Kenzie Gordon

Curriculum Vitae

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Education

PhD, Modern Languages and Cultural Studies, Digital Humanities 2027 expected
University of Alberta
Supervisors Dr. Victoria Ruétalo and Dr. Sean Gouglas
Dissertation: *Press X to Crush the Patriarchy: Video Games as Sites for Sexual Violence Prevention*
Maternity leaves 2019/20 & 2021/22

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
Certificate in Peace and Post-Conflict Studies

Awards

External
2025 – Short-listed for W.L. MacKenzie King Open Scholarship
2019 – Joseph-Armand Bombardier Graduate Scholarship – Doctoral Program (SSHRC CGRS-D)
2019 – Short-listed for Pierre Elliott Trudeau Foundation Scholarship
2017 – Canada Graduate Scholarship – Master's Program (SSHRC CGRS-M)
2017 – Persons Case Scholarship
2017 – Heather Huet Memorial Award, Sexual Assault Centre of Edmonton

Internal
2026 – Andrew Stewart Memorial Graduate Prize
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

Research Experience

Research Assistant & Project Manager 2020-present
The First Three Years, University of Alberta

- The First Three Years is a longitudinal research study examining career and personal outcomes for over 200 graduates of post-secondary video game design programs in the United States and Canada. It is led by PI Dr. Sean Gouglas at the University of Alberta
- As Project Manager, I assisted in the conceptualization & design of the project, SSHRC application, data management planning, instrument design and implementation, participant coordination, data analysis, paper writing, and numerous other administrative aspects of the project. I have also been one of the 6 interviewers conducting annual interviews with a cohort of participants across the study window.
- I have overseen the ethics approval and renewal processes for the study across four universities (University of Alberta, York University, Western University, and Waterloo University).
- Supervise and coordinate the work of research assistants on the project ranging from 4-12 team members in any given semester.
- In my capacity as project manager, I work with Dr. Gouglas on the Survey Committee of the Higher Education Video Game Alliance (HEVGA), an advocacy group for game educators; since 2018 we have conducted research for and released four reports for them on aspects of game education (fifth report forthcoming).

Research Assistant 2024-2026
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

- Under the supervision of Dr. Caroline Bem, I participated in the building and analysis of a corpus of video games about gender-based violence prevention (analysis still ongoing).
- Collaborated with another research assistant on an exhibition of games at St. Paul University (Ottawa) and led the planning and execution of game exhibitions from the corpus at Université de Montréal and at the Diverse Voices Family Violence Conference in Edmonton.
- Collaborated on the design of a project to develop a serious game about experiences of breast- and chest-feeding, including design and execution of a survey with 180 participants on their experiences, SSHRC and other grant-writing, and development of a game prototype.

Research Assistant 2024-2025
Technoethics of Electronic Health Records Project, University of Alberta

- Under the supervision of Dr. Gillian Lemermeyer, conducted a literature review on post-phenomenological and technoethical research examining the use of Electronic Health Record tools in healthcare settings.
- Collaborated in a scoping review of post-phenomenological research on the use of AI scribing technology in healthcare.

Research Assistant 2024
Game Design Micro-credential, University of Alberta
- Under the supervision of Dr. Sean Gouglas and Dr. Matthew Guzdial, assisted in curriculum development and preparation for an online micro-credential in Game Design.

Research Assistant 2024
Understanding Video Games Course Redesign, University of Alberta
- Under the supervision of Dr. Sean Gouglas, assisted in an update and redesign for the online asynchronous course Understanding Video Games, including writing new scripts and course content and updating course to meet accessibility standards.

Research Assistant & Project Manager 2016-2020
Refiguring Innovation in Games, University of Alberta
- I worked on the 'Formal Education' branch of the multi-institutional SSHRC project Refiguring Innovation in Games, supervised by Dr. Sean Gouglas, and served as Project Manager for the project from 2018 to 2020.
- Assisted in data collection and analysis on a database of over 1,000 post-secondary credentials in games across Canada and the United States.
- Maintained project infrastructure, fulfilled ethics and data management requirements, and coordinated the work of a team of 6-14 research assistants in any given semester.

Research Assistant 2022
AI + Art SSHRC Application, University of Alberta
- Under the supervision of Dr. Patti Pente and Dr. Cathy Adams (Faculty of Education), conducted a literature review of arts-based and phenomenological research and creative works that critically engaged with AI from a pedagogical perspective, and assisted with the writing of a SSHRC Insight grant.

Communications Assistant 2019
Intersections of Gender Signature Research Area, University of Alberta
- Under the supervision of Dr. Lise Gotell and Dr. Dia Da Costa, assisted with communications activities for the Intersections of Gender Signature Research Area including newsletter and web design, and logistics for related student activities.

Graduate Student Intern 2018-2019
University of Alberta Sexual Assault Centre
- Assisted in the planning and execution of a series of events to mark the Centre's 25th anniversary, including a speaker series and curation of an art exhibition held in the Department of Women's Studies' FAB gallery.

Sustainability Scholar 2018
Capital Region Housing – Policy, Research, and Education Unit
- Conducted a literature and policy review to support the development of a Social Sustainability Evaluation framework for social housing programs.

KIAS CRAFT Administrator 2018
'Documents of Contemporary War' Archiving Project, University of Alberta
- Assisted in the conceptualization, development, and compilation of a digital archive for Professor Allen Ball's photography project 'Documents of Contemporary War', including metadata cataloguing.

Research Assistant 2017
Faculty of Arts 'Arts 101' recruitment platform development
- Under the supervision of Associate Dean Allen Ball, collated and copy wrote information about degree programs in the Faculty of Arts for the development of an online gamified recruitment platform.

Graduate Student Intern 2017
University of Alberta Student Health Centre
- Conducted an environmental scan of support programs and resources available in Edmonton and area for students struggling with substance abuse and addictions.

Research Assistant 2016-2017
Mapping Community Leadership
- Under the supervision of Dr. Mary Beckie, Dr. Kevin Jones & Dr. Rob McMahon (Community Engagement Studies, Faculty of Extension), conducted an environmental scan and literature review of frameworks for mapping how leadership is distributed in community settings and contributed to the development of a new framework for mapping leadership.

Teaching Experience

Instructor of Record – University of Alberta

MST 300: Researching Media 2026, 2027
- Undergraduate research methods course for Media Studies majors. Introduced students to theories of research design, methods, and methodologies of humanities research.

DH 900: Digital Humanities Practicum 2025-2026
- 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
- 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. Included supervision of two TAs who assisted with grading and student engagement.

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 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
- 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.

Graduate Teaching Assistantships – University of Alberta

STS 351: Understanding Video Games 2020

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 Students (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)

Farai Mudzingwa (YEG Police Violence Archive) 2026-27

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

Peer-Reviewed Publications

Journal Articles

1. 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). https://doi.org/10.1080/2331186X.2026.2642450

2. **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. https://dx.doi.org/10.1353/sif.2025.a970184

3. Pente, P., Adams, C., & **Gordon, K**. (2023). Art Education and Artificial Intelligence: AI-Artmaking as a way to teach about AI ethics, *Fine FACTA 18*(2), 21-28. (Scholarly journal of the Alberta Teachers' Association Fine Arts Council). https://821a1eb3-be9b-4bec-8d92-3a06f177f776.filesusr.com/ugd/86eaf2_b85c05e5ba624e17a58553df6d534b13.pdf

4. **Gordon, K**. (2022). Gaming against Violence: An Exploration of Video Games as Tools for Sexual Violence Prevention Education, *gamevironments 17*, 274-313. https://doi.org/10.48783/gameviron.v17i17.194

Book Chapters

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

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

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

Conference Proceedings – Articles

1. 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

1. Kuznetsov, E., **Gordon, K.**, and Gouglas, S. (2027 forthcoming) For Gamers by Gamers. In M. Butt, A. Cote, & C. Majeur (Eds.), *The Post-Gamer Turn*. MIT Press.

Other Publications

Non-Peer Reviewed Journal Articles

1. **Gordon, K.** (Summer 2022). "Fight Back or Die": Rape, Revenge, and the Supernatural in *Tomb Raider, SFRA (Science Fiction Research Association) Review* 52(3), 195-202. https://sfrareview.org/2022/08/02/fight-back-or-die-rape-revenge-and-the-supernatural-in-tomb-raider/

Reviews

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

Academic Blog Posts

1. Ketterling, J., Guajardo, A., Therrien, C., and **Gordon, K.** (13 Aug 2025). Censoring video games with sexual content suppresses the diversity of human desire. *The Conversation*. https://theconversation.com/censoring-video-games-with-sexual-content-suppresses-the-diversity-of-human-desire-262436

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

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

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

Case Studies

1. **Gordon, K**., McDougall, T., and Rosal, G. (2024). The YEG Police Violence Archive. 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

1. Higher Education Video Game Alliance (HEVGA). (2025). *Postsecondary Games Program Report 2025*. (first author).

2. Higher Education Video Game Alliance (HEVGA). (2022). *Benefits of Videogames in K-12 Education*. (first author).

3. Higher Education Video Game Alliance (HEVGA). (2019). *Survey of Program Graduates Report*. (first author).

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

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

Digital Media Projects

1. *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).

2. *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

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

4. *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

5. *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

1. Bem, C., & **Gordon, K.** (2025). 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. *Journées de Réflexion sur les Représentations Cinématographiques, Télévisuels et Artistiques des Violences Conjugales et Sexuelles*, Université de Montréal, Montréal/Hybrid format.

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

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

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

5. Holowka, E., Rana, A., Dalfonsi, L., & **Gordon, K.** (2025). Being Weird Together: Baby Ghosts, *Game Discovery Exhibition Conference*, Edmonton.

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

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

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

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

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

11. **Gordon, K.,** & Simpson, K. (2020). Plugged In: Alternative Technologies for Violence Prevention Work, *Diverse Voices Family Violence Conference*, online.

12. **Gordon, K.** (2018). Video Games as Interventions in Sexual Violence, *United Nations Safe Cities and Safe Public Spaces Global Leaders' Forum*, Edmonton, AB.

13. **Gordon, K.** (2017). Game On: Video Games as Violence Prevention Tools, *Diverse Voices Family Violence Conference*, Edmonton, AB.

Invited Talks – Internal

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

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

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

Peer-Reviewed Conference Presentations

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

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

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

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

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

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

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

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

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

10. **Gordon, K.** (2020). Games and Gender-Based Violence, Culture and Digital Technologies Dialogue Series Session III: Games, Edmonton, AB.

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

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

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

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

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

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

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

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

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

20. **Gordon, K.** (2018). Sexual Violence Prevention – With Games!, *HuCon 2018: The Digital Fringe*, Edmonton, AB.

21. **Gordon, K**. (2017). Analysing Domestic Violence in Games, *Refiguring Innovation in Games Conference*, Edmonton, AB.

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

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

Workshops Led

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

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

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

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

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

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

Guest Lectures

1. Writing for Non-Academic Venues, (2024, 2026), Guest Lectures, MLCS 797: Academic and Professional Writing, University of Alberta.

2. 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.

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

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

Media & Press Interviews

1. *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

2. *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/

3. *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

4. *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/

5. *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/

6. *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/

7. *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

8. *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

9. *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

10. *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".

11. *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

12. *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

13. *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

Exhibit Curation

1. "Playing Against Gender-Based Violence" Game Exhibition at Diverse Voices Family Violence Conference, Edmonton, AB (2025).

2. "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).

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

Other Presentations/Research Dissemination

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

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

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

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

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

Service Activities

Service to Profession

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

Local Area Co-Coordinator, *Canadian Game Studies Association Conference* (2027)

Multiplayer Mentorship Program Coordinator, *Canadian Game Studies Association* (2026)

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)

Journal of Technology in Human Services (2026)

Roll for Learning (2023)

DiHucon/HuCon abstract reviewer (2017-2024)

Journal of Gaming and Virtual Worlds (2017)

University Service

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

Sparks Guide Leader, Girl Guides of Canada (2026-present)

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

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

Board Member & Secretary, Baby Ghosts Co-op Game Studio Incubator (2024-2026)

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)

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

References

1. Dr. Victoria Ruétalo, University of Alberta vruetalo@ualberta.ca
2. Dr. Sean Gouglas, University of Alberta sgouglas@ualberta.ca
3. Dr. Jennifer Whitson, University of Waterloo jwhitson@uwaterloo.ca

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