

# Curriculum Vitae

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## PERSONAL INFORMATION

Samara “Hayley” Steele  
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Davis, CA 95616  
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samarasteele.com

## EDUCATION

**PhD Candidate, Cultural Studies.** ant. 2023  
DE, Science and Technology Studies (STS).  
DE, Performance and Practice.  
*University of California-Davis, Davis CA*

**MFA, Creative Writing.** 2014  
Emphasis in Nonfiction.  
*Portland State University, Portland OR*

**BA, English & Interdisciplinary Concentration.** 2007  
*Fairhaven College, Western Washington University, Bellingham WA*

## ACADEMIC EMPLOYMENT

Instructor, Creative Writing, Western Washington University, Spring 2022.  
Graduate Student Researcher, Grand Challenges, UC Davis, Winter 2022.  
Reader, Department of Chicana/o Studies, UC Davis, Winter 2021.  
Reader, African American & African Studies Department, UC Davis, Fall 2021.  
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, Department of Native American Studies, UC Davis, Winter 2020.  
Graduate Student Researcher, Feminist Research Institute, UC Davis, Winter 2020.  
Graduate Student Researcher, 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, Technocultural 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, PSU. Winter & Spring 2009.

## AWARDS & DISTINCTIONS

Golden Key Honor Society Inductee, UC Davis, 2022.  
HASTAC Scholars Fellow, Department of English, UC Davis, 2021-2023.  
Graduate Student Career Development Award, GradPathways Institute for  
Professional Development, UC DAVIS, Summer 2021.  
Mellon Public Scholar Fellowship, UC Davis Humanities Institute, Summer 2020.  
Phi Kappa Phi Honor Society Inductee, UC Davis, 2020.  
HASTAC Scholars Fellow, Department of Cinema and Digital Media, UC Davis,  
2018-2020.  
Cultural Studies Association Travel Award. 2019.

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

PUBLICATIONS

"The Maker Turn in Classroom Games: An Articulation of Gamemaking in Education (GME)." in *GENeration Analog 2021 Proceedings*. Pittsburgh, PA: ETC Press, Carnegie Mellon University, 2022.

"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](http://ijrp.subcultures.nl). December 2016.

IN PROGRESS:

Invited chapter in *F1000's* "Diversity, Inclusion and Equity in Game Development and Design" Special Collection, Taylor & Francis, forthcoming 2022.

"Sivad." Chapter in *Learning, Education, and Games, vol. 4: 50 Games for Inclusion, Equity, and Justice*. Pittsburgh, PA: ETC Press, Carnegie Mellon University, Forthcoming, 2022.

"Towards Gamemaking in Education: Developing larpmaking exercises to teach topics in STEM, the humanities, and social sciences." Lead author. *The International Journal of Role-Playing*. Forthcoming, 2022.

"Infrastructures of Reckoning: 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, 2022.

INVITED PRESENTATIONS

"Confronting George E. Pickett in Space," The 24th Annual Rev. Dr. Martin Luther King Jr. Conference, Whatcom Human Rights Task Force. Online. January 13-15, 2022.

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

"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 30<sup>th</sup> 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 35<sup>th</sup> Annual Gender Studies Symposium. Lewis & Clark College. Portland, Ore. 9-11 March 2016.

PRESENTATIONS

"Should future scenarios factor in the impact of racism upon emissions?" Forthcoming Presentation at ICONICS Scenarios Forum 2022, co-sponsored by IIASA, Laxenburg, Austria. Lead author. 20-22 June 2022.

“Gender diversity in leadership reduces emissions. What does this mean for our models, and for climate communications in general?” Forthcoming Presentation at ICONICS Scenarios Forum 2022, co-sponsored by IIASA, Laxenburg, Austria. Co-author. Lead author Osprey Lake. 20-22 June 2022.

“Deus ex machina in the climate code? And other questions (or: What we might learn from the humanities?)” Forthcoming Poster Presentation at ICONICS Scenarios Forum 2022, co-sponsored by IIASA, Laxenburg, Austria. Co-author. Lead author LM Bogad. 20-22 June 2022.

“Designing Against Creep: What Can We Learn from Liberatory Larp?” Presentation for the Game Studies track at the annual gathering of the Popular Culture Association (PCA), online. April 13, 2022.

“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

**Instructor, Western Washington University**

ENG 445 “Living Writers; Situatedness” Department of English. Spring 2022.

**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**

AAS 016 “African Verbal Arts,” Elizabeth Mukiibi, African American and African Studies Department, Fall 2021.

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

CHI 113 “Latin American Women's Engagement in Social Movements,” Natalia Deeb-Sossa. Department of Chicano/a Studies.

**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 299/199 “Climate Games,” Science and Technology Studies (STS) Program, Winter 2022.

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.

FAIR 300 “Fairhaven Student Newspaper,” Fairhaven College, Faculty Advisor: Daniel Lerner, Spring 2004.

RESEARCH  
EXPERIENCE

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

Project Director, ModLab: the Digital Humanities Laboratory, UC Davis. Colin Milburn. June 2019-present.

Advanced Research Affiliate, Center for Tactical Performance, Berkeley, CA. L.M. Bogad. Winter 2019-present.

Affiliated Researcher, International Committee on New Integrated Climate (ICONICS), University of Washington, Seattle, WA. 2022-present.

Affiliated Researcher, International Institute for Applied Systems Analysis (IIASA), Laxenburg, Austria. 2022-present.

Graduate Student Researcher, Grand Challenges, UC Davis. Jonna Matzet. Winter 2022.

Intern, National Aeronautics and Space Administration (NASA), History Division, Earth Sciences Group. Brian Odom. Summer 2021.

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

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

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

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

RESEARCH  
CLUSTERS &  
WORKING  
GROUPS

Humanities and Critical Code Studies (HaCCS) Lab	haccslab.com
Critical Code Studies Working Group 2022	wg22.criticalcodestudies.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

ICONICS/IIASA

Scenarios Forum 2022

UC Davis Humanities Institute (DHI)

Racial Justice Policy Cluster, 2020-2021.

The Disability and Social Justice Research Cluster, 2020-2021.

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.

The Indigenous Futures Collective, 2020.

Manifesto: [iagathering.org/quilt/the-indigenous-futures-collective/](http://iagathering.org/quilt/the-indigenous-futures-collective/)

Decolonizing Climate Code Working Group

SERVICE &  
COMMUNITY  
ACTIVITIES

Panel Organizer and Chair, “Climate Data Relations,” Society for the Social Studies of Science (4S) Conference. Toronto, Ont. 6-9 October 2021.

Peer reviewer for the conference, “Digital Humanities 2020:

Intersections/Carrefours.” Alliance of Digital Humanities Organizations (ADHO).

Panel Organizer and Presiding Officer of “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, Design Roundtable, “Take the Streets: Guerilla Larp and Political Play”

Panelist, Design Roundtable, “Modern American Boffer: Evolution Beyond the Tabletop”

Panelist, Community Panel, “Building Better Campaign Boffer Larp Communities”

Logistical Support Person for Decolonize Reading Group & Standing Rock Reportbacks. University Press Books. Berkeley, CA. 2016-2017.

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

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

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

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

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

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.

SELECTED  
ACTIVISM  
& CO-OPS

Cascade Cooperatives		
Bellingham, Wash.	2019-present	Consultant, Steering Committee Member
Power to the People Utility Cooperative		
Whatcom Co., Wash.	2022-present.	Organizing Member
Cascadia Community Land Trust (CLLT)		
Bellingham, Wash.	2020-2021	Organizing Member
Karate Church		
Bellingham, Wash.	2019-2021	Steering Committee Member
Solidaridad con los Niños (direct action group)		
Berkeley, Calif.	2018-2020	Co-founder, Media Specialist
Chile Solidarity Network (media activism network)		
SF Bay Area, Calif.	2019-2020	Media Specialist
Network of Bay Area Worker Cooperatives (NoBAWC)		
Oakland, Calif.	2018	Cartographer, Co-op Mapping Project
Freedom for Immigrants (nonprofit organization)		
Oakland, Calif.	2018	Independent Publicist & Fundraiser
Decolonize (reading group)		
Berkeley, Calif.	2016-17	Logistical Support, Spacekeeper
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	Operations Manager
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 Oakland Omni Commons (post-hierarchal 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

SELECTED MEDIA  
ART, GAMES,  
& PERFORMANCE

بيان الصعود إلى السماء Flight Manifesto (social artwork). Co-author with Robert Yerachmiel Sniderman, Dirar Kalash, Brel Froebe, and others. Occupied Lummi and Nooksack territory, 2021-present.

*Sivad* (larp), lead developer, Ugly Robot Larp Studios, UC Davis. 2019-2021.

*Beyond the Superhero: The Rise of the Superweaver* (gallery exhibit) by the Indigenous Futures Collective, co-creator. Imagining American 2020 creative gathering, "Through Tumultuous Times: Reimagining and Rebuilding 'America'," Autumn 2020.

*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 theatre), creator/performer,  
The Della Davidson Theatre, Davis, CA, 2019 Autumn Showcase, 22 Nov 2019.

*What happens in the lab...* (larp), larpwright, Department of Science and Technology Studies, Ludicum, 17 Oct 2019.

*Thermophiles in Love* (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), pieces directed by Rob Wittig and Mark Marino, featured player:

- *One Star Reviews*, 2017
- *Fake News Agency*, 2017
- *Monstrous Weather*, 2016
- *Air-B-n-Me*, 2016

*Hotel Obfuscia* (interactive theatre), performance artist, Foma Labs, San Francisco, CA, 2017

*Bleed, Harassment, Trauma* (edu-larp), larpwright, Living Games Conference, Austin, TX, 2016.

*Gaia Reboot* (paraludic points system), developer, created for Holigent, Los Angeles, CA, 2016.

[Trigger] Collective happenings:

- Variety show, segment producer, E.M. Wolfman Bookstore, Oakland, CA, 21 May 2015
- Visual artist, watercolor paintings, SideQuest Gallery, Oakland, CA, opening: July 11, 2015

*Cat Bloc* (protest performance), director. San Francisco Bay Area, 2013-15.

*Break Silence, End Isolation* (protest performance), director. San Francisco Bay Area, 2013



*Beyond the Aether* (larp), rules contributor, staff, performer. Portland, OR, 2009-2012

Alliance Larp (formerly NERO Alliance)

- Seattle Chapter, 2003-07, Performer, Volunteer Staff
- Oregon Chapter, 2005, Performer, Staff Member

Camlann Medieval Village (historical reenactment walkabout theatre), Carnation, WA.  
Performance Artist / Peasant, 1996-98

## EDITING & PUBLISHING

<i>Slingshot Activist Newspaper</i> Berkeley, CA.	2011-present	Editorial Collective
<i>Subversas Magazine</i> Oakland, CA.	2018-present	Managing Editor
<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 & ESSAYS

- “I want to write a bad poem” (2022). Poetry. *Whatcom WRITES 2022 Anthology*. Borderline Press.
- “Consent Economics: What is the consent economy?” (2021). Essay. *Subversas*. Reprinted from *Slingshot* #133. March 2021. [subversas.com/consent-economics](http://subversas.com/consent-economics)
- “The Rise of the Superweaver” with the Indigenous Futures Collective. (2020). Manifesto. *Slingshot* #132. Ed. The Slingshot Collective. Autumn.
- “Divest from ecocide.” (2019). Editorial. *Slingshot*. Ed. The Slingshot Collective. Issue 129, Summer.
- “Compost Rape Culture.” pseud. Emma Ain’t Dancing. (2017) Essay. *Slingshot* #123. Ed. The Slingshot Collective. Spring.
- “Sh\*t people say to survivors.” pseud. Joan. (2017) Self Help. *Slingshot* #123. Ed. The Slingshot Collective. Spring.
- “Working Class Hero: The Life and Times of Michael Delacour.” (2013) Biography. *Slingshot* #113. Ed. The Slingshot Collective. Spring.
- “Onward to Cascadia: Toward a Workers’ Ecotopia.” with Alexander Baretich (2013). Manifesto. *Slingshot* #112. Ed. The Slingshot Collective. Winter.
- “The Davis Dozen Shows Occupy the Way Forward.” (2012). Dispatch Journalism. *Adbusters*. Ed. Micah White. [Adbusters.org](http://Adbusters.org), 19 July 2012. Reprinted at [Occupy.com](http://Occupy.com).
- “Gender & LARP.” (2007-2008) Article Series. *Cerise Magazine for Women Gamers*. Ed. Andrea Rubenstein and Robyn Fleming. Aug. 07-Mar. 08.

## PROFESSIONAL

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

AFFILIATIONS

Humanities, Arts, Science, and Technology Alliance and Collaboratory (HASTAC), 2018-present.  
ModLab: The Digital Humanities Laboratory at UC Davis, 2019-present.  
Cultural Studies Association (CSA), 2018-present.  
Center for Tactical Performance, 2019-present.  
Society for the Social Studies of Science (4S), 2019-present.  
Pacific Ancient and Modern Languages Association (PAMLA), 2019-present.  
Imagining America Consortium (IA), 2020-present.  
Electronic Literature Organization (ELO), 2021-present.  
Popular Culture Association (PCA/ACA), 2022-present.