

SAMARA HAYLEY STEELE

Cultural Studies at UC Davis
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samarasteele.com

EDUCATION

PhD, Cultural Studies. University of California at Davis, anticipated 2023.

MFA, Creative Writing, Nonfiction emphasis. Portland State University, 2014.
Advisor: Paul Collins | Committee Members: Amy Greenstadt, Alastair Hunt

BA, English & Interdisciplinary Studies. Fairhaven College, Western Washington University, 2007.

AA&S. Bellevue College, 2003.

RESEARCH INTERESTS

Community Economies, Consent Studies, Critical Code Studies (CCS), Analog Game Studies, Cultural Economy, Game Literacy, Science and Technology Studies (STS), Decolonial Studies, Performance Studies, Reification, Gender Playability, Diegesis, Anti-Racist Autonomous Zones.

AWARDS

Mellon Public Scholars Fellowship, UC Davis Humanities Institute. 2020.

Phi Kappa Phi Honor Society Inductee. 2020.

HASTAC Scholars Fellowship: The Humanities, Arts, Science, and Technology Alliance and Collaboratory (HASTAC). 2018-20.

Graduate Research Assistantship: The ModLab: The Digital Humanities Laboratory, UC Davis. Summer & Autumn 2019.

Cultural Studies Association (CSA) Travel Award. 2019.

Provost's Fellowship in the Arts, Humanities, and Social Sciences, UC Davis. 2018-19.

Graduate Assistantship: The Humanities Sustainability Research Project. The Portland Center for Public Humanities, Portland State University. 2009.

Phi Theta Kappa Honor Society Inductee. 2000.

PUBLICATIONS

"The Reality Code: Interpreting Aggregate Larp Rules as Code that Runs on Humans." *The International Journal of Role-Playing*, Issue 7, pp. 30-35. ijrp.subcultures.nl. December 2016.

"Towards Educational Gamemaking Pedagogy: Notes on Developing STEM-based larpmaking exercises with supplemental gameplay and one-shot edularp modules" Lead author. *The International Journal of Role-Playing*, special issue. Forthcoming, May 2021.

PRESENTATIONS

"Fork the Commons: Some Notes on the Origins of People's Park, the Internet, and the Rise of Leftist Fundamentalism" Presentation for the Annual Meeting of the Cultural Studies Association (CSA), online. 28-30 May 2020.

"A Question of Diegesis and Agency: Towards a New Materialist Rhetoric for Narrative Studies." Presentation for the Annual Meeting of the Pacific Ancient and Modern Languages (PAMLA), San Diego, Calif. 14-17 November 2019.

"Whose Autonomy? 50 Years of Emergent Refusals in the Other Utopia." Presentation for the Annual Meeting of the Union for Democratic Communications (UDC), California State University East Bay, Hayward, Calif. October 31-November 2 2019.

"Searching for Zero: Spitballing Hegemonic Modes of "Unknowing" and Conjuring the Big "O" Other." Presentation for the Annual Meeting of the Society for the Social Studies of Science (4S), New Orleans, La. 4-7 September 2019.

"Racialized Sousveillance and the Biopolitics of Grievability: Video Footage of Police Brutality as Speculative Realism." Presentation for the Annual Meeting of the Cultural Studies Association (CSA), Tulane University, New Orleans, La. May 30-June 1, 2019.

"Notes Towards Discussing Larp Literacy: Noise Filtering, Direct Diegesis, Extradiegetic Statement Exchange, Intradiegetic Objects, and Others." Presentation for the Roleplay and Simulation in Education Conference, Northeastern University, Boston, Mass. 16 May 2018.

"Lessons in Netprov: Collaborative Writing in the Digital Age." Presentation with Rob Wittig and Mark Marino for the Berkeley Center for New Media, University of California at Berkeley, Berkeley, Calif. 18 October 2016.

"Teaching Political Economy through LARP: Some Game Mechanics of Feudalism and Capitalism." Presentation for the Role-Playing and Simulation in Education Conference. Texas State University. Round Rock, Texas. May 19, 2016.

"Beyond Lords and Ladies: Factors that Support (or Inhibit) Player Experimentation with Gender." Presentation for the Living Games Conference. The Game Center, Tisch School of the Arts, New York University. New York, N.Y. 14-16 March 2014.

“Larp and Leisure Labor: Situating Live Action Role-Play within the New Economic Ecology.” Presentation for the Living Games Conference. The Game Center, Tisch School of the Arts, New York University. New York, N.Y. 14-16 March 2014.

INVITED PRESENTATIONS

“Game Design Methodologies for Gender Playability: A Case Study of Thermophiles in Love.” Presentation for the Social Studies of Live Action Role-Playing Games Conference at the European University of St. Petersburg, St. Petersburg, Russia. 8-9 December 2016.

“Code as Diegetic Language in LARP.” Presented as part of the “Critical Code Studies and Creativity Panel” at the 30th Annual Conference of the Society for Literature, Science, and the Arts (SLSA), Atlanta, Ga. 3-6 November 2016.

“Gender Playability in Larp: The Roles of Performativity and Interpolation.” Presentation at The 35th Annual Gender Studies Symposium. Lewis & Clark College. Portland, Ore. 9-11 March 2016.

RESEARCH EXPERIENCE

Project Director. The ModLab: the Digital Humanities Laboratory, The University of California at Davis. Winter 2019-present.

Advanced Research Affiliate. Dr. Lawrence Bogad, The Center for Tactical Performance, The University of California at Davis. Winter 2019-present.

Graduate Research Assistant. Dr. Colin Milburn, the ModLab: the Digital Humanities Laboratory, The University of California at Davis. Summer and Autumn 2019.

Advanced Research Affiliate. Dr. Mark Marino, The Humanities and Critical Code Studies (HaCCS) Lab, The University of Southern California. Spring 2016-present.

Graduate Assistant. Dr. Leerom Medovoi, the Humanities Sustainability Research Project, The Portland Center for Public Humanities (PCPH), Portland State University. Winter and Spring 2009.

Undergraduate Research Assistant. Dr. Kathleen Saunders, STS Research, The Department of Anthropology, Western Washington University. Winter 2006.

PROFESSIONAL AFFILIATIONS

The Portland Center for Public Humanities (PCPH). 2009-present.

The Humanities and Critical Code Studies (HaCCS) Lab. 2016-present.

The Society for Literature, Science, and the Arts (SLSA). 2016-present.

The Modern Language Association (MLA). 2017-present.

The Humanities, Arts, Science, and Technology Alliance and Collaboratory (HASTAC), 2018-present.

The Center for Tactical Performance, 2019-present.

The Pacific Ancient and Modern Languages Association (PAMLA), 2019-present.

RESEARCH CLUSTERS & WORKING GROUPS

UC Davis ModLab modlab.ucdavis.edu
Director, Analog Game Development Research Group, 2019-present

The Humanities and Critical Code Studies (HaCCS) Lab haccslab.com
Anti-Racist CCS Reading Group 2021
Critical Code Studies Working Group 2020 wg20.criticalcodestudies.com
Critical Code Studies Working Group 2018 wg18.criticalcodestudies.com
Critical Code Studies Working Group 2016 wg16.criticalcodestudies.com

The UC Davis Humanities Institute, Racial Justice Policy Cluster, 2021

California Economists Collective (CEC) cec.ucdavis.edu
Gatherings: Spring 2019, Autumn 2019, Winter 2020

ACADEMIC & CULTURAL SERVICE

Peer reviewer for the conference, "Digital Humanities 2020: Intersections/Carrefours."
Alliance of Digital Humanities Organizations (ADHO).

Respondent for workshop of Jodi Bryd's book chapter from *Indigenomicon* entitled "Empire's Dead: Incivility, Indigeneity, and the Cultural Politics of Settling." 25 Oct 25 2019, Department of English, UC Davis.

Presiding Officer of the Panel "So Happy Together: Sympoiesis as Tentacular Resistance in Troubled Times" at the annual meeting of the Pacific Ancient and Modern Languages Association (PAMLA), San Diego, November 14-17, 2019.

Peer reviewer for the 2018 CHI PLAY Conference Proceedings Publication. CHI PLAY, Special Interest Group on Computer-Human Interaction (SIGCHI). 2018.

The Living Games Conference. Boston, Mass. 17-20 May 2018.

The Living Games Conference. Austin, Texas. 19-22 May 2016.

Academic Paper Presentation: "Power Made Visible: Interpreting LARP Rules as Code that Runs on Humans."

Game Design Presentation: "Gaia Reboot: A Methodological Approach Towards Ecologically Reflexive Games."

Co-Facilitator: Crisis Management Training Workshop: Bleed, Harassment, Trauma.

Panelist: Crisis Management Panel: Policy, Deliberation, and Decision-Making.

Panelist: Gender/Sexuality Roles and Larp: Roundtable Discussion.

Skillshare Director for Offerings: A Feminist Festival of Transformative Arts. The Siren Project. Women's Cancer Resource Center. Oakland, Calif. 14 Sept 2014.

Organizer for the inaugural conference, Understanding Sustainability: Perspectives from the Humanities. The Portland Center for Public Humanities, Portland State University, Portland, Ore. 14-16 May 2009.

Organizer for the FOOD CLOTHING SHELTER Lecture Series. The Portland Center for Public Humanities, Portland State University, Portland, Ore. March 3-April 28, 2009.

GALLERY EXHIBITIONS, INTERACTIVE PERFORMANCE & ANALOG GAMES

Sivad (larp), project director

The UC Davis ModLab, 2019-present

Destination Wedding 2070 (netprov), co-creator

AMC Hypertext 2020, Climates of Change: A Virtual Exhibition, July 2020.

George Mason University, Virtual Book Festival, Sept-Oct 2020.

Realitycraft: an RPG Rulesmithing Game (interactive performance), creator

Della Davidson Performance Studio, Davis, CA, 2019 Autumn Showcase

What happens in the lab... (larp), larpwright

The UC Davis ModLab, 2019

Thermophiles in Love (netprov and larp), co-creator

The Living Games Conference, 2018

The Berkeley Center for New Media, 2016

The Annual Gathering of the SLSA, Gallery Exhibit 2016

Netprov pieces directed by Mark Marino & Rob Wittig:

One Star Reviews 2017 Featured Player

Fake News Agency 2017 Featured Player

Monstrous Weather 2016 Featured Player

Air-B-n-Me 2016 Featured Player

Hotel Obfuscia (interactive theatre), performance artist

Foma Labs, San Francisco, CA, 2017

Bleed, Harassment, Trauma (edu-larp), larpwright, co-facilitator

The Living Games Conference, 2016

created with Sarah Lynn Bowman, John Stavropoulos & Sarah Hart

Los Angeles Freeform & Theatre Larp Collective, co-founder

cofounded with Ross Cheung, 2016

Break Silence, End Isolation (protest performance), performance artist

San Francisco Bay Area, 2013

Beyond the Aether (larp) rules development, co-facilitator

Portland, OR, 2009-2012

Kumoricon (performative fandom), cosplayer

Portland, OR, 2008-2010

Sakuracon (performative fandom), cosplayer

Seattle, WA, 2000-08

Alliance Larp (formerly NERO Alliance)

Seattle Chapter	2003-07	Volunteer
Oregon Chapter	2005	Staff
Camlann Medieval Village (interactive reenactment theatre)		
Carnation, Wash.	1996-98	Performance Artist

ACTIVISM & CONSENSUS COMMUNITY

Karate Church Community Center, Bellingham		
Bellingham, Wash.	2020-present	Steering Committee Member
Bellingham Defund the Police Coalition		
Bellingham, Wash.	2020	Policy Committee Member
Cascadia Community Land Trust		
Bellingham, Wash.	2020-present	Organizing Member
Bellingham Cooperative Development Steering Committee		
Bellingham, Wash.	2019-present	Founding Member
The Chile Solidarity Network (media activism network)		
SF Bay Area, Calif.	2019-present	Media Specialist
Solidaridad con los Ninos (direct action group)		
Berkeley, Calif.	2018-present	Co-founder, Media Specialist
<i>Slingshot</i> (activist newspaper)		
Berkeley, Calif.	2011-present	Editorial Collective Member
The Network of Bay Area Worker Cooperatives (NoBAWC)		
Oakland, Calif.	2018	Mapmaker, Co-op Researcher
Freedom for Immigrants (nonprofit organization)		
Oakland, Calif.	2018	Independent Publicist & Fundraiser
LAND ACTION (adverse possession mutual aid network)		
Oakland, Calif.	2015-2016	Development Director, Organizer
The Long Haul Infoshop (community space)		
Berkeley, Calif.	2011-15	Collective Member
Villagecraft (decentralized education network)		
San Francisco Bay Area	2013-15	Network Facilitator
Occupy the Farm (guerilla farming movement)		
Albany, Calif.	2013-15	Organizer, Publicist
The Sudo Room (hacker space)		
Oakland, Calif.	2013-15	Collective Member, Publicist
PLACE for Sustainable Living (urban ecovillage & community center)		
Oakland, Calif.	2013-15	Organizer, Publicity
The Omni Commons (post-hierarchical community space)		
Oakland, Calif.	2014-15	Organizer, Publicist
Liberated Lens (film collective)		
Oakland, Calif.	2014-15	Collective Member
Oakland Spring Rising (urban farming movement)		
Oakland, Calif.	2015	Organizer
Occupy Oakland		
Oakland, Calif.	2011	Organizer
The WTO Protests		

Seattle, Wash.	1999	Activist, Journalist
The Pickering Farm Community Garden		
Issaquah, Wash.	1996-00	Organizer

SELECTED WORK EXPERIENCE

University of California, Davis

- Associate Instructor (AI), University Writing Program (UWP). Program Supervisor: Daniel Melzer. Autumn 2020, Spring 2021.
- Teaching Assistant for Dr. Grace Delmolino, Consent Studies, Winter 2021.
- Teaching Assistant for Dr. Kris Fallon's course "Film and Media Studies 1," Spring 2020.
- Facilitator of "FRS 005: Games for Science and Society: LARPs, ARGs, and Citizen Science" with Dr. Colin Milburn as the Instructor of Record, Fall 2019
- Readership for Dr. Jesse Drew's course, "Technoculture Studies 005: Media Archaeology," Spring 2019.

Villagecraft

- Operations Manager, UX and Interface Design. Co-organized an experiential education network of 1,500 people in the San Francisco Bay Area. Worked directly with software development team on website usability, designing some features. 2013-15.
- Workshop Host. Facilitated low-cost and free writing workshops in community centers in Berkeley and Oakland on the topics of "Writing for Social Change" and "Graphic Novel Writing." 2013-15.

Portland State University

- Writing Assistant, "Adulthood in the US, Japan & Europe," Dept. of Sociology. Summer 2010 & Spring 2012.
- Writing Assistant, "The History of Rock & Roll," Dept. of Music. Spring 2010
- Writing Assistant, "Science Through Science Fiction," Dept. of Physics. Fall 2009

Berliz Language Company, Inc.

- ESL/ELL English language instructor. Ashiya, Japan. 2008-09.

Western Washington University

- Undergraduate Instructor, "Folk Science in Film," Dept. of Anthropology, Spring 2006.
- Undergraduate Instructor, "Writing for Interactive Theater," Fairhaven College, Summer 2005.
- Undergraduate Instructor, "Graphic Novel Creation," Fairhaven College, Spring 2005.