

SARAH STANG, Ph.D.

Assistant Professor, Game Studies
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CURRENT POSITIONS

- 2022–Present *Assistant Professor, Game Studies*
Department of Digital Humanities
Brock University
- 2024–Present *Inaugural Lab Director (and co-founder)*
Society, Technology, and Applied Research (STAR) Lab
Brock University

FORMAL EDUCATION

- 2021 Ph.D., Communication and Culture, York University
Dissertation: *Maiden, Mother, and Crone: Abject Female Monstrosity in Roleplaying Games*
Committee: Dr. Jennifer Jenson (Supervisor), Dr. Jason Boyd (Reader), Dr. May Friedman, (Reader), Dr. Lauren Cruikshank (External Examiner), Dr. Natalie Coulter (Chair)
- 2016 M.A., Cinema and Media Studies, York University
Master's Thesis: *The Slippery Terminology of Video Games*
Committee: Dr. Ken Rogers (Supervisor), Dr. Janine Marchessault (Second Reader)
- 2011 B.A. (Honours with Great Distinction), History and Religious Studies (Double Major) University of Victoria
Senior Honours Thesis: *Outlaw on the Silver Screen: American Cinema During the Great Depression*
Supervisor: Dr. Jason Colby

DISTINCTIONS, AWARDS, AND GRANTS

- 2024 Dean's Discretionary Funding, Faculty of Humanities, Brock University
Amount: \$600
- 2024 Research Initiative Award, Brock University
Amount: \$7000

2024	Match of Minds Program, Brock University Amount: \$5000
2023	Vice President, Research Discretionary Fund, Brock University Amount: \$2,395.31
2023	Humanities Research Institute Research Funding, Brock University Amount: \$3,500
2023	Dean's Discretionary Fund, Faculty of Humanities, Brock University Amount: \$1,000
2022	Dean's Discretionary Fund, Faculty of Humanities, Brock University Amount: \$1,000
2022	Social Sciences and Humanities Research Council (SSHRC) Postdoctoral Fellowship (Declined) Amount: \$90,000
2020	Susan Mann Dissertation Scholarship Amount: \$23,500
2019	Mitacs Globalink Research Award Amount: \$6,000
2019	Social Sciences and Humanities Research Council (SSHRC) Michael Smith Foreign Study Supplement Amount: \$6,000
2018	Social Sciences and Humanities Research Council (SSHRC) Joseph-Armand Bombardier Canada Graduate Scholarship – Doctoral Amount: \$105,000
2017	Ontario Graduate Scholarship (OGS) Amount: \$25,000
2016	York Graduate Fellowship – Doctoral Amount: \$4,000
2016	York Graduate Scholarship Amount: \$3,000
2015	Social Sciences and Humanities Research Council (SSHRC) Joseph-Armand Bombardier Canada Graduate Scholarship – Master's Amount: \$17,500

2014 York Graduate Scholarship
Amount: \$10,000

SCHOLARLY ACTIVITIES

REFEREED PUBLICATIONS

Hyperlinks embedded where applicable

MONOGRAPHS

Stang, S. (Forthcoming 2025/2026 – under contract, undergoing revisions). *Maiden, Mother, and Crone: Female Monstrosity in Video Games*. Palgrave Macmillan.

EDITED COLLECTIONS

Stang, S., Meriläinen, M., Blom, J., & Hassan, L., (Eds.). (2025). *Monstrosity in Games and Play: A Multidisciplinary Examination of the Monstrous in Contemporary Cultures*. Amsterdam University Press. *Lead editor, wrote almost the entire introduction.

CHAPTERS IN EDITED COLLECTIONS

Cruikshank, L., **Stang, S.**, & Veysey, E. (Forthcoming 2025 – accepted for publication). The Mother of All Game Jams: Feminist Game Design, Motherhood, and Community Engagement. In A. Bhandari & S. York-Bertram (Eds.), *Feminist Digital Methods*. Concordia University Press. *Co-authored, 50% contribution.

Stang, S. (2024). “My greatest weakness? Occasionally I give a damn”: (Super)Heroic Duty, Responsibility, and Morality. In G. Lao, J. Bay, & P. Rehal (Eds.), *Diverging the Popular, Gender and Trauma AKA The Jessica Jones Anthology* (pp. 64–86). University of Calgary Press.

Stang, S. (2024). The Walking Dead: Season One. In K. Schrier, R. Kowert, D. Leonard, & T. Porkka-Kontturi (Eds.), *Learning, Education, & Games Volume 4: 50 Games to Use for Inclusion, Equity, and Justice* (pp. 227–229). ETC Press/Carnegie Mellon.

Stang, S. (2023). Desirable and Undesirable Cyborg Bodies in the *Mass Effect* Video Game Trilogy. In J. Empey & R. Kilbourn (Eds.), *Feminist Posthumanism in Contemporary Science Fiction Film and Media: From Annihilation to High Life and Beyond* (pp. 96–112). Bloomsbury.

Stang, S. (2023). Diversity. In M.J.P. Wolf & B. Perron (Eds.), *The Routledge Companion to Video Game Studies, 2nd Edition* (pp. 466–475). Routledge.

Stang, S. (2023). “When will the world learn? Women should be in charge of everything”: Lilith as Villain, Victim, and Feminist in *Chilling Adventures of Sabrina*. In H. McAlpine, R.

- Sweeney, & J. Wind (Eds.), *The Archie/Sabrina Universe: Essays on the Comics and their Adaptations* (pp. 84–104). McFarland Press.
- Stang, S. (2022). Tragic Wraiths, Seductive Sirens, and Man-Eating Vampires: Female Monstrosity in *The Witcher 3: Wild Hunt* Video Game. In A. Luko & J. K. Wright (Eds.), *Monstrosity, Identity, and Music: Mediating Uncanny Creatures from Frankenstein to Videogames* (pp. 213–232). Bloomsbury.
- Stang, S. (2021). Queer Harpies and Vicious Dryads: Hagravens, Spriggans and Abject Female Monstrosity in *Skyrim*. In M. Piero & M. Ouellette (Eds.), *Being Dragonborn: Critical Essays on The Elder Scrolls V: Skyrim* (pp. 60–74). McFarland Press.
- Stang, S. (2021). Vengeful Monsters, Shapeshifting Cyborgs, and Alien Spider Queens: The Monstrous-Feminine in Netflix's *Love, Death & Robots*. In R. Gibson & J. VanderVeen (Eds.), *Gender, Supernatural Beings, and the Liminality of Death: Monstrous Males/Fatal Females* (pp. 23–40). Lexington. *Lead chapter after introduction.
- Stang, S. (2020). “What is a feminist war game?”: A Game Jam Reflection. In J. Saklofske, A. Arbuckle, & J. Bath (Eds.), *Feminist War Games?: Mechanisms of War, Feminist Values, and Interventional Games* (pp. 101–118). Routledge.
- Stang, S. (2018). Big Daddies and their Little Sisters: Postfeminist Fatherhood in the *BioShock* Series. In J. Aldred & F. Parker (Eds.), *Beyond the Sea: Navigating BioShock* (pp. 30–57). McGill-Queens University Press. * Lead chapter after introduction.

JOURNAL ARTICLES

- Gordon, K., & **Stang, S.** (Forthcoming 2025 – accepted for publication). Weak Men and Strong Women: Portrayals of Gender-Based Violence in *Tomb Raider* and *The Witcher 3: Wild Hunt*. *Studies in the Fantastic* – Special Issue on Gendered Violence in/at/around Fantasy and Horror Video Games. *Co-authored, 50% contribution.
- Stang, S. (2022). Too close, Too Intimate, and Too Vulnerable: Close Reading Methodology and the Future of Feminist Game Studies. *Critical Studies in Media Communication*, 39(3), 230–238.
- Stang, S. (2021). Irradiated Cereal and Abject Meat: Food as Satire and Warning in the *Fallout* Series. *Games and Culture*, 17(3), 354–373.
- Stang, S., & Trammell, A. (2020). The Misogynist Ludic Bestiary: How Women are Made Monstrous in *Dungeons & Dragons*. *Games and Culture* 15(6), 730–747. *Co-authored, 60% contribution.
- Stang, S. M. (2019). (Re-)Balancing the Triforce: Gender Representation and Androgynous Masculinity in *The Legend of Zelda* Series. *Human Technology*, 15(3), 367–389.

- Stang, S. (2019). The Broodmother as Monstrous-Feminine: Abject Maternity in Video Games. *Nordlit*, 42, 233–256.
- Stang, S. M. (2019). “No one gives you a rulebook to raise a kid”: Adoptive Motherhood in *The Walking Dead* Video Game Series. *Loading...*, 12(20), 51–70.
- Stang, S. (2019). “This action will have consequences”: Interactivity and Player Agency. *Game Studies*, 19(1).
- Stang, S. (2018). Shrieking, Biting, and Licking: The Monstrous-Feminine and Abject Female Monsters in Video Games. *Press Start*, 4(2), 18–34.
- Stang, S. (2017). Big Daddies and Broken Men: Father-Daughter Relationships in Video Games. *Loading... The Journal of the Canadian Game Studies Association*, 10(16), 162–174.
- Stang, S. (2016). Player Agency in Telltale Games’ Transmedia and Cross-Genre Adaptations. *Cinephile*, 11(3), 18–25.

CONFERENCE PROCEEDINGS

- Stang, S. M. (2021). “The creature itself is nasty, but nothing really compares to the building of dread before you ever get to it”: Online Player and Developer Commentary on Female Monstrosity in Video Games. *Association of Internet Researchers (AoIR) Selected Papers of Internet Research*, 2021.
- Stang, S. (2018). Body Horror as Body Shaming: Fatness and Monstrosity in Video Games. *Abstract Proceedings of DiGRA 2018 Conference: The Game is the Message.*

UNREFEREED PUBLICATIONS

EDITOR REVIEWED JOURNAL ARTICLES

- Stang, S. (2022). Fallout, Feminism, and the Dream of Domestic Automation. *Science Fiction Studies*, 49, Part 2, 368–371.
- Stang, S. (2021). The Fiend Folio’s Female Fiends: Kelpies, Vampires, and Demon Queens. *Analog Game Studies*, 9(1).

ENCYCLOPEDIA ENTRIES

- Stang, S. (2022). Interactivity. *Encyclopedia of Ludic Terms (EoLT)*. P. Grabarczyk, E. Aarseth, I. K. H. Jørgensen, M. S. Debus, M. Vozaru, N. P. Houe, & R. K. L. Nielsen (Eds.).

BOOK REVIEWS

- Stang, S. (2020). *Feminist Media Studies*, by Alison Harvey. *Critical Studies in Media Communication* 37(4), 391–393.
- Stang, S. (2020). *Video Games Have Always Been Queer* by Bonnie Ruberg. *Information, Communication & Society*, 24(9), 1320–1322.
- Stang, S. (2018). *Queer Game Studies*. *Synoptique*, 7(2), 78–82.
- Stang, S. (2018). *Anastasia Salter, Jane Jensen. Hyperrhiz: New Media Cultures*, 18.

MIDDLE-STATE PUBLICATIONS

- Vossen, E. & **Stang, S.** (2024). *Playing as the Princess: Nintendo, Gender Roles, and Echoes of Wisdom*. *Just Tech* *Co-authored, 50% contribution.
- Brey, B., Dolan, P., Lawrence, C., & **Stang, S.** (2020, April 22). *Play During Quarantine*. *First Person Scholar*. *Co-authored, 25% contribution.
- Stang, S. (2018, March 21). *Madness as true sight in The Cat Lady and Fran Bow*. *First Person Scholar*.
- Stang, S. (2017, October 25). *Friendship, intimacy, and play-by-post roleplaying*. *First Person Scholar*.
- Stang, S. (2016, December 7). *Controlling fathers and devoted daughters: Paternal authority in BioShock 2 and The Witcher 3: Wild Hunt*. *First Person Scholar*.

COMMISSIONED SCHOLARLY ARTICLES/BLOG POSTS

- Stang, S. (2022, September 5). *Fatness, Maternity, and Hybrid Female Monstrosity: God of War II's Euryale*. *In Media Res: A Media Commons Project*.
- Stang, S. (2017). *Identity Crises, Memory Loss, and Ghostly Dreams: Final Fantasy and Player-Avatar Identification*. *Tech Sematary, 1* [Zine]. October.
- Stang, S. (2016). *Mother, Maiden, & Crone*. *Unwinnable*, 3(7) [Digital magazine]. July.

NON-ACADEMIC PUBLICATIONS

- Stang, S. (2023, December 17). *Buying indie video games over the holidays can help make the industry more ethical and fair*. *The Conversation*.

PAPERS PRESENTED

INVITED KEYNOTE PRESENTATIONS

Stang, S. (2023). *The Pitfalls and Potentials of Interdisciplinary Graduate Studies in the Humanities*. Brock University Humanities Graduate Student Symposium. March 25.

Stang, S. (2023). *Identity, Embodiment, and Monstrosity: Playing as the Nonhuman Other*. Culture at Play: Avatars, Players, and Others. University of Freiburg, Germany. Mar. 10.

Stang, S. (2021). *Succubi, Sirens, Harpies, and Hags: Unpacking Misogynistic Female Monstrosity in Games*. Tampere University Game Research Lab Spring Seminar. April 20–22.

INVITED TALKS AND PRESENTATIONS

Stang, S. (2023). *Re-Balancing the Triforce: Gender Representation in The Legend of Zelda*. The Legend of Zelda: Exploring the Legacy of Breath of the Wild. Japan Foundation of New York Pop Culture series, Arts & Cultural Exchange Program. August 17.

Stang, S. (2023). *Monstrosity and Motherhood in A Vampire Story*. Brock University Department of Dramatic Arts Public Research Panel. March 8.

Stang, S. (2023). *Virtual Panel (Oct 2023): Sarah Stang*. CAR-PGa: The Committee for the Advancement of Role-Playing Games. October 19.

Stang, S. (2023). *Sirens, Gorgons, and Harpies (oh my!): Video Games and the Reimagined Mythical Monster*. Brock University Classics Department. February 27.

Stang, S. (2023). *Re-Balancing the Triforce: Gender, Cross-Dressing, and Heroism*. Network for the Cultural Study of Videogaming: Queer Links to Zelda. UNC Greensboro. Feb. 24.

Stang, S. (2022). *Wicked Witches, Hideous Harpies, and Seductive Sirens: Monstrous Women in Video Games*. Brock Talks series. October 24.

Stang, S. (2021). *Representation and Identification in Roleplaying Games*. RPGs, Community, and Inclusion. Organized by Game in Lab, Asmodee Canada, York University's Institute for Research on Digital Literacies (IRDL), and Ryerson University's Centre for Digital Humanities. June 11.

REFEREED CONFERENCE PRESENTATIONS

Stang, S. (2024). *Game Design, Motherhood, and Feminist Collaboration: Running "The Mother of All Game Jams."* Canadian Game Studies Association (CGSA). Montreal, Quebec. June 15–18.

- Stang, S. (2023). *Teaching Feminist Game Studies*. Canadian Game Studies Association (CGSA). Virtual conference. June 6–9.
- Stang, S. (2023). *Playful Cats, Chaotic Geese, and Man-Eating Sharks: Nonhuman Animal Protagonists in Video Games*. Canadian Game Studies Association (CGSA). Virtual conference. June 6–9.
- Stang, S. (2023). *Missing, Murdered, or Mutated: The Portrayal of Mothers in Video Games*. Canadian Communication Association (CCA) at the Congress of the Humanities and Social Sciences, Toronto, Ontario. May 30–June 2.
- Stang, S. (2023). *Agency, Control, and Dominance: Player Choice as Power Fantasy in Dragon Age and Mass Effect*. 73rd Annual International Communication Association (ICA), Toronto, Ontario, Canada. May 25–29
- Stang, S. (2022). *Physical Disability and Villainy: Examining Arcane’s Ableist Tropes*. Canadian Game Studies Association (CGSA). Virtual conference. May 31–June 3.
- Stang, S. (2022). *Mutated, Infected, and Misogynistic Monstrosity: The ‘Techno-Zombie’ in BioWare’s Mass Effect Video Game Series*. 72nd Annual International Communication Association (ICA), Paris, France. May 26–30.
- Stang, S. (2022). *The Portrayal of Old Women in Video Games: Hideous Hags, Wicked Witches, and Cackling Crones*. Canadian Communication Association (CCA) at the Congress of the Humanities and Social Sciences. Virtual conference. May 12–20.
- Stang, S. (2021). “*The creature itself is nasty, but nothing really compares to the building of dread before you ever get to it*”: *Online player and developer commentary on female monstrosity in video games*. The Association of Internet Researchers (AoIR). Virtual conference. October 13–16.
- Stang, S. (2021). *Vengeful Monsters, Shapeshifting Cyborgs, and Alien Spider Queens: The Monstrous-Feminine in Netflix’s Love, Death & Robots*. 71st Annual International Communication Association (ICA). Virtual conference. May 27–31.
- Stang, S. (2021). *Sexualized Female Monstrosity: The Video Game Succubus as Pet, Monster, and Demon*. 71st Annual International Communication Association (ICA). Virtual conference. May 27–31.
- Stang, S. (2021). *Queer Harpies and Vicious Dryads: Abject Female Monstrosity in Skyrim*. Canadian Game Studies Association (CGSA) at the Congress of the Humanities and Social Sciences, Edmonton, Alberta. Virtual conference. May 27–31.
- Stang, S. (2021). “*When will the world learn? Women should be in charge of everything*”: *Lilith as Villain, Victim, and Feminist in Chilling Adventures of Sabrina*. Canadian Communication Association (CCA) at the Congress of the Humanities and Social Sciences, Edmonton, Alberta. Virtual conference. May 27–31.

- Stang, S. (2021). *Publish and prevail: Graduate student guidance for academic publishing* [Roundtable]. Canadian Communication Association (CCA) at the Congress of the Humanities and Social Sciences, Edmonton, Alberta. Virtual conference. May 27–31.
- Stang, S. (2021). *Mutated and Monstrous Mothers: The Abject Pregnant Body in Video Games*. The Society for Cinema and Media Studies (SCMS). Virtual conference. March 17–21.
- Stang, S. (2021). *Video Games and/as Representation: Teaching the Importance of Diversity in Interactive Storytelling*. Modern Language Association (MLA), Toronto, Ontario. Virtual conference. January 7–10.
- Stang, S. (2020). *Memory Loss, Identity Crises, and Ghostly Dreams: Final Fantasy and Player-Avatar Identification*. Foundations of Digital Games (FDG), Malta. Virtual conference. Sept. 15–18.
- Stang, S. (2020). *Queer Harpies and Vicious Dryads: Abject Female Monstrosity in Skyrim*. Canadian Game Studies Association (CGSA) at the Congress of the Humanities and Social Sciences, Vancouver, British Columbia. June 3–5. (Conference cancelled due to COVID-19).
- Stang, S. (2020). “When will the world learn? Women should be in charge of everything”: *Lilith as Villain, Victim, and Feminist in Chilling Adventures of Sabrina*. Canadian Communication Association (CCA) at the Congress of the Humanities and Social Sciences, London, Ontario. June 2–5. (Conference cancelled due to COVID-19).
- Stang, S. (2020). *Cyborgs, Shape-Shifters, and Alien Spider Women: The Monstrous-Feminine in Netflix’s Love, Death & Robots*. Film Studies Association of Canada (FSAC) at the Congress of the Humanities and Social Sciences, London, Ontario. June 2–4. (Conference cancelled due to COVID-19).
- Stang, S. (2020). *Mutated and Monstrous Mothers: The Abject Pregnant Body in Video Games*. The Society for Cinema and Media Studies (SCMS), Denver, Colorado. April 1–5. (Conference cancelled due to COVID-19).
- Stang, S. (2020). “Let no man hold power over you”: *Lilith as the Monstrous-Feminist in Chilling Adventures of Sabrina*. Riverdale: A Land of Contrasts conference, Abbotsford, British Columbia. March 13.
- Stang, S. (2019). *Sexualized Hybrid Monstrosity: The Ludic Spider Woman as Literal Black Widow*. Re-Figuring Innovation in Games (ReFiG), Toronto, Ontario. November 7–9.
- Stang, S. (2019). *Spider-Women, Hybridity, and Female Monstrosity in Role-Playing Games*. Canadian Game Studies Association (CGSA) at the Congress of the Humanities and Social Sciences, Vancouver, British Columbia. June 5–7.

- Stang, S. (2019). *Deconstructing Silos: Creating a Conversation Between Industry and Academia*. Film Studies Association of Canada (FSAC) at the Congress of the Humanities and Social Sciences, Vancouver, British Columbia. June 4–6.
- Stang, S. (2019). *Killing Monstrous Mothers: Mutated Broodmothers and Abject Reproduction in Video Games*. Canadian Communication Association (CCA) at the Congress of the Humanities and Social Sciences, Vancouver, British Columbia. June 3–6.
- Stang, S. (2019). *Balancing the Triforce: Gender Representation and Androgynous Masculinity in the Legend of Zelda Series*. International Communication Association (ICA), Washington, DC. May 24–28.
- Stang, S. (2019). *Madness as True Sight in The Cat Lady and Fran Bow*. International Communication Association (ICA), Washington, DC. May 24–28.
- Stang, S. (2019). *Interactivity*. International Communication Association (ICA), Games + Communications Ante-Conference, Washington, DC. May 24–28.
- Stang, S. (2019). *Witches, Hags, and Crones: Old Age and Female Monstrosity in Video Games*. The Society for Cinema and Media Studies (SCMS), Seattle, Washington. March 13–17.
- Stang, S. & Trammell, A. (2018). *The Monster Manual as Patriarchal Bestiary: Misogynistic Tropes of Female Monstrosity in Dungeons & Dragons*. Re-Figuring Innovation in Games (ReFiG), Vancouver, British Columbia. October 25–27.
- Stang, S. & Dorey, S. (2018). *Play-By-Post Roleplaying: Ludic Structures, Creative Play, and Queer Identity*. Queerness and Games Conference (QGCon). Montreal, QC. Sept. 29–30.
- Stang, S. (2018). *Body Horror as Body Shaming: Fatness and Monstrosity in Video Games*. Digital Games Research Association (DiGRA). Turin, Italy. July 25–28.
- Stang, S. (2018). *How to Parent in the Zombie Apocalypse: Familial Bonds in The Walking Dead Video Game Series*. Canadian Game Studies Association (CGSA) at the Congress of the Humanities and Social Sciences, Regina, Saskatchewan. May 30–June 1.
- Stang, S. (2018). *Vengeance, Trauma, and Backstory: Narratives of Abuse and Sexual Assault in Video Games*. Canadian Communication Association (CCA) at the Congress of the Humanities and Social Sciences, Regina, Saskatchewan. May 30–June 1.
- Stang, S. (2018). *Ableism, Ageism, Fatness, and the Monstrous-Feminine in Video Games*. The Society for Cinema and Media Studies (SCMS), Toronto, Ontario. March 14–18.
- Stang, S. (2017). *Sexy Succubi and Abject Mothers: The Monstrous-Feminine in Video Games*. Re-Figuring Innovation in Games (ReFiG), Edmonton, Alberta. October 11–12.

- Stang, S. (2017). *Gender and Androgyny in The Legend of Zelda Series*. Replaying Japan, Rochester, New York. August 21–23.
- Stang, S. (2017). *Sexy Aliens and Abject Monsters: The Representation of Nonhuman Women in Video Games*. Canadian Game Studies Association (CGSA) at the Congress of the Humanities and Social Sciences, Toronto, Ontario. May 31–June 2.
- Stang, S. (2017). “*My greatest weakness? Occasionally I give a damn*”: *Duty, Responsibility, and Morality in Jessica Jones*. Canadian Communication Association (CCA) at the Congress of the Humanities and Social Sciences, Toronto, Ontario. May 31–June 2.
- Stang, S. (2017). *Player Agency in Telltale Games’ Transmedia and Cross-Genre Adaptations*. Film Studies Association of Canada (FSAC) at the Congress of the Humanities and Social Sciences, Toronto, Ontario. May 27–29.
- Stang, S. (2017). *The Legend of Zelda: Gender, Androgyny, and Conservatism*. Popular Culture Association (PCA) / American Culture Association (ACA), San Diego, California. April 12–15.
- Stang, S. (2017). *Scholar Identity and Positionality in Research Practice* [Roundtable]. Intersections/Cross-Sections Graduate Conference, Toronto, Ontario. March 10–11.
- Stang, S. (2016). *Video Games: Meanings and Modalities* [Roundtable]. Future Communications Conference, December 9.
- Stang, S. (2016). *Gender Representation in The Legend of Zelda Series*. Re-Figuring Innovation in Games (ReFiG), Montréal, Québec. October 27–29.
- Stang, S. (2016). “*This Action Will Have Consequences*”: *Interactivity and Player Agency*. Meaningful Play, East Lansing, Michigan. October 20–22.
- Stang, S. (2016). *Big Daddies and Broken Men: Postfeminist Fatherhood in Video Games*. Canadian Game Studies Association (CGSA) at the Congress of the Humanities and Social Sciences, Calgary, Alberta. June 1–3.
- Stang, S. (2016). *Big Daddies and Broken Men: Postfeminist Fatherhood in Video Games*. Popular Culture Association of Canada (PCAC), Montréal, Québec. May 12–14.
- Stang, S. (2016). *Role-Playing and Performance: Identification with the Avatar in Video Games*. Intersections/Cross-Sections Graduate Conference, Toronto, Ontario. March 11–12.
- Stang, S. (2016). *Parenthood in Post-Apocalyptic Video Games*. Play/Rewind Communication Graduate Caucus Conference, Ottawa, Ontario. March 3–4.
- Stang, S. (2016). *Familial Melodramas in Dystopian and Post-Apocalyptic Video Games*. Sightlines Graduate Cinema Studies Conference, Toronto, Ontario. February 26–27.

Stang, S. (2016). *Immersion, Interactivity, Agency: The Slippery Terminology of Video Game Studies*. Film Studies Association of Canada Graduate Un-Colloquium, February 18–20.

Stang, S. (2015). *Immersion, Identification, and Agency: How Current Discourses Are Shaping the Cultural and Academic Understanding of Video Games and Future Gaming Technologies*. Future Communications Conference, Toronto, Ontario. December 11.

Stang, S. (2015). *Interactivity, Agency, and Identification: The Slippery Terminology of Video Games*. Future Cinema Conference, Toronto, Ontario. December 2.

Stang, S. (2015). *Colourful Characters and Bad Men: The Italian-American Gangster on Screen*. Film & History Conference, Madison, Wisconsin. November 4–8.

Stang, S. (2014). *Outlaw on the Silver Screen: American Cinema During the Great Depression*. Imagining Crisis Graduate Student Conference, Toronto, Ontario. November 21–23.

UNREFEREED ACADEMIC PRESENTATIONS (COMMITTEE SELECTED)

Stang, S. (2024). *Motherhood, Gameplay, and Feminist Game Jams*. Humanities Research Institute Spring Symposium, Brock University, April 15.

Stang, S. (2022). *Game Studies and Graduate Students: The Importance of Graduate-Level Game Scholarship*. Humanities Research Institute Fall Symposium, Brock University, Dec. 12.

Stang, S. (2021). The data is in: Now what? Metatopia – The Game Design Festival. Convention for gaming industry professionals organized by Double Exposure, Inc. Oct. 29–31.

OTHER SCHOLARLY ACTIVITIES

CONFERENCE, PANEL, EVENT, AND TALK ORGANIZATION AND FACILITATION

In planning and preparation: Organizer and facilitator – “Digital Intimacies and Sexual Technologies.” Invited public research talk and roundtable. Brock University, planned for March 2025.

Co-organizer – Canadian Game Studies Association (CGSA) annual conference in association with Congress of the Humanities and Social Sciences, McGill/Concordia University, June 14–18, 2024.

Organizer and facilitator – “Networked Futility: On the Anti-Politics of Social Media.” Invited public research talk by Katherine Cross. Brock University, March 19, 2024.

Organizer and facilitator – “The Mother of All Game Jams.” Brock University, February 24–25, 2024.

Co-organizer and facilitator – International Communication Association Game Studies Division Pre-Conference. University of Toronto, Mississauga, May 25, 2023.

Organizer and facilitator – “Blackness in/and Games: A Conversation with Dr. Kishonna Gray.” Invited public research talk. Brock University, March 22, 2023.

Organizer, facilitator, and mentor/speaker – “Academic FAQs: A mentorship and information roundtable series with the *Press Start* editorial board.” Five-part series, held online, 2020–2021.

Panel organizer and chair – “Queer Hybrids, Scary Angels, and Genital Monsters: Unpacking Gendered Monstrosity in Digital Games.” Canadian Game Studies Association (CGSA) at the Congress of the Humanities and Social Sciences, London, Ontario. June 3–5, 2020. Conference postponed to 2021 due to COVID-19.

Panel organizer and co-chair – “Maternal and Pregnant Bodies in Games.” The Society for Cinema and Media Studies (SCMS), Denver, Colorado. April 1–5, 2020. Conference postponed to 2021 due to COVID-19.

Session organizer, facilitator, and presenter – “The Canadian Video Game Industry Workshop.” DM@Xtra Graduate Student Workshop, September 27, 2019.

Panel organizer and chair – “Ludic Monstrosity: The Marginalized ‘Other’ in Games.” Canadian Game Studies Association (CGSA) at the Congress of the Humanities and Social Sciences, Vancouver, British Columbia. June 5–7, 2019.

Co-organizer and scheduling chair – Intersections/Cross-Sections Graduate Student Conference and Art Exhibition, March 2019.

Panel organizer and co-chair – “Monstrous Representations: The Politics of Monsters in Video Games.” The Society for Cinema and Media Studies (SCMS), Seattle, Washington. March 13–17, 2019.

Social media manager – DM@X, Toronto, Ontario. January 2019.

Social media manager and student liaison – DM@Xtra Graduate Student Workshop, University of Toronto, Toronto, Ontario. September 28, 2018.

Panel organizer and chair – “Parenthood and Dadification in Digital Games.” Canadian Game Studies Association (CGSA) at the Congress of the Humanities and Social Sciences, Regina, Saskatchewan. May 30–June 1, 2018.

Panel organizer and chair – “Monstrosity, Disability, and Mental Illness: Unpacking Gendered

Tropes in Video Games.” The Society for Cinema and Media Studies (SCMS), Toronto, Ontario. March 14–18, 2018.

Facilitator and organizer – “Video Game Demo & Workshop Series.” York University, 2017–2018.

Tech support and social media manager – Public Art Symposium: New Ways of Thinking & Working, York University, Toronto, Ontario. May 19, 2017.

Media and art organizer (Student Intern) – Visible Evidence XXII Conference, York University, August 2015.

INTERVIEWS

Byers, J. (2025, March 7). Sarah Stang, et al., “Monstrosity in Games and Play”: An interview with Sarah Stang. New Books Network.

Ng, C. (2024, May 11). Gamergate was 10 years ago. How has hate in online spaces changed since then? *The Globe and Mail*. (Also published in *CTV News Toronto*).

Heslop, B. (2024, Feb. 15). *Newstalk 610 CKTB*. Radio interview.

Minaker, G. (2024, Feb. 13). Brock game jam series puts spotlight on motherhood. *The Brock News*.

Theriault, C. (2023, December 28). *Middays on 630 CHED*. Radio interview.

Minaker, G. (2023, November 22). How to select video games mindfully this holiday season: Brock expert. *The Brock News*.

Fuller, P. (2023, May 26). Players celebrate the queerness in ‘The Legend of Zelda.’ When will Nintendo? *Xtra Magazine*.

Studying Pixels Podcast. (2022, November 27). Episode 60: “True Sight (with Sarah Stang).”

Innes, A. (2022, September 15). Season 4, Episode 1: “Monsters are People, Too.” *Foreword: Introducing the Humanities*.

Routhier, Z. (2022, August 6). Pas de limites pour les Studios Shishi. *Radio-Canada*.

Innes, A. (2022, July 22). New prof’s research takes on video game monsters. *The Brock News*.

Nawaz, H. (2021, November 8). Dr. Sarah Stang and representing the feminine ‘other’ in video games. *The Brock Press*.

Bigley, J. II. (2020, February 24). How *The Legend of Zelda* prepared us to play the princess.

Electronic Gaming Monthly.

PODCASTS

First Person Podcast. (2020, April 30). Episode 34: “Can You Pet the Dog?”

First Person Podcast. (2020, February 28). Episode 32: “Romance in Gaming.”

RESEARCH CITED AND FEATURED IN MEDIA PUBLICATIONS

Minaker, G. (2024, May 7). Community-crafted ‘motherhood’ games to shine on Mother’s Day weekend. *The Brock News.*

Minaker, G. (2024, February 13). Brock game jam series puts spotlight on motherhood. *The Brock News.*

Wright, A. (2023, October 19). How queerness became calamity in Tears of the Kingdom. *Polygon.*

The Slovenly Trulls podcast. (2022, March 1). Episode 13: Women Are Monsters.

Erkkilä, V. (2021, March 7). Deceivers, seducers, mothers – Female monstrosity in Dungeons & Dragons. PlayLab! – Game Research Highlights.

Erakanto, S. (2021, February 14). Interactive Illusions – Where Player Agency Lies. PlayLab! – Game Research Highlights.

Games Institute. (2018, September 12). Shawn Dorey and Sarah Stang: Play-by-post-roleplaying and Queer Identity. Games Institute, University of Waterloo.

EXECUTIVE POSITIONS IN PROFESSIONAL ORGANIZATIONS

2024–2025 Posthumanism Research Institute Executive Committee, Brock University.

2023–2025 At-Large Representative, Canadian Game Studies Association.

2023–Present Humanities Research Institute Advisory Board, Brock University.

2022–2024 Secretary, International Communication Association Game Studies Division.

2016 Secretary, Graduate Film Student Association, York University.

OTHER ACADEMIC POSITIONS HELD

2019 *Visiting Scholar*
University of California, Irvine

Hosted by Dr. Aaron Trammell

- 2018–2020 *Teaching Assistant*
HUMA 1950: Concepts of Male and Female in the West
York University – Department of Humanities
- 2018 *Research Assistant*
Dr. Suzanne de Castell, University of Ontario Institute of Technology
Play, Perception, and Cognition Study
- 2017–2018 *Graduate Assistant*
Dr. Jennifer Jenson, York University
Re-Figuring Innovation in Games (ReFIG) SSHRC-funded Partnership Grant
- 2017–2018 *Research Assistant – Social Media Manager*
Dr. Jennifer Jenson, York University
Re-Figuring Innovation in Games (ReFIG) SSHRC-funded Partnership Grant
- 2016–2017 *Teaching Assistant*
SOSC 1140: Self, Culture, and Society
York University – Department of Social Science
Note: Also taught Foundational Skills (one additional tutorial hour dedicated to teaching foundational reading, writing, and critical thought skills)
- 2016 *Research Assistant*
Dr. Jennifer Jenson, York University
Re-Figuring Innovation in Games (ReFIG) SSHRC-funded Partnership Grant
- 2015 *Teaching Assistant*
FILM 2200: Cinema, Modernity, and Technology
York University – Department of Cinema & Media Arts
- 2014–2015 *Research Assistant*
Dr. Janine Marchessault & Dr. Aleksandra Kaminska, York University
PUBLIC Journal

MEMBERSHIPS

The Association of Internet Researchers (AoIR)

Canadian Communication Association (CCA)

Canadian Game Studies Association (CGSA)

Digital Game Research Association (DiGRA)

Film Studies Association of Canada (FSAC)

International Communication Association (ICA) Game Studies Division

Modern Language Association (MLA)

Society for Cinema and Media Studies (SCMS) Game Studies Special Interest Group

Brock University Humanities Research Institute (HRI)

Brock University Social Justice Research Institute (SJRI)

Brock University Posthumanism Research Institute (PRI)

CONFERENCE PANEL CHAIRING

Panel chair and organizer – “Queer Hybrids, Scary Angels, and Genital Monsters: Unpacking Gendered Monstrosity in Digital Games.” Canadian Game Studies Association (CGSA) at the Congress of the Humanities and Social Sciences, London, Ontario. June 3–5, 2020. Conference postponed to 2021 due to COVID-19.

Panel co-chair and organizer – “Maternal and Pregnant Bodies in Games.” The Society for Cinema and Media Studies (SCMS), Denver, Colorado. April 1–5, 2020. Conference postponed to 2021 due to COVID-19.

Panel chair – “Exploring Games, VR, and Mental Landscapes.” PostScript, Toronto, Ontario. October 16, 2020.

Panel chair and organizer – “Ludic Monstrosity: The Marginalized ‘Other’ in Games.” Canadian Game Studies Association (CGSA) at the Congress of the Humanities and Social Sciences, Vancouver, British Columbia. June 5–7, 2019.

Panel co-chair and organizer – “Monstrous Representations: The Politics of Monsters in Video Games.” The Society for Cinema and Media Studies (SCMS), Seattle, Washington. March 13–17, 2019.

Panel chair – “Diverse Representation in Games.” Canadian Game Studies Association (CGSA) at the Congress of the Humanities and Social Sciences, Regina, Saskatchewan. May 30–June 1, 2018.

Panel chair and organizer – “Parenthood and Dadification in Digital Games.” Canadian Game Studies Association (CGSA) at the Congress of the Humanities and Social Sciences, Regina, Saskatchewan. May 30–June 1, 2018.

Panel chair and organizer – “Monstrosity, Disability, and Mental Illness: Unpacking Gendered Tropes in Video Games.” The Society for Cinema and Media Studies (SCMS), Toronto,

Ontario. March 14–18, 2018.

Panel chair – “Politics in Recent Games.” Canadian Game Studies Association (CGSA) at the Congress of the Humanities and Social Sciences, Toronto, Ontario. May 31–June 2, 2017.

Panel chair – “Acting, Adaptation, Auteurism.” Film Studies Association of Canada (FSAC) at the Congress of the Humanities and Social Sciences, Toronto, Ontario. May 27–29, 2017.

ACADEMIC EDITORIAL WORK

2023–Present Advisory Board, *Eludamos* Journal.

2022–Present Board of Reviewers, *Game Studies* Journal.

2018–2022 Editor-in-Chief, Editorial Board, *Press Start* Journal.

2018–2020 Essays Section Head, Editorial Board, *First Person Scholar*.

PEER REVIEWING – ARTICLE ABSTRACTS AND EXTENDED ABSTRACTS

2022 Game Analysis Perspectives Conference.

2021 The Association of Internet Researchers (AoIR) Conference.

2019–2025 Digital Games Research Association (DiGRA) Doctorial Consortium.

2018–2025 Canadian Game Studies Association (CGSA) Conference.

2018–2021 Digital Games Research Association (DiGRA) Conference.

2018 Digital Games Research Association (DiGRA) Nordic Conference.

PEER REVIEWING – FULL ARTICLES

2025 *European Journal of Women’s Studies*.

2024 *Media and Communication*.

2024 *Women, Gender & Research*.

2023–2024 *Eludamos*.

2023–2024 *Information, Communication & Society*.

2022–2025 *Game Studies*.

2022	<i>Feminist Studies.</i>
2022	<i>Journal of Electronic Gaming and Esports.</i>
2021	<i>Journal of Gaming & Virtual Worlds.</i>
2020–2025	<i>Feminist Media Studies.</i>
2020–2021	<i>New Media & Society.</i>
2020	<i>Games & Culture.</i>
2019	<i>Aeternum: The Journal of Contemporary Gothic Studies.</i>
2019	<i>Convergence.</i>
2018–2024	Hawaii International Conference on System Sciences (HICSS).
2018–2023	International Communication Association (ICA) Conference.
2018	Digital Games Research Association (DiGRA) Nordic Conference.
2018	<i>Nordlit.</i>
2018	Re-Figuring Innovation in Games (ReFiG) Conference.
2017–2021	<i>Loading: The Journal of the Canadian Game Studies Association.</i>
2017–2021	<i>Press Start.</i>
2017	<i>Rally: Journal of Media Activism and Social Justice</i>
2017	<i>Stream: Inspiring Critical Thought.</i>
2016	<i>Wide Screen.</i>

PEER REVIEWING – BOOK PROPOSALS AND MANUSCRIPTS

2024	Book proposal – Canadian Scholars Press.
2024	Book manuscript – De Gruyter.

PEER REVIEWING – EXTERNAL GRANT APPLICATIONS

- 2025 UK Research and Innovation (UKRI), ESRC responsive mode: research grants round two
- 2024 Social Science and Humanities Research Council, Insight Grant Application.

RESEARCH PROFESSIONAL DEVELOPMENT

Humanities Research Institute Grant Writing Workshop, Brock University, May 1, 2023.

Media Policy Working Group, York University, 2018–2020.

Oxford Internet Institute Summer Doctoral Programme, July 2018.

Re-Figuring Innovation in Games (ReFIG) Game Jam: “Feminist War Games,” OCAD University, March 24–26, 2017.

Re-Figuring Innovation in Games (ReFIG) Community Research Workshop, York University, April 4, 2016.

TEACHING ACTIVITIES

COURSES DEVELOPED AND TAUGHT AT BROCK UNIVERSITY

- Fall 2024 *IASC 1P04: New Media and Games*
55 students
Brock University – Department of Digital Humanities GAME Program
- IASC 4V70: Advanced Topics in Game Design*
Designing Compelling Characters
20 Students
Brock University – Department of Digital Humanities GAME Program
*Note: This course will be offered as a permanent course (*IASC 3P91: Characters and Creatures in Interactive Media*) starting in Fall 2025
- Winter 2024 *GAME 5P71: Constructing Identity in Games and Gaming Culture*
8 Students
Brock University – Department of Digital Humanities
Graduate Program in Game Studies
- IASC 3P06: Game Criticism*
30 Students
Brock University – Department of Digital Humanities GAME Program
- Fall 2023 *IASC 1P04: New Media and Games*
52 students

Brock University – Department of Digital Humanities GAME Program

IASC 4V70: Advanced Topics in Game Design

Designing Compelling Characters

12 Students

Brock University – Department of Digital Humanities GAME Program

Winter 2023

GAME 5P71: Constructing Identity in Games and Gaming Culture

6 Students

Brock University – Department of Digital Humanities

Graduate Program in Game Studies

IASC 3P06: Game Criticism

30 Students

Brock University – Department of Digital Humanities GAME Program

Fall 2022

IASC 1P04: New Media and Games

50 students

Brock University – Centre for Digital Humanities GAME Program

COURSES DEVELOPED AND TAUGHT AT OTHER INSTITUTIONS

Winter 2021

EAC879: Game On: Connecting Narrative Worlds

Online course

35 students

Seneca College – School of English & Liberal Studies

Winter 2020

EAC879: Game On: Connecting Narrative Worlds

25 students

Seneca College – School of English & Liberal Studies

COM101: Communicating Across Contexts

25 students

Seneca College – School of English & Liberal Studies

Fall 2019

COM101: Communicating Across Contexts

2 sections, 65 students total

Seneca College – School of English & Liberal Studies

GRADUATE SUPERVISIONS

Supervisor, 2024–2026. MA in Game Studies, Thesis: Victoria Zinga. Brock University. In progress.

Supervisor, 2023–2025. MA in Game Studies, Major Research Project: Hailey Davidson. Brock University. In progress.

Supervisor, 2022–2025. MA in Game Studies, Major Research Project: Clive Green. Brock University. In progress.

Supervisor, 2022–2024. MA in Game Studies, Major Research Project: Tony Payment. *Imagining Early Medieval England Through Video Games*. Brock University. Completed.

SECOND READER

Second Reader, 2025–2026. MA in Game Studies, Major Research Project: Monique Brown. Brock University. In progress.

Second Reader, 2025–2026. MA in Game Studies, Major Research Project: Iris Chiu. Brock University. In progress.

Second Reader, 2024–2025. MA in Game Studies, Major Research Project: Renan Santiago. Brock University. In progress.

Second Reader, 2024–2025. MA in Game Studies, Major Research Project: GA Alexander. Brock University. In progress.

Second Reader, 2023–2024. MA in Game Studies, Major Research Project: Kai Moiseeva. *Negotiating Narrative Normativity: Non-monogamy in Emergent Video Game Narratives and Player Experience of Embedded Narratives*. Brock University. Completed.

Second Reader, 2023. Undergraduate Honours (Interactive Arts and Sciences) Thesis: Tany Dourev. *Signage Design & Wayfinding Systems: The Toronto Subway's Fight For Credibility*. Brock University. Completed.

EXTERNAL EXAMINER

External Examiner, 2024. MA (Applied Health Sciences) Thesis: Jenny Le. *From an intersectional lens: Exploring Chinese women players' experiences of oppression in Honor of Kings*. Brock University.

External Examiner, 2023. MA (English) Thesis: Lindsay Godbout. *“When a door closes, a window opens... or something like that.”: Dontnod's Life is Strange as an Evolution of the Bildungsroman Prescription of Choice and Social Conformity*. Acadia University.

External Examiner, 2023. MA (Applied Health Sciences) Thesis: Lindee Declercq. *More Than a Game: Understanding Gendered Discourse in Online Video Game Communities*. Brock University.

External Examiner, 2022. MRes (Cultural, Media & Visual Studies) Thesis: Hollie Rose Wistow. *Creating Alternative Worlds: How Playing Produces Queer Times and Spaces in Dungeons & Dragons*. University of Nottingham.

INVITED GUEST LECTURES

“Game Research: Process and Methods” *GAME-696 Games and Gamers*. American University, April 19, 2024. Invited by Professor Steven Dashiell.

“Video Games, Industry Issues, and Ethical Purchasing.” *SJES 5P45 Active Voice: Social Justice and Media*. Brock University, March 11, 2024. Invited by Professor Karen Louise Smith.

“Gender Representation in *The Legend of Zelda* series.” ENG319H5 Sexuality, Race, and Gender in Video Games and Gaming Culture. University of Toronto: Mississauga, March 4, 2024. Invited by Professor Bruno Véras.

“The Monster Manual as Patriarchal Bestiary: Misogynistic Tropes of Female Monstrosity in *Dungeons & Dragons*.” *GAME-696 Games and Gamers*. American University, March 9, 2023. Invited by Professor Steven Dashiell.

“Gender Representation, Monstrosity, & Video Games.” *RTA 310: Media Aesthetics and Culture*. Toronto Metropolitan University (formerly Ryerson University), March 2, 2023. Invited by Professor Safiyya Hosein.

“Gender Representation, Monstrosity, & Video Games.” *RTA 310: Media Aesthetics and Culture*. Toronto Metropolitan University (formerly Ryerson University), March 1, 2022. Invited by Professor Safiyya Hosein.

“Gender Representation in Video Games: Diversity, Critique, and Backlash.” *LLED 565J: Digital Games, Literacies and Learning*. University of British Columbia, May 25, 2020. Invited by Professor Jennifer Jenson.

“Gender Representation in Video Games: Sexy Heroines, Aliens, and Monsters.” *EDUC 5863: Digital Games and Learning*. York University, November 12, 2019. Invited by Professor Kurt Thumlert.

“Video Games and Representation.” *COMS203: New Media*. University of Calgary, June 11, 2019. Invited by Professor Nicolette Little.

“Analysing Video Games.” University of California, Irvine, May 16, 2019. Invited by Professor Aaron Trammell.

“Video Games: Alternative and Artistic Approaches.” *Film 3230: Contemporary Directions in Cinema and Media Studies*. York University, March 11, 2019. Invited by Professor Janine Marchessault.

“Monstrosity, Otherness, and Issues of Representation in Video Games.” *Digital Games and Learning* in connection with the *Institute for Research on Digital Learning (IRDL)*. York University, February 28, 2019. Invited by Professor Kurt Thumlert.

“Representations of Violence Against Women in Video Games.” *COMS203: New Media*. University of Calgary, June 19, 2018. Invited by Professor Nicolette Little.

“Analysing Representation in Video Games.” *Master of Teaching Program*. Ontario Institute for Studies in Education (OISE), University of Toronto, January 22, 2018. Invited by Professor Cristyne Hébert.

“Video Games and Game Studies.” *FILM 3230: Contemporary Directions in Cinema and Media Studies*. York University, November 13, 2017. Invited by Professor Brenda Longfellow.

“Video Games: Alternative, Artistic, Cinematic.” *FILM 3230: Contemporary Directions in Cinema and Media Studies*. York University, March 13, 2017. Invited by Professor Brenda Longfellow.

“How to Analyse Video Games Part Two.” *Master of Teaching Program*. Ontario Institute for Studies in Education (OISE), University of Toronto, February 2, 2017. Invited by Professor Cristyne Hébert.

“How to Analyse Video Games.” *Master of Teaching Program*. Ontario Institute for Studies in Education (OISE), University of Toronto, January 31, 2017. Invited by Professor Cristyne Hébert.

“The Slippery Terminology of Video Game Studies.” *FILM 3230: Contemporary Directions in Cinema and Media Studies*. York University, March 16, 2016. Invited by Professor Janine Marchessault.

“Immersion, Interactivity, Agency.” *FILM 3840: Studies in Expanded Cinema: Games, Film Rides, and World Fairs*. York University, January 20, 2016. Invited by Professor Caitlin Fisher.

PROGRAM DEVELOPMENT

2023–2024 BA in Artificial Intelligence Planning and Development Committee, Brock University.

TEACHING PROFESSIONAL DEVELOPMENT

OUTniagara “Inclusion For All Training and Resources to Create Safe Spaces” module, 2024.

Teaching in Focus (TIF) Conference, York University, May 17–18, 2017.

Workshop: Introduction to Course Design, York University, May 16, 2017.

Workshop: What's Different About Teaching 1000-Level Courses, York University, September 7, 2016.

Workshop: Teaching Foundational Skills, York University, September 6, 2016.

Workshop: Designing your Tutorial, York University, September 16, 2016.

Teaching in Focus (TIF) Conference, York University, May 19–20, 2016.

Supporting Teaching at York (STAY) Symposium, York University, May 6, 2016.

SERVICE ACTIVITIES

BROCK UNIVERSITY SERVICE ACTIVITIES

New Faculty Orientation, Early Career Faculty Panel. Invited presentation to welcome and give advice to incoming faculty. Centre For Pedagogical Innovation. August 22, 2024.

Ability Empowerment Day. Invited presentation for prospective students regarding disability, accessibility, and inclusivity for the Department of Digital Humanities. May 14, 2024.

New Faculty Orientation, Early Career Faculty Panel. Invited presentation to welcome and give advice to incoming faculty. Centre For Pedagogical Innovation. August 29, 2023.

Ability Empowerment Day. Invited presentation for prospective students regarding disability, accessibility, and inclusivity for the Department of Digital Humanities. April 25–26, 2023.

BROCK UNIVERSITY COMMITTEE INVOLVEMENT

2024–2025	Sub-committee on Rules and Procedures for the Ph.D. in Interdisciplinary Humanities.
2024–2025	Posthumanism Research Institute Executive Committee.
2023–Present	Humanities Research Institute Advisory Board.
2023–2024	BA in Artificial Intelligence Undergraduate Program Planning Committee.
2022–Present	Department of Digital Humanities Governance & Budget Committees.

- 2022–Present Department of Digital Humanities Graduate Program Committee.
- 2022–Present Department of Digital Humanities GAME Program & Steering Committees.

OTHER ACADEMIC AND RELEVANT COMMUNITY SERVICE

- 2023–2025 At-Large Representative, Canadian Game Studies Association.
 *Co-organized and served as Scheduling Chair for the Canadian Game Studies Association annual conference in association with Congress of the Humanities and Social Sciences, McGill/Concordia University, June 14–18, 2024.
- 2023 Judge, 16th Annual Life.Love. Gaming Against Violence Game Design Challenge (theme: Critical Thinking), organized by Jennifer Ann's Group.
- 2022–2024 Secretary, International Communication Association Game Studies Division.
 *Co-organized and facilitated the International Communication Association Game Studies Division Pre-Conference. University of Toronto, Mississauga, May 25, 2023.
- 2022–2023 Local Host Committee for the 73rd Annual Conference of the International Communication Association (ICA), Toronto, Ontario.
 *Co-authored a series of articles for ICA membership on things to do and see, travel advice and guides, where to eat, etc. while in Toronto for the conference.
- 2022 Judge, 15th Annual Life.Love. Gaming Against Violence Game Design Challenge (theme: Resilience), organized by Jennifer Ann's Group.
- 2021 Judge, 14th Annual Life.Love. Game Design Challenge, organized by Jennifer Ann's Group.
- 2017 Peer Mentor, Communication & Culture Graduate Student Orientation, York University.
- 2015 Graduate Student Representative, York University Department of Cinema and Media Arts Graduate Faculty Retreat.
- 2016 Secretary, Graduate Film Student Association, York University.