

Curriculum Vitae August 2021

PERSONAL INFORMATION	Samara “Hayley” Steele The Commons at 519 E Maple Street Bellingham, WA 98225 samarasteele.com shstele@ucdavis.edu
EDUCATION	PhD Candidate, Cultural Studies. ant. 2023 DE, Science and Technology Studies (STS). DE, Performance and Practice. <i>University of California-Davis, Davis CA</i> MFA, Creative Writing. 2014 Emphasis in Nonfiction. <i>Portland State University, Portland OR</i> BA, English & Interdisciplinary Concentration. 2007 <i>Fairhaven College, Western Washington University, Bellingham WA</i>
ACADEMIC EMPLOYMENT	Associate Instructor, University Writing Program, UC Davis, Fall 2020, Spring 2021. Teaching Assistant, Humanities Program, UC Davis, Winter 2021. Public Scholar, Mellon Public Scholars, Davis Humanities Institute, Summer 2020. Teaching Assistant, Cinema & Digital Media Department, Spring 2020. Teaching Assistant, Native American Studies Department, UC Davis, Winter 2020. Graduate Student Researcher, Feminist Research Institute, UC Davis, Winter 2020. Graduate Student Reacher, The ModLab: The Digital Humanities Laboratory, Science and Technology Studies Program, UC Davis, 2019-2020. Facilitator, First-Year Seminar Program, UC Davis, Fall 2019. Reader, Technoculture Studies Program, UC Davis, Spring 2019. Graduate Writing Assistant, Portland State University (PSU), Spring 2012, Summer 2010, Spring 2010, Fall 2009. Graduate Assistantship: The Humanities Sustainability Research Project. The Portland Center for Public Humanities, Portland State University. Winter & Spring 2009.
AWARDS & DISTINCTIONS	Mellon Public Scholars Fellowship, UC Davis Humanities Institute, Summer 2020. Phi Kappa Phi Honor Society Inductee, UC Davis. 2020. HASTAC Scholar Fellowship, Department of Cinema and Digital Media, UC Davis, 2018-2020. Cultural Studies Association (CSA) Travel Award. 2019. Provost’s Fellowship in the Arts, Humanities, and Social Sciences, UC Davis. 2018-19.
PUBLICATIONS	“The Reality Code: Interpreting Aggregate Larp Rules as Code that Runs on Humans.” <i>The International Journal of Role-Playing</i> , Issue 7, pp. 30-35. ijrp.subcultures.nl . December 2016.
IN PROGRESS:	“Infrastructures of Reparations: Towards a Conjunctural Implosion of the New Left

and the Digital Age in the Long Shadow of Settler Colonialism.” *Lateral: The Journal of Cultural Studies*. Forthcoming, Fall 2021.

“Towards Gamemaking in Education: Developing larp-making exercises to teach STEM subject matter as well as literature, theatre, community studies, and emergent topics to college students.” Lead author. *The International Journal of Role-Playing*, special issue. Forthcoming, Fall 2021.

“The Maker Turn in Classroom Games: How Educational Gamemaking offers a ‘powerful pedagogical paradigm.’” GENeration Analog 2021 Conference Proceedings, *Analog Game Studies*, Special Issue. Forthcoming, Fall 2021.

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.

“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.

“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.

PRESENTATIONS

“The Maker Turn in Classroom Games: How Educational Gamemaking offers a ‘powerful pedagogical paradigm.’” Presentation for GENeration Analog: The Tabletop Games and Education Conference at GenCon 2021, co-sponsored by *Analog Game Studies* and Game in Lab, online. Aug 4-5, 2021.

“Consent and Cultural Studies: Hall, Gramsci, Grossberg.” Presentation for the Annual Meeting of the Cultural Studies Association (CSA), online. 10-12 June 2021.

“Anti-Racist Tactics as Anti-Code at the CHAZ/CHOP.” Presentation for the Annual Meeting of the Cultural Studies Association (CSA), online. 10-12 June 2021.

“To Larp, or Not to Larp? Must Embodiment and Code Deployment Reinforce Systemic Injustice across Larp Platforms?” Presentation for the Annual Meeting of the Electronic Literature Association (ELO), online. 26-27 May 2021.

“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.

“Tactics for Distributing Power over Diegesis: Comparing Nordic Freeform Larp, Irvine GM-less Larp, and PNW Aggregate Larps” Presentation for the 2018 Living Games Conference. Boston, Mass. 18-20 May 2018.

“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. 17 May 2018.

“Power Made Visible: Interpreting LARP Rules as Code that Runs on Humans.” Living Games Conference. Austin, Texas. 19-22 May 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.

TEACHING
EXPERIENCE
& COURSES

Associate Instructor (AI), UC Davis.

UWP 001 “Academic Literacies,” University Writing Program (UWP). Autumn 2020, Spring 2021.

Teaching Assistant (TA), UC Davis.

HUM 002A “Consent Studies,” Grace Delmolino, Humanities (HUM) Program, Winter 2021.
FMS 001 “Film and Media Studies 1,” Kris Fallon, Jaimey Fisher, Kriss Ravetto-Biagioli, Jeff Fort. Department of Cinema & Digital Media, Spring 2020.

Reader, UC Davis.

TCS 005 “Media Archaeology,” Jesse Drew. Technoculture Studies Program, Spring 2019.

Facilitator, UC Davis.

FRS 004 “Games for Science and Society: LARPs, ARGs, and Citizen Science,” First Year Seminar (FRS) Program, Fall 2019.

Directed & Independent Study, UC Davis.

STS 198 “Data Dramatization through Analog Games,” Science and Technology Studies (STS) Program, Spring 2020

STS 198 “Design Methodologies for Analog Games as STEM Pedagogy,” Science and Technology Studies (STS) Program, Winter 2020.

Graduate Writing Assistant, Portland State University.

SOC 350U “Coming of Age: Adulthood in the US, Europe, and Asia,” Department of Sociology. Robert Liebman, Summer 2010, Spring 2012

MUS 361U “History of Rock Music,” Department of Music. Joel Bluestone, Spring 2010.

PH 378U/SCI 355U “Science Through Science Fiction,” Department of Physics. John Freeouf, Fall 2009.

Undergraduate Facilitator, Western Washington University.

ANTH 400a “Folk Science in Film,” Department of Anthropology, Faculty Advisor: Kathleen Saunders, Spring 2006.

FAIR 300 “Writing for Interactive Theater,” Fairhaven College, Faculty Advisor: JT Stewart, Summer 2005.

FAIR 300 “Graphic Novel Creation,” Fairhaven College, Faculty Advisor: Daniel Lerner, Spring 2005.

PRIVATE
SECTOR
TEACHING

Operations Manager & Educator, Villagecraft Decentralized Education Network.

Served as one of three operations managers of a network that grew to over 1500 learners and 50 instructors. This role that included training instructors from a variety of backgrounds (neuroscience, shoemaking, etc) in offering hands-on, experiential learning courses in their fields. I also facilitated low-cost writing workshops at community centers in Berkeley and Oakland including “Graphic Novel Writing” and “Writing for Social Change.” San Francisco Bay Area, 2013-15.

ELL Instructor, Berlitz Language Company.

Taught English using the Berlitz method to new and advanced second language learners in 1-on-1 and group settings. Ashiya, Japan, 2008-09.

RESEARCH
EXPERIENCE

Intern, National Aeronautics and Space Administration (NASA). Summer 2021.

Advanced Research Affiliate, Humanities and Critical Code Studies (HaCCS) Lab, University of Southern California (USC). 2016-present.

Project Director, ModLab: the Digital Humanities Laboratory, UC Davis. June 2019-June 2020.

Graduate Student Researcher, Feminist Research Institute, UC Davis. Winter 2020.

Graduate Student Researcher, Science and Technology Studies Department, UC Davis. Summer and Autumn 2019.

Graduate Assistant, The Humanities Sustainability Research Project, Portland Center for Public Humanities, Portland State University. Winter and Spring 2009.

Undergraduate Researcher, Science and Technology Studies, Department of Anthropology, Western Washington University. Winter 2006.

RESEARCH
CLUSTERS &
WORKING
GROUPS

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.co

The Indigenous Futures Collective, 2020-present
Cofounder iagathering.org/quilt/the-indigenous-futures-collective/

California Economists Collective (CEC), 2019-present
Gatherings: Spring 2019, Autumn 2019, Winter 2020

ModLab: Digital Humanities Laboratory at UC Davis modlab.ucdavis.edu
Director, Graduate Research Group, Analog Games & Education, 2019-2020
Director, Undergraduate Research Group, Analog Games & Education, 2020

UC Davis Humanities Institute (DHI)
Racial Justice Policy Cluster, 2020-present.
The Disability and Social Justice Research Cluster, 2020-present.

SERVICE &
COMMUNITY
ACTIVITIES

Panel Chair, “Climate Data Relations,” Society for the Social Studies of Science (4S) Conference, Autumn 2021.

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.” Department of English, UC Davis, 25 Oct 2019.

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, 14-17 November, 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.
Chair, Academic Panel, “Bleed and Transformation”
Panelist, Community Panel, “Building Better Campaign Boffer Larp Communities”
Panelist, Design Roundtable, “Modern American Boffer: Evolution Beyond the Tabletop”
Panelist, Design Roundtable, “Take the Streets: Guerilla Larp and Political Play: Design Roundtable”

Los Angeles Freeform & Theatre Larp Collective, co-founded with Ross Cheung, 2016

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

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

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

Panelist: Roundtable Discussion, “Gender/Sexuality Roles and Larp.”

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 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 FOOD CLOTHING SHELTER lecture series. The Portland Center for Public Humanities, Portland State University, Portland, Ore. March 3-April 28, 2009.

CO-OPS, COMMONS
& CONSENSUS
ORGANIZING

Karate Church Commons		
Bellingham, WA.	2020-present	Spacekeeper
Cascade Community Land Trust		
Bellingham, WA.	2020-present	Organizing Member
Pacific Northwest Worker Cooperative Development Committee		
Bellingham, WA.	2019-present	Founding Member
Slingshot		
Berkeley, CA.	2011-present	Editorial Collective Member
Network of Bay Area Worker Cooperatives (NoBAWC)		
Oakland, CA.	2018	Co-op Demographer
“Fort Vibe” Co-op House		
Los Angeles, CA.	2016	Founding Member
LAND ACTION		
Oakland, CA.	2015-2016	Development Director
Oakland Spring Rising		
Oakland, Calif.	2015	Organizer, Farmer
Oakland Omni Commons		
Oakland, CA.	2014-15	Organizer, Publicist
Liberated Lens		
Oakland, CA.	2014-15	Collective Member
Villagecraft		
San Francisco Bay Area	2013-15	Operations Manager
Occupy the Farm		
Albany, CA.	2013-15	Organizer, Farmer
Sudo Room		
Oakland, CA.	2013-15	Collective Member, Publicist
PLACE for Sustainable Living		
Oakland, CA.	2013-15	Organizer, Publicity
Raven Haus		
Berkeley, CA.	2011-13	House Collective Member
Long Haul Infoshop		

	Berkeley, CA.	2011-15	Collective Member
GAMES, MEDIA & PERFORMANCE	<i>Sivad Battlegaming System</i> (larp), lead developer, Ugly Robot Larp Studio. 2019-present.		
	<i>Beyond the Superhero: The Rise of the Superweaver</i> (gallery exhibition) by the Indigenous Futures Collective, co-creator. Imagining American 2020 creative gathering, "Through Tumultuous Times: Reimagining and Rebuilding 'America'," Autumn 2020.		
	<i>Destination Wedding 2070</i> (netprov), co-creator AMC Hypertext 2020, Climates of Change: A Virtual Exhibition, July 2020. George Mason University, Virtual Book Festival, Sept-Oct 2020.		
	<i>Realitycraft: an RPG Rulesmithing Game</i> (interactive theatre), creator/performer, The Della Davidson Theatre, Davis, CA, 2019 Autumn Showcase, 22 Nov 2019.		
	<i>What happens in the lab...</i> (larp), larpwright, Department of Science and Technology Studies, Ludicum, 17 Oct 2019.		
	<i>Thermophiles in Love</i> (transmedia: netprov, larp, and exhibit), co-creator. Mounted at: - Living Games Conference, 2018 - Berkeley Center for New Media, UC Berkeley 2016 - Annual Gathering of the SLSA, Gallery 2016		
	Meanwhile Netprov Studio (netprov), featured player: - <i>One Star Reviews</i> , 2017 - <i>Fake News Agency</i> , 2017 - <i>Monstrous Weather</i> , 2016 - <i>Air-B-n-Me</i> , 2016		
	<i>Hotel Obfuscia</i> (interactive theatre), performance artist, Foma Labs, San Francisco, CA, 2017		
	<i>Bleed, Harassment, Trauma</i> (edu-larp), larpwright, Living Games Conference, Austin, TX, 2016.		
	<i>Gaia Reboot</i> (Paraludic points system), developer, created for Holigent, Los Angeles, CA, 2016.		
	[Trigger] Collective happenings: - Burlesque segment producer, E.M. Wolfman Bookstore, Oakland, CA, 21 May 2015 - Visual artist, SideQuest Gallery, Oakland, CA, opening: July 11, 2015		
	<i>Cat Bloc</i> (protest performance), director. San Francisco Bay Area, 2013-15.		
	<i>Break Silence, End Isolation</i> (protest performance), director. San Francisco Bay Area, 2013		
<i>Beyond the Aether</i> (larp) rules contributor, performer. Portland, OR, 2009-2012			
Alliance Larp (formerly NERO Alliance) - Seattle Chapter, 2003-07, Performer, Volunteer - Oregon Chapter, 2005, Performer, Staff Member			
Camlann Medieval Village (historical reenactment theatre), Carnation, WA. Performance Artist / Peasant, 1996-98			
EDITING & PUBLISHING	<i>Subversas Magazine</i> Oakland, CA.	2018-present	Managing Editor

<i>Slingshot</i>	Berkeley, CA.	2011-present	Editorial Collective
<i>[TRIGGER]: A Journal of Catarealism and Speculative Sexualities</i>	Oakland, CA.	2015	Contributing Editor
<i>McSweeney's</i>	San Francisco, CA..	2011	Intern
<i>Ooligan Press</i>	Portland, OR.	2009-10	Admin. Assistant
<i>Tin House</i>	Portland, OR.	2008-09	Submission Eval.
<i>Cerise Magazine for Women Gamers</i>	Online	2007-08	Staff Writer
<i>Jeopardy Magazine</i>	Bellingham, WA.	2006-07	Editor-in-Chief
<i>The Bellingham Review</i>	Bellingham, WA.	2005-06	Admin. Assistant
<i>The Fairhaven Free-Press</i>	Bellingham, WA.	2004	Co-founder, Editor

SELECTED
CREATIVE
WRITING

- “Consent Economics: What is the consent economy?” (2021). Essay. *Subversas Magazine*. Ed. Karma Bennet. 30 March. subversas.com/consent-economics
- “Beyond the Superhero: The Rise of the Superweaver (A Manifesto for Artists and Investors)” with the Indigenous Futures Collective. (2020). Manifesto. *Slingshot*. Ed. The Slingshot Collective. Issue 132, Autumn.
- “Divest from ecocide.” (2019). Editorial. *Slingshot*. Ed. The Slingshot Collective. Issue 129, Summer.
- “Onward to Cascadia: Toward a Workers’ Ecotopia.” (2013) *Slingshot*. Ed. The Slingshot Collective. Issue 112, Winter.
- “The Davis Dozen Shows Occupy the Way Forward.” (2012). *Adbusters*. Ed. Micah White. Adbusters.org, 19 July 2012. Reprinted at Occupy.com.
- “Occupy is not a photo opp.” (2011) *Slingshot*. Ed. The Slingshot Collective. Issue 108, Winter.
- “Gender & Live Action Role-Play.” (2007-2008) Article Series. *Cerise Magazine for Women Gamers*. Ed. Andrea Rubenstein and Robyn Fleming. Aug. 07-Mar. 08.

PROFESSIONAL
AFFILIATIONS

- Imagining America Consortium (IA), 2020-present.
- Society for the Social Studies of Science (4S), 2019-present.
- Pacific Ancient and Modern Languages Association (PAMLA), 2019-present.
- Modern Language Association (MLA), 2019-present.
- Humanities, Arts, Science, and Technology Alliance and Collaboratory (HASTAC), 2018-present.
- Society for Literature, Science, and the Arts (SLSA), 2016-present.
- Humanities and Critical Code Studies (HaCCS) Lab. 2016-present.