Kenzie Gordon
Curriculum Vitae

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Education

PhD Modern Languages and Cultural Studies, Digital Humanities　　　　2018 - Present
University of Alberta
Supervisors Dr. Victoria Ruetalo and Dr. Sean Gouglas
Dissertation: *Press X to Crush the Patriarchy: Video Games as Sites for Sexual Violence Prevention*

Graduate Certificate in Sexual Health　　　　2025
University of Alberta

Master of Arts Digital Humanities　　　　2018
University of Alberta
Thesis: *Powering Up: Games for Sexual Violence Prevention*, Supervisor Dr. Sean Gouglas

Bachelor of Social Work　　　　2013
University of Calgary – Edmonton Campus

Bachelor of Arts (Honors) History and Middle Eastern & African Studies　　　　2011
University of Alberta
Thesis: *The Rise of Homophobia in Southern Africa*
Certificate in Peace and Post-Conflict Studies

Peer-Reviewed Publications

Journal Articles

Pente, P., Adams, C., and **Gordon, K**. "Art Education and Artificial Intelligence: AI-Artmaking as a Way to teach about AI ethics," (Spring 2023). Fine FACTA.

Gordon, K. "Gaming against Violence: An Exploration of Video Games as Tools for Sexual Violence Prevention Education," (2022). *gamevironments* 17, pp. 274-313.

Book Chapters

Gordon, K. "Of All-Mothers and Sun-Kings: Gendered Societies in the *Horizon* Franchise," (2025). In M. Kappel (Ed) *Broadening Horizon: Essays on Environment, Culture, Identity and Myth in the Game Franchise*, (pp. 94-107), McFarland.

Gordon, K., Sooknanan, V., Emembolu, I., Gouglas, S., Harvey, A., Weststar, J., and Whitson, J. "Spotlight 1: Building Equitable and Sustainable Game Development Education," (2024). In G. Voorhees & D. Harley (Eds) *ADE for Games* (pp. 42-48), ETC Press.

Gordon, K. "You'd Better Unionize, Baby!" (2024). In Zamboni, C., Farber, M., & Merchant, W (Eds) *Roll for Learning* (pp. 427-436), Play Story Press. https://playstorypress.org/books/roll-for-learning/ .

Conference Proceedings – Articles

Borynec, A., **Gordon, K.,** Kuznetsov, E., Owino, A. & Gouglas, S. (2022). Counting Courses: Assessing Postsecondary Videogame Programs in the United States and Canada. In T. Bastiaens (Ed.), Proceedings of EdMedia + Innovate Learning (pp. 337-342). New York City, NY, United States: Association for the Advancement of Computing in Education (AACE).

Accepted Manuscripts in Process

Gordon, K., and Stang, S. "Weak Men and Strong Women: Portrayals of Gender-Based Violence in *Tomb Raider* and *The Witcher 3: Wild Hunt*" (accepted article in 2025 forthcoming special issue of *Studies in the Fantastic*).

Kuznetsov, E., **Gordon, K.**, and Gouglas, S. "For Gamers by Gamers," (accepted chapter in 2025 forthcoming edited collection *The Post-Gamer Turn*).

Other Publications

Non-Peer Reviewed Journal Articles

Gordon, K. ""Fight Back or Die": Rape, Revenge, and the Supernatural in *Tomb Raider*," (Summer 2022) *SFRA Review* 52(3), pp.195-202.

Reviews

Gordon, K. "Review: Tiltfactor," (2024). *Reviews in Digital Humanities*, V5(12). https://doi.org/10.21428/3e88f64f.7f918f97

Academic Blog Posts

Gordon, K., Whitson, J., Weststar, J., and Gouglas, S. "The video game industry is booming. Why are there so many lay-offs?," (11 Feb 2024), *The Conversation*. https://theconversation.com/the-video-game-industry-is-booming-why-are-there-so-many-layoffs-222685

Gordon, K., and Pearson, S. "Game On: Video Game-Based Approaches to Bystander Intervention Training," (30 April, 2021), *Courage to Act*. www.couragetoact.ca/blog/game-on

Gordon, K. "The Little-Known Field of Violence-Prevention Video Games", (3 Oct, 2017), *The Quad*. https://www.ualberta.ca/en/the-quad/2017/10/the-little-known-field-of-violence-prevention-video-games.html

Case Studies

Gordon, K., McDougall, T., and Rosal, G. "The YEG Police Violence Archive" (2024), Case Study in digital course 'Social Justice in the Digital Humanities', *#dariahTeach*. https://teach.dariah.eu/mod/lesson/view.php?id=1939&pageid=2026

Reports

"Postsecondary Games Program Report 2025" (2025). Report for the Higher Education Video Game Alliance (co-author).

"Benefits of Videogames in K-12 Education," (2022). Report for the Higher Education Video Game Alliance (co-author). https://hevga.org/wp-content/uploads/2021/10/HEVGA_Benefits_VideoGames_K12_FINAL_V7.pdf

"Survey of Program Graduates Report," (2019). Report for the Higher Education Video Game Alliance (co-author). https://hevga.org/wp-content/uploads/2020/02/HEVGA_2019_Survey_of_Program_Graduates.pdf

Gordon, K. **"**Creating Social Sustainability Measures for Affordable Housing," (2018). Report to Capital Region Housing Corporation.

Severson, M., & **Gordon, K.** "Capital Region Housing Draft Social Sustainability Framework," (2018). Capital Region Housing Corporation.

Awards

External
2019 – Joseph-Armand Bombardier Graduate Scholarship – Doctoral Program (CGS-D)
2017 – Canada Graduate Scholarship – Master's Program
2017 – Persons Case Scholarship
2017 – Heather Huet Memorial Award, Sexual Assault Centre of Edmonton

Internal
2024 – Graduate Student Travel Award
2023 – Isaak Walton Killam Memorial Scholarship
2023 - University of Alberta President's Doctoral Prize of Distinction
2021 – Graduate Students' Association President's Citation
2020 – University of Alberta Alumni Association Alumni Innovation Award
2020 – University of Alberta President's Doctoral Prize of Distinction
2019 – University of Alberta President's Doctoral Prize of Distinction
2019 – Queen Elizabeth II Graduate Scholarship
2018 – Office of Interdisciplinary Studies Recruitment Scholarship
2018 – Benita (Mayers) and Orville Fifeld Scholarship in Sexual Health
2018 – Graduate Student Association Student Service Award
2018 – Student Aid Alberta Graduate Student Scholarship
2017 – University of Alberta Falling Walls Lab Competition – 2nd place
2017 – Walter J. Johns Graduate Fellowship
2013 – University of Calgary Faculty of Social Work - Recognition of Excellence in Field Education
2011 – Middle Eastern and African Studies Top Graduating Student
2010 – Gandhi Foundation Award for Peace Studies
2009 – Maimie S. Simpson Memorial Scholarship
2008 – University of Alberta Undergraduate Scholarship
2008 – Jason Lang Scholarship

Grant-Funded Projects

Edmonton John Howard Society – Innovation Award   2018
- $20,000 grant for the development of a mobile app (*Flourish*) to support survivors of domestic violence in finding resources and learning about violence

Refiguring Innovation in Games – Graduate Project Funding   2017
- Project-based funding for a research study cataloguing and analysing portrayals of domestic violence in video games

Boardwalk Rental Communities Learning and Change Award   2017
- Award valued at $10,000 for a partnership project between a student and community partner

- My project with the Sexual Assault Centre of Edmonton developed a training video game on Bystander Intervention for bar staff called *It's Your Move*

Published Media Projects

YEG Police Violence Archive, a community archiving project cataloguing incidents of police violence in Edmonton (Project Lead, launched 2021). https://yegpoliceviolencearchive.ca/

Flourish, an Android and iOS app with information and resources for domestic violence survivors, developed for Edmonton John Howard Society's Family Violence Prevention Center (2020).

It's Your Move, a bystander education training game used in the Sexual Assault Centre of Edmonton's "Five Minute Friend" training program for nightlife employees (2017). https://itsyourmove.itch.io/its-your-move
- Featured in numerous media outlets including Global TV, CTV, The Toronto Star, CBC

Conferences & Talks

Invited Talks – External

Gordon, K., Gouglas, S., Harvey, A., Sooknanan, V., Weststar, J., and Whitson, J. "Building Equitable and Sustainable Game Development Education," (2023), University of Waterloo Games Institute ADE for Game Communities: Workshop and Speaker Series, Waterloo, Ontario.

Gordon, K. "Sexual Violence Prevention Games in Practice," (2023), Video games against gender-based and sexual violence: A one-day workshop and games exhibit, St. Paul University, Ottawa, Ontario.

Gordon, K. "Abolishing Carceral Logics: A 'New' Framework for Understanding Sexual Violence", (2023), John Humphrey Centre for Peace and Human Rights 'Ignite Change' Conference, online.

Gordon, K. "Parallel Pandemics: Online sexual violence in the era of Covid-19," (2020), Panel presentation at MacEwan University Sexual Violence Awareness Week, online.

Gordon, K., and Simpson, K. "Plugged In: Alternative Technologies for Violence Prevention Work," (2020), Concurrent Session at Diverse Voices Family Violence Conference, online.

Gordon, K. "Video Games as Interventions in Sexual Violence," (2018), Panel Presentation at United Nations Safe Cities and Safe Public Spaces Global Leader's Forum, Edmonton, AB.

Gordon, K. "Game On: Video Games as Violence Prevention Tools," (2017), Concurrent Session at Diverse Voices Family Violence Conference, Edmonton, AB.

Invited Talks – Internal

Gordon, K. "Playing with Violence: Sexual Violence in Video Games," (2018), Presentation at 'Postdigital Bodies and #MeToo' MLCS Departmental Roundtable, University of Alberta, Edmonton, AB.

Gordon, K. "Powering Up: Games for Sexual Violence Prevention," (2018), Lightning Talk at Open Minds SSHRC Celebration, University of Alberta, Edmonton, AB.

Peer-Reviewed Conference Presentations

Sooknanan, V., and **Gordon, K.** "Perspectives on Credentializing Gameswork," (2024), Canadian Game Studies Association Conference, Montreal.

Gordon, K. "Games for Primary Prevention of Sexual Violence," (2024), Canadian Game Studies Association Conference, Montreal.

Amaya, C., and **Gordon, K.** "From Rosy-eyed to Dissatisfied: What Game Education is Missing," (2023), Game Developers Conference Educators Summit, San Francisco, CA.

Rosal, G., Wilson, J., and **Gordon, K.** "Documenting Harms through the YEG Police Violence Archive Project," (2022), Critical Digital Humanities International Conference, online.

Borynec, A., **Gordon, K.,** Kuznetsov, E., Owino, A. & Gouglas, S. "Counting Courses: Assessing Postsecondary Videogame Programs in the United States and Canada," (2022), EdMedia + Innovate Learning, New York NY/online.

Morrow, M., and **Gordon, K.** "Recovering Lost Connections: The Possibilities and Pitfalls of Situating Marginalized Histories Within the Semantic Web," (2022), Conference Presentation at Recovery: Promises and Pitfalls, An Interdisciplinary Graduate Conference, University of Alberta online.

Gordon, K. "Games and Gender-Based Violence," (2020), Presentation at 'Culture and Digital Technologies Dialogue Series Session III: Games', Edmonton, AB.

Liu, Z., Owino, A., Chen, Y., **Gordon, K.,** Peter, C., Salvador Dias, L., Gouglas, S. "The State of Video Game Education: Canadian, American, and Californian Post-Secondary Programs," (2019), Conference Paper at Refiguring Innovation in Games Conference, Toronto, ON.

Borynec, A., Chen, Y., **Gordon, K.,** Kuznetsov, E., Liu, Z., Owino, A., Peter, C., Salvador Dias, L., Elmergreen, J., Phelps, A., Gouglas, S. "The Work of Play: A survey of graduates from higher education programs in video games," (2019), Conference Paper at Canadian Game Studies Association Conference, Vancouver, BC.

Gordon, K. "Flipping the narrative: Examining games as constructivist sites for sexual violence prevention," (2018), Conference Paper at Refiguring Innovation in Games Conference, Vancouver, BC.

Borynec, A., Budac, A., Chen, Y., **Gordon, K.,** Gouglas, S., Kuznetsov, E., Owino, A., Peter, C., and Salvador Dias, L. "Maybe 3 more menu bars will solve the problem: Methodological challenges in data collection from post-secondary websites," (2018), Conference Paper at Refiguring Innovation in Games Conference, Vancouver, BC.

Borynec, A., Chen, Y., **Gordon, K**., Gouglas, S., Kuznetsov, E., Owino, A., Salvador Dias, L., and Peter, C. "Formal Education Update: So much data, so little time," (2018), Conference Paper at Refiguring Innovation in Games Conference, Vancouver, BC.

Jones, K., Beckie, M., McMahon, R., and **Gordon, K.** "Mapping Engagement: A critical analysis of emerging tools in engagement scholarship and practice," (2018), Conference Paper at Engagement Scholarship Consortium, Minneapolis, MN.

Atkinson, S., de Castell, S., Evans, S., Gouglas, S., **Gordon, K.,** Jenson, J., Kennedy, H.W., Perks, M., and Taylor, N. "Refuse, Remediate, REFIGure: Making Games Sustainable for Women," (2018), Conference Paper at Digital Games Research Association Conference, Turin, Italy.

Gordon, K. "Gaming Against Violence: Exploring the capacity of games as violence prevention tools," (2018), Conference Paper at Canadian Game Studies Association Conference, Regina, SK.

Beyer, J., Borynec, A., Budac, A., Chen, Y., Salvador Dias, L., **Gordon, K**., Gouglas, S., Kane, Z., Kuznetsov, E., Owino, A., and Peter, C. "California Gamin': The State of Californian Formal Education in Video Games," (2018), Conference Paper at Canadian Game Studies Association Conference, Regina, SK.

Gordon, K. "Sexual Violence Prevention – With Games!" (2018), Panel Presentation at HuCon 2018: The Digital Fringe, Edmonton, AB.

Gordon, K. "Analysing Domestic Violence in Games," (2017), Conference Paper at Refiguring Innovation in Games Conference, Edmonton, AB.

Beyer, J., Kuznetsov, E., Borynec, A., Budac, A., **Gordon, K.,** Kane, Z., Chen, Y., Sapach, S., and Gouglas, S. "Education Reloaded: A Survey of Canadian Post-Secondary Education in Video Games," (2017), Conference Paper at Refiguring Innovation in Games Conference, Edmonton, AB.

Beyer, J., Kuznetsov, E., Borynec, A., Budac, A., **Gordon, K.**, Kane, Z., Chen, Y., Sapach, S., and Gouglas, S. "Education Reloaded: A Survey of Canadian Post-Secondary Education in Video Games," (2017), Conference Paper at Canadian Game Studies Association Conference, Toronto, ON.

Workshops Led

Fournier, M., Peckford, K., and **Gordon, K.** "Shifting Perspectives: Diversifying Our Collective Framework for Anti-Violence Work Through Collaboration", (2024), Workshop with Community Initiatives Against Family Violence, Edmonton, AB.

Courtois, C., and **Gordon, K.** "Participatory workshop on mediating and designing video games against gender-based and sexual violence and harassment," (2023), Video games against gender-based and sexual violence: A one-day workshop and games exhibit, St. Paul University, Ottawa, Ontario.

Gordon, K., and Pearson, S. "Levelling Up: Using Video Games as Educational Interventions," (2019), Workshop at Alberta College of Social Workers Conference, Calgary, AB.

Gordon, K. "Power Ups: Using Video Games as Violence Prevention Training Tools," (2019), Workshop at Leading Change Summit, Alberta Council of Women's Shelters, Edmonton, AB.

Guest Lectures

"Writing for Non-Academic Venues," (2024), Guest Lecture, MLCS 797: Academic and Professional Writing, University of Alberta.

"Press X to Crush the Patriarchy: Games as Sites for Sexual Violence Prevention," (2024), Guest Lecture, MLCS 210: Approaches to Cultural Studies, University of Alberta.

"Archiving Police Violence," (2022), Guest Lecture, DH 510: Media and Abolition, University of Alberta.

"Gender in Video Games," (2020), Guest Lecture, WRITE 399: Creative Writing for Video Games, University of Alberta.

Other Presentations

Gordon, K. "Tech Support for the Revolution: Using DH tools to support campus activism", (2024), NetworkLab Unconference, online.

Gordon, K. "Breaking the Wall of Sexual Violence," (2017), Falling Walls Lab Final, Berlin, Germany.

Gordon, K. "Breaking the Wall of Sexual Violence," (2017), University of Alberta Falling Walls Lab.

Gordon, K., Beckie, M., Jones, K.E., and McMahon, R. "Mapping Community Leadership," (2017), Poster presentation at Alberta Human Ecology and Home Economics Association Conference, Canmore, AB**.**

Courses Taught

Instructor of Record

University of Alberta

MST 351: Understanding Video Games [Online Course]   2024
- Asynchronous online course of approximately 230 students in the Faculty of Arts. Students were introduced to the discipline of critical game studies and analysis, key topics in game studies, and conducted individual and group analyses of commercial and 'art' games.

MST 350: Understanding Video Games   2022, 2023
- Interdisciplinary course in the Computer Game Development Certificate. Students were introduced to the discipline of critical game studies and analysis, key topics in game studies, and conducted individual and group analyses of commercial and 'art' games. Students also worked in teams to develop a text-based game using engines like Twine & Inform.

INTD 450: Game Design Capstone 2023
- Interdisciplinary capstone course in the Computer Game Development Certificate. Students worked in teams to create a capstone game project using engines like Unity, GameMaker, and RPGMaker, and explored topics about working in the game industry like workplace culture, portfolio development, labour practices, and project management skills.

Graduate Teaching Assistantships

University of Alberta
    STS 351: Understanding Video Games 2020

Research Assistantships

The First Three Years (longitudinal study) – University of Alberta **2020-present**
Project Manager

Cartographie du rôle des jeux vidéo dans l'éducation sexuelle et la prévention des violences sexuelles et de genre (Mapping the Role of Video Games in Sexual Education and the Prevention of Sexual and Gender-based Violence) – Université de Montréal **2024-present**

Technoethics of Electronic Health Records Project **2024-present**

Game Design Microcredential **2024**

Understanding Video Games Course Redesign **2024**

Refiguring Innovation in Games – University of Alberta **2016-2020**
Project Manager

AI + Art SSHRC Application **2022**

Intersections of Gender Signature Research Area **2019**
Communications Assistant

University of Alberta Sexual Assault Centre **2018-2019**
Graduate Student Intern

Capital Region Housing – Policy, Research, and Education Unit **2018**
Sustainability Scholar

'Documents of Contemporary War' Archiving Project **2018**
KIAS CRAFT Administrator

Faculty of Arts 'Arts 101' recruitment platform development **2017**

University of Alberta Student Health Centre **2017**
Graduate Student Intern

Mapping Community Leadership **2016-2017**

Student Supervision

Norquest College: Social Work Diploma Student (Organisational Co-Supervisor)

    Astrid Castillo (Sexual Assault Voices of Edmonton) 2025

University of Alberta: Digital Humanities MA Capstone Projects (Organisational Supervisor)

Catalina Torres Benjumea (YEG Police Violence Archive)   2023-24

Zahra Gholami (YEG Police Violence Archive)   2020-21

University of Alberta: Community Service Learning Projects (Organisational Supervisor)

WGS 470/GSJ 570 Group Project "Primer on Abolition as a 2SLGBTQ+ Human Rights Issue" 2023

DH 530 Group Project "Incorporating Alberta Police Misconduct Database Into YEG Police Violence Archive" 2022

SOC 327 Group Project "Research on Process and Conviction in Sexual Assault Cases" 2022

GSJ 598 Group Project "YEG Police Violence Archive Collection Development" 2021

Service Activities

Service to Profession

Project Manager, Higher Education Video Game Alliance (HEVGA) Survey Committee (2018-present)

Planning Committee Member, *Canadian Game Studies Association Conference* (2021-2022, 2025)

Section Editor, *Connections: A Journal of Language, Media, and Culture* (2021-2024)

Conference scribe, *Pan-African Symposium 2024*, University of Alberta

Chair, *Race in Games and Game Studies Conference 2023*, University of Waterloo (online)

Judge, *World's Challenge Challenge University of Alberta Semifinals* (2022)

Local Area Coordinator, *Canadian Game Studies Association Conference* (2020)

Conference Organizer, *Refiguring Innovation in Games Conference* (2017)

Peer Review

Canadian Game Studies Association Conference abstract reviewer (2020-present)

DiHucon/HuCon abstract reviewer (2017-present)

Roll for Learning (2023)

Journal of Gaming and Virtual Worlds (2017)

Curation

"L'intimité et le genre mis en jeu" (Intimacy and Gender in Games) Game Exhibition at Université de Montréal Research-Creation Triennial Event (2025)

"Breaking the Silence" Mixed-media Art Exhibition for University of Alberta Sexual Assault Centre 25th Anniversary, femlab gallery (2018)

University Service

Founder & Coordinator, University of Alberta Game Studies Network (2022-present)

Co-organizer, *Playful Horizons* emerging scholar lecture series (2024-present)

Graduate Student Representative, University of Alberta MLCS Departmental Council (2021-22, 2023-24)

Member, University of Alberta Graduate Students' Association Appeals and Complaints Board (2018-2024)

Steering Committee Member, Intersections of Gender Signature Research Area (2022-2023)

Executive Member (various roles), Digital Humanities Student Association (2016-2023)

Chair & Member, University of Alberta Graduate Students' Association Nominating Committee (2017-2022)

Graduate Student Representative, University of Alberta Faculty of Arts Faculty Council (2018-2019)

Committee Member, University of Alberta Sexual Assault Response Implementation Committee (2016-2017)

Selected Community Service

Board Member & Treasurer, Sexual Assault Voices of Edmonton (2017-present)
Board Member & Secretary, BabyGhosts Co-op Game Studio Incubator (2024-present)
Private Sponsorship Group Coordinator (2015-present)
Event & Crisis Line Volunteer, Sexual Assault Centre of Edmonton (2013-2022)
Board Member, Partners for Humanity (2017-2020)
Language Bank Volunteer, Edmonton Immigrant Service Association (2011-2016)

Media and Press

GamesIndustry.biz. (30 May, 2023). Article on my talk with Cristina Amaya at the Game Developers Conference 'From Rosy-Eyed to Dissatisfied: What Game Education is Missing".
https://www.gamesindustry.biz/understanding-the-barriers-facing-games-students-and-how-to-remove-them

Le Soleil. (22 July, 2021). Interviewed (French) about sexual harassment in the game industry for article "Jeux vidéos: Activision Blizzard rattrapé par des accusations de harcèlement sexuel".
https://www.lesoleil.com/2021/07/22/jeux-videos-activision-blizzard-rattrape-par-des-accusations-de-harcelement-sexuel-c33e82552af4c0fb8b0f646c79c88ab8/

The Gateway. (17 March, 2021). Interviewed about the implementation of *It's Your Move* for article "Interactive video game reinforces violence-prevention training among bar staff".
https://thegatewayonline.ca/2021/03/interactive-video-game-reinforces-violence-prevention-training-among-bar-staff-the-gateway/

Global News. (30 Jan, 2021). Interviewed about the implementation of *It's Your Move* for article "Video game helps train Edmonton bar staff to prevent sexual violence". https://globalnews.ca/news/7606098/video-game-train-edmonton-bar-staff-sexual-violence/

The New York Times. (9 Dec, 2020). Interviewed and quoted as subject expert on harassment policies in online spaces. https://www.nytimes.com/2020/12/09/technology/twitch-harassment-policy.html?referringSource=articleShare

The Star. (16 July, 2020). Interviewed and quoted as subject expert on sexism in video game industry for article "Inside the 'highly sexualized culture' at Ubisoft". https://www.thestar.com/business/inside-the-highly-sexualized-culture-at-ubisoft-will-mounting-harassment-allegations-finally-result-in-real/article_f49b499a-5dce-5e31-acd8-812d8bfdbeb8.html

The New York Times. (23 June, 2020). Interviewed and quoted as subject expert on sexism in video game industry for article "Dozens of Women in Gaming Speak Out About Sexism and Harassment".
https://www.nytimes.com/2020/06/23/style/women-gaming-streaming-harassment-sexism-twitch.html

CTV News Edmonton. (16 April, 2018). Interviewed about the development of *It's Your Move* for Breaking Ground segment "'It's your move': Local bar staff learning about sexual assault and harassment prevention".

The Star. (14 April, 2018). Interviewed about the development of *It's Your Move* for article "Video game training hopes to help Edmonton bar staff prevent sexual violence". https://www.thestar.com/edmonton/video-game-training-hopes-to-help-edmonton-bar-staff-prevent-sexual-assaults/article_04e528b1-c382-533e-a74f-ccf2b651475d.html

CBC News. (6 April, 2018). Interviewed about the development of *It's Your Move* for article "Workshop teaches bar staff how to prevent sexual violence". https://www.cbc.ca/news/canada/edmonton/workshop-prevention-sexual-assault-bar-nightlife-1.4609109

Folio. (5 April, 2018). Interviewed about the development of *It's Your Move* for blog post "Video game teaches bar staff how to help prevent sexual violence". https://www.ualberta.ca/en/folio/2018/04/video-game-teaches-bar-staff-how-to-help-prevent-sexual-violence.html

Skills

Languages

English: Native Speaker

French: Intermediate-Advanced

Spanish: Intermediate

Technical Skills

Programming languages: HTML + CSS, Python (intermediate)

Web & Design: WordPress, Weebly, Google Sites, Miro, Canva, Publisher

Game Design: Twine (Harlowe, Sugarcube 2), TyrannoBuilder

Data Analysis: Taguette, Nvivo

Professional Development

Non-Profit Management Certificate
Simon Fraser University   Ongoing

NetworkLab Remote Collaboration Methods and Best Practices for Digital Humanities Scholarship
University of Connecticut   2023-2024

Methodologies for Just Urban Futures: Using Geospatial Tools to Address Police Violence
University of South Florida   2022

Dive Graduate Leadership Development Stream
Peter Lougheed Leadership College, University of Alberta   2020-21

Games for Digital Humanists
Digital Humanities Summer Institute, University of Victoria   2018

University of Alberta Graduate Teaching & Learning Program Levels 1 & 2

Relevant Biographical Information
2021-2022   Maternity Leave
2019-2020   Maternity Leave

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