

Emma Vossen, PhD

www.emmavossen.com

Education

PhD, English Language and Literature, University of Waterloo, 2018

Dissertation: *On the Cultural Inaccessibility of Gaming: Invading, Creating, and Reclaiming the Cultural Clubhouse*

Committee Members: Dr Neil Randall, Dr Aimee Morrison, Dr Jennifer R. Whitson

MA, English Language and Literature, Highest Honours, Carleton University, 2011

BA, English Language and Literature, Highest Honours, Carleton University, 2010

Academic Appointments

Postdoctoral Research Fellow, Department of Education, University of British Columbia, Refiguring Innovation in Games (ReFiG), 2019-2020

Postdoctoral Research Fellow, Institute for Research on Digital Learning, York University, Refiguring Innovation in Games (ReFiG), 2018-2019

Publications

Books

Feminism in Play. Eds: Kishonna Gray, Gerald Voorhees, Emma Vossen. London: Palgrave-Macmillan, 2018. Co-author and Co-editor.

Historiographies of Game Studies. Eds: Carly Kocurek, Alisha Karabinus, Cody Mejeur, Emma Vossen. London: Palgrave-Macmillan, 2021. Co-author and Co-editor. Forthcoming.

Journal Articles

Vossen, Emma. "Tom Nook, Capitalist or Comrade?: On Nook Discourse and the Millennial Housing Crisis" in *Loading... The Journal of Canadian Game Studies*. Special Issue on Animal Crossing. Eds. Emily Flynn-Jones and Rainforest Scully Blaker. Fall 2020. (In Press)

Vossen, Emma. "There and Back Again: Tolkien, Gamers, and the Remediation of Exclusion through Fantasy Media" in *Feminist Media Histories*. Special Issue on Video Games. Eds. Carley Kocurek. Volume 6, Issue 1, Winter 2020.

Vossen, Emma. "Publish AND Perish: On Publishing, Precarity and Poverty in Academia" in *The Journal of Working-Class Studies*. Volume 2 Issue 2, Dec 2017.

Book Chapters

Vossen, Emma "Young Scholars and Old Debates" in *Historiographies of Game Studies*. Eds: Carly Kocurek, Alisha Karabinus, Cody Mejeur Emma Vossen. London: Palgrave-Macmillan, 2021. Forthcoming.

Carly Kocurek, Alisha Karabinus, Cody Mejeur, Emma Vossen "Introduction" in *Historiographies of Game Studies*. Eds: Carly Kocurek, Alisha Karabinus, Cody Mejeur Emma Vossen. London: Palgrave-Macmillan, 2021. Forthcoming.

Kishonna L. Gray, Gerald Voorhees, and Emma Vossen "Reframing Hegemonic Conceptions of Women and Feminism in Gaming Culture" in *Feminism in Play*. Eds: Kishonna Gray, Gerald Voorhees, Emma Vossen. London: Palgrave-Macmillan, 2018.

Vossen, Emma. "The Magic Circle and Consent in Gaming Practices" in *Feminism in Play*. Eds: Gerald Voorhees, Kishonna Gray, Emma Vossen. London: Palgrave-Macmillan, 2018.

Vossen, Emma. "Feminism and Sexual Fantasy: Reading and Defending Fifty Shades of Grey as Pornography" in *Sexual Fantasies*. Eds: Mariah Larsson and Sara Johnsdotter. Frankfurt: Peter Lang International Academic Publishers, 2015.

Vossen, Emma. "Laid to Rest: Romance, End of the World Sexuality, and Apocalyptic Anticipation in Robert Kirkman's *The Walking Dead*" in *Zombies and Sexuality*. Eds: Shaka McGlotten and Steve Jones. Jefferson NC: Mcfarland, 2014.

Other Academic Publications

Vossen Emma. "Report on the Pixelles' Co-Development Group for Mid-Career Women: Feedback, Satisfaction, and Recommendations." Jennifer R. Whitson ed. University of Waterloo. 2018.

Vossen, Emma. "Why I need ReFiG." *Pause Button*, 2016.

Vossen, Emma. "Academic Vigilantism" *First Person Scholar*, 2016.

Vossen, Emma. "Publish or Perish, or Publish with Purpose?" *First Person Scholar*, 2016.

Vossen, Emma. "Intimate Publics: Towards Creating Supportive Spaces for Women in Games." *First Person Scholar*, 2014.

Vossen, Emma. "Smoky Room Communist Meetings: Academics, #Gamergate, and the Feminization of Games." *First Person Scholar*, 2014.

Vossen, Emma. "*The Legend of Zelda: Hyrule Historia*." *First Person Scholar*, 2013.

Vossen, Emma. "'Where's The Sex?' *The Walking Dead*, Sex, and Parenting in The Zombie Apocalypse." *First Person Scholar*, 2013.

Other Non-Academic Publications

Vossen, Emma "Games of the Year 2018 - Labourers in a Dangerous Time." *Third Person*, 2019.

Vossen, Emma. "How *Twilight* is Allowing Women to Fulfill Fantasies of Sexual and Supernatural Empowerment... and Everyone Hates Them for It." *Hooded Utilitarian*, 2013.

Vossen, Emma. "'Not a Dream! Not a Hoax! Not an Imaginary Story!' The Lost Years of Joe Shuster" in *Masked Mosaic: Canadian Super Stories*. Eds: Camille Alexa and Claude Lalumière. Calgary AB: Tyche Books, 2013.

Invited Talks

‘Disgusting’ and ‘Deeply Disrespectful’: Literary Criticism, Feminism, and Escapism in Contemporary Video Games Discourse” Modern Language Association. Toronto, Ontario. January 2021.

“Games, Labour and Academia.” Co-Presenters, Jennifer R. Whitson, Johanna Weststar, Emma Vossen, Enric Granzotto Llagostera and Carolyn Jong. Canadian Game Studies Association. Congress of the Social Sciences and the Humanities. Western University. June 2020. (Canceled Due to Covid).

“SJW Games: The Intricacies and Implications of a Bullshit Genre.” Canadian Game Studies Association. Congress of the Social Sciences and the Humanities. Western University. June 2020. (Canceled Due to Covid).

“How Harassment Works: Outlining the Def Method.” Canadian Communications Association. Congress of the Social Sciences and the Humanities. Western University. June 2020. (Canceled Due to Covid).

“Can There be a #MeToo Movement in Video Games?: Industry Abuse and the Mobilization of Change on Twitter” Co-Presenter, Jennifer Jenson. Society for Cinema and Media Studies Denver, Colorado. March 2020. (Canceled Due to Covid).

“How Harassment Works: Outlining the Def method.” Refiguring Innovation in Games Conference. OCAD University. Toronto Ontario. November 2019.

“Fear and Fascism in the Classroom: Teaching Games While Feminist.” Canadian Game Studies Association. Congress of the Social Sciences and the Humanities. The University of British Columbia. June 2019.

“Space Invaders: Gender, Games, and Culture.” Institute for Research on Digital Learning Speaker Series. York University. February 28 2019.

“Queering the Links Between Sexual Orientation and the Female Gamer Identity.” Queerness and Games Conference. Concordia University. September 29 2018.

“On Nazis and Gamers: How Harassment has Changed.” ReFiG 2018 Conference: Places and Spaces. October 27 2018.

“First Person Scholar.” The University of Waterloo Library. February 10 2017.

“The Cultural Inaccessibility of Game Studies.” Canadian Game Studies Association. Congress 2017. Ryerson University. June 1 2017.

“Mapping Gender Identity in Digital Games” ReFIG. Concordia University. November 28 2016.

“First Person Scholar: Publish with Purpose” SSHRC Impact Awards. November 21 2016.

“Publishing in Game Studies” Canadian Game Studies Association. Congress of the Social Sciences and the Humanities. June 2 2016.

“I was Vivian James: Why Girls and Women join Conservative Video Game Movements.” Canadian Game Studies Association. Congress of the Social Sciences and the Humanities. June 1 2016.

2016 “First Person Scholar: Publish with Purpose.” SSHRC Storytellers Competition. Congress of the Social Sciences and the Humanities. The University of Calgary. May 2016.

“‘Temporary worlds within the ordinary world’: The Magic Circle and Informed/Enthusiastic Consent in BDSM and Gaming Practices.” Canadian Game Studies Association. Congress of the Social Sciences and the Humanities. June 4 2015.

“First Person Scholar: Talking to Games Academics, Enthusiasts and Professionals.” Canadian Game Studies Association. Congress. June 4 2015.

“Lord of the Rings, Lady Hobbits: An Embodied Reimagining of Peter Jackson’s *The Lord of the Rings* using *The Lord of the Rings Online*.” Medievalism and Games. The University of California Davis. May 3rd 2015.

“‘Nothing except ink and paper’: An Examination of Metapornographical Comics.” Canadian Society for the Study of Comics. Toronto Reference Library. May 8th 2015.

“First Person Scholar: Publish with Purpose.” IMMERSe Meeting. The Games Institute.. 2015.

“Escape Rooms, Genre, Immersion, and Play” Games Institute Brown Bag Series. The University of Waterloo. Games Institute.. July 2015.

“Feminism and Sexual Fantasy: Reading and Defending *Fifty Shades of Grey* as Pornography” Sexual Fantasies Seminar. June 9 2014.

“Crowdfunding Transgressive Comic Narratives: Intersectionality and the Comics Anthology”
Canadian Society for the Study of Comics. May 10 2014.

“*Lady Hobbits: An Embodied Reimagining of The Lord of The Rings Using The Lord of The Rings Online.*” Popular Culture Association. Fan Culture and Theory. March 18 2014.

“The Privileging of Parental over Sexual Relationships in Telltale Studio’s adaptation of Robert Kirkman’s *The Walking Dead.*” Interface: Creative and Critical Approaches in the Digital Humanities. Carleton University. May 2013.

“Laid to Rest: Sex and Monogamy in *The Walking Dead.*” New Narrative VI: Seeing is Believing. University of Toronto. May 2013.

“Fanworks and Fidelity: Lord of the Rings *Lady Hobbits.*” Critical Media Lab Salon. The University of Waterloo. September 2013.

“Sex, Romance and Monogamy as Survival Technique and Coping Mechanism in Robert Kirkman’s *The Walking Dead.*” Society for Utopian Studies. October 2012.

“Imagined Towns, Fictional Cities and the Desire for Acceptance and Appreciation in Seth’s *G.N.B.C.C.* and Dylan Horrocks’ *Hicksville.*” New Narrative V: Bodies/Cities. The University of Toronto. May 2012.

“Pornography and the Illustrated Body: Ethical Storytelling in Alan Moore and Melinda Gebbie’s *Lost Girls.*” Graphicity: Revisiting Word/Image Hybridity. Université de Montréal. March 2012.

“‘Beyond All Words’: Pornography and the Utopian Impulse in the Works of Alan Moore.” Society for Utopian Studies. Penn State. October 2011.

“Meta-pornography and Ethics within Alan Moore and Melinda Gebbie’s *Lost Girls.*” The University of Ottawa. May 2011.

Research Assistantships

2018 - Dr Neil Randall - University of Waterloo - The Games Institute

2017 - Dr Jennifer Whitson - University of Waterloo - The Games Institute - He for She

2016 - Dr Gerald Voorhees - University of Waterloo - York University - ReFiG

2016 - Dr Neil Randall - University of Waterloo - The Games Institute - IMMERSe
 2013 - Dr Neil Randall - University Waterloo - The Games Institute - IMMERSe
 2011 - Dr Sara Jamieson - Carleton University - Department of English Language and Literature

Professional Service

ReFiG - Research Management Committee - Co-Lead Games and Culture Stream- 2018-2020
 ReFiG - Grant Writer - 2018–2020
 ReFiG Annual Conference- Reviewer - 2018–2020
Feminist Media Histories - Reviewer - 2019
Loading... The Journal of Canadian Game Studies - Reviewer - 2018–2020
 Canadian Game Studies Association (CGSA) - Reviewer - 2018–2020
 Student Association for Graduate English - Member at Large - 2015–2016
 University of Waterloo Games Institute - Colaborator - 2012 - 2019
 Social Science and Humanities Research Council - SSHRC Storytellers Judge - 2017
 Student Association for Graduate English - Secretary - 2014–2015
 Student Association for Graduate English - Vice President - 2014–2015
 English Department Chair Hiring Committee - Student Representative - 2014–2015
 Graduate Studies Committee - Student Representative - 2014–2015
 Student Association for Graduate English - Social Chair - 2013–2014

Teaching

Instructor

- Ontario College of Art and Design: VISM-3001 - Critical Play - 2018 -2020
- Sheridan College: HIST10123 - Game History: Analysis, Theory and Criticism - 2017
- Seneca College: LSO430I1Q.06433.2164 - Gaming and Gender: The Digital Divide - 2016
- University of Waterloo: English 293 - Introduction to Digital Humanities - 2015
- University of Waterloo: English 315 - Modernism in Canadian Literature - 2014
- University of Waterloo: English 109 - Introduction to Academic Writing - 2013

Teaching Assistantships

- University of Waterloo: English 210F - Genres of Business Writing - 2014
- University of Waterloo: English 109 - Introduction to Academic Writing - 2012

- Carleton University - Gender and Sexuality in English Literature - 2011

Guest Lectures

- “Feminism, Identity, Access, and Games Culture” University of British Columbia. Department of Education. Digital Games, Literacies & Education. Professor Jennifer Jenson. September 2019.
- “On Gamergate.” The University of Waterloo. Department of English. Social Media Studies. Professor Betsy Brey. November 2016.
- “Women in Gaming.” The University of Waterloo. Department of Recreation and Leisure. Professor Shannon L Stettner. November 2016.
- “Gamergate and Feminism.” Centennial College. Department of Graduate Studies. School of Business. Gender and Development. Professor Fidaa Shehada. July 2016.
- “Online Hate, Online Healing: Gamergate, Misogyny and Internet Feminism.” The University of Waterloo. Department of English. Social Media Studies. Professor Lauren Burr. March 2016.
- “In-Game Sex. Sex in Game. Games in Sex. Sex as Game. Sex with Games?” The University of Waterloo. WS365: Gender and Race in the Global Games Industry. Department of Women’s Studies. Professor Steve Wilcox. Jan 26 2016.
- “Function of Fantasy in Comics.” The University of Waterloo. Department of English. Forms of Fantasy. Professor Elise Vist. January 2016.
- “Informed/Enthusiastic Consent in Gaming Practices.” The University of Waterloo. Department of Sociology and Legal Studies. Sociology 225: Games and Gamers. Professor Jennifer Whitson. November 18 2015.
- “Game Criticism: Journalism, Academia, Blogging and Games.” The University of Waterloo. Department of English. English 294: Game Studies. Professor Marcel O’Gorman. October 20 2015.
- “Gender, Games, and Cobble Cards.” The University of Waterloo. Department of Recreation and Leisure. Play, Creativity and Child Development (REC 200), Professor Zara Rafferty. April 2015.
- “Consent in Gaming.” University of Waterloo Stratford Campus. Department of Global Business Digital Arts. GBDA302: Values-in-Design and Media Practice: Gamification. Professor Jennifer Whitson. March 18 2015.
- “Queer identity, Gamer identity, and Gender in the Games Industry.” The University of Waterloo. Department of Drama and Speech Communication. Discourses of Digital Games. Professor Gerald Voorhees. February 24 2015.

- “Race, Gender and Queer Identity in Mariko Tamaki and Jillian Tamaki’s *Skim*.” The University of Waterloo. Department of English. Youth and Adolescence. Professor Tommy Maybury. January 29 2015.
- “The Grammar and the Gutters: How to Read Comics.” The University of Waterloo. Department of English. English 108: Youth and Adolescence. Professor Tommy Maybury. January 27 2015.

Editorial Work

- *Game Studies Historiographies*. Co-Editor. 2019-2020
- *Feminism in Play*. Co-Editor. The University of Waterloo. 2015–2018
- *First Person Scholar*. Editor-in-Chief. The University of Waterloo. 2015- 2016
- *First Person Scholar*. Managing Editor. The University of Waterloo. 2015– 2016
- *First Person Scholar*. Podcast Editor. The University of Waterloo. 2015– 2016
- *First Person Scholar*. Assistant Editor. The University of Waterloo. 2014–2015
- *First Person Scholar*. Web Editor. The University of Waterloo. 2015–2016
- *Sexual Fantasies*. Editing Workshop. Vitomola, Sweden. 2014

Select Awards

- He For She + University of Waterloo Gender Equity Research Grants. 2017. \$7,000
- SSHRC Storytellers Award. 2016. \$3,000
- University of Waterloo Graduate Scholarship. 2012–2015. \$31,540
- Sharon & David Johnston Award. 2015. \$5,000
- Humanities, Arts, Science, and Technology Alliance and Collaboratory (HASTAC) Scholarship. 2014. \$300
- Senate Graduate Scholarship English. 2014. \$500
- Provost Doctoral Entrance Award for Women. 2012. \$5,000
- Faculty of Arts Graduate Scholarship. 2013. \$4,500.00
- Arts Graduate Experience Award. 2014. \$2000
- English Graduate Scholarship. 2014. \$10,000
- Faculty of Arts Graduate Scholarship. 2012. \$4,500.00

Memberships

Modern Language Association 2020-2021

Canadian Communications Association 2020-2021

Refiguring Innovation in Games Network 2014–2020
 University of Waterloo Games Institute 2012–2020
 IMMERSe Network 2013–2020
 Canadian Games Studies Association 2014–2020
 Canadian Society for the Study of Comics 2011–2016
 Popular Culture Association 2013–2014
 Society for Utopian Studies 2011–2013

Public Outreach

Public Talks and Events

- Game Nights Hosted by GI Janes. The Games Institute. University of Waterloo. 2013–2016
- Game Design Workshop. The Games Institute. University of Waterloo. 2015.
- Game Design Workshop. Tricon. THEMUSEUM, Kitchener. January 2014.
- “Sexuality and Comics.” Nerd Nite. THEMUSEUM, Kitchener. March 18 2014.
- “Women in Gaming 2014 in Review.” Tricon. THEMUSEUM, Kitchener. January 2014.
- “Sexuality in Video Games.” Tricon. THEMUSEUM, Kitchener. January 2014.

Podcasts Hosted

- “Informal Education with Dr Suzanne de Castel” *ReFiG Radio*. Co-hosted by Emma Vossen and Anita Sarkeesian. 2019.
- “Game Jams and Gamerella with Gina Hara” *ReFiG Radio*. Co-hosted by Emma Vossen and Anita Sarkeesian. 2019.
- “Esports and Games Culture with Dr Nick Taylor” *ReFiG Radio*. Co-hosted by Emma Vossen and Anita Sarkeesian. 2019.
- “Race and Games with Dr Kishonna Gray” *ReFiG Radio*. Co-hosted by Emma Vossen and Anita Sarkeesian. 2019.
- “Women in VR and AR with Dr Helen Kennedy and Dr Sarah Atkinson ” *ReFiG Radio*. Co-hosted by Emma Vossen and Anita Sarkeesian. 2019.
- “Games Higher Education With Dr Sean Gouglas and Kenzie Gordon” *ReFiG Radio*. Co-hosted by Emma Vossen and Anita Sarkeesian. 2019.
- “Esports and Twitch with Dr T.L. Taylor” *ReFiG Radio*. Co-hosted by Emma Vossen and Anita Sarkeesian. 2019.

- “Games Education in the UK with Dr Alison Harvey” *ReFiG Radio*. Co-hosted by Emma Vossen and Anita Sarkeesian. 2019.
- “Studio Ethnographies with Dr Jennifer Whitson” *ReFiG Radio*. Co-hosted by Emma Vossen and Anita Sarkeesian. 2019.
- “The History of ReFiG with Dr Jennifer Jenson” *ReFiG Radio*. Co-hosted by Emma Vossen and Anita Sarkeesian. 2019.
- “Queerness in games with Dr Adrienne Shaw and Carolyn Petit” *ReFiG Radio*. Co-hosted by Emma Vossen and Anita Sarkeesian. 2019.
- “Analogue Game Studies with Dr Aaron Trammell” *ReFiG Radio*. Co-hosted by Emma Vossen and Anita Sarkeesian. 2019.
- “NYU Game Center and Artificial Intelligence with Dr Mitu Khandaker” *ReFiG Radio*. Co-hosted by Emma Vossen and Anita Sarkeesian. 2019.
- “Tarry Town and Back: Breath of the Wild.” *First Person Podcast. First Person Scholar*. July 2017.
- “‘Press A to Boob’: Women’s Sexuality in Video Games.” *First Person Podcast. First Person Scholar*. July 2016.
- “Girl-Link > Linkle.” *First Person Podcast. First Person Scholar*. July 2016.
- “How Do You Know When You’re Satisfied?.” *First Person Podcast. First Person Scholar*. May 2016.
- “Nintendon’t.” *First Person Podcast. First Person Scholar*. April 2016.
- “Sulking About Shulk: The Amiibo Craze.” *First Person Podcast. First Person Scholar*. March 2016.
- “Bullet Feels.” *First Person Podcast. First Person Scholar*. March 2016.
- “The DAP: The Dragon Age Podcast.” *First Person Podcast. First Person Scholar*. February 2016.
- “One True Games: Games of the Year.” *First Person Podcast. First Person Scholar*. January 2016.
- “Bae>Bay: A Podcast about Life is Strange.” *First Person Podcast. First Person Scholar*. March 2015.
- “Her Story Podcast.” *First Person Podcast. First Person Scholar*. November 2015.

Interviews and Media Appearances

- Gregory Leporati. “Inside academia’s growing interest in ‘Animal Crossing’” *The Washington Post*, July 14, 2020.
- James Bigley II “How The Legend of Zelda Prepared Us to Play the Princess” *Electronic Gaming Monthly*, 2019.

- Megan Farokhmanesh “Gamergate comes to the classroom” *The Verge*, 2019.
- Elizabeth Byers, “Gender and Gaming with Emma Vossen” *The Nasty Podcast*, 2019.
- Christina Frangou, “The growing problem of online harassment in academe” *University Affairs Magazine*, 2019.
- Elissa Gurman, “What you need to know about online courses: advice from students, graduates, and professors on how to get the most out of online courses” *Maclean's Magazine* 2019.
- Arman Aghbali, “Crisis of the Toxic Nerds: How Men Ruined Nerd Culture and Made Gaming a Toxic Place for Everyone Else.” *Built to Play*. CJRU 1280AM. September 2018. Extensive interview as part of a radio documentary.
- Akshay Kulkarn, “Get Out Of My Hobby – How a journalist views toxic masculinity in gaming” *Buzz*, 2018.
- “How Gamers Are Facilitating The Rise Of The Alt-Right.” *NBC News Think*. 2017.
- “The Dangerous Game: Gamergate and the 'alt-right.'” *CBC Ideas* - Hour-long radio special about my dissertation research. December 2017.
- “Promotion: The Dangerous Game”. *CBC Radio*. 2016 - Conducted 13 live syndicated radio interviews answering questions about the Trump election, games culture, and promoting the CBC documentary about my research.
- “Episode 135: Just Too Canadian: A Conversation on Feminist Game Studies with Emma Vossen.” NYMG Podcast. *Not Your Mama's Gamer*. September 2016.
- “The Legend of Zelda fans decry lack of female lead as 'lazy' and 'laughable.’” *CBC*.
- "Speaking of Ideas." *CBC Ideas/ SSHRC*. Congress 2016.
- “Emma Vossen and the Rise of the GI Janes” *Her Campus*. Dec 12 2015.
- “First Person Scholar aims for critical play and better gaming” *University of Waterloo Arts*. December 5 2014.
- “#Gamergate: The State of Gaming.” *Cord Community Edition*. October 12 2014. Print.
- “Mega Women”. *Cord Community Edition*. Feb 7 2014. Print.
- “Thank you Mario your Princess is in Another Castle.” *Convergence Magazine*. Dec 11th 2014.

Conference and Workshop Organization

Refiguring Innovation in Games Conference. Ontario College of Art and Design. Co-organized with Jennifer Jenson and Colleen Thumlert. November 7–9 2019.

“The Def Method: How to identify, respond to, and protect yourself against online harassment”
Refiguring Innovation in Games. OCAD University. Toronto Ontario. November 2019.

“A Field of our Own: Toward a Millennial Feminist Game Studies Workshop.” Canadian Game Studies Association. Congress of the Social Sciences and the Humanities. The University of British Columbia. Co-organized with Sarah Evans, Joshua Jackson, Elyse Janish and Alisha Karabinus. June 2019.

Refiguring Innovation in Games Conference. Co-organized with Jennifer Jenson and Colleen Thumlert. October 25–27 2018.

Metafandom Conference. The University of Waterloo. Co-organized with Elise Vist and Kasandra Arthur. September 18–19 2014.

Professional Development

- “Supporting Survivors of Sexual Harassment and Assault” led by Dr. Emily R. Dworkin. University of California Santa Cruz. July 22nd 2020.
- “Feminist War Games?” Game Jam. Ontario College of Art and Design. March 24–26 2017.
- SSHRC Storytellers Workshop. Calgary Alberta. 2016.
- IMMERSe Meeting. The University of Waterloo. November 26–27 2015.
- IMMERSe Meeting. Concordia. February 12–13 2015.
- THAT Camp Games. Kitchener City Hall. July 12–14 2013.
- Metafandom Conference. The University of Waterloo. September 18–19 2014.
- Weekly Professionalization Workshop. The University of Waterloo. September–December 2014.
- 3-Minute Thesis. The University of Waterloo. 2013.