

Education

PhD Candidate, Cultural Studies, UC Davis, anticipated 2024.

Designated Emphases: Science and Technology Studies (STS); Performance and Practice.

MFA, Creative Writing, nonfiction emphasis, Portland State University, 2014.

BA, English & Interdisciplinary Studies, *magna cum laude*, Western Washington University, Fairhaven College, 2007.

Awards and Distinctions

Golden Key Honor Society Inductee, UC Davis, 2022.

HASTAC Scholars Fellow, 2019-2020, 2021-2023.

Graduate Student Career Development Award, GradPathways Institute, UC Davis, Summer 2021.

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

Phi Kappa Phi Honor Society Inductee, UC Davis, 2020.

Cultural Studies Association (CSA) Graduate Student Travel Award. 2019.

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

Selected 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, 2023.

"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.

Invited chapter in *F1000's*: "Diversity, Inclusion and Equity in Game Development and Design" Special Collection, Taylor & Francis, in process 2023. (in progress)

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 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.

Selected Presentations

"Searching for Zero: Shifting Perspectives & Nonbinary Computing." Presentation for Pacific Ancient and Modern Language Association (PAMLA). Portland, Ore. 25-29 October 2023.

"Imperial Gender Bias and Play." Presentation for GENeration Analog: The Tabletop Games and Education Conference, co-sponsored by Game in Lab and *Analog Game Studies*. Online, 26-27 July 2023.

"Reconfiguring Climate Code." Presentation for Society for the Social Study of Science (4S) / Esocite. Cholula, Mexico. 8 December 2022.

"Should future scenarios factor in the impact of racism upon emissions?" Presentation for 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?" Presentation for 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?)”
Presentation for 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.
- “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 Diegeses” 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.

Research Experience

- Advanced Research Affiliate, Humanities and Critical Code Studies (HaCCS) Lab, University of Southern California (USC). Mark Marino. 2016-present.
- Project Director, ModLab: an Emerging Media Laboratory at 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.
- Participant, Social Knowledge Construction Workshop, Digital Humanities Summer Institute (DHSI), 2023.
- 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 and Working Groups

Humanities and Critical Code Studies (HaCCS) Lab, University of Southern California.

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

California Economists Collective (CEC), 2019-2022

Gatherings: Spring 2019, Autumn 2019, Winter 2020

UC Davis Humanities Institute (DHI)

Racial Justice Policy Cluster, 2020-2021.

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

ModLab: Digital Humanities Laboratory at UC Davis modlab.ucdavis.edu

Facilitator, Decolonizing Climate Code Working Group, 2022.

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/

Teaching Experience & Courses

Instructor, Western Washington University.

ENG 202 Writing About Literature “Seeing, Remembering, Dreaming” Dept. of English. Spring 2023.

ENG 311 Seminar: The 20-21st Century “Games as Literature” Dept. of English. Winter 2023.

ENG 238 Society through its Literature “Consent in Literature & Society” Dept. of English. Winter 2023.

ENG 460 Creative Writing: Multi-Genre Writing “Place, Collaboration, Futurity” Dept. of English. Autumn 2022.

ENG 354 Creative Writing: Intro to Nonfiction Dept. of English. Autumn 2022.

ENG 445 Creative Writing: Multi-Genre Writing “Living Writers: Situatedness” Dept. of English. Spring 2022.

Associate Instructor, 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.

Group Independent Study Lead, UC Davis

STS 299/199 “Climate Games,” Science and Technology Studies (STS) Program, Winter 2022. Instructor of Record: Colin Milburn.

STS 198 “Data Dramatization through Analog Games,” Science and Technology Studies (STS). Program, Spring 2020. Instructor of Record: Colin Milburn.

STS 198 “Design Methodologies for Analog Games as STEM Pedagogy,” Science and Technology Studies (STS) Program, Winter 2020. Instructor of Record: Colin Milburn.

Graduate Writing Assistant, Portland State University

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

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

PH 378U/SCI 355U “Science Through Science Fiction,” Department of Physics. Supervising Professor: 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.

Service & Community Activities

Mentor, ModLab: The Emerging Media Laboratory at UC Davis. Autumn 2023.

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

2011-present, intermittent. The Long Haul Infoshop (community space) Berkeley, Calif. *Collective Member*.

2011-present, intermittent. The Slingshot Collective (activist news collective) Berkeley, Calif. *Collective Member*.

2019-23. Cascade Cooperatives, Bellingham, Wash. *Consultant, Steering Committee Member*.

2022-23. Co-op Factory: A Meet-up Group for Co-op Makers. Whatcom Co., Wash. *Co-Founder, Organizing Member*.

2019-21. Karate Church (venue/community center). Bellingham, Wash. *Steering Committee Member*.

2020-21. Cascadia Community Land Trust (CLLT). Bellingham, Wash. *Organizing Member*.

2018-20. Solidaridad con los Niños (direct action group). Berkeley, Calif. *Co-founder, Media Specialist*.

2019-20. Chile Solidarity Network (media activism network). SF Bay Area, Calif. *Media Specialist*.

2018. Network of Bay Area Worker Cooperatives (NoBAWC) Oakland, Calif. *Demographer/Cartographer*.
 2018. Freedom for Immigrants (nonprofit organization). Oakland, Calif. *Independent Publicist / Fundraiser*.
 2016-17. Decolonize Reading Group at University Press Books. Berkeley, Calif. *Logistical Support, Spacekeeper*.
 2015-16. LAND ACTION (squatter mutual aid network). Oakland, Calif. *Development Director, Organizer*.
 2013-15. Villagecraft (decentralized education network). San Francisco Bay Area. *Operations Manager*.
 2013-15. Occupy the Farm (guerilla farming movement). Albany, Calif. *Organizer, Publicist*.
 2013-15. Sudo Room (hacker space). Oakland, Calif. *Collective Member, Publicist*.
 2014-15. The Oakland Omni Commons (post-hierarchical community space). *Organizer, Publicist*.
 2014-15. Liberated Lens (film collective). Oakland, Calif. *Collective Member*.
 2015. Oakland Spring Rising (urban farming movement). Oakland, Calif. *Organizer*.
 2011. Occupy Oakland. Oakland, Calif. *Co-creator*.
 2001. The WTO Protests. *Youth Activist, Journalist*.
 2000. The Picking Farm Advisory Committee, Advisory Committee to Issaquah City Council. Issaquah, Wash. Youth Representative.
 1996-00. The Defense of the Pickering Farm Wetlands, Wash. *Activist, Organizer*.

Selected Media Art, Games & Performance

بيان الصعود إلى السماء Flight Manifesto (social artwork). Co-author with Robert Yerachmiel Sniderman (director), 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.
 Exhibits: 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.
 Runs: Living Games Conference, 2018
 Berkeley Center for New Media, UC Berkeley 2016
 Society for Literature, Science, and the Arts (SLSA) Annual Gathering, Gallery 2016
 Meanwhile Netprov Studio 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).
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, paintings, SideQuest Gallery, Oakland, CA, opening: July 11, 2015
Cat Bloc (protest performance), director/performer. San Francisco Bay Area, 2013-15.
Break Silence, End Isolation (protest performance), director/performer. San Francisco Bay Area, 2013.
Beyond the Aether (larp), rules contributor, staff, NPC performer. Portland, OR, 2009-2012.
 Alliance Larp (formerly NERO Alliance)
 Chapters: Seattle Chapter, 2003-07, NPC Performer
 Oregon Chapter, 2005, NPC Performer, Staff Member
 Camlann Medieval Village (walkabout theatre), Carnation, WA. Performance Artist / Peasant, 1996-98.

Editing & Publishing

Slingshot Activist Newspaper. Berkeley, CA. Editorial Collective Member. 2011-present.
Subversas Magazine. online. Managing Editor. 2018-present.
 [TRIGGER]: *A Journal of Catarealism and Speculative Sexualities*. Oakland, CA. 2015. Contributing Editor.
McSweeney's. San Francisco, CA. 2011. Intern.

Ooligan Press. Portland, OR. 2009-10. Administrative Assistant.
Tin House. Portland, OR. 2008-09. Submission Evaluator.
Cerise Magazine for Women Gamers. Online. 2007-08. Staff Writer.
Jeopardy Magazine. Bellingham, WA. 2006-07. Editor-in-Chief.
The Bellingham Review. Bellingham, WA. 2005-06. Administrative Assistant.
The Fairhaven Free-Press. 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
 “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, 19 July 2012. Reprinted at Occupy.com.
 “Gender & LARP.” (2007-2008) Article Series. *Cerise Magazine for Women Gamers*. Ed. Andrea Rubenstein and Robyn Fleming. Aug. 07-Mar. 08.

Professional Affiliations

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