Rosa Mikeal Martey
CURRICULUM VITAE – 2023
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EDUCATION

2006   Ph.D. in Communication, Annenberg School for Communication, University of Pennsylvania
1994   M.A. in Regional Economics, The University of Pennsylvania
1993   B.A., *cum laude*, in Regional Economics and Women's Studies, The University of Pennsylvania

ACADEMIC POSITIONS

(2018-present) CLA Faculty Coordinator for Diversity & Inclusion, Colorado State University

(2018-present) Professor, Journalism and Media Communication, Colorado State University

(2012-2018) Associate Professor, Journalism and Media Communication, Colorado State University

(2006-2012) Assistant Professor, Journalism and Media Communication, Colorado State University

(2006-present)   Women's Studies Affiliated Faculty, Colorado State University

(2005) Instructor, Journalism and Media Communication, Colorado State University

INDUSTRY WORK EXPERIENCE

Apr. – Nov. 2002   **Website Consultant, Peripheral Dynamics, Inc.,** *Philadelphia, PA*
Managed design, marketing, and project planning for corporate web-site development. Responsible for layout design, content organization, marketing strategies, branding development, and HTML programming support.

May – Aug. 1999   **Strategic Brand Manager, Antenna, Inc.,** *Mexico City, Mexico*
Designed and conducted original research using questionnaires, interviews, and focus groups in cooperation with Gallup Mexico for presentation to various multi-national companies. Topics included international branding, product development, media use and advertising.

Jul. 1997 – May 1998   **Development/Outreach, Public/Private Ventures***, Philadelphia, PA*
Designed and conducted ethnographies, interviews, focus groups, observational research, and surveys to assess the impact of urban youth-oriented programs as part of development-oriented non-profit.

Oct. 1996 – Jul. 1997   **Program & Outreach Manager, LAEDA, Inc.,** *Camden, NJ*
Managed operations, instruction, and organization of an entrepreneurial training project for a non-profit economic development organization. Oversaw program outreach and communication, and taught entrepreneurial training classes. Wrote business funding proposals in consultation with participants.

Dec. 1994 – Sept. 1996   **Strategic Planner, J. Walter Thompson,** *Mexico City, Mexico*
Designed, moderated, and analyzed over 30 focus groups and 100+ interviews. Extensive analysis of local and international Nielsen and Gallup poll data, proprietary corporate client data, and other audience data. Conducted internal and external training in international branding, product development, and targeting. Design, analysis and presentation of research-based advertising strategies for national and international clients. Wrote reports and gave presentations in Spanish and English to national and international clients. Led the creation of the agency's kid marketing group, *Onda Chavos*.

CURRENT JOB DESCRIPTION
 25 % Teaching   17.5 % Research/Creative Activity   57.5 % Service/Outreach   0 % Admin

HONORS AND AWARDS

2017.	Graduate Student Council Advising and Mentorship Award. Nominated.

2017.	Top paper, Theater, Film and New Multi-Media Division, National Communication Association: Kaye, B., Gomez, K., Howard, L., **Martey, R.M.** "Do you hear what I hear? A case for a reconceptualization of cognitive film analysis."

2017.	Top paper, Latina/o Communication Studies Division, National Communication Association: Kaye, B., **Martey, R.M.,** Howard, L. "Waking up from the American Dream: The discursive exclusion of space for colonia residents."

2016.	Graduate Student Council Advising and Mentorship Award. Honorable mention.

2016.	Top paper, Communication and Technology Division, Eastern Communication Association: Banks, J., & **Martey, R.M.** "Coping with [r]evolution in online games: Vulnerability and resilience responses to perceived risk in MMO game expansions."

2015.	Gold medal, Government/Military category, International Serious Play Awards, Pittsburgh, PA, CA.: CYCLES Carnivale.

2010.	TILT Teaching Fellow under the CSU Provost's Course Redesign Competition, a campus-wide competition for training, research and re-design of JTC 211 and JTC 326. Awarded $15,000 from TILT with $9,500 funding from JMC.

2008.	Nominated for Colorado State University Alumni Association Best Teacher Award.

2006.	Merit Award for outstanding contribution, Feminist Scholarship Division, International Communication Association.

2005.	Outstanding Teaching by a Graduate Student Award, sponsored by the Instructional and Developmental Division of the International Communication Association.

2005.	Merit Award for outstanding contribution, Feminist Scholarship Division, International Communication Association.

2005.	Emerging Star Award. American Association of University Women, Philadelphia Branch.

2005.	Younger Member Convention Scholarship 2005 American Association of University Women, Pennsylvania Branch.

PUBLISHED WORKS

Refereed Journal Articles & Peer Reviewed Published Proceedings:

1.	Stromer-Galley, J., Rossini, P., Kenski, K., McKernan, B., Clegg, B., Folkestad, J., Østerlund, C., Schooler, L., Boichak, O., Canzonetta, J., **Martey, R.M.,** Pavlich, C., Tsetsi, E. & McCracken, N. (2020) Flexible versus structured support for reasoning: enhancing analytical reasoning through a flexible analytic technique. *Intelligence and National Security*, 1-20. doi: 10.1080/02684527.2020.1841466

2.	Boichak, O., Canzonetta, J., Sitaula, N., McKernan, B., Taylor, S., Rossini, P., Clegg, B., Kenski, K., **Martey, R.M.,** McCracken, N., Østerlund, C., Myers, R., Folkestad, J., Stromer-Galley, J. (2019). Beyond the medium: Rethinking information literacy through crowdsourced analysis. *Proceedings of the 52nd Hawaii International Conference on System Sciences*, (HICSS-52). doi: 10125/59482.

3.	Stromer-Galley, J., Rossini, P.G., Kenski, K., Folkestad, J., McKernan, B., **Martey, R.M.,** Clegg, B., Oesterlund, C., Schooler, L. (2018). User-centered design and experimentation to develop effective software for evidence-based reasoning in the intelligence community: The TRACE Project. *Computing in Science & Engineering, 20,* 6, 35-42. doi:10.1109/MCSE.2018.2873859

4.	Shaw, A., McKernan, B., **Martey, R.M.,** Stromer-Galley, J., Saulnier, E.T., McLaren, E., Rhodes M.G., Folkestad J.E., Taylor, S.M., Kenski, K., Clegg, B.A., Strzalkowski, T. (2018). Analyzing

iterative training game design: A multi-method postmortem analysis of CYCLES Training Center and CYCLES Carnivale. *Multimodal Technologies Interact*, *2*, 46. doi:10.3390/mti2030046

5. Banks, J. & **Martey, R.M.** (2018). Coping with [r]evolution in online games: Vulnerability and resilience responses to perceived risk in MMO game expansions. *Journal of Broadcasting & Electronic Media, 62,* 269-286. doi: 10.1080/08838151.2018.1451852

6. **Martey, R.M.,** Shaw, A., Stromer-Galley, J., Kenski, K., Clegg, B., Folkestad, J., Saulnier, T., & Strzalkowski, T. (2017). Testing the power of game lessons: The effects of art and narrative on reducing cognitive bias. *International Journal of Communication, 17*, 1635-1660.

7. Folkestad, J.E., McKernan, B., Train, S., **Martey, R.M.,** Rhodes, M.G., Kenski, K., Shaw, A., Stromer-Galley, J., Clegg, B., Strzalkowski, T. (2017). The Temporal Attention Observational (TAO) scale: Development of an instrument to assess attentive behavior sequences during serious gameplay. *Technology, Knowledge and Learning*. doi:10.1007/s10758-017-9302-7.

8. **Martey, R.M.,** Stromer-Galley, J., Shaw, A. McKernan, B. Saulnier, T., McLaren, E., Rhodes, M., Folkestad, J., Taylor, S., Kenski, K., Clegg, B., & Strzalkowski, T. (2017). Balancing play and formal learning in the design of serious games. *Games & Culture, 12*, 269-291. doi: 10.1177/1555412016674809.

9. Banks, J., & **Martey, R.M.** (2016). Put on your game face: Designing researcher presence in studies of virtual worlds. *Journal of Virtual Worlds Research, 9*(1). [no pagination]. doi: 10.4101/ jvwr.v9i1.7180

10. Shaw, A., Kenski, K., Stromer-Galley, J., **Martey, R.M.,** Clegg, B., Lewis, J., Folkestad, J. & Strzalkowski, T. (2016). Serious efforts at bias reduction: The effects of digital games and avatar customization on three cognitive biases. *Journal of Media Psychology,* [May 20, 2016 advanced online publication]. doi: 10.1027/1864-1105/a000174.

11. Clegg, B.A., McKernan, B., **Martey, R.M.,** Taylor, S. M., Stromer-Galley, J., Kenski, K., Saulnier, E. T., Rhodes, M. G., Folkestad, J. E., McLaren, E., Shaw, A., & Strzalkowski, T. (2015). Effective mitigation of anchoring bias, projection bias, and representativeness bias from serious game-based training. *Procedia Manufacturing, 3,* 1558-1565. doi:10.1016/j.promfg.2015.07.438.

12. McKernan, B., **Martey, R.M.,** Stromer-Galley, J., Kenski, K., & Folkestad, J. (2015). We don't need no stinkin' badges: The impact of reward features and feeling rewarded in educational games. *Computers in Human Behavior, 45*, 299–306. doi:10.1016/j.chb.2014.12.028.

13. **Martey, R.M.,** Stromer-Galley, J. Consalvo, M., Wu, J., Banks, J., & Strzalkowski, T. (2015). Communicating age in Second Life: The contributions of textual and visual factors. *New Media & Society, 17*, 41-61.

14. Shaikh, S., Strzalkowski, T., Stromer-Galley, J., Broadwell, G.A. , Liu, T. & **Martey, R.M.** (2015). Modeling leadership behavior of players in virtual worlds. *Proceedings of Eleventh AAAI Conference on Artificial Intelligence and Interactive Digital Entertainment* (AIIDE 2015). Santa Cruz, California.

15. Clegg, B. A., **Martey, R.M.,** Stromer-Galley, J., Kenski, K., Saulnier, T., Folkestad, J. E., McLaren, E., Shaw, A., Lewis, J. E., Patterson, J. D., & Strzalkowski, T. (2014). Game-based training to mitigate three forms of cognitive bias. *Proceedings of Interservice/Industry Training, Simulation and Education Conference* (I/ITSEC), 14180, 1-12.

16. **Martey, R.M.**, Stromer-Galley, J., Banks, J., Wu, J., & Consalvo, M. (2014) The strategic female: gender-switching and player behavior in online games. *Information, Communication & Society*, *17*, 286-300.

17. **Martey, R.M.,** Kenski, K., Folkestad, J., Gordis, E., Feldman, L., Zhang, H., Kaufman, N., Rabkin, A., Shaikh, S., Stromer-Galley, J., Shaw, A., Clegg, B. & Strzalkowski, T. (2014). Measuring game engagement: Multiple methods and construct complexity. *Simulation & Gaming: An International Journal of Theory, Practice and Research, 45*, 528-547. doi:10.1177/1046878114553575.

18. **Martey, R.M.,** & Shiflett, K. (2012) Reconsidering site and self: Methodological frameworks for

virtual worlds. *International Journal of Communication, 6*, 105-126. Available: http://ijoc.org/ojs/index.php/ijoc/article/view/971

19. **Martey, R.M.** & Consalvo, M. (2011). Performing the looking-glass self: Avatar appearance and group identity in Second Life. *Popular Communication, 9*(3), 165-180.

20. Larsen, J. & **Martey, R.M.** (2011). Adolescents seeking nutrition information: Motivations, sources and the role of the internet. *International Journal of Information and Communication Technology Education*, *7*(2), 74-85.

21. **Martey, R.M.** (2010). Find more, do more, reveal less: Women's strategies for navigating gendered contexts online. *Information, Communication & Society*, *13*, 1207-1229.

22. Stromer-Galley, J. & **Martey, R.M.** (2009) Visual spaces, norm governed places: The influence of spatial context online. *New Media & Society, 11*, 1041-1060.

23. **Martey, R.M.** & Stromer-Galley, J. (2007). The digital dollhouse: context and social norms in The Sims Online. *Games & Culture, 2*, 314-334.

24. **Mikeal, R.,** & Sherr, S. (2002). Religion and politics: Religious discourse in the 2000 US presidential campaign. *Communicator: Quarterly Journal of the Indian Institute of Mass Communication, 37*, 31 – 39.

25. **Mikeal, R**. (2001). Suspended in the web between chaos and structure: The emergence of complexity on the internet. *Communicator: Quarterly Journal of the Indian Institute of Mass Communication, 36*(4), 15 – 26.

Non-Refereed Journal Articles:

1. **Mikeal, R.** 2003. "Technology and social inclusion: Book Review". *Inter/Sections: The Journal of Global Communication and Culture*, 3(2).

2. **Mikeal, R.** 2003. "Cyberfeminism and artificial life: Book Review". *Feminist Media Studies 3*, 389 – 391.

Refereed Chapters in Books:

1. Folkestad, J.E., Robinson, D., McKernan, B., **Martey, R.M.,** Stromer-Galley, J., Kenski, K., Rhodes, M. G., Clegg, B.A., Shaw, A., & Strzalkowski, T. (2015). Analytics driven design: Impact and implications of team member psychological perspectives on a serious games for assessment (SEGA). In C. S. Loh, Y. Sheng, & D. Ifenthaler (Eds.), *Serious game analytics: Methodologies for performance measurement, assessment, and improvement*. (pp. 275-300). Springer: New York, NY. doi: 10.1007/978-3-319-05834-4_12.

2. **Martey, R.M.** (2008). Exploring gendered notions: Gender, job hunting and web search engines. In A. Spink and M. Zimmer (Eds.), *Web search: Interdisciplinary perspectives*. New York: Springer, pp. 51-65

3. Stromer-Galley, J. and **Mikeal, R.M.** (2006). Gaming pink: Gender and structure in The Sims Online. In P. Messaris and L. Humphreys. (Eds.), *Digital media: Transformations in human communication*. New York: Peter Lang pp. 197 - 210.

Invited Chapters in Books:

1. **Martey, R.M.** (forthcoming). Identity. In M.J.P. Wolf and B. Perron (Eds.), *The Routledge companion to video game studies, 2nd edition*. Routledge.

2. **Martey, R.M.** (2022). The Sims 4. In D. Arsenault, K. Boudreau, B. Perron and M.J.P. Wolf (Eds.), *Fifty key video games*. Routledge.

3. **Martey, R.M.** (2017). The Sims. In Mejia, R., Banks, J., & Adams, A. (Eds.) *100 Greatest video games* (pp. 162-164). Rowman & Littlefield.

4. Gomez, K. & **Martey, R.M.** (2017). Princess Zelda. In Mejia, R., Banks, J., & Adams, A. (Eds.) *100 Greatest video game characters* (pp. 202-204). Rowman & Littlefield.

5. **Martey, R.M.** (2014). Polite pigs and emotional elves: Age in digital worlds. In C. L. Harrington, D. Bielby, & A. Bardo (Eds.), *Aging, media, and culture* (pp. 193-204). Lexington Books.

Non-Refereed Proceedings/Transactions/Articles:

1. **Martey, R.M.** and Claycomb, R. (2020). "Can I say that in class?": The answer is complicated — and it should be. *CSU SYSTEM Chancellor's Newsletter*, September 29, 2020. Available at: https://csusystem.edu/can-i-say-that-in-class-the-answer-is-complicated-and-it-should-be/

2. **Martey, R.M.** and Stromer-Galley, J. (2003). The digital doll house: Normative behavior in The Sims Online. *Proceedings of the Annual Conference of the Association of Internet Researchers.* Toronto, Canada, October 16-20.

Non-Juried Performances/Exhibits

1. *Classroom Climate* (2020). 15-page website with a collection of annotated resources for faculty and staff to address classroom climate, academic freedom, inclusive pedagogy, and faculty/staff wellness. Part of the 2020 Initiative Project charged by CLA Dean Ben Withers.
   - Website content design: R.M. Martey, R. Claycomb
   - Website content writing and copy-editing: R.M. Martey
   - Graphic design: R.M. Martey

2. *Classroom Climate Discussion Series*. (2020). Powerpoint slides and discussion guide for use by departments in the CSU College of Liberal Arts to hold a 4-part series of department-level presentations engaging faculty and staff in discussion and the use of resources around classroom climate, academic freedom, inclusive pedagogy, and faculty/staff wellness. Part of the 2020 Initiative Project charged by CLA Dean Ben Withers.
   - JMC Presentation lead: R.M. Martey
   - Gave 5 additional presentations to college, campus, and alumni groups about the project and resources (CLA Chair's Council, University Advancement, various department leadership groups, Undergraduate Affairs)
   - Slide design and writing: R.M. Martey, R. Claycomb
   - Project management: R.M. Martey, R. Claycomb

3. *Trackable Reasoning and Analysis for Collaboration and Evaluation (TRACE)* (2018). Online collaborative platform for performing complex reasoning and analysis for use by government intelligence analysts and others to integrate multimodal data for analysis and produce comprehensive reports.
   - Design and interface: R.M. Martey, SRC, B. McKernan, J. Folkestad, P. Rossini
   - Case development: B. Clegg
   - Training module: R.M. Martey, B. Clegg, B. McKernan, K. Kenski, L. Schooler
   - Programming: Syracuse Research Corporation, Inc. (SRC)

4. *Multiculturalism matters: Perspectives and guides about diversity for media makers* [Booklet]. Martey, Rosa Mikeal. (2016). Fort Collins, CO: Department of Journalism and Media Communication, Colorado State University. 75-page (~25,000 words), full-color with illustrations with well-researched responses to commonly asked questions about diversity and media along with brief guides to language use around specific marginalized groups. Supervised 9 student researchers/developers, lead author.
   - Distribution: JMC students and faculty (yearly); CSU's External Relations in fall 2016. Distributed to AEJMC Accreditation team fall 2016.
   - Use in Classes: Currently used in capstone classes; used in Multicultural Strategic Communication, newswriting, and other courses in fall 2016 and in 2017.

- Related Talks: CSU External Relations, JTC 490, JTC 460

5. *Media and Diversity Library* (MeDLi), Spring 2009 – 2017. Designed, developed and published extensive diversity library website of teaching and research resources on media and diversity for use by JMC and university faculty, students and staff. The site provides content related to media and diversity such as articles, syllabi, campus and community resources, and media examples.
   - Copy-writing and design: R.M. Martey
   - Programming and technical design: R.M. Martey, undergraduate team of 10 students

6. *CYCLES Carnivale.* Dec. 2015. A 60 minute, single-player, stand-alone game developed and programmed in flash to train players to reduce their reliance on three cognitive biases: anchoring bias, projection bias, and representativeness bias.
   - Game won a Gold Medal in the 2015 International Serious Play Awards competition's Government/Military category.
   - Programming: 1st Playable
   - Game puzzle/activities design: R.M. Martey, A. Shaw, J. Stromer-Galley, 1st Playable
   - Script-writing: R.M. Martey, A. Shaw, J. Stromer-Galley, 1st Playable
   - Trailer: https://www.youtube.com/watch?v=5QqY4KmX1S4
   - Available: play.google.com/store/apps/details?id=air.com.A1stplayable.cycles_game1

7. *CYCLES Training and Mitigation Center.* Oct. 2013. A 30 minute, single-player, stand-alone game developed and programmed in flash to train players to reduce their reliance on three cognitive biases: confirmation bias, fundamental attribution error, and bias blind spot.
   - Programming: 1st Playable (game development company)
   - Game puzzle/activities design: R.M. Martey, A. Shaw, J. Stromer-Galley, 1st Playable
   - Script-writing: R.M. Martey, A. Shaw, J. Stromer-Galley
   - Trailer: https://www.youtube.com/watch?v=-St0x9a5uq4

8. *Shadows in Dalaran: The Menace of the Mauve Marauders*. Spring 2012. A 1-2 hour multiplayer quest line developed in World of Warcraft to serve as a research context for the SCRIBE project studying communication and behavior in virtual worlds. Game uses interface adaption tools to develop an add-on that provides quest windows, sound, overhead text, interactive objects, and cut scenes to create this in-world mini-game of a 20-quest chain.
   - Add-on programming: S. Lovaas
   - Game puzzle/activities design: R.M. Martey, J. Banks
   - Script-writing: R.M. Martey, J. Banks
   - Sound design: R.M. Martey
   - Cut scene writing/development: R.M. Martey
   - Game trailer and demo videos: A. Shaw, R.M. Martey. Online at:
     http://www.youtube.com/watch?v=KLCeXot3LiI

9. *The Case of the Missing Moonstone: The Madness Machine*. Spring 2010. A 2-3 hour point-and-click multi-player mystery game developed and programed in *Second Life* to serve as a research context for the SCRIBE project studying communication and behavior in virtual worlds. Game uses sound, text, and visual components to provide question puzzles and information.
   - Island object development and programming: R.M. Martey
   - Game puzzle/activities design: R.M. Martey, J. Stromer-Galley, M. Consalvo
   - Script-writing: R. Martey, T. Herrera, K. Shiflett
   - Sound design and voice overs: R.M. Martey
   - Demonstration videos: T. Herrera, R.M. Martey
   - Game trailer video: A. Shaw, R.M. Martey. Online at:
     http://www.youtube.com/watch?v=HA6dP-a_H14

GRANTS AND FUNDING

Externally-Funded Projects

Sept. 2021 – present. Department of Defense. Human-Assisted Cyber Reasoning Systems. PI: Benjamin Clegg. Co-PIs: **Martey, R.M.,** Ray, I. ~$500,000 total funding. Ongoing.

- Development and implementation of survey and qualitative research examining the underlying processes and characteristics of human cognitive performance in the context of cybersecurity. Development and testing of digital application/game to evoke and assess decision-making related to cybersecurity in online environments.
- **My role:** Lead, conduct, analyze, and write reports on interview and focus group data collection. Contribute to design and analysis of survey results. Contribute to usability and interface design of application/game.
- **Funded:** 1 Ph.D. student; summary salary.

Jan. 2017 – Sept. 2018. Intelligence Advanced Research Projects Activity. *Trackable Reasoning and Analysis for Collaboration and Evaluation (TRACE);* PI J. Stromer-Galley; CSU PI: **R.M. Martey**; CSU Co-PIs: J. Folkestad. $11,504,184 total project funding. ~$1.3 million CSU portion.

- Multi-university, interdisciplinary**,** federally funded project developing and experimentally testing a web-based intelligence analysis application that helps analysts accurately and efficiently reason through and trace complex tasks to produce clear, well-supported intelligence products addressing a wide range of analytic problems.
- **My role:** interface design, training module, usability testing, user experience development, engagement measurement and analysis, lead report writer.
  - Left project Sept 2018; New CSU PI: J. Folkestad.
- **Funded**: 2 Ph.D. students' full tuition and half-time stipend each semester, along with conference travel for students and faculty. Course buyouts, summer salaries.

Oct. 2011 – Dec. 2015. Intelligence Advanced Research Projects Activity. *Mitigating Analytical Bias through CYCLES of Transformative Learning in Serious Games*, PI: T. Strzalkowski; CSU PI: **R.M. Martey**; Co-PIs: J. Stromer-Galley, K. Kenski, J. Folkestad, B. Clegg. $8,680,177 total project funding; ~$2 million CSU portion.

- One of two teams offered continued funding for the project, after four teams cut from the program as of June, 2014.
- Multi-university, interdisciplinary**,** federally funded project examines and tests educational outcomes, engagement and motivation through development and experimental testing of a custom video game. Incorporates faculty and professional expertise from the fields of communication, education, psychology, computer science, commercial game development, intelligence analysis, and linguistics.
- **My role**: game design management, manager social science team, lead report writer, co-analyst.
- **Funded**: 2 – 6 Ph.D. and M.S. students' full tuition and half-time stipend each semester, along with conference travel for students and faculty. Course buyouts, summer salaries.

October 2009 – October 2012. Intelligence Advanced Research Projects Activity. *Virtual World to Real World Inferences: Multi-Variant Analysis of Leadership, Gender, and Related Player Characteristics through the Lens of Group Dynamics.* PI K. Reene. CSU PI: **R.M. Martey**; Co-PIs. J. Stromer-Galley, M. Consalvo, T. Strzalkowski. ~$2,000,000 total project funding. ~$600,000 CSU portion.

- Multi-university, interdisciplinary**,** federally funded project incorporating communication, linguistics, and computer science, that identifies relationships among behaviors in online virtual worlds such as communication, avatar design and movement, and offline characteristics such as age, gender, education, leadership and social conformity.
- **My role**: primary game and research designer/ programmer. Principal statistical analyst; lead report writer.
- **Funded**: 2-6 Ph.D. and M.S. students' full tuition and half-time stipend each semester, along with conference travel for students and faculty. Course buyouts, summer salaries.

Un-Funded Projects as PI or CoPI

2021. *National Science Foundation (NSF).* Graduate Training Program in Virtual and Augmented Reality to Optimize the Future-of-Work. PI: Franscico Ortega. Co-PIs: Clegg, B., **Martey, R.M.,** Malinin, L., Beveridge, R., Blanchard, N., Tornatzky, C., and Wickens, C. Funding Opportunity Number: NSF 19-522. ~$2 million total funding.

- Development and testing of a CSU graduate training program in virtual reality (VR, AR, virtual worlds, etc.) design and development. It combines courses from computer science, psychology, design, and communication to train 25-30 students over 5 years. Graduates of the program will be well-prepared to conduct research into the individual and broader societal impact of XR systems as well as to develop and implement XR systems in various industries.
- **My role**: Lead social science and game studies training development and assessment. Co-lead internal evaluation of project impact and success.
- **Not funded.**

2020. *Defense Advanced Research Projects Agency (DARPA).* COSSI: Cognitive Social Simulation. PI: T. Strzalkowski. Co-PI: R.M. Martey. $4.5 million total funding. ~$1.5 million CSU portion.

- Multi-university, interdisciplinary project exmining real world social media activity and community formation to identify influences on opinion formation, susceptibility to influence, and the source, impact, and reliance on external information. Uses natural language processing, machine learning, social science coding, and quantative and qualitative analyses to identify groups, leaders, followers, and influencers.
- **My role**: Co-lead in social science analysis and testing, theoretical framework development, and primary contributor to proposal writing.
- Not funded.

June, 2015. *Virtual Environments for Leadership Identification and Development.* United States Army Research Institute (ARI) for the Behavioral and Social Sciences. PI: B. Clegg. Co-PIs: R. Martey, J. Stromer-Galley, K. Kraiger. $700,000 requested funding. $500,000 CSU portion.

- Multi-university, interdisciplinary project examining models of leadership development and training within virtual environments and the transfer of development from virtual to real-world situations.
- **My role:** Co-lead proposal writer, lead graphical and task design. Lead behavioral assessment design and measurement. Experimental design and data collection.
- Not funded.

December, 2014. *Assessing Collaborative Learning and Automated Feedback in Online Education using the Tools for Higher Education Ensemble Assessment*. National Science Foundation. PI: J. Stromer-Galley. Co-PIs. R. Martey, T. Strzalkowski, K. Kenski. $451,000 requested funding. $37,000 CSU portion.

- Multi-university, interdisciplinary project examining how automated language processing tools implemented through game-based designs can enhance online learning.
- **My role**: Co-lead proposal writer; lead report writer; lead game-based learning designer; lead graphical interface designer. Experimental design and data collection. Statistical analyses. Budgeting CSU portion.
- Not funded.

December, 2014. *Virtue in the Virtual Arena (ViVA): The Ethics and Integrity of Self-Representation in World of Warcraft*. Templeton Religion Trust, "The Self, Motivation, and Virtue" program. PI: Martey, co-PIs: C.K. Steele, S. Sloane, D. Thompson, D. E. Wittkower, Banks, J., Gray, K. $189,980 requested funding.

- Multi-disciplinary, multi-university project examining communication, narrative, and social norms in online multiplayer game and related blogs through textual analysis and in-depth interviews.
- **My role**: Lead project design; lead survey development; lead interviewer; lead statistical and interview analyses; lead report writer. Budgeting.
- Not funded.

Related Independent Contracts

Fall 2012 – Fall 2013. Poudre Valley Health System. Independent consultant for mobile application/game design and evaluation as part of a community health initiative to improve healthy habits.

September 2011 – March 2012. LEGACY Foundation. Independent consultant for evaluation and design of *Flavor Monsters*, a mobile game developed as part of the truth campaign aimed at reducing youth smoking. Project funded by the Center for Disease Control.

Internally-Funded Awards

CLA Equity Dialogs. $9,780. 2022 – 2023. Funded by CSU Office of Inclusive Excellence (OIE) with additional support from CLA. Developing a series of discussion panels in CLA featuring DEIJ topics for a college-wide audience. Includes facilitator training for 10 faculty. With Elinor Light, CLA Associate Dean for Student Success.

Institutional Diversity Strategic Plan Mini-Grant. $1,000. 2019. Sponsored by the Office of the Vice President for Diversity, this award provides funds matched by CLA for activities related to the CLA strategic plan for diversity.

Graduate Mentorship Award. Mentorship program creation. $1000. 2019.

Graduate Recruitment Award. Recruitment and outreach of graduate students. $600. 2016.

Talking Politics, Talking Participation: Social norms around political exchanges on Facebook, PI. Martey, CSU Center for Research on Communication and Technology, $2,000. 2011

JTC 211 and JTC 326 Course Redesign, co-PIs. Martey and M. Kim, CSU Provost's Course Redesign Competition, The Institute for Learning & Teaching (TILT), $15,000 from TILT, with additional $9,500 funding from JMC. August 2010 – June 2011

Information Overload and Seeking Health Information Online (renewal), PI. Martey, CSU Center for Research on Communication and Technology, $2,000. 2007

Information Overload and Seeking Health Information Online, PI. Martey, CSU Center for Research on Communication and Technology, $2,000. 2007

Internally Funded Competitive Travel Awards

Colorado State University, College of Arts and Sciences, Fall, 2016, $1,600
Colorado State University, College of Arts and Sciences, Spring, 2016, $2,000
Colorado State University, College of Arts and Sciences, Fall 2010, $900
Colorado State University, College of Arts and Sciences, Summer 2010, $1120
Colorado State University, College of Arts and Sciences, Summer 2009, $950
Colorado State University, College of Arts and Sciences, Spring 2008, $1450
Colorado State University, College of Arts and Sciences, Fall 2007, $750
Colorado State University, College of Arts and Sciences, Spring 2007, $850
Colorado State University, College of Arts and Sciences, Fall 2006, $1200
Colorado State University, College of Arts and Sciences, Summer 2006, $1780

PAPERS PRESENTED/SYMPOSIA/INVITED LECTURES/PROFESSIONAL MEETINGS

Invited Lectures

2021.   Invited speaker and organizer. *Annenberg Conversations about Gender*. Public (virtual) panel. Annenberg School for Communication (ASC), University of Pennsylvania (~60 attendees; posted on ASC YouTube channel. https://youtu.be/xVqRB0OnDpI)

2020   Academic Freedom and Inclusive Pedagogy: The 2020 Initiative. Given to University Advancement (~75 attendees). Co-speaker (with Ryan Claycomb).

2020   Academic Freedom and Inclusive Pedagogy: The 2020 Initiative. Given to CLA alumni (about

25 attendees). Co-speaker (with Ryan Claycomb).

2017   Invited Moderator, *Asma Khalid from National Public Radio*, CSU Office of International Programs, Fort Collins, CO

2016   Invited speaker, *Multiculturalism Matters: Guides for diversity and inclusion for media makers*. CSU External Relations, Fort Collins, CO.

2016   Guest lectures, JTC 490. 4 guest lectures, *Multiculturalism Matters promotional plans.* CSU, Fort Collins, CO.

2015   Invited speaker, *What can we learn from games?*, Lesher Middle School, Fort Collins, CO.

2013   Invited speaker, *Games and Research*, Blevins Middle School "Scientists Making a Positive Impact" series, Fort Collins, CO

2012   Invited Speaker. *The Future of Using Video Games to Learn about Human Behavior*. FutureVisions, ISTeC . Full day conference, held on the CSU campus, features academic and corporate guest speakers who are experts in their fields.

2012   Invited Guest Lecture, PSY 437 Psychology of Gender. *Performing gender in online spaces*.

2011   Invited Keynote speaker, *Applying Game Design Principles to Research, Teaching, and Outreach*, Association for Communications Excellence in Agriculture, Natural Resources, and Life and Human Sciences, ACE/NETC ver 2.011, Denver

2011   *Getting Inside the Game: Video Games and Student Life*, Department of Student Affairs Mid-Year Director's Retreat: Students, Today, Tomorrow, and in the Future, Colorado State University, Fort Collins, CO

2010   *Online Research and Ethical Considerations of Working with Human Subjects*, Internal Review Board Retreat, Colorado State University, Fort Collins, CO

2010   *Game On! Engaging Students through Play-Oriented Learning*, The Institute of Teaching and Learning Teaching with Technology Series, Colorado State University, Fort Collins, CO

2009   *'What's on your Mind' Really? Identity, Social Norms, and Self-Expression in Online Spaces*, Women's Studies Colloquium, Colorado State University, Fort Collins, CO

Competitive Presentations

2023   Rosa Mikeal Martey, The Secret of Success is Showing Up: How to craft classroom attendance policies that accommodate difference and promote engagement. With Michael Childers, Roze Hentschell, Annie Krieg, Elinor Light, and Amanda Wright. Professional Development Institute, Colorado State University, Fort Collins, CO.

2009   Rosa Mikeal Martey. *MeDLi Online: A Collaborative Environment for Thinking, Learning and Talking about Media and Diversity*, 9th Annual Diversity Conference, Colorado State University, co-Presenter, Fort Collins, CO

2006   Rosa Mikeal Martey. *Taking Control of Your Job Search: Identity and Flexibility Online,* 6th Annual Diversity Conference, Colorado State University, Presenter, Fort Collins, CO

Selected Conference Papers

2023   Kelly, B., Batmaz, A.U., Ortega, F.R., **Martey, R.M.,** Tornatzky, C. & Humphrey, M. *Emphasizing the human in human computer interaction: Oddities in results of an AR training study*. ACM CHI Conference on Human Factors in Computing Systems, Hamburg, Germany. April 23-28.

2022   Brandon, M. & **Martey, R.M.** *#FreeBritney, Meghan, and Simone: A comparative analysis of how Britney Spears, Meghan Markle, and Simone Biles just said no*. Annual Meeting of the National Communication Association, New Orleans, LA, November 19.

2019   Boichak, O., Canzonetta, J., Sitaula, N., McKernan, B., Taylor, S.M., Rossini, P., Clegg, B. A., Kenski, K., **Martey, R. M.,** McCracken, N., Østerlund, C., Myers, R.A., Folkestad, J.E., Stromer-

Galley, J. *Beyond the medium: Rethinking information literacy through crowdsourced analysis.* 52nd Hawaii International Conference on System Sciences (HICSS). Grand Wailea, Maui, Jan. 8 – 11.

2018   Scott, S. Anderson, C., Leslie, G., King, J. **Martey, R.M.**, *Neurofeedback during Artistic Expression as Therapy*. Seventh International BCI Meeting, Pacific Grove, California, May 23.

2018   Stromer-Galley, J., **Martey, R.M.**, Banks, J., Wu, J. *Communicating leadership in immersive digital environments.* 6th Annual Conference of the International Communication Association, Prague, Czech Republic, 24-28 May.

2017   **Kaye, B., Gomez, K., Howard, L., **Martey, R.M**. *Do you hear what I hear? A case for a reconceptualization of cognitive film analysis.* Paper presented at the annual meeting of the National Communication Association, Dallas, TX, Nov. 16-19, 2017. **Top paper, Theatre, Film, and New Multi-Media*

2017   **Kaye, B., **Martey, R.M**., Howard, L. *Waking up from the American Dream: The discursive exclusion of space for colonia residents.* Paper presented at the annual meeting of the National Communication Association, Dallas, TX, Nov. 16-19, 2017. **Top paper, Latina/o Communication Studies*

2017   Raftery, C., Scott, S., Martey, R.M. *The haunted dispansion: Ghost protests and activism in the digital era.* Paper presented at the annual meeting of the International Association for Media and Communication Research, Cartagena, Colombia, July 16-20, 2017.

2016   **Martey, R.M.,** Stromer-Galley, J., McKernan, B., Wu, C., Shaw, A. *Gamer rules: Boundaries and rationales of what makes a 'gamer'.* Paper presented at the Association of Internet Researchers, Berlin, Germany, October 9-14, 2016.

2016   **Martey, R.M.,** Stromer-Galley, J., Shaw, A. McKernan, B. Saulnier, T., McLaren, E., Rhodes, M., Folkestad, J., Taylor, S., Kenski, K., Clegg, B., & Strzalkowski, T. *Hitting the sweet spot: How balancing types of learner struggle can enhance learning outcomes for an educational game.* Paper presented at the International Communication Association conference, Fukuoka, Japan, July 9-13, 2016.

2016   **Banks, J., & **Martey, R.M.** *Coping with [r]evolution in online games: Vulnerability and resilience responses to perceived risk in MMO game expansions.* Paper presented at the annual convention of the Eastern Communication Association, Baltimore, MD. **Top paper, Communication and Technology Division*

2015   Gordon, R., Kopecky, J., Veinott, E., Bush, R., Strzalkowski, T., **Martey, R.M.,** & Stromer-Galley, J. *Getting Sirius about higher education training: Lessons learned from a large scale team approach to game research.* Paper presented at Games + Higher Education + National Impact conference, Washington, D.C., December 10-11.

2015   Stromer-Galley, J., **Martey, R.M.,** Banks, J., Wu, J. *Communicating leadership online: Examining three facets of leadership in two virtual worlds.* Paper presented at the International Communication Association conference, San Juan, Puerto Rico, May 21-25.

2015   **Martey, R.M.,** Steele, C. K., Sloane, S., Wittkower, D. E. *Virtue in the virtual arena: Contributions of code, language, and norms to identity ethics in World of Warcraft .* Paper presented at the International Communication Association conference, San Juan, Puerto Rico, May 21-25.

2015   McKernan, B., **Martey, R.M.,** Stromer-Galley, J., Shaw, A., Saulnier, T., Folkestad, J., Kenski, K., Rhodes, M., Clegg, B., & Strzalkowski, T. *We don't need no stinkin' badges: The impact of reward features and feeling rewarded in educational games.* Paper presented at the International Communication Association conference, San Juan, Puerto Rico, May 21-25.

2015   Banks, J. & **Martey, R.M.** *Multiphrenic mages? Examining assumptions of the postmodern self in an online gaming context.* Paper presented at the International Communication Association conference, San Juan, Puerto Rico, May 21-25.

2015   Clegg, B. A., McKernan, B. Rhodes, M. G., Taylor, S., **Martey, R.M.,** Stromer-Galley, J., Kenski, K., Saulnier, T., Folkestad, J. E., McLaren, E., Shaw, A., & Strzalkowski, T. *Effective*

mitigation of anchoring bias, projection bias, and representativeness bias from serious game-based training. Paper presented at the 7th International Conference on Applied Human Factors and Ergonomics, 27-31 July.

2015   Shaikh, S., Strzalkowski, T., Stromer-Galley, J., Liu, T., & **Martey, R.M.** *Modeling leadership behavior of players in virtual worlds*. Paper presented at the Eleventh AAAI Conference on Artificial Intelligence and Interactive Digital Entertainment, Santa Cruz, California, November 14-18.

2014   Clegg, B., **Martey, R.M.,** Folkestad, J., Stromer-Galley, J.; Kenski, K.; Saulnier, T.; McLaren, E., Shaw, A., Lewis, J., Patterson, J., Strzalkowski, T. *Game-based training to mitigate three forms of cognitive bias*. Paper presented at the Interservice/Industry Training, Simulation and Education Conference (I/ITSEC). Orlando, FL, December.

2014   Saulnier, T., **Martey, R.M.,** Shaw, A., McLaren, E., Stromer-Galley, J., & Strzalkowski, T. *Game design: Art and science*. Paper presented at The Annual International Academic Conference on Meaningful Play, East Lansing, MI, October.

2014   Bush, R., Symborski, C., **Martey, R.M.,** Saulnier, T. Veinott, B. *Tuning the knobs and dials: Empirically maximizing features for serious games.* Paper presented at the Games – Learning – Society (GLS) conference, Madison, WI, June 11-13.

2014   **Martey, R.M.,** Shaw, A., Stromer-Galley, J., Kenski, K., Clegg, B., Folkestad, J., Saulnier, T. and Strzalkowski, T. *Testing the power of game lessons: the effects of art and narrative on reducing cognitive biases*. Paper presented at the Digital Games Research Association (DiGRA) Conference, Snowbird, UT, August.

2013   Stromer-Galley, J., Clegg, B., Shaw, A. **Martey, R.M.**, Folkestad, J. Kenski, K., & Strzalkowski, T. *Serious efforts at bias reduction: The effects of digital games and avatar customization on three cognitive biases.* Paper presented at the annual meeting of the National Communication Association, Washington, DC.

2013   **Martey, R.M.**, J. Stromer-Galley, J. Banks, J. Wu, M. Consalvo, and D. Castillo. *Dwarf acts like a lady: The importance of gender roles in understanding gender switching and player behavior.* Association of Internet Researchers 14. Denver, CO.

2012   **Martey, R.M.**. *Methods and technologies for studying communication and behavior in virtual worlds*. Five-paper panel. Association of Internet Researchers 13, Manchester, UK.

2012   J. Banks, **Martey, R.M.**, S. Lovaas, J. Champ. *The Shattering: Individual experience and social construction of a virtual world catastrophe*. Association of Internet Researchers 13, Manchester, UK.

2011   J. Stromer-Galley, **Martey, R.M.**, K. Reene, M. Consalvo, M. Weihman-Purcell, T. Strzalkowski. *Identifying social conformists in a virtual world*, Association of Internet Researchers 12, Seattle

2011   **Martey, R.M.**, J. Stromer-Galley, M. Consalvo, K. Reene, M. Weihman-Purcell & T. Strzalkowski, Shiflett, K., Wu, J., Banks, J., Small, S., & Ferguson, M. *Gamer Culture versus the culture of the game: An analysis of player behavior and gamer identity in Second Life*, Association of Internet Researchers 12, Seattle

2011   J. Banks & **R.M. Martey**, *The happiest day of my Second Life: Performances of romantic relationships in second life public profiles*, Association of Internet Researchers, Seattle

2011   **Martey, R.M.**, *Playing to the audience: Designing the self in virtual worlds*. International Communication Association, Boston

2010   **Martey, R.M.** & M. Consalvo, *Through the looking-glass self: Group identity and avatar design in Second Life*, The Online Video Game: New Space for Socialization, Montreal

2009   **Martey, R.M.,** *Publish Together or Perish Alone: Collaboration and productivity in academia*, International Association for Media and Communication Research Annual Conference, Mexico City

2008   **Martey, R.M.** & J. Stromer-Galley, *Perceiving digital space: The role of visual-spatial context*

in online interaction, International Association for Media and Communication Research, Stockholm

2007   **Martey, R.M.**, *Job-searches in communicative context: Gendered processes of information-seeking online*, International Association for Media and Communication Research, Paris

2007   **Martey, R.M.** & P. Seel, *Integrating theory and hands-on practice in the introductory visual communication course*, VisCom, Estes Park, CO

2005   **Martey, R.M.** *Beyond Boy-Girl-Boy-Girl: Re-thinking measurements of gender for quantitative analysis*, International Communication Association, New York

2003   J. Stromer-Galley & **R.M. Martey**, *3D Chat: The next generation of social interaction online?* Digital Media and Communication Conference, Annenberg School for Communication, University of Pennsylvania, Philadelphia

2003   **R. Mikeal** & J. Stromer-Galley, *The digital doll house: Normative behavior in the Sims Online,* Association of Internet Researchers, Toronto

2001   **Martey, R.M.**, *Sexing political information: Knowledge gap theories and gender effects in an information society*, International Association for Media and Communication Research, Budapest

2001   **Martey, R.M.**, *Suspended in the web between chaos and structure: The emergence of complexity on the internet.* International Association for Media and Communication Research, Budapest

2001   **Gross, R.M.** & S. Sherr, *Talking politics/talking religion: Religion in the 2000 presidential campaign*, International Association for Media and Communication Research, Budapest

2000   **Gross, R.M.** & O. H. Gandy, Jr., *Congressional Hearings: The case of workforce training,* International Association for Media and Communication Research, Singapore

2000   **Gross, R.M.**, K. Kenski & K. H. Jamieson, *Inconsistent consensus: A communication perspective on the valence-issue paradigm*, International Communication Association, Acapulco, Mexico

OTHER ACTIVITIES/ACCOMPLISHMENTS

2022. *Trackable Reasoning and Analysis for Crowdsourcing and Evaluation*. Patent. Declaration (37 cfr 1.63) for utility or design application using an application data sheet (37 cfr 1.76).
Pantent holders: Stromer-Galley, J., McKiernan, B., Osterlund, C., Schooler, L., Folkestad, J., Clegg, B., **Martey, R.M.**, Kenski, K., Meyers, R., Taylor, S.

> **Description**: System may facilitate stigmergic coordination and communication from crowd workers and/or may support reasoning and decision making. The TRACE system may integrate crowdsourcing and STs to strengthen intelligence analysts' reasoning and decision-making processes as well as improve the decisions that analysts and their customers make based on those processes.

TEACHING (past 5 years)

Year	Semester	Course No./Title	Cr. Hrs.	Enrollment
2018	Fall	JTC 460 – Media Development (capstone)	3	18
2018	Fall	JTC 365 – Trends in Digital Communication	3	25
2019	Spring	JTC 602 – Social & Cultural Comm Theoy	3	7
2019	Fall	JTC 698 – Research	3	8
2019	Fall	JTC 798 – Research	3	1
2020	Spring	JTC 316 – Multiculturalism & the Media	3	42
2020	Fall	JTC 316 – Multiculturalism & the Media	3	33
2021	Spring	JTC 601 – Social & Cultural Theories	3	10
2021	Summer	JTC 316 – Multiculturalism & the Media	3	13
2021	Fall	JTC 698 – Research	3	12
2022	Spring	JTC 316 – Multiculturalism & the Media	3	42
2022	Spring	JTC 601 – Cognitive Theories	3	10
2022	Fall	JTC 698 – Research	3	9

STUDENT ADVISING/GRADUATE SUPERVISION

UNDERGRADUATE STUDENTS:
14 Current Undergraduate Advisees

GRADUATE STUDENTS:
Current Active Graduate Advisees (8 + 2 temp):
Melissa Brandon, Ph.D. – Active, working on proposal (comprehensive exams complete)
Chris Raftery, Ph.D. – Active, writing proposal (comprehensive exams complete)
Stephanie Scott, Ph.D. – Active, finishing classes
Stephanie Train, Ph.D. – Active, writing proposal
Brad Kaye, PhD – Active, writing proposal (comprehensive exams complete)
Carson Cooper, M.S. – Active, writing final thesis
Samantha David, M.S. – Active, writing proposal
Sarah Kubiak, M.S. – Active, writing proposal
Kim Gomez, M.S. – Re-activated fall 2019, writing proposal

Liz Mitchell, Ph.D. (Temporary advisor)
Jacob Faulkner, M.S.. (Temporary advisor)

       Ashley Moore, Ph.D. – Leave of absence, 2021-2022

Current Graduate Committee Memberships (13, excluding those chaired):
      6 M.S./M.A. as outside member
      2 M.S. as JMC inside member
      3 Ph.D. as outside member
      2 Ph.D. as JMC inside member

Degrees completed under my supervision as chair:
      Ph.D. (2):
- Heidi Huntington (2017). *The affect and effect of internet memes: Assessing perceptions and influence of online user-generated political discourse as media*
- Jamie Banks (2013). *Human-technology relationality and self-network organization: Players and avatars in World of Warcraft*

      M.S. (12):
- Stephanie Scott (2022). *The power of art for communicating complex health technologies.*
- Sean McDermid (2019). *The halo effect of the website experience: Examining the impact of aesthetics and usability beyond the page.*
- Marie Allen (2018). *Sharing health-related stigma through selfies and its perceived potential for de-stigmatization*
- Adam Walsh (2017). *"I see what you're saying": Examining self-disclosure and nonverbal communication in digital environments*
- Anna Gerber (2017, Plan B). *Strategic fundraising communication plan for the Office of International Programs at Colorado State University*
- June Macon (2017). *User-generated content: An examination of users and the commodification of Instagram posts*
- Meghan Norton-Swalla (2015, Plan B). *Strategic planning for the Loveland Sculpture Invitational*
- Kate VanWyngarten (2012). *New participation, new perspectives? Youth's political engagement using Facebook*
- Ashley Blickenstaff (2011). *I'm fairly credible, don't you think? A study of the effects of gendered language on source credibility and persuasion*
- Jessica Larsen (2010). *Adolescents and nutrition information-seeking: The role of the internet*
- Brooke Schledewitz (2007). *The road to inclusion and acceptance: Experiences of women in the sports journalism profession*
- Lisa Cantrup (2007). *Web search strategies by women versus men*

Descriptions of Current Mentoring Activities
- Regularly (2 – 8 times per semester) meet with non-advisee graduate students to discuss research design, papers, and thesis or dissertation work.
- Faculty supporter for JMC peer mentoring program (Grad Greenhouse)

UNIVERSITY COMMITTEE MEMBERSHIP

Department Committees

JMC Tenure & Promotion Committee, **Chair**, fall 2018 – present; member 2012-2014

JMC Merit Committee, **Chair**, 2022-2023; 2019-2020; 2012 – 2013; member, 2007-2008; 2011-2013; 2014-2015; 2018-2019

JMC Graduate Committee, member, fall 2012 – present

JMC Diversity Committee, member, 2006 – present

Ad-hoc committee for Capstone development, **Chair**, spring 2014 – 2021;

JMC Faculty Search Committee, member, fall 2012; 2013; 2015

Ad-Hoc Department Committee for the JMC web site, member, 2008-2010

JMC Information Technology Committee, member, 2006-2010

JMC Library Committee, member, 2006-2007

College Committees

CLA Management Committee, member, summer 2022 – present

CLA Executive Committee, member, summer 2022 – present

CLA Council of Chairs, member, summer 2022 – present

CLA Committee for Equity Advocacy, co-chair, fall 2020 – present

CLA Tenure & Promotion Committee, member, fall 2020 – present

CLA Open Door Pedagogy Network, Chair, fall 2020 – present

CLA Featured Faculty Symposium, Founder and Chair, 2019 – present.

CLA Fall 2020 Inititative, co-Chair, 2020 – present.

University Committees

Academic Equity & Inclusion Network, 2019 - present

eSports Curriculum Planning Working Group, 2018 – 2021

President's Commission on Diversity & Inclusion, 2019 – 2021

CSU Grievance Panel, Elected JMC Representative, 2018 – 2021

Information Science & Technology Center (ISTeC) University committee, member, 2007-2009

Advising and consulting for CSU Human Subjects Review board, 2012

SERVICE ROLES

Faculty Coordinator for Diversity & Inclusion, 2019 – present

This role is a half-time position selected by comeptitive application. It reports to the Dean of the College of Liberal Arts. Responsible for coordinating diversity and inclusion activities across faculty, staff, and students in cooperation with the CLA Associate Deans and participating in campus-wide diveristy initiaitive and groups.

As part of this role, I am on the college Management Committee, the Executive Committee, and the Council of Chairs.

PROFESSIONAL AFFILIATIONS AND ACTIVITIES (past 5 years)

Selected Professional Development Workshops and Trainings

Conflict Responses, Colorado State University. Spring 2023.

Holistic Review Workshop, Graduate School. Colorado State University. Fall 2022. Revewing graduate applications.

Faculty Mentoring Graduate Students: Career Education Workshop, Colorado State University. Fall 2022.

Grad Student Mental Health and Well-being Data and Resources, Colorado State University. Spring 2022.

Recognize and Respond to Bias Workshop, Colorado State University. Fall 2022.

Jewish Inclusion Workshop, Colorado State University. Spring 2022.

Transforming Hispanic Serving Institutions, Colorado State University. Spring 2022.

Difficult Dialogues in the Classroom: Successfully Intervene with Groups Who are Unable to Dialogue, Colorado State University. Fall 2021.

EnCircle: Mentoring Circles, Colorado State University. Fall 2022. Peer mentoring with a focus on classroom and advising topics.

Professional Training Long-Form Courses

CLA Leadership Development Symposium. Colorado State University. Summer 2022. 15-hour course on university leadership. Developed a project creating a series of support materials for graduate students in JMC (with Ashley Anderson).

Social Justice Leadership Institute, Colorado State University. Summer 2019. A 16-hour training seminar that trains faculty and staff in inclusive leadership practices.

CSU Intergroup Relations Institute, Colorado State University. Summer 2019. A 24.5-hour training for CSU faculty focused on intergroup communication and interaction, focusing on teaching practice.

Faculty Institute for Inclusive Excellence, Colorado State University. Spring 2019 – An 18-hour training seminar focusing on diversity and inclusivity in teaching and advising. Includes thte creation of a substantial project intended to provide diversity and inclusion resources to the CSU community and a public presentation of the project. Upon completion of the project, named Fellow of the Faculty Institute for Inclusive Excellence.

External Board and Committee Memberships

2019-present. Associate Editor. *Journal of Sociotechnical Critique.*

2018 – 2020. Associate Editor, *Human Technology.*

2018 – 2019. Reviewer and panelist, National Science Foundation (NSF) Division of Research on Learning in Formal and Informal Settings.

2016 – 2018. Organizing Committee, International Association for Relationship Research (IARR)

2015 – 2017. Promotions Chair, Game Studies Division, National Communication Association.

2014, 2016 – Doctoral Colloquium advisor, Association of Internet Researchers.

Manuscript referee

Association of Internet Researchers; International Communication Association; National Communication Association; *Game Studies*, *Sex Roles*, *Journal of Computer-Mediated Communication*; *Information, Communication & Society*; *Journal of Communication*; *New Media and Society*; *Cyberpsychology & Behavior*; *Feminist Media Studies*.

Professional Memberships

2011 – present. Member, Association of Internet Researchers.

1999 – present. Member, International Communication Association

1999 – present. Member, National Communication Association.

OTHER ACTIVITIES/ACCOMPLISHMENTS

Re-design and development of JMC Graduate Advising Manuals. 2022. Conducted interviews with graduate students and faculty to re-write and re-design the layout for department advising manuals and associated forms for Ph.D. and M.S. programs.

Co-Chair, CLA Equity Dialogs. December 2022 – present. Funded by CLA and Office of Inclusive Excellence (OIE). With Elinor Light, CLA Associate Dean for Student Success. Developing a series of discussion panels in CLA featuring DEIJ topics for a college-wide audience. Includes facilitator training for 10 faculty.

Co-Chair, CLA 2020 Initiative Project. Jan – Dec., 2020. Sponsored by CLA. A group of 8 faculty charged with creating a series of online resources and lectures to provide trianing and engagement among faculty and staff around issues of the 2020 election and current political and social climate.

Chair and Founder, CLA Featured Scholarship Symposium. 2019 - present. Sponsored by CLA and the Office of the Vice President for Diversity, this program creates a mentorship program for CLA faculty in their first 3 years that matches them to senior scholars and hosts a panel of their academic work aimed at faculty and graduate students.

Chair and Founder. The Grad Greenhouse Peer Mentoring Program. 2019 – present. Initiated by a graduate student mentoring award from CSU, this program matches new JMC gradaute students with peer mentors and provides support for their mentoring activities. It also refurbished a JMC lab to be a casual meeting space with couches, coffee, and snacks to be used for a range of activities.

Moderator, Alumni Media Festival, Colorado State University, Fort Collins, CO, 2016

Judge, Multicultural Undergraduate Research, Art and Leadership Symposium (MURALS), 2016, 2017.

Vice President, Board of Directors, Open Stage Theatre, Summer 2012-present; member 2010 – 2015

Contest Judge, Moderator, Alumni Media Festival, Colorado State University, Fort Collins, CO, 2009-2011

Faculty Judge for CSU ISTeC High School Day, 2007-2010

Re-design and programming of JMC department website, 2008

Spring 2013 – present. Chorus member of the Larimer Chorale.

Fall 2010 – 2012. Chorus member of Rocky Mountain Chamber Singers.

Summer 2008, summer 2010. Chorus member for Opera Fort Collins fully staged production of *La*