

# James D. Ivory

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## ACADEMIC POSITIONS

- 2012-Present: Associate professor, Department of Communication, Virginia Tech.  
2005-2012: Assistant professor, Department of Communication, Virginia Tech.  
2002-2005: Roy H. Park doctoral fellow, School of Journalism and Mass Communication, University of North Carolina at Chapel Hill.  
2000-2002: Graduate teaching assistant, Department of Communication and Journalism, University of Wyoming.

## EDUCATION

- 2002-2005: Ph.D., Mass Communication, School of Journalism and Mass Communication, University of North Carolina at Chapel Hill.  
Dissertation: *New and improved: The effects of technological advancement and violent content in video games on player arousal, presence, attitudes, perceptions of interactivity, and aggression.* (UMI No. AAT 3190264, 2006) Chair: Dr. Sriram “Sri” Kalyanaraman.  
2000-2002: M.A., Communication, Department of Communication and Journalism, University of Wyoming.  
Thesis: *Fun for all ages? University students’ video game habits and the medium’s potential for dependency and addiction.* Chair: Dr. George Gladney.  
1996-2000: B.S., Journalism, Department of Communication and Journalism, University of Wyoming.

## RESEARCH

### Refereed Journal Articles:

- ❖ Holz Ivory, A., Ivory, J. D., & Lanier, M. (2017/In Press). Video game use as risk exposure, protective incapacitation, or inconsequential activity among university students: Comparing approaches in a unique risk environment. *Journal of Media Psychology*.
- ❖ Bailey, E. J., & Ivory, J. D. (2016/Online First Publication). The moods meaningful media create: Effects of hedonic and eudaimonic television clips on viewers’ affective states and subsequent program selection. *Psychology of Popular Media Culture*. doi:10.1037/ppm0000122
- ❖ Quandt, T., van Looy, J., Vogelgesang, J., Elson, M., Ivory, J., Mäyrä, F., & Consalvo, M. (2015). Digital games research: A survey study on an emerging field and its prevalent debates. *Journal of Communication*, 65, 975-996.
- ❖ Waddell, T. F., & Ivory, J. D. (2015). It’s not easy trying to be one of the guys: The effect of avatar attractiveness, avatar sex, and user sex on the success of help-seeking requests in an online game. *Journal of Broadcasting and Electronic Media*, 59, 112-129.
- ❖ Limperos, A., Waddell, T. F., Holz Ivory, A., & Ivory, J. D. (2014). Psychological and physiological responses to stereoscopic 3D presentation in handheld digital gaming: Comparing the experiences of frequent and infrequent game players. *Presence: Teleoperators and Virtual Environments*, 23, 341-353. doi:10.1162/PRES\_a\_00204

- ❖ Kneer, J., Rieger, D., Ivory, J. D., & Ferguson, C. J. (2014). Awareness of risk factors for digital game addiction: Interviewing players and counselors. *International Journal of Mental Health and Addiction*, *12*, 585-599.
- ❖ Fesenmaier, M., A., Kaloumeh, L., Zhuang, Y., & Ivory, J. D. (2014). U.S. newspapers cite social media more than does the Egyptian press. *Newspaper Research Journal*, *35*, 113-127.
- ❖ Holz Ivory, A., Fox, J., Waddell, T. F., & Ivory, J. D. (2014). Sex role stereotyping is hard to kill: A field experiment measuring social responses to user characteristics and behavior in an online multiplayer game. *Computers in Human Behavior*, *35*, 148-156. doi: 10.1016/j.chb.2014.02.026
- ❖ Elson, M., Breuer, J., Ivory, J. D., & Quandt, T. (2014). More than stories with buttons: Narrative, Mechanics, and Context as determinants of player experience in digital games. *Journal of Communication*, *64*, 521-542. doi: 10.1111/jcom.12096
- ❖ Waddell, T. F., Ivory, J. D., Conde, R., Long, C., & McDonnell, R. (2014). White man's virtual world: A systematic content analysis of gender and race in massively multiplayer online games. *Journal of Virtual Worlds Research*, *7*(2), 1-14. Available: <http://jvwresearch.org/>
- ❖ Sokolik, K., Magee, R. G., & Ivory, J. D. (2014). Red-hot and ice-cold web ads: The influence of web ads' warm and cool colors on click-through rates. *Journal of Interactive Advertising*, *14*, 31-37. doi:10.1080/15252019.2014.907757
- ❖ Patel, H., Bayliss, L. C., Ivory, J. D., Woodard, K., McCarthy, A., & MacDorman, K. F. (2014). Receptive to bad reception: Jerky motion can make persuasive messages more effective. *Computers in Human Behavior*, *32*, 32-39. doi:10.1016/j.chb.2013.11.012
- ❖ Ferguson, C. J., Ivory, J. D., & Beaver, K. M. (2013). Genetic, maternal, school, intelligence and media use predictors of adult criminality: A longitudinal test of the catalyst model in adolescence through early adulthood. *Journal of Aggression, Maltreatment and Trauma*, *22*, 447-460.
- ❖ Ivory, J. D. (2013). Video games as a multifaceted medium: A review of quantitative social science research on video games and a typology of video game research approaches. *Review of Communication Research*, *1*(1), 31-68. Available: <http://rcommunicationr.org>.
- ❖ Spack, J. A., Board, V. E., Crighton, L. M., Kostka, P. M., & Ivory, J. D. (2012). It's easy being green: The effects of argument and imagery on consumer responses to green product packaging. *Environmental Communication: A Journal of Nature and Culture*, *6*, 442-458.
- ❖ Morin, D. T., Ivory, J. D., & Tubbs, M. (2012). Celebrity and politics: Effects of endorser credibility and sex on voter attitudes, perceptions, and behaviors. *The Social Science Journal*, *49*, 413-420.
- ❖ Kalyanaraman, S., Penn, D. L., Ivory, J. D., & Judge, A. (2010). The virtual doppelganger: Effects of a virtual reality simulator on perceptions of schizophrenia. *Journal of Nervous and Mental Disease*, *198*, 437-443.
- ❖ Kalyanaraman, S., & Ivory, J. D. (2009). Enhanced information scent, selective discounting, or consummate breakdown: The psychological effects of Web-based search results. *Media Psychology*, *12*, 295-319.
- ❖ Ivory, J. D., Williams, D., Martins, N., & Consalvo, M. (2009). Good clean fun? A content analysis of profanity in video games and its prevalence across game systems and ratings. *CyberPsychology and Behavior*, *12*, 457-460.
- ❖ Williams, D., Martins, N., Consalvo, M., & Ivory, J. D. (2009). The virtual census: Representations of gender, race, and age in video games. *New Media and Society*, *11*, 815-834.
- ❖ Ivory, J. D., & Magee, R. G. (2009). You can't take it with you? Effects of handheld portable media consoles on physiological and psychological responses to video game and movie content. *CyberPsychology and Behavior*, *12*, 291-297.
- ❖ Ivory, J. D., & Kalyanaraman, S. (2009). Video games make people violent – Well, maybe not *that* game: Effects of content and person abstraction on perceptions of violent video games' effects and support of censorship. *Communication Reports*, *22*, 1-12.

- ❖ Holz Ivory, A., Gibson, R., & Ivory, J. D. (2009). Gendered relationships on television: Portrayals of same-sex and heterosexual couples. *Mass Communication and Society, 12*, 170-192.
- ❖ Ivory, J. D., & Kalyanaraman, S. (2007). The effects of technological advancement and violent content in video games on players' feelings of presence, involvement, physiological arousal, and aggression. *Journal of Communication, 57*, 532-555.
- ❖ Ivory, J. D. (2007). Sneak peeks at insurrection: Portrayals of the Irish Republican Army in film trailers. *Atlantic Journal of Communication, 15*, 214-229.
- ❖ Ivory, J. D. (2006). Still a man's game: Gender representation in online reviews of video games. *Mass Communication and Society, 9*(1), 103-114.
- ❖ Ivory, J. D. (2005). Romantic revolutionaries or repugnant rebels? *New York Times* coverage of the Irish Republican Army before and after the 1993 World Trade Center bombing. *International Communication Bulletin, 40* (1-2), 40-55.

#### **Refereed Published Conference Proceedings:**

- ❖ McEvoy, K. A., Oyekoya, O., Holz Ivory, A., & Ivory, J. D. (2016). Through the eyes of a bystander: The promise and challenges of VR as a bullying prevention tool. In *Proceedings of IEEE VR 2016* (pp. 229-230). Greenville, South Carolina: IEEE. doi: 10.1109/VR.2016.7504737

#### **Journal Comment Articles:**

- ❖ Ivory, J. D., Markey, P. M., Elson, M., Colwell, J., Ferguson, C. J., Griffiths, M. D., Savage, J., & Williams, K. D. (2015). Manufacturing consensus in a diverse field of scholarly opinions: A comment on Bushman, Gollwitzer, and Cruz (2015). *Psychology of Popular Media Culture, 4*, 222-229. doi:10.1037/ppm0000056

#### **Books and Reference Works:**

- ❖ Ivory, J. D. (2012). *Virtual lives: A reference handbook* (Contemporary World Issues Series). Santa Barbara, CA: ABC-CLIO.

#### **Editorial Roles in Edited Volumes:**

- ❖ Mansell, R., & Ang, P. W. (Eds.) (Ballon, P., Kerr, A., Ivory, J. D., Braman, S., Kleine, D., & Grimshaw, D. J., Associate Eds.) (2015). *The International Encyclopedia of Digital Communication and Society*. Hoboken, NJ: Wiley-Blackwell.

#### **Book Chapters and Contributions to Edited Works:**

- ❖ Ivory, J. D., & Holz Ivory, A. (2016). Playing around with causes of violent crime: Violent video games as a diversion from the policy challenges involved in understanding and reducing violent crime. In S. Conway & J. DeWinter (eds.), *Video game policy: Production, distribution, and consumption* (pp. 146-160). New York: Routledge.
- ❖ Ivory, J. D. (2015). A brief history of video games. In R. Kowert, & T. Quant, (eds.), *Aggressive, antisocial, and addicted: Unraveling the physical, social, and psychological effects of video games*. New York: Routledge.
- ❖ Limperos, A. M., Downs, E., Ivory, J. D., & Bowman, N. D. (2013). Leveling up: A review of emerging trends and suggestions for the next generation of communication research investigating video games' effects. *Communication Yearbook, 37*, 348-377.
- ❖ Holz Ivory, A., & Ivory, J. D. (2013). Food and beverage advergames are playing with children's health. In C. Pardun (Ed.), *Advertising and society: An introduction* (2<sup>nd</sup> ed.) (pp. 210-218). Mahwah, NJ: Wiley-Blackwell.

- ❖ Ivory, J. D., & Waddell, T. F. (2013). Among a sea of influences that can increase aggression, video game violence doesn't rise to the surface. In J. Greenberg & C. Elliot (Eds.), *Communication in question* (2<sup>nd</sup> ed.) (pp. 96-103). Toronto: Nelson.
- ❖ Ferguson, C. J., & Ivory, J. D. (2012). A futile game: On the prevalence and possible causes of the misguided speculation about the role of violent video games as a substantial independent causal factor in mass school shootings In G. W. Muschert & J. Sumiala (Eds.), *School shootings: Mediatized violence in a global age* (pp. 47-67). Bingley, UK: Emerald.
- ❖ Ivory, J. D. (2009). Technological developments and transitions in virtual worlds. In D. Heider (Ed.), *Living virtually: Researching new worlds* (pp. 11-22). New York: Peter Lang.
- ❖ Ivory, J. D. (2008). The games, they are a changin': Technological advancements in video games and implications for effects on youth. In P. Jamieson & D. Romer (Eds.), *The changing portrayal of adolescents in the media since 1950* (pp. 347-376). New York: Oxford University Press.

### Encyclopedia and Reference Entries:

- ❖ Ivory, J. D. (2017). "Game studies." In M. Allen (Ed.), *Sage encyclopedia of communication research methods*. Thousand Oaks, CA: Sage.
- ❖ Ivory, J. D., & Kerr, A. (2015). "Online games" In Donsbach, W. (Ed.), *The International encyclopedia of communication*. Hoboken, NJ: Wiley-Blackwell.  
doi:10.1111/b.9781405131995.2008.x
- ❖ Ivory, J. D. (2013). Character development within violent content. In M. S. Eastin (Ed.), *Encyclopedia of media violence*. Thousand Oaks, CA: Sage.
- ❖ Ivory, J. D. (2013). Fantasy genre, violence and aggression. In M. S. Eastin (Ed.), *Encyclopedia of media violence*. Thousand Oaks, CA: Sage.
- ❖ Ivory, J. D. (2013) Interactive media, aggressive outcomes of. In M. S. Eastin (Ed.), *Encyclopedia of media violence*. Thousand Oaks, CA: Sage.
- ❖ Ivory, J. D. (2013). Violent video games: If you're looking for the causes of serious aggression and violence in society, stop playing around with video games. In *Issues: Understanding Controversy and Society* (Online Database). Available: <http://issues.abc-clio.com/>
- ❖ Ivory, J. D. (2010). Bloggers. In S. G. Riley (Ed.), *Star struck: An encyclopedia of celebrity culture* (pp. 35-36). Santa Barbara, CA: Greenwood.
- ❖ Ivory, J. D. (2010). Internet's role. In S. G. Riley (Ed.), *Star struck: An encyclopedia of celebrity culture* (pp. 146-149). Santa Barbara, CA: Greenwood.

### Book Reviews:

- ❖ Ivory, J. D. (2008). [Invited review of the book *Understanding digital games* by Jason Rutter & Jo Bryce, Eds.]. *Mass Communication and Society*, 11, 100-104.
- ❖ Ivory, J. D. (2006). [Invited review of the book *New media cultures* by P. David Marshall]. *Journalism and Mass Communication Quarterly*, 83, 457-458.
- ❖ Ivory, J. D. (2006). [Invited review of the book *The Internet playground: Children's access, entertainment, and mis-education* by Ellen Seiter]. *Journalism and Mass Communication Quarterly*, 82, 995-997.

### Refereed Research Presentations:

- ❖ McEvoy, K. A., Oyekoya, O., Holz Ivory, A., & Ivory, J. D. (2016, March). *Through the eyes of a bystander: The promise and challenges of VR as a bullying prevention tool*. Poster presented at the IEEE Virtual Reality Conference, Greenville, SC.
- ❖ Francis, S., Lopez, C., McEvoy, K., Robinson, K., Yang, G., & Ivory, J. D. (2015, November). *Organizations on Instagram: How post content and characteristics predict user responses*. Paper

presented to the Applied Communication division at the annual convention of the National Communication Association, Las Vegas, Nevada. [Top four paper award]

- ❖ Smith, A. M., Moran, T., Ancarrow, M., & Ivory, J. D. (2015, November). *#vsfashionshow: Gender and body image-related content in Twitter posts using the Victoria's Secret Fashion Show hashtag*. Paper presented to the Mass Communication division at the annual convention of the National Communication Association, Las Vegas, Nevada.
- ❖ Bakke, P., Croker, T., Hastrup, K. J., Hughes, A., & Ivory, J. D. (2015, November). *Cyborg partner choice in a hypothetical task: Avatar selection and transhumanist frames*. Paper presented to the Human Communication and Technology Division at the annual convention of the National Communication Association, Las Vegas, Nevada.
- ❖ Waddell, T. F., Bailey, E., Ivory, J. D., Tear, M., Lee, K., Wu, W., Francis, S., & Heaberlin, B. (2015, August). *Turned off by media violence: The effect of sanitized violence portrayals on selective exposure to violent media*. Paper presented to the Mass Communication and Society division at the 102<sup>nd</sup> Annual Conference of the Association for Education in Journalism and Mass Communication, San Francisco, California.
- ❖ Elson, M., Ivory, J. D., & Vogelgesang, J. (2015, May). *Attachment issues: The ideological divide in research on violent digital games and aggression*. Paper presented to the Game Studies division at the annual conference of the International Communication Association, San Juan, Puerto Rico. [Top four paper award]
- ❖ Jo, S., Jang, J. S., & Ivory, J. D., (2014, November). How public service announcements have changed through the years: A longitudinal content analysis of South Korean PSAs. Paper presented to the Korean American Communication Association at the annual convention of the National Communication Association, Chicago, Illinois.
- ❖ Waddell, T. F., Bailey, E., & Ivory, J. D. (2014, May) The effect of nonsanitized violence on media enjoyment: Reduced character identification or enhanced narrative transportation? Paper presented to the Mass Communication division at the annual conference of the International Communication Association, Seattle, Washington.
- ❖ Elson, M., & Ivory, J. D. (2014, May). Who watches the watchmen? Evaluation of peer reviews in social science journals. Paper presented to the Information Systems division at the annual conference of the International Communication Association, Seattle, Washington.
- ❖ Bailey, E., & Ivory, J. D. (2014, May). Effects of hedonic and eudaimonic television clips on viewers' affective states and subsequent program selection. Paper presented to the Mass Communication division at the annual conference of the International Communication Association, Seattle Washington.
- ❖ Waddell, T. F., Downs, E. P., Ivory, J. D., Akom, K., Weber, M., & Hayspell, D. (2013, August). Morally engaged and cognitively mixed: The prosocial effects of exposure to unpleasant media violence on charitable giving. Paper presented to the Mass Communication and Society Division at the annual conference of the Association for Education in Journalism and Mass Communication, Washington, D.C.
- ❖ Waddell, T. F., Fox, J., Ivory, J. D., Holz Ivory, A., Weber, M., Akom, K., & Hayspell, D. (2013, August). Sex role stereotyping is hard to kill: A field experiment measuring social responses to user characteristics and behavior in an online multiplayer game. Paper presented to the Communication Technology Division at the annual conference of the Association for Education in Journalism and Mass Communication, Washington, D.C.
- ❖ Limperos, A., Waddell, T. F., Holz Ivory, A., & Ivory, J. D. (2013, August). Psychological and physiological responses to stereoscopic 3D gaming: Exploring how experienced and inexperienced gamers react to shifts in gaming features. Paper presented to the Communication Technology Division at the annual conference of the Association for Education in Journalism and Mass Communication, Washington, D.C.

- ❖ Bailey, E., Tsay-Vogel, M., Krakowiak, K. M., & Ivory, J. D. (2013, June). Effects of morally ambiguous character behavior on affective disposition, character perceptions, and enjoyment. Paper presented to the Mass Communication Division at the annual conference of the International Communication Association, London, England.
- ❖ Waddell, T. F., & Ivory, J. D. (2012, August). It's not easy trying to be one of the guys: The effects of avatar attractiveness, avatar gender, and purported user gender on the success of help-seeking requests in an online game. Paper presented to the Communication Technology Division at the annual conference of the Association for Education in Journalism and Mass Communication, Chicago, IL.
- ❖ Fesenmaier, M., Kaloumeh, L., Zhuang, Y., & Ivory, J. D. (2012, August). Revolutionary medium? Portrayals of social media in American and Egyptian newspapers' coverage of the 2011 Egyptian revolution. Paper presented to the Newspaper and Online News Division at the annual convention of the Association for Education in Journalism and Mass Communication, Chicago, IL. (*Earlier version presented at the March 2012 AEJMC Southeast Colloquium, Blacksburg, VA.*)
- ❖ Bayliss, L., McCarthy, A., Woodard, K., Dennis, L., Ivory, J. D., Patel, H., & MacDorman, K. F. (2012, May). Receptive to bad reception: Can jerky video make persuasive messages more effective? Paper to be presented to the Information Systems Division at the annual conference of the International Communication Association, Phoenix, AZ.
- ❖ Sokolik, K., & Ivory, J. D. (2011, August). Red-hot and ice-cold web ads: The influence of warm and cool colors in web advertising on click-through rates. Paper presented to the Communication Technology Division at the annual conference of the Association for Education in Journalism and Mass Communication, St. Louis, MO.
- ❖ Ivory, J. D., Ivory, A. H., & Magee, R. G. (2011, May). A call for the assessment of interuser reliability to complement intercoder reliability in content analyses. Paper presented to the Game Studies Interest Group at the annual conference of the International Communication Association, Boston, MA.
- ❖ Ivory, A. H., Leventhal, J., & Ivory, J. D. (2010, August). *Times change, but trailers don't: Violent and sexual content in a decade of movie trailers*. Paper presented to the Entertainment Studies Interest Group at the annual conference of the Association for Education in Journalism and Mass Communication, Denver, CO.
- ❖ Board, V. E., Crighton, L. M., Kostka, P. M., Spack, J. A., & Ivory, J. D. (2010, August). *It's easy being green: The effects of argument and imagery on consumer responses to green product packaging*. Paper presented to the Communicating Science, Health, Environment and Risk (ComSHER) Interest Group at the annual conference of the Association for Education in Journalism and Mass Communication, Denver, CO. (*Earlier version presented at the March 2010 AEJMC Southeast Colloquium, Chapel Hill, NC.*)
- ❖ Ivory, J. D., Oliver, M. B., & Maglalang, O. M. (2009, May). *He doesn't look like the games made him do it: Racial stereotype activation in estimates of violent video games' influence on violent crimes*. Paper presented to the Game Studies Interest Group at the annual conference of the International Communication Association, Chicago, IL.
- ❖ Ivory, J. D., Williams, D., Martins, N., & Consalvo, M. (2009, May). *Good clean fun? A content analysis of profanity in video games and its prevalence across game systems and ratings*. Paper presented to the Game Studies Interest Group at the annual conference of the International Communication Association, Chicago, IL.
- ❖ Ivory, J. D., Magee, R. G., & Serge, E. (2008, August). *You can't take it with you? Comparing the effects of portable handheld and television-based media consoles on users' physiological and psychological responses to video game and movie content*. Paper presented to the Mass Communication and Society Division at the annual convention of the Association for Education in Journalism and Mass Communication, Chicago, IL.

- ❖ Kalyanaraman, S., Penn, D. L., Ivory, J. D., & Judge, A. (2008, August). *The virtual doppelganger: Effects of a virtual reality simulator on perceptions of schizophrenia*. Paper presented to the Communication Theory and Methodology Division at the annual convention of the Association for Education in Journalism and Mass Communication, Chicago, IL.
- ❖ Morin, D., Tubbs, M., & Ivory, J. D. (2008, August). *Celebrity and politics: Effects of endorser credibility on voter attitudes, perceptions, and behaviors*. Paper presented to the Entertainment Studies Interest Group at the annual convention of the Association for Education in Journalism and Mass Communication, Chicago, IL.
- ❖ Ivory, J. D., Williams, A. P., Hatch, J. & Covucci, D. (2007, August). *Terrorism in film trailers: Demographics, portrayals, violence, and changes in content after September 11, 2001*. Paper presented to the Mass Communication and Society Division at the annual convention of the Association for Education in Journalism and Mass Communication, Washington, DC.
- ❖ Kalyanaraman, S., & Ivory, J. D. (2007, May). *Enhanced scent or selective discounting: Informative versus persuasive information in search engines*. Paper presented to the Information Systems Division at the annual conference of the International Communication Association, San Francisco, CA.
- ❖ Ivory, J. D., & Kalyanaraman, S. (2006, June). *The effects of technological advancement and violent content in video games on player arousal, presence, and aggression*. Paper presented to the Game Studies Interest Group at the annual conference of the International Communication Association, Dresden, Germany.
- ❖ Kalyanaraman, S., & Ivory, J. D. (2006, June). *The face of online information processing: Effects of emoticons on impression formation, affect, and cognition in chat transcripts*. Paper presented to the Information Systems Division at the annual conference of the International Communication Association, Dresden, Germany.
- ❖ Holz, A. M., Gibson, R., & Ivory, J. D. (2005, August). *Gendered relationships on television: Comparing portrayals of heterosexual and same-sex couples*. Paper presented to the Gay, Lesbian, Bisexual, Transgender Interest Group at the annual convention of the Association for Education in Journalism and Mass Communication, San Antonio, TX.
- ❖ Ivory, J. D., & Kalyanaraman, S. (2005, May). *Video games make people violent – well, maybe not that game or that person: Effects of content and person abstraction on third-person effect size in the context of violent video games*. Paper presented to the Mass Communication Division at the annual conference of the International Communication Association, New York.
- ❖ Kalyanaraman, S., Ivory, J. D., & Maschmeyer, L. (2005, May). *Interruptions and online information processing: The role of interruption type, interruption content, and interruption frequency*. Paper presented to the Information Systems Division at the annual conference of the International Communication Association, New York.
- ❖ Ivory, J. D. (2004, November). *Sneak peeks at insurrection: Portrayals of the Irish Republican Army in film trailers*. Paper presented to the Student Section at the annual convention of the National Communication Association, Chicago, IL. [Top five student paper award]
- ❖ Ivory, J. D. (2004, November). *Lead us not into temptation: Predictors of inappropriate behavior and dangerous situations in teen Internet use*. Paper presented to the Human Communication and Technology Division at the annual convention of the National Communication Association, Chicago, IL.
- ❖ Ivory, J. D. (2004, November). *Romantic revolutionaries or repugnant rebels? New York Times coverage of the Irish Republican Army before and after the 1993 World Trade Center bombing*. Paper presented to the Mass Communication Division at the annual convention of the National Communication Association, Chicago, IL.
- ❖ Ivory, J. D. (2004, August). *Still a man's game: Gender representation in online video game review content*. Paper presented to the Entertainment Studies Interest Group at the annual

convention of the Association for Education in Journalism and Mass Communication, Toronto, Canada. [Top three student paper award]

- ❖ Ivory, J. D. (2004, May). *Addictive for whom? Electronic games, the third-person effect, and contributors to attitudes toward the medium.* Paper presented to the Communication and Technology Division at the annual conference of the International Communication Association, New Orleans, LA.
- ❖ Ivory, J. D. (2003, August). *Protecting kids or attacking the First Amendment? Video games, regulation and protected expression.* Paper presented to the Law Division at the annual convention of the Association for Education in Journalism and Mass Communication, Kansas City, MO. (Earlier version presented at the March 2003 AEJMC Southeast Colloquium, Little Rock, AR.)
- ❖ Ivory, J. D. (2003, April). *War of the Worlds and war in the real world: Naturalization of contemporary combat conventions in adaptations of H. G. Wells' novel.* Paper presented to the Science Fiction Forum at the annual convention of the Popular Culture Association, New Orleans, LA.
- ❖ Gladney, G. A., & Ivory, J. D. (2002, October). *Attitudes of relational engagement in cyberspace: Uncovering monologic potential and growth.* Paper presented at the annual conference of the Union for Democratic Communications, State College, PA.
- ❖ Ivory, J. D., & Wilkerson, H. C. (2002, August). *Video games are from Mars, not Venus: Gender, electronic game play and attitudes toward the medium.* Paper presented to the Commission on the Status of Women at the annual convention of the Association for Education in Journalism and Mass Communication, Miami, FL.
- ❖ Ivory, J. D. (2002, August). *Addictive, but not for me: The third-person effect and electronic game players' views toward the medium's potential for dependency and addiction.* Paper presented to the Entertainment Studies Interest Group at the annual convention of the Association for Education in Journalism and Mass Communication, Miami, FL. [Top student paper award]
- ❖ Ivory, J. D. (2002, March). *MUSHing towards Gomorrah: Are multi-user shared hallucinations an online alternative to video games?* Paper presented to the Electronic Communication and Culture Forum at the annual convention of the Popular Culture Association (2002, March), Toronto, Canada.
- ❖ Ivory, J. D. (2001, August). *Video games and the elusive search for their effects on children: An assessment of twenty years of research.* Paper presented to the Mass Communication and Society Division at the annual convention of the Association for Education in Journalism and Mass Communication, Washington, DC. [Top three student paper award]

#### **Presentations in Competitively Selected Research Panels:**

- ❖ Kalyanaraman, S., & Ivory, J. D. (2016, June). *Forgiving ourselves is progress: The importance of an "amnesty" approach toward questionable research practices.* Presented during the Information Systems division panel "Communicating Open Science: What the Communication Field Has to Offer to the Next Scientific Revolution," at the annual conference of the International Communication Association, Fukuoka, Japan.
- ❖ Bailey, E., Waddell, T. F., & Ivory, J. D. (2015, August). *Psychological evidence for implicit racial bias among viewers and reporters of violent crime news.* Presented during the Media Psychology symposium "EthnicRace Aspects of Psychologists' Work at Ground Zero (Epi-Centers for Community Crises)," at the annual convention of the American Psychological Association (August, 2015), Toronto, Ontario, Canada.
- ❖ Ivory, J. D. (2015, May). *Two bites of the cherry: Incidental inflation of significant findings in media research and how new structures in manuscript preparation and review can prevent it.* Presented during the Information Systems division panel "Open Science Practices in Research and



Reviewing: Overdue or Overrated?” at the annual conference of the International Communication Association, San Juan, Puerto Rico.

- ❖ Ivory, J. D., Holz Ivory, A., & Waddell, T. F. (2014). *Online ugliness: Objectionable, antisocial, and stereotype-driven user behavior in online games*. Presented during the Media Psychology division panel “Potential Social Concerns About Video Games that Merit More Attention” at the annual conference of the American Psychological Association, Washington, D. C.
- ❖ Ivory, J. D., & Ferguson, C. J. (2014, August). *Not just buttons: Games as stories, games as choices*. Presented during the Media Psychology division symposium “High-Tech Storytelling of Living the Good Life American Style” at the annual convention of the American Psychological Association, Washington, D. C.
- ❖ Ivory, J. D. (2012, November). *Past and future directions in research on social dynamics of video games*. Presented during the Mass Communication Division panel “Leveling Up: A Discussion of Emerging Trends and Suggestions for Future Research Involving Video Games” at the annual conference of the National Communication Association, Orlando, FL.
- ❖ Ivory, J. D. (2012, October) (via teleconference). *Are we studying what they’re playing? (And other questions about social research on video games)*. Presented during the Digital Games Temporary Working Group panel “Researching digital games: Current Topics and Future Challenges” at the European Communication Research and Education Association’s annual European Communication Conference, Istanbul, Turkey.
- ❖ Ivory, J. D. (2012, August). *The effects we see: Influences on perceptions of harmful video game violence effects*. Presented during the Society for General Psychology panel “Video Game Violence and Aggression -- Did We Get the Links Wrong?” at the annual convention of the American Psychological Association, Orlando, FL.
- ❖ Ivory, J. D. (2009, May). *Beyond the content: Emphasizing technological features in programmatic variable-centered video game research*. Presented during the cross-unit conference theme session “Keyword: Technology” at the annual conference of the International Communication Association, Chicago, IL.
- ❖ Martins, N., Williams, D., Consalvo, M., & Ivory, J. D. (2007, May). *Game content evolves*. Presented during the Game Studies Interest Group panel “Gaming 2.0: Researching the Active User” at the annual convention of the International Communication Association, San Francisco, CA.
- ❖ Ivory, J. D., & Kalyanaraman, S. (2005, May). *Exploring the role of technological advancement in video game effects*. Presented during the Game Studies Interest Group panel “Challenges in Computer Game Research and Theory” at the annual conference of the International Communication Association, New York, NY.

### **Invited Research Presentations:**

- ❖ Invited participant, *BlueSky workshop: Toward an agenda of more civility, open-mindedness, and candor in video game effects research*, at the annual conference of the International Communication Association (2015, May), San Juan, Puerto Rico.
- ❖ Invited panelist, *A crisis of peer-review? The future of quality assurance in communication research*, plenary session at the annual conference of the International Communication Association (2014, May), Seattle, Washington.
- ❖ Invited presenter (via teleconference), *Changing games, changing research? On the need for new directions in social research on video games*, at the annual Games For Change América Latina festival (2012, November), São Paulo, Brazil.
- ❖ Invited presenter, *Virtual lives*, at the Virginia Tech Libraries Visual Scholarship Initiative (2012, October), Blacksburg, VA.

- ❖ Invited panelist, *Do I Need a MyFace Spacebook profile or maybe a Tweeter account?* at the Association for Education in Journalism and Mass Communication's annual Southeast Colloquium (2010, March), Chapel Hill, NC.
- ❖ Invited panelist, *News and communication in virtual worlds*, at the annual convention of the Association for Education in Journalism and Mass Communication (2008, August), Chicago, IL.
- ❖ Invited presenter, *Psychosocial dimensions of new media: Laboratory research updates from Shanks Hall*, at the Communication Graduate Students Association Spring Colloquium Series (2008, March), Virginia Polytechnic Institute and State University, Blacksburg, VA.
- ❖ Invited panelist, *Talking to the avatar: News and advertising in the world of video gaming*, at the annual convention of the Association for Education in Journalism and Mass Communication (2006, August), San Francisco, CA.
- ❖ Invited panelist, *From Luddite to lightspeed: Incorporating technology in the classroom — or not*, at the annual convention of the Association for Education in Journalism and Mass Communication (2004, August), Toronto, Canada (late addition to replace absent panelist).
- ❖ Invited panelist, *The ABC's of AEJMC*, at the annual conference of the Association for Education in Journalism and Mass Communication (2003, August), Kansas City, MO.
- ❖ Invited presenter, *The third-person effect and electronic game players*, at the School of Journalism and Mass Communication research series, (2002, August), University of North Carolina at Chapel Hill, Chapel Hill, NC.
- ❖ Invited presenter, *Fun for all ages? University students' video game habits and the medium's potential for dependency and addiction*, at the Department of Journalism and Mass Communication Spring Colloquium (2002, April), University of Wyoming, Laramie, WY.

## **AWARDS & HONORS**

- ❖ Top Four Paper, Applied Communication Division, National Communication Association, Las Vegas, Nevada, November, 2015: *Organizations on Instagram: How post content and characteristics predict user responses*.
- ❖ Top Four Paper, Game Studies Division, International Communication Association, San Juan, Puerto Rico, May, 2015: *Attachment issues: The ideological divide in research on violent digital games and aggression*.
- ❖ Second Place Faculty Paper, Entertainment Studies Interest Group, Association for Education in Journalism and Mass Communication, Denver, CO, August, 2010: *Times change, but trailers don't: Violent and sexual content in a decade of movie trailers*.
- ❖ Herbeck S. Dordick Dissertation Award for Communication Technology Research, Communication and Technology Division, International Communication Association, 2007 (awarded biennially at the time).
- ❖ First Place, Promising Professor Award Competition (Graduate Student Division), Mass Communication and Society Division and Graduate Student Interest Group, Association for Education in Journalism and Mass Communication, 2005.
- ❖ Outstanding Graduating Doctoral Student Award, School of Journalism and Mass Communication, University of North Carolina at Chapel Hill, 2005.
- ❖ Top Five Student Paper, Student Section, National Communication Association, Chicago, IL, November, 2004: *Sneak peeks at insurrection: Coverage of the Irish Republican Army in film trailers*.
- ❖ Top Three Student Paper, Entertainment Studies Interest Group, Association for Education in Journalism and Mass Communication, Toronto, Canada, August, 2004: *Still a man's game: Gender representation in online video game review content*.

- ❖ Outstanding Teaching by a Graduate Student Award, Instructional and Developmental Division, International Communication Association, New Orleans, LA, May, 2004.
- ❖ Top Student Paper, Entertainment Studies Interest Group, Association for Education in Journalism and Mass Communication, Miami, FL, August, 2002: *Addictive, but not for me: The third-person effect and electronic game players' views toward the medium's potential for dependency and addiction.*
- ❖ Ellbogen Graduate Student Outstanding Teaching Award, University of Wyoming, 2001-2002.
- ❖ Professor William C. Donaghy Award for Best Thesis, Department of Communication and Journalism, University of Wyoming, 2002.
- ❖ Leslie J. Moeller Award, 3<sup>rd</sup> place winner, Mass Communication and Society Division, Association for Education in Journalism and Mass Communication, Washington, D.C., August, 2001: *Video games and the elusive search for their effects on children: An assessment of twenty years of research.*

## **GRANTS & FUNDING**

### **Support Received:**

- ❖ Co-Principal Investigator (with principal investigator B. Knapp and co-principal investigators N. Polys, I. Bukvic, Y. Cao, & D. Webster), National Science Foundation Computing Research Infrastructure Program, 2013-2015: *Living lab for asynchronous and synchronous investigation of virtual and real environments.* \$585,510.
- ❖ Faculty Investigator (with principal investigator D. Ridgwell and faculty investigators J. C. Dunmore, E. S. Geller, C. L. Smith, & D. Tatar & Assessment Coordinator/Investigator A. Laughlin), National Science Foundation Research Experiences for Undergraduates (REU) Program and United States Air Force Office of Scientific Research, 2012-2014: *"Hands-on minds-on": Multidisciplinary approaches to understanding and preventing societal violence.* \$365,448.
- ❖ Co-Principal Investigator (with principal investigator D. Ridgwell and co-principal investigators E. S. Geller, L. Jayaram, K. McConnell, C. Smith, & D. Tatar), Virginia Polytechnic Institute and State University Institute for Society, Culture, and Environment Summer Scholars in Residence Grant, 2011: *The human dynamics of violence prevention.* \$18,000.
- ❖ Principal/Sole Investigator, Virginia Polytechnic Institute and State University College of Liberal Arts and Human Sciences Faculty Research Grant, 2010-2011: *The "virtual pioneers" project: Portrayals of gender, age, and race in virtual worlds.* \$547.
- ❖ Recipient, Virginia Polytechnic Institute and State University Provost Enterprise Fund Online Course Development Grant, 2008: Funding to develop and deliver an online version of COMM 4014 (Media Effects) course. \$9,000.
- ❖ Principal/Sole Investigator, Virginia Polytechnic Institute and State University College of Liberal Arts and Human Sciences Faculty Research Grant, 2006-2007: *The effects of varying degree of realistic simulation in video game controls on physiological, psychological, and perceptual dimensions of player experience.* \$2,814.
- ❖ Recipient, Virginia Polytechnic Institute and State University International Travel Supplemental Grant (ITSG), 2006: Partial funding for travel to present research at the annual conference of the International Communication Association. \$1,000 + \$300 partial match from College of Liberal Arts and Human Sciences.
- ❖ Secured multiple donations to Department of Communication as partial compensation for secondary data analysis consulting projects for Swanson Russell Associates, 2006-2007, totaling \$2,000.

### **Applications Not Funded:**

- ❖ Principal investigator (with co-principal investigators A. Holz Ivory, P. Herr, J. Ogle, & N. Polys), National Science Foundation IBSS-S Proposal: *An embodied public interaction system for research and information campaigns*. \$291,609.00.
- ❖ Co-Principal Investigator (with principal investigator F. Quek and co-principal investigators L. Baum, B. Knapp, T. M. Thrash, & D. Washenberger), National Science Foundation Proposal: *Nurturing creative practice in learning through the 4<sup>th</sup> grade slump*. \$1,197,279.

## **TEACHING**

### **Instructor of Record:**

Virginia Polytechnic Institute and State University:

- ❖ *Communication Research Methods*, COMM 5024 (Graduate Course), Fall 2006, Fall 2009, Fall 2010, Fall 2011, Fall 2012, Fall 2013, Fall 2014, Fall 2015, Fall 2016.
- ❖ *New Communication Technology*, COMM 5444 (Graduate Course), Spring 2009, Spring 2011, Spring 2013, Spring 2014.
- ❖ *Introduction to Communication Research*, COMM 1024/2124 (Undergraduate Course), Fall 2005, Spring 2006, Fall 2006, Fall 2007, Summer 2010 (Online Version), Summer 2011 (Online Version), Summer 2012 (Online Version), Fall 2013, Spring 2015, Spring 2016.
- ❖ *Social Dimensions of Video Games, Simulations, and Virtual Environments in Society*, COMM 4044 (Undergraduate “Capstone” Course), Spring 2017.
- ❖ *Video Games, Simulations, and Virtual Environments in Society*, COMM 4224 (Undergraduate “Capstone” Course), Fall 2012.
- ❖ *Media Institutions*, COMM 2084 (Undergraduate Course), Spring 2013, Summer 2016 (Online Version).
- ❖ *Mass Media Theory*, COMM 5454 (Previously 5984) (Graduate Course), Spring 2010, Spring 2012.
- ❖ *Mass Media Effects*, COMM 5414 (Graduate Course), Fall 2007, Spring 2016.
- ❖ *Media Effects*, COMM 4014 (Undergraduate Course), Spring 2007, Summer 2007, Spring 2008, Summer 2008 (Online Version), Fall 2008, Spring 2009, Summer 2009 (Online Version), Fall 2009, Summer 2010 (Online Version), Fall 2010, Summer 2011 (Online Version), Fall 2011, Spring 2012, Summer 2012 (Online Version), Spring 2013, Summer 2013 (Online Version), Spring 2015, Summer 2016 (Online Version), Spring 2017.
- ❖ *New Communications Technology*, COMM 4374 (Undergraduate Course), Spring 2006, Spring 2007, Spring 2008, Spring 2010, Spring 2011.
- ❖ *Public Speaking*, COMM 2004 (Undergraduate Course), Summer 2005, Summer 2006, Summer 2007.

University of North Carolina at Chapel Hill:

- ❖ *Electronic Information Sources*, JOMC 050 (Undergraduate Course), Summer 2003, Summer 2004.

University of Wyoming:

- ❖ *Public Speaking*, CMJR 1010 (Undergraduate Course), Fall 2000, Spring 2001, Summer 2001, Fall 2001, Spring 2002 Summer 2002.

### **Invited Guest Lectures and Presentations:**

- ❖ Spring 2013: *New Research Approaches Using Video Games, Simulations, and Virtual Environments*, *Seminar in Special Topics in Mass Communication*, JOMC 890 (Graduate Course), University of North Carolina at Chapel Hill. [Instructor: Dr. Sriram Kalyanaraman]
- ❖ Spring 2013: *“Past, Present, and Future Research on the Social Effects of Video Games: Problems, Policy, and Paradigms”*, University of North Carolina School of Journalism and Mass

Communication Mary Junck Research Colloquium Series. [Colloquium Convener: Dr. Sriram Kalyanaraman]

- ❖ Spring 2013: “Social Effects of Video Games,” Virginia Tech Center for Human-Computer Interaction Seminar Series.
- ❖ Fall 2010: “Content is Behavior: How Changes In Video Games And Virtual Environments Change The Way We Should Study Their Content, Users, And Effects,” Indiana University School of Informatics (IUPUI Campus) Research Colloquium Series. [Colloquium Committee Chair: Dr. Karl F. MacDorman]
- ❖ Summer 2010: “Technological Developments and Transitions in Virtual Worlds,” *Effects of Technology on Self and Society*, JOMC 490 (Undergraduate Course), University of North Carolina at Chapel Hill. [Instructor: Dr. Sriram “Sri” Kalyanaraman]
- ❖ Spring 2010: “A ‘Media Effects’ Approach to the Physiological, Psychological, and Social Effects of Games and Virtual Environments,” Virginia Tech Center for Human-Computer Interaction Seminar Series.
- ❖ Spring 2009: “More than Content: Social and Psychological Responses to Formal Features of Video Games,” *Digital Game-Based Learning*, EDCI 5564 (Graduate Course), Virginia Polytechnic Institute and State University. [Instructor: Dr. Michael A. Evans]
- ❖ Fall 2008: “Media Effects Research: An Overview,” *Communication Theory*, COMM 5014 (Graduate Course), Virginia Polytechnic Institute and State University. [Instructor: Dr. Robert Denton] (previously presented in same course Fall 2007, repeated with limited modification)
- ❖ Fall 2008: “Measuring Psychophysiological Responses to Media,” *Communication Research Methods*, COMM 5024 (Graduate Course), Virginia Polytechnic Institute and State University. [Instructor: Dr. Robert Magee] (previously presented in same course Fall 2007, repeated with limited modification)
- ❖ Summer 2007: “Video Game Effects: What Research Tells Us,” guest presentation, Ferrum College.
- ❖ Spring 2007: “Video Games and Society: What Research Tells Us,” Johns Hopkins Odyssey Series presentation, Virginia Polytechnic Institute and State University.
- ❖ Fall 2006: “Psychophysiological Measures,” *Introduction to Communication Research*, COMM 1024 (2 sections) (Undergraduate Course), Virginia Polytechnic Institute and State University. [Instructor: Dr. Robert Magee]
- ❖ Spring 2005: “Fun and Games in the 21st Century: Video Games, Users, the Internet, and Effects,” *Electronic Information Sources*, JOMC 050 (Undergraduate Course), University of North Carolina at Chapel Hill. [Instructor: Dr. Sriram “Sri” Kalyanaraman]
- ❖ Spring 2005: “Asking and Answering Research Questions about Video Game Effects,” *World of Mass Communication*, JOMC 011 (Undergraduate Course), University of North Carolina at Chapel Hill. [Instructor: Dr. Anne Johnston]
- ❖ Fall 2004: “Applying Different Methodologies to a Societal Question: Researching the Impact of Video Games,” *Research Methods*, JOMC 201 (Graduate Course), School of Journalism and Mass Communication, University of North Carolina at Chapel Hill. [Instructor: Dr. Pat Curtin]
- ❖ Fall 2004: “Seeing Farther: Using Theory in Your Research,” *Theories of Mass Communication*, JOMC 245 (Graduate Course), School of Journalism and Mass Communication, University of North Carolina at Chapel Hill. [Instructor: Dr. Rhonda Gibson]
- ❖ Spring 2004: “Fun and Games in the 21st Century: Video Games, Users, the Internet, and Effects,” *Electronic Information Sources*, JOMC 050 (Undergraduate Course), University of North Carolina at Chapel Hill. [Instructor: Dr. Sriram “Sri” Kalyanaraman]
- ❖ Fall 2003: “Social Interaction on the Web,” *Electronic Information Sources*, JOMC 050 (Undergraduate Course), University of North Carolina at Chapel Hill. [Instructor: Dr. Deb Aikat]

- ❖ Fall 2003: “Physiological Data Collection and Interpretation.” *Research Methods*, JOMC 201 (Graduate Course), School of Journalism and Mass Communication, University of North Carolina at Chapel Hill. [Instructor: Dr. Pat Curtin]
- ❖ Fall 2003: “Finding Electronic Information Sources for Journalism,” *Newswriting*, JOMC 053 (Undergraduate Course), University of North Carolina at Chapel Hill. [Instructor: Matthew Patrick Taylor]
- ❖ Spring 2003: “Social Interaction on the Web,” *Electronic Information Sources*, JOMC 050 (Undergraduate Course), University of North Carolina at Chapel Hill. [Instructor: Dr. Deb Aikat]
- ❖ Fall 2002: “Social Interaction on the Web,” *Electronic Information Sources*, JOMC 050 (Undergraduate Course), University of North Carolina at Chapel Hill. [Instructor: Dr. Sriram “Sri” Kalyanaraman]
- ❖ Summer 2001: “Video Games and Aggression.” *Introduction to Mass Communication*, CMJR 1000, (Undergraduate Course), University of Wyoming. [Instructor: Jennifer Proffitt]

#### **Graduate Student Committee Service:**

- ❖ M.A. Committee Chair, Logan Blankenbeckler, Department of Communication, Virginia Polytechnic Institute and State University (In progress).
- ❖ M.A. Committee Chair, Katharine Spooner, Department of Communication, Virginia Polytechnic Institute and State University (In progress).
- ❖ M.A. Committee Member, Hui Hui Peng, Department of Communication, Virginia Polytechnic Institute and State University (In progress).
- ❖ M.A. Committee Chair, David McLean, Department of Communication, Virginia Polytechnic Institute and State University (Graduated 2016).
- ❖ M.A. Committee Chair, Lindsay Baumann, Department of Communication, Virginia Polytechnic Institute and State University (Graduated 2016).
- ❖ Ph.D. Committee Member, Shaymaa Khater, Department of Computer Science, Virginia Polytechnic Institute and State University (Graduated 2015).
- ❖ M.A. Committee Chair, Kelly McEvoy, Department of Communication, Virginia Polytechnic Institute and State University (Graduated 2015).
- ❖ M.A. Committee Chair, Cecilia Lopez, Department of Communication, Virginia Polytechnic Institute and State University (Graduated 2015).
- ❖ M.A. Committee Chair, Sarah Francis, Department of Communication, Virginia Polytechnic Institute and State University (Graduated 2014).
- ❖ M.A. Committee Chair, Kendall Livick, Department of Communication, Virginia Polytechnic Institute and State University (Graduated 2014).
- ❖ M.A. Committee Member, Jacqueline Borrett, School of Journalism and Mass Communication, University of North Carolina at Chapel Hill (Graduated 2014).
- ❖ M.A. Committee Member, Elmira Hamidi, Department of Communication, Virginia Polytechnic Institute and State University (Graduated 2014).
- ❖ M.A. Committee Chair, Margaret Fesenmaier, Department of Communication, Virginia Polytechnic Institute and State University (Graduated 2013).
- ❖ M.A. Committee Chair, Erica Bailey, Department of Communication, Virginia Polytechnic Institute and State University (Graduated 2013).
- ❖ Ph.D. Committee Member, Yonca Haciahmetoglu, Department of Computer Science, Virginia Polytechnic Institute and State University (Scheduled to Graduate 2013).
- ❖ M.A. Committee Chair, Thomas F. Waddell, Department of Communication, Virginia Polytechnic Institute and State University (Graduated 2012).
- ❖ M.A. Committee Member, Melissa Kaminski, Department of Communication, Virginia Polytechnic Institute and State University (Scheduled to Graduate 2012).

- ❖ M.A. Committee Member, Virginia Board, Department of Communication, Virginia Polytechnic Institute and State University (Graduated 2011).
- ❖ M.A. Committee Member, Katherine Hensley, Department of Communication, Virginia Polytechnic Institute and State University (Graduated 2010).
- ❖ Ad Hoc M.A. Chair (agreed to replace previous chair who took leave of absence during final term of student's enrollment), Evan Serge, Department of Communication, Virginia Polytechnic Institute and State University (Graduated 2009).
- ❖ Ad Hoc M.A. Committee Member (agreed to replace previous committee member who took leave of absence during final term of student's enrollment), Roxana Maiorescu, Department of Communication, Virginia Polytechnic Institute and State University (Graduated 2009).
- ❖ M.A. Committee Member, Chris McCollough, Department of Communication, Virginia Polytechnic Institute and State University (Graduated 2006).

## **PROFESSIONAL SERVICE**

### **Professional Organization Memberships:**

- ❖ Association for Education in Journalism and Mass Communication
- ❖ International Communication Association
- ❖ European Communication Research and Education Association
- ❖ Media Psychology Division (Division 46), American Psychological Association

### **Positions Held:**

- ❖ Chair, Game Studies Special Interest Group, International Communication Association, 2013-2015.
- ❖ Vice Chair, Game Studies Special Interest Group, International Communication Association, 2011-2013.
- ❖ Head, Communication Technology Division (CTEC), Association for Education in Journalism and Mass Communication, 2008-2009.
- ❖ Member, Council of Divisions Task Force on Research, Association for Education in Journalism and Mass Communication, 2008-2009.
- ❖ Member, Herbert S. Dordick Dissertation Award Reviewing Committee, Communication and Technology Division (CAT), International Communication Association, 2008.
- ❖ Vice Head and Program Chair, Communication Technology Division (CTEC), Association for Education in Journalism and Mass Communication, 2007-2008.
- ❖ Research Chair, Communication Technology Division (CTEC), Association for Education in Journalism and Mass Communication, 2006-2007.
- ❖ Midwinter Conference Coordinator, Communication Technology Division (CTEC), Association for Education in Journalism and Mass Communication, 2005-2006.
- ❖ Faculty Advisor, Graduate Education Interest Group (GEIG), Association for Education in Journalism and Mass Communication, 2005-2009.
- ❖ Head, Graduate Education Interest Group (GEIG), Association for Education in Journalism and Mass Communication, 2003-2004.
- ❖ Webmaster, Entertainment Studies Interest Group (ESIG), Association for Education in Journalism and Mass Communication, 2002-2003, 2003-2004, 2004-2005.
- ❖ Vice Head/Program Chair, Graduate Education Interest Group (GEIG), Association for Education in Journalism and Mass Communication, 2002-2003.
- ❖ Webmaster, Graduate Education Interest Group (GEIG), Association for Education in Journalism and Mass Communication, 2002-2003, 2003-2004.

- ❖ Secretary/Newsletter Editor, Graduate Education Interest Group (GEIG), Association for Education in Journalism and Mass Communication, 2001-2002.

**Editorial board Memberships:**

- ❖ *Sex Roles*, 2015-Present.
- ❖ *Journal of Media Psychology*, 2015-Present.
- ❖ *Media Psychology*, 2015-Present.
- ❖ *Journal of Broadcasting and Electronic Media*, 2014-Present.
- ❖ *Journal of Computer-Mediated Communication*, 2013-Present.
- ❖ *Review of Communication Research*, 2013-Present (Associate Editor).
- ❖ *Western Journal of Communication*, 2013-Present.
- ❖ *Mass Communication and Society*, 2009-Present.
- ❖ *Journal of Communication*, 2010-2015.

**Conference Session Moderator/Discussant/Respondent:**

- ❖ Paper session chair, Information Systems Division, at the annual conference of the International Communication Association (2015, May), San Juan, Puerto Rico.
- ❖ Paper session chair, Game Studies Interest Group, at the annual conference of the International Communication Association (2014, May), Seattle, Washington.
- ❖ Poster session discussant, Communication Technology Division, at the annual conference of the Association for Education in Journalism and Mass Communication (2013, August), Washington, D.C.
- ❖ Paper session chair, Game Studies Interest Group, at the annual conference of the International Communication Association (2013, June), London, England.
- ❖ Paper session discussant, Newspaper and Online News Division, at the Association for Education in Journalism and Mass Communication's annual Southeast Colloquium (2012, March), Blacksburg, VA.
- ❖ Poster session discussant, Communication Technology Division, at the annual conference of the Association for Education in Journalism and Mass Communication (2011, August), St. Louis, MO.
- ❖ Panel session respondent, *Teamwork in group play*, competitively-selected panel hosted by the Game Studies Interest Group at the annual conference of the International Communication Association (2011, May), Boston, MA.
- ❖ Paper session discussant, *Information and participation in the online domain*, at the annual conference of the Association for Education in Journalism and Mass Communication (2010, August), Denver, CO.
- ❖ Poster session discussant, Communication Technology Division, at the annual conference of the Association for Education in Journalism and Mass Communication (2010, August), Denver, CO.
- ❖ Poster session discussant, Graduate Education Interest Group, at the annual conference of the Association for Education in Journalism and Mass Communication (2010, August), Denver, CO.
- ❖ Paper session discussant, *Engaging target audiences online*, at the annual convention of the Association for Education in Journalism and Mass Communication (2009, August), Boston, MA.
- ❖ Panel session moderator, *The media habits of tomorrow: What teenagers are doing with new and traditional media*, at the annual convention of the Association for Education in Journalism and Mass Communication (2009, August), Boston, MA.
- ❖ Poster session discussant, Mass Communication and Society Division, at the annual convention of the Association for Education in Journalism and Mass Communication (2009, August), Boston, MA.



- ❖ Paper session discussant, *Graduate student research showcase*, at the annual convention of the Association for Education in Journalism and Mass Communication (2009, August), Boston, MA.
- ❖ High-density paper session chair, *Keywords in information systems: Interactivity*, at the annual conference of the International Communication Association (2009, May), Chicago, IL.
- ❖ Paper session chair, *In and out of control*, at the annual conference of the International Communication Association (2009, May), Chicago, IL.
- ❖ Paper session co-discussant, *Graduate student research showcase*, at the annual convention of the Association for Education in Journalism and Mass Communication (2008, August), Chicago, IL (role accidentally omitted from official program by session organizers).
- ❖ Poster session discussant, Communication Technology and Policy Division, at the annual convention of the Association for Education in Journalism and Mass Communication (2008, August), Chicago, IL (late addition to replace cancelled discussant).
- ❖ Panel session moderator, *Educational applications of video games and video games research*, at the annual convention of the Association for Education in Journalism and Mass Communication (2007, August), Washington, DC.
- ❖ Paper session moderator, *Jung-Sook Lee student paper competition award winners*, at the annual convention of the Association for Education in Journalism and Mass Communication (2007, August), Washington, DC.
- ❖ Panel session moderator, *Development and adoption of new communication technologies*, at the annual convention of the Association for Education in Journalism and Mass Communication (2007, August), Washington, DC (late addition to replace absent moderator).
- ❖ Poster session discussant, Communication Technology and Policy Division, at the annual convention of the Association for Education in Journalism and Mass Communication (2006, August), San Francisco, CA.
- ❖ Paper session discussant/moderator, *Perceptions of the media and issues*, at the Association for Education in Journalism and Mass Communication Midwinter Conference (2006, February), Bowling Green, OH.
- ❖ Panel session moderator, *The Covert Award anniversary: Celebrating 20 years of excellence in media history scholarship*, at the annual conference of the Association for Education in Journalism and Mass Communication (2004, August), Toronto, Canada.
- ❖ Paper session discussant/moderator, *Information access and privacy*, at the Association for Education in Journalism and Mass Communication Midwinter Conference (2004, February), New Brunswick, NJ.
- ❖ Panel session moderator, *Emerging areas in mass communication research: Opportunities and challenges*, at the annual conference of the Association for Education in Journalism and Mass Communication (2003, August), Kansas City, MO.
- ❖ Panel session moderator, *The history of mass communication research*, at the annual conference of the Association for Education in Journalism and Mass Communication (2003, August), Kansas City, MO.

**Grant Proposal Reviewer:**

- ❖ CAREER, Decision, Risk, and Management Sciences program, National Science Foundation, 2016 (1 application).
- ❖ Erwin Schrödinger Fellowship, Austrian Science Fund (FWF), 2009 (1 application).

**Journal Guest Editor:**

- ❖ *Sage Open* (1 manuscript + 2 revisions).

**Journal Reviewer:**

- ❖ *Psychology of Violence* (American Psychological Association), 2011-2017 (10 manuscripts).
- ❖ *New Media and Society* (Sage), 2009-2017 (5 manuscripts + 1 revision).
- ❖ *Computers in Human Behavior* (Elsevier), 2014-2017 (5 manuscripts + 1 revision).
- ❖ *European Journal of Criminology* (European Society of Criminology), 2016-2017 (1 manuscript+1 revision).
- ❖ *Electronic Commerce Research and Applications* (Elsevier), 2017 (1 manuscript).
- ❖ *Pediatrics* (American Academy of Pediatrics), 2011-2016 (4 manuscripts + 1 revision).
- ❖ *PLOS ONE*, 2016 (1 manuscript).
- ❖ *International Journal of Communication* (Annenberg School for Communication, USC), 2013-2016 (2 manuscripts).
- ❖ *Royal Society Open Science* (The Royal Society), 2016 (1 manuscript + 1 revision).
- ❖ *Sex Roles* (American Psychological Association), 2008-2016 (6 manuscripts + 5 revisions).
- ❖ *Justice Quarterly*, 2015 (1 manuscript).
- ❖ *Psychology of Popular Media Culture* (American Psychological Association), 2012-2016 (8 manuscripts + 2 revisions)
- ❖ *Journal of Computer-Mediated Communication* (International Communication Association), 2010-2016 (5 manuscripts + 3 revisions).
- ❖ *Mass Communication and Society* (Association for Education in Journalism and Mass Communication), 2006-2017 (24 manuscripts + 9 revisions).
- ❖ *Communication Theory* (International Communication Association), 2008-2016 (4 manuscripts).
- ❖ *CyberPsychology, Behavior, and Social Networking* (formerly *CyberPsychology and Behavior*) (Liebert), 2008-2017 (13 manuscripts + 11 revisions).
- ❖ *Media Psychology* (Taylor and Francis), 2008-2017 (13 manuscripts + 7 revisions).
- ❖ *American Communication Journal*, 2016 (1 manuscript).
- ❖ *Communication Monographs* (National Communication Association), 2014-2015 (3 manuscripts + 1 revision).
- ❖ *International Journal of Human-Computer Studies* (Elsevier), 2015 (2 manuscripts).
- ❖ *Journal of Media Psychology* (Hogrefe), 2011-2015 (7 manuscripts + 2 revisions).
- ❖ *Television and New Media* (Sage), (2015) (1 manuscript).
- ❖ *Communication Yearbook* (International Communication Association), 2015 (1 manuscript).
- ❖ *Child Development* (American Psychological Association), 2015 (1 manuscript + 1 revision).
- ❖ *Journal of Communication* (International Communication Association), 2008-2015 (14 manuscripts + 4 revisions).
- ❖ *Western Journal of Communication*, 2008-2016 (3 manuscripts).
- ❖ *Environmental Communication* (Taylor and Francis), 2014 (1 manuscript).
- ❖ *Developmental Psychology* (American Psychological Association), 2014 (1 manuscript + 1 revision).
- ❖ *Journal of Health Communication* (Taylor and Francis), 2014 (1 manuscript + 1 revision).
- ❖ *Journal of Broadcasting and Electronic Media* (Broadcast Education Association), 2011-2015 (5 manuscripts + 1 revision).
- ❖ *Human Communication Research* (International Communication Association), 2010-2014 (8 manuscripts + 1 revision).
- ❖ *Information and Culture* (University of Texas Press), 2014 (1 manuscript).
- ❖ *The Social Science Journal* (Western Social Science Association), 2014 (2 manuscripts).
- ❖ *Health Communication* (Taylor and Francis), 2013 (1 manuscript + 1 revision).
- ❖ *Communication Studies* (Central States Communication Association), 2012-2013 (3 manuscripts).
- ❖ *Frontiers in Psychology*, 2013 (1 manuscript).
- ❖ *International Journal of Dream Research: Psychological Aspects of Sleep and Dreaming* Universitäts-Bibliothek Heidelberg, 2013 (1 manuscript).

- ❖ *Transactions of the Digital Games Research Association* (Digital Games Research Association), 2013 (1 manuscript).
- ❖ *Journal of Youth and Adolescence* (Springer), 2012-2103 (2 manuscripts).
- ❖ *Information Sciences* (Elsevier), 2013 (1 manuscript).
- ❖ *Feminist Media Studies* (Routledge), 2011-2013 (1 manuscript + 3 revisions).
- ❖ *Communication Research* (Sage Publications), 2012 (1 manuscript).
- ❖ *European Psychologist* (European Federation of Psychologists' Associations), 2012 (1 manuscript + 1 revision).
- ❖ *Games for Health Journal* (Liebert), 2012 (1 manuscript).
- ❖ *Journal of Information Science* (Sage), 2012 (1 manuscript).
- ❖ *NmediaC: The Journal of New Media and Culture* (ibiblio), 2012 (1 manuscript).
- ❖ *Journal of Social and Clinical Psychology* (Society for Clinical and Social Psychology), 2011-2012 (2 manuscripts).
- ❖ *Journal of Children and Media* (Taylor and Francis), 2012 (1 manuscript + 1 revision).
- ❖ *Sage Open* (Sage), 2012 (1 manuscript).
- ❖ *American Psychologist* (American Psychological Association), 2011 (1 manuscript).
- ❖ *Journal of Pediatrics* (Association of Medical School Pediatric Department Chairs), 2011 (1 manuscript + 1 revision).
- ❖ *Social Science Quarterly* (Southwestern Social Science Association), 2011 (1 manuscript).
- ❖ *The Information Society* (Taylor and Francis), 2008-2011 (3 manuscripts).
- ❖ *Journal of Interactive Advertising* (American Academy of Advertising), 2011 (1 manuscript).
- ❖ *Journal on Multimodal User Interfaces* (Springer), 2011 (1 manuscript).
- ❖ *Social Psychological and Personality Science* (Sage), 2010 (1 manuscript).
- ❖ *Journal of Advertising* (American Academy of Advertising), 2009-2010 (1 manuscript + 1 revision).
- ❖ *Presence: Teleoperators and Virtual Environments* (MIT Press), 2010 (1 manuscript).
- ❖ *American Journal of Media Psychology* (Marquette Journals), 2008-2010 (2 manuscripts).
- ❖ *Policy Studies Journal* (American Political Science Association), 2009 (1 manuscript).
- ❖ *Men and Masculinities* (Sage), 2009 (1 manuscript + 1 revision).
- ❖ *The Southwest Journal of Criminal Justice* (Southwestern Association of Criminal Justice), 2008 (1 manuscript).
- ❖ *Archives of Pediatrics and Adolescent Medicine* (American Medical Association), 2007 (1 manuscript).
- ❖ *Emotion* (American Psychological Association), 2005 (1 manuscript).

**Book Proposal Reviewer:**

- ❖ Routledge, 2015 (1 proposal).
- ❖ Springer, 2012 (1 proposal).
- ❖ Berg Publishers, 2009 (1 proposal + 1 revision).
- ❖ Wiley-Blackwell, 2011 (1 proposal).

**Encyclopedia Proposal Reviewer:**

- ❖ Wiley, 2017 (1 proposal).

**Journal Proposal Reviewer:**

- ❖ Wiley, 2016 (1 proposal).

**Conference Paper Reviewer:**

- ❖ Hawaii International Conference on System Sciences (HICSS), 2016.

- ❖ Association for Computing Machinery (ACM) Multimedia Conference (COI Track), 2016.
- ❖ Extending Play 3 Conference, Rutgers University, 2016.
- ❖ Communication Research Methods Pre-Conference Event, International Communication Association, 2016.
- ❖ Game Studies Division Pre-Conference Event, International Communication Association, 2016.
- ❖ Information Systems Division, International Communication Association, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016.
- ❖ Communication and Technology Division, International Communication Association, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016.
- ❖ Children, Adolescents, and Media Special Interest Group, International Communication Association, 2012, 2013, 2014, 2015.
- ❖ Mass Communication Division, International Communication Association, 2011, 2012, 2014, 2015.
- ❖ Instructional and Developmental Communication Division, International Communication Association, 2014.
- ❖ Rutgers Media Studies Conference: Extending Play, 2013.
- ❖ Nordic Digital Games Research Association Conference, 2012.
- ❖ Communication Technology Division, Association for Education in Journalism and Mass Communication, 2006, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2016 (also for 2007, 2008, 2009, 2013 Midwinter Conferences).
- ❖ Communication Theory and Methodology Division, Association for Education in Journalism and Mass Communication, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015.
- ❖ Graduate Student Interest Group (formerly Graduate Education Interest Group), Association for Education in Journalism and Mass Communication, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015 (also for 2007, 2008, 2009, 2010 Midwinter Conferences).
- ❖ Mass Communication and Society Division, Association for Education in Journalism and Mass Communication, 2007, 2009, 2010, 2011, 2013.
- ❖ Entertainment Studies Interest Group, Association for Education in Journalism and Mass Communication, 2011, 2012.
- ❖ Game Studies Special Interest Group, International Communication Association, 2006, 2007, 2008, 2009, 2010, 2016.
- ❖ Instructional and Developmental Communication Division, International Communication Association, 2015, 2016.
- ❖ International Conference on Advances in Computer Entertainment Technology (In cooperation with the Association for Computing Machinery and the Association for Computing Machinery Special Interest Group on Human-Computer Interaction), 2010.
- ❖ “Social Media in the Classroom” Competition, Association for Education in Journalism and Mass Communication, 2010.
- ❖ New Media Theory: How Far Have We Traveled? (Sponsors: Texas Tech Convergent Media Resource Center & Communication Technology Division of the Association for Education in Journalism and Mass Communication), 2010.
- ❖ Consumer Culture and the Ethical Treatment of Children: Theory, Research, & Fair Practice (Hosts: Michigan State University, the Michigan Children’s Trust Fund, Prevent Child Abuse America), 2009.
- ❖ Southwest Symposium, Southwest Education Council for Journalism and Mass Communication, 2008.

**Tenure and Promotion Case Reviewer:**

- ❖ Seven Cases, Promotion to Associate Professor with Tenure, 2012-2016.

## **UNIVERSITY SERVICE**

### **Department of Communication, Virginia Polytechnic Institute and State University:**

- ❖ Department of Communication Director of Research and Outreach, 2013-Present.
- ❖ Chair, Department of Communication Multimedia Journalism Faculty Member Search Committee, 2016.
- ❖ Member, Department of Communication Data Analytics and Decision Sciences Faculty Member Search Committee, 2016-2017.
- ❖ Member, Department of Communication Graduate Committee, 2007-Present.
- ❖ Member, Department of Communication Personnel Committee, 2008-Present.
- ❖ Member, Department of Communication Research Coordinating Committee, 2005-Present.
- ❖ University Faculty Affiliate, Center for Peace Studies and Violence Prevention, 2012-Present.
- ❖ University Faculty Affiliate, Center for Human-Computer Interaction, 2012-Present.
- ❖ University Faculty Affiliate, Institute for Creative Arts and Technologies, 2013-Present.
- ❖ University Faculty Affiliate, Center for Gerontology, 2007-2013.
- ❖ Fellow, Institute for Creativity, Arts, and Technology (ICAT), 2015-Present.
- ❖ Faculty Fellow, Virginia Tech CATALYST program, 2015-Present.
- ❖ Chair, Department of Communication Research Coordinating Committee, 2006-2009.
- ❖ Member, College of Liberal Arts and Human Sciences Strategic Planning Research Subcommittee, 2012.
- ❖ Member, College of Liberal Arts and Human Sciences Faculty Research Funding Review Committee, 2011.
- ❖ Member, College of Liberal Arts and Human Sciences Graduate Curriculum Committee, 2008-2011.
- ❖ Member, College of Liberal Arts and Human Sciences Associate Dean for Undergraduate Academic Affairs Search Committee, 2013-2014.
- ❖ Member, Department of Communication Multimedia Journalism Faculty Member Search Committee, 2013-2014.
- ❖ Member, Department of Communication Risk Analysis Team, 2007-2008.
- ❖ Member, Department of Communication Multimedia Journalism Faculty Member Search Committee, 2010-2011.
- ❖ Member, Department of Communication New Communication Technology Faculty Member Search Committee, 2005-2006.

### **School of Journalism and Mass Communication, University of North Carolina at Chapel Hill:**

- ❖ Member, School of Journalism and Mass Communication Dean Search Committee, 2004-2005.
- ❖ President, School of Journalism and Mass Communication Graduate Student Association, 2004.

### **Department of Journalism and Mass Communication, University of Wyoming:**

- ❖ Graduate Student Member, College of Arts and Sciences Central Committee, 2001-2002.
- ❖ Graduate Student Member, Department of Communication and Journalism Student Interaction Committee, Spring 2002.

## **MEDIA OUTREACH**

### **Sample Popular Media Contributions:**

- ❖ “The Conversation,” blog entry co-author (with M. Elson), “A Hornet’s Nest Over Violent Video Games,” *Chronicle of Higher Education*, October 16, 2013. Available: <http://chronicle.com/blogs/conversation/2013/10/16/a-hornets-nest-over-violent-video-games/>
- ❖ Op-ed column co-author (with C. Ferguson), “Focus on Violent Media Distracts from Finding Root of Mass Killings,” *Orlando Sentinel*, September 5, 2013. Available: [http://articles.orlandosentinel.com/2013-09-05/news/os-ed-mental-health-murder-090513-20130904\\_1\\_media-violence-gun-violence-perpetrators](http://articles.orlandosentinel.com/2013-09-05/news/os-ed-mental-health-murder-090513-20130904_1_media-violence-gun-violence-perpetrators)
- ❖ Op-ed column author, “Warning: Video Game Labels Won’t Reduce Violence,” *Roanoke Times*, May 6, 2012. Available: <http://www.roanoke.com/editorials/commentary/wb/308372>
- ❖ Featured commenter, “Video Game Legislation,” *WVTF/RadioIQ*, April 10, 2012. Available: [http://www.wvtf.org/index.php?option=com\\_content&view=article&id=1462:video-game-legislation&catid=52:essays-and-commentary&Itemid=150](http://www.wvtf.org/index.php?option=com_content&view=article&id=1462:video-game-legislation&catid=52:essays-and-commentary&Itemid=150)
- ❖ Regular contributor, “Media Convergence Matters,” 2008-2011.  
*Invited regular contributor to blog managed by Dr. Tom Johnson, Texas Tech University* (<http://mediaconvergence.org>).

### Sample Popular Media Coverage:

- ❖ D’Anastasio, C. (2016, July 18). “Another day, another alarmist warning against violent games.” *Kotaku*. <http://kotaku.com/another-day-another-alarmist-warning-against-violent-g-1783873959>
- ❖ O’Meara, E., (2016, July 15). “Pokemon Go improperly credited for exercise and danger, expert says.” *WDBJ7*. <http://www.wdbj7.com/content/news/Pokemon-Go-improperly-credited-for-exercise-and-danger-expert-says-387013701.html>
- ❖ O’Meara, E. (2016, July 13). “Radford army ammunition plant asks Pokemon Go players to stay away.” *WDBJ7*. <http://www.wdbj7.com/content/news/Radford-Army-Ammunition-Plant-asks-PokemonGo-players-to-stay-away-386715931.html>
- ❖ Sinclair, L. (2016, July 12). “What you need to know about Pokemon Go!” *WINA*. <https://wina.com/podcasts/what-you-need-to-know-about-pokemon-go/>
- ❖ Day, M. (2016, June 16). “Orlando doesn’t shake belief that video games don’t cause violence.” *Seattle Times*. <http://www.seattletimes.com/business/microsoft/orlando-doesnt-shake-industrys-certainty-that-video-games-dont-cause-violence/>
- ❖ Maher, B. (2016, March 31). “Can a video game company tame toxic behavior?” *Scientific American*. <https://www.scientificamerican.com/article/can-a-video-game-company-tame-toxic-behavior/>
- ❖ “Real-life sexism follows women into virtual worlds.” *VICE*. May 6, 2015. Available: <http://motherboard.vice.com/read/real-life-sexism-followswomen-into-virtual-worlds>  
*Study (Waddell & Ivory, 2015) featured in article.*
- ❖ “Real stereotypes continue to exist in virtual words.” *ScienceDaily*. May 4, 2015. Available: <http://www.sciencedaily.com/releases/2015/05/150504155007.htm>  
*Study (Waddell & Ivory, 2015) featured in article/release.*
- ❖ “What to make of a study about gaming and sexism.” *Kotaku*. April 17, 2015. Available: <http://kotaku.com/what-to-make-of-a-studyabout-gaming-and-sexism-1698543308>  
*Outreach article in International Communication Association newsletter mentioned in article.*
- ❖ “Even online, you can’t have more than 150 friends.” *ScienceNOW* (official magazine of AAAS). October 31, 2014. Available: <http://news.sciencemag.org/brain-behavior/2014/10/even-online-you-cant-have-more-150-friends>  
*Interviewed and quoted in story about recently-released article about group social behavior in a large online game.*
- ❖ “Violent video games research: Consensus or confusion?” *The Guardian*. October 10, 2014. Available: <http://www.theguardian.com/science/head-quarters/2014/oct/10/violent-video-games->

research-consensus-or-confusion

*Article discussed recently-published article on researchers' opinions about effects of violent media and in-press comment by Ivory et al. about flaws in original study.*

- ❖ “What psychologists are saying about video games.” *Kotaku*. August 20, 2014. Available: <http://tay.kotaku.com/what-psychologists-are-saying-about-video-games-1623159223>  
*Ivory, Holz Ivory, and Waddell 2014 presentation at American Psychological Association convention covered by popular online video game news site.*
- ❖ “Playing video games can help or hurt, depending on who you ask.” *National Public Radio*. August 8, 2014. Available: <http://www.scpr.org/news/2014/08/08/45874/playing-video-games-can-help-or-hurt-depending-on/>  
*Interviewed and quoted in discussion about a pair of recently-published studies on relationships between video games and positive and negative outcomes.*
- ❖ “A field experiment on gender stereotypes and video game interactions” *The Mary Sue*. June 27, 2014. Available: <http://www.themarysue.com/a-field-experiment-on-gender-stereotypes-and-video-game-interactions/>  
*Holz Ivory et al. 2014 article in Computers in Human Behavior covered by popular online site covering women's representations in popular culture.*
- ❖ “Study says women gamers are more accepted when playing nice; Opposite is true for men.” *Polygon*. June 17, 2014. Available: <http://www.polygon.com/2014/6/17/5815886/study-says-women-gamers-are-more-popular-when-meek-and-mild-opposite>  
*Holz Ivory et al. 2014 article in Computers in Human Behavior covered by popular online video game news site.*
- ❖ “Quiet women, verbally abusive men most likely to make friends online.” *The Daily Dot*. June 17, 2014. Available: <http://www.dailydot.com/news/quiet-women-aggressive-men-popular-online/>  
*Holz Ivory et al. 2014 article in Computers in Human Behavior covered by popular online Internet culture news site.*
- ❖ “Can we link culture, violence? Answers continue to be hard to come by.” *Republican-American*, February 24, 2013. Available: <http://www.repam.com/articles/2013/03/23/lifestyle/family/706022.txt>  
*Interviewed and quoted in news story about potential effects of media violence on crime.*
- ❖ “Sandy Hook tragedy inspires destruction of games: One community's struggle to find a way to grieve.” *Penny Arcade Report*, January 8, 2013. Available: <http://penny-arcade.com/report/editorial-article/sandy-hook-tragedy-inspires-destruction-of-games-one-communitys-struggle-to>  
*Interviewed and quoted in news story about community responses to mass crimes.*
- ❖ “Are violent video games linked to violent crimes?” *Voice of America*, December 26, 2012. Available: <http://www.voanews.com/content/violent-video-games-shooting/1572877.html>  
*Interview featured in video news segment about potential role of video games in violent crime.*
- ❖ “Virginia Tech professor explains social media's role in London Olympics.” *WLSL*, August 8, 2012. Transcript available: <http://www2.wsls.com/news/2012/aug/08/virginia-tech-professors-explains-social-medias-ro-ar-2118481/>  
*Interview featured in television news segment about social media use by Olympians and supporters.*
- ❖ “Your turn: The gender and media colour game,” *The Age* (“Screen Play” blog), November 10, 2009. Available: <http://blogs.theage.com.au/digital-life/screenplay/2009/11/10/yourturntheg2.html>  
*Article describes research (Williams et al., 2009) on race and gender of video game characters.*

- ❖ “Why video game research is flawed,” *Maisonneuve* (quarterly magazine), May 25, 2009.  
Available: <http://maisonneuve.org/pressroom/article/2009/may/25/why-video-game-research-is-flawed/>  
*Research (Ivory & Kalyanaraman, 2007) mentioned in article on relevant video game research.*
- ❖ “University posts lecture videos online for students,” *The Collegiate Times* (Virginia Tech student newspaper), October 2007 (specific publication date not recorded)  
*Interviewed and quoted in Jessica Daniel’s article about adoption of new teaching technologies.*
- ❖ “New games take ongoing trend a step farther,” *The Review* (University of Delaware student newspaper), October 2, 2007.  
*Interviewed and quoted in Amy Prazniak’s article about video games and their potential effects.*
- ❖ “College offers game design courses,” WVTF Public Radio, September 18, 2007.  
*Interviewed, with segment played on-air, in Tom Porter’s news item about a video game design program at New River Community College.*
- ❖ Guest, *Insight* (Blue Ridge Public Television), April 25, 2007.  
*Featured guest for talk program episode dealing with video games and addiction.*
- ❖ “WWII shows no battle fatigue,” *USA Today*, July 11, 2006. Available:  
[http://www.usatoday.com/tech/gaming/2006-07-10-world-war-II\\_x.htm](http://www.usatoday.com/tech/gaming/2006-07-10-world-war-II_x.htm)  
*Interviewed and quoted in Mike Snider’s article about World War II-based video games.*
- ❖ “Hot topic: Video games at large,” *Virginia Tech Magazine*, Spring 2006.  
*Featured interviewee in Sherry Bithell’s alumni magazine article about video games.*



**REFERENCES**

1. Dr. Sriram “Sri” Kalyanaraman  
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