

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 Ankersen, 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 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.
 - REVIEWS IN SCHOLARLY PUBLICATIONS
 - Bogarosh, N. (2021). *Journal of Broadcasting & Electronic Media*, “an insightful, well-contextualized examination of women gamers”
 - Harrison, G. (2021). *Critical Studies in Media Communication*, “essential for anyone conducting scholarship on gender in masculine contexts and those who study video gaming in general”
 - Jones, A. P. (2021). *Visual Studies*, “alters the way we understand casual games and their role”
 - Kocurek, C. (2021). *Reception*, “offers significant insights not only for game studies scholars but for game developers engaged in design decisions and

community management strategies”

- Paul, C.A. (2021). *First Person Scholar*, “it is an excellent book that anyone interested in video games should definitely read”

REFEREED JOURNAL ARTICLES

- **Cote, A.**, Can, O., Foxman, M., Harris, B., Hansen, J., Rahman, M., and Fickle, T. (2022). The COVID Season: Collegiate Esports Programs' Material Challenges and Opportunities During the 2020-21 Pandemic. *Games and Culture*. <https://doi.org/10.1177/15554120221088116>
- Harris, B. C., Hansen, J., Can, O., Rahman, M., Foxman, M., **Cote, A.** and Fickle, T. (2022). “Starting from scratch to looking really clean and professional”: How students’ productive labor legitimizes collegiate esports. *Critical Studies in Media Communication*, 39(2), 141-153. <https://doi.org/10.1080/15295036.2022.2030484>
- Mejeur, C and **Cote, A.** (2021). Who Gets to Be in The Guild?: Race, Gender and Intersecting Stereotypes in Gaming Cultures. *Loading: The Journal of the Canadian Game Studies Association*, 14(24), 70-89.
- **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

- Foxman, M., Perreault, G., Nieborg, D., Chess, S., **Cote, A.**, and Harris, B. (2022, July 11). Bringing Worlds Together... Sometimes: North American Game Journalists and their Relationship with the Public. Panel presented at the Digital Game Research Association Conference. Krakow, Poland.
- **Cote, A.**, Gray, K., Paul, C. A., Bergstrom, K., Harvey, A., Tran, C. H., and Fletcher, A. (2022, June 24). Studying and Speaking to Industries: A Game Studies Roundtable. Roundtable presented at Console-ing Passions 2022. Orlando, FL.
- Rahman, M., Wear, H., Foxman, M., Burrell, S., Hansen, J., Harris, B., Can, O., and **Cote, A.**, (2022, June 3). The virtual front porch: An analysis of the impact of collegiate esports on university identification. Paper presented at the annual North American Society for Sport Management Conference. Atlanta, GA, USA.
- **Cote, A.**, and Harris, B. (2022, May 30). Player Perceptions of Production: A Case Study Analysis of Consumers’ Attitudes towards Video Game Crunch. Paper presented at the 72nd Annual International Communication Association Conference. Paris, France.
- **Cote, A.**, Dal Cin, S., Exelmans, L., and Mustafaj, M. (2022, May 28). Philanthropic, Prosocial Players: How Game-Related Charity Events Motivate Unlikely Donors. Paper presented at the 72nd Annual International Communication Association Conference. Paris, France.
- Mustafaj, M., Dal Cin, S., **Cote, A.**, and Exelmans, L. (2022, May 28). Video Game Use and the Wellbeing of Young Hospital Patients. Paper presented at the 72nd Annual International Communication Association Conference. Paris, France.
- **Cote, A.**, Can, O., Harris, B., Hansen, J., Rahman, M., and Fickle, T. (2022, May 28). Quaranteneage Wasteland: Collegiate Esports Programs' Challenges and Opportunities During the COVID-19 Pandemic. Paper presented at the 72nd Annual International Communication Association Conference. Paris, France.

- Rahman, M., Wear, H., Burrell, S., Hansen, J., Harris, B., Can, O., and **Cote, A.**, (2022, May 28). Esports Fandom: Collegiate Program Influence on Perceptions of Host Institutions. Poster presented at the 72nd Annual International Communication Association Conference. Paris, France.
- **Cote, A.** (2021, Oct. 13-16). 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, M., Hansen, J., and Fickle, T. (2021, Oct. 13-16). 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, May 27-31). 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.
- **Cote, A.**, Hansen, J., Harris, B., Rahman, M., Can, O., Fickle, T., Foxman, M. (2021, May 27-31). Taking Care of Toxicity: Challenges and Strategies for Inclusion in Collegiate Esports Programs. Paper presented at the 71st Annual International Communication Association Conference, Virtual.
- Can, O., Rahman, M., Hansen, J., Harris, B., Fickle, T., **Cote A.**, Foxman, M. (2021, May 27-31). Cognitive Capitalism in Collegiate Esports. Paper presented at the 71st Annual International Communication Association Conference, Virtual.
- Harris, B., Hansen, J., Can, O. Rahman, M., Fickle, T., **Cote A.**, Foxman, M. (2021, May 27-31). The legitimizing labor of collegiate esports students: Critical insights for continued institutionalization. Paper presented at the 71st Annual International Communication Association Conference, Virtual.
- Foxman, M., Fickle, T., Harris B., & **Cote, A.** (2021, May 27-31). Out of Bounds: Reconceiving the Institution of Esports. Paper presented at the 71st Annual International Communication Association Conference, Virtual.
- **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, M., 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, M. (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.** (2022, Jan. 8). Gaming Sexism. Invited talk at the American Association of University Women (AAUW) Eugene-Lane Branch.
- Willard, L., Bestor, N., Chess, S., Vidolova, L. and **Cote, A.** (2021, October 23) Fans, Players, and/or Users? Bridging Fan and Digital Media Studies. Roundtable at the Fan Studies Network – North America Virtual Conference 2021.
- **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.

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

- Provost's Teaching Academy 2021-Present
- 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
 - Scientific Committee Member and Proposal Reviewer, Esports Research Network Annual Conference 2022-present

- Digital Games Research Association (DiGRA) Diversity Working Group 2018-present
 - ICA Game Studies Officer; Student and Early Career Representative 2019-2022
 - Gaming Symposia Planning Committee, University of Michigan 2015-2018
 - Reviewer
 - *New Media & Society*
 - *Information, Communication and Society*
 - *Feminist Media Studies*
 - *Journal of Broadcasting & Electronic Media*
 - *Convergence*
 - *Communication, Culture, and Critique*
 - *Games and Culture*
 - *Visual Communication Quarterly*
 - *Symbolic Interaction*
 - *Mass Communication & Society*
 - *Media and Communication*
 - *International Journal of Adolescence and Youth*
 - *Journal of Youth Studies*
 - *Transactions on Social Computing*
 - *Gamevironments*
 - Bloomsbury Academic Press
 - De Gruyter
 - International Communication Association Conference
 - Digital Games Research Association Conference
 - Association of Internet Researchers Conference
 - Console-ing Passions Conference
 - Hawaii International Conference on System Sciences
 - 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 Certificate program
 - Provost's Teaching Academy 2021-Present
 - Women's Innovation Network Member 2021-2022
 - Nine month cross-disciplinary program cultivating women's entrepreneurship
 - UO Game Studies Interest Group member 2019-Present
 - Scheduled speaker for UO Libraries' "Connect for Success: A Bootcamp for Graduate Students" event, Spring 2020. Canceled due to COVID-19.
 - Duck into a Lecture Speaker; Fall Family Weekend 2021
 - IntroDUCKtion Speaker 2020-2021
 - 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 2018-2021

- Summer Academy to Inspire Learning (SAIL) Program Speaker 2019-present
- Mystery Lunch Program 2019-Present
- Media Studies Area Twitter Coordinator 2019-Present
- Public and Other Service
 - Public-Facing Interviews and Presentations
 - Panico, T., Bilotta, S., Screech, T., and Cote, A. (forthcoming). [*The Hard Counter Podcast*](#). Hard Counter Esports.
<https://www.youtube.com/playlist?list=PLHQbYDwTnMfBcKUNmZ3sORryXVcXFJDpq>
 - Phillips, K. and Cote, A. (2021, Dec. 13). [*The Current State of Gaming*](#). *Pop Life*. WAER/NPR.
 - Sher, S., Ashcraft, A., and Cote, A. (2021, Nov. 24). [*Sexism and the Gamer Identity*](#). *Ethics and Video Games Podcast*.
 - Dannar, A., AcidTrain, Zee, M. and Cote, A. (2021, Aug. 29). [*The Activision Lawsuit and Sexism in Gaming Culture \(with Dr. Amanda Cote\)*](#). *The SciFi Gangstas Podcast*.
 - 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*. Esports Research Network.
 - Foxman, M., Cote, A. and Riley, G. (2021, Feb. 8). [*Curious: The Effects Of Video Games Becoming Collegiate Sports*](#). The Jefferson Exchange.
 - Boyd, K. and Cote, A. (2020, Dec. 15). [*The Casual Sexism of Gaming*](#). [Radio broadcast] *Think with Krys Boyd*. KERA/NPR.
 - Cote, A. (2020, Sept. 1). [*From Digital to Dungeons: What the video game industry can learn from D&D*](#). University of Oregon Understood.
 - Cote, A. (2020, March 4). *From Digital to Dungeons: Female Gamers and Dungeons & Dragons' Inclusive Play*. University of Oregon Quack Chats.
 - Peppis, P. and Cote, A. (2020, Jan. 8). [*UO Today with Amanda Cote*](#). Interview with UO Oregon Humanities Center Director Paul Peppis.
 - Media Appearances
 - *The Eyeopener*, March 25, 2022, "[*Unfair game: Women say harassment is common when gaming online*](#)." Interview.
 - *The Guardian*, January 21, 2022, "[*Activision Blizzard employees form first of its kind Game Workers Alliance Union*](#)." (Interview)
 - *The Conversation*, January 18, 2022, "[*Microsoft purchase of Activision Blizzard won't clean up gamer culture overnight: 5 essential reads about sexual harassment and discrimination in gaming and tech*](#)." (Featured publication)
 - *The Guardian*, August 8, 2021, "[*Activision Blizzard scandal a 'watershed moment' for women in the gaming industry*](#)." (Interview)
 - *The Conversation*, July 30, 2021, "[*The Activision Blizzard lawsuit shows gamer culture still has a long way to go: 5 essential reads about sexual harassment and discrimination in gaming and tech*](#)." (Featured publication)
 - *The Wall Street Journal*, July 26, 2021, "[*Activision Blizzard Gender-Bias Suit Shows Videogame Culture Remains a Flashpoint*](#)." (Interview)
 - *Insider*, July 21, 2021, "[*Streamer Sweet Anita says she may quit Twitch because the 'mental toll' of online sexualization won't be 'survivable' forever*](#)" (Reuse of previous interview)
 - *The Daily Emerald*, July 20, 2021, "[*Women in Esports*](#)" (Interview)
 - *Gen, Medium*, March 16, 2021, "[*The Bigoted 'Trash Talk' That's Tolerated in Gaming*](#)"

(Featured research)

- *Game World Observer*, September 9, 2020, “[Analysts on Chinese market: “Female-oriented games can be a gold mine that is waiting to be discovered”](#)” (Reuse of previous interview)
- *South China Morning Post*, September 7, 2020, “[Romance and court intrigue: how female-focused games find success in China despite sexist stereotypes.](#)” (Interview)
- *Insider*, July 25, 2020, “[200 allegations of sexual misconduct in gaming were revealed in a recent spreadsheet. Streamers say it reflects sexism they face every day.](#)” (Interview)

ADVISING AND MENTORING

- Research Groups Managed
 - Co-leader (with Maxwell Foxman) of the UO Esports and Games Research Lab
 - Participants: Dr. Henry Wear (UO SOJC); Dr. Tara Fickle (UO English); Dr. John Clithero (UO Lundquist School); SOJC Doctoral Students Onder Can, Jared Hansen, Brandon Harris, Waseq Rahman, Shane Burrell, Tabitha Fairchild, and Andy Wilson
 - Works produced:
 - Cote et al., “The COVID Season” article published at *Games and Culture*
 - Harris et al., “Starting from Scratch” article published at *Critical Studies in Media Communication*
 - Eight conference presentations for AoIR, ICA, UC Irvine’s Esports Conference, and the Esports and Gaming Business Summit (2020)
 - Upcoming: One article in preparation at *Journal of Electronic Games and Esports*
 - Works-in-progress: Three journal articles based on interview data; pilot survey underway
-