

Kenzie Gordon

Curriculum Vitae

mlgordon@ualberta.ca | www.kenziegordon.com

Education

PhD Modern Languages and Cultural Studies, Digital Humanities University of Alberta Supervisors Dr. Victoria Ruétalo and Dr. Sean Gouglas Dissertation: <i>Press X to Crush the Patriarchy: Video Games as Sites for Sexual Violence Prevention</i>	2018 - Present
Graduate Certificate in Sexual Health University of Alberta	2025
Master of Arts Digital Humanities University of Alberta Thesis: <i>Powering Up: Games for Sexual Violence Prevention</i> , Supervisor Dr. Sean Gouglas	2018
Bachelor of Social Work University of Calgary – Edmonton Campus	2013
Bachelor of Arts (Honors) History and Middle Eastern & African Studies University of Alberta Thesis: <i>The Rise of Homophobia in Southern Africa</i> Certificate in Peace and Post-Conflict Studies	2011

Courses Taught

Instructor of Record – University of Alberta

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| DH 900: Digital Humanities Practicum | 2025-2026 |
| <ul style="list-style-type: none">Master's level 6-credit practicum capstone course in the Digital Humanities program. Students were guided through the process of developing and implementing project work in the digital humanities, including project management, integrating theoretical frameworks into digital development work, play/user-testing, and methodologies for data gathering and analysis. | |
| MST 351: Understanding Video Games [Online Course] | 2024 |
| <ul style="list-style-type: none">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 experimental games. | |
| INTD 450: Game Design Capstone | 2023 |
| <ul style="list-style-type: none">Interdisciplinary capstone course in the Computer Game Development Certificate. Students worked in teams to create a capstone game project using engines including Unity, GameMaker, and RPGMaker, and explored topics about working in the game industry such as workplace culture, portfolio development, labour practices, and project management skills. | |
| MST 350: Understanding Video Games | 2022, 2023 |
| <ul style="list-style-type: none">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 experimental games. Students also worked in teams to develop a text-based game using engines like Twine & Inform. | |

Peer-Reviewed Publications*Journal Articles*

Sooknanan, V., **Gordon, K.**, Emembolu, I., Weststar, J., Whitson, J., Harvey, A., & Gouglas, S. (2026). False promises and false hopes: credentialization and games education. *Cogent Education*, 13(1).

Gordon, K., & Stang, S. (2025). "Weak Men and Strong Women: Portrayals of Gender-Based Violence in Tomb Raider and The Witcher 3: Wild Hunt," *Studies in the Fantastic* 19(1), 15-35.

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

Kuznetsov, E., **Gordon, K.**, and Gouglas, S. "For Gamers by Gamers," (accepted chapter in 2026 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

Ketterling, J., Guajardo, A., Therrien, C., and **Gordon, K.** "Censoring video games with sexual content suppresses the diversity of human desire" (13 Aug 2025), *The Conversation*.

<https://theconversation.com/censoring-video-games-with-sexual-content-suppresses-the-diversity-of-human-desire-262436>

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).

"Survey of Program Graduates Report," (2019). Report for the Higher Education Video Game Alliance (co-author).

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

2025 – Short-listed for W.L. MacKenzie King Open Scholarship

2019 – 2025 – Joseph-Armand Bombardier Graduate Scholarship – Doctoral Program (CGS-D)

2019 – Short-listed for Pierre Elliott Trudeau Foundation Scholarship

2017 – Canada Graduate Scholarship – Master's Program

2017 – Persons Case Scholarship

2017 – Heather Huet Memorial Award, Sexual Assault Centre of Edmonton

Internal

2026 – Graduate Student Travel Award

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

Digital Media Projects

Be BRAVE Certificate, an e-learning module on receiving disclosures of sexual assault for Ontario high school students, developed with Possibility Seeds (in development 2026).

ARC in Action, an e-learning module on receiving disclosures of sexual harassment for STEM work-integrated learning faculty and staff, developed with the Courage to Act Foundation (2026).
<https://www.attherootproject.ca/arc-model>

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 (now enCompass Community Safety Agency) (2020).
<https://play.google.com/store/apps/details?id=greyfoxmedia.production.flourish&pli=1>

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>

Conferences & Talks

Invited Talks – External

Bem, C., & **Gordon, K.**, "Réflexions sur la mobilisation du médium vidéoludique dans la prévention des violences sexuelles et de genre : archivage, exposition, création de « petits jeux » visant le changement social", (2025), Journées de Réflexion sur les Représentations Cinématographiques, Télévisuels et Artistiques des Violences Conjugales et Sexuelles, Université de Montréal, Montréal/Hybrid format.

Gordon, K., "Games for Gender-Based Violence Prevention", (2025), Guest Talk at University of Delaware, online.

Ketterling, J., **Gordon, K.**, Guajardo, A.M.L., & Webber, V. "Sex, Money, and Censorship: Battles Over the Deplatforming of Sexual Expression in Games", (2025), Panel Presentation at York University Institute for Research on Digital Literacies, online.

Gordon, K., Johnson, L.W., & Shah, V. "The Future of Video Games" Industry Panel, (2025), Regina International Film Festival & Awards, Regina.

Gordon, K. "Scaffolded Game Analysis in a Large Online Games Course", (2025), Canadian Game Studies Association Conference 'Pedagogy' Roundtable, Montréal.

Gordon, K., Gouglas, S., Harvey, A., Sooknanan, V., Weststar, J., & 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., & 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 Leaders' 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

Bem, C., & **Gordon, K.,** "L'intimité et le genre mis en jeu," (2025), Journée d'étude « Intimité, sexualité et jeux vidéo », Triennale de Recherche-Création, Université de Montréal, Montréal, QC.

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

Gordon, K. "Lions, Tigers, and Seven-Armed Bears, oh my! Impacts of GenAI on Game Developers' Self-Concept and Labour Consciousness," (2026), Canadian Game Studies Association Conference, Montréal.

Gordon, K. "Interlocutor, Interloper, Subsumer: AI Anxieties Among Early-Career Game Developers," (2025), Association of Internet Researchers Conference, Niteroi, Brazil.

Gordon, K. "Cyborg, Interrupted: Artificial Cultures and Organic Oppression in the *Horizon* series," (2025), Canadian Game Studies Association Conference, Montréal.

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

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

Amaya, C., & **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., & **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., & **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., Alexander, C., & 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., & Alexander, 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., & **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., & 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., & Alexander, 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., & 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., & 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

Peckford, K., & **Gordon, K.** "Shifting Perspectives: Critically Considering AI and the Intersections with Gender-Based Violence," (2026 forthcoming), Workshop with Community Initiatives Against Family Violence, Edmonton, AB.

Fournier, M., Peckford, K., & **Gordon, K.** "Shifting Perspectives: Diversifying Our Collective Framework for Anti-Violence Work Through Collaboration," (2024-2026), Recurring workshop series with Community Initiatives Against Family Violence, Edmonton, AB.

Gordon, K., "Approches ludiques à consentement" (Ludic approaches to consent), (2025), Journée d'étude « Intimité, sexualité et jeux vidéo », Triennale de Recherche-Création, Université de Montréal, Montréal, QC.

Courtois, C., & **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., & 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, 2026), Guest Lectures, 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/Research Dissemination

Gordon, K. "Smashing the Patriarchy: Video Games Edition", (2025), NerdNite Edmonton.

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.

Research Assistantships

The First Three Years (longitudinal study) – University of Alberta
Project Manager

2020-present

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	2024-2026
Technoethics of Electronic Health Records Project	2024-2025
Game Design Micro-credential	2024
Understanding Video Games Course Redesign	2024
Refiguring Innovation in Games – University of Alberta <i>Project Manager</i>	2016-2020
AI + Art SSHRC Application	2022
Intersections of Gender Signature Research Area <i>Communications Assistant</i>	2019
University of Alberta Sexual Assault Centre <i>Graduate Student Intern</i>	2018-2019
Capital Region Housing – Policy, Research, and Education Unit <i>Sustainability Scholar</i>	2018
'Documents of Contemporary War' Archiving Project <i>KIAS CRAFT Administrator</i>	2018
Faculty of Arts 'Arts 101' recruitment platform development	2017
University of Alberta Student Health Centre <i>Graduate Student Intern</i>	2017
Mapping Community Leadership	2016-2017

Student Supervision

University of Alberta: Digital Humanities MA Capstone Students (DH 900)

Iris Chen, Francerlândio Cruz, Christine Li, Ting Mei, Ralph Ivan Roy Padilla,
Tanvia Anjuman-Saddiq, Gege Song, Mira Yao 2025-26

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

Veronica Toichoa (Sexual Assault Voices of Edmonton) 2026

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 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

Multiplayer Mentorship Program Coordinator, Canadian Game Studies Association (2026)
 Project Manager, Higher Education Video Game Alliance (HEVGA) Survey Committee (2018-present)
 Complaints Liaison, *Canadian Game Studies Association Conference* (2025, 2026)
 Planning Committee Member, *Canadian Game Studies Association Conference* (2021-2022, 2025)
 Media 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 - cancelled)
 Conference Organizer, *Refiguring Innovation in Games Conference* (2017)

Peer Review

Canadian Game Studies Association Conference abstract reviewer (2020-present)
 DiHucon/HuCon abstract reviewer (2017-2024)
 Journal of Technology in Human Services (2026)
 Roll for Learning (2023)
 Journal of Gaming and Virtual Worlds (2017)

Curation

“Playing Against Gender-Based Violence” Game Exhibition at Diverse Voices Family Violence Conference, Edmonton, AB (2025)
 “L’intimité et le genre mis en jeu” (Intimacy and Gender in Games) Game Exhibition at Université de Montréal Research-Creation Triennial Event, Montréal, QC (2025)
 “Breaking the Silence” Mixed-media Art Exhibition for University of Alberta Sexual Assault Centre 25th Anniversary, femlab gallery, Edmonton, AB (2018)

University Service

Founder & Coordinator, University of Alberta Game Studies Network (2022-present)
 Co-organizer, *Playful Horizons* emerging scholar lecture series (2024-2025)

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

Member, U 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, U of Alberta Graduate Students' Association Nominating Committee (2017-2022)

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

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

Selected Community Service

Board Member & Secretary, Baby Ghosts Co-op Game Studio Incubator (2024-present)

Board Member & Events Coordinator, Blatchford Community Society (2023-present)

Board Member & Treasurer, Sexual Assault Voices of Edmonton (2017-present)

Private Sponsorship Group Coordinator (2015-2024)

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

Levelling Up Mental Health. (21 April, 2026). Podcast guest for episode "Gender violence and video games: Can games be used for violence prevention?" <https://www.youtube.com/watch?v=u7Fy7jf3KGU>

Random Encounters. (10 December, 2025). Podcast guest (written) for episode "Sexualisierte Gewalt in Adult Games" <https://insertmoin.de/random-encounters-sexualisierte-gewalt-in-adult-games/>

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 5 + CSS, Javascript (intermediate)

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

Game Design: Twine (Harlowe, Sugarcube 2), TyrannoBuilder, Construct 3, Bitsy

Video Editing: Adobe Express, ClipChamp

E-Learning: Articulate Rise 360, Review 360, Moodle, Canvas

Data Analysis & Coding: Taguette, Nvivo

Digital Archiving: Omeka S

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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