

ASHLEY GUAJARDO

Office 205, Building 72, SLC, UT 84102 · 602-517-2739
ashley@eae.utah.edu · [LinkedIn](#) · www.amlbrown.com

A games user researcher, educator and helpful colleague who puts user experience above all else.

EDUCATION

MAY 2013

PHD IN SOCIAL SCIENCES, THE UNIVERSITY OF MANCHESTER

Tuition was fully funded by an internal University of Manchester grant which also provided living expenses.

Thesis: 'Sex Between Frames: An exploration of online and tabletop erotic role play', submitted 2012, awarded 2013.

DEC 2009

MASTERS OF ARTS IN SOCIOLOGY, THE UNIVERSITY OF MANCHESTER

Dissertation: 'Seriously Subversive or Playfully Pointless? An exploration of gender and sexual identity in World of Warcraft'

MAY 2008

BACHELOR OF SCIENCE IN SOCIOLOGY, ARIZONA STATE UNIVERSITY

Tuition was fully funded by an Arizona State University tuition waiver.

Honours Thesis: 'Getting Skintimate: The deconstruction of stereotypes regarding modified women'

EMPLOYMENT

JUL 2020 – CURRENT

ASSOCIATE PROFESSOR (LECTURING), UNIVERSITY OF UTAH

JUL 2016 – JUL 2020

ASSISTANT PROFESSOR (LECTURING), UNIVERSITY OF UTAH

AUG 2014 – AUG 2016

LECTURER (ASSISTANT PROFESSOR), BRUNEL UNIVERSITY LONDON

AUG 2012 – AUG 2014

GRADUATE TUTOR, THE UNIVERSITY OF MANCHESTER

AUG 2009 – AUG 2012

TEACHING ASSISTANT, THE UNIVERSITY OF MANCHESTER

AUG 2007 – MAY 2007

TEACHING ASSISTANT, ARIZONA STATE UNIVERSITY

STUDENT GAMES SUPERVISED

MAY 2021

SOULS OF THE WIND, WANDERING SPIRIT GAMES

https://store.steampowered.com/app/1573970/Souls_of_the_Wind/

APR 2021

TO HELL WITH IT, WIMPY IMP GAMES

https://store.steampowered.com/app/1567740/To_Hell_With_It/

APR 2021

ABYSS OF NEPTUNE, ABYSSMAL GAMES

https://store.steampowered.com/app/1562020/Abyss_of_Neptune/

APR 2021

AHRI & BEAR, CATDOG PRODUCTIONS

https://store.steampowered.com/app/1575060/Ahri_and_Bear/

APR 2021

LITTLE TRAVELER, LITTLE TRAVELER LLC

https://store.steampowered.com/app/1588460/Little_Traveler/

JUN 2020

ARCHITAC, SQUISH-FISH GAMES

<https://store.steampowered.com/app/1203160/ArchiTac/>

MAY 2020

CHROMALITION, ONE TASTEFUL SUCCULENT

<https://store.steampowered.com/app/1310270/Chromalition/>

MAY 2020

STRANGE CREATURES, CAT AND FIDDLE GAMES

https://store.steampowered.com/app/1255550/Strange_Creatures/

APR 2020

MYA OF THE DESERT, EMERGENCY ENTRANCE STUDIOS

https://store.steampowered.com/app/1255660/Mya_of_the_Desert/

APR 2020

WE WENT BACK, DEAD THREAD GAMES

https://store.steampowered.com/app/1218250/We_Went_Back/

JUL 2019

MEATY MCSKINBONES, TRILOT STUDIO

https://store.steampowered.com/app/1046370/Meaty_McSkinBones/

MAY 2019

HOCUS POTIONS, BOX CASTLE GAMES

https://store.steampowered.com/app/1059320/Hocus_Potions/

MAY 2019

SKY SHEPHERD, BOXCASTLE GAMES

https://store.steampowered.com/app/1060450/Sky_Shepherd/

MAR 2019

HARD LIGHT VECTOR, ACTUALLY A GAME COMPANY

https://store.steampowered.com/app/1034740/Hard_Light_Vector/

FEB 2018

A BOY AND HIS BEARD, PIXEL ISLAND

https://store.steampowered.com/app/708100/A_Boy_and_His_Beard/

MAY 2018

A WALK IN THE WOODS, SOMETHING DARK STUDIOS

https://store.steampowered.com/app/842420/A_Walk_in_the_Woods/

MAY 2018

MEGAMIX, BEATSIE BOYS

<https://store.steampowered.com/app/777140/MEGAMiX/>

MAY 2018

ORE, COUCH COSMONAUTS LLC

<https://store.steampowered.com/app/790130/ORE/>

MAR 2018

CLAWFACE, HATHOS INTERACTIVE

<https://store.steampowered.com/app/785130/Clawface/>

MAY 2018

LOGOUT, PLAYWRITE STUDIOS

<https://store.steampowered.com/app/798950/Logout/>

AUG 2017

SECONDS TO SQUARE, FAST FALL STUDIOS

https://store.steampowered.com/app/685200/Seconds_to_Square/

MAY 2017

DELIRIANT, MANIC INTERACTIVE

https://store.playstation.com/en-us/product/UP3295-CUSA07687_00-DELIRIANTPS4FULL/

APR 2017

THE CURSED REVOLVER, THE CURSED REVOLVER

https://store.steampowered.com/app/620670/The_Cursed_Revolver/

MAY 2017

THE FLAWS OF GRAVITY, ABSORBED STUDIOS

https://store.steampowered.com/app/628700/The_Flaws_of_Gravity/

APR 2017

TRAPPED WITH THE DOLLS VR, DESIGNATED PLAY SPACE

https://store.steampowered.com/app/624920/Trapped_With_the_Dolls_VR/

INTERACTIVE EXPERIENCES RESEARCHED IN MY LAB GAMES USER RESEARCH LAB, UNIVERSITY OF UTAH

JUN 2020

CRAFT LAKE CITY DIY FESTIVAL, CRAFT LAKE CITY

<https://craftlakecity.com/past-festivals/diy-festival-2020/>

JUN 2020

ARCHITAC, SQUISH-FISH GAMES

<https://store.steampowered.com/app/1203160/ArchiTac/>

MAY 2020

CHROMALITION, ONE TASTEFUL SUCCULENT

<https://store.steampowered.com/app/1310270/Chromalition/>

MAY 2020

STRANGE CREATURES, CAT AND FIDDLE GAMES

https://store.steampowered.com/app/1255550/Strange_Creatures/

APR 2020

MYA OF THE DESERT, EMERGENCY ENTRANCE STUDIOS

https://store.steampowered.com/app/1255660/Mya_of_the_Desert/

APR 2020

WE WENT BACK, DEAD THREAD GAMES

https://store.steampowered.com/app/1218250/We_Went_Back/

TEACHING AWARDS

AUGUST 2020

UNIVERSITY OF UTAH, SALT LAKE CITY

Letter of recognition from Dean of Engineering for Games User Research course evaluations being among the college's highest.

AUGUST 2019

UNIVERSITY OF UTAH, SALT LAKE CITY

Letter of recognition from Dean of Engineering for Games User Research course evaluations being among the college's highest.

JUNE 2018

UNIVERSITY OF UTAH, SALT LAKE CITY

Letter of recognition from Dean of Engineering for Games User Research course evaluations being among the college's highest.

JUNE 2016

HIGHER EDUCATION ASSOCIATION TEACHING FELLOWSHIP CERTIFICATE, BRUNEL UNIVERSITY LONDON

I passed a teaching certification training course and thesis project which awarded me membership in the Higher Education Association.

AUG 2014 – AUG 2015

BRUNEL STUDENT-LED TEACHING EXCELLENCE AWARD, BRUNEL UNIVERSITY LONDON

The undergraduate students nominated me for an award for best module/course and I won.

AUG 2014-AUG 2015

COLLEGE OF BUSINESS, ARTS AND SOCIAL SCIENCES TEACHING EXCELLENCE AWARD, BRUNEL UNIVERSITY LONDON

My mentor/supervisor recommended me for an excellence in teaching award and I won.

TEACHING GRANTS

APR 2018

LEARNING SPACES- STUDENT COMPUTING FEES, UNIVERSITY OF UTAH

Awarded \$26,620 to purchase eye-tracking hardware and software for user research lab.

NOV 2017

EYE AND HEADTRACKING HARDWARE FOR GAMES USER RESEARCH, UNIVERSITY OF UTAH

\$2837.25 grant awarded for the purchase of eyetracking hardware to teach students interested in Games User Research how to create and analyse heat maps.

OTHER AWARDS

APR 2018

ACTIVISION GIFT, ACTIVISION

Gifted \$15,000 to support GUR lab.

COURSES TAUGHT

PARENTHESIS INDICATE INSTRUCTOR AND COURSE SCORES FROM STUDENT EVALUATIONS

EAE 2100-002 INTRO TO GAME DESIGN, SPRING 2019, AUTUMN 2019, SPRING 2020, AUTUMN 2020, SPRING 2021, AUTUMN 2021

EAE 4500 CAPSTONE SENIOR PROJECT, AUTUMN 2016 (5.45/5.26)

EAE 4900-004 GAMES USER RESEARCH, AUTUMN 2017 (5.71/5.64), AUTUMN 2018, AUTUMN 2019, SPRING 2020, AUTUMN 2020, AUTUMN 2021

EAE 4900-010 USER INTERFACE, AUTUMN 2018 (5.86/5.93), AUTUMN 2019, AUTUMN 2021

EAE 4950-008 INDEPENDENT STUDY, NICKOLAS FORSTEIN AND JOSH MARCHAND DOING GAMES USER RESEARCH FOR OCTOTHOPE, UNDERGRADUATE STUDENTS, SPRING 2018

EAE 6000 GAME DESIGN 1, AUTUMN 2016 (5.19/ 4.36), AUTUMN 2017 (5.56/4.82), AUTUMN 2018 (5.55/5.03), AUTUMN 2019, AUTUMN 2020

EAE 6025 SERIOUS GAMES, SPRING 2017 (5.58/5.57), SPRING 2018, SPRING 2019

EAE 6100 RAPID PROTOTYPING, AUTUMN 2016 (5.18/4.86)

EAE 6120 GAME PROJECTS II, AUTUMN 2017 (5/4.66), AUTUMN 2018 (5.39/ 5.1), AUTUMN 2019, AUTUMN 2020

EAE 6130 GAME PROJECTS III, SPRING 2017 (4.94/4.43), SPRING 2018, SPRING 2019, SPRING 2020

EAE 6900 GAMES USER RESEARCH AND EXPERIENCE, SPRING 2017 (5.68/5.7), SPRING 2018, SPRING 2019, SPRING 2020

EAE 6900-024 USER INTERFACE, SPRING 2018 (5.75)

EAE 6950-011 INDEPENDENT STUDY, JAXON WHITTAKER DOING GAMES USER RESEARCH AT SONY, MASTERS STUDENT, SPRING 2018

BRUNEL- UG GAME GENRES, SPRING 2015, SPRING 2016

BRUNEL- GRAD GAME GENRES, AUTUMN 2015

BRUNEL- UG INTRODUCTION TO GAME STUDIES, AUTUMN 2015-SPRING 2016

BRUNEL- UG READING GAMES, AUTUMN 2014- SPRING 2015

BRUNEL- UG SOCIAL CULTURAL CONTEXTS OF VIDEOGAMES, AUTUMN 2014, AUTUMN 2015

BRUNEL- SOCIAL CULTURAL CONTEXTS OF VIDEOGAMES (MASTERS), SPRING 2015, SPRING 2016

BRUNEL- UNDERGRADUATE CAPSTONE CLASS, AUTUMN 2014, AUTUMN 2015

BRUNEL- GRADUATE DISSERTATION CLASS, SPRING 2015, SPRING 2016

COURSES DEVELOPED

THE FOLLOWING COURSES WERE CREATED OR CO-CREATED BY MYSELF. PARENTHESIS INDICATE INSTRUCTOR AND COURSE SCORES FROM STUDENT EVALUATIONS

EAE 4900-004 GAMES USER RESEARCH, AUTUMN 2017 (5.71/5.64)

EAE 4900-010 USER INTERFACE, AUTUMN 2018 (5.86/5.93)

EAE 6900-022 GAMES USER RESEARCH AND EXPERIENCE, WITH HELP FROM DR. KELLY BOUDREAU, UNIVERSITY OF HARRISBURG, SPRING 2017 (5.68/5.7), SPRING 2018 (??/?)- THERE WERE INSUFFICIENT COURSE EVAL RESPONSES TO GET A NUMBER)

EAE 6900-024 USER INTERFACE, SPRING 2018, WITH RACHEL LEIKER-WITTS

BRUNEL- UG AND GRAD GAME GENRES, SPRING 2015/ FALL 2015

BRUNEL- INTRODUCTION TO GAME STUDIES, AUTUMN 2015-SPRING 2016

PHD COMMITTEE MEMBER

D. JUAN FRANCISCO BELMONTE AVILA, UNIVERSIDAD DE MURCIA, SPAIN, JUNE 2015

TITLE: CORPOREIDAD, INDENTIDAD Y CULTURAL DIGITAL: GENERO Y SEXUALIDAD EN VIDEOJUEGOS

NINA FENG, CURRENTLY ADVISING, UNIVERSITY OF UTAH- COMMUNICATIONS DEPARTMENT, EXPECTED DATE OF COMPLETION MAY 2022

JASON DANIELS, CURRENTLY ADVISING, UNIVERSITY OF UTAH- ENGLISH DEPARTMENT, EXPECTED DATE OF COMPLETION MAY 2023

MENTORSHIPS

JOSH MARCHAND, CURRENTLY ADVISING, UNIVERSITY OF UTAH, 2019

MENTOR FOR GAMES USER RESEARCH. ASSISTED IN GETTING INTERNSHIP AT EPIC GAMES.

NOELLE JOHNSTON, CURRENTLY ADVISING, UNIVERSITY OF UTAH, 2019

ASSISTED WITH WOMEN IN TECH SCHOLARSHIP.

DANA WARE, CURRENTLY ADVISING, UNIVERSITY OF UTAH, 2018

ASSISTED WITH GETTING THE SERIOUS GAME PERSPECTIVES IN THE LEONARDO AS A LONG TERM EXHIBIT.

ANNIE CHERKAEV, CURRENTLY ADVISING, UNIVERSITY OF UTAH, SPRING 2018

MENTORING AND ASSISTING WITH WOMEN IN COMPUTING EVENTS.

KELLE LIMA, GRADUATED, UNIVERSITY OF UTAH, 2017-2018

MENTORING BY LOOKING OVER CV, HELPING NETWORK, TAKING HER TO URGENT CARE.

LALITHA GUNDAL, GRADUATED, UNIVERSITY OF UTAH, 2018

LOOKING OVER CV, UI PORTFOLIO.

PROFESSIONAL SERVICE

MAR 2010-MAR 2021

VICE PRESIDENT, GLOBAL GAME JAM

Responsible for taking meeting minutes, attending weekly executive meetings, and coordinating with game jam conferences.

MAR 2019-MAR 2021

EXECUTIVE BOARD MEMBER, GLOBAL GAME JAM

Hold the academic seat. Responsible for coordinating with game jam conferences.

SEP 2018-MAR 2019

FUNDRAISING LEAD, GAMES USER RESEARCH SUMMIT

Responsible for reaching out to corporate sponsors and financing the games user research summit. The fundraising goal is \$25,000.

SEP 2018- NOV 2018

REVIEWER, GAMES USER RESEARCH SUMMIT

Content reviewer for the summit programme.

JULY 2018-CURRENT

USER RESEARCH COORDINATOR, CLARK PLANETARIUM

Responsible for supervising GUR volunteers testing games at the Planetarium.

JUN 2018-JUN 2020

STEERING COMMITTEE, GAMES USER RESEARCH SIG, IGDA

Board member of the GUR special interest group of the International Game Developer Association.

SEP 2017-MAR 2018

FUNDRAISING LEAD, GAMES USER RESEARCH SUMMIT

Responsible for reaching out to corporate sponsors and financing the games user research summit. The fundraising goal was \$18,000 and I managed to raise \$20,550.

JAN 2017-CURRENT

REVIEWER, FOUNDATIONS OF DIGITAL GAMES

JAN 2015- CURRENT

REVIEWER, DIGITAL GAMES RESEARCH ASSOCIATION

MAR 2016- CURRENT

EDITORIAL BOARD MEMBER, GAMES AND CULTURE

NOV 2014- CURRENT

EDITORIAL BOARD MEMBER, JOURNAL OF GAMING AND VIRTUAL WORLDS

INTERNAL SERVICE

OCT 2020

DIVERSITY AND INCLUSION COMMITTEE, ENTERTAINMENT ARTS AND ENGINEERING, UNIVERSITY OF UTAH
Committee chair.

JAN 2019

LEARNING OUTCOME REVIEW, CURRICULUM COMMITTEE, UNIVERSITY OF UTAH
Reviewing learning outcomes on course syllabi.

NOV, DEC 2018

IRB TRAINING PRESENTATION ON RESEARCH ETHICS AND VR, INSTITUTIONAL REVIEW BOARD, UNIVERSITY OF UTAH

Gave an hour long presentation and workshop on the ethical issues involved in using virtual reality in research.

NOV 2018

WHITE PAPER ON DEMOGRAPHICS OF EAE STUDENTS, UNIVERSITY OF UTAH

Collected and analysed data about masters and undergraduate students. This eventually resulted in the Diversity page of the EAE website.

SEP 2018

CURRICULUM COMMITTEE, UNIVERSITY OF UTAH

Appointed to the curriculum committee.

JAN 2018

WHITE PAPER ON DEMOGRAPHICS OF EAE STUDENTS, UNIVERSITY OF UTAH

Collected and analysed data about masters and undergraduate students. This eventually resulted in the Diversity page of the EAE website.

DEC 2017

WHITE PAPER ON DEMOGRAPHICS OF EAE PLAY, UNIVERSITY OF UTAH

Undergraduate students and myself collected demographic data of the EAE Play Day attendees and I prepared a white paper which circulated faculty.

NOV 2017- NOV 2020

INSTITUTIONAL REVIEW BOARD MEMBER, UNIVERSITY OF UTAH

A member of Panel 1 for the IRB.

JAN 2017- JAN 2018

GLOBAL GAME JAM HOST, UNIVERSITY OF UTAH

I hosted 2017's Jam solo, and had the help of Rogelio Cardona Rivera in 2018.

CONSULTING

APR 2018

ROCKWELL, SALT LAKE CITY

Approached as a GUR expert to advise on VR project.

MAR 2018

ZYNGA, SAN FRANCISCO

Approached as a GUR expert to advise on a new project.

RESEARCH GRANTS

FEB 2019

ROCKWELL, SALT LAKE CITY

Awarded \$32,955.00 to complete a white paper on the effectiveness of training and VR sims.

MAY 2018

ROCKWELL, SALT LAKE CITY

Awarded \$23,825.00 to complete a white paper on the effectiveness of training and VR sims.

OCT 2016

NSF INNOVATION CORPS, NATIONAL SCIENCE FOUNDATION

\$3,000 seed grant to de-risk technology used for medical innovation. The study, 'Young Adults as Co-Designers for a Game to Reduce Cognitive Barriers to Sexual Healthcare Efficacy', involves working with at-risk juvenile incarcerated populations to reduce STI risk-taking behavior.

RESEARCH PUBLICATIONS

[Accepted] Guajardo, A. 2022. 'It Sucks for Me and it Sucks for Them: The Emotional Labor of Women Twitch Streamers. Submitted to Digital Games Research Association.

[Accepted] Guajardo, A. 2022. 'Animal Crossing'. *Chapter in 50 Key Video Games*. Routledge, New York.

[Accepted] Brown, A. 2022. "Gay for Play?: The Economy of Flirting Between Women Video Game Streamers" chapter in Wysocki, M. and Shook, S. 2022. *The Handbook of Games and Sexuality*. Routledge.

Brown, A. and Moberly, E. 2020. 'Twitch and Participatory Cultures' in *The Videogame Debate: Part 2*. Routledge, New York.

Brown, A. and Stenros, J. 2018. Sexuality and Erotic in Role-Play. In Zagal, J. and Deterding, S. *Role Playing Game Studies: Transmedia Foundations*. Routledge: New York, pp. 425-439.

Brown, A. and Stenros, J. 2018. Adult Play: The Dirty Secret of Grown Ups. *Games and Culture*. 13(3), pp 215-219.

- Brown, A. 2018. 'Salt Lake City, UT' in Grace and Gold 2018. Global Game Jam Stories. Global Game Jam, San Luis Obispo, CA.
- Brown, A. and Gallagher, R. 2018. 'Gaming and Sex' in Nixon, P. and Düsterhöft, I. K. (eds) *Sex in the Digital Age*. New York: Routledge.
- Brown, A. and Bidara, R. (eds). 2017. 'Transactions of the Digital Games Research Association Special Issue'. ToDiGRA 3(2).
- Brown, A. 2017. 'Videogames and Sex'. In Smith, C., Attwood, F. and McNair, B. *The Routledge Companion to Media, Sex and Sexuality*. New York: Routledge.
- Harviainen, J.; Brown, A. M. L. and Suominen, J. (2016) 'Three Waves of Awkwardness: A Meta-Analysis of Sex in Game Studies', *Games and Culture*, 11(3).
- Brown, A. (2015). *Sexuality in Role-Playing Games*. New York: Routledge.
- Mortensen, T.E., Linderöth, J. and Brown, A. (eds) (2015). *The Dark Side of Game Play*. New York: Routledge.
- Brown, A. (2015). 'Towards a Taxonomy of Sexy Analogue Play', *Analogue Game Studies*, 2(5).
- Brown, A. and Berg Marklund, B. (2015). 'Animal Crossing: New Leaf and the Diversity of Horror in Video Games', proceedings of the 8th Digital Games Research Association conference. 14 May 2015.
- Brown, A. (2015). 'Awkward: The importance of reflexivity in ethnographic methods'. In Lankoski, P. and Björk, S., eds. *Game Research Methods: An Overview*. ETC Press. Ch. 6.
- Brown, A. (2015). "He is Coming to the Wedding": Exploring Narratives of Love and Friendship Among Erotic Role Players in World of Warcraft. In Enevold, J. and MacCallum-Stewart, E. (2015). *Game Love*. McFarland & Company. Ch. 7.
- Brown, A. (2015) "'He is Coming to the Wedding': Exploring narratives of love and friendship among erotic role players in *World of Warcraft*". In E. MacCallum-Stewart and J. Enevold, eds. *Game Love*. McFarland Books. Chapter 7.
- Jones, M. and Brown, A. (2014) 'Expediency and Expendability: An exhumation of the morality of necromancy'. In Robichaud, C. ed. *Dungeons & Dragons and Philosophy: Blackwell Philosophy and Pop Culture Series*. Chapter 11.
- Brown, A. (2013) "'I Put on my Robe and Wizard Hat': A brief introduction to erotic role play (and the questions it raises)". *First Person Scholar Blog*. Found at: <http://www.firstpersonscholar.com/i-put-on-my-robe-and-wizard-hat/>

Brown, A. (2012). "No One-Handed Typing": An exploration of cheats and spoilsports in an erotic role play community in *World of Warcraft*. *Journal of Gaming and Virtual Worlds*, 4(3).

Brown, A. (2011). 'Players and the Love Game'. *Proceedings of the 5th Digital Games Research Association conference*. 17 September 2011. Found at: <http://www.digra.org/dl/db/11312.34300.pdf>.

Brown, A. and Temple, E. M. (2011). 'A Feminist Critique of Outdated Constructions of Gender: A response to Zucker et al. (1999)'. *Psychology of Women Section Review*. 13 (1).

Perry, N., Mitchell Kay, S., Brown, A. (2007) 'Continuity and Change in Home Literacy Practices of Hispanic Families with Preschool Children'. *Early Childhood Development and Care*. Volume 178, issue 1.

PRESENTATIONS

Guajardo, A. Usability and Accessibility Heuristics for a Games User Research Lab. Games User Research Summit 2021. Conference Paper, Refereed, Accepted, 05/20/2021.

Guajardo, A.; Hunter, A.; White, P.; Johnson, A. and Rigtrup, L. (2021). Mad Science on Trial. Presentation given to Fan X Salt Lake. Conference Paper, Refereed, Presented, 09/17/2021. <https://www.youtube.com/watch?v=uQlW3jEW0lg&t=962s>

Brown, A. Coping with Graduate School during Covid-19, School of Computing, University of Utah. Invited Talk/Keynote, Other, 02/12/2021.

Brown, A., Bayles, G., Kapral, A. and Vaghari Moghaddam, B. 2021. Supporting LGBTQ Events Online. Panel Discussion for FDG2021. 2-6 August 2021. Online.

Brown, A. and Ettehadieh, K. 2020. 5 Things women twitch streamers taught us about community in creative industries/ 5 Cosas Que las Streamers de Twitch Nos Enseñaron Sobre la Comunidad en las Industrias Creativas . Invited Talk/Keynote, Presented, 09/17/2020. <https://www.uninorte.edu.co/web/educacion-continua...>

Brown, A. (2020) Women in Computing Round Table. Invited Talk/Keynote, Presented, 09/10/2020.

Brown, A. and Olson, G. (2020). 'Why Developers Should Twitch Stream.' Invited talk given to the Salt Lake chapter of the International Game Developer's Association. EAE, Salt Lake City, 13 February 2020. Invited Talk/Keynote, Presented, 02/13/2020.

'The Unintended Consequences of Using Twitch as a University Professor', extended abstract given to Digital Games Research Association Conference, Ritsumeikan University, Kyoto, Japan, August 6-10 2019.

'Teaching with Twitch' workshop given to Digital Games Research Association Conference, Ritsumeikan University, Kyoto, Japan, August 6-10 2019.

'Cultural Differences in Sexual Health Games Across the Atlantic' talk given to Queerness in Games Conference, University of Southern California, Los Angeles, CA, 31 March- 1 April 2017.
'Medieval Performance and Child's Play: The Difficult Task of Preserving English Cultural Heritage through Games', paper given at Game History Symposium, UQAM Annexe, Montréal, QC, CA, 28-30 June 2016.

'Animal Crossing: New Leaf and the Diversity of Horror in Video Games', paper given at the 8th Digital Games Research Association conference, Leuphana University, Lüneburg, DE, 14-17 May 2015.

'Sex as Play' talk given and invited commentator at Adult Play Seminar, University of Tampere, Tampere, FI. 11-12 May 2015.

'Qualitative Methodology' lecture and workshop given at Utrecht Summer School, Utrecht University, Netherlands, 25-27 August 2014.

'The Sexual Adventure of Erotic Role Play' paper given at the Digital Games Research Association, Snowbird, Utah, 3-6 August 2014.

'Virtual Ludic Sexuality and the Home' talk given at AHRC funded expert workshop 'Culture, Value, and Attention at Home', at Liverpool Hope University, Liverpool, UK. 22 May 2014.

'Sex and Games' invited guest lecture at The University of Skövde, Skövde, Sweden. 13 May 2014.

'The Puberty of Games Studies' paper presented at Critical Evaluation of Games Studies Seminar at the University of Tampere. Tampere, Finland. 28-29th April 2014.

'The State of Games Studies' presentation at Update Show, The Landing, Media City, Salford, UK. 12 April 2014. Youtube video of the talk found here:
<http://www.youtube.com/watch?v=IDOXAdknMa0>

'Creativity, Companionship, and Masturbation: Overturning stereotypes of erotic role players in *World of Warcraft*.' Early Career Research Seminar, School of Social Sciences, The University of Manchester, Manchester, UK. 6 November 2013.

'Defragging the Methodology of Games Studies' panel chair at 6th Annual Digital Games Research Association conferences at Georgian Terrace Hotel. Atlanta, Georgia, USA. 26-29th August 2013.

'It Will Keep its Hands to Itself, Won't It?' NPC disciplinary responses to 'evil' player actions in Skyrim and transition to the mimicked Panopticon.' The Darkside Panel, Nordic DiGRA, University of Tampere, 8th June 2012.

'Threesomes, Waterfalls, and Healing Spells: The utility of magic, fantasy, and game mechanics in erotic role-play in World of Warcraft' paper presented at Role Playing in Games Seminar at the University of Tampere. Tampere, Finland. 10-11 April 2012.

'Show Me the Game Love!' workshop leader at Under the Mask, University of Bedfordshire. Luton, UK. 13th June 2012.

'Revisiting the Issue of Avatar Rape: Comparing past findings with new research from erotic role play communities in World of Warcraft' paper given at Console-ing Passions, Suffolk University. Boston, Massachusetts, USA. 19-21 July 2012.

'He's Coming to the Wedding': Exploring narratives of love and friendship among erotic role players in World of Warcraft' presentation at Lund University. Lund, Sweden. 14-18 November 2011.

'Players and the Love Game' presentation for the 5th Annual Digital Games Research Association conference at Utrecht School of the Arts. Hilversum, Netherlands. 14-17th September 2011.

'Lesbian Elves and Goblin Sex Machines' presentation at Under the Mask, University of Bedfordshire. Luton, UK. 2nd June 2011.

'No One-handed Typing' presentation at Multi.player, University of Hohenheim. Stuttgart, Germany. 21-23rd July 2011.

'The Future of Confusion' a presentation on cybergoth culture given to Sociology of Popular Music second year undergraduate class at The University of Manchester. Manchester, UK. 18 March 2011.

'What was your motivation to have your character raped and then eaten?': Ethical and methodological challenges to online and video game research' presented at a sociology PhD student seminar at The University of Manchester. Manchester, UK. 15th November 2010.

'Romancing the Avatar: A sociological look into how group dynamics influence the sexuality of play' presented at a sociology PhD student seminar at The University of Manchester. Manchester, UK. 26 April 2010.

'I am Druid, Hear Me Roar!' Introducing young women in gamer grrl communities' presented at Young Feminisms PhD seminar at The University of Manchester. Manchester, UK. 11 May 2010.

'Huizinga's concept of a 'magic circle' of gaming applied to a massive multiplayer context' presented at Playthings... at The University of Manchester. Manchester, UK. 4th November 2009.

MEMBERSHIPS

FEB 2017

INTERNATIONAL GAME DEVELOPERS' ASSOCIATION

MAY 2014

DIGITAL GAMES RESEARCH ASSOCIATION- UK CHAPTER FOUNDING MEMBER

MAY 2012

DIGITAL GAMES RESEARCH ASSOCIATION

AWARDS AND CERTIFICATES

- CITI Training- [Good Clinical Practice \(International\), 2017-2020](#)
- CITI Training- [Good Clinical Practice \(US FDA focus\), 2017-2020](#)
- IRB Annual Training, Dec 17, 2018
- CITI Training- [Biomedical Research, 2017-2020](#)
- CITI Training- [Social Behavioural Research, 2016-2019](#)
- Level 3/ B1 of the Common European Framework for Spanish Language

LANGUAGES

- ENGLISH [Native]
- SPANISH [Fluent]
- SWEDISH [Basic]