

Curriculum Vitae

1. Personal Information

a. Current Position

Associate Professor, Department of American Studies
Director, Design Cultures & Creativity Program
Faculty member, Human-Computer Interaction Lab

b. Education

Ph.D., University of California, Los Angeles
School of Theater, Film, and Television, June 2006

Master of Arts, Claremont Graduate University, Claremont, California
English, June 2002

Bachelor of Arts, Westmont College, Santa Barbara, California
Communication Studies and English, June 2000

c. Employment

University of Maryland, College Park
Associate Professor of American Studies and the Design | Cultures + Creativity
Program (2015-Present)

Assistant Professor of American Studies and the Design | Cultures + Creativity
Program (2010-2015)

Washington State University
Assistant Professor of English and Director of the Digital Technology and Culture
Program (2007-2010)

2. Research, Scholarly, and Creative Activities

a. Books.

i. Books authored.

Delayed Response: The Art of Waiting from the Ancient to the Instant World. Yale University Press, 2018. Forthcoming.

Mobile Interface Theory: Embodied Space and Locative Media. New York: Routledge Press, 2012.

- Winner of the 2012 Book Award from the Association of Internet Researchers (AoIR)

ii. **Books edited.**

The Mobile Story: Narrative Practices with Locative Technologies. New York: Routledge Press, 2014. (Sole editor)

Foundations of Mobile Media Studies: Essential Texts on the Formation of a Field. New York: Routledge, 2016. (Sole Editor)

iii. **Chapters in books (peer reviewed).**

“Mobile Media Stories and the Process of Designing Contested Landscapes.” *Networked Self and Platforms, Stories, Connections*. Ed. Zizi Papacharissi. New York: Routledge, 2018.

“When Geolocation Meets Visualization.” *Augmented Reality: Innovative Perspectives across Art, Industry, and Academia*. Eds. Sean Morey and John Tinnell. Anderson, SC: Parlor Press, 2017.

“Location-based media.” *Dialogues on Mobile Communication*. Ed. Adriana de Souza e Silva. New York: Routledge, 2016.

“The Materiality of Locative Media: On the Invisible Infrastructure of Mobile Networks.” *Theories of the Mobile Internet: Materialities and Imaginaries*. Ed. Andrew Herman, Jan Hadlaw, and Thom Swiss. New York: Routledge, 2015: 45-59.

“Map Interfaces and the Production of Locative Media Spaces.” *Locative Media*. Ed. Rowan Wilken and Gerard Goggin. New York: Routledge, 2015: 83-93.

“Storytelling and Locative Media: Exploring the Intersection of Site-Specificity, Content, and Materiality.” *Routledge Companion to Mobile Media*. Ed. Gerard Goggin and Larissa Hjorth. New York: Routledge, 2014: 528-537.

“Locative Media.” *The Handbook of Mobilities*. Ed. Mimi Sheller, Peter Adey, David Bissell, Kevin Hannam, and Peter Merriman. New York: Routledge, 2014: 233-242.

“Historicizing Mobile Media: Locating Transformations in Embodied Space.” *The Mobile Media Reader*. Ed. Noah Arceneaux and Anandam Kavoori. New York: Peter Lang, 2012: 9-22.

“Information Cartography: Visualizations of Internet Spatiality and Information Flows.” *Composing (Media) = Composing (Embodiment)*. Ed. Kristin L. Arola and Anne Frances Wysocki. Logan, UT: Utah State University Press, 2012: 85-96.

“Gertrude Stein in QuickTime: Documenting Performance in the Digital Age.” *Complex Worlds: Digital Culture, Rhetoric, and Professional Communication*. Ed. Adrienne Lamberti and Anne R. Richards. Amityville, NY: Baywood, 2011: 79-94.

“The Virtual Artaud: Computer Virus as Performance Art.”
*TechKnowledgies: New Imaginaries in the Humanities, Arts, and
TechnoSciences*. Ed. Mary Valentis. Newcastle: Cambridge Scholars
Press, 2007: 157-167.

iv. Chapters in books (non-refereed).

“Introduction: Our Mobile Lives,” *Foundations of Mobile Media Studies:
Essential Texts on the Formation of a Field*. Ed. Jason Farman. New
York: Routledge, 2016: xi-xxi.

“Site-specificity, Pervasive Computing, and the Reading Interface.” *The
Mobile Story: Narrative Practices with Locative Technologies*. Ed. Jason
Farman. New York: Routledge, 2013: 3-16.

b. Articles in Journals.

i. Refereed Journal Articles.

“Repair and Software: Updates, Obsolescence, and Mobile Culture’s
Operating Systems.” *Continent*, 6.1 (2017): 20-24.

“Surveillance from the Middle: On Interception, Infrastructure, and the
Material Flows of Asynchronous Communication.” *Media Fields*, 11.1
(2016): [http://mediafieldsjournal.squarespace.com/surveillance-from-the-
middle/](http://mediafieldsjournal.squarespace.com/surveillance-from-the-middle/)

“Objects as Audience: Phenomenologies of Vibrant Virtuality in GPS
Art.” *Leonardo Electronic Almanac* 21.1 (2016): 196-209.

“Stories, Spaces, and Bodies: The Production of Embodied Space Through
Mobile Media Storytelling.” *Communication Research and Practice* 1.2
(2015): 101-116.

“Infrastructures of Mobile Social Media.” *Social Media + Society* 1, no. 1
(2015): 1-2.

“Creative Misuse as Resistance: Surveillance, Mobile Technologies, and
Locative Games.” *Surveillance & Society* 12.3 (2014): 377-388.

“Mobile Media Performances as Asynchronous Embodiment.”
International Journal of Screendance 2.1 (2011): 48-51.

“Mapping the Digital Empire: Google Earth and the Process of
Postmodern Cartography.” *New Media & Society* 12.6 (2010), 869-888.
(Republished in *The Map Reader: Theories of Mapping Practice and
Cartographic Representation*. Ed. Martin Dodge, Rob Kitchin, and Chris
Perkins. Oxford: Wiley-Blackwell, 2011.)

“Hypermediating the Game Interface: The Alienation Effect in Violent
Videogames and the Problem of Serious Play.” *Communication Quarterly*

58.1 (2010), 96-109.

“Surveillance Spectacles: The Big Art Group’s *Flicker* and the Screened Body in Performance.” *Contemporary Theatre Review* 19.2 (2009), 181-194.

ii. Non-Refereed Journal Articles.

“Introduction to the Social Transformations from the Mobile Internet.” *Future Internet* 4.2 (2012): 545-550.

“StoryMarker: The Design of a Storytelling Platform for Mobile Phones.” *The New Everyday*. Special issue, Rough Cuts: Media and Design in Process. Ed. Kari Kraus (2012).

<http://mediacommons.futureofthebook.org/tne/pieces/storymarker>

c. Extension Publications.

“Fidget Spinners: How Buffering Icons Shape Our Sense of Time,” *Real Life Magazine*, June 28, 2017: <http://reallifemag.com/fidget-spinners/>

“The Forgotten Kaleidoscope Craze in Victorian England.” *Atlas Obscura*, November 9, 2015. <http://www.atlasobscura.com/articles/the-forgotten-kaleidoscope-craze-in-victorian-england>

“A Manifesto for Active Learning.” *The Chronicle of Higher Education*, October 3, 2013. <http://chronicle.com/blogs/profhacker/a-manifesto-for-active-learning/52705>

“The Myth of the Disconnected Life.” *The Atlantic*, February 7, 2012. <http://www.theatlantic.com/technology/archive/2012/02/the-myth-of-the-disconnected-life/252672/#>

“Encouraging Distraction? Classroom Experiments with Mobile Media.” *The Chronicle of Higher Education*, February 9, 2012. <http://chronicle.com/blogs/profhacker/encouraging-distraction-classroom-experiments-with-mobile-media/38454>

d. Conference Proceedings (peer reviewed)

“Texting and Time: The Emotional Experience of Waiting in a Mobile Media Culture.” *Select Papers of Internet Research*, 2017.

De Souza e Silva, Adriana, Jason Farman, and Daniela de Cunto Bueno. “The Life Cycle of a Mobile Phone: Material Cultures of Manufacturing and Consumption.” *Selected Papers of Internet Research*, 2015.

“Site-Specificity, Pervasive Computing, and the Reading Interface.” *Select Papers of Internet Research*, 2014.

“Locative Life: Geocaching, Mobile Gaming, and Embodiment.” *Proceedings of the Digital Arts and Culture Conference*, 2009.

e. Encyclopedia Entries.

“Mobile Interface Theory.” *Blackwell Encyclopedia of Sociology Online*. Ed. George Ritzer (Blackwell Publishing, 2012).
http://www.sociologyencyclopedia.com/subscriber/tocnode.html?id=g9781405124331_yr2012_chunk_g978140512433119_ss1-155

f. Book Reviews

“The Transformation of Everyday Life Through Pervasive Play.” Book review of *Pervasive Games*. Eds. Markus Montola, Jaakko Stenros, and Annika Waern (Burlington, Mass.: Morgan Kaufmann, 2009) in *Journal of Gaming and Virtual Worlds* 2.3 (2010), 290-293.

“Digital Performance.” Book review of *Digital Performance* by Steve Dixon. (Cambridge, Mass.: The MIT Press) in *Contemporary Theatre Review* 17.4 (November 2007), 583-585.

“Upstaged: Making Theatre in the Media Age.” Book review of *Upstaged: Making Theatre in the Media Age* by Anne Nicholson Weber (New York: Theatre Arts Books, 2005) in *TDR: The Drama Review*, 51.4 (Winter 2007), 177-178.

“Intermediality in Theatre and Performance.” Book review of *Intermediality in Theatre and Performance*. Eds. Freda Chapple and Chiel Kattenbelt (Amsterdam: Rodolpi Press, 2006) in *Theatre Journal*, 59.2 (May 2007), 329-330.

“Virtual Theaters.” Book review of *Virtual Theaters: An Introduction* by Gabriella Giannachi (New York: Routledge, 2004) in *Theatre Journal*. 58:1 (May 2006), 364-365.

g. Creative Works and Digital Designs (Select).

Areas of Arts Practice:

Locative, mobile art; site-specific art; performance art; interface design; user experience; graphic design; web design; video and sound design

Creator, *I Will Stay*, Site-Specific Audio Performance on Mobile Devices, Center Stage Theatre, Baltimore, December 17, 2015.

User Experience and Interface Design, “Approach: Every Voice, Every Path,” iPhone app, 2013. <http://ApproachApp.org>

Creator, *StoryMarker*. iPhone app for location-based storytelling, 2010. <http://mediacommons.futureofthebook.org/tne/pieces/storymarker>

GIS Visualization, “Mapping Baltimore’s Taverns, 1796-1810,” Project with Nancy Struna and the Department of American Studies, University of Maryland, College Park, 2011.

MP3 Flash Mob. Sound design and video documentation. October 2013.
<https://www.youtube.com/watch?v=2VoPDqf6bOc>

MP3 Flash Mob. Sound design and video documentation. October 2012.
<http://www.youtube.com/watch?v=RYkJmBshk50>

Video and Sound Design, *What I Heard About Iraq*. Multimedia Performance based on the play by Simon Levy, Washington State University, October 2-3, 2008.

h. Keynotes, Conferences, and Professional Papers Presented.

i. Keynote and Plenary Addresses.

Plenary Address: “Time as Form: Temporal Readings of Media History.” Formations: Intersections of Form Across the Literary, Social, and Political, University of Maryland, College Park, March 10, 2018.

Plenary Address: “The Waiting Gain: Interpreting Time Lag in Mobile Communication.” Are You Second Offline? The Diversity of Post-Mobile Society. Kansai University, Osaka, Japan, July 2017.

Plenary Address: “Spatial Stories and the Mobile Interface.” Situation Space: How Spatial Images Define the User’s Disposition. Humboldt University, Berlin, Germany, January 2017.

Keynote Address: “Stories, Spaces, and Bodies in the Age of Mobile Media,” The Nancy Smith Distinguished Lecture Series, Coastal Carolina University, January 2015.

Keynote Address: “Storytelling with Mobile Media: The Production of Embodied Space in the Digital Age.” Australia and New Zealand Communication Association, Swinburne University, Melbourne, Australia, July 2014.

Keynote Address: “Encouraging Distraction?: Bringing Mobile Media into an Active Learning Environment.” Teaching with Technology Conference, Johns Hopkins University, May 2012.

Closing Remarks: “Becoming Advocates for Mobile Media.” International Communication Association, Mobile Communication Preconference, Phoenix, Arizona, May 2012.

Plenary Address: “Locative Life: Geocaching, Mobile Gaming, and Embodiment.” Digital Arts and Culture Conference, University of California, Irvine, December 2009.

ii. Refereed conference papers.

“Texting and Time: The Emotional Experience of Waiting in Mobile Media Culture,” Association of Internet Researchers, Estonia, October 2017.

“Loading: How Buffer Icons Shape Our Sense of Time and Our Practices of Waiting,” *Theorizing the Web*, New York, April 2017.

“Spatial Stories and the Mobile Interface,” Situation Space Conference, Humboldt University, Berlin, January 2017.

“Waiting for Word: The Emotional Experience of Waiting in Mobile Media Culture,” with Joseph Meyer. Society of Cinema and Media Studies, Atlanta, March 2016.

“The Life Cycle of a Mobile Phone: Material Cultures of Manufacturing and Consumption,” with Adriana De Souza e Silva and Daniela de Cunto Bueno. Association of Internet Researchers, Phoenix, October 2015.

“Stories, Bodies, Spaces: Digital Narrative and Social Justice,” Social Media and Technology Conference, Howard University, October 2015.

“Material Realities of Mobile Internet Culture: Production, Consumption, and E-Waste,” *Theorizing the Web*, New York, April 2015.

“Mobile, Networked, Hands-On: Theorizing and Practicing ‘Applied’ Media Studies,” Society of Cinema and Media Studies, Montreal, March 2015.

“Creative Misuse as Resistance: Surveillance, Mobile Technologies, and Locative Games,” American Studies Association, Los Angeles, CA, November 2014.

“From Kaleidoscopes to Mobile Media: A Media Archaeology of Immersion and Disconnection,” National Communication Association, Washington, DC, November 2013.

“Site-Specificity, Pervasive Computing, and the Reading Interface,” Association of Internet Researchers, Denver, CO, October 2013.

“Being Distracted in the Digital Age: American College Students and the Myth of the Disconnected Life,” Modern Language Association, Boston, MA, January 2013.

“The Mobile Internet and Materiality: Tracing the Flows of Locative Information,” Association for Internet Researchers, Manchester, UK, October 2012.

“Site-Specific Storytelling, Urban Markup, and Mobile Media.” Electronic Literature Organization Conference, Morgantown, WV, June 2012.

“The Materiality of the Mobile Internet: An Object-Oriented Approach to Mobile Networks.” *The Nonhuman Turn in 21st Century Studies*, Milwaukee, WI, May 2012.

“Materiality and Locative Media.” *Theorizing the Web*, College Park, MD, April 2012.

“Mapping Virtual Communities: Cultural Imaginaries of the Diaspora and the Production of Crisis Maps.” American Association of Geographers, New York, February 2012.

“Mobile Media Narratives: Community Histories and Oral Storytelling for the Mobile Phone Era.” American Studies Association, Baltimore, October 2011.

“The Mobile Internet and Information Landscapes.” A Decade in Internet Time: Symposium on the Dynamics of the Internet and Society, Oxford Internet Institute, September 2011.

“Embodiment in Mobile Media Performances.” Dance Technology and Circulations of the Social, MIT, April 2011.

“Locative Social Media, Alterity, and Obsolescence.” Mobilities in Motion, Philadelphia, March 2011.

“Mapping the Mobile Interface: Geolocation Meets Visualization.” National Communication Association, San Francisco, November 2010.

“Locative Life: Geocaching, Mobile Gaming, and Embodiment.” Digital Games Research Association Conference, London, England, September 2009.

“Performing Social Narrative Across Locative Media.” Association for Theater in Higher Education Conference, New York, August 2009.

“Information Cartography: Visualizations of Internet Spatiality and Information Flows.” Media in Transition Conference, Massachusetts Institute of Technology, April, 2009.

“Mapping the Digital Empire: Google Earth and the Process of Postmodern Cartography.” Visions of Humanity in Cyberculture Conference, Oxford University, England, July 2008.

“Surveillance Spectacles: The Big Art Group’s *Flicker* and the Screened Body in Performance.” Association for Theatre in Higher Education, Denver, July, 2008.

“Hypermediating the Game Interface: *Grand Theft Auto* and the Alienation Effect.” Electronic Literature Organization, Vancouver, Washington, May 2008.

“Improvisation/Interface: Subverting Script and Code in Digital Performance.” American Society for Theatre Research, Toronto, November 2005.

“The Virtual Artaud: Computer Virus as Performance Art.” Invited to present on the competitive panel *Fresh Print: Emerging Scholars*, Association for Theatre in Higher Education, San Francisco, July 2005.

“Gertrude Stein in QuickTime: The Wooster Group’s Interactive CD-ROM Performance.” Comparative Drama Conference, California State University, Northridge, April 2005.

“The Spectacle of Surveillance: Performing the Space of the Panoptic.” American Society for Theater Research, Las Vegas, November 2004.

“The Document Becomes the Performance: The Reinscription of Authority in the Wooster Group’s Interactive CD-ROM *Where Where There There Where*.” American Society for Theater Research, Duke University, November 2003.

iii. Unrefereed conference presentations.

“Mobile Media Culture.” THATCamp Virginia, University of Virginia Scholar’s Lab, December 2010.

“Site-Specific Reading and Mobile Phone Technologies.” Reading Comparatively Conference, University of Maryland, College Park, November 2010.

“Surveillance Spectacles: The Big Art Group’s *Flicker* and the Screened Body in Performance.” (dis)junctions: Malappropriation Nation, University of California, Riverside, April, 2007.

“My (Virtual) Body, My (Virtual) Self: Visualizing Subjectivity in Online Theater.” (dis)junctions: Romancing Heteroglossia, University of California, Riverside, April 2004.

“My (Virtual) Body, My (Virtual) Self: Visualizing Subjectivity in Online Theater.” BYOB: The First Annual Call for Bodies, California State University, San Marcos, April 2004.

“Hypertextuality and the Break with Patriarchal Signification in Caryl Churchill’s *The Skriker*.” Thinking Gender, University of California, Los Angeles, March 2004.

“Gertrude Stein in QuickTime: The Wooster Group’s CD-ROM.” University of California Graduate Collegium in Theater Studies, University of California, Los Angeles, February 2004.

iv. Other participation in conferences.

Pre-Conference Organizer, International Communication Association (ICA) Mobile Media Preconference, 2011-2013.

Panel Chair: “Mobile Internet Studies.” International Communication Association, Mobile Communication Preconference, May 2012.

Panel Chair: “Civic Engagement with Mobile Media.” International Communication Association, Mobile Communication Preconference, May 2012.

Panel Chair: “Bodies In the Power Network: Digital Imperialism, Virtual Labor Practices, and Community Identity in Social Media.” Chesapeake American Studies Association, George Mason University, April 2011.

Co-Chair, Mixed-Media Working Group, Association for Theatre in Higher Education (ATHE), 2008.

Pre-Conference Organizer, Association for Theatre in Higher Education (ATHE), Performance Studies Focus Group, 2007/2008.

Panel Chair: “Staging Race, Staging Place: From the Local to the Diasporic.” Association for Theatre in Higher Education, New Orleans, July 2007.

v. *Invited Talks.*

“Tactics for Waiting in the Mobile Media Age,” University of Maryland, College Park, Center for the Advanced Studies of Communities and Information, March 6, 2018.

“Waiting for Word: On the Time Spent Waiting for a Response to a Message,” University of Illinois, Chicago Department of Communication Invited Lecture, September 2016.

“Mobile Interface Theory for UX Design; or, Why You Need a Cultural Theorist on Your Team,” Human-Computer Interaction Lab Annual Symposium, May 2014.

“Bodies, Spaces, and the Mobile Interface,” UCLA Information Studies Colloquia, January 23, 2014.

“Storytelling and Mobile UX Design.” MicroStrategy, Inc., November 12, 2013.

“Historicizing Mobile Media,” Mobile Media Lab, Concordia University, Montreal, October 2013. Invited Guest Researcher, Fall 2013.

“Mobile Interface Theory for UX Design.” New York Technology Council, March 2013. Video available at: <http://youtu.be/KdJT0CmMwIc>

“Site-specific Art and Locative Media: Concluding Remarks.” Media Mobilities Colloquium. Techne Institute at the University of Buffalo, November 2012.

“Using Mobile Devices in the Classroom.” Center for Teaching Excellence, Summer Teaching Institute, University of Maryland, College Park, May 2012.

“Encouraging Distraction?: Classroom Experiments with Mobile Technology.” Innovations in Teaching with Technology Conference, University of Maryland, College Park, April 2012.

“Emerging Media, Acceleration, and Information Overload: A Media Archaeology Approach.” Cultural Studies Graduate Colloquium, George Mason University, March 2012.

“iPad Classroom: Mobile Teaching Strategies.” Office of Information Technology’s Faculty Brown Bag Workshops, University of Maryland, College Park, November 2011.

“Using Twitter in the Classroom.” Center for Teaching Excellence, University of Maryland, College Park, November 2011.

“Teaching with Mobile Technologies.” Arts & Humanities Academic Technology, Faculty Talks. University of Maryland, College Park, December 2010.

“Embodying the Mobile Interface.” Critical Theory Colloquium. University of Maryland, College Park, October 2010.

“Mapping the Mobile Interface: Geolocation Meets Visualization.” Invited speaker. Digital Dialogues, Maryland Institute of Technology in the Humanities. University of Maryland, College Park, October 2010.

“The Interface of Everyday Life: Mobile Technologies and the Embodied Space of the Internet.” Emerging Trends in the Digital Humanities Colloquium. Washington State University, March 2009.

i. Grants.

Alfred P. Sloan Foundation Book Grant for the Public Understanding of Science and Technology (2017-2018) (\$46,500)

Office of Sustainability Grant, “Sustainable Technologies Project,” University of Maryland, College Park (2017-2018) (\$33,645)

Research and Scholarship Grant, “Waiting for Word: Tracing the Experience of Waiting in War Letters, 1847-1920,” University of Maryland, College Park (2015) (\$9,000)

Future of Information Alliance / Deutsch Foundation Seed Grant for storytelling app, "Approach" (2013) (\$25,000)

College of Liberal Arts Faculty Travel Grant for Conference Travel, Washington State University (2009-2010) (\$750)

College of Liberal Arts Faculty Travel Grant for Conference Travel,
Washington State University (2008-2009) (\$750)

College of Liberal Arts Faculty Travel Grant for International Travel,
Washington State University (2007-2008) (\$1200)

Transliterations Graduate Research Grant, University of California, Santa
Barbara (2005-2006) (\$1000)

Thomas F. Marshall Travel Grant, American Society of Theatre Research
(2005) (\$750)

j. Fellowships, Prizes, and Awards.

Research and Scholarship Award (RASA), Graduate School of the
University of Maryland (Summer 2015)

Distinguished Faculty Fellowship, Digital Cultures and Creativity
Program, University of Maryland, College Park (2011-2014)

Global Outlook::Digital Humanities Essay Award, Honorable Mention for
essay “Mapping Virtual Communities: The Production of Crisis Maps and
Cultural Imaginaries of the Diaspora” (2014)

2012 Book of the Year for *Mobile Interface Theory*. Association of
Internet Researchers. (2012)

Chancellor’s Fellowship for Dissertation Research, University of
California, Los Angeles (2005-2006)

Aaron Curtis Taylor Memorial Fellowship, University of California, Los
Angeles (2004)

k. Editorships, Editorial Boards, and Reviewing Activities for Journals

Editorial Board, *Mobile Media & Communication*, 2013-2017.

Editorial Board, *Social Media & Society*, 2014-2017.

Editorial Board, *New Media & Society*, 2014-2017.

Editorial Board, *Global Performance Studies*, 2016-2017.

Reviewer, Routledge Press, manuscript proposal, 2011-2017.

Reviewer, Oxford University Press, book proposal, 2013.

Reviewer, Routledge Press, book manuscript, 2013, 2016.

Reviewer, Polity Press, book proposal, 2013.

Guest Editor, *Future Internet Journal* special issue, “Social Transformations from the Mobile Internet,” 3.6 (2011-2012).

Reviewer, *Convergence: The International Journal of Research into New Media Technologies*, 2012.

Reviewer, *The Journal of Broadcasting and Electronic Media*, 2012.

Reviewer, *Leonardo: Journal of Arts, Sciences, and Technology*, 2011.

Reviewer, *International Journal of Performance Arts and Digital Media*, 2010.

Reviewer, Cultural Studies Area for Blackwell Publishing, manuscript proposal 2009-2010.

Reviewer, *International Journal of Arts and Technology*, 2009.

Editor-in-Chief, *Extensions: The Online Journal of Embodiment and Technology*, Volume 3 (2006-2007).

Contributing Editor, *Extensions: The Online Journal of Embodiment and Technology*, Volume 2 (2005).

I. Select media coverage and expert appearances

Quoted in “The Rebirth of the Neighborhood,” *The Atlantic*, November 20, 2017, <http://www.theatlantic.com/sponsored/nest-2017/the-rebirth-of-the-neighborhood/1596/>

Quoted in “How the iPhone Revolutionized Photography,” *Cult of Mac*, June 27, 2017. <https://www.cultofmac.com/488402/iphone-photography-camera-industry/>

Featured in cover story, “The Waiting Gain: How the Time We Don’t Think About Shapes Our Lives,” *Terp Magazine*, July 1, 2016. <http://terp.umd.edu/the-waiting-gain>

Interviewed for featured story, “Mobiles are Part of A Long Lineage,” *Outlook Magazine*, November 6, 2014. <http://www.outlookindia.com/article/Mobiles-Are-Part-Of-A-Long-Lineage/292313>

Quoted in “Location Recognition Applications Filter the Noise of Social Media.” *ABC News*, October 16, 2013. http://www.abc2news.com/dpp/news/region/baltimore_county/location-recognition-applications-filter-the-noise-of-social-media

Interviewed for featured story, “Literature Apps,” *Page Magazine*, August 29, 2013 (in German). <http://www.page->

online.de/emag/technik/artikel/literatur-apps

Quoted in “Rio de Janeiro’s Favelas Find a Place on City Maps.” *Associated Press*, January 22, 2013. <https://www.yahoo.com/news/rio-janeiros-favelas-place-city-maps-182557862.html>

Quoted in “Rio’s Shantytowns Shrink — On Google Maps, At Least.” *Christian Science Monitor*, April 28, 2011, <http://www.csmonitor.com/World/Americas/2011/0427/Rio-s-shantytowns-shrink-on-Google-Maps-at-leasts>

On-air Guest “Border dispute involves Nicaragua, Costa Rica, and Google Maps.” *Marketplace Tech Report*, National Public Radio, November 19, 2010, <http://marketplace.publicradio.org/display/web/2010/11/19/tech-report-central-american-border-dispute-involves/>

Quoted in “Google Makes Foray into TV.” *Unwind Magazine*, November 2010, http://unwindmag.com/Unwind!_Magazine/November2010/tv.1.html

Quoted in “How did principal's e-mail to parents become national news?” *The Ridgewood News*, May 7, 2010, http://www.northjersey.com/news/93047214_Message_delivered.html?c=y&page=1

Quoted in “Facebook time travel: Old friends new again.” *Denver Post*, June 2, 2009, http://www.denverpost.com/ci_12497694

3. Teaching, Mentoring, and Advising

a. Courses taught

i. General Courses.

AMST 628N, “Space, Place, and Identity in the Digital Age,” (Graduate Course) Fall 2016 / Fall 2012

AMST 429L, “The Documented Life: Constructing our Digital Identities,” Summer 2014

AMST 418E, “Digital Media and Everyday Life,” Spring 2013/2014

AMST 260, “American Culture in the Information Age,” Fall 2013

AMST 429E, “Television in American Life,” Summer 2013

AMST 418B, “Digital Diversity,” Spring 2012

AMST 629I, “Materiality and Networked Society,” (Graduate Course) Fall 2011

AMST 628V, “Embodiment and Space in the Digital Age,” (Graduate Course) Fall 2010

AMST 418B, “Digital Diversity,” Fall 2010

DTC 354, “Digital Storytelling,” Summer 2010

DTC 355, “Multimedia Authoring,” Fall 2009

ENGL 595, “Electronic Literature, Gaming, and Cyberculture,” (Graduate Course) Fall 2009

DTC 478, "Usability and Interface Design," Summer 2009
DTC 355, "Multimedia Authoring," Spring 2009
DTC 375, "Language, Text, and Technology," Spring 2009
ENGL 595, "Embodiment and Space and the Digital Age," (Graduate Course) Fall 2008
DTC 477, "Advanced Multimedia Authoring," Fall 2008
DTC 478, "Usability and Interface Design," Summer 2008
DTC 355, "Multimedia Authoring," Spring 2008
DTC 475, "Digital Diversity," Fall 2007
DTC 375, "Language, Text, and Technology," Fall 2007
COMM 200, "The History of Film, Television, and Visual Mass Media," Spring 2007

ii. University Honors Courses.

HDCC 105, "Perspectives on Digital Cultures and Creativity," Design Cultures and Creativity Honors Course, Fall 2012/2013/2015/2016
HDCC 106, "Mobile Media Design and Culture," Digital Cultures and Creativity Honors Course, Spring 2015 / Summer 2016
HDCC 106, "The Rise of Digital Society," Digital Cultures and Creativity Honors Course, Spring 2014
HDCC 105, "Perspectives on Digital Cultures and Creativity," Digital Cultures and Creativity Honors Course, Fall 2012/2013
HDCC 106, "Performing the Virtual," Digital Cultures and Creativity Honors Course, Spring 2013
HDCC 106, "Hacking Social Space," Digital Cultures and Creativity Honors Course, Spring 2012
HDCC 208B, "Mobile Media Culture," Digital Cultures and Creativity Honors Course, Fall 2011

iii. Independent Studies, Tutorials, and Internship Supervision.

AMST 698, "Digital Culture and Internet Studies," Spring 2014
AMST 898, "Space, Place, and Identity in the Digital Age," Spring 2014
AMST 388, "Gender and Game Studies," Fall 2013
AMST 698, "Community, Identity, and Social Space," Spring 2013
AMST 698, "Critical Theory and Internet Studies," Spring 2013
AMST 898, "Studying Cultures of the Internet," Spring 2011
AMST 398, "Identity and Community in Digital Space," Fall 2010
Internship supervision: 44 undergraduates between Spring 2008-Spring 2010, Washington State University

b. Teaching Awards

Lilly Fellowship from the Center for Teaching Excellence, University of Maryland, College Park, 2012-2013.

c. Advising

i. Undergraduate

Instructional advisor to 10-12 undergraduates annually in American Studies, and 10 in the Design | Cultures + Creativity Program at the University of Maryland, College Park (2010-2014)

Instructional advisor to approximately 110 students annually in the Digital Technology and Culture Program, Washington State University (2007-2010).

i. Graduate

Advisor for 5-6 graduate students in American Studies (Masters and Ph.D.) annually at the University of Maryland, College Park.

iii. Other advising activities

Co-Advisor, *Powerlines*, the interdisciplinary graduate and undergraduate journal of the Department of American Studies, University of Maryland, College Park, 2011-2014.

Faculty advisor: Mobile Gaming Working Group, Digital Cultures and Creativity Program, 2013-2014.

Faculty advisor, Future of Information Alliance seed grant student group for Approach storytelling app

Advisor to Digital Technology, Arts, and Culture student club, Washington State University, 2007-2010.

Organizer and Advisor, Tri-Cities Digital Consortium, Washington State University, 2007-2009.

d. Advising: Research Direction.

i. Undergraduate.

Chair, Senior Honors Thesis, Joanna McKee, "Gender Swapping in Performance and Popular Media," University of Maryland, College Park, 2013-2014. [Winner: Best Senior Honors Thesis, May 2014]

Reader, Senior Thesis, David Blank, "Zapatista Fabric: weaving global community," University of Maryland, College Park, Spring 2011.

Reader, Senior Thesis, Eric Duke, "Identity and Community in Digital Space," University of Maryland, College Park. Fall 2010.

ii. Masters.

Chair, Alyssa Neuner, "Driving Around Los Santos: Space, Place, and Place-Making in *Grand Theft Auto V*." University of Maryland, College Park. Defended May 2014.

Chair, Lindsey Davis, "The Body Repressed/The Body Sublime: Navigating Postmodern Death in Don DeLillo's *White Noise*." Washington State University. Defended May 2010.

First Reader, Lauren Clark, "The Virtual Panopticon: Identity Creation and Surveillance on Facebook." Washington State University. Defended May 2009.

iii. **Doctoral.**

Member, Dissertation Committee, Melissa Rogers, "Soft Circuitry: Methods for Queer and Trans Feminist Maker Cultures." Department of Women's Studies, University of Maryland, College Park. Defended August 2017.

Co-Chair, Dissertation Committee, Avery Dame. "Talk Amongst Yourselves: 'Community' in Transgender Counterpublic Discourse Online, 1990-2014." Department of Women's Studies, University of Maryland, College Park. Defended May 2017.

Co-Chair, Dissertation Committee, Jarah Moesch. "Designing the Sick Body: Structuring Illness in the Techno-Material Age." Department of American Studies, University of Maryland, College Park. Dissertation Defended October 2016.

Chair, Dissertation Committee, Daniel Greene. "The Promise of Access: Hope and Inequality in the Information Economy." Department of American Studies, University of Maryland, College Park. Dissertation Defended May 2016. Winner of the Bode-Wise Dissertation Award. Placement: Microsoft Research Cambridge, Social Media Collective.

Chair, Dissertation Committee, Yujie Chen. "Invisible Labor for Data: Institutions, Infrastructure, and Virtual Space." Department of American Studies, University of Maryland, College Park. Dissertation Defended November 2015. Placement: University of Leicester.

Member, Dissertation Committee, Maria Velasquez. "Reclaiming Black Beledi: Race, Wellness, and Online Community." Department of American Studies, University of Maryland, College Park. Dissertation Defended May 2015.

Outside Reader, Dissertation Committee, Samuel Thulin, "Composing Places: Practices and Potentials of Sound Mapping and Locative Audio," Department of Communication Studies, Concordia University. Defended November, 2014.

Member, Dissertation Committee, Kelley Trigger. "FCC Digital Natives: Digital Practices and Perceptions of Value among Frederick Community College Youth." University of Maryland, College Park. Defended April 2014. Placement: Frederick Community College, Associate Vice President for Teaching and Learning.

Member, Dissertation Committee, Ben Bunting, "The Preservation of the World: Finding Alternative Wildernesses in the 21st Century Space." Washington State University. Defended May 2012. Placement: Oregon Institute of Technology.

Member, Dissertation Committee, Pam Chisum, "The Changing

Technologies of Self: A Postmodern Take on Identity.” Washington State University. Qualifying Exams Passed December 2010. Dissertation Defended May 2013. Placement: Fairfield University.

First Reader, Dissertation Committee, Chris Ritter, “Why the Humans are White: Fantasy, Modernity, and the Rhetorics of Racism in World of Warcraft.” Washington State University. Defended May 2010. Placement: Georgia Institute of Technology (Brittain Postdoctoral Fellow); Clayton State University.

Chair, Dissertation Committee, Paul Saiedi. Advanced to Candidacy, April 2014. Currently: Diversity Officer at Twitter.

Member, Dissertation Committee, Porter Olsen. Advanced to Candidacy, May 2012.

Member, Dissertation Committee, LaRonika Thomas, Department of Performance Studies, University of Maryland, College Park. Advanced to Candidacy, May 2016.

Chair, Dissertation Committee, Joseph Meyer. Department of American Studies. University of Maryland, College Park. In progress.

Member, Dissertation Committee, Michelé Prince. Department of Women’s Studies, University of Maryland, College Park. In progress.

Member, Dissertation Committee, Yuenmei Wong. Department of Women’s Studies, University of Maryland, College Park. In progress.

Member, Dissertation Committee, Melissa Rogers, Department of Women’s Studies, University of Maryland, College Park. In progress.

4. Service

a. Professional.

i. Offices and memberships held in professional organizations.

Member, National Communication Association
Member, International Communication Association
Member, Society for Cinema and Media Studies
Member, Association of Internet Researchers
Member, American Studies Association
Member, Digital Games Research Association
Member, Electronic Literature Organization

ii. Reviewing activities for agencies.

Reviewer and Member, Canada Research Chairs Program, College of Reviewers, 2015.

Reviewer, National Endowment for the Humanities, Digital Humanities Start-Up Grants, 2010/2013

b. Campus.

i. Departmental.

Program Director, Design | Cultures + Creativity Program, 2014 (began position May 2014 for a three-year term).

Bode-Wise Dissertation Award Committee, Department of American Studies, University of Maryland, College Park, 2014.

Learning Outcomes Assessment Committee, Department of American Studies, University of Maryland, College Park, 2014.

Merit Pay Committee, Department of American Studies, University of Maryland, College Park, 2014.

Graduate Admissions Committee, Department of American Studies, University of Maryland, College Park, 2012-2013.

Search Committee Member, Department of American Studies, University of Maryland, College Park, Transnational American Studies Assistant Professor Search, 2011-2012.

Redesigned Website for the US Latina/o Studies Program, University of Maryland, College Park, 2011.

Redesigned Website for the Department of American Studies, University of Maryland, College Park, 2011.

Member, Undergraduate Studies Committee, Department of American Studies, University of Maryland, College Park, 2010-2011.

Program Director, Digital Technology and Culture Program, Washington State University, 2007-2010.

Member, Undergraduate Studies Committee, Department of English, Washington State University, 2008-2010.

Search Committee Member, English Department, Washington State University, English Assistant Professor Search, 2008-2009.

Reader: English Department Graduate Student Essay Awards, 2008.

ii. College.

Member, Committee on New Technologies, University of Maryland, College Park, 2011-2013.

Search Committee Member, Digital Cultures and Creativity Program,
University of Maryland, College Park, Associate Director Position, 2011.

Organizer, Tri-Cities Digital Consortium, Washington State University,
2007-2009.

Degree and Curriculum Committee Co-Chair, Washington State
University, Master of Fine Arts Degree in Media Arts, 2007-2008.

Member: Visionary Subcommittee for the Liberal Arts, Washington State
University, 2008-2009.

Member: Public Art Committee, Washington State University, 2008.

iii. University.

Member, Graduate Council, University of Maryland, College Park, 2012-
2013.

Search Committee Co-Chair, Murrow School of Communication,
Communication Assistant Professor Search, Washington State University,
2007-2008.

Search Committee Member, Fine Arts Department, Washington State
University, Fine Arts Assistant Professor Search, 2007-2008.

4. References

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