

Dr. Amanda Cote

Curriculum Vitae

www.amandaccote.com

acote@uoregon.edu

EDUCATION

- Ph. D., Communication Studies 2016
University of Michigan, Ann Arbor, MI
Dissertation: Changing the Core: Redefining Gaming Culture from a Female-Centered Perspective
Advisors: Drs. Susan J. Douglas, Megan Sapnar Ankerson, Lisa Nakamura and Amanda D. Lotz
- B.A. with Distinction, Media Studies 2010
B.A., Foreign Affairs
University of Virginia, Charlottesville, VA

EMPLOYMENT

- Assistant Professor of Media Studies/Game Studies Fall 2018- Present
School of Journalism and Communication, University of Oregon, Eugene
- Howard R. Marsh Postdoctoral Teaching Fellow 2016-2018
Communication Studies, University of Michigan, Ann Arbor
- Graduate Student/Graduate Student Instructor 2010-2016
Communication Studies, University of Michigan, Ann Arbor

RESEARCH & PUBLICATIONS

BOOKS

- Cote, A. (forthcoming). *Gaming Sexism: Gender and Identity in the Era of Casual Video Games*. In production with New York University Press.

REFEREED JOURNAL ARTICLES

- Cote, A. (2018). Writing "Gamers": The gendered construction of player identity in *Nintendo Power* magazine. *Games and Culture*, 13(5), 479-503. doi: 10.1177/1555412015624742
- Cote, A. and Mejeur, C. (2017). Gamers, Gender, and Cruel Optimism: The Limits of Social Identity Constructs in *The Guild*. *Feminist Media Studies*. doi: 10.1080/14680777.2017.1376699

- Cote, A. (2017). "I can defend myself": Women's strategies for coping with harassment while gaming online. *Games and Culture*, 12(2), 136-155. doi: 10.1177/1555412015587603

BOOK CHAPTERS

- Cote, A. (2018). Curate Your Culture: A Call for Social Justice-Oriented Game Development and Community Management. In K. Gray and D. Leonard (Eds.), *Woke Gaming: Digital Challenges to Oppression and Social Injustice*. University of Washington Press.
- Cote, A. and Raz, J. (2015). In-depth interviews for games studies. In P. Lankoski and S. Bjork (Eds.), *Game Research Methods: An Overview* (pp. 93-116). ETC Press.

REVIEWS

- Cote, A. (2019). Review of the book *Fake Geek Girls: Fandom, Gender, and the Convergence Culture Industry*, by S. Scott. *Convergence*. <https://doi.org/10.1177/1354856519861739>
- Cote, A. (2018). Review of the book *Ready Player Two: Women Gamers and Designed Identity*, by S. Chess. *Feminist Media Studies*, 18(5), 957-959.

CONFERENCE PRESENTATIONS

- Cote, A. (2019, August 8). "Stupid games" and serious gamers: Reconciling conflicting video game identities. Paper presented at the Digital Game Research Association Conference. Kyoto, Japan.
- Cote, A. (2019, May 26). From Digital to Dungeons: A Case Study of Female Gamers, Changing Play Habits, and Analog Games. Paper presented at the International Communication Association Conference. Washington, DC. (Top Paper in Game Studies)
- Cote, A., Coles, S. M., and Dal Cin, S. (2019, May 26). Restrictive Mediation of M-Rated Video Games: Relation to Aggressive Outcomes and Parenting Style. Paper presented at the International Communication Association Conference. Washington, DC.
- Cote, A. and Mejeur, C. (2019, April 17). Failing to G-Kick Stereotypes: Race, Gender, and Identity in The Guild. Paper presented at the Popular Culture Association/American Culture Association Conference. Washington, DC.
- Cote, A. (2018, March 17). Girly Games and "Girl Gamers": Implicit Sexism in Video Game Culture. Paper presented at the Annual Society of Cinema and Media Studies Conference. Toronto, CA.
- Cote, A. (2017, Aug. 31). Framing AAA: Media Coverage of Industrial Change in Early 2000s Video Gaming. Paper presented at the Annual Meeting of the Society for Social Studies of Science (4S). Boston, MA.
- Cote, A. and Mejeur, C. (2016, June 16). The Cruel Optimism of Gamer Identity: An Analysis of The Guild, Gender, and the Limitations of Social Identity Constructions. Paper presented at Console-ing Passions 2016. University of Notre Dame, South Bend, IN.
- Cote, A. (2014, Nov. 16). Press X to continue: Feminism, gaming technology, and (the absence of) women in videogaming. Panel discussion presented at the National Women's

Studies Association 2014 Conference. San Juan, Puerto Rico.

- Cote, A. (2014, Oct. 17). Playing online with boys: Women's strategies for coping with harassment while gaming. Paper presented at Meaningful Play 2014. Michigan State University, East Lansing, MI.
- Cote, A. (2014, Oct. 16). Gender, inclusive game design, and gaming culture: An industry and academic discussion. Roundtable discussion presented at Meaningful Play 2014. Michigan State University, East Lansing, MI.
- Cote, A. (2012, July 20). Playing with masculinity: Narrative video games and male characters. Paper presented at Console-ing Passions 2012. Suffolk University, Boston, MA.
- Cote, A. (2011, July 21). "Our princess is in another castle": Feminist media theory and female video game characters. Paper presented at Console-ing Passions 2011. University of South Australia, Adelaide, South Australia.

INVITED TALKS AND SEMINARS

- Cote, A. (2019, Feb. 20). Inclusion Action Series: Body Size Bias and Body Image in Culture and Media. Roundtable hosted by the University of Oregon Diversity Action Committee.
- Cote, A. (2015, June 17). Women's strategies for coping with harassment while gaming online. Invited talk via Skype at Eastern Kentucky University School of Justice Studies.
- Cote, A. and Mejeur, C. (2015, March 24). Virtual gender barriers: Issues of representation and voice in games. Invited talk at Lawrence Technological University, MI.
- Cote, A., Frank, K. and Panek, E. (2011, Dec. 2). New directions in Communication Studies on the Digital Revolution. HASTAC 2011. University of Michigan, Ann Arbor, MI.

TEACHING EXPERIENCE

Primary Instructor

2016-Present

Oregon

J314: Intro to Media Studies

- Upper-level lecture on the history of media studies and its key theories

J410: Media Studies Research Methods

- Upper-level lecture on qualitative and quantitative research methods

J648: Cultural Approaches to Communication

- Graduate seminar on critical cultural studies as applied to media and communication; course covered theory, method and application through a variety of case studies

Michigan

COMM 101: The Mass Media

- Fundamentals of critical and humanistic communications research/theories

COMM 102: Media Processes and Effects

- Fundamentals of social science communications research/theories

COMM 371: Media, Culture, and Society

- Upper-level lecture on the historical rise of mass media and its impact on modern society and culture

COMM 404: Video Games: Culture and Industry

- Upper-level lecture on the history of the video game industry and the various cultural impacts of games

COMM 404: War & Popular Culture

- Upper-level lecture on the role of popular culture in shaping perceptions of war and history

COMM 405: Media and Masculinities

- Upper level seminar on theories and representations of masculinity

COMM 993: Seminar for Instructors

- Pedagogical seminar for first-time communication instructors

Head Graduate Student Instructor

2013-2014

COMM 121 and 122: Analyzing Media and Evaluating Information I & II

- Research methods in the social science and humanistic/critical traditions

Duties:

- Worked with a team to develop two new undergraduate courses focusing on social science and humanities research methods
- Led team of 4-5 GSIs, including new hires, in planning classes, teaching weekly labs and grading submitted materials
- Wrote all lesson plans for weekly 2 hour lab sessions and drafted all assignments/exams
- Created grading rubrics for all assignments and ensured consistency across class sections

Graduate Student Instructor (GSI)

2011-2016

COMM 101: The Mass Media, Winter 2012, Winter 2013, and Winter 2016

- Fundamentals of critical and humanistic communications research/theories

COMM 102: Media Processes and Effects, Winter 2011

- Fundamentals of social science communications research/theories

COMM 211: Evaluating Information, Fall 2011

- Research methods in the social sciences

COMM 271: Communication Revolutions, Fall 2016

- History of communication and media technologies, and their significance to structures of power and cultural development

COMM 351: Media Industries, Fall 2012

- Critical exploration of media industries and the impact of media industry organization and practices on society

FURTHER PEDAGOGICAL TRAINING

- Graduate Teacher Certificate, Center for Research on Learning and Teaching, University of Michigan
- Seminars
 - Cuts: Responding to Student Climate Concerns
 - Facilitating Discussions in the Social Sciences and Humanities
 - Writing 993: Teaching Writing in the Disciplines
 - COMM 993: Seminar for Instructors

SERVICE

- Reviewer
 - *New Media & Society*
 - *Feminist Media Studies*
 - *Information, Communication and Society*
 - *Communication, Culture, and Critique*
 - *Visual Communication Quarterly*
 - *Mass Communication & Society*
 - International Communication Association Conference
 - Digital Games Research Association Conference
 - ACM CHI Conference on Human Factors in Computing Systems
- Digital Games Research Association (DiGRA) Diversity Working Group 2018-present
- Women in Media Symposium Planning Committee, University of Oregon 2018-present
- Gaming Symposia Planning Committee, University of Michigan 2015-2018
- Honors Thesis Research Mentor 2017-2018

ACADEMIC HONORS AND AWARDS

- ICA Game Studies, Top Paper Award 2019
- Golden Apple Teaching Award nominee
- Rackham Centennial Fellowship, Summer 2012
- McDonald GSI Award for Best Communication Studies GSI, 2011-2012

FELLOWSHIPS AND GRANTS

- Petrone Grant 2019-2020: University of Oregon School of Journalism and Communication 2019-2020, \$5000
 - New Junior Faculty Research Award 2018: University of Oregon Vice President's Office for Research and Development, \$2500
 - Rackham One-Term Dissertation Fellowship, Winter 2015
 - Helen H. Weber Fellowship, Fall 2014
 - Rackham Pre-Candidate Grant, 2013-2014
 - Chamberlain Grant, Oct. 2012
 - Interuniversity Consortium for Political and Social Research funding, June 2011
 - Chesser Campbell Fellowship, Fall 2010
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