

Education

PhD Candidate, Cultural Studies, UC Davis, anticipated 2025.

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

Audience Choice Award, Connections 2024, Critical Hit: Counterplay & Cultural Games Studies DHI Research Cluster and the English Graduate Student Association (EGSA), UC Davis, 26 April 2024.

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.

Graduate Assistantship, The Portland Center for Public Humanities, Winter-Spring 2009.

Publications

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

"Making Sivad: Using codic campaign larp to teach in college classrooms across disciplines." Invited chapter in *Narrative Play: Interactivity, Art, and Digital Storytelling*, ed. Philip A. Klobucar, Intellect Books, University of Chicago Press, forthcoming 2024.

Invited Presentations

"Deus ex Machina in the climate code and other observations: What ecological data scientists can learn from the humanities." Interdisciplinary Graduate Research Exhibition, Graduate Center, UC Davis, 11 April 2024.

"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.

Presentations

- “Rhetoric, Magic Cards, and Climate Data Feminism: How the mechanical rhetoric of Magic: The Gathering can help us understand ethical issues in the SSP database.” Presentation for Critical Hit: Counterplay & Cultural Games Studies DHI Research Cluster and the English Graduate Student Association (EGSA), UC Davis, 26 April 2024.
- “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.
- “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, with LM Bogad and Alisha Chan. 20-22 June 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 with Osprey Lake. 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 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.
- “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 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.

- ENL 167 “20th Century African American Poetry,” Erin Gray, Department of English, Spring 2024.
- CMN 145 “Political Communication,” Magdalena Wojcieszak, Department of Communication, Winter 2024.
- CMN 141 “Media Effects,” Magdalena Wojcieszak, Department of Communication, Winter 2024.
- STS/TCS 160 “Ghost of the Machine,” Finn Brunton, Technocultural Studies Program / Cinema and Digital Media Program, Autumn 2023.
- 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 Larner, Spring 2005.

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

Research Experience

Assistant, Feminist Research Institute, UC Davis. Sarah Elizabeth McCullough. Spring 2024.

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

UC Davis Humanities Institute (DHI)

Critical Hit: Counterplay & Cultural Games Studies Research Cluster 2023-present.

Racial Justice Policy Cluster, 2020-2021.

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

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

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/

Service & Community Activities

- Mentor, ModLab: an 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*.
- 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-hierarchal community space). *Organizer, Publicist*.
- 2014-15. Liberated Lens (film collective). Oakland, Calif. *Collective Member*.
2015. Oakland Spring Rising (urban farming movement). Oakland, Calif. *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.
- Ghostwalk: A Creative Haunting of Sebome Hill*. (locative art piece), director, October 2022.
- 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 piece; netprov, larp, and exhibit of ephemera), 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), *False 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
- 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, NPC Performer, 2003-07.
Oregon Chapter, NPC Performer, Staff Member, 2005.
- 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.

- “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.
- “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.
- Cultural Studies Association (CSA), 2018-present.
- Humanities, Arts, Science, and Technology Alliance and Collaboratory (HASTAC), 2018-present.
- ModLab: The Digital Humanities Laboratory at UC Davis, 2019-present.
- Center for Tactical Performance, 2019-present.
- Society for the Social Studies of Science (4S), 2019-present.
- Union for Democratic Communications (UCD), 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.