,” Ubisoft, Montreal, CA, December 19, 2023
- 2022 “Intersectional Tech: Black Praxis in Digital,” Race and Technology Series, Microsoft Research, February 23, 2022  
[https://info.microsoft.com/ww-landing-msr-race-technology-lctr-series.html?wt.mc\\_id=twitter\\_MSR-LECT\\_post\\_v1KG](https://info.microsoft.com/ww-landing-msr-race-technology-lctr-series.html?wt.mc_id=twitter_MSR-LECT_post_v1KG)
- “Remarkably Black”: Cautious Celebration of Black Progress in Gaming,” Keynote for Amazon Games, February 22, 2022
- 2021 “Women in Gaming: Troubling the Waters.”. Women’s History Month Celebration, Electronic Arts, March 23, 2021.
- “Intersectional Tech: Black Digital Praxis in Gaming Communities.” Games, Communities, & Society Seminar, Twitch, February 24, 2021.
- 2020 “Women in Gaming: Where we are and where we’re going,” GamerElla Keynote, November 14, 2020  
<https://tag.hexagram.ca/gamerella/keynotes/dr-kishonna-l-gray/>
- 2018 The Blacks in Gaming Green Room Fireside Chats. Sponsored by Xbox. Game Developers Conference, San Francisco, CA, March 2018

### Published Interviews

- 2024 Braegger, V. L. (Forthcoming). Turns in game studies: An interview with Kishonna Gray. In A. Karabinus, C. A. Kocurek, C. Mejeur, & E. Vossen (Eds.), *Historiographies of Game Studies: What it Has Been, What it Could Be*. punctum books.
- Maragh-Lloyd, R. (2024). Digital Pleasure and Danger: A Roundtable Discussion with Kishonna Gray and Brooklyn Gibson, *Feminist Media Histories*, January 1, 2024
- 2020 Board, W., (2020) “‘Intersectionality Went Viral’: Toxic Platforms, Distinctive Black Cyberfeminism and Fighting Misogynoir - An Interview with Kishonna Gray”, *Westminster Papers in Communication and Culture* 15(1), p.68–73. doi: <https://doi.org/10.16997/wpcc.367>

## WORKSHOP FACILITATION : CONFERENCE ORGANIZATION

- 2023 "The South Hill Classic, Where Black Games Meets Black Studies," University of Kentucky, April 2023
- "Race in Game and Game Studies," with Gerald Voorhees and Ashlee Bird, University of Waterloo, November 28, 2023
- 2019 "Playing (with) Race, Gender, and Queerness: A Serious Game Development Workshop." DiGRA 2019, Kyoto Japan
- Critical Methodologies, Workshop Facilitator, Critical Criminology Conference, Eastern Michigan University, April 13, 2019
- 2018 "Supporting Academic Workers Targeted for Harassment: An Information Sharing and Strategy (Un)Workshop." A workshop with Larisa Kingston Mann, Shira Chess, Meleiza Figueroa, Kat Lo, Becca Lewis, and Adrienne Massanari, Association of Internet Researchers, Montreal, October 11, 2018
- "Digital Critical Race Mixtape." A workshop with Catherine Knight Steele, Sarah Florini, Andre Brock, and Miriam Sweeny. Association of Internet Researchers, Montreal, October 10, 2018
- 2017 Diversifying Barbie & Mortal Kombat Symposium and Conference, Organizer, Women's & Gender Studies, Comparative Media Studies, Massachusetts Institute of Technology, April 2017
- 2013-2016 "The Gamification of Leadership: Using Video Games to Develop Our Next Generation of Leaders," Workshop for the Latino Leadership and College Experience Camp (LLCEC), Critical Gaming Lab, Eastern Kentucky University, Summers
- "What Can We Learn About Science from Video Games?" Workshop for CAMP TRREE, (Teacher Recruitment and Retention for Education Excellence) Academic Leadership Academy, Critical Gaming Lab, Eastern Kentucky University, Summers
- 2012-2016 Race, Gender, & Class: Interrogating the Past – Reimagining the Future. Conference Founder and Organizer, Graduate Student Conference, Eastern Kentucky University, Fall
- 2011-2014 Facilitator, "Surviving Graduate School." A Workshop for the McNair Scholars Program, Eastern Kentucky University, September

## CONFERENCES : INVITED PANELS : WORKSHOPS

### Featured Panels

- 2024 Alt+F4: Rebooting Community after GamerGate, Lawrence Technological University (LTU), September 2024
- 2023 [See Conference Organizing]
- 2022 "Between Glorification and Exploitation: Sports, AI, and Black Feminism," a panel to discuss the work of Martine Syms, Philadelphia Museum of Art, December 14, 2022
- "Writing the Book Manuscript," Black Communication & Tech (BCAT) Lab,

November 9, 2022

“Early Career Researchers Workshop,” Panelist, AoIR 2022, October 27, 2022

“Black and POC Streamers.” LatinX Critical Creative Consortium, Texas A&M, College Station, October 15, 2022

“Black Joy. Black Pain. Exploring Narratives of Survival in Gaming,” Panel discussion with Kishonna Gray, Javon Goard, Akil Fletcher, Reginald Gardner, and Joan Miller. Meaningful Play 2022 Conference. October 14, 2022

“Studying and Speaking to Industries: A Game Studies Roundtable.” Console-ing Passions, University of Central Florida, Orlando, FL, June 24, 2022

2021

“The Double-Edged Sword of Online Gaming: An Analysis of Masculinity in Video Games and the Gaming Community,” The Geena Davis Institute on Gender in Media, August 17, 2021  
<https://seejane.org/gender-in-media-news-release/the-double-edged-sword-of-online-gaming/>

“Human Rights and Gaming,” RightsCon 2021 10th anniversary, Fireside Chat, June 10, 2021

“Raising Good Gamers” Panel. SXSW, March 16, 2021.

“Online Gaming and eSports Engagement.” Digital Forum on Targeted Violence and Terrorism Prevention, Department of Homeland Security, March 8, 2021

“Discussing Momo Pixel’s Hair Nah and Bad Hair.” ‘Literature, Digital Media and the Afrofuture.’ Black Women’s Conference, University of Kentucky, Lexington, KY, February 27, 2021

“Co-Opting AI in Gaming.” Institute for Public Knowledge, NYU, New York, February 23, 2021.

“Safe Havens: What Gaming Communities Can Teach Us About Inclusion.” Non-Obvious Diversity Summit, January 28, 2021.

2020

“Intersectional Tech: Racializing Gaming.” Race, Tech, and Media Working Group, Berkman-Klein Center, Harvard, October 28, 2020.

“Gaming and Transmediation” Panel Moderator, Visibility in Digital Humanities, Institute for the Humanities, University of Illinois – Chicago, October 23, 2020.

Racial Equity Board Game Panel. The Games Institute. University of Waterloo, Canada.  
[https://www.youtube.com/watch?v=PA3Km6\\_TuZU&t=31s](https://www.youtube.com/watch?v=PA3Km6_TuZU&t=31s)  
October 21, 2020.

Pre-keynote Panel: Confronting Racism. UIC Esports Conference, Irvine, CA. October 7, 2020.

\*\*“Storytelling and Identity in the Digital World.” Panel Moderator. MassArt Art Museum (MAAM). Boston, MA, April 13, 2020.

- “Technology, Gender, and Race.” Panelist for the Center on Digital Culture and Society (CDCS) Launch Symposium, Annenberg School for Communication, University of Pennsylvania, Philadelphia, PA, April 3, 2020.
- “Raising Good Gamers: Envisioning an Agenda for Diversity, Inclusion and Fair Play.” Workshop Participant, The Connected Learning Lab, University of California – Irvine, Irvine, California, February 25-26, 2020.
- “An Introduction to Queer Game Studies: Panel Conversation with Leading Scholars.” LGBTQ Center, Purdue University, Lafayette, IN, February 10, 2020.
- “Sisters on Screen.” Black Popular Culture Series, Panelist, Black Studies, University of Illinois –Chicago, Chicago, Illinois, January 28, 2020.
- 2019 “Inclusive Streaming Initiative,” Workshop Participant, UC – Irvine, September 6, 2019.  
“Creativity from Activism: From Black Cyberfeminism to Localism and Protest.” IndieCade Panel, Center for Media and Design Campus, Santa Monica, CA, October 10, 2019.
- “What’s at Stake: Race x Technology.” Race, Technology, and the Future: Setting the Agenda, 2019 Critical Race & Digital Studies Conference, Washington, DC, May 28, 2019
- 2018 “Toxicity in 2018, Don’t Be Afraid to Engage with your Community,” The Montreal International Game Summit, MIGS18, November 13, 2018, Montreal
- “The Reality of Race and Gender in Science Fiction and Gaming,” The Institute for Research on the African Diaspora in the Americas and the Caribbean (IRADAC), The Graduate Center, CUNY, November 1, 2018, New York City, NY
- 2016 “Media and Class in the 21<sup>st</sup> Century.” Preconference Workshop. NCA 102<sup>nd</sup> Annual Convention, November 2016, Philadelphia, PA
- “Digital Discourse and Civil Society.” Lewis College Roundtable, Illinois Institute of Technology, Invited Roundtable Participant, October 2016, Chicago, IL
- 2015 “Internet and Representation.” Digital Art and the Interstices of Identity, online forum participant, Empyre Listserv, Archived by the Rose Goldsen Archive of New Media Art at Cornell University, Month of April 2015
- “Examining the Use of Social Media in the aftermath of the death of Mike Brown.” Ferguson Research Team Discussion Panel, Race, Democracy, Crime, and Justice Network (RDCJN), Ohio State University, Columbus OH, July 23, 2015
- “Looking Forward: Diversifying Gaming.” Featured Panelist, Diversifying Barbie & Mortal Kombat Workshop, University of Pennsylvania, April 24, 2015
- “Planting Seeds for Creative Enterprise and Diversity.” Creative Enterprise Symposium, Featured Panelist, University of Wisconsin-Whitewater Campus, February 25, 2015
- “Global Café: Let’s Talk About Race.” Community Forum Organizer/Facilitator/Moderator, Eastern Kentucky University, January 27, 2015
- 2014 “Deviating from the Norm: Examining How Blackness is Punished in Video Games.” Gender & Race in Games Curator, In Media Res, November 12, 2014,  
<http://mediacommons.futureofthebook.org/imr/2014/11/12/deviating-norm-examining-how-blackness-punished-video-games>



## Conference Presentations

- 2024 Discover Scholastic Esports: Engaging a diverse generation,” South by Southwest (SXSW), March 16, 2024
- Gaming at the Intersections: Centering Black Gaming Experiences, Electronic Arts, February 27, 2024
- Esports on Collegiate Campuses Panel, Gen.G Campus Takeover, University of Kentucky, February 19, 2024
- “State of Play,” Ethical Games Conference, January 11, 2024
- 2023 “From Megan Markle to Glamour Chicken Houses: Social Media and Aestheticized White Supremacist Feminism,” National Women’s Studies Association, NWSA, October 27, 2023
- Panelist, Author Meets Critic, Jessie Daniels, author of Nice White Ladies, 47th Annual Conference: The Feminist Frontier: Reimagining and Reenergizing for the Future The Organization for the Study of Communication, Language & Gender (OSCLG), October 19, 2023
- “Contested Publics, Hidden Practitioners, and Marginalized Users in Computing History, SIGCIS 2023, September 21, 2023
- Pushing the Limits of Games: How do Sports Fit In?,” DiGRA, Seville, Spain, June 2023
- “Narrating Race: intersectional Practices in Design and Digital Gaming,” International Conference on Games and Narratives (ICGAN), May 19, 2023
- ‘Just Relationships’ for Research, University of Waterloo, Ca, April 25
- “Women Got Game,” Black Collegiate Gaming Association, Morris Brown University, Atlanta GA, April 15, 2023
- “Monetization, Monopolies, and Misogyny,” MozFest Gaming Panel, Mozilla, March 22, 2023
- 2022 Between Glorification and Exploitation: Sports, AI, and Black Feminism,” Philadelphia Museum of Art, December 14, 2022
- “Engaging From The Periphery: Reconfiguring Approaches And Practices Within Socio-Technical Research,” Society for Social Studies of Science (4S), December 10, 2022
- “The Impact of Impact: Contending with the Risks and Rewards of Public Engagement,” Association of Internet Research (AoIR), Nov 4, 2022
- 2021 “Educators Summit: Teaching Games with Games: Changing the Game” Game Developers Conference (GDC), March 22, 2021
- 2020 Trials and Twitterations: Public Scholarship in CSCW. CSCW, October 18, 2020.
- 2019 Woke (Pro)Gaming: Or, Why We Need Critical Esports Studies. DiGRA 2019, Kyoto Japan

“The ghetto looks the same everywhere: Black gamers diasporic experiences in online gaming.” DiGRA 2019, Kyoto Japan

Hashtag Harlem Hellfighters: Exploring hypervisible Black Death as Dark Play in Battlefield 1. International Communication Association (ICA), Washington, DC, May 28, 2019

“Playing by myself: Intersectional musings of an interdisciplinary scholar.” Under Quarantine Panel, #CommunicationSoWhite: Discipline, Scholarship, and the Media, International Communication Association, Washington, DC, May 24, 2019

- 2018
- “Celebrating 20 years of Black Women’s Contributions to Criminological Thought,” American Society of Criminology (ASC), November 16, 2018, Atlanta, GA
- “Revolutionary Criminology: Navigating Being a Revolutionary Young Scholar,” American Society of Criminology (ASC), November 15, 2018, Atlanta, GA
- “Revolutionary Criminology: Praxis and Political Engagement,” American Society of Criminology (ASC), November 15, 2018, Atlanta, GA
- “Retelling narratives. Reclaiming history: Exploring Revenge as Catharsis in Assassin’s Creed Freedom Cry.” Co-presented with Cassandra Jones. National Women’s Studies Association (NWSA), November 9, 2018, Atlanta, GA
- “#TenureTrackHustle: Examining Academic Poverty of First-Generation Women of Color.” National Women’s Studies Association (NWSA), November 10, 2018, Atlanta, GA
- 2017
- “Automating Responsibly: A Discussion of Current Approaches and Pitfalls in Moderation Mechanisms.” All Things in Moderation: The People, Practices and Politics of Online Content Review – Human and Machine. December 2017, UCLA, Los Angeles, CA
- “Authenticating Digital Blackness: Video Games as Racial Projects,” Thematic Panel, 2017 Annual Meeting, National Women’s Studies Association, November 2017, Baltimore, MD
- “Bringing communication research to the street for design, data, and game justice,” Thematic Panel, 2017 Annual Meeting, National Communication Association, November 2017, Dallas, TX
- “Examining Women's Resistance Practices Through the Lens of Black Digital Feminism,” Race and the Digital Institution: Theory, Praxis, and Evidence, 2017 Annual Meeting, Eastern Sociological Society, February 2017, Philadelphia, PA.
- “The problem of race in gaming: Hypervisibility and Hyperconsumption of Black Death.” DuBois, Race and Digital Technologies Panel. W.E.B. DuBois and the Color Line in the 21st Century, Social Theory Forum, March 2017, University of Massachusetts, Boston (with Jessie Daniels, Tressie Cottom, and Andre Brock)
- “Racializing Gaming - Visualizing Blackness: Beyond Representations in Contemporary Gaming.” Visual Narratives of Race, March 2017, Lexington, KY (with Sandy Alexandre, Moya Bailey, Kimberly Juanita Brown)
- “Xbox Record That vs. Xbox Record Dat! Race, Hypermasculinity, and Microcelebrity among Gamers in Xbox Live.” From Margin to Intersection: Approaches to Intersectionality in Video Games, Society for Cinema & Media Studies (SCMS), March 2017, Chicago, IL

- 2016
- “Calling for intersectionality in theory & practice: An interactive discussion on gender, race, religion, & more.” NCA 102<sup>nd</sup> Annual Convention, November 2016, Philadelphia, PA
- “It’s fine in theory but what about practice? Examining Challenges to Intersectional Research in Digital Gaming.” Invited Participant, Intersectionality and Embodiment in Game Studies Workshop. November, 2016, University of Illinois – Chicago
- “Gender, Race and Gaming Space: Interrogating Intersectional Experiences in Commercial and Indie Game Culture and Praxis.” (De)Colonizing Digital Gamespaces: Games, Gender, and (De) Colonial Praxis. National Women’s Studies Association (NWSA), November, 2016, Montreal, Quebec (with Gabriela Richard)
- “Reshaping the Rules of Engagement: Feminist Interventions Post GamerGate.” Association of Internet Researchers, October 2016, Berlin, Germany (with Jenny Sunden, Annette Markham, Susanna Paasonen, Adrienne Massanari, and Ann Werner)
- “Examining the Pedagogical Potential for the Critical Gaming Lab to Influence Social Justice in Game Design.” Diversifying Barbie and Mortal Kombat: Addressing Gender and Race in Critical Educational Practice, Inclusive Conference Design, and Intersectional Research on Gaming. GLS 12 (Games Learning Society Conference), August 2016, Madison, WI
- “Meet me at the Crossroads: Intersectionality and Feminist Game Studies.” Workshop Participant. Society for Cinema & Media Studies, April, 2016
- “Dude, It’s Just a Game”: Using Critical Discourse Analysis to Examine the Exclusionary Practices that lead to the Punishment of Blackness in Video Games.” The Visual Politics of Play: On the Signifying Practices of Digital Games. College Art Association (CAA) 104<sup>th</sup> Annual Conference, February 2016, Washington, D.C.
- 2015
- “Tweeting for Mike Brown: Examining the Use of Social Media in the Aftermath of the Mike Brown Shooting.” American Society of Criminology (ASC), November 2015, Washington, D.C.
- “Stuart Hall: Remembering our Foundations.” Roundtable Discussant, Association of Internet Researchers (AoIR), October, 2015, Phoenix, AZ
- “Gaming for Change: Examining the #BlackLivesMatter Movement within Video Game Culture.” Association of Internet Researchers (AoIR), October, 2015, Phoenix, AZ
- “Diversifying Barbie and Mortal Kombat: Workshop on Diversity and Inclusivity in Gaming.” University of Pennsylvania, April, 2015
- “Canonizing Cunts: Can Feminist Game Studies be Contained?,” What is Feminist Game Studies, Console-ing Passions Discussion Panel, June 20, 2015, Dublin, Ireland
- 2014
- “Sure My Avatar’s Black...Blackface!” Using Black Feminist Criminology to Examine the Continuation of Default Masculinity and Whiteness in Virtual Gaming Communities,” The American Society of Criminology, September 12, 2014, Chicago, IL
- “Hero or Buffoon? Using Critical Discourse Analysis to Examine Black Masculinity in a Popular Military Shooter, Gender, Bodies, & Technology Conference, Friday, May 2, 2014, Virginia Tech, Blacksburg, VA

- Gray, K.L. "The Avatar as Blackface: Using Color-blind Racism to Examine Stereotypical Representations and Performances of Blackness in Xbox Live," Society for Cinema & Media Studies, March 20, 2014, Seattle, WA
- 2013 "Examining Police Perception of Immigrants and Proposed Anti-Immigration Policy in Kentucky, American Society of Criminology, November 19, 2013, Chicago, IL
- "Deviant Bodies – Deviant Acts: Examining Racism, Sexism, and Other Oppressions in Xbox Live," The 8<sup>th</sup> Annual of the Racial Democracy, July 26, 2013, Crime, & Justice Network, Ohio State University, Columbus OH
- "Default Masculinity and Whiteness: Examining the Inability of Virtual Worlds to Capture the Non-White, Non-Male Body (Avatar)," Western Political Science Association Conference, March 29, 2013, Hollywood, CA
- 2012 "The Liberatory Potential of Black Cyberfeminist Theory." Gender, Bodies & Technology: (Dis) Integrating Frames Conference, April 27, 2012, Roanoke, VA
- "New Media, Culture, and Cyber Feminism: Artistic Expressions of Deviance in Virtual Communities." Academy of Criminal Justice Sciences, March 17, 2012, New York City, NY. With C. Bowles
- "SB1070, Hyperconsciousness, and Race Negation: The Virtual Dissemination of Racism in the Colorblind Era." Academy of Criminal Justice Sciences, March 15, 2012, New York City, NY. With A.E. Raza
- "Buddies, Cyber-homies, y Amigos! The Racial Categorization of Friends in Xbox live." Southwest/Texas Popular Culture and American Culture Associations, February 8, 2012, Albuquerque, NM
- 2011 "Intersecting Oppressions and Online Communities: Examining the Experiences of Women of Color in Xbox Live." Association of Internet Researchers, October 11, 2011, Seattle, WA
- "Hate Speech in an Online Gaming Community: The Effects of Racism, Sexism, and Heterosexism in Xbox Live." Southern Criminal Justice Association, September 21, 2011, Nashville, TN
- "Online Forums as Space for Moral Panic: Examining the Online Debate on AZSB1070." Society for the Study of Social Problems, August 19, 2011, Las Vegas, NV. With A.E. Raza
- "Public Response to SB 1070 as Moral Panic." Association for the Study of Law, Culture, & The Humanities, March 12, 2011, Las Vegas, NV
- 2010 "Response to SB1070 as Moral Panic." International Crime, Media & Popular Culture Studies Conference, September 28, 2010, Terra Haute, IN. With A.E. Raza
- "Dude I'm Not Racist: Examining the Origins of Racism in a Multiplayer Online Game." Southwest Texas Popular Culture and American Culture Association, February 11, 2010, Albuquerque, NM

## PUBLIC SCHOLARSHIP : MEDIA DISSEMINATION OF RESEARCH : NEWS INTERVIEWS

- 2024
- ‘We have each other’: Department of Gender and Women’s Studies hosts UK professor for Gail Martin Lecture Series,” Shayla Abney, College Heights Herald, March 4, 2024  
<https://wkuherald.com/75472/news/we-have-each-other-department-of-gender-and-women-studies-hosts-uk-professor-for-gail-martin-lecture-series/>
- Innovation doesn't mean inclusion. Why the details of the Apple Vision Pro matter. Nicole Fallert, February 19, 2024, USA Today  
<https://www.usatoday.com/story/opinion/voices/2024/02/19/apple-vision-pro-vr-headset-bi-as-wearable-tech/72489700007/>
- 2023
- “Racism in online gaming is rampant. The toll on youth mental health is adding up,” Marc Ramirez, USA Today, September 6, 2023  
<https://www.usatoday.com/story/news/nation/2023/09/03/online-gaming-racism-youth-extended-remism-mental-health/70721986007/>
- “The Brilliant Scholar Who’s Challenging Racism in Game Design,” Carolyn Petit, June 2, 2023, Kotaku,  
<https://kotaku.com/kishonna-gray-video-games-racism-consultant-pokemon-go-1850477275>
- The World of Online Gaming is “Uniquely Uncivil for Women and People of Colour,” Marie Lamensch, CIGI, February 22, 2023  
<https://www.cigionline.org/articles/the-world-of-online-gaming-is-uniquely-uncivil-for-women-and-people-of-colour/>
- 2022
- “For Black Folks, Digital Migration is Nothing New.” December 13, 2022 with Chris Gilliard, <https://www.wired.com/story/black-twitter-social-media/amp>
- “Representation in Tech with Dr. Kishonna Gray,” For your Institution Podcast, Mongoose, November 8, 2022 <https://www.youtube.com/watch?v=na5rGOMvzes>
- “Breaking Barriers in the Gaming World with A&S Professor Kishonna Gray,” interview by Ola Onitiri, College of Arts & Sciences, University of Kentucky <https://www.as.uky.edu/breaking-barriers-gaming-world-professor-ishonna-gray>
- “Harassment and abuse in games and gaming culture,” A conversation with Dr. Kishonna Gray and Dr. Emma Vossen, The Digital Public Interest Collective <https://open.spotify.com/episode/7jFaROyCUMRgXONobj4VAh>
- “How much progress has the industry made on diversity, equity, and inclusion?” February 17, 2022  
<https://www.gamesindustry.biz/articles/2022-02-16-how-much-progress-has-the-industry-made-on-diversity-equity-and-inclusion>
- “Finding Community and Black Representation in Video Games,” Hypebeast, February 28, 2022  
<https://hypebeast.com/2022/2/black-representation-video-game-industry-interviews>
- “Why Video Games Education Needs Harriet Tubman.” MsMagazine, February 2, 2022,  
<https://msmagazine.com/2022/02/22/video-games-sexism-racism-harriet-tubman-feminist/>

- “Microsoft Buys Scandal. Tainted Activision.” Bloomberg Markets: What did you miss? January 18, 2022  
<https://www.bloomberg.com/news/videos/2022-01-18/bloomberg-markets-what-d-you-miss-01-18-2022-video>
- 2021 “Jacolby Satterwhite in Conversation with Kishonna Gray,” September 23, 2021  
<https://vimeo.com/639280656>
- “Researching Gaming and Showing Why Citations Matter,” an interview by Nyasha Junior, Women in Higher Education, August 3, 2021  
<https://www.wihe.com/article-details/194/researching-gaming-and-showing-why-citations-matter/>
- “The 2021 Dean’s List: 30 Higher Ed IT Influencers Worth a Follow,” EdTech Magazine, June 15, 2021  
<https://edtechmagazine.com/higher/article/2021/06/2021-deans-list-30-higher-ed-it-influencers-worth-follow>
- “Activision ‘Frat Boy’ Suit Jolts Effort to Change Gaming Culture,” Bloomberg Law, July 26, 2021  
<https://news.bloomberglaw.com/daily-labor-report/activision-frat-boy-suit-jolts-effort-to-change-gaming-culture>
- “Interview with Kishonna Gray,” Pallavi Sodhi, First Person Scholar,  
<http://www.firstpersonscholar.com/interview-with-kishonna-gray/>
- “Equity in the Digital Gaming World.” Mandel Public Library, West Palm Beach, FL, March 9, 2021.
- “Let’s Talk About ... Intersectional Tech with Dr. Kishonna Gray,” Let’s K12 Better, a Podcast for Parents and Kids, March 9, 2021  
<https://letsk12better.buzzsprout.com/1036873/8091154>
- “Grand Theft Auto’ blamed for recent surge in carjackings in Chicago,” Chicago Tribune, February 25, 2021,  
<https://www.chicagotribune.com/lifestyles/ct-life-grand-theft-auto-game-blamed-for-city-carjackings-tt-0224-20210225-hpnilye5knh77g27bac4seskjm-story.html>
- 2020 “Episode 14 with Dr. Kishonna Gray,” Connecting to Game: Humour and Games Podcast, Technology, Art, & Games, Concordia University, December 10, 2020  
<https://connectingtogame.ca/humourandgames/vftfyw6wpX5wtctfdlspu5s95zf1>
- “How to make competitive esports spaces accessible to players with disabilities (ft. Jose Hernandez), Feminist Frequency Podcast, September 17, 2020  
<https://feministfrequency.com/video/how-to-make-competitive-esports-spaces-accessible-to-players-with-disabilities-ft-jose-herandez/>
- “We Exist: Dr. Kishonna Gray on the Gendered and Racialized Culture of Gaming,” The UChicago Arts Blog, University of Chicago, January 29, 2020  
<https://www.uchicagoartsblog.art/archive/2020/1/28/we-exist-dr-kishonna-gray-on-the-gendered-and-racialized-culture-of-gaming>
- “They Didn’t Turn In Their Work For Remote School. Their Parents Were Threatened With Court And Fines,” December 14, 2020,  
[https://www.huffpost.com/entry/truancy-remote-learning\\_n\\_5fd3aa5fc5b66a758414b732](https://www.huffpost.com/entry/truancy-remote-learning_n_5fd3aa5fc5b66a758414b732)

“Sexual Harassment and Assault in Fighting Game Community Spark Calls for Reform,” WFSU Public Media, July 17, 2020

“More Resignations, but No Sign Yet of a Change in Gaming Culture,”  
New York Times, July 19, 2020  
<https://www.nytimes.com/2020/07/19/technology/gaming-harassment.html>

“Social media is one way to get involved in the anti-racist movement, but it can also cause anxiety. And the rules of engagement seem to differ for black and nonblack people.” Chicago-Tribune, June 12, 2020  
<https://www.chicagotribune.com/lifestyles/ct-life-social-media-anxiety-george-floyd-racism-0611-20200612-npirf2fifjc5zggqv6djmwxhqa-story.html>

“Intersectional Tech.” Deerfield Public Library Podcast, Deerfield, IL, November 12, 2020  
<https://deerfieldlibrary.org/2020/11/dr-kishonna-gray-talks-intersectional-tech-on-the-podcast/>

Temko, S. and Carson, B. “Women and gamers of color detail experiences with online harassment in games like Call of Duty.” Good Morning America.  
<https://www.goodmorningamerica.com/living/story/women-gamers-color-detail-experiences-online-harassment-games-73721561>

“Kishonna Gray on Teaching and Parenting in a Pandemic,” Ideas On Fire Podcast, August 19, 2020 <https://ideasonfire.net/116-kishonna-gray/>

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## TEACHING AND ADVISING

### Graduate (Master's and Ph.D.) Courses Taught

Race, Gender, & Digital Culture  
Gender, Class, and Race  
Race, Gender, & Violence  
Grants and Academic Publishing  
Digital Feminism  
Games as Social Technology  
Narratives of Race and Gender in Digital Culture

### Undergraduate Courses Taught

African-American/Africana Studies Research Capstone  
Rhetorical Traditions: Games Culture & Narrative  
Literature in the Digital Age  
Digital Humanities  
Black Cultures in Gaming  
Black Digital Culture  
Gender & Gaming  
Gender & Media  
Gender & Popular Culture  
Gender in Everyday Life  
Gender & Communication  
Introduction to Women & Gender Studies  
Race, Gender, & Violence  
Identity & Video Games  
Intro to Digital Cultures  
Games as Social Technology

Race, Gender, & Gaming  
Video Games, Culture, & Justice  
Marginalized Masculinities  
Narratives of Race and Gaming  
Race, Media, and Culture  
Minorities and Communication  
New Media  
Perspectives on Justice  
Research Methodology  
Social Media: Theory, Culture, Politics, Practice  
The African-American Experience  
Exploring Justice Through Hip Hop

#### Specialized Topics

McNair Research Symposium  
McNair GRE Seminar

#### Independent Studies

Salma Alotaibi, Spring 2016  
Ameika Black, Spring 2016  
Colby Foley, Spring 2015  
Abdalla A. Alghamdy, Spring 2015  
Chelsey Hernandez, Spring 2015  
Saria Partee, Fall 2014  
Ethan Henny, Spring 2014  
Jerome Williams, Fall 2013  
Andrew Kirk Lester, Spring 2012

### ADVISORSHIP : COMMITTEE SERVICE : SUPERVISION

#### Dissertation Advising

Kasyoka Mwanzia, Ph.D., Duke University, Committee Member, in progress  
Chelsea Allen, Ph.D. Columbia University, Committee Member, in progress  
Kiy Benton, Ph.D. North Carolina State University, Committee Member, in progress  
Mark Hines, Ph.D. University of Kentucky, Committee Member, in progress  
Jannell Parson McConnell, Ph.D., University of Kentucky, Committee Member, in progress  
Mel Lesch, Ph.D., University of Kentucky, Committee Member, in progress  
Kayla Gill, Ed.D., University of Kentucky, Committee Member, in progress  
Breon Rose, Ph.D., University of Missouri, St. Louis, Committee Member, in progress  
Breigha Adeyemo, Ph.D. UIC, Committee Member, in progress  
Krysten Stein, Ph.D. UIC, Committee Member, in progress  
Jenny Korn, Ph.D. UIC, Committee Member, in progress  
Chad Van De Wiele, Ph.D. UIC, Committee Member, in progress  
Zachary Hill, Ph.D. University of Arizona, External Member, in progress  
Joan Miller, Ph.D. University of Southern California, External Committee Member, in progress  
Victoria Braegger, Ph.D., Purdue University, Committee, Member, Spring 2024  
Akil Fletcher, Ph.D. University of California, Irvine, Spring 2023  
D'Arcee Charington Neal, Ph.D. The Ohio State University, Spring 2023  
Kathryn Kohls, Ph.D, University of Kentucky, Committee Member, Spring 2023  
Ta'Les Love, PhD, University of Michigan, Committee Member, Spring 2022  
Cindy Ma, Ph.D. University of Oxford, Assessor (External Member), Spring 2020  
Dania Mohammad Aljouhi, Ph.D. UIC, Committee Member, Spring 2020

Allison Forbes, Ph.D. Arizona State University, External Committee Member, Spring 2020

Thesis Advising

Mark Hines, M.A. UK, Committee Chair, Spring 2023  
Hibby Thach, M.A. UIC, Committee Member, Spring 2023  
Melina A. Garcia, M.A. UIC, Committee Member, Spring 2020  
Karina Fitzgerald, M.A. Arizona State University, Committee Member, Spring 2020  
Brian Chan, M.A. UIC, Committee Member, Spring 2020  
Ta'Les Love, M.A., UIC, Committee Member, Spring 2019  
Jessica VanBuren, M.S. ECU, Committee Member, Spring 2016  
Morgan Stone, M.S. ECU, Committee Member, Spring 2016  
Jordan Mazurek, M.S. ECU, Committee Member, Spring 2016  
Lucais Wallen, M.S. ECU, Committee Chair, Spring 2015  
Emily Hayden, M.S. ECU, Committee Chair, Fall 2015  
Steven Chapman, M.S. ECU, Committee Member, Spring 2015  
Ichiro Vance, M.S. ECU, Committee Member, Spring 2015  
Melissa Pujol, M.S. ECU, Committee Member, Spring 2015  
Bethany C. Nelson, M.S. ECU, Committee Chair, Spring 2015  
Paul Blackhurst, M.S. ECU, Committee Chair, Spring 2013  
Alyssa Lawrence, M.S. ECU, Committee Member, Spring 2013  
Alyson Kershaw, M.S. ECU, Committee Member, Spring 2012

Student Research Supervision (Honor's, McNair, etc)

Helena Arjona, Communication, UK, Chellgren Research Mentor, 2022 - 2023  
Ariel Robinson, Engineering, UK, Start to Finish Mentorship Program, 2022 - 2023  
Aniya C. Watkins, UIC, Honors Capstone Research Supervisor, Spring 2019  
Sydni Cook, Arizona State University, Honor's Thesis Member, Spring 2017  
Kelsey Basham, ECU, Honor's Thesis Member, Summer 2015  
Deshay Jones, ECU, McNair Research Supervisor, Summer 2015  
Priscilla Norfleet, ECU, McNair Research Supervisor, Summer 2015  
Renata McCormack, ECU, McNair Research Supervisor, Summer 2014

Student Teaching Supervision (TA's)

Hailee Yoshizaki-Gibbons, Fall 2020 (UIC)  
Mason Culkin, Fall 2020 (UIC)  
Nina Versnyi, Fall 2020 (UIC)

Student Supervision

Camp Kiki at the University of Kentucky

Akil Fletcher, Summer 2022  
Katie Kohls, Summer 2022  
Brigitte Perkins, Summer 2022  
Ali Forbes, Summer 2022  
B. Bailey, Summer 2022

Critical Gaming Lab at ECU

Cesar Mendez-Esmeral, Spring 2016  
Aaron Lang, Spring 2016  
Caleb Hodgson, Fall 2015  
Jena Potter, Fall 2015  
Anthony Holbrook, Summer 2015  
Jasmine Henshaw, Summer 2015  
Audra Cronen, Spring 2015  
Samantha Ingle, Spring 2015  
Stephanie Clements, Spring 2015

## UNIVERSITY AND COMMUNITY SERVICE

### Service to the University

- Curriculum Co-Chair, QEP Development Committee, Transdisciplinary Educational Approaches to Advance Kentucky (TEK), 2022-2023
- Member, Lewis Honors College Council, 2022 - Current
- Participant, QEP Brainstorming Session, Office of Strategic Planning and Institutional Effectiveness, Office of the Provost, 2022
- Director, Faculty Learning Community on eSports and Gaming, University of Kentucky, 2021-Current
- Strategic Discussant, Lewis Honors College, University of Kentucky, Spring 2022
- Member, Faculty Women of Color Caucus, Arizona State University, 2017-2018
- University Advisory Council for the Arts Based Sexual Violence Prevention Initiative, Arizona State University, 2017-2018
- Faculty Senate, Member, Eastern Kentucky University, 2015-2016
- Diversity Liaison, College of Justice & Safety, Eastern Kentucky University, 2015-2016
- University Diversity Planning Council, Member, Eastern Kentucky University, 2012 - 2013

### Service to the College/School/Department/Program

- Inclusivity Committee, College of Arts & Sciences, University of Kentucky, 2022 - Current
- Member, FMER Committee, Writing Rhetoric Digital Studies, College of Arts and Sciences, University of Kentucky, 2022-2023
- Recruitment Committee, Writing Rhetoric Digital Studies, College of Arts and Sciences, University of Kentucky, 2022-Current
- Leader, Weekly Writing Workshop, African-American/Africana Studies, College of Arts and Sciences, University of Kentucky, 2022-Current
- Member, Curriculum Committee, African-American/Africana Studies, College of Arts and Sciences, University of Kentucky, 2022-Current
- Co-Facilitator, FMER Workshop, African-American/Africana Studies, College of Arts and Sciences, University of Kentucky, 2022-Current
- Steering and Undergraduate Curriculum Committee, Writing Rhetoric Digital Studies, College of Arts and Sciences, University of Kentucky, 2021-Current
- Diversity, Equity, and Inclusion Committee, Writing Rhetoric Digital Studies, College of Arts and Sciences, University of Kentucky, 2021-Current
- WRD DEI Chair, 2022-Current
- Black Feminism Working Group, Commonwealth Institute of Black Studies, University of Kentucky, 2021-Current
- Digital Blackness Working Group, Commonwealth Institute of Black Studies, University of Kentucky, 2021-Current
- Writing Workshop Co-leader, African/African-American Studies, University of Kentucky, Spring 2022
- Games Studies Certificate Committee, College of Arts and Sciences, University of Kentucky, 2021-Current
- Search Committee, Department of Communication, Liberal Arts and Sciences, University of Illinois – Chicago, Fall 2019

- Diversity Council, Member, College of Liberal Arts and Sciences, University of Illinois – Chicago, Fall 2018 – Current
- Curriculum Committee, Member, Gender & Women’s Studies, College of Liberal Arts and Sciences, University of Illinois – Chicago, Fall 2018 – Current
- Search Committee, Department of Communication, Liberal Arts and Sciences, University of Illinois – Chicago, Fall 2018
- Games as Art Certificate Curriculum Committee, Member, New College, Arizona State University, Fall 2017-Spring 2018
- Undergraduate Research and Creative Projects Symposium, Judge, New College, Arizona State University, March 2018
- Program Assessment/Evaluation, Communication Program, School of Social and Behavioral Sciences, Arizona State University, 2017
- Lab Expansion Committee, Member, Arizona State University, 2017
- Strategic Planning Committee, Member, Eastern Kentucky University, 2015-2016
- Sabbatical Committee, Member, Eastern Kentucky University, 2015 - 2016
- Advisory Board, Women and Gender Studies, Eastern Kentucky University, 2014-2016
- Advisory Board, Africa/African-American Studies, Eastern Kentucky University, 2014-2016
- Assurance of Learning Committee, Chair, Eastern Kentucky University, 2013-2016
- Academic Integrity Committee, Member, Eastern Kentucky University, 2013-2016
- Women and Gender Studies Advisory Board, Member, Eastern Kentucky University, 2013-2016
- Curriculum/Assurance of Learning Committee, Eastern Kentucky University, 2013-2016
- Student Travel Committee, Chair, Eastern Kentucky University, 2013-2015
- Awards Committee, Member, Eastern Kentucky University, 2013-2015
- African/African-American Studies Advisory Board, Member, Eastern Kentucky University, 2012-2016
- Academic Practices and Integrity Committee, Member, Eastern Kentucky University, 2012-2015
- Social Justice Curriculum Committee, Member, 2012-2013

### Service to Students

- Faculty Advisor, Between the Pages (book club), University of Kentucky, Fall 2023 - Current
- Faculty Advisor, Women in Games, University of Kentucky, Fall 2022 - Current
- Faculty Advisor, Period. The Menstrual Movement, Student Chapter, University of Illinois - Chicago, 2018-2020
- Faculty Advisor, Criminal Justice Graduate Student Association, Eastern Kentucky University, 2013-2016
- Faculty Co-Advisor, National Association of Blacks in Criminal Justice, ECU Chapter, Eastern Kentucky University, 2014-2016
- Faculty Co-Advisor, Southern Poverty Law Center, ECU Chapter, Eastern Kentucky University, 2014-2016

### Service to the Community

- Intersectional Gaming Project, Lexington, KY, 2022 – Current
- Camp Kiki Summer Camps, Lexington , KY 2022 – Current
- Kiki Academy, Fayette County Schools, 2022 - Current
- Co-Founder, Coalition of Researchers for Social Justice, Activist Scholars Working
  - Group, Lexington, KY, 2015-2017

- Staff Member/Volunteer, Center for Reducing Disproportionate Minority Contact,
  - Eastern Kentucky University, 2011-2016
- Board Member/Volunteer, Richmond Teen Center, Richmond, KY, 2011-2016
- Mentor, Latino Multicultural College Fair, Eastern Kentucky University, October 2015

## PROFESSIONAL : ACADEMIC SERVICE

### Editorial Work

Series Editor, Black Media Studies, LSU Press, 2024 - Current

Associate Editor, Games: Research and Practice, 2023 - Current

Section Editor, Gender & Sexuality, Sociological Compass, 2020-2022

Associate Editor, Games and Playable Media, ACM Games: Research and Practice, 2020 - Current

Special Issue Editor, "The Colonization of Play by Neoliberal Capitalism," Contracampo - Brazilian Journal of Communication / Universidade Federal Fluminense, 2021

Special Issue Editor, "Diversity and Sustainability in Electronic Gaming and Esports," Journal of Electronic Gaming and Esports, Current

Special Issue Editor, Surviving Whiteness, Journal of Games Criticism,  
<http://gamescriticism.org/current-calls-for-papers> , Current

Special Issue Editor, The Poverty of Academia: Exploring the (Intersectional) Realities of Working Class Academics, The Journal of Working-Class Studies, 2017

### Editorial Board

Editorial Board, New Review of Hypermedia and Multimedia, 2023 – Current

Editorial Board, Journal of Communication, 2022-Current

Editorial Advisory Board, Games and Play Series, Amsterdam University Press, 2019-Current, <https://www.aup.nl/en/series/games-and-play>

Editorial Board, NYMG Feminist Game Studies, 2015-2016

### Grant Proposal Reviewer

Reviewer/Panelist, Office of Digital Humanities, National Endowment for the Humanities, 2022-2023

Reviewer, National Humanities Center Fellowship Competition, 2019-2020  
NEH Digital Humanities Start-Up Grant program, National Endowment for the Humanities, Peer Reviewer, 2015

### Conference Committee Member/Reviewer

Mini-Track Member (Critical/Ethical DSM), Hawaii International Conference on Systems Sciences (HICSS), 2020-2021

Mini-Track Member (Games & Gaming), Hawaii International Conference on Systems Sciences (HICSS), 2019-2021  
Student Track, Co-Chair (with Vandana Janeja), AI, Ethics, and Society Conference, New York, NY, February 2020  
Doctoral Colloquium, Co-Chair (with Jenny Sundén), Association of Internet Researchers Conference, Brisbane, Australia, October 2019  
Scholarship, Research, and Creative Activities (SRCA) Grant Review Committee, New College of Interdisciplinary Arts & Sciences, Arizona State University, 2018  
Organizing Committee, Workshop on Decolonizing Game Studies, DiGRA, 2018  
Organizing Committee, Foundations of Digital Games Conference, Cal Poly, 2019  
Computer-Human Interaction Conference, Rhetorics of Harassment in Video Games, San Jose, CA, 2016  
International Conference on Web and Social Media (ICWSM), Cologne, Germany, 2016

#### Book Reviewer

NYU Press  
LSU Press  
Duke University Press  
Parlor Press  
MIT Press  
University of Illinois Press

#### Journal Article Reviewer

Crime Media, Culture  
Gender and Society  
Popular Communication: The International Journal of Media and Culture  
Mobilization  
New Media & Society  
Social Media + Society  
The Black Scholar  
Journal of Computer-Mediated Communication  
Journal of Lesbian Studies  
Frontiers: A Journal of Women's Studies  
Information, Communication, and Society  
Communication and Sport  
ROMchip: A Journal of Game Histories

#### Membership in Professional Associations

Academy of Criminal Justice Sciences (ASJS)  
American Sociological Association (ASA)  
American Society of Criminology (ASC)  
National Women's Studies Association (NWSA)  
Association of Internet Researchers (AoIR)  
American Society of Criminology (ASC)  
National Communication Association (NCA)  
Society for Cinema & Media Studies (SCMS)  
Southern Sociological Society (SSS)  
Society for the Study of Social Problems (SSSP)  
International Communication Association (ICA)

#### Advisory Work

Advisory Board / Expert Committee, Laboratory for Women’s Rights Online, Gender Equality at the Ministry of Foreign Affairs, Paris, France, 2024 - Current

Advisory Board, The Games Institute, University of Waterloo, 2021 - Current

Advisory Board, Center for Digital Narrative, University of Bergen, 2021-Current

Advisory Board, Feminist Frequency, 2021 - Current

Advisory Board, Raising Good Gamers, 2020 - Current

Advisory Board, Games and Online Harassment Hotline, 2021 - Current

Advisory Board, Logitech G-Academy, 2021 - 2022

Advisory Board, AnyKey, 2021 - 2022

## ACADEMIC CONSULTING WORK/GRANT COLLABORATOR

- 2024 “Twitch as informal learning.” Dr. Jessica Hamer and Slover Linett, NOVA (PBS Series, NSF Funded
- 2022 “Games of/against Inequity and Privilege.” Knowledge Synthesis Grant. Social Sciences and Humanities Research Council (SSHRC), Gerald Voorhees (PI), Collaborator, University of Waterloo, Canada
- 2020 “Advancing Just and Responsible AI for Population Health,” Vandana Janeja, PI, National Science Foundation, Collaborator, University of Maryland – Baltimore County
- 2017 “Maryland Stories: Narratives and Voices of Maryland’s Diverse Communities.” National Endowment for the Humanities, Consultant, University of Maryland – College Park
- 2016 “Machine Vision and Algorithmic Visions.” Norwegian Research Council, Jill Walker Rettberg, Project Director, University of Bergen
- “What is Game Studies?” Consultant to the Curriculum Advisory Board, Tonya Krouse, Program Director, Northern Kentucky University, Highland Heights, KY
- 2015 “Game Development for Early Language Acquisition in High-Risk Children.” Nayar Family Foundation Prize, Carley Kocurek and Jennifer Miller, Co-PI’s, Illinois Institute of Technology, Chicago, IL
- 2014 “Notoriously Toxic: Understanding the Language and Costs of Hate and Harassment in Online Communication,” NEH ODH Start Up Grant, Level 1, Ben Miller, Project Director, New & Emerging Media Initiative

## ACADEMIC/RESEARCH AFFILIATIONS

- 2020-present Center on Digital Culture and Society, Annenberg School for Communication, University of Pennsylvania
- 2018-present Center for Critical Race and Digital Studies, New York University, New York, NY



2016-present	Berkman Klein Center for Internet & Society, Harvard, Cambridge, MA Faculty Associate, 2017-current Fellow, 2016-2017
2012-present	Racial Democracy, Crime and Justice Network, Rutgers University Member, 2012-Current  Summer Research Institute Fellow, 2012 (Ohio State University)
2018-2021	Inter-lude: The Chicago Game Researcher Network, Member, DePaul University, Chicago, IL
2017-2018	Member, Nexus Digital Research Co-op, Arizona State University, Tempe, AZ
2015-2017	Co-Host and Writer, Not Your Mama's Gamer, Bi-Weekly Podcast
2014-2017	Social Media Collective (Microsoft Research), Cambridge MA, Faculty Visitor

## PROFESSIONAL DEVELOPMENT

2014	Group Leader, Feminist Scholars Digital Workshop, Humanities, Arts, Science, & Technology Alliance and Collaboratory (HASTAC), June 2014
2013	Participant, Teaching Women's Studies Online, Training Workshop, University of North Carolina – Charlotte, Sponsored by "Ms. In the Classroom (Ms. Magazine), June 8, 2013
2012	Participant, Grant Writing and Development Program, Sponsored Programs, Eastern Kentucky University, Richmond KY, Spring 2012