

ACADEMIC POSITIONS

- 2012-Present *Lecturer*, Minor in Digital Communication, Information, and Media, The Rutgers University School of Communication and Information.
2010-2012 *SC&I Fellow*, The Rutgers University School of Communication and Information
2009-2010 *Diversity Fellow*, Rutgers University.

EDUCATION

- 2009-2014 Ph.D., Journalism and Media Studies, School of Communication and Information, Rutgers University
Dissertation: “The politics of simulation: a history of cultural techniques in *Dungeons and Dragons* and other role-playing games.
Committee: Marija Dalbello (Chair), Jack Bratich, Aram Sinnreich, Jennifer Stoever-Ackerman (Outside Member), Fred Turner (Outside Member)
2009 M.A., Comparative Literature, The State University of New York at Binghamton
2005 B.A., Philosophy, Rutgers University, *with honors*
 B.A., Comparative Literature, Rutgers University
Senior Honors Thesis: “The Dreams of Icarus: An Exploration of Edgard Varèse’s ‘Poème Électronique.’”
2001-2002 Coursework, Audio Engineering, Brookdale Community College

AWARDS

- Dissertation Research Scholarship, Rutgers University, School of Communication and Information, 2013.
Outstanding Continuing Student Award, Rutgers University, School of Communication and Information, 2013.
Outstanding Research Practicum Display Award, Rutgers University, School of Communication and Information, 2012.
Department Nominee, Media Studies Outstanding First Year Student, Rutgers University School Of Communication and Information, 2010.
iSchools Conference, Best Poster Award, “The Jersey Punk Basement Scene: Exploring the Information Underground”, 2010.
Rutgers University, School of Communication and Information Fellowship, 2010-2012.
Rutgers University, Diversity Fellowship, 2009-2010.
Binghamton University, Department of Comparative Literature, Research Scholarship, 2009.
Trammell Educational Scholarship, 2008-2009.
Harpur College Dean’s Workshop Grant, 2008-2009.
Radio of Livingston College Leadership Achievement Award, 2005.

PEER-REVIEWED PUBLICATIONS

- Trammell, A (Forthcoming, 2015) Race, class, and gender in role-playing games. *The RPG Studies Handbook*. Eds. Jose Zagel and Sebastian Deterding. Publisher TBA.
Trammell, A (Forthcoming, 2015) Laboring to publish: fandom in role-playing games. *The RPG Studies Handbook*. Eds. Jose Zagel and Sebastian Deterding. Publisher TBA.

- Stoever, J. L., Silva, S. & Trammell, A. (Forthcoming 2015). Sounding Out!: networking the digital humanities. *Provoke this!: sound and the digital humanities*. Eds. Mueller, D., Lingold, M. C. & Trettien, W. Durham, North Carolina: Duke University Press.
- Trammell, A. & Gilbert, A. (Forthcoming, 2014) Extending play: an introduction. *Games and Culture*.
- Trammell, A. & Waldron, E. (Forthcoming, 2014) Playing for intimacy: love, lust, and desire in the pursuit of embodied design. *Rated M for Mature: Sex and Sexuality in Video Games*. Eds. Matthew Wysocki and Evan Lauteria. New York: Bloomsbury Media.
- Trammell, A. (In Press, 2014) Who judges the judges: evaluating competition as a technique of evaluation in online game design forums. *Online Evaluation of Creativity in the Arts*. Ed. Cecilia Suhr. New York: Routledge.
- Trammell, A. (2013) Magic modders: alter-art, ambiguity, and the ethics of prosumption. *Journal of Virtual Worlds Research*. Special issue: "Legal and Governance Challenges." Eds. Melissa de Zwart, Dan Hunter, & Greg Lastowka, 6(3).
- Trammell, A. (2013) MP3s and other evil media: American pathologies in Critical Information Studies. *American Quarterly*, 65(2), 405-11.
- Lingel, J., Trammell, A., Sanchez, J., & Naaman, M. (2012). Practices of information and secrecy in a punk rock subculture. ACM 2012 Computer Supported Cooperative Work Conference proceedings, Seattle WA, February 11-15.
- Sinnreich, A, Graham, N., & Trammell, A. (2011) Weaving a new 'net: A meshed based solution for democratizing networked communication. *The Information Society*, 27(5), 336-345.
- Trammell, A. (2010). Magic: The Gathering in material and virtual space: An ethnographic approach toward understanding players who dislike online play. Meaningful Play 2011 Conference Proceedings.
- Sanchez, J., Trammell, A., Lingel, J. & Graham, N. (2010) The jersey punk basement scene: exploring the information underground. Proceedings to the 2010 iSchools Conference.

INVITED ARTICLES

- Trammell, A. & Sinnreich, A. (Forthcoming, 2014) Visualizing game studies: materiality and sociality from chessboard to circuit board. *Journal of Games Criticism*, 1(1).

BOOK REVIEWS

- Trammell, A. (2013) Notes from the wargaming underground: dungeons, dragons, and the history of games. *Game Studies*, 13(2).
- Trammell, A. (2010). Review of Dave Tompkins, *How to Wreck a Nice Beach: The Vocoder from World War II to Hip-Hop*. *Journal of Popular Music Studies*, 22(4), 484-488.

DIGITAL ACADEMIC PUBLICATIONS

- Trammell, A. (2014) Revising the future of music technology. *Sounding Out!* soundstudiesblog.com
- Trammell, A. (2013) Experiments in aural resistance: Nordic role-playing, community, and sound. *Sounding Out!* soundstudiesblog.com
- Trammell, A. (2013) Video gaming and the sonic feedback of surveillance: Bastion and The Stanley Parable. *Sounding Out!* soundstudiesblog.com
- Trammell, A. (2012) The nonsense of birds and whispers of thieves: reclaiming jargon. *The Rutgers University Graduate School – New Brunswick Graduate Student Blog*. rugradstudentblog.net
- Trammell, A. (2012) SO! Reads: Jonathan Sterne's MP3: the meaning of a format. *Sounding Out!* soundstudiesblog.com
- Trammell, A. (2012) In the flesh: embodiment, listening, and transcription. *Sounding Out!* soundstudiesblog.com
- Trammell, A. (2012) The ideology of game mechanics. *The Playgrounds*. selectstart.rutgers.edu
- Trammell, A. (2012) Orality and cybernetics in Battleship. *Sounding Out!* soundstudiesblog.com
- Trammell, A. (2011) Building the playgrounds: finding labor in play. *The Playgrounds*. selectstart.rutgers.edu
- Trammell, A. (2011) Pushing record: labors of love, and the iTunes playlist. *Sounding Out!* soundstudiesblog.com
- Trammell, A. (2011) Garageland! Authenticity and musical taste. *Sounding Out!* soundstudiesblog.com

- Trammell, A. (2011) GLaDOS, the voice of postfeminist control. *Sounding Out!* soundstudiesblog.com
- Trammell, A. (2011) Becoming a bad listener: labyrinthitis, vertigo, and “passing.” *Sounding Out!* soundstudiesblog.com
- Trammell, A. (2011) Listening to robots sing: GarageBand on the iPad. *Sounding Out!* soundstudiesblog.com
- Trammell, A. (2011) #Tigerblood: Charlie Sheen and affective listening. *Sounding Out!* soundstudiesblog.com
- Trammell, A. (2011) Listening to interiors, Silo #5. *Sounding Out!* soundstudiesblog.com
- Trammell, A. (2011) Y2K, collective ritual, and sound in the new millennium. *Sounding Out!* soundstudiesblog.com
- Trammell, A. (2010) Bob Seger, champion of misfits. *Sounding Out!* soundstudiesblog.com
- Trammell, A. (2010) Remix the libraries / collaborative listening. *Sounding Out!* soundstudiesblog.com
- Trammell, A. (2010) Genre in the age of convergence: Mario Paint Composer. *Sounding Out!* soundstudiesblog.com
- Trammell, A. (2010) The role of sound in video games: Pong, Limbo and interactivity. *Sounding Out!* soundstudiesblog.com
- Trammell, A. (2010) What mixtapes can teach us about noise: reading Shannon and Weaver in 2010. *Sounding Out!* soundstudiesblog.com
- Trammell, A. (2010) A series of mistakes: Nullsleep and the art of 8-bit composition. *Sounding Out!* soundstudiesblog.com
- Trammell, A. (2010) Re: Chuck Klosterman – “Tomorrow Rarely Knows.” *Sounding Out!* soundstudiesblog.com
- Trammell, A. (2010) Formations of control in underground venues. *Sounding Out!* soundstudiesblog.com
- Trammell, A. (2009) Manufacturing rebellion, censorship in music. *Sounding Out!* soundstudiesblog.com
- Trammell, A. (2009) Juno and Antifolk: pro-life? *Sounding Out!* soundstudiesblog.com
- Trammell, A. (2009) Fandom, Elvis Costello, and Goodbye Cruel World. *Sounding Out!* soundstudiesblog.com

DIGITAL ACADEMIC MULTIMEDIA PUBLICATIONS

- Trammell, A. (2014) Sounding Out! Podcast #27: Interview with Jonathan Sterne. *Sounding Out!* soundstudiesblog.com
- Trammell, A. (2014) Sounding Out! Podcast #25: Interview with Aram Sinnreich, “The Piracy Crusade.” *Sounding Out!* soundstudiesblog.com
- Trammell, A. (2013) Sounding Out! Podcast Episode #23: Rethinking War of The Worlds at 75. *Sounding Out!* soundstudiesblog.com
- Trammell, A. (2013) Sounding Out! Podcast Episode #19: Solid Gold Summer. *Sounding Out!* soundstudiesblog.com
- Trammell, A. (2013) Sounding Out! Podcast Episode #14: Interview with Meme Librarian Amanda Brennan. *Sounding Out!* soundstudiesblog.com
- Trammell, A. (2012) Sounding Out! Podcast Episode #10: Interview with theremin master Eric Ross. *Sounding Out!* soundstudiesblog.com
- Trammell, A. (2012) Sounding Out! Podcast Episode #8: Can’t Stop Won’t Stop (The Awesomeness)! *Sounding Out!* soundstudiesblog.com
- Trammell, A. (2012) Sounding Out! Podcast Episode #6: Spaces of Listening / The Record Shop. *Sounding Out!* soundstudiesblog.com
- Trammell, A. (2012) Sounding Out! Podcast Episode #3: Awesome Sounds From A Future Boombox! *Sounding Out!* soundstudiesblog.com
- Trammell, A., & Duus-Pape, A. (2012) Sounding Out! Podcast Episode #1: “Peter DiCola at River Read Books.” *Sounding Out!* soundstudiesblog.com

PRESENTATIONS

- Crowell, J. & Trammell, A. (Forthcoming, 2014) Designing Millionaire City: casual games and the digital divide. International Communication Association Preconference on the Digital Divide. Seattle, Washington, May 22-27.
- Waldron, E. L. & Trammell, A. (2014) Playing for intimacy. Living Games Conference. Brooklyn, New York, March 14-16.
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- Trammell, A. (2013) A brief history of biogamification. Apps and Affect Conference. London, Ontario, October 18-20.
- Trammell, A. (2013) Invited participant in the *Role Playing Handbook* workshop. Digital Game Research Association Conference. Atlanta, Georgia, August 26-29.
- Trammell, A. (2013) Beyond cartography: The circulation of affect in fantasy maps 1974-1984. Paper to be presented at the 2013 Society for the History of Authorship, Reading, and Publishing Conference, Philadelphia, PA, July 18-21.
- Trammell, A. (2013) Role-playing the atom age: Diplomacy fanzines and the RAND Corporation. Paper to be presented at 2013 International Communication Association Conference, London, UK, June 21-24.
- Trammell, A. (2013) Who are the dungeonmasters? Amateur Publishing Associations in Cold War America. Paper presented at Popular Culture Association / American Culture Association Conference, Washington, DC, March 27 - 30.
- Trammell, A. (2013) Genealogical notes on the practice of role-playing. Paper presented at the Politics of Play Symposium, York and Ryerson University, March 23.
- Trammell, A. (2012) Blind spots in the copyleft: the user experience of Creative Commons. Paper presented at 2012 National Communication Association Conference, Orlando, FL, November 15-18.
- Trammell, A. (2012) Game studies as corporate training grounds. Paper presented in my absence (due to Hurricane Sandy) at FlowTV 2012, Austin TX, November 1-3.
- Crowell, J., Trammell, A., Leavey, S. & Reyes, C. (2012) Surviving Millionaire City: class consciousness, vertigo, and empire in browser based games. Paper presented at Meaningful Play 2012 Conference, East Lansing, MI, October 18-20.
- Trammell, A. (2012) The DIY Archive. Workshop presentation at THATCamp Theory Unconference, New Brunswick, NJ, October 13-14.
- Trammell, A. (2012) Countergaming: new tools and problems. Paper presented at 2012 International Communication Association Conference, Phoenix, AZ, May 24-28.
- Trammell, A. (2012) Magic modders: the metagame as legal battlefield. Paper presented at Popular Culture Association / American Culture Association Conference, Boston, MA, April 11-14.
- Lingel, J., Trammell, A., Sanchez, J., & Naaman, M. (2012). Practices of information and secrecy in a punk rock subculture. Paper presented at ACM 2012 Computer Supported Cooperative Work Conference, Seattle WA, February 11-15.
- Sinnreich, A., & Trammell, A. (2011) Beyond the internet: innovative ideas for democratizing communication and societies in the networked age. Keynote address. Technology Without Borders Conference Series, New Brunswick, NJ, November 16.
- Trammell, A. (2011). Playing with letters and landscapes: An examination of literacy in early 19th century print ephemera. Paper presented at Society of the History of Authorship, Reading, and Publishing Conference, Washington, DC, 2011.
- Trammell, A. (2011) Magic modders: fan art in a cultural-economic framework. Poster presented at the Game Behind the Game Conference, New Brunswick, NJ, April 8 - 9, 2011.
- Graham, N., Trammell, A. & Baddi, A. (2011). Collaborative listening: Toward a social-centered digital music archive. Poster presented at Association of College & Research Libraries, Philadelphia, PA, March 31 - April 2, 2011.
- Trammell, A. (2010). Going underground: Legislature, activism and virtual spaces in the New Brunswick, NJ punk scene. Paper presented at The 55th Society of Ethnomusicology Conference, Los Angeles, CA, November 11-14, 2010.
- Trammell, A. (2010). Magic: The Gathering in material and virtual space: An ethnographic approach toward understanding players who dislike online play. Paper presented at Meaningful Play Conference, East Lansing, MI, October 21-23, 2010.
- Sanchez, J., Trammell, A., Graham, N. & Lingel, J. F. (2010). Jersey Punk: Gatekeepers of the Underground. Paper presented at New Media Theory: How Far Have We Travelled Conference, Lubbock, TX, April 15-16, 2010." panel, Meaningful Play Conference, East Lansing, MI, to be given October 21, 2010.

GAME DESIGN

Trammell, A. (Forthcoming, 2014) *Playing the database*.

Trammell, A. (Forthcoming, 2014) *The networking game: helping students build social bonds*.

Germain, C. & Trammell, A. (2011) *Writers Block*. Winner: 2011 Iron Game Designer Challenge.
<http://boardgamegeek.com/thread/680364/iron-game-designer-challenge>

RESEARCH EXPERIENCE

RESEARCH ASSISTANT, Assistant Professor Aram Sinnreich, Rutgers University, Department of Journalism and Media Studies, Spring 2011.

RESEARCH ASSISTANT, Assistant Professor Susan Keith, Rutgers University Department of Journalism and Media Studies, Spring 2010.

RESEARCH ASSISTANT, Assistant Professor Joe Sanchez, Rutgers University Department of Library and Information Science, Summer 2010.

TEACHING EXPERIENCE

COURSES TAUGHT

Strategic Digital Presentation (DCIM 251), Minor in Digital Communication, Information, and Media, Rutgers University.

Capstone in Digital Communication, Information and Media (DCIM 451), Minor in Digital Communication, Information, and Media, Rutgers University.

Literature and Psychology (COLI 221). Comparative Literature, The State University of New York at Binghamton, Spring 2009.

GRADING EXPERIENCE

Contemporary Issues in Media: Musical Cultures & Industries (JMS 440), Journalism and Media Studies, Rutgers University. Fall 2012

Introduction to Information Technology and Informatics (CIM 103), Communication, Information and Media, Rutgers University. Spring 2012.

The Senior Year Experience (HDEV 476). Human Development, The State University of New York at Binghamton, Fall 2008.

INVITED LECTURES

“Playing the Database” Pratt Institute, *Knowledge Organization*, February 20, 2014.

“Glam and Gender” Rutgers University, *Special Topics in Media Studies: The Music Industry*, October 15, 2013.

“Race and Popular Music” Rutgers University, *Special Topics in Media Studies: The Music Industry*, October 31, 2013.

“Reading GLaDOS in Portal” Fairleigh Dickinson University, *Popular Culture and the Media*, November, 15th, 2011.

“Reading GLaDOS in Portal” Rutgers University School of Communication and Information, *Gender and Technology* October 12th, 2011.

“Interpreting Video Games: Sex and Gender in the Pac Man Universe,” Rutgers University School of Communication and Information, *Social Impacts of Video Gaming*, September 23rd, 2010.

“Interpreting Video Games: Sex and Gender in the Pac Man Universe,” School of Communication and Information, *Gender and Technology*, September 22nd, 2010.

“Soundtrack to Nostalgia: Anachronism and Identity in 8-bit Music,” *Binghamton University Sound Studies Collective Works in Progress*, March 16th, 2009.

CONFERENCE ORGANIZING

CHAIR and CO-FOUNDER, *Extending Play: The Rutgers University Media Studies Conference*, April 19 - 20, 2013.

- An international conference with an attendance of 140, including 70 panel and workshop participants.
- Raised 21,000\$ through fundraising efforts in an interdisciplinary effort that joined eight departments across Rutgers University.
- Oversaw and coordinated monthly board meetings.

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- Oversaw and coordinated all programming, logistics, promotions, and budgets affiliated with the conference.
 - Served as a liaison between administration, faculty, and the programming board.
- LEAD COORDINATOR, Speaker Presentation: The DSA Presents Tim Wu, author of *The Master Switch*, April 21, 2011.
- GRADUATE STUDENT ASSISTANT ORGANIZER, *Harpur Dean's Workshop Series; Listening In: The Sound Studies Collective at Binghamton University*, Harpur College, The State University of New York at Binghamton, 2008 – 2009.
- CO-CHAIR AND COORDINATOR, "*Desire, Praxis, and the Common(s): 2008 Comparative Literature Graduate Conference*", The State University of New York at Binghamton, 2008.
- LEAD COORDINATOR, *Maximum Overkill: Binghamton's Only Gaming Convention*, Campus Life, The State University of New York at Binghamton, 2007.

EDITORIAL WORK

SPECIAL ISSUE ON "EXTENDING PLAY", *GAMES AND CULTURE* (FORTHCOMING, 2014)

EDITED "SOUND AND PLAY" SERIES

- Mosley, R. (2013) Digital analogies: techniques of sonic play. "Sound and Play" series. *Sounding Out!* soundstudiesblog.com
- Lumumba-Kasongo, E. (2013) Papa Sangre and the construction of immersion in audio games. "Sound and Play" series. *Sounding Out!* soundstudiesblog.com
- Colbert, M. (2013) Playing with bits, pieces, and lightening bolts: an interview with sound artist Andrea Parkins. "Sound and Play" series. *Sounding Out!* soundstudiesblog.com
- Trammell, A. (2013) Experiments in aural resistance: Nordic role-playing, community, and sound. "Sound and Play" series. *Sounding Out!* soundstudiesblog.com

SOUNDING OUT! ESSAYS

- Mulliken, S. (2014) SO! Reads: David Novak's *Japanoise: Music at the Edge of Circulation*. *Sounding Out!* soundstudiesblog.com
- Lumumba-Kasongo, E. (2014) Making music at Studio X: the identity politics of community studios. *Sounding Out!* soundstudiesblog.com
- Ottum, J. (2013) Sounding boards and sonic styles: the music of the skatepark. *Sounding Out!* soundstudiesblog.com
- Mulliken, S. (2013) Tofu, steak, and a smoke alarm: The Food Network's *Chopped* & The Sonic Art of Cooking. *Sounding Out!* soundstudiesblog.com
- Hudelson, J. (2012) Listening to whisperers: performance, ASMR community, and fetish on YouTube. *Sounding Out!* soundstudiesblog.com
- Silva, L. (2012) Park sounds: a Kansas City soundwalk for fall. *Sounding Out!* soundstudiesblog.com
- Eckstein, J. (2012) Yellow rain and the sound of the matter: Kalia Yang's sonorous objection to Radiolab. *Sounding Out!* soundstudiesblog.com
- Boyer, B. B. (2012) Sound at AMS/SEM/SMT 2012. *The Playgrounds*. *Sounding Out!* soundstudiesblog.com
- Cardoso, L. (2012) Sound-politics in São Paulo, Brazil. *Sounding Out!* soundstudiesblog.com
- Duus-Pape, A. (2012) Further experiments in agent-based sonic composition. *Sounding Out!* soundstudiesblog.com
- Alarcon, W. (2012) Could I be chicana without Carlos Santana. *Sounding Out!* soundstudiesblog.com
- Cardinale, C. L. (2012) my mother's voice, my father's eye, and my other body: the sound of deaf photographs. *Sounding Out!* soundstudiesblog.com
- Duus-Pape, A. (2012) Experiments in agent-based sonic composition. *Sounding Out!* soundstudiesblog.com
- Duus-Pape, A. (2011) Music is not bread. *Sounding Out!* soundstudiesblog.com
- Casillas, D. I. (2011) Listening to the border: "'2487': Giving Voice in Diaspora" and the sound art of Luz María Sánchez. *Sounding Out!* soundstudiesblog.com

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- Colbert, M. (2011) Within a grain of sand: our sonic environment and some of its shapers. *Sounding Out!* soundstudiesblog.com
- Duus-Pape, A. (2011) Head-games?: the strategic view of liveness and performance. *Sounding Out!* soundstudiesblog.com
- Gold, B. (2010) Hold this thread: a partial history of a rock and roll relationship. *Sounding Out!* soundstudiesblog.com
- Lafferty, M. (2009) On hand made music. *Sounding Out!* soundstudiesblog.com

SOUNDING OUT! PODCASTS

- Burton, J. (2014) *Sounding Out!* Podcast #26: Wobbling the Speakerspace. *Sounding Out!* soundstudiesblog.com
- Escamilla, M. & Sekhon, S. (2013) *Sounding Out!* Podcast Episode #24: The Raitt Street Chronicles: A Survivor's History. *Sounding Out!* soundstudiesblog.com
- McCollum, M. (2013) *Sounding Out!* Podcast Episode #22: Remixing War of the Worlds. *Sounding Out!* soundstudiesblog.com
- Skinner, J. (2013) *Sounding Out!* Podcast Episode #21: Jonathan Skinner at the Rutgers University Center for Cultural Analysis. *Sounding Out!* soundstudiesblog.com
- Medrado, A. (2013) *Sounding Out!* Podcast Episode #20: The sound of Rio's favelas: echoes of social inequality in an Olympic city. *Sounding Out!* soundstudiesblog.com
- Ford, F. & Merlini, V. (2013) *Sounding Out!* Podcast Episode #18: *Sounding Out!* Podcast Episode #16: Listening to the tuned city of Brussels, day 3, "ephemeral atmospheres." *Sounding Out!* soundstudiesblog.com
- Ford, F. & Merlini, V. (2013) *Sounding Out!* Podcast Episode #17: Listening to the tuned city of Brussels, day 2, "situational listening." *Sounding Out!* soundstudiesblog.com
- Ford, F. & Merlini, V. (2013) *Sounding Out!* Podcast Episode #16: Listening to the tuned city of Brussels, day 1, "noise." *Sounding Out!* soundstudiesblog.com
- Ford, F. & Merlini, V. (2013) *Sounding Out!* Podcast Episode #15: Listening to the tuned city of Brussels, the first night. *Sounding Out!* soundstudiesblog.com
- Carlson, B. (2013) *Sounding Out!* Podcast Episode #13: Sounding Shakespeare in S(e)oul. *Sounding Out!* soundstudiesblog.com
- Skinner, J. (2013) *Sounding Out!* Podcast Episode #12: Animal transcriptions, listening to the Lab of Ornithology. *Sounding Out!* soundstudiesblog.com
- Mueller, D., Lingold, M. C., & Trettien, W. (2013) Recapping *SoundBox* project #tweetasound. *Sounding Out!* soundstudiesblog.com
- Cardoso, L. (2012) *Sounding Out!* Podcast Episode #9: Listening to São Paulo, Brazil. *Sounding Out!* soundstudiesblog.com
- Leonardson, E., Ryan, M. & Haigh, T. (2012) *Sounding Out!* Podcast Episode #7: Celebrate world listening day with the world listening project. *Sounding Out!* soundstudiesblog.com
- Greenberg, D. (2012) *Sounding Out!* Podcast Episode #5: Sound and spirit on the highway. *Sounding Out!* soundstudiesblog.com
- Colbert, M. (2011) *Sounding Out!* Podcast Episode #4: Within a grain of sand. *Sounding Out!* soundstudiesblog.com
- Duus-Pape, A. (2011) *Sounding Out!* Podcast Episode #2: Building intimate performance venues on the internet. *Sounding Out!* soundstudiesblog.com

GAME DESIGN

- Nilsen, E. (2013) The great afterparty. The larpfactory book project. Eds. Trine Lindahl, Elin Nilsen, and Lizzie Stark. Rollespilsakademiet: Denmark.

UNIVERSITY & COMMUNITY SERVICE

- CO-FOUNDER, ASSISTANT EDITOR, AND MULTIMEDIA EDITOR, *Sounding Out!: The Sound Studies Blog*. 2011- Present.
- SUBMISSION REVIEW, *International Communication Association, Game Studies Division*, 2012-2013.
- SUBMISSION REVIEW *Meaningful Play*, 2012.
- GRADUATE STUDENT REPRESENTATIVE, The Rutgers University Senate, 2011-2012.
- FOUNDER, Select Start: The Rutgers University Video Game Studies Group, Rutgers University, 2011.

PRESIDENT, *The Doctoral Student Organization*, Rutgers University School of Communication and Information, 2010-2011.
FIRST YEAR REPRESENTATIVE, *The Doctoral Student Organization*, Rutgers University School of Communication and Information, 2009-2010.
CO-EDITOR, *Sounding Out!: The Sound Studies Blog*, 2009 - 2011.
GRADUATE ASSISTANT, *Late Nite Binghamton*, Campus Life - The State University of New York at Binghamton, 2007-2009.
ADMINISTRATIVE COORDINATOR, *Beginnings – Summer Orientation Program*, The State University of New York at Binghamton, 2008.
MANAGER, The Art Mission and Theater, Binghamton NY, 2008 – Present.
PEER REVIEW, *Eludamos. Online Journal for Computer Game Culture*, Göttingen University, 2007 Present.
DIRECTOR OF PISCATAWAY HIGH SCHOOL RELATIONS, *90.5 RLC-WVPH Piscataway 'The Core,'* Rutgers University, 2004-2005.
TECHNICAL DIRECTOR, *90.5 RLC-WVPH Piscataway 'The Core,'* Rutgers University, 2003-2004.
INSTRUCTOR, Home Recording Class, *Music Club*, Rutgers University, 2003.

RELATED PROFESSIONAL EXPERIENCE

OPERATIONS ANALYSIST, *Verizon Wireless*, February 2007 – May 2007.

- Supervised supply chain in four collateral warehouses on a national level.
- Maintained and devised several Excel spreadsheets to track and financially control inventory.

THE NAKED BROTHERS BAND -SEASONS 1 AND 2, *Nickelodeon*, 2006-2007.

- Headed the Video Department until my departure for graduate school.
- Assisted director Polly Draper and Melanie Mayron in review of daily footage.

MOBILE STUDIOS, Sole Proprietor, 2005–2007.
THE SOPRANOS, *HBO*, Video Reference, Video Assist, 2005–2007.
SHINE A LIGHT, *Paramount Pictures*, Video Operator, 2006.
AMERICAN GANGSTER, *Universal Pictures*, 24 Frame Playback, 2006.
THE NANNY DIARIES, *The Weinstein Company*, Video Playback, 2006.
INSIDE MAN, *Universal Pictures*, 24 Frame Playback, 2006.
30 ROCK PILOT, *NBC*, 24 Frame Playback, 2006.
PERFECT STRANGER, *Columbia Pictures*, 24 Frame Playback, 2006.
SCHOOL FOR SCOUNDRELS, *MGM Studios*, 24 Frame Playback, 2005.

PROFESSIONAL MEMBERSHIPS

Local 52, The International Alliance of Theatrical Stage Employees (IATSE)
The American Studies Association (ASA)
The National Communication Association (NCA)
The International Communication Association (ICA)
The Popular Culture Association (ACA)
Society for the History of Authorship, Reading and Publishing (SHARP)
Binghamton University Sound Studies Collective (BU SSC)
Rutgers University School of Communication and Information Doctoral Student Association (SCI DSA)

RESEARCH AND TEACHING INTERESTS

Game Studies, Sound Studies, Play, Critical Cultural Studies, Media Studies, Media Law, Cultural History, Critical Information Studies, Digital Humanities, Affect, Procedurality, Digital Cultures, Resistance

REFERENCES

Marija Dalbello
Associate Professor of Library and Information Science
PhD Program Coordinator, The School of Communication and Information
Rutgers University
848.932.8785, dalbello@rutgers.edu

Jennifer Stoever-Ackerman
Assistant Professor of English
Binghamton University
607.777.5494, jsa@binghamton.edu

Aram Sinnreich
Assistant Professor of Journalism and Media Studies
Rutgers University
848.932.8705, sinn@rci.rutgers.edu