

Dr. Amanda Cote

Curriculum Vitae

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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. (2020). *Gaming Sexism: Gender and Identity in the Era of Casual Video Games*. New York, NY: New York University Press.

REFEREED JOURNAL ARTICLES

- Harris, B. C., Hansen, J., Can, O., Rahman, W., Foxman, M., Cote, A. and Fickle, T. (under review). “‘Starting from scratch to looking really clean and professional’: How students’ productive labor legitimizes collegiate esports.” Under review at *Critical Studies in Media Communication*.
- Cote, A. and Mejeur, C. (in revision). “Who Gets to Be in The Guild?: Race, Gender and Intersecting Stereotypes in Gaming Cultures”. In revision at *Loading: The Journal of the Canadian Game Studies Association*.
- Cote, A. and Harris, B. (2021). The Cruel Optimism of ‘Good Crunch’: How Game Industry

Discourses Perpetuate Unsustainable Labor Practices. *New Media & Society*.
<https://doi.org/10.1177/14614448211014213>

- Cote, A. and Harris, B. (2021). “Weekends became something other people did”: Understanding and intervening in the habitus of video game crunch. *Convergence*, 27(1), 161-176. doi: 10.1177/1354856520913865
- Cote, A., Coles, S. M. and Dal Cin, S. (2021). The Interplay of Parenting Style and Family Rules about Videogames on Subsequent Fighting Behavior. *Aggressive Behavior*, 47(2), 135-147. <https://doi.org/10.1002/ab.21931>
- Cote, A. (2020). Casual resistance: A longitudinal case study of video gaming’s gendered construction and related audience perceptions. *Journal of Communication*, 70(6), 819-841. <https://doi.org/10.1093/joc/jqaa028>
- Cote, A. and Mejeur, C. (2018). Gamers, Gender, and Cruel Optimism: The Limits of Social Identity Constructs in *The Guild*. *Feminist Media Studies*, 18(6), 963-978. doi: 10.1080/14680777.2017.1376699
- 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. (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

REFEREED BOOK CHAPTERS

- Cote, A. and Foxman, M. (2021). Studying Games. In Ferdig, R., Gandolfini, E. and Baumgartner, E. (Eds.), *Teaching the Game, Vol. 1: A collection of syllabi for game design, development, and implementation*. (pp. 201-224). ETC Press.
- 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*. (pp. 193-212). 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.

NON-REFEREED ARTICLES

- Cote, A. (2021, June 4). On the (In)Visibility of Female Gamers. *Flow*, 27(8). <https://www.flowjournal.org/2021/06/invisibility-of-female-gamers/>
- Cote, A. and Harris, B. (2021, April 5). Combatting Crunch from the Margins: How Hierarchies of “Realness” Complicate Video Game Production. *Flow*, 27(6). <https://www.flowjournal.org/2021/04/combating-crunch/>
- Cote, A. and Perry, C. (2020, Dec. 4). More than Skin Deep: Evaluating Fantasy Video Games’ Underlying Racial Influences. *Flow*, 27(3). <https://www.flowjournal.org/2020/12/fantasy-video-games/>.
- Cote, A. (2020, Aug. 21). Here’s what it’ll take to clean up esports’ toxic culture. *The Conversation*. <https://theconversation.com/heres-what-itll-take-to-clean-up-esports-toxic-culture-143520>

REVIEWS

- Cote, A. (2020). Review of the book *Fake Geek Girls: Fandom, Gender, and the Convergence*

Culture Industry, by S. Scott. *Convergence*, 26(1), 228-230. doi: 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. doi: 10.1080/14680777.2018.1498142

PEER-REVIEWED CONFERENCE PRESENTATIONS

- **Cote, A.** (2021). The Pros and Perils of Interdependence: Feminist Organizing in Online Game Forums. Paper presented at AoIR 2021: The 22nd Annual Conference of the Association of Internet Researchers. Philadelphia, PA, USA: AoIR. Retrieved from <http://spir.aoir.org>.
- Foxman, M., **Cote, A.**, Can, O., Harris, B., Rahman, W., Hansen, J., and Fickle, T. (2021). Recasting Collegiate Esports: Independence and Interdependence of University Twitch Streamers. Paper presented at AoIR 2021: The 22nd Annual Conference of the Association of Internet Researchers. Philadelphia, PA, USA: AoIR. Retrieved from <http://spir.aoir.org>.
- **Cote, A.** & Harris, B. (2021). The Cruel Optimism of “Good Crunch”: How Game Industry Discourses Perpetuate Unsustainable Labor Practices. Paper presented at the 71st Annual International Communication Association Conference, Virtual, May 27-31.
- **Cote, A.**, Hansen, J., Harris, B., Rahman, W., Can, O., Fickle, T., Foxman, M. (2021). Taking Care of Toxicity: Challenges and Strategies for Inclusion in Collegiate Esports Programs. Paper presented at the 71st Annual International Communication Association Conference, Virtual, May 27-31.
- Can, O., Rahman, W., Hansen, J., Harris, B., Fickle, T., **Cote A.**, Foxman, M. (2021). Cognitive Capitalism in Collegiate Esports. Paper presented at the 71st Annual International Communication Association Conference, Virtual, May 27-31.
- Harris, B., Hansen, J., Can, O. Rahman, W., Fickle, T., **Cote A.**, Foxman, M. (2021). The legitimizing labor of collegiate esports students: Critical insights for continued institutionalization. Paper presented at the 71st Annual International Communication Association Conference, Virtual, May 27-31.
- **Cote, A.** (2021, March 20). Life Gets in the Way: How Female Players’ Changing Life Contexts Affect their Gaming Habits. Paper presented at the Society for Cinema and Media Studies Conference. Virtual.
- Can, O., Harris, B., Rahman, W., Hansen, J., Foxman, M., Wear, H., **Cote, A.**, and Fickle, T. (2020, Sept. 25). A Collegiate Esports Ecosystem: Exploring Possibilities and Challenges for Universities and Businesses. Paper presented at the Gaming & Esports Summit: Economics & Business Conference. Virtual.
- Foxman, M. and **Cote, A.** (2020). Entering the Arena: Critical Issues in the Institutionalization of Esports. Panel discussion accepted to the Digital Game Research Association Conference. Conference canceled due to COVID-19.
- **Cote, A.** (2020, May 25). Sexism Is Ordinary: Contextualizing #Gamergate Through Female Gamers’ Experiences. Paper presented at the International Communication Association Conference. Virtual.
- Foxman, M., **Cote, A.**, Wear, H., Harris, B., Hansen, J., Can, O., and Rahman, W. (2020, May 24). For the Win: Critical Concerns of Collegiate Esports Players. Paper presented at the International Communication Association Conference. Virtual.
- **Cote, A.** and Harris, B. (2020, May 23). “Weekends Became Something Other People Did”: Understanding and Intervening in the Habitus of Video Game Crunch. Paper presented at the International Communication Association Conference. Virtual.
- **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. and Harris, B.** (2020, Dec. 11). Gamework on the page: Text-Based Research Methods for Studying Game Production Cultures. Researching Game-making: Skills, Cultures, and Politics Workshop, Queensland University of Technology, Brisbane, Aus.
- **Cote, A.** (2020, Nov. 14). The Cassandras of Crunch: How Labor Advocates Go Unheard in Gaming's Hierarchical Development Structure. Game Studies Work in Development Seminar, Mercer University, Macon, GA.
- **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.

PUBLIC-FACING INTERVIEWS AND PRESENTATIONS

- Orme, S., McCauley, B. and Cote, A. (2021, March 29). Amanda Cote talks casual games, gaming culture, esports and her book ‘Gaming Sexism’ on the Esports Research Report. *The Esports Research Report*. <https://esportsresearch.net/2021/03/29/amanda-cote-talks-casual-games-gaming-culture-esports-and-her-book-gaming-sexism-on-the-esports-research-report/>
- Foxman, M., Cote, A. and Riley, G. (2021, Feb. 8). Curious: The Effects Of Video Games Becoming Collegiate Sports. The Jefferson Exchange. <https://www.ijpr.org/show/the-jefferson-exchange/2021-02-05/mon-8-30-curious-the-effects-of-video-games-becoming-collegiate-sports>
- Cote, A. (2020, Dec. 15). The Casual Sexism of Gaming. [Radio broadcast] *Think with Krys Boyd*. KERA/NPR. <https://think.kera.org/2020/12/15/the-casual-sexism-of-gaming/>
- Cote, A. (2020, Sept. 1). From Digital to Dungeons: What the video game industry can learn from D&D. University of Oregon Understood. https://www.youtube.com/watch?v=fkLE45n0q0A&ab_channel=UniversityofOregon.
- Cote, A. (2020, March 4). From Digital to Dungeons: Female Gamers and Dungeons & Dragons’ Inclusive Play. University of Oregon Quack Chats.
- Cote, A. (2020, Jan. 8). UO Today with Amanda Cote. Interview with University of Oregon Oregon Humanities Center Director Paul Peppis. <https://www.youtube.com/watch?v=1vzYNVdOE4s>

FELLOWSHIPS AND GRANTS

- Incubating Interdisciplinary Initiatives (I3) Award 2021-2023
 - Understanding Collegiate Esports: Economic, Institutional and Cultural Integration, with Drs. Maxwell Foxman (Co-PI), John Clithero, Tara Fickle, and Henry Wear. Awarded by the University of Oregon Office of the Vice President for Research & Innovation, \$49,859
- Dean’s Grant 2020-2021
 - The Institutionalization of Collegiate Esports, with Drs. Maxwell Foxman and Henry Wear. Awarded by the University of Oregon School of Journalism and Communication, \$5000
- Petrone Grant 2019-2020
 - Humanness and Games. Awarded by the University of Oregon School of Journalism and Communication, \$5000
- New Junior Faculty Research Award 2018
 - Awarded by the University of Oregon Office of the Vice President for Research & Innovation, \$2500
- Rackham One-Term Dissertation Fellowship 2015
- Helen H. Weber Fellowship 2014
- Rackham Pre-Candidate Grant 2013-2014
- Chamberlain Grant 2012
- Rackham Centennial Fellowship 2012
- Interuniversity Consortium for Political and Social Research funding 2011

- Chesser Campbell Fellowship 2010

ACADEMIC HONORS & AWARDS

- ICA Game Studies, Top Paper Award 2019
- Golden Apple Teaching Award nominee 2017
- McDonald Award for Best Communication Studies Graduate Student Instructor 2011-2012

TEACHING EXPERIENCE

Primary Instructor 2016-Present

Oregon

J201: Media and Society

- Introductory lecture on media history, industries, and theories

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

J412/512: Special Topics, Studying Games

- Upper-level introduction to game studies, including game culture, industry, and texts

J424H: Media & Masculinities

- SOJC Honors course on media and theories/representations of masculinity

J613: Media Theory II

- Graduate seminar on the critical turn in media studies theory

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' organization, practices and impact on society

FURTHER PEDAGOGICAL TRAINING

- Summer Teaching Institute: Alternative Approaches to Assessment Pathway 2021
 - Teaching Engagement Program, University of Oregon
- Graduate Teacher Certificate 2016
 - Center for Research on Learning and Teaching, University of Michigan
- Seminars
 - Cuts: Responding to Student Climate Concerns 2018
 - Facilitating Discussions in the Social Sciences and Humanities 2014
 - Writing 993: Teaching Writing in the Disciplines 2012
 - COMM 993: Seminar for Instructors 2011

SERVICE & PROFESSIONAL OUTREACH

- Memberships and Activities
 - International Communications Association (Member/Division Officer)
 - Society for Cinema & Media Studies (Member)
 - Digital Games Research Association (Member/Working Group Participant)
 - Association for Internet Research (Member)
 - Popular Culture Association/American Culture Association (Member)

- Esports Research Network (Founding member)
 - Service to the Discipline
 - Committee Membership
 - ICA Game Studies Officer; Student and Early Career Representative 2019-present
 - Digital Games Research Association (DiGRA) Diversity Working Group 2018-present
 - Gaming Symposia Planning Committee, University of Michigan 2015-2018
 - Reviewer
 - *New Media & Society*
 - *Feminist Media Studies*
 - *Information, Communication and Society*
 - *Communication, Culture, and Critique*
 - *Games and Culture*
 - *Visual Communication Quarterly*
 - *Mass Communication & Society*
 - *Media and Communication*
 - *International Journal of Adolescence and Youth*
 - *Journal of Youth Studies*
 - Bloomsbury Press
 - International Communication Association Conference
 - Digital Games Research Association Conference
 - ACM CHI Conference on Human Factors in Computing Systems
 - Service to the University
 - Affiliated Faculty
 - UO Center for the Study of Women and Society
 - UO New Media & Culture Certification program
 - UO Game Studies Interest Group member
 - Scheduled speaker for UO Libraries’ “Connect for Success: A Bootcamp for Graduate Students” event. Canceled due to COVID-19.
 - IntroDUCKtion Speaker 2020
 - Women in Media Symposium Planning Committee, University of Oregon 2018-2019
 - Service to the SOJC
 - SOJC PhD Advisory Committee 2020-present
 - SOJC Diversity, Equity & Inclusion Committee 2020-present
 - SOJC Research Presentation Committee 2018-present
 - SAIL Program Speaker 2019-present
 - Mystery Lunch Program 2019-Present
 - Media Studies Area Twitter Coordinator 2019-Present
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