Sky LaRell Anderson, Ph.D.
Curriculum Vitae

Assistant Professor of Digital Media Arts
Department of Emerging Media
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University of St. Thomas
2115 Summit Ave | St. Paul, MN 55105

EDUCATION

2016   Ph.D., Communication Studies, University of Minnesota.

2012   M.A., Communication Studies, Colorado State University.

2010   B.A., Communication Studies, Utah State University.

PROFESSIONAL APPOINTMENTS

2020-present   Assistant Professor of Digital Media Arts
               Department of Emerging Media
               University of St. Thomas
               St. Paul, Minnesota, USA

2019-2020   Visiting Assistant Professor of Emerging Media
               Media Arts and Culture Department
               Occidental College
               Los Angeles, California, USA

2016-2019   Visiting Assistant Professor
               Department of Communication
               Denison University
               Granville, Ohio, USA

PUBLICATIONS

Books

2023   [Under Contract] *Ability Machines: What Video Games Mean for Disability*
            (undergoing final revisions for publication)

Refereed Journal Articles

2022   Sky LaRell Anderson and Mark R. Johnson, "Gamer Identities in Video Game Live Streamers with Disabilities." *Information, Communication and Society* 25.13 (2022): 1900-1915. https://doi.org/10.1080/1369118X.2021.1907433

2022   Sky LaRell Anderson and Mark R. Johnson, "Cultivation Play: Video Games and the Labor of Character Progression." *Journal of Gaming and Virtual Worlds* 13.3 (2022): 233-248. https://doi.org/10.1386/jgvw_00040_1. **[Lead Article]**

2022   Sky LaRell Anderson and Stephanie Orme, "Mental Health, Illness, Crunch, and Burnout: Discourses in Video Games Culture." HICSS-55, Proceedings of the 55th Hawaii International Conference on System Sciences (2022). http://hdl.handle.net/10125/71176

2021   Mark Brown and Sky LaRell Anderson, "Designing for Disability: Evaluating the State of Accessibility Design in Video Games." *Games and Culture* 16.6 (2021). https://doi.org/10.1177/1555412020971500 **[Most Views/Downloads in the Issue]**

2021   Sky LaRell Anderson and Karen (Kat) Schrier, "Disability and Video Games Journalism: A Discourse Analysis of Accessibility and Gaming Culture." *Games and Culture* (2021). https://doi.org/10.1177/15554120211021005

2020   Sky LaRell Anderson, "Portraying Mental Illness in Video Games: Exploratory Case Studies for Improving Interactive Depictions." *Loading: The Journal of the Canadian Game Studies Association* 13.21 (2020): 20-33. https://journals.sfu.ca/loading/index.php/loading/article/view/277

2019   Sky LaRell Anderson, "Crafting Courses as Game Spaces: Examining Video Games Classes in Communication," *Communication Studies* 70.3 (2019): 277-294. https://doi.org/10.1080/10510974.2018.1539022.

2019   Sky LaRell Anderson, "The Interactive Museum: Video Games as History Lessons through Lore and Affective Design," *E-Learning and Digital Media* 16.3 (2019): 177-195. https://doi.org/10.1177/2042753019834957. **[Lead Article]**

2019   Sky LaRell Anderson, "Touchscreen Travelers: Hands, Bodies, Agency, and Mobile Game Players," *Convergence* 25.1, special issue on "Haptic Play" (2019): 77-94. https://doi.org/10.1177/1354856518807403.

2018   Sky LaRell Anderson, "Extraludic Narratives: Online Communities and Video Games," *Transformative Works and Cultures* 28, **special 10th anniversary issue**, "The Future of Fandom" (2018). https://doi.org/10.3983/twc.2018.1255.

2017   Sky LaRell Anderson, "Watching People Is Not a Game: Interactive Online Corporeality, Twitch.tv and Videogame Streams," *Game Studies* 17.1 (2017): http://gamestudies.org/1701/articles/anderson.

2017   Sky LaRell Anderson, "The Corporeal Turn: At the Intersection of Rhetoric, Bodies, and Video Games," *Review of Communication* 17.1 (2017): 18-36. https://doi.org/10.1080/15358593.2016.1260762. **[Most Article Views/Downloads in the Issue]**

2016   Sky LaRell Anderson, "Turning Pixels into People: Procedural Embodiedness and the Aesthetics of Third-Person Character Corporeality," *Journal of Games Criticism* 3.2 (2016), http://gamescriticism.org/articles/anderson-3-2.

2014   Sky LaRell Anderson, "Start, Select, Continue: The Ludic Anxiety in Video Game Scholarship," *Review of Communication* 13.4 (2014): 290-301. https://doi.org/10.1080/15358593.2014.886333.

2013   Sky L. Anderson, "Pleasure in LIMBO: A Video Essay," *Itineration: Cross-Disciplinary Studies in Rhetoric, Media, and Culture* (2013). https://vimeo.com/73589601 and https://vimeo.com/76808685. **[Lead Article]**

2010   Matthew L. Sanders and Sky L. Anderson. "The Dilemma of Grades: Reconciling Disappointing Grades with Feelings of Personal Success." *Qualitative Research Reports in Communication*, 11.1 (2010): 51-56. https://doi.org/10.1080/17459430903515228.

Book Chapters

2020   Sky LaRell Anderson, "Wii Play the Game like U: Gameplay-Oriented Analysis and Games Criticism On/Off the Screen," in *What Is A Game: Essays on the Nature of Videogames*, ed. Gaines S. Hubbell (Jefferson, NC: McFarland, 2020).

2019   Sky LaRell Anderson, "The Evolution of Trust," in *Learning, Education, & Games Volume 3: 100 Games to Use in the Classroom and Beyond*, ed. Karen Schrier (Pittsburgh, PA: ETC Press, 2019).

2019   Sky LaRell Anderson, "Loneliness," in *Learning, Education, & Games Volume 3: 100 Games to Use in the Classroom and Beyond*, ed. Karen Schrier (Pittsburgh, PA: ETC Press, 2019).

CONFERENCE ACTIVITY

Competitively Selected Papers Presented

2020   Mark Brown and Sky LaRell Anderson, "Designing for Disability: Evaluating the State of Accessibility Design in Video Games." Game Studies Pre-Conference,

National Communication Association Conference, November 11, 2020. **[Award: Most Engagement]**

2020   Sky LaRell Anderson, "Mental Health and Illness in Video Game Culture: Discourses in Games Journalism," National Communication Association Conference, November 19-22, 2020. Indianapolis, IN.

2020   Sky LaRell Anderson, "In Defense of Empathy Games: An Autoethnography on Reparative Video Games, Voice, and Community," National Communication Association Conference, November 19-22, 2020. Indianapolis, IN.

2019   Sky LaRell Anderson and Karen Schrier, "Disability and Accessibility in Video Game Culture: A Discourse Analysis of Games Journalism," National Communication Association Conference, November 14-17, 2019. Baltimore, MD. **[Top Paper - Game Studies Division]**

2019   Sky LaRell Anderson, "Streaming Disability: Video Game Streamers with Disabilities and Gamer Identity," National Communication Association Conference, November 14-17, 2019. Baltimore, MD.

2018   Sky LaRell Anderson and Mark R. Johnson, "Toward a Theory of Cultivation Play: Character Progression Work in Video Games as Autonomy, Engagement, and Praxis," National Communication Association Conference, November 8-11, 2018. Salt Lake City, UT. **[Top Paper – Game Studies Division]**

2018   Sky LaRell Anderson, "Imaging Distrust in the American Way: Billboards, Posters, and Architecture in Fallout 3," National Communication Association Conference, November 8-11, 2018. Salt Lake City, UT.

2018   Sky LaRell Anderson, "The Interactive Museum: Video Games as History Lessons through Lore and Affective Design," Popular Culture Association / American Culture Association National Conference, March 28-31, 2018. Indianapolis, IN.

2017   Sky LaRell Anderson, "Crafting College Courses as Game Spaces: Changing Video Games Classes in Higher Education," National Communication Association Conference, presented November 16-19, 2017. Dallas, TX.

2017   Sky LaRell Anderson, "Gather 'Round the Bonfire: Fantasy Themes and Extraludic Narratives," Western States Communication Association, presented February 18-21, 2017. Salt Lake City, UT.

2017   Sky LaRell Anderson, "I Will Travel across the Land: Pokémon Go and Mobile Gaming's Spatial Agency," Western States Communication Association, presented February 18-21, 2017. Salt Lake City, UT.

2016   Sky LaRell Anderson, "Exercise Games as Calls to Physical Action: Hardware, Interaction, and Audiovisual Design," Game Studies Pre-Conference, National Communication Association, November 9, 2016. Philadelphia, PA.

2016   Sky LaRell Anderson, "Touchscreen Time Travelers: Space, Time, and Mobile Gaming Bodies," National Communication Association Conference, November 10-13, 2016. Philadelphia, PA.

2016   Sky LaRell Anderson, "Watching People Is Not a Game: Corporeal Awareness and Video Game Streams," Rhetoric Society of America Conference, May 27-29, 2016. Atlanta, GA.

2016   Sky LaRell Anderson, "Turning Pixels into People: Third-Person Bodies and the Aesthetics of Corporeality," Rhetoric Society of America Conference, May 27-29, 2016. Atlanta, GA.

2015   Sky LaRell Anderson, "Touring @ 1600 Pennsylvania Avenue: The White House Virtual Tour and Rhetorics of Digital Authority," National Communication Association Conference, November 19-22, 2015. Las Vegas, NV.

2015   Sky LaRell Anderson, "Enjoyment in LIMBO: Repurposing the Enthymeme for Pleasure in Video Games," International Communication Association Conference, May 21-25, 2015. San Juan, PR.

2014   Sky LaRell Anderson, "Keeping It Corporeal: Video Game Bodies," Doing Rhetoric at the U Conference, September 2014. Minneapolis, MN.

2014   Sky LaRell Anderson, "Level Up, Hit Continue: The Ludic Anxiety in Video Game Scholarship," Rhetoric Society of America 2014 Conference, May 22-16, 2014. San Antonio, TX.

2014   Sky LaRell Anderson, "Future Is as Future Does: Contradicting Corporate Culture in Burroughs' 1980s Mediascape," Central States Communication Association Convention, 2-6 April 2014. Minneapolis, MN.

2014   Sky LaRell Anderson, "Are you Ready, Kids? Un-defining the Paratext in Cartoon Title Sequences," Central States Communication Association Convention, 2-6 April 2014. Minneapolis, MN.

2013   Sky LaRell Anderson, "Violence Remains: Christianity and Post-Apocalyptic Rhetoric in The Book of Eli," National Communication Association Convention, November 21-24, 2013. Washington D.C.

2013   Sky LaRell Anderson, "Video Games and Visual Rhetoric: A Case Study," Doing Rhetoric at the U Conference, April 27, 2013. Minneapolis, MN.

2013 Sky LaRell Anderson, "Mitigating Offense with Ridicule in South Park Episode 712: 'All About the Mormons,'" Central States Communication Association Convention, April 2-7, 2013. Kansas City, MO.

2012 Sky LaRell Anderson, "Surgeries, Sex, and Suckers: 'Grey's Anatomy' and an Experiment in Taste," National Communication Association Convention, November 15-18, 2012. Orlando, FL.

2012 Sky LaRell Anderson, "Girl Talk, 'Entre Mujeres,' and the Public Sphere: Creating the Modern Woman in a Honduran Talk Show," Western States Communication Association Convention, February 17-21, 2012.

2012 Sky LaRell Anderson, "Strings and Magnets: The Rhetoric of Role Construction in Mitt Romney's 'Faith in America' Address," Western States Communication Association Convention, February 17-21, 2012. Albuquerque, NM.

2011 Sky LaRell Anderson, "Separating the Mormon from the Politician: A Neo-Aristotelian Critique of Mitt Romney's 'Faith in America' Speech," National Communication Association Convention, November 17-20, 2011. New Orleans, LA. **[Top Student Debut Paper - Rhetorical Studies, Religious Communication Association]**

2011 Sky LaRell Anderson, "The Many and the Machine: YouTube as a Site for Cydentification," National Communication Association Convention, November 17-20, 2011. New Orleans, LA.

2011 Sky LaRell Anderson, "Veils, Cigarettes, and YouTube Videos: The History and (Online) Relevance of Ideographic Scholarship," Rocky Mountain Communication Association Conference, April 16, 2011. Loveland, CO.

2011 Sky LaRell Anderson, "The Pixar Dream Works: DVD Special Features and the Conflict between Character and Star," Rocky Mountain Communication Association Conference, April 16, 2011. Loveland, CO.

2011 Sky LaRell Anderson, "The Dilemma of Visual Ideographs: The Universal Declaration of Human Rights Animation," Western States Communication Association Convention, February 18-22, 2011. Monterey, CA. **[Top Paper and Top Debut Paper - Media Studies Interest Group]**

Other Conference Participation

2018 Panelist. "We're Not Just Playing: Using Game-based Pedagogy to Enhance Experiential Learning in the Communication Classroom." National Communication Association Conference, November 8-11, 2018. Salt Lake City, UT.

2013   Panelist. "Reports from the Archives: MIMS Research in Minnesota Film and Media History," Moving Images Studies Minor Graduate Group, University of Minnesota, April 19, 2013.

2012   Panelist. "Creating COMMunity from a Cohort: How GTAs/GTIs/RAs (and Faculty) COMMunicate and Connect." National Communication Association 2012 Convention, Orlando, FL. 15-18 November 2012.

2011   Panelist. "Horton Heard a Who, Can You? Voices from GTAs on Teaching Practices in the Basic Course." National Communication Association 2011 Convention, New Orleans, LA. 17-20 November 2011.

INVITED TALKS

2021   "Accessibility in Games," invited talk for Casa Con 2021. December 17, 2021.

2018   "Learning from Games: The Interactive Museum and Tangential Learning," invited talk for the Honors College at Arizona State University, April 13, 2018.

2016   **Keynote Address**: "Players and Characters: The Role of Bodies in Gaming," PLAY: Creative Gaming Festival Conference, Hamburg, Germany, November 3, 2016.

CAMPUS TALKS

2023   "Social Media and U.S. News: Misinformation, Clickbait, and Memes." Presentation for the World Press Institute. University of St. Thomas. March 7, 2023.

2022   "Social Media, Fake News, and Hacking Elections." Presentation for the World Press Institute. University of St. Thomas. April 1, 2022.

2018   "The Labor of Playing Video Games: How Playing Video Games Functions as a Form of Work." Tuesday Lunch Series Presentation. Denison University. October 3, 2018.

2017   **Keynote Address**: "Video Games: The Meanings found in Learning, Playing, and Making," DenCon 2017, Denison University Gaming Guild.

2016   "The Role of Bodies in Gaming," Department of Communication Colloquium. Denison University. December 7, 2016.

2015   Invited respondent to University viewing party of the Republican Presidential debate, September 16, 2015.

2014   "Video Game Bodies," Video Games in Teaching and Research, Digital Arts Sciences and Humanities Event, University of Minnesota, September 24, 2014.

2013   "Video Game Origins: From Technology to Complicity," Invited talk at the re-opening of the Northrop building at the University of Minnesota, April 8, 2013.

AWARDS, HONORS, GRANTS, AND FELLOWSHIPS

2022   Best Track Paper Award finalist. HICSS-55. Sky LaRell Anderson and Stephanie Orme, "Mental Health, Illness, Crunch, and Burnout: Discourses in Video Games Culture."

2022 $5,800. Research Grant. University of St. Thomas. Grant taken in the form of a course release for spring 2022.

2021   Best Academic Research Award finalist at the Can I Play That? Accessibility Awards 2021. Nominated article: "Disability and Video Games Journalism: A Discourse Analysis of Accessibility and Gaming Culture."

2020   Most Engagement Award. For a paper presented at the Game Studies Pre-Conference for the National Communication Association. November 18, 2020.

2020 $1,000. Mellon Arts Teaching Stipend. For course development of an Independent Game Design class in conjunction with Computer Science at Occidental College.

2020 $8,500. Mellon Arts Technology Grant. For course development, technology, and software to develop two linked courses about game design at Occidental College.

2019   Top Paper Award. Game Studies Division of the National Communication Association: Sky LaRell Anderson and Karen Schrier, "Disability and Accessibility in Video Game Culture: A Discourse Analysis of Games Journalism."

2018   Top Paper Award. Game Studies Division of the National Communication Association: Sky LaRell Anderson and Mark R. Johnson, "Toward a Theory of Cultivation Play: Character Progression Work in Video Games as Autonomy, Engagement, and Praxis."

2016 $4,500. Fellowship. Ernest Bormann Fellowship. To fund research on Symbolic Convergence Theory and video game communities. Department of Communication Studies. University of Minnesota.

2015 $4,000. Fellowship. Graduate Fellowship. College of Liberal Arts and
                Department of Communication Studies. University of Minnesota.

2014 $500. Grant. PhD Dissertation Research Grant. Department of Communication
                Studies. University of Minnesota.

2014   Award. Graduate Student Scholar Award. Department of Communication Studies
                at the University of Minnesota. Given in recognition of excellence in graduate
                scholarship.

2012   Award. Gordon F. Hostettler Award. Department of Communication Studies.
                Colorado State University. $1500. Awarded in recognition of excellence in
                graduate research, academic progress, and coursework in Communication Studies.
                Given to up to two second-year M.A. students per year.

2011 $1,000. Award. James Irvine Award. Department of Communication Studies.
                Colorado State University. Given to one M.A. student in recognition of excellence
                and academic progress during the first year.

2010 $850. Grant. Graduate Student Fellowship Grant. Department of Communication
                Studies. Colorado State University.

2010   Award. Communication Studies Student of the Year. College of Humanities, Arts,
                and Social Sciences. Utah State University.

2009 $200. Scholarship. Harold Kinzer Speech Communication Scholarship.
                Department of Languages, Philosophy, and Communication Studies. Utah State
                University.

2008   Scholarship. Dean's Transfer Academic Scholarship. Utah State University. Full
                tuition waiver until graduation in 2010.

2008   Award. Snow College Student Citizenship Award. Snow College.

2004, 2007   Scholarship. Presidential Academic Scholarship. Snow College.

TEACHING EXPERIENCE

University of St. Thomas

Game Design
Visual Media Theory and Practice
Intro. to Mass Media
Intro. to Film Studies

Occidental College

Game Design Workshop
Digital Media and Culture
Media and Your Body
Social Media Practice
Game Studies and Culture

Denison University

Game Studies
Digital Tech and Cultural Change
New Literacy Lab
Digital Media: Rhetorical Texts
Persuasive Games
Visual Media
Public Address

University of Minnesota

Digital Games, Sims, and Apps
Media Literacy
Rhetorical Theory [teaching assistant]
Analysis of Argument
Public Speaking
Communication Theory [teaching assistant]
Intercultural Communication [teaching assistant]

Colorado State University

Evaluating Contemporary Film [teaching assistant]
Public Speaking

TRANSLATIONAL RESEARCH

Games Designed and Published

2023   Writing Conclusions Is Easy (Platform: HTML5 web). Available at skylarell.net.

2021   Amelia Is Hungry (Platform: Windows PC). Available at skylarell.net.

2021   XXMormon (Platform: HTML5 web). Available at skylarell.net.

2018   D.Personal (Platform: HTML5 web). Available at skylarell.net.

2018   Lost Him (Platform: HTML5 web). Available at skylarell.net.

2018   Blocky: The Wizard, Vol. X (Platform: HTML5 web). Available at skylarell.net.

2017   Fetch Quest: The Tiniest RPG (Platform: HTML5 web). Available at skylarell.net.

2017   Stranger.01 (Platform: Windows PC). Available at skylarell.net.

2016   ENTR.MAIN.LOOP. (Platform: HTML5 web). Available at skylarell.net.

2016   Anybody Else (Platform: Windows PC). Available at skylarell.net.

2014   Not Alone (Platform: HTML5 web). Available at skylarell.net.

Other Publications

2019   *In Media Res*, theme week: Disney Live-Action Remakes, "An IMR Exclusive Interview with Disney Producer Brigham Taylor," December 2, 2019. http://mediacommons.org/imr/content/imr-exclusive-interview-disney-producer-brigham-taylor

2019   *In Media Res*, theme week: Disability Media, "'I Do Things That People with Hands Can't Even Do': Streaming Disability and Video Games," October 11, 2019. http://mediacommons.org/imr/content/%E2%80%9Ci-do-things-people-hands-can%E2%80%99t-even-do%E2%80%9D-streaming-disability-and-video-games

2019   *In Media Res*, theme week: Netflix Comedy Specials, "'Everything Is Funny till It Happens to You': Dave Chappelle, Transgender Jokes, and Binging Multiple Comedy Specials," April 26, 2019. http://mediacommons.org/imr/content/%E2%80%9Ceverything-funny-till-it-happens-you%E2%80%9D-dave-chappelle-transgender-jokes-and-binging-multiple

2018   *In Media Res*, theme week: Indie Games, "Dys4ia: Free Web Games Bring Intimacy and Subversion Back to Indie Games," September 7, 2018. http://mediacommons.org/imr/content/dysia4-free-web-games-bring-intimacy-and-subverion-back-indie-games

2017   *In Media Res*, theme week: Moral Media, "Valiant Hearts: Addressing the Moral Dilemma of Historical War Video Games," May 19, 2017. http://mediacommons.org/imr/2017/05/10/valiant-hearts-addressing-moral-dilemma-historical-war-video-games

SERVICE TO PROFESSION

2023 Chair of the Game Studies Division of the National Communication Association

Journal Reviewer: Games and Culture
Journal Reviewer: Critical Studies in Mediated Communication
Paper Reviewer: CHI PLAY 2023

2022 Vice Chair of the Game Studies Division of the National Communication Association

Journal Reviewer: *Games and Culture*
Journal Reviewer: *Convergence*
Journal Reviewer: *Transformative Works and Cultures*

2021 Vice Chair-elect of the Game Studies Division of the National Communication Association

Journal Reviewer: *HICSS '22*: Hawaii International Conference on System Sciences.

2020 Journal Reviewer: *New Media & Society*
Review of Communication
Communication and Critical/Cultural Studies
Loading

Conference Reviewer:Game Studies Division of the National Communication Association

2019 Journal Reviewer: *Communication Studies* journal.

Conference Reviewer:Game Studies Division of the National Communication Association

2018 Journal Reviewer: *JCMS* (formerly *Cinema Journal*).
HICSS '52: Hawaii International Conference on System Sciences.
Information, Communication and Society

Conference Reviewer:Game Studies Division of the National Communication Association

2015 Journal Reviewer. *Games and Culture*

2014 Member of Organizing Committee. Doing Rhetoric at the U Conference, University of Minnesota, September, 2014.

2013	Member of Organizing Committee. Doing Rhetoric at the U Conference, University of Minnesota, May 2013.
2013-2014	Co-chair. University of Minnesota Student Chapter of the Rhetoric Society of America. Founding member and organizer of chapter events, such as rhetoric discussion salons.

DEPARTMENTAL AND UNIVERSITY SERVICE

Curriculum Committee – Department of Emerging Media, University of St. Thomas
Faculty Senate Secretary – Spring 2022, University of St. Thomas

PROFESSIONAL AFFILIATIONS

2012-present   National Communication Association.

REFERENCES

Peter Gregg, Ph.D., Program Director of Digital Media Arts and Associate Professor
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University of Minnesota

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