

Curriculum Vitae
Tara Fickle
October 2022

Department of English
University of Oregon
118 Prince Lucien Campbell Hall
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EDUCATION

Ph.D. in English, University of California, Los Angeles, 2014
B.A. in English, Wesleyan University, 2006
B.A. in East Asian Studies, Wesleyan University, 2006

EMPLOYMENT

2022 - 2027 David M. and Nancy L. Petrone Faculty Scholar
2020 - Associate Professor of English, University of Oregon, Eugene, OR
Graduate Faculty, Department of Indigenous, Race, and Ethnic Studies
Affiliated Faculty Member, Center for Asian Pacific Studies; New Media &
Culture Certificate; Digital Humanities Minor; Comics and Cartoon Studies
Minor; Center for the Study of Women in Society; Graduate Concentration in
Politics, Identity, and Culture
2014 - 2020 Assistant Professor of English, University of Oregon (same affiliations as above)
2007-14 Senior Editor & Web Programmer, Joint Institute for Regional Earth System
Science and Engineering (JIFRESSE), UCLA, Los Angeles, CA

PUBLICATIONS

Book

The Race Card: From Gaming Technologies to Model Minorities. New York: New York
University Press, 2019.

Peer-Reviewed Articles and Book Chapters

Single-Authored

“Made in China: Gold Farming as Alternative History of esports.” *ROMchip: A Journal of
Game Histories* 3.1 (July 2021): Web.
“Foreword.” [*Aiiieeee!: An Anthology of Asian American Writers*](#). Third Edition (Seattle:
University of Washington Press, 2019).
“Family Business: The Work of Asian American Child’s Play.” *Journal of Asian American
Studies* 21.2 (June 2019): 159–184.
“Asian American Literature.” *American Literature in Transition, 1950-60*, eds. Steven Belletto
and Dan Grausam. (Cambridge: Cambridge UP, 2018): 144-56.

- “No-No Boy’s Dilemma: Game Theory and Japanese American Internment Literature.” *Modern Fiction Studies* 60.4 (Winter 2014): 740–66.
- “English before English: Asian American Poetry’s Unruly Tongue.” *Journal of Comparative Literature Studies* 51.1 (2014): 78–105.
- “American Rules, Chinese Faces: The Games of Amy Tan’s *The Joy Luck Club*.” *Multi-Ethnic Literature of the United States* 39.3 (2014): 68–88.
- “Narrative and Gaming.” *The Routledge Companion to Asian American and Pacific Islander Literature*, ed. Rachel Lee (New York: Routledge, 2014): 426–38.

Co-Authored

- “Diversity is not a win-condition.” Co-written with Christopher Patterson. *Critical Studies in Media Communication* (2022). DOI: [10.1080/15295036.2022.2080852](https://doi.org/10.1080/15295036.2022.2080852)
- “The COVID Season: Collegiate Esports Programs’ Material Challenges and Opportunities During the 2020-21 Pandemic.” Amanda C. Cote, Onder Can, Maxwell Foxman, Brandon Harris, Jared Hansen, Md Waseq Ur Rahman & **Tara Fickle**. *Games and Culture* (2022). DOI: [10.1177/15554120221088116](https://doi.org/10.1177/15554120221088116).
- Brandon C. Harris, Jared Hansen, Onder Can, Md Waseq Ur Rahman, Maxwell Foxman, Amanda C. Cote & **Tara Fickle** (2022). “‘Starting from scratch to looking really clean and professional’: how students’ productive labor legitimizes collegiate esports.” *Critical Studies in Media Communication*. DOI: [10.1080/15295036.2022.2030484](https://doi.org/10.1080/15295036.2022.2030484)
- “Asian/American Gaming.” With Christopher Patterson, Se Young Kim, Melos Han-Tani, Marina Kittaka, and Emperatriz Ung. *Verge: Studies in Global Asias* 7.2 (2021).

Editorial Work

- “Aiiieeee!: 45 years later.” Special issue of *Asian American Literature: Discourses & Pedagogies* 10 (2020). Co-edited with Wei Ming Dariotis.
- [Aiiieeee!: An Anthology of Asian American Writers. Third Edition \(Sixth reprinting\).](#) (Seattle: University of Washington Press, 2019)

Book Reviews

- Review of *What is your quest? From adventure games to interactive books* by Anastasia Salter, *American Literary History Online Review Series VII* (2016): http://oxfordjournals.org/our_journals/alhist/alhreview_series7.html.
- Review of *Racial Asymmetries: Asian American Fictional Worlds* by Stephen Sohn, *Amerasia* 40.2 (2014): 125–29.
- Review of *Managing Multicultural Lives: Asian American Professionals and the Challenge of Multiple Identities* by Pawan Dhingra, *Journal of Asian American Studies* 12 (2009): 226–29.

Digital and Public Humanities

- “The Controversial Origin of Asian American Studies.” *The Paris Review*. January 15, 2020. <https://www.theparisreview.org/blog/2020/01/15/the-controversial-origin-of-asian-american-studies/>.

- “The Marie Kondo Phenomenon: A Roundtable Discussion.” Co-written with Andrew Way Leong and Grace Ting. *The Revealer: a publication of The Center for Religion and Media at New York University* (February 2019): <https://therevealer.org/sparking-joy-religion-representation-marie-kondo/>.
- “You on the Market: A Guide to the Academic Job Market in the Humanities” (2014-). <http://www.youonthemarket.wordpress.com>. (6,377 unique visitors as of March 2020).
- “Inside the Japanese American Internment: a Gamebook.” *Text Adventures* (2013). <http://bit.ly/1aCUKK4>. (4,146 players as of March 2020).
- “Text Adventure Games and Interactive History: Educational Questing.” *Text Adventures Blog* (2013). <http://bit.ly/1dYmXtD>.
- “A History of the Los Angeles City Market: 1930-1950.” *Gum Saan Journal* 32 (2009): 14–39.

WORKS IN PROGRESS/UNDER REVIEW

- Made in Asia/America: Why Video Games Were Never About Us*. Co-edited Book with Christopher Patterson. Under Contract at Duke University Press.
- “The Support to his Carry: Gendered fan labor and the role of Global Asianness in esports.” *Anti-Racist Futures in Game Studies* (Duke University Press, Eds. Soraya Murray and TreAndrea Russworm). Book Chapter. Accepted.
- “Introduction to the Third Edition.” *Treadmill: A Documentary Novel*. (Toronto: Mosaic Press). In production.
- “Behind Aiiiiiiiii!” Scholarly Monograph.
- “Behind Aiiiiiiiii!: A Digital Companion.” <http://www.iiiiiiiii.org>.
- “Editor’s Introduction to the Special Issue: Race and Comics.” *American Literature* (2023). Co-edited with Min Song.

FELLOWSHIPS AND AWARDS

National Awards

- 2020 Fellowship, National Endowment for the Humanities (NEH) (\$60,000)
American Book Award (for *The Race Card*), Before Columbus Foundation
- 2018 Scholarship, Digital Humanities Summer Institute, University of Victoria
- 2017 Summer Stipend, National Endowment for the Humanities (NEH)
Fellowship, Junior Faculty Retreat, Association for Asian American Studies-Smithsonian Asian Pacific Center, Portland, Oregon
- 2015 Fellowship, First Book Institute, Center for American Literary Studies, Pennsylvania State University
- 2014 Bordin Gillette Researcher Travel Fellowship, Bentley Historical Library, University of Michigan
Emerging Diversity Scholar Citation, University of Michigan National Center for Institutional Diversity

UO Awards

- 2021 Incubating Interdisciplinary Initiatives (I3), Vice President for Research & Innovation (for Esports and Gaming Research Lab) (\$50,000)
- 2020 Faculty Research Award, Vice President for Research & Innovation (\$7,000)
Faculty Professional Grant, University of Oregon Center for Asian and Pacific Studies
- 2019 Summer Stipend for Humanities and Creative Arts Faculty, University of Oregon (\$6,000)
Subvention Grant, Oregon Humanities Center, University of Oregon
- 2017 Digital Humanities Course Development Award, College of Arts & Sciences, University of Oregon
- 2016 Ernest G. Moll Research Fellowship, Oregon Humanities Center, University of Oregon (“most outstanding proposal in the field of literary studies”)
- 2015 Faculty Fellowship, Working Group on Active Teaching and Learning, University of Oregon Teaching Effectiveness Program
- 2014 Faculty Professional Grant, University of Oregon Center for Asian and Pacific Studies
New Junior Faculty Research Award, University of Oregon Office of the Vice President for Research and Innovation

SELECTED PRESENTATIONS (* = accepted and scheduled, but canceled/deferred due to COVID)

Invited Talks

Formal Presentations

“Teaching Aiiieeeee!” National Humanities Center, Research Triangle Park, North Carolina, April 2023.

“Race and (e)sports.” Digital Studies Institute, University of Michigan, March 2023.

Distinguished Speaker, Games Institute, University of Waterloo, Ontario, Canada, January 2023. Title TBD.

“New Directions in Asian American Studies: Ludo-Orientalism.” Mellon Lecture Series. English Department, University of Chicago, April 6, 2022.

“New Yellow Peril: Asian/America at Play.” Department of English & Comparative Literature, Digital Literacy & Communications Lab, Asian American Center, University of North Carolina – Chapel Hill, March 30, 2022.

“Asian/American Gaming: Techno-Orientalism, the Open World Empire, and the Race Card.” Higgins Series Invited Lecturer. Higgins School of Humanities, Clark University, March 16, 2022.

“The Race Card.” Book Talk. Center for the Study of Race and Ethnicity in America, Brown University, June 1, 2021.

“Gaming Asia/America.” Book Talk. Department of Communication, University of Washington, October 21, 2020.

“The Race Card.” Book Talk. Department of English, Georgetown University, April 7, 2020.*

“The Race Card.” Book Talk. Department of English, Miami University of Ohio, OH, February 2, 2020.

Informal Presentations (short talks, interviews, invitations to reading groups, etc.)

“The Race Card.” Asian American Literary Studies Working Group, University of Washington, July 29, 2021.

“The Race Card.” New Books Network Podcast, February 9, 2021.

<https://newbooksnetwork.com/the-race-card>

“The Race Card.” Studio for Mediating Play, University of Texas Dallas, October 26, 2020.

“New Books in Game Studies.” The Social & Interactive Media Lab, Loyola University, October 21, 2020.

“The Race Card.” Game Studies Reading Group, University of California Santa Barbara, March 6, 2020.

Conference Paper Presenter (Selected)

“Archiving Aiiiiieee!” *Association for Asian American Studies*, Denver, CO, April 14-17, 2022.

Can, O., Rahman, W., Hansen, J., Harris, B., **Fickle, T.**, Cote A., Foxman, M. “Cognitive Capitalism in Collegiate Esports.” *International Communication Association Conference* (virtual), May 27-31, 2021.

Cote, A., Hansen, J., Harris, B., Rahman, W., Can, O., **Fickle, T.**, Foxman, M. “Taking Care of Toxicity: Challenges and Strategies for Inclusion in Collegiate Esports Programs.” *International Communication Association Conference* (virtual), May 27-31, 2021.

Foxman, M., **Fickle, T.**, Harris B. “Out of Bounds: Reconceiving the Institution of Esports.” *International Communication Association Conference* (virtual), May 27-31, 2021.

Harris, B., Hansen, J., Can, O. Rahman, W., **Fickle, T.**, Cote A., Foxman, M. “The legitimizing labor of collegiate esports students: Critical insights for continued institutionalization.” *International Communication Association Conference* (virtual), May 27-31, 2021.

“‘The Support to His Carry’: Gendered Fan Labor in South Korean esports.” *Society for Cinema & Media Studies* (virtual), March 17-21, 2021.

“Neoliberal e-Filiality: Legitimizing Meritocracy in Asian esports.” *Association for Asian Studies* (virtual), March 23-26, 2021.

Harris, B., Hansen, J., Can, O., Rahman, W., Foxman, M., Cote, A., and **Fickle, T.** “All play & all work: The entrepreneurial mindset of collegiate esports participants.” *Esports Conference: Where Research Meets Practice*, University of California, Irvine (virtual), October 8-9, 2020.

“Asian American and Asian Perspectives on Comics.” *Association for Asian American Studies*, Washington, D.C., April 9–11, 2020.*

“Competing Identities: Race, Nationality, and ‘Playbor’ in Global eSports.” *Society for Cinema & Media Studies*, Denver, CO, April 1–5, 2020.*

“eSports between East and West: The geopolitics of professional video game playing.” *Association for Asian Studies*, Boston, MA, March 19, 2020.*

“Behind Aiiiiieee!: Asian American Archives and the Race for Digital Humanities.” *American Studies Association*, Honolulu, HI, November 8, 2019.

“Gaming and Gamification in Asia.” *Verge Global Asias Conference*, State College, PA, April 5-7, 2019.

“Techno-Orientalism in the Age of *Pokémon GO*.” *Association for Asian American Studies*, Portland, OR, April 13–16, 2017.

- “‘Friendship First, Competition Second’: Asian American Cold War Games.” *Association for Asian American Studies*, Evanston, IL, April 22–25, 2015.
- “‘Life is Like a Box of Chocolates’: Affect, Accident, and Historical Revisionism.” *American Comparative Literature Association*, Seattle, March 26–29, 2015.
- “Putting Empire Back on the Map.” *Southland Conference*, UCLA, Los Angeles, CA, June 5, 2009.
- “Cyborg Identities: Mixed-Race Asian Americans and Progressive Modernity in Science Fiction.” *Association for Asian American Studies*, Chicago, April 16–20, 2008.
- “Jack, Jill and Benjamin Koo: Racial Identity and Korean Adoptee Children’s Literature.” *Association for Asian American Studies*, Atlanta, March 22–26, 2006.

Roundtable Participant

- “The Clash between US and Asia: Comparative Approaches in Video Games.” *University of Chicago Francis and Rose Yuen Campus in Hong Kong*, [/pop/Asia series](#), September 9, 2021.
- “Made in Asian/America: Why Video Games Were Never About Us.” *Association for Asian American Studies* (virtual), April 10, 2021.
- “Troubling Games: Putting Politics into Play.” *Association for Asian American Studies*, Washington, D.C., April 9–11, 2020.*
- “Where Race meets Game Studies.” *Association for Asian American Studies*, Madison, WI, April 25–27, 2019.

Organizer

- “Diversity Beyond Representation: Critical Video Game Studies at a Crossroads.” *Society for Cinema & Media Studies*, Denver, CO, April 1–5, 2020. Panel Co-Organizer.*
- “Aiiieeeee! 45 Years Later.” *American Studies Association*, Honolulu, HI, November 8, 2019. Panel Organizer.
- “Can Anyone Play with Race?: Game Studies and Virtual Sanctuaries.” *Association for Asian American Studies*, Madison, WI, April 25–27, 2019. Roundtable Co-Organizer.
- “Cold War Asian America: Trans-Pacific Knowledge Systems.” *Association for Asian American Studies*, Evanston, IL, April 22–25, 2015. Panel Co-Organizer.
- “Afterlives: 21st Annual English Graduate Student Southland Conference.” UCLA, June 4, 2010. Conference Organizer.
- “Containment, Hybridity and Expression: Mixed Race Asian Americans and the Popular Imagination.” *Association for Asian American Studies*, Chicago, April 16–20, 2008. Panel Organizer.

PUBLIC HUMANITIES (PRESENTATIONS AND EVENTS)

- “Aiiieeeee! and *The Race Card*.” Eastwind Books, Berkeley, CA. September 24, 2020.
- “Aiiieeeee! 45 years later.” Invited moderator. California Historical Society, San Francisco, April 14, 2020.*
- The Mixed Realities of Games: Beyond The US, aka Games of Empyre.” Invited Panelist. Alenda Chang, UCSB, Moderator. -empyre- New Media Listerv. <http://empyre.library.cornell.edu>, March 22–31, 2020.
- Interview on Aiiieeeee!. “The Record” (KUOW – Seattle NPR Station), January 10, 2019.

- “Aiiieeee!: A conversation with Shawn Wong and Tara Fickle.” Elliott Bay Bookstore, Seattle, WA. January 9, 2020.
- “Imagine Otherwise Podcast.” Interview. *Ideas on Fire: Tools for the Progressive Academic*, May 2017. <https://ideasonfire.net/podcast/35-tara-fickle/>
- “Comics Minor, Minority Comics.” Interview and Lecture. “Oregon Art Beat” (Oregon Public Broadcasting Television Program), October 2016 (Aired April 2017). <http://bit.ly/2opPQMw>
- “Didn’t Read It: A Comics Podcast.” Interview with Sam Marx. November 26, 2014. <http://bit.ly/1EDm7SZ>

LOCAL PRESENTATIONS

- “The Lasting Impact of the Internment of Japanese Americans.” Invited Speaker. City Club of Eugene, May 15, 2020. <https://vimeo.com/420479731>.
- “Successful Grant Writing.” Invited Panelist. New Faculty Success Program, University of Oregon, UA+OPAA, February 27, 2020.
- “Roger Shimomura: By Looking Back, We Look Forward.” Invited Speaker. Jordan Schnitzer Museum of Art, February 15, 2020.
- “Making the Most of your Core Education.” Presenter. Scholars’ Recognition Day. University of Oregon Office of Admissions, January 24, 2020.
- “Evening the Odds through Asian Exclusion: Gambling, immigration, and ‘cheap Chinese labor’ in 19th century America.” Lecturer. Eugene Public Library, September 25, 2018.
- “Common Reading Book Clark Honors College Convocation Discussion.” Faculty Panelist. Clark Honors College. September 21, 2018.
- “Thi Bui’s *The Best We Could Do*: Contexts for Teaching and Reading the 2018-19 Common Reading.” Faculty Panelist. June 8, 2018.
- “Grant Writing and Fellowships.” Invited Panelist. Faculty Organizing for Success Program, University of Oregon, UA+OPAA, March 8, 2018.
- “From Gaming Technologies to Racial Realities.” Work-in-Progress Talks, Oregon Humanities Center, February 9, 2018.
- “What’s Gaming got to do with it?” Invited Speaker. University of Oregon, Summer Academy to Inspire Learning (SAIL), Summer 2016.
- “Digital Experiments in the Classroom.” Invited Speaker. University of Oregon, Digital Humanities Working Group, May 20, 2016.
- “Gamification and the Humanities Classroom.” Invited Speaker. University of Oregon, Digital Humanities Working Group, October 30, 2015.
- “Digital Tools for Academia: Resource Management.” Invited Speaker. University of Oregon, English Graduate Organization, May 27, 2015.
- “Rethinking Race in the Anthropocene.” Invited Roundtable Discussant. University of Oregon, Environmental Studies Program, May 7–8, 2015.
- “Intellectual Play: Pedagogical Strategies.” Invited Speaker. University of Oregon, Teaching Excellence Program, May 6, 2015.
- “How to Write Winning Grant Proposals.” Invited Speaker. University of Oregon, English 660 Graduate Seminar, Professor Elizabeth Wheeler, April 22, 2015.
- “Living Data: Inhabiting New Media.” Invited Roundtable Discussant. University of Oregon, Wayne Morse Center for Law and Politics, February 21, 2015.

“UO Today.” Interview with Paul Peppis. Oregon Humanities Center, November 11, 2014.

<http://bit.ly/1C9rzLA>

“How (and Why) to Build an Academic Website,” Invited Lecture, *M/ELT & Center for the Digital Humanities*, UCLA, May 15, 2014.

INTERVIEWS (PUBLICATIONS)

“For many Asian Americans, graphic novels are way to explore history, fight racism.” *NBC News* (November 29, 2021). <https://www.nbcnews.com/news/asian-america/many-asian-americans-graphic-novels-are-way-explore-history-fight-raci-rcna6072>.

“Why So Many Esports Pros Come From Korea.” *WIRED* (October 27, 2020).

<https://www.wired.com/story/korean-esports-gaming-class-culture/>

“Roger Shimomura: Bringing graphic grace and levity to a prejudiced policy.” *The Register Guard* (May 8, 2020). <https://bit.ly/30Jshlq>.

“Revisiting the Seminal (and Controversial) Anthology that Named the Asian American Canon.” Interview. *The Stranger* (January 8, 2020). <https://bit.ly/2QJEwcn>.

“As the game industry grows, game studies finds its way into UO academia.” Interview. *Daily Emerald* (April 11, 2019). <https://bit.ly/2X474gY>

“Get into the Game: Video games as vehicle for literary analysis.” Interview. *University of Oregon Cascade Magazine* (Winter 2016): 16-20.

“Professor Picks.” Online feature. University of Oregon New Media and Culture Certificate. November 24, 2015. <http://bit.ly/1Myxb3F>

“Holy Scholarship! Revealing the secret identity of comics as a super field of study.” Interview. *University of Oregon Cascade Magazine* (Winter 2015): 6-11.

TEACHING

Undergraduate

CAS 101H. Reacting to the Past: Confucianism and the Succession Crisis of the Wanli Emperor, 1587

ENG 209. Craft of the Sentence

ENG 242. Introduction to Asian American Literature

ENG 250. Literature and Digital Culture (Intro to Digital Humanities Minor)

ENG 362. Asian American Writers: Asian America Past & Present

ENG 362. Asian American Writers: Beyond the Canon

ENG 385. Graphic Narratives & Cultural Theory

ENG 399. Asian American Comics

ENG 399. Electronic & Digital Literature

ENG 486/586. New Media & Digital Culture: Games as Theory and Culture

ENG 486/586. New Media & Digital Culture: Gamification at Work

ENG 486/586. New Media & Digital Culture: Video Games & Maker Culture

Graduate

ENG 660. Introduction to Digital Humanities

ENG 660. Asian American Literature: Model, Medium, Migration

ENG 660. American Literature: Ethnic Impersonation

ADVISING (removed for privacy – available on request)**SERVICE**University

- 2021 - Member, Oregon Humanities Center Faculty Advisory Board
 2017- Member, New Media & Culture Certificate Advisory Board
 2017 Member, Digital Humanities Course Development Award Sub-Committee, College of Arts & Sciences
 2015- Member, Digital Humanities Minor Advisory Board

Department

- 2019/20 Member, Department Council
 Member, Digital Humanities Search Committee
 Member, *ad hoc* Merit Review Committee
 2018/19 Member, Department Council
 Search Committee Member, Composition Career Instructor
 Kirby Award Reviewer (Fall 2018)
 2017/18 Member, *ad hoc* Metrics Committee
 Member, Graduate Committee
 2016/17 Member, Merit Review Committee
 Search Committee Member, Ethnic Literatures & Culture Postdoctoral Fellowship
 Member, Graduate Committee
 Member, Appointments Committee
 2015/16 Kirby Award Reviewer (Fall 2016)
 Member, Graduate Committee

Profession

- UO Representative, [National Humanities Alliance](#) and Advocacy Day, 2021
 Board Member, Chinese Digital Games Research Association (CDiGRA), 2020-2022
 Reviewer, *Journal of Asian American Studies*
 Reviewer, *Multi-Ethnic Literature of the United States*
 Reviewer, *American Literary History*
 Reviewer, *Amerasia Journal*
 Reviewer, *INKS: The Journal of the Comics Studies Society*
 Reviewer, *Convergence: The International Journal of Research into New Media Technologies*
 Reviewer, Penguin Press

Community + Public Humanities

- 2018 Consultant, 15th Night Community Movement Homeless Youth Educational Game Project, City of Eugene. <https://www.15thnight.org/>