

## Mia L. Consalvo, Ph.D.

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School of Telecommunications  
Ohio University  
Athens, OH 45701  
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Coolville, OH 45723  
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consalvo@ohio.edu

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### **EDUCATION**

#### **Ph.D. Mass Communications, 1999**

School of Journalism and Mass Communication  
University of Iowa, Iowa City, Iowa

*Dissertation Title:* "The Best of Both Worlds? Exploring Bodies, Technologies, Gender and the Borg of *Star Trek*"

#### **M.A. Communications, 1995**

School of Communication  
University of Washington, Seattle, Washington

*Thesis Title:* "Rules Theory and Usenet Newsgroups: New Directions for Computer-Mediated Communication Research"

#### **B.S. Communication Arts and Sciences, 1991**

Lyndon State College, Lyndonville, Vermont  
Emphasis: Video Production and Videography

### **POSITIONS HELD**

#### **Ohio University, Fall 2005-present**

Associate Professor & Director of Graduate Studies,  
School of Telecommunications

#### **Chubu University, Spring 2005**

Kohei Muira Visiting Professor, Japan

#### **Ohio University, 2002-2005**

Assistant Professor, School of Telecommunications

#### **University of Wisconsin-Milwaukee, 1999-2002**

Assistant Professor, Department of Journalism and Mass Communication

#### **University of Iowa, 1995-1999**

Instructor, School of Journalism and Mass Communication  
Instructor, Women's Studies Program

#### **University of Washington, 1994**

Teaching Assistant, School of Communication

## **BOOKS**

***Cheating: Gaining Advantage in Videogames (2007)***

Mia Consalvo, MIT Press, Cambridge, MA

***AoIR Internet Research Annual Volume 4, (2006)***

Mia Consalvo and Caroline Haythornthwaite (Eds.), Peter Lang, New York

***AoIR Internet Research Annual Volume 3, (2005)***

Mia Consalvo and Kate O'Riordan (Eds.), Peter Lang, New York

***AoIR Internet Research Annual Volume 2, (2005)***

Mia Consalvo and Matthew Allen (Eds.), Peter Lang, New York

***Internet Research Annual Volume 1: Selected Papers From the Association of Internet Researchers Conferences 2000-2002, (2004)***

Mia Consalvo, Nancy Baym, Jeremy Hunsinger, Klaus Bruhn Jensen, John Logie, Monica Murero, & Leslie Regan Shade (Eds.), Peter Lang, New York

***Women and Everyday Uses of the Internet: Agency and Identity, (2002)***

Mia Consalvo and Susanna Paasonen (Eds.), Peter Lang, New York

## **REFEREED ARTICLES**

**Women and Games: Technologies of the Gendered Self**

Manuscript co-authored with Pam Royse, Joon Lee, Undrahbuyan Baasanjav & Mark Hopson. *New Media & Society*, forthcoming

**Game Analysis: Developing a Methodological Toolkit for the Qualitative Study of Games**

Co-authored with Nathan Dutton, *Game Studies*, December 2006

**Console Video Games and Global Corporations: Creating a Hybrid Culture**

*New Media & Society*, Vol. 8, No. 1, February 2006

**Rule Sets, Cheating, and Magic Circles: Studying Games and Ethics**

*International Review of Information Ethics*, Vol. 4, December 2005

**Cheating can be good for you: Educational games and multiple play styles**

*On the Horizon*, Vol. 13, No. 2, July 2005

**Borg Babes, Drones, and the Collective: Reading Gender and the Body in *Star Trek***

*Women's Studies in Communication*, Vol. 27, No. 2, Summer 2004

**Zelda 64 and video game fans: A walkthrough of games, intertextuality and narrative**

*Television and New Media*, Vol. 4, No. 3, August 2003

**The Monsters Next Door: Media Constructions of Boys and Masculinity**

*Feminist Media Studies*, Vol. 3, No. 1, March 2003

**Cyber-slaying media fans: Code, digital poaching and corporate control of the Internet**  
*Journal of Communication Inquiry*, Vol. 27, No. 1, January 2003

**3 shot dead in courthouse: Examining news coverage of domestic violence and mail-order brides**  
*Women's Studies in Communication*, Vol. 21, No. 2, Fall 1998

**Hegemony, Domestic Violence, and Cops: A Critique of Concordance**  
*Journal of Popular Film & Television*, Vol. 26, No. 2, Summer 1998

**Cash Cows Hit the Web: Gender and Communications Technologies**  
*Journal of Communication Inquiry*, Vol. 21, No. 1, 1997

### **BOOK CHAPTERS**

**Crunched by Passion: Women game developers and workplace challenges**  
Chapter in *Beyond Barbie and Mortal Kombat*, (forthcoming) edited by Kafai, Denner and Sun, MIT Press, Cambridge, MA

**Cheat Codes, Strategy Guides, and Walkthroughs: Official and Unofficial Economies of Cheating and Help in the Digital Games Industry**  
Chapter in *Digital Games Industries: Work, Knowledge and Consumption*, (forthcoming) edited by Rutter, Aldershot: Ashgate

**From Dollhouse to Metaverse: What Happened When *The Sims* Went Online**  
Chapter in *The Players' Realm: Studies on the Culture of Video Games and Gaming*, (2007) edited by Williams and Heide Smith [an earlier version of the chapter was originally published in *Gli strumenti del videogiocare [Understanding videogames, logics, aesthetics and (v)ideologies]*

**Gender and New Media**  
Chapter in *The SAGE Handbook of Gender and Communication*, (2006) edited by Dow & Wood, Sage, Thousand Oaks

**Da casa delle bambole a *Metaverso*: Storia di un trasloco sofferto ovvero *The Sims Online* [From Dollhouse to Metaverse: What Happened When *The Sims* Went Online]**  
Chapter in *Gli strumenti del videogiocare [Understanding videogames, logics, aesthetics and (v)ideologies]*, (2005) edited by Bittanti

**Internet Research: Questioning Ubiquity**  
Introduction (co-written with O'Riordan) to *AoIR Internet Research Annual Volume 3*, (2005) edited by Consalvo and O'Riordan

**Like City Lights, Receding: Internet Research Past and Present**  
Introduction to *AoIR Internet Research Annual Volume 2*, (2005) edited by Consalvo and Allen

**The Digital Game Industry: An Overview**

Chapter in *Digital Communication and the Cultural Industries*, (2005) edited by Bantimaroudis et al [In Greek]

**Hot dates and fairy-tale romances: Studying sexuality in video games**

Chapter in *The Video Game Theory Reader*, (2003) edited by Wolf & Perron, Routledge, New York

**Selling the Internet to Women: The Early Years**

Chapter in *Women and Everyday Uses of the Internet: Agency and Identity*, (2002) edited by Consalvo & Paasonen, Peter Lang, New York

**From Razor Girls to Bionic Women: Extraordinary Cyborg Women in Popular Culture**

Chapter in *Women's Bodies/Women's Lives: The Material and The Social*, (2000) edited by Miedema, Stoppard & Anderson, Sumach Press, Toronto

**OTHER PUBLICATIONS**

**Cheating is good for you**

Article solicited by Forbes.com as part of special package on games, published December 10, 2006.

**Sex, Sexuality and MMOGs**

Chapter for Italian volume *Mondi Virtualii* (about MMOGs), edited by Mario Gerosa, 2006.

**Contributor**

Invited to answer questions about videogames for inclusion in *Difficult Questions about Videogames*, (2004) edited by Iain Simons & James Newman

**It's No Videogame: News Commentary and the Second Gulf War**

Chapter in *Level Up: Digital Games Research Conference* proceedings, (2003) edited by Marinka Copier and Joost Raessens, Utrecht University, the Netherlands

**Cyberfeminism**

Entry in *The Encyclopedia of New Media*, (2002) edited by Steve Jones, Thousand Oaks: Sage

**Review of *Critical Literacy in a Digital Era: Technology, Rhetoric and the Public Interest* by Barbara Warnick**

Solicited by the Resource Center for Cyberculture Studies, 2002

**“Reality Television” “Tabloid Television” “L.L. Bean”**

Entries in *St. James Encyclopedia of Popular Culture*, (1999) St. James Press

**An Admirable Enterprise**

Book review of *Star Trek and History: Race-ing Toward a White Future* by Daniel Bernardi. (1998). *Science Fiction Studies* 25

## **RESEARCH GRANTS**

### **Gay and Lesbian Alliance Against Defamation (GLAAD), 2002**

\$1500 research grant to investigate the presence and portrayal of GLBT characters in the computer games *The Sims*, *The Sims: House Party*, *The Sims: Livin Large* and *The Sims: Hot Date*. Research paper titled “It’s a Queer World After All: Studying *The Sims* and Sexuality” available from GLAAD.

## **RESEARCH IN PROGRESS**

### **Gaming across cultures**

Cross-cultural study of game players, games, and game marketing in Japan and the U.S. Data has been gathered, and research is in the analysis stage.

### **Blackwell Handbook of Internet Studies**

Edited collection assessing the field of Internet Studies. Manuscript proposal under review. Co-edited with Robert Burnett and Charles Ess.

### **Men, Masculinity and Videogames**

Book chapter solicited for the Sage volume *Men, Media and Masculinities* edited by Dale Claussen. Currently gathering data.

## **CONSULTING**

Consulted with private game developer Lee Hester for my knowledge on women and games. April 2005

Solicited by Faith Popcorn’s think tank, The Brain Reserve, for my knowledge about the culture of video game play. November 2004

## **MEDIA INTERVIEWS**

Interviewed for documentary *Blood, Sweat and Code* produced by Red Apple Entertainment, release tba.

Interviewed and quoted in *NOW Magazine* story “Toon Strip Tease: Getting a grip on my digital virginity” by Paul Terefenko, published February 8, 2007.

Interviewed and quoted in AP story “Gender bending popular in video games” by Matt Slagle, published in various news outlets August and September 2006.

Interviewed and quoted in *Ms. Magazine*, “More than a game,” by Jessica Stites, published Summer 2006.

Interviewed and quoted in *Top Tech News*, “Inside the underground economy of computer gaming,” by Elizabeth Millard, published January 4, 2006.

Guest on *51%* on WAMC/Northeast Public Radio, Albany, New York December 1, 2004. Half-hour radio show on women and technology.

Interviewed and quoted in *AlterNet*, "Designing Women," by Sandy Kobrin, published September 23, 2004.

Interviewed and quoted in *The Business Review (Albany)* and *MSNBC.com*, "New RPI Minor Invests in Games People Play," by Richard D'Errico, published August 1, 2004.

Interviewed and quoted in *The Adrenaline Vault*, "Men love guns, women love flowers, right?" by David Laprad, published July 12, 2004.

Feature interview on *GameZone*, "Is it wrong to cheat? Assistant Professor Mia Consalvo Explores the World of Game Codes, Cheat Devices and Cheating Online," by Louis Bedigian, published June 25, 2004.

Interviewed and quoted in *Business Week*, "My Therapist is a Joystick," by Olga Kharif, published June 14, 2004.

Interviewed and quoted in *The Christian Science Monitor*, "Games women play," by Gloria Goodale, published June 11, 2004.

Interviewed and quoted in *Psychologie Heute*, "Ein Spiel über das wahre Leben," by Annette Schäfer, published May 2004.

Interviewed and quoted in *The New York Times*, "The Ivy-Covered Console," by Michael Erard, published February 26, 2004.

Guest on *The Kojo Nnamdi Show* on WAMU-FM (an NPR affiliate), Washington, D.C. December 9, 2003. One hour radio show on the digital games industry.

Interviewed and quoted in *Columbus Parent* magazine, "Doomed to Aggression: Teens, video games and violence" by Shannon Gilchrist, published September 2003.

Interviewed on *G4 TV* "Pulse" show about women and gaming, aired June 13, 2003.

Interviewed and quoted in *Quill* magazine, "Covering domestic violence" by Michelle Johnson, published October/November 2000.

### **RESEARCH PRESENTATIONS**

**OMGWTF ... LAG >.<! Studying gamer communication online**

Trials and Tribulations Conference, Montreal, Canada, November 2006

**Is it cheating, learning, or both? An expert explores the boundaries of cheating & learning in videogames**

Serious Games Summit DC, Washington, DC, October 2006

**Busting punks and policing players: Power, code and anti-cheat technologies in online digital games**

Association of Internet Researchers Conference, Brisbane, Australia, September 2006

**A mage's chronicle: Cheating and life in Vana 'diel**

Association of Internet Researchers Conference, Chicago, Illinois, October 2005

**Gaining Advantage: How videogame players define and negotiate cheating**

Changing Views: Worlds in Play, second annual conference of the Digital Games Research Association, Vancouver, British Columbia, June 2005

**Women and Games: A National Survey**

Game Developers Conference, San Francisco, California, March 2005

**Get your cheat codes here: Online help, offline play, and the structure of the "support side" of the digital game industry**

Association of Internet Researchers Conference, Sussex, England, September 2004

**Console video games and global corporations: Creating a hybrid culture**

International Communication Association conference, New Orleans, Louisiana, May 2004

**The Digital Games Industry: The Changing Role of Women In and Behind Games**

Console-ing Passions conference, New Orleans, Louisiana, May 2004

**Can you cheat a GameCube? Videogame players and definitions of cheating**

National Communication Association conference, Miami Beach, Florida, November 2003

**It's a queer world after all: Studying *The Sims* and sexuality**

National Communication Association conference, Miami Beach, Florida, November 2003

**It's no videogame: Global news media commentary and the second Gulf War**

Digital Games Research Association Conference, Utrecht, the Netherlands, November 2003

**Control versus community: Taking *The Sims* online**

Association of Internet Researchers Conference, Toronto, Canada, October 2003

**Cheat codes, strategy guides, and walkthroughs: Official and unofficial economies of cheating and help in the digital games industry**

Digital Games Industries: Developments, impact and direction conference, Manchester, UK, September 2003

**Marketing to Women and Girls: Reconsidering the Neglected Audience**

Profiling the female gamer: A look at how she buys and plays-- Panel, Game Developers' Conference, San Jose, California, March 2003

**Hot dates and fairy-tale romances: Studying sexuality in video games**

Playing with the future: Development and directions in computer gaming conference, Manchester, UK, April 2002

**Cheats, codes, walkthroughs and strategy guides: Gamers create online culture**

Association of Internet Researchers Conference, Minneapolis, Minnesota, October 2001

**Zelda 64 and video game fans: A walkthrough of games, intertextuality and narrative**

Association for Education in Journalism and Mass Communication Conference, Washington, D.C., August 2001

**Macho macho man: Hegemonic masculinity and the new man in contemporary culture** (co-authored with Michele Martinez)

International Communication Association Conference, Washington, D.C., May 2001

**Selling the Internet to Women: The Early Years**

Association of Internet Researchers Conference, Lawrence, Kansas, September 2000

**What Language do Cyborgs Speak?**

Association for Education in Journalism and Mass Communication Conference, Phoenix, Arizona, August 2000

**The Monsters Next Door: Media constructions of boys and violence**

International Communication Association Conference, Acapulco, Mexico, June 2000

**Selling the Internet to Women: The Early Settlers**

Console-ing Passions International Conference on Television, Video and Feminism, Notre Dame, Indiana, May 2000

**Disabling or Enabling? Reading Bodies, Technologies, and the Borg of *Star Trek***

Association for Education in Journalism and Mass Communication Conference, New Orleans, Louisiana, August 1999

**Resistance is Never Futile: Reading the Borg of *Star Trek***

International Communication Association Conference, San Francisco, California, May 1999

**Violence Against Women, Media Coverage and Youth Crime: Toward a More Inclusive Theoretical Perspective**

Demanding Equal Station Conference, Organization for the Study of Communication, Language & Gender, Portland, Maine, October 1998

**News of Kiddie Killings: Feminist Theories of News Coverage and Violence**

Association for Education in Journalism and Mass Communication Conference, Baltimore, Maryland, August 1998

**From the Bionic Woman to Razor Girls: Extraordinary Cyborg Women in Popular Culture**

Our Bodies/Our Lives, Canadian Research Institute for the Advancement of Women (CRIA97) Conference, Fredericton, New Brunswick, November 1997

**Interrogating bell hooks**

Contradictions & Tensions Conference, Organization for the Study of Communication, Language & Gender, Chicago, Illinois, October 1997

**Androids as Othered Bodies**

Constructions of the Human, First Annual Interdisciplinary Graduate Student Conference, California State University, Stanislaus, California, October 1997

**Constructions of Domestic Violence in *Cosmopolitan Magazine***

International Communication Association Conference, Montreal, Quebec, May 1997

**Cash Cows Hit the Web: Gender and Communications Technologies**

Midwest Graduate Communications Conference, University of Minnesota, St. Paul, Minnesota, April 1997

**Hegemony, Domestic Violence and "Cops": A Critique of Concordance**

International Communication Association Conference, Chicago, Illinois, May 1996

**Computer-Mediated Communication, Rules and Community: An Exploration and Analysis of a Usenet Newsgroup**

Central States Communication Association Convention, St. Paul, Minnesota, April 1996

**Ideological Constructions of Domestic Violence in *Cosmopolitan***

Midwest Graduate Communications Conference, University of Wisconsin, Madison, Wisconsin, April 1996

**Is God Gay?! Is Moral Rot Destroying this Country?! A Study of Arguments Used by Gays and Christians to Gain Legitimacy in America**

The Conference on Media, Religion and Culture, University of Colorado, Boulder, Colorado, January 1996

**INVITED PRESENTATIONS**

**The Game Studies Download 2.0: Top 10 Research Findings**

With Jane McGonigal and Ian Bogost. Game Developers Conference, San Francisco, California, March 2007

**Gender and Diversity Panel**

State of Play IV conference, NY Law School, December 2006

**Game Over? A Preliminary study of women game developers and factors influencing career success**

Beyond Barbie and Mortal Kombat workshop, UCLA, May 2006

**The Game Studies Download: Top 10 Research Findings**

With Jane McGonigal and Ian Bogost. Game Developers Conference, San Jose, California, March 2006

**Gaining Advantage: Videogame Players and Definitions of Cheating**

Shawnee Game Conference, Portsmouth, Ohio, October 2005

**Ludium game challenge**

Participant in inaugural conference at the Center for the Study of Synthetic Worlds, Indiana University, September 2005

**Digital Games and Cultural Representations**

NITLE Media Studies Seminar on Digital Gaming, Middlebury College, Vermont, July 2005

**A History of the Digital Game Industry: Japan and the United States**

Chubu University, Aichi prefecture, Japan, May 2005

**Women, Girls, and Games: Some Issues to Consider**

GenderQuest workshop, Harvey Mudd College, Claremont, California, October 2004

**Identifying the Issues**

Womens Game Conference panel discussion, Austin, Texas, September 2004

**Women and the Game Industry: A Closer Look**

Pennsylvania State University—Altoona, December 2003

**Tracking the elusive female gamer**

Ethnography and Computer-Mediated Communication: Researching Cyberculture Preconference, National Communication Association conference, Miami Beach, Florida, November 2003

**The Digital Games Industry: The Changing Role of Women In and Behind Games**

Digital Arts Festival, Carleton College, Northfield, Minnesota, October 2003

**Studying digital games: Research opportunities**

Game Research and Virtual Environment Laboratory (GRAVEL) Kickoff Event, University of Minnesota, Minneapolis, Minnesota, October 2003

**Game analysis: Developing a methodological toolkit for the qualitative analysis of games**

New Research for New Media: Innovative Research Methods Symposium, Minneapolis, Minnesota, September 2003

**Thinking Critically About Teaching Critical Literacy**

Increasing Critical Thinking, Conflict Analysis, and Criticism in the Journalism and Mass Communication Curriculum Panel, Association for Education in Journalism and Mass Communication Conference, Miami, Florida, August 2002

***The Game of Life and American Values: How to Teach the Concept of Ideology***  
Great Ideas for Teachers Poster Session, Association for Education in Journalism and Mass Communication Conference, Miami, Florida, August 2002

**Critical/Cultural Approaches to Teaching**

Critical-Cultural Teaching and the Institution Panel, Association for Education in Journalism and Mass Communication Conference, Miami, Florida, August 2002

**Representing the *Journal of Communication Inquiry***

Academic Research: Questioning its Relevancy, Impact, and Value to the Profession and to Society Panel, Association for Education in Journalism and Mass Communication Conference, Phoenix, Arizona, August 2000

**PANELS ORGANIZED**

**Player Culture and Gameplay Expectations: Shifting Norms and Expectations**

Association of Internet Researchers Conference, Vancouver, Canada, October 2007

**Beyond MMOGs: The digital game industry, players, and multiple uses of the Internet**

Association of Internet Researchers Conference, Sussex, England, September 2004

**Unstable Ground: The Sexualized Terrain of Popular Culture**

International Communication Association conference, New Orleans, Louisiana, May 2004

**The Future of Feminist Internet Studies**

Association of Internet Researchers Conference, Maastricht, The Netherlands, October 2002

**The Politics of Access**

National Communication Association Conference, Seattle, Washington, November, 2000

**EDITORIAL EXPERIENCE**

**Editorial Board Member**

*Canadian Journal of Communication*, 2006-present

*Game Studies*, 2004-present

*Women's Studies in Communication*, 2004-present

*Critical Studies in Media Communication*, 2004-2006

*Electronic Journal of Communication/Revue Electronique de Communication*, 2001 [Reviewer for special issue on Interpersonal relationships and the Internet guest edited by Nancy Baym]

*Journal of Communication Inquiry*, 1996-1998

**Manuscript Reviewer**

*Science Communication*

*Routledge*

*The MIT Press*  
*Journal of Computer-Mediated Communication*  
*Feminist Media Studies*  
*Journal of Broadcasting & Electronic Media*  
*New Media & Society*  
*Popular Communication*  
*Critical Studies in Media Communication*  
*Women's Studies in Communication*  
*Journalism and Communication Monographs*  
*Journalism and Mass Communication Quarterly*  
*Fibreculture*  
*Holcomb Hathaway Publishers*  
*Blackwell*

**Advisory Board Member**

*Journal of Communication Inquiry*, 1999-present

**Editor**

*Journal of Communication Inquiry*, 1998-1999

**PROFESSIONAL EXPERIENCE**

**Multimedia Developer, August-December 1995**

Department of Physiology and Biophysics, College of Medicine, University of Iowa, Iowa City, Iowa

**Freelance Video Producer, January-April 1995**

UW Video Productions, University of Washington, Seattle, Washington

**Freelance Producer, October 1994- March 1995**

School of Communications, University of Washington, Seattle, Washington

**AWARDS AND HONORS**

**University of Wisconsin-Milwaukee**

Cultures and Communities Faculty Fellowship, 2000-2001; 2001-2002

Scholarship of Engagement Faculty Mini-Grant, 2001-2002

**University of Iowa, School of Journalism and Mass Communication**

1998 Outstanding Doctoral Student Award for Research

Carl J. Nelson Memorial Research Scholarship, 1999

Murray Dissertation Scholarship, 1998

Kappa Tau Alpha, 1997

Moeller Doctoral Fellowship, 1995

**PROFESSIONAL SERVICE**

**Digital Games Research Association (DiGRA)**

Secretary, 2002- 2005

Working Group, 2002-2005

**Women in Games International**

Steering Committee, 2005-present

**Video Game Studies Interest Group, ICA**

Nominating Committee, 2006

**Women's Game Conference**

Steering Committee, 2004-2005

**Association of Internet Researchers**

Program chair for 2007 conference, 2006-2007

Elections working group chair, 2002

Conference planning committee, 2000-2001

Abstract reviewer, 2000-2001, 2004

**Women in Game Development, IGDA**

Database information gathering, 2003-2004

**Cultural and Critical Studies Division, AEJMC**

Paper reviewer, 1999-2001, 2003

Head, 2001-2002

Vice-Head, 2000-2001

**Communication Technology & Policy Division, AEJMC**

Paper reviewer, 2004

**Feminist Scholarship Division, ICA**

Paper reviewer, 1997-2001

**UNIVERSITY SERVICE**

**Ohio University**

Graduate Priorities Implementation Team, 2005-2006

College of Communication Dean's Search Committee, 2005

Graduate Committee, 2002-present

Faculty Search Committees, 2003, 2006

School Name Task Force, 2006

Administrative Committee, 2004-2005

Undergraduate Curriculum Task Force, 2005

College of Communication Graduate Priorities Committee, 2005

IDT Development group, 2003-2005

**University of Wisconsin-Milwaukee**

Co-ordinator, Digital Arts and Culture Certificate Program, 2001-2002

Graduate Committee, 2000- 2002

Digital Arts and Culture Planning Committee, 2000- 2002

Women's Studies Certificate Committee, 2000-2001

**University of Iowa**

Organizer, 1999 Midwest Graduate Communications Conference, 1998-1999

Listserv Administrator, Journalism Graduate Students' Listserv, 1996-1999

Member, Curriculum Committee, 1997-1998

Treasurer, Graduate Women's Studies Association, 1997-1998

Member, Graduate Women's Studies Association, 1995-1998

Member, Council on the Status of Women, 1996-1997

Member, Academic Computer Services Committee, 1996-1997

**SERVICE ON M.A. and Ph.D. COMMITTEES**

**Ph.D. Committee Chair**

Shane Tilton	Todd Harper
Janice Collins	Nathan Dutton
Cynara Medina	

**Ph.D. Committee service**

Danielle Stern	Lisa Wagner
Kris Stroup	Cort Schneider

**MA Committee Advisor**

Adam Yulish	Seth Weinberg
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**MA Committee service**

Dodd Alley	Jessica Hey
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**Completed thesis (service as advisor)**

- ◇ Nathan Dutton, March 2007, INSERT TITLE.
- ◇ Angela Pittman, June 2002, "The Beautiful Ones: A Discussion of Beauty, The War Between Media and Cultural Standards of Female Beauty in Black and White America and an Examination of Diversity in Beauty Trends in American Print Fashion Media Over the Past 20 Years"
- ◇ Nathan Atkinson, May 2002, "Hate Crimes and Mass Media Response to Racial Violence: An Analysis of Newspaper Coverage of 1999 Benjamin Smith Shooting Spree"
- ◇ Amy Lauters, May 2001, "Converging Cultures: Television, The Internet, and The Fans of *Lois and Clark*"
- ◇ Alisa Felber, May 2001, "Olympic Athlete or Just Another Pretty Face? A Look at Stereotypical Portrayals of Female Athletes"

**Completed MA exams/project (service as advisor)**

Mi Kyoung Kang	Marco Mizrahi
Jason Martin	Whitney Fromholtz

**Completed MA thesis or exams (service as committee member)**

Melanie Armstrong  
Shelly Jarenski  
Michele Martinez

Shane Tilton  
Eric Freiwald  
John Bowditch

Carol Ringo  
Megan Floyd

**Past Ph.D. committee service**

Mari Jo Pesch  
Joon Seong Lee

Jeffrey Smith

Jose Benitez

## REFERENCES

### **Charles Ess**

Distinguished Research Professor  
Interdisciplinary Studies  
Drury University  
900 N. Benton Ave.  
Springfield, MO 65802  
cmess@drury.edu  
417.873.7230

### **T.L. Taylor**

IT University of Copenhagen  
Center for Computer Games Research  
Rued Langgaards Veg 7  
2300 Copenhagen  
Denmark  
tltaylor@itu.dk  
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### **Tasha Oren**

Director, Film Studies Program  
UW-Milwaukee  
Curtin Hall 439  
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