

Curriculum Vitae
Tara Fickle
tfickle@northwestern.edu

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

2023 - Associate Professor, Asian American Studies Program, Northwestern University,
Evanston, IL

2022 - 2023 David M. and Nancy L. Petrone Faculty Scholar, University of Oregon
2020 - 2023 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)

PUBLICATIONS

Books

The Race Card: From Gaming Technologies to Model Minorities. New York University Press,
2019. Single-author. Winner of Before Columbus Foundation's American Book Award.

Portions Reprinted in *ADE for Games: Approaches to Anti-Racism, Decolonization,
Equity, Diversity, and Inclusion in Games Research and Creation*. Co-edited by Daniel
Harley and Gerald Voorhees (Play Story Press, 2025).

[Made in Asia/America: Why video games were never \(really\) about Us](#). Duke University Press,
2024). Co-edited book with Christopher Patterson.

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).

Reprinted in *The Paris Review* as “The Controversial Origin of Asian American Studies.”
January 15, 2020. [https://www.theparisreview.org/blog/2020/01/15/the-controversial-
origin-of-asian-american-studies/](https://www.theparisreview.org/blog/2020/01/15/the-controversial-origin-of-asian-american-studies/).

- “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 Engrish: Asian American Poetry’s Unruly Tongue.” *Journal of Comparative Literature Studies* 51.1 (2014): 78–105.
- Reprinted in *Precious Beetles: Essays on John Yau* (Off the Park Press, 2024).
- “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): 19-55.

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)

Digital and Public Humanities

- “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>. (10,000 unique visitors as of 2022).
- “Inside the Japanese American Internment: a Gamebook.” *Text Adventures* (2013). <http://bit.ly/1aCUKK4>. (6,200 plays as of 2024).
- “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 UNDER REVIEW / IN PROGRESS

- “Introduction to the Third Edition.” *Treadmill: A Documentary Novel*. (Toronto: Mosaic Press).
In production.
- “The Support to his Carry: Gendered fan labor and the role of Global Asianness in esports.”
Anti-Racist Futures: Race, Play, and the Speculative Imagination (Duke University Press, Eds. Soraya Murray and TreaAndrea Russworm). Book Chapter. Accepted; Under contract.
- “The Race Card.” *Approaches to Anti-Racism, Decolonization, Equity, Diversity, and Inclusion in Games Research and Creation*, (Carnegie Mellon ETC Press, Ed. Gerald Voorhees).
Book Chapter. Accepted; In submission.
- “Exercising the Ghosts of Yellow Peril.” Article (9000 words), revise and resubmit, *Critical Inquiry*. Under revision.
- “Behind Aiiieeeee!” Scholarly Monograph. In progress.
- “Behind Aiiieeeee!: A Digital Companion.” <http://www.aiieeeee.org>. In Progress.

FELLOWSHIPS AND AWARDS

National Awards

- 2020 Fellowship, National Endowment for the Humanities (NEH)
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, 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

- “Skins Deep: Race, Gender, and Nationality in esports.” Distinguished Speaker, Games Institute, University of Waterloo, Ontario, Canada, November 14, 2023.
- “Playing like an Asian: Race, Gender, and Athleticism in esports.” Digital Studies Institute Lecture Series, University of Michigan, November 9, 2023.
- “Teaching Asian American Literature and *Aiiiiiiii!*” [Humanities in Class Webinar](#), National Humanities Center, Research Triangle Park, North Carolina, April 18, 2023.
- “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.
- “*Aiiiiiiii!* and *The Race Card*.” Eastwind Books, Berkeley, CA. September 24, 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, invitations to labs + working groups, etc.)

- “Skins Deep: Race, Gender, and Nationality in esports.” University of Delaware, October 2023.
- “Race and Masculinity in esports.” Esports and Gaming Working Group, Association of Pacific Rim Universities, Hong Kong ([Webinar](#)), March 2, 2023.
- “The Race Card.” Asian American Literary Studies Working Group, University of Washington, July 29, 2021.
- “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.

Selected Conference Presentations

“Made in Asia/America: Building Communities of Gamemakers and Game Scholars,” Game Developers of Color Expo, Virtual, September 18-21, 2024.

“You want to be Godmother of the Asian American writing movement?”: Hisaye Yamamoto, Wakako Yamauchi, and Momoko Iko’s impact on *Aiiiiiiii!*” *Association for Asian American Studies*, Seattle, WA, April 2024.

“Generic Solidarity.” Association for the Study of the Arts of the Present Conference, Seattle, October 6, 2023.

“Facilitating Collegiate Esports: Limiting and Legitimizing Competitive Gaming.” Foxman, M., Can, O., Wilson, A., Cote, A., Harris, B., Rahman, W., Hansen, J., Fickle, T. *Digital Games Research Association (DiGRA)*, Seville, Spain, June 19-23, 2023.

“Archiving *Aiiiiiiii!*” *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.

“*Aiiiiiiii!* 45 years later.” Invited moderator. California Historical Society, San Francisco, April 14, 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 *Aiiiiiiii!*: 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 Legacies of *Aiiieeeee! An Anthology of Asian American Writers*.” *Association for Asian American Studies*, Seattle, WA, April 2024.
- “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.

INTERVIEWS

Formally Quoted/Interviewed

- “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>.
- [Interview on Aiiieeee!](#). “The Record” (KUOW – Seattle NPR Station), January 10, 2020.
- “Aiiieeee!: A conversation with Shawn Wong and Tara Fickle.” Elliott Bay Bookstore, Seattle, WA. January 9, 2020.
- “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>
- “Comics Minor, Minority Comics.” Interview and Lecture. “Oregon Art Beat” (OPB – Oregon NPR Station), October 2016 (Aired April 2017). <http://bit.ly/2opPQMw>

Podcasts

- “Made in Asia/America.” New Books Network Podcast (New Books in Game Studies), August 31, 2024.
- “The Race Card.” New Books Network Podcast (New Books in Asian American Studies), February 9, 2021. <https://newbooksnetwork.com/the-race-card>
- 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.
- “Imagine Otherwise Podcast.” Interview. *Ideas on Fire: Tools for the Progressive Academic*, May 2017. <https://ideasonfire.net/podcast/35-tara-fickle/>
- “Didn’t Read It: A Comics Podcast.” Interview with Sam Marx. November 26, 2014. <http://bit.ly/1EDm7SZ>

PROFESSIONALIZATION AND MENTORING PRESENTATIONS

- “Navigating the Campus Visit.” Northwestern, January 31, 2024.
- “You on the Market: an Academic Job Market Webinar.” U of Oregon, February 23, 2023.
- “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.

TEACHING

Northwestern University

ASIANAM101. First Year College Seminar (Introduction to College course)

ASIANAM 210. Introduction to Asian American Studies

ASIANAM 276. Asian American Comics

ASIANAM 376. Asian/American Gaming

University of Oregon

Undergraduate

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

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 (Names redacted for privacy)

2024 First Year Student Advisor
 Exam Committee Member, VP, History

2021 Dissertation Committee Member, SC, English

2020 Dissertation Advisor, CT, English

2019 Dissertation Committee Member, T.H-R, English
 Dissertation Committee Member, CR, English
 Dissertation Committee Member, MH, English
 Breadth Field Exam Committee Member, JS, English
 Dissertation Committee Member, AP, English
 Dissertation Committee Member, JL, Comparative Literature

2018 Major Field Exam Committee Member, AP, English
 Major Field Exam Committee Member, MH, English
 Breadth Field Examination Committee Chair, CT, English
 Breadth Field Examination Committee Member, TL, English
 Breadth Field Examination Committee Member, THR, English
 B.F.A. Reviewer, MV, Art & Technology
 B.F.A. Reviewer, MK, Art & Technology

2017 Major Field Examination Committee Member, CO, English
 Breadth Field Examination Committee Member, AG, English
 Breadth Field Examination Committee Member, PK, English
 Breadth Field Examination Committee Member, MPS, English
 M.A. Thesis Committee Member, BL, Linguistics (Language Teaching)
 M.A. Thesis Committee Member, CS, Media Studies
 Graduate Advisor, TL, English

2016 M.A. Thesis Committee Member, AK, Folklore
 Major Field Examination Committee Member, JK, English
 Thesis Committee Member, DM, Honors College

2015 Thesis Committee Member, MP, Honors College

SERVICE

Northwestern

University

2024 - Member, Tenure *ad hoc* committee
 2023 - Faculty Senate, Salary and Benefits Subcommittee
 Member, Council for Race and Ethnic Studies

Department

2024 Program Graduate Assistant Selection Committee

University of Oregon*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

- Games Consultant, KR&I Consulting Firm
 Additional consulting not listed due to NDA requirements
 Editorial Board Member, *American Literature*
 Editorial Board Member, *ROMchip: A Journal of Game Histories*
 Grant Reviewer, National Endowment for the Humanities
 UO Representative, [National Humanities Alliance](#) and Advocacy Day, 2021
 Board Member, Chinese Digital Games Research Association (CDiGRA), 2020-2022
 Reviewer, *Amerasia Journal*
 Reviewer, *American Literary History*
 Reviewer, *Arts*
 Reviewer, *Eludamos: Journal for Computer Game Culture*
 Reviewer, *Convergence: The International Journal of Research into New Media Technologies*
 Reviewer, *INKS: The Journal of the Comics Studies Society*
 Reviewer, *Journal of Asian American Studies*
 Reviewer, *Multi-Ethnic Literature of the United States*
 Reviewer, *Social Science Research Council: Just Tech*
 Reviewer, Duke University Press
 Reviewer, New York University Press
 Reviewer, Penguin Press