

Aleena L. Chia

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APPOINTMENTS

- 2019 Assistant Professor. School of Communication, Simon Fraser University, Vancouver, British Columbia, Canada.
- 2018 – 2019 Postdoctoral Researcher. Centre of Excellence in Game Culture Studies, Academy of Finland, Department of Music, Art, and Culture Studies, University of Jyväskylä, Finland.
- 2015 Research Intern. Microsoft Research New England, Social Media Collective, Cambridge, Massachusetts, USA.

EDUCATION

- 2017 PhD in Communication and Culture
Indiana University Bloomington
Dissertation: *Boundary Configurations in Gaming Participation*
Chair: Mary L. Gray
- 2009 MA in Communications and New Media
National University of Singapore
- 2002 BA in Sociology and Cultural Studies (First-class honours)
University of Melbourne

PUBLICATIONS

Refereed Journal Articles

- "Productive Leisure in Post-Fordist Fandom." (Accepted with Minor Revisions)
Journal of Fandom Studies. Special Issue: Events, Tourism and Leisure.
- 2019 "The Moral Calculus of Vocational Passion in Digital Gaming." *Television & New Media*. Special Issue: Contested Formations of Digital Game Labor. doi: <https://doi.org/10.1177%2F1527476419851079>
- 2019 "Virtual Lucidity: A Media Archaeology of Dream Hacking Wearables."
communication+1. 7(2) doi: <https://scholarworks.umass.edu/cpo/vol7/iss2/6/>

2017 “Scaling Technoliberalism for Massively Multiplayer Online Games.” *Journal of Virtual Worlds Research*. 10(3) doi: <https://doi.org/10.4101/jvwr.v10i3.7264>

2012 “Welcome to Me-Mart: The Politics of User-Generated Content in Personal Blogs.” *American Behavioral Scientist*. 56(4): 421-438

Book Reviews

2019 “Anna Cristina Pertierra, *Media Anthropology for the Digital Age*.” (Forthcoming) *Television & New Media*.

2019 “Greg Goldberg, *Antisocial Media: Anxious Labor in the Digital Economy*.” *Journalism & Mass Communication Quarterly*.
<https://doi.org/10.1177/1077699019835899>

2018 "Darin Barney, Gabriella Coleman, Christine Ross, Jonathan Sterne, Tamar Tembeck (Eds.), *The Participatory Condition in the Digital Age*." *International Journal of Communication*. 12(4).

Refereed Conference Proceedings

2017 “Participatory Efficacy and Game Analytics.” *Proceedings of the Association for Internet Researchers Conference 2017*, October 20, Tartu, Estonia.

2013 “The Grunt Work of Geek Hobbyists.” *Proceedings of the Association for Internet Researchers Conference 2013*, October 24, Denver, Colorado.

Policy Reports

2002 “Young People and Public Internet Access: A Qualitative Study of Barriers, Opportunities and Attitudes”. Youth Affairs Council of Victoria Policy Paper Series. Melbourne, Australia.

HONORS & GRANTS

External Grants

2012-2013 Dissertation Fieldwork Grant, Wenner-Gren Foundation for Anthropological Research. \$20,000

2013 Travel Grant, Rethinking Gamification Workshop, Center for Digital Cultures, Luneburg University.

2013 June Nash Student Travel Awards, Society for Anthropology of Work, American Anthropological Association.

Internal Awards

2013 Scholarship, School of Criticism & Theory, Cornell University. \$5,000

2012 Travel Award, College of Arts and Sciences, Indiana University.

2012 Distinction in PhD Qualifying Exam, Indiana University.

2011 Summer Scholarship, Office of International Services, Indiana University. \$2,500

2010 Virginia Gunderson Award for best graduate student paper in Communication and Culture, Indiana University. \$1,000

INVITED PRESENTATIONS

2018 “Data-Driven Dreaming and Biopolitical Immediacy.” Science, Technology and Innovation Studies, University of Edinburgh, UK. October 29.

2015 “*EVE Online* and *World of Darkness*.” Berkman Center for Internet and Society, Harvard University, MA, USA. June 16.

Campus Talks

2018 “Vocational Passion in the Future of Work.” Meet the Centres of Excellence Seminar Series. University of Tampere, Finland. June 14.

2015 “Co-creation & Game Analytics.” Microsoft Research New England, MA, USA. July 20.

2010 Virginia Gunderson Award Acceptance Talk, “Revolution, Recursion, and Emergence: A Critical Genealogy of ‘Collective Intelligence’.” Indiana University, Bloomington IN, USA. September 24.

Guest Lectures

2019 “Game Worlds.” Introduction to Game Studies. University of Jyväskylä, Finland. October 16.

REFEREED CONFERENCE PRESENTATIONS

International (Selected)

2019 Association of Internet Researchers Conference, Panel "Playing with Platforms: Game-Making Practices and Labour under Platform Governance" and Paper Presentation "Every Bit in its Place: The Politics of Decluttering in Digital Minimalism." Brisbane, Australia: 2-5 October. (Accepted)

2019 Digital Games Research Association Conference, Panel Co-organisation "Production beyond the Studio: From Playbour to Gamework" and Paper Presentation "Procedural and Promotional Rhetoric in Digital Gaming." Kyoto, Japan: 6-10 August 2019.

2018 American Anthropological Association 117th Annual Meetings, Paper Presentation, “Ludic Topologies in Platform Society.” San Jose, CA, USA: November 16.

2018 Association of Internet Researchers Conference, Paper Presentation, Roundtable on "Networked Labor." Montreal, Canada: October 12.

- 2018 Digital Cultures: Knowledge/Culture/Technology Conference. Paper Presentation, "Biopolitics of Immediacy in EEG Lucid Dreaming headsets." Lüneburg, Germany: September 21.
- 2018 Digital Games Research Association Conference, Paper Presentation, "The Moral Calculus of Vocational Passion in Gaming." Turin, Italy: July 27.
- 2017 Association for Internet Researchers 18th Annual Conference, Paper Presentation "Participatory Efficacy and Game Analytics." Tartu, Estonia: 20 October 2017.
- 2013 American Anthropological Association 112th Annual Meetings, Paper Presentation, "Magic Nerd Money: A Moral Economy of Post-Fordist Hobby Labor." Chicago, IL, USA: November 23.
- 2013 Association for Internet Researchers 14th Annual Conference, Paper Presentation, "The Grunt Work of Geek Hobbyists: Incentivizing administrative labor in virtual world building." Denver, CO, USA: October 24.
- 2013 Society for Cinema and Media Studies 53rd Annual Conference, Paper Presentation, "You are all citizens of the Universe™": Corporate governance and civic subjectivity in virtual world gaming" Chicago, IL, USA: March 6.
- Regional (Selected)**
- 2018 Nordic Digital Games Research Association Conference, Panel Co-Organiser "Situating the Body of the Researcher." Paper Presentation, "Geek Reflexivity: (Ethnographic) Vulnerability of Women in Gaming Fieldsites," Bergen, Norway: November 29.
- 2018 Dis/connection symposium, Spotlight Session Presentation, "Every Bit in its Place: The Biopolitics of Decluttering in Digital Minimalism." Uppsala University, Uppsala, Sweden: September 27.
- 2018 Fan Studies Network Conference, Paper Presentation, "Hybridism and Binarism in Participatory Concepts." Cardiff, UK: June 29.
- 2018 Crosscurrents of Commensuration Conference, Centre for Research in the Arts, Social Sciences and Humanities, University of Cambridge. Paper Presentation, "The Morality of Commensurability in Gaming Participation". Cambridge, UK: April 17.
- 2017 European Communication Research and Education Association Digital Culture and Communication Section Conference, "The Ultimate Medium: The biopolitics of immediacy in 'Consciousness Hacking.'" Brighton, UK: November 6.
- 2017 Digital Games Research Association UK Conference, Paper Presentation, "Gaming the Participatory Commons: Achievement Systems in Live-action Role-play and its Organization." Salford, UK: May 5.
- 2014 Digital Labor: Sweatshops, Picket lines, Barricades, Paper Presentation, "Magic Nerd Money: Work and Compensation in/of Ludic Bureaucracies." New York, NY, USA: November 14.

SERVICE

Profession

- 2019 Workshop Organiser "Early Career Scholars Workshop." Association of Internet Researchers Conference. Brisbane, Australia. (Accepted)
- 2019 Panel Organiser. "Production beyond the Studio: From Playbour to Gamework," Digital Games Research Association Conference. Kyoto, Japan.
- 2019- Reviewer. Foundations of Digital Games Conference.
- 2019- Reviewer. GAMIFin Conference.
- 2019- Reviewer. Digital Games Research Association Conference.
- 2018 Panel Organiser, "Situating the Body of the Researcher," Nordic Digital Games Research Association Conference. Bergen, Norway.
- 2018 Conference Organiser, Seminar on eSports, Exergaming, and Fantasy Leagues. University of Jyväskylä: November 21–23.
- 2018- Reviewer. Association of Internet Researchers Conference.
- 2018 Social Media Representative. Data Beers LDN. London, UK.
- 2015- Reviewer. Hawaii International Conference on System Sciences.
- 2012-2014 Contributor. Antenna Media & Cultural Studies Blog. University of Wisconsin-Madison.

Consortium

- 2019 Coordinator of Syllabus Development Workshop for Game Studies. Centre of Excellence in Game Culture Studies, University of Jyväskylä, Finland.
- 2018 Coordinator for Research Visits. Centre of Excellence in Game Culture Studies, University of Jyväskylä, Finland.
- 2018 Team Representative to Academy of Finland Scientific Advisory Board Meeting. Centre of Excellence in Game Culture Studies, Tampere, Finland: December 4.
- 2018 Coordinator for Ethnographic Methods Reading Circle. Centre of Excellence in Game Culture Studies. University of Jyväskylä and University of Turku, Finland.

Department

- 2011 Graduate Representative for New Media Hiring Committee. Communication and Culture, Indiana University, USA.
- 2010 Graduate Representative for Naremore Lecture. Communication and Culture, Indiana University, USA.

2008 Ethics Committee Member. Communications and New Media Program, National University of Singapore, Singapore.

College

2011 - 2012 Volunteer Public Speaking Instructor. Leo R. Dowling International Center, Indiana University, USA.

TEACHING

2019 **Lecturer, University of Jyväskylä**
Media and Online Cultures

Instructor of Record, Indiana University
2014 - 2015 Interpersonal Communication
2010 - 2011 Introduction to Media
2009 Public Speaking

Teaching Assistant, National University of Singapore
2008 Introduction to Interactive Media
2007 New Media and Society
2006 Intercultural Communication

TRAINING

2019 14th Organization Studies Summer Workshop, Paper Presentation, "Inscriptive and Incitive Media in Consciousness Hacking." Mykonos, Greece: May 23-25.

2013 Visiting Doctoral Researcher, Microsoft Research New England. Cambridge, MA, USA: August - December.

2013 School of Criticism & Theory, Cornell University, Ithaca, NY, USA: June - August.

2013 Association for Internet Researchers 14th Annual Conference, Doctoral Colloquium Participant. Denver, CO, USA: October 23.

2013 Rethinking Gamification Workshop, Center for Digital Cultures, Leuphana University, Lüneburg, Germany: May.

SKILLS

Language Mandarin | Intermediate speaking and reading
Research Interviewing, Participant observation, Software-assisted qualitative analysis
Media Website design, Social media management