

# VICTORIA L. BRAEGGER

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## EDUCATION

**PhD Candidate, Rhetoric and Composition** | Purdue University | Anticipated 2024

Secondary Areas: Rhetoric, Technology, & Digital Writing  
Cultural Rhetorics & Game Studies

Dissertation: *Playing With(out) Golden Hands: The Intersections of Video Game Controllers and Gamer Identity*

Committee: Samantha Blackmon (chair), Michael Salvo, Patricia Sullivan,  
Kishonna Gray (University of Kentucky)

**Master of Technical Communication** | Utah State University | 2019

**BS in English: Professional and Technical Writing** | Utah State University | 2016 | Summa Cum Laude

**BS in History** | Utah State University | 2016 | Summa Cum Laude

## ACADEMIC APPOINTMENTS

**Purdue University | West Lafayette, IN**

Assistant Director of Technology Infrastructure, Professional Writing, Department of English, 2023–2024

Graduate Teaching Assistant, Professional Writing, Department of English, 2022–2023

Online Course Coordinator, Introductory Composition, Department of English, 2021–2022

Graduate Teaching Assistant, Professional Writing, Department of English, 2020–2021

Graduate Teaching Assistant, Introductory Composition, Department of English, 2019–2020

## RESEARCH & TEACHING INTERESTS

Technical Communication; Game Studies; Usability & Accessibility; User Experience (UX) & User Interface (UI); Digital Rhetorics; Online Writing Instruction; Advocacy & Social Justice

## PUBLICATIONS

**Peer-Reviewed Articles**

Braegger, V. L. (2022). Writing at the intersection of living in the pandemic and living with an autoimmune disease. *Journal of Multimodal Rhetorics*, 7(1). <http://journalofmultimodalrhetorics.com/7-1-braegger>

### Peer-Reviewed Chapters in Edited Collections

Braegger, V. L. (Forthcoming). Turns in game studies: An interview with Kishonna Gray. In A. Karabinus, C. A. Kocurek, C. Mejeur, & E. Vossen (Eds.), *Historiographies of Game Studies: What it Has Been, What it Could Be*. punctum books.

Braegger, V. L. (Forthcoming). Reflective writing and pedagogy: Processing loss and grief during 4C21. In J. Lindquist, B. Halbritter, & B. Straayer-Gannon (Eds.), *Recollections from Our (Virtual) Common Places: 4C21-22 Documentarian Tales*.

Braegger, V. L. & Moeller, R. M. (2021). The hardcore gamer is dead: Long live gamers. In R. Colby, M. S. S. Johnson, & R. S. Colby (Eds.), *The Ethics of Playing, Researching, and Teaching Games in the Writing Classroom* (pp. 195-212). Palgrave. [https://doi.org/10.1007/978-3-030-63311-0\\_12](https://doi.org/10.1007/978-3-030-63311-0_12)

### Peer-Reviewed Conference Proceedings

Liddle, D., **Braegger, V. L.**, Durazzi, A., Kim, Y., Kalodner-Martin, E., & Richter, J. (2022). Channeling experience: Reflections on developing a technical communication YouTube channel. *Proceedings of the ACM International Conference on Design of Communication*. ACM SIGDOC. <https://doi.org/10.1145/3513130.3558984>

### Book Review

Braegger, V. L. & Moeller, R. M. (2020). Connected gaming: What making video games can teach us about learning and literacy. *The European Legacy: Toward New Paradigms*, 26(2), 208-210. <http://doi.org/10.1080/10848770.2020.1730685>

### Other Publications

Not Your Mama's Gamer (Bi-Weekly Podcast), Co-Host, 2021–Present.

<https://www.nymgamer.com/?cat=1>. Selected Episodes:

246: Your cozy games are problematic. (2023, August 5).

241: To love queerly: Queer characters & games we love. (March 2, 2023).

233: Black Girls of Eorzea: A conversation with Stephanie Jones. (July 15, 2022).

231: Date your swords: A conversation with Alexandra Orlando from Kitfox. (May 23, 2022).

229: On diversity, equity, and inclusion: A conversation with Miranda Due. (April 8, 2022).

220: Can I play that? A conversation on games and accessibility with Coty Craven.

(August 3, 2021).

More Than Memos. (2022, April 26). *Talkin' bout tech comm with Dr. Cana Uluak Itchuaqiyag* [Video]. YouTube. <https://youtu.be/ycPffBlg9pM>

### Media Appearances

Blackmon, S. [Saffista]. (2022, November 7). *Theory questing: Call of Duty and the Cold War with Victoria Braegger* [Video]. Twitch. Interview on portrayals of the Cold War in video games. [https://youtu.be/XzqkCzV\\_EpQ](https://youtu.be/XzqkCzV_EpQ)

Carfarella, H. (2021, March 3). Huuuge makes muted debut in Poland. *The Buttonwood Tree*. Interview on *Animal Crossing* and *Among Us* during the Covid-19 pandemic.

## Peer-Reviewed Publications in Progress

- Braegger, V. L. (Manuscript in preparation). User interface as community gatekeeper: Twitch's recommendation algorithm and gamer identity. In progress, intended for *Technical Communication Quarterly*.
- Braegger, V. L. (Manuscript in preparation). Play to perfection: The decline of professional tutorials in gaming magazines. In progress, intended for submission to *Communication Design Quarterly*.
- Braegger, V. L. (Manuscript in preparation). Marketing community, selling identity: A review of *Game Informer* magazine (2000-2014). In progress, intended for submission to a game studies journal.

## ACADEMIC PRESENTATIONS

### Conference Presentations

- 2024 Braegger, V. L. (2024, February). *Microsoft as a microcosm: Intersections of controller design and gamer identity*. Paper presented at Southwest Popular/American Culture Association (SWPACA) 45th Annual Conference, Albuquerque, NM. [Accepted]
- 2023 Braegger, V. L. (2023, June). *Golden tools, tarnished bodies: Video game controllers and gamer identity*. Paper presented at the Association of Teachers of Technical Writing (ATTW) Virtual Conference, online.  
\* Sponsored by ATTW Graduate Research Award
- Braegger, V. L. (2023, April). *Who's in the top ten?: Twitch's algorithm and gamer identity on streaming platforms*. Paper presented at Society for Cinema and Media Studies (SCMS) Conference, Denver, CO.  
\* Sponsored by the Video Game Studies Scholarly Interest Group
- Braegger, V. L. (2023, March). *"The toaster caught fire": Conducting usability tests in technical writing*. Poster presented at English Pedagogy Showcase. Purdue University, West Lafayette, IN.  
\* Awarded Best in Show
- Braegger, V. L. (2023, February). *Designing grief, playing grief: Lessons from using loss and grief as a UX framework*. Paper presented at Southwest Popular/American Culture Association (SWPACA) 44th Annual Conference, Albuquerque, NM.
- 2022 Liddle, D., Kim, Y., Kalodner-Martin, E., Braegger, V. L., Durazzi, A., & Richter, J. (2022, October). *Channeling experience: Reflections on developing a technical communication YouTube channel*. Paper presented at the Special Interest Group for the Design of Communication (SIGDOC), Boston, MA.
- Braegger, V. L. (2022, June). *"Hey, I've seen this one!": Replaying gamer identity on Twitch*. Paper presented at Console-ing Passions, Orlando, FL.
- 2021 Braegger, V. L., & Colón, G. I. (2021, April). *Disrupting mentorship: A case study catalyzing change in graduate teaching assistant training materials*. Paper presented at Conference on College Composition & Communication (CCCC) Annual Convention, online. [Panel cancelled due to Covid-19.]

- Braegger, V. L. (2021, March). *Tales from Brightspace: Adjusting to contract grading in an asynchronous environment*. Digital poster presented at English Pedagogy Showcase. Purdue University, online. [Conference cancelled due to Covid-19.]
- Braegger, V. L. (2021, March). *Meaning in vibration: Video game controllers and the moment of death*. Paper presented at Society for Cinema and Media Studies (SCMS) Conference, online.
- Braegger, V. L. (2021, February). *Game popularity is sus: Animal Crossing, Among Us, and Covid-19*. Paper presented at Southwest Popular/American Culture Association (SWPACA) 42nd Annual Conference, online.
- 2020 Braegger, V. L. (2020, May). *All games teach: Mass-market games in higher-education classrooms*. Digital poster presented at English Pedagogy Showcase. Purdue University, online.
- Braegger, V. L. (2020, May). *Elite, adaptive, and still prohibitive: Accessible developments in videogame controller design and false impressions of access(ability) in a digital space*. Paper presented at Computers and Writing (C&W), Greenville, NC. [Conference cancelled due to Covid-19.]
- Braegger, V. L. (2020, March). *Designing the narrative: Using visual novel engines in the composition classroom*. Poster presented at College Composition and Communication Committee on Computers in Composition and Communication (7Cs) Digital Praxis Poster Sessions, Milwaukee, WI. [Conference cancelled due to Covid-19.]
- Braegger, V. L. (2020, February). *"But where the f--- is X?": Situated awareness in programmed and cognitive controller mapping (and the frustration of disorientation)*. Paper presented at Southwest Popular/American Culture Association (SWPACA) 41st Annual Conference, Albuquerque, NM.
- 2019 Braegger, V. L., & Moeller, R. M. (2019, February). *You can have my controller when you pry it from my cold dead hands*. Paper presented at Southwest Popular/American Culture Association (SWPACA) 40th Annual Conference, Albuquerque, NM.
- Moeller, R. M., & **Braegger, V. L.** (2019, February). *Using all available means: How computer games attune us to ambient rhetoric*. Paper presented at Digital Humanities Utah Conference, Ogden, UT.
- 2018 Braegger, V. L. (2018, February). *The gamer is a lie: #Gamergate and the loss of gamer identity*. Paper presented at the Utah Symposium on the Digital Humanities, Logan, UT.
- Braegger, V. L. (2018, February). *One controller to rule them all, or why gamers reject innovative design*. Paper presented at Southwest Popular/American Culture Association (SWPACA) 39th Annual Conference, Albuquerque, NM.

- 2017 Braegger, V. L. (2017, October) *Disciplining players: Game controllers and technological embodiment*. Paper presented at Western States Rhetoric and Literacy Conference (WSRL), Salt Lake City, UT.
- Braegger, V. L., & Moeller, R. M. (2017, February). *Are computer games better teachers than history?* Paper presented at Southwest Popular/American Culture Association (SWPACA) 38<sup>th</sup> Annual Conference, Albuquerque, NM.
- 2016 Braegger, V. L. (2016, April). *The Cold War in modern video games*. Paper presented at Utah State University English Symposium, Logan, UT.
- Braegger, V. L. (2016, February). *Influencing history: The Cold War and computer games*. Paper presented at Southwest Popular/American Culture Association (SWPACA) 37<sup>th</sup> Annual Conference, Albuquerque, NM.

### Invited Panels & Lectures

- 2020 Braegger, V. L. (2020, November). *Career panel*. Participant representing non-STEM research on panel organized by the Undergraduate Research Society of Purdue. Purdue University, online.
- 2019 Braegger, V. L. (2019, March). *Blame games: Toxic masculinity, mass shootings, and violence in video games*. Guest lecture in three sections of AP Psychology on violence in video games for Box Elder High School, Brigham City, UT.
- 2018 Braegger, V. L. (2018, December). *Everything you wanted to know about graduate school but were afraid to ask*. Participant on panel organized by Utah State University Technical Communication Club. Utah State University, Logan, UT.
- Braegger, V. L. (2018, February). *Representation in video games*. Guest lecture in WRIT 20303: Writing Games: Gender and Sexuality in Video Games. Texas Christian University, online.
- 2016 Braegger, V. L. (2016, December). *Different ways to use a PTW degree*. Participant on panel organized by Utah State University Technical Communication Club. Utah State University, Logan, UT.
- Braegger, V. L. (2016, September). *Common technologies in techcomm*. Guest lecture in ENG 325: Visual Rhetorics. Brigham Young University, online.

### Workshops

- 2023 *Grading and rubric workshop*. Led technology portion of a grading and rubric workshop, demonstrating how to add, edit, duplicate, and distribute rubrics in Brightspace. Purdue University, West Lafayette, IN.
- (another) *Brightspace workshop: Choose your own adventure edition*. Led interactive workshop on new and existing features in Brightspace that foreground accessibility and usability, with attention to student needs within learning management systems. Purdue University, hybrid.

- 2021 *ICaP Convocation: Setting up Brightspace.* Co-led interactive workshop on setting up Brightspace shells for new instructors in Purdue's first-year composition courses. Purdue University, West Lafayette, IN.
- PW Workshop Series: Grading and Feedback on Writing.* Co-led workshop sharing experiences implementing contract grading in a business communication classroom. Purdue University, online.
- 2020 *PW Hyflex Teaching Approaches: Virtual Communication Methods.* Co-led workshop sharing tips and tools for communicating with students in digital environments. Purdue University, online.
- Norm, Read, and Rate: Student Portfolios.* Co-led workshop on norming and rating student portfolios for first-year writing instructors on behalf of the Assessment Committee. Purdue University, West Lafayette, IN.

## TEACHING EXPERIENCE

### Instructor of Record at Purdue University

ENGL 106	Introductory Composition (Fall 2019, Spring 2020)
ENGL 106Y	Introductory Composition Online (Summer 2020)
ENGL 419	Multimedia Writing (Fall 2022, Spring 2023)
ENGL 420	Business Communication (Fall 2020)
ENGL 420Y	Business Communication Online (Spring 2021 [2 sections], Summer 2021)
ENGL 421	Technical Writing (Fall 2022)
ENGL 421Y	Technical Writing Online (Fall 2023)

### Teaching Assistant at Utah State University

ENGL 2010	Modern Rhetorical Theory (Fall 2017)
ENGL 3460	Intermediate Writing (Spring 2016 [2 sections])

### Tutoring Experience at Utah State University

Writing Tutor: Regional Campuses & Distance Education (RCDE) (August 2014–August 2016)  
 Writing Tutor: GRE Prep Course for RCDE (January 2016–August 2016)  
 Online Writing Tutor. USU via Western eTutoring Consortium (January 2016–August 2016)

## ADMINISTRATIVE EXPERIENCE

### Purdue University, Department of English

#### Assistant Director of Technology Infrastructure, Professional Writing, 2023–2024

I manage the technology systems available to the professional writing program, including the website, listservs, social media accounts, databases, and learning management systems (LMS). I mentor graduate students and instructors on technology available through Purdue and outside technologies that may enhance their courses. In this role, I am developing a new materials repository for professional writing, new syllabus and LMS templates that foreground accessibility, and new documents that ease transition between the yearly admin teams.

### Online Course Coordinator, Introductory Composition, 2021–2022

I coordinated the online sections of first-year composition at Purdue, ENGL 106 and ENGL 108, including approving syllabi, providing feedback to instructors, and reviewing content for the courses. I mentored graduate students and instructors on online teaching practices. I managed the online repository of materials and resources for the program and developed new database management tools in Google Sheets. To facilitate access for diverse populations, I revised the existing templates and manuals with attention to best practices in accessibility and usability. In addition, I developed new methods for instructors to submit their syllabi for review and records, reducing strain on admin.

## GRANTS

### External

*Unfunded, \$25,000. AAUW American Dissertation Fellowship for *Playing With(out) Golden Hands: The Intersections of Video Game Controllers and Gamer Identity*. 2023.*

*Unfunded, \$28,000. Ford Dissertation Fellowship for *Playing With(out) Golden Hands: The Intersections of Video Game Controllers and Gamer Identity*. 2023.*

*Funded, \$500. Research Fellowship to support archival research at the Strong National Museum of Play in Rochester, NY. 2022.*

### Purdue University

*Funded, \$3,800. Department of English Summer Research Grant for *Playing With(out) Golden Hands: The Intersections of Video Game Controllers and Gamer Identity*. 2023.*

*Unfunded, \$34,500. Ross-Lynn Research Scholar Fellowship for *Playing With(out) Golden Hands: The Intersections of Video Game Controllers and Gamer Identity*. 2023.*

*Unfunded, \$26,000. Excellence in English Dissertation Fellowship for *Playing With(out) Golden Hands: The Intersections of Video Game Controllers and Gamer Identity*. 2023.*

*Funded, \$200. Graduate Student English Association Emergent Scholar Award. 2023.*

*Unfunded, \$750. Purdue Graduate Student Government Travel Grant. 2023.*

*Funded, \$200. Introductory Composition at Purdue/Graduate Student English Association Travel Grant. 2023.*

*Funded, \$250. Department of English Graduate Student Travel Grant. 2023.*

*Funded, \$750. College of Liberal Arts PROMISE Award for Graduate Student Research. 2023.*

*Funded, \$2,000. Professor Patricia Sullivan Scholarship in Rhetoric and Composition. 2022.*

*Funded, \$200. Introductory Composition at Purdue/Graduate Student English Association Travel Grant. 2022.*

*Funded, \$200. Introductory Composition at Purdue/Graduate Student English Association Travel Grant. 2020.*

*Funded, \$750. College of Liberal Arts PROMISE Award for Graduate Student Research. 2020.*

*Funded, \$200. Department of English Graduate Student Travel Grant. 2020.*

### Utah State University

*Funded, \$400. Graduate Student Travel Grant. 2019.*

*Funded, \$400. Graduate Student Travel Grant. 2018.*

*Funded, \$400. Graduate Student Travel Grant. 2017.*

## HONORS AND AWARDS

### Research Awards

Recipient. (2023). ATTW Graduate Research Award. \$500.

Best in Show. (2023). Purdue Department of English Pedagogy Showcase Poster Competition. \$250.

### Teaching Awards

Professional Writing Award for Innovative Pedagogy. (2023). Purdue University. \$250.

Quintilian Award for top 10% of student evaluations in Introductory Composition. (Summer 2020). Purdue University.

Quintilian Award for top 10% of student evaluations in Introductory Composition. (Spring 2020). Purdue University.

Quintilian Award for top 10% of student evaluations in Introductory Composition. (Fall 2019). Purdue University.

## GRADUTE COURSEWORK

### Utah State University

Technical Communication Theory & Research

Empirical Research Methods

Rhetorical Theory

Advanced Professional Editing

Studies in Culture in Technical Communication

Studies in Technical Communication

Teaching Technical Communication Online

Game Studies Theory

Usability Studies

Folklore

Advanced Folklore Seminar

### Purdue University

Teaching First-year Composition

Teaching Professional Writing

Composition Theory

Composition Studies: Classical

Composition Studies: Modern

Composition Studies: Postmodern

Rhetorics of Race

Public Rhetorics

Computers in Language & Rhetoric

Empirical Research in Writing

Advanced Professional Writing

Games & Experience Architecture

Cultural Rhetorics in Game Design

World Englishes

Scholarly Publishing

Chthuluscene Seminar

## PROFESSIONAL EXPERIENCE

**Various Roles, New Accounts Department. Conserve.** July 2016–June 2019

**Final QC Specialist | 10/2018–6/2019**

I was chosen as a founding member of a specialized team to assess setup specialist deliverables before the deliverables were transitioned to their final departments. I designed a quality controller checker in Google Sheets that utilized scripts and formulas to auto-check work for setup specialists, reducing QC



time by an average of 55%. I used the same set of skills to design and implement auto-generators for time-intensive data-entry work, decreasing time spent by setup specialists on task by approximately 80%. I worked with the IT department to integrate these tools into the setup process and program them into the company's proprietary software.

#### Department Trainer | 10/2017–10/2018

I designed a two-week classroom curriculum and six-month ramp-up for new hires and assessed their progress against department expectations. I was responsible for the department's resource repositories, including writing, designing, and updating the department's 150-page training manual. To aid the learning process, I created digital resources, including infographics and objective-targeted websites. As a member of department leadership, I worked with my colleagues to define employee standards, monthly portfolios, and quotas.

#### Setup Specialist/Quality Control Assistant | 7/2016–10/2017

I managed and set up a rotating monthly portfolio of 20-30 properties for third-party utility billing services. I communicated with clients via email, phone, and fax to obtain documentation on the property and their services and input the information into in-house utility bills software and client files.

#### Grant Writer. Box Elder Community Food Pantry. Fall 2014

I wrote full proposals and letters of inquiry to grant-giving foundations, obtaining \$41,500 for the 2015 operational year. As the sole grant writer for the nonprofit, I researched potential foundations and networked with foundation representatives. To maintain consistency for future grant writes, I created a file organization system and designed a running timeline to track deadlines for proposals and inquiries.

## ACADEMIC COPYEDITING EXPERIENCE

Copyedited and assembled *Historiographies of Game Studies: What it Has Been, What it Could Be* (Forthcoming) by A. Karabinus, C. A. Kocurek, C. Mejeur, & E. Vossen (Eds.). punctum books.

## TECHNOLOGY PROFICIENCIES

### Computer Software

Adobe Suite (Photoshop, InDesign, Premiere, Audition); Microsoft Office (Word, Excel, PowerPoint, Publisher, Teams); Google Suite (Docs, Sheets, Slides); Audacity; Open Broadcaster Software (OBS); Zoom; Webex; Slack; Discord; IBM SPSS Statistics; MAXQDA

### Games Software

Twine; GDevelop; RPG Maker; Unity

### Languages

HTML; CSS; VBA; JavaScript

## SERVICE

### Service to Purdue University

Grader. ENGL 421: Technical Writing. Professional Writing. (May 2023).

*Judge.* Undergraduate Research Conference. (April 2023).

*Representative.* Professionalization Committee. Graduate Student English Association. (2022-2023).

*President.* Graduate Student English Association. (2021-2022).

*Member.* Introductory Writing Committee. Introductory Composition at Purdue. (2021-2022).

*Coordinator.* Inclusive Access Textbooks Subcommittee. Introductory Writing Committee. Introductory Composition at Purdue. (2021-2022).

*Writer and Designer.* Portfolio Submission Guidelines. Introductory Composition at Purdue. (Summer 2020).

*Brightspace Soft Launch Testing Instructor.* Purdue University. (Spring 2020).

*Member.* Assessment Committee. Introductory Composition at Purdue. (2019-2020).

### **Service to Utah State University**

*Moderator, Reviewer, and Mentor.* English Undergraduate Research Symposium. (Spring 2019).

*Recruiter.* Graduate Fair. (Fall 2018).

*Moderator and Mentor.* English Undergraduate Research Symposium. (Spring 2017).

### **Service to the Field**

*Senior Assistant Regional Director.* Learning Games Initiative Research Archive (LGIRA). (2023-present).

*Assistant Editor.* NYMG Feminist Game Studies Journal. (2022-present).

*Podcast Co-host.* Not Your Mama's Gamer. (2021-present).

*Social Media Team.* Games Studies, Culture, Practice and Play area at Southwest Popular/American Culture Association (SWPACA) Annual Conference. (2020-present). Albuquerque, NM.

*Member.* Learning Games Initiative (LGI). (2019-present).

*Video Content Creator.* More than Memos: TPC YouTube Editorial Team. (2021-2022).

*Graduate Student Liaison.* Games Studies, Culture, Practice and Play (#GSCPP) area at Southwest Popular/American Culture Association (SWPACA) 41st Annual Conference. (2020). Albuquerque, NM.

### **Reviewer for Scholarly Publications (# Reviews)**

*Computers and Composition* (1)

*Games: Research and Practice* (1)

### **Reviewer for Scholarly Conferences (# Reviews)**

Feminisms and Rhetorics (4)

### **Service to the Community**

*Guest Judge.* Practice Mock Congressional Hearing. Frontier Junior/Senior High School. (December 2019). Chalmers, IN.

*Volunteer.* Cache Valley Humane Society. (2016–2018). Logan, UT.

*Organizer and Participant.* Extra Life Gaming Marathon. Utah State University Technical Communication Club. (November 2016). Logan, UT. Helped plan and organize a 24-hour gameathon for Extra Life, including working with local businesses for donations and raffle items, and raised \$700 individually to benefit Salt Lake City's Primary Children's Hospital.

*Writing Judge.* Peach Days Peach Queen Pageant. (September 2016). Brigham City, UT.

*Participant.* Extra Life Gaming Marathon. Utah State University Technical Communication Club. (November 2015). Logan, UT. Collected donations and raffle items and participated in a 24-hour gameathon for Extra Life, raising \$255 individually to benefit Salt Lake City's Primary Children's Hospital.

*Writing Judge.* Peach Days Peach Queen Pageant. (September 2015). Brigham City, UT.

*Reading Tutor.* Brigham City Carnegie Library: Child Literacy Program. (Summer 2015). Brigham City, UT.

## AFFILIATIONS

ATTW	Association of Teachers of Technical Writing
DAC	Disabled Academic Collective
CFSHRC	Coalition of Feminist Scholars in the History of Rhetoric and Composition
LGI	Learning Games Initiative
SCMS	Society for Cinema and Media Studies