VICTORIA L. BRAEGGER

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EDUCATION

PhD Rhetoric and Composition | Purdue University | 2024 | With Distinction

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

Dissertation Title: *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 English: Professional and Technical Writing | Utah State University | 2016 | Summa Cum Laude

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

ACADEMIC APPOINTMENTS

Missouri University of Science and Technology | Rolla, MO
Assistant Professor, Department of English and Technical Communication, 2024–present

Purdue University | West Lafayette, IN
Limited Term Lecturer, Professional Writing, Department of English, Summer 2024
Assistant Director of Technology Infrastructure, Professional Writing, Department of English, 2023–2024
Graduate Instructor, Professional Writing, Department of English, 2022–2023
Online Course Coordinator, Introductory Composition, Department of English, 2021–2022
Graduate Instructor, Professional Writing, Department of English, 2020–2021
Graduate Instructor, Introductory Composition, Department of English, 2019–2020

RESEARCH & TEACHING INTERESTS

technical communication; game studies; user experience (UX) and user interface (UI); digital rhetorics; online writing instruction; game peripherals; digital gaming spaces and communities; gamer identity and representation; game production documents; historical representation in games; tutorials and user-generated content; streaming and esports; paratexts; usability; accessibility; interaction design;

PUBLICATIONS

Peer-Reviewed Articles

braegger, v. l. & Blackmon, S. (Accepted). The truth(iness) is a lie: Historical re-visions of the Cold War through *Call of Duty* paratexts. *Digital Culture & Society*.

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). 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. (2025). 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* (pp. 631-652). punctum books. https://doi.org/10.53288/0441.1.28

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

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. (Accepted). Review of *Replayed: Essential writings on software preservation and game histories*. *Information & Culture*.

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:
254: The truth is a lie: *Black Ops 6* spoilercast. (2024, December 18).
252: The game is a lie: *Call of Duty* and social critique. (2024, October 25).
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).
229: On diversity, equity, and inclusion: A conversation with Miranda Due. (April 8, 2022).

More Than Memos. (2022, April 26). *Talkin' bout tech comm with Dr. Cana Uluak Itchuaqiyaq* [Video]. YouTube. https://youtu.be/ycPfFblg9pM

Media Appearances

Blackmon, S. [Saffista]. (2024, August 2). [Call of Duty *and the Cold War*] Black Ops 6 *Trailers Deep Dive (No Gameplay) with @toskakoshka* [Video]. Twitch. Interview on portrayals of historical events in video game trailers.

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/XzgkCzV_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.

Manuscripts in Progress

braegger, v. l. (TBD). Exclusionary re(design): The user experience problem of design remediation, as told through video game controller usability data. *Communication Design Quarterly*.

braegger, v. l. (TBD). Who gets to play? Analysis of Xbox controller depictions in *Game Informer* magazine. *Games & Culture*.

ACADEMIC PRESENTATIONS

Conference Presentations

2026 braegger, v. l. (2026, February). *Engaging the core: A usability study of gamified health as understood through PFMT controllers*. Paper presented at Southwest Popular/American Culture Association (SWPACA) 47th Annual Conference, Albuquerque, NM. [Submitted.]

2025 Mansfield, C., **braegger, v. l.**, & Cheek, R. (2025). *Dispatches from the wasteland: Technical communication of Fallout fandom and the rhetoric of nuclear apocalypse.* Poster presented at Special Interest Group on Design of Communication (SIGDOC) Conference. [Accepted]

braegger, v. l. (2025, June). *Chronically (gaming) online: Ten years of Gamergate and the rise of the alt-right.* Paper presented at Association of Teachers of Technical Communication (ATTW) Conference, Rolla, MO.

braegger, v. l. (2025, April). *"Designed for them": Women and marginalized experiences with video game controllers*. Paper presented at Society for Cinema and Media Studies (SCMS) Conference, Chicago, IL.
* Sponsored by the Video Game Studies Scholarly Interest Group

braegger, v. l. (2025, February). *Levels of accessibility: Reframing elite and pro controllers as accessibility devices*. Paper presented at Southwest

Popular/American Culture Association (SWPACA) 46th Annual Conference, Albuquerque, NM.

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.

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) 38th 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) 37th Annual Conference, Albuquerque, NM.

Invited Panels & Lectures

2024 braegger, v. l. (2024, February). *Call of Duty and games writing.* Guest lecture in ENG 396: Games Writing, Writing Games. Purdue University, West Lafayette, IN.

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

2025 *Digital accessibility and the LMS*. Developed workshop for the Disabled Academic Collective on making digital materials accessible and working within the affordances and constraints of learning management systems. Online.

2024 *Teaching ENGL 421: Technical Writing online: Summer workshop series.* Developed instructor manual, 8-week syllabus, course materials, and online discussion board prompts for new and returning instructors in Purdue's professional writing program. Purdue University, West Lafayette, IN.

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.

2019 *Document design in the classroom.* Led workshop on incorporating document design in course slides and learning management systems for the ENGL 106: First-year Composition practicum at Purdue.

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.

Missouri University of Science and Technology

Funded, $3,589.77. Center for Science, Technology, and Society Seed Grant for *Engaging the Core: A Usability Study of Gamified Health as Understood Through PFMT Controllers*. 2025-2026.

Funded, $29,248. Ignition Grants for Sustainable Educational Transformation (IGSET). 2025-2026.

Purdue University

Funded, $1,000. College of Liberal Arts PROMISE Award for Graduate Student Research. 2024.

Funded, $1,000. Purdue Digital Humanities Graduate Student Travel Grant. 2024.

Funded, $250. Introductory Composition at Purdue/Graduate Student English Association Travel Grant. 2024.

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
Finalist. Association of Internet Researchers Dissertation Award. (2025).
Recipient. College of Arts, Sciences, and Education Faculty Research Award. (2025). Missouri University of Science and Technology. $700.
Recipient. Suellen and Glenda Adams Award. (2025). University of Arizona. $500.
Nominated. CCCC Outstanding Dissertation Award in Technical Communication. (2024).
Nominated. CFSHRC President's Dissertation Award. (2024).
Recipient. ATTW Graduate Research Award. (2023). $500.
Recipient. Best in Show: Pedagogy Showcase Poster Competition. (2023). Purdue University. $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, Spring 2020, Fall 2019). Purdue University.

TEACHING EXPERIENCE

Instructor of Record at Missouri University of Science and Technology

ENGL 2003	Intro to English and Technical Communication (Fall, 2025)
ENGL TCHCOM 2560	Technical Marketing Communication (Spring 2025)
ENGL TCHCOM 3550	Writing for Social Media (Spring 2025)
ENGL TCHCOM 3590	Game Studies (Fall 2024, Fall 2025)

Instructor of Record at Purdue University

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

ENGL 421Y Technical Writing Online (Fall 2023, Summer 2024)

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 managed the technology systems available to the professional writing program, including the website, listservs, social media accounts, databases, and learning management systems (LMS). I designed and developed a summer camp for ENGL 421: Technical Writing for experienced composition instructions making the transition to teaching in the professional writing program. I mentored graduate students and instructors on technology available through Purdue and outside technologies that may enhance their courses. In this role, I developed 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.

PROFESSIONAL EXPERIENCE

Various Roles, New Accounts Department. Conservice. 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.

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

TECHNOLOGY PROFICIENCES

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 Missouri University of Science and Technology
Website Coordinator. Department of English and Technical Communication. (2025-Present).
Affiliated Researcher. Center for Science, Technology, and Society. (2025-Present).
Game Studies Minor Coordinator. Department of English and Technical Communication. (2024-Present).
Technical Communication Committee. Department of English and Technical Communication. (2024-Present).

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
Social Media Manager. Association of Teachers of Technical Writing (ATTW). (2025–present).
Senior Assistant Regional Director. Learning Games Initiative Research Archive (LGIRA). (2023–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).
Assistant Editor. NYMG Feminist Game Studies Journal. (2022–2024).
Video Content Creator. More than Memos: TPC YouTube Channel. (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.

Conference Panel Moderator (# of Panels)

Southwest Popular/American Culture Association (SWPACA) (1)

Reviewer for Scholarly Publications (# Reviews)

ACM Games: Research and Practice (1)
Computers and Composition (1)

Reviewer for Scholarly Conferences (# Reviews)

Association of Teachers of Technical Writing (ATTW) (5)
Digital Games Research Association (DiGRA) (2)
Feminisms and Rhetorics (4)

Service to the Community

Judge. Practice Mock Congressional Hearing. Frontier Junior/Senior High School. (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. (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. (2016). Brigham City, UT.
Participant. Extra Life Gaming Marathon. Utah State University Technical Communication Club. (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. (2015). Brigham City, UT.
Reading Tutor. Brigham City Carnegie Library: Child Literacy Program. (2015). Brigham City, UT.

CERTIFICATIONS

Online Teaching Certification. Missouri S&T.
Terminal 4 Site Manager. Missouri S&T.

AFFILIATIONS

AoIR	Association of Internet Researchers
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
OWI	Online Writing Instruction Community
SCMS	Society for Cinema and Media Studies