**Krista-Lee M. Malone**  klmalone@wisc.edu

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## Education

2007 – 2015 Ph.D., UW-Milwaukee

Dissertation – Islands in the Making: National Investment and the Cultural Imagination in Taiwan

2004 – 2007 M.S., Anthropology, UW-Milwaukee

Thesis - Governance and Economy in a Virtual World: Guild Organization in World of Warcraft

1999 –2003 B.A., Anthropology, UW-Madison

**Positions Held**

2018 – present University of Wisconsin-Madison -Associate Faculty Associate

 Game Design Program - Curriculum & Instruction Dept.

 C&I 277: Videogames & Learning

 C&I 357: Game Design I

 C&I 432: Game Design II

2008 - 2018 University of Wisconsin-Milwaukee

Anthropology; Digital Arts & Culture; Cultures & Communities

(multiple positions, with experience teaching both online and in person)

Anthro 102: Introduction to Anthropology: Culture and Society

Anthro 104: Lifeways in Different Cultures: A Survey of World Societies

Anthro 150: Multicultural America

Anthro 302: Anthro. & Popular Culture: Subcultures in the Digital Age

Anthro 561: Techniques and Problems in Ethnography

DAC 661: Digital Engagement Seminar

2016 - 2017 Ripon College – Adjunct Professor

 Anthro 110: The Human Experience: How to Think Anthropologically

Fall 2015 Alverno College – Lecturer

 Professional Communication – School of Business

 PCM 230: Influence and General Semantics

2012 Effective International English (Taiwan) – Corporate ESL I­nstructor

### Research Interests

### Virtual worlds, video games, role-playing games, social and institutional organization, science and technology studies, computer culture, digital anthropology, education, language learning, East Asia Studies, and Taiwan

### Interdisciplinary Work/Research

### 2017 – present Digital Culture Collaboratory Lab: On going experiments with Twitch streams (2017) – including academic and analog as well as digital games and presentation and analysis with students on student made games, social media engagement, collaboration on tech/lab design https://www.twitch.tv/serious\_play

###  http://people.uwm.edu/digital-cultures-collaboratory/

### 2015 - present Serious Play (research group) senior member – this is an interdisciplinary and multi-institutional group of game scholars that arranges speakers, gives talks, and works to support members – both faculty and graduate students – in individual and cooperative research projects. (This group now runs the lab listed directly above.)

2015 – 2016 Technophiles Podcast & Digital Humanities Lab Special Series: Through my memberships in this podcasting group and lab, I organized a joint 6- part series of podcasts filmed in the DH Lab in front of a live audience. In

 addition to the regular cast, each episode featured guests including heads of tech companies, museum designers, and academics.

### Anthropological Research Experience

### 2017 – present The SideQuest Inn - The UWM Game Research Lab: Global Game Jam, experiments in educational game design – analog and digital, work with undergraduate and graduate students in game design projects

### 2014 – 2016 Ethnographic research on gender in tabletop role-playing games including: public presentation of game play and self through Twitch, YouTube, and Facebook; social media use between players (amongst themselves) and between players and viewers

### 2011 – 2012 Ethnographic research on educational video games, English language education, and the acceptance of digital games and game-based learning in Taiwan, including 2 years working as a consultant for a game company

2009 – 2010 Language study and preliminary dissertation field research in Taipei, Taiwan

2005 Ethnographic research of social organization, hierarchy, and microeconomics (guilds and DKP) in World of Warcraft

**Publications**

In Prep. *Islands in the Making: National Investment and the Cultural Imagination in Taiwan* (book manuscript)

2009a Dragon Kill Points: The Economics of Power Gamers. *Games and Culture*, Vol. 4, No. 3, 296-316 (2009).

2009b The Gamer Community’s Vision of Japan. *Global Currents*, Vol. 5, Issue 2, 6-7 (2009).

2009c A Story from the Field. *Anthropology News*, Vol. 21, No. 2, 5 (2009).

**Presentations**

2019 Panelist: Evolving Worlds: Digital Historicity, Temporality, and Change; “Nothing Lasts Forever Online: A Look at Endings and Failures Beyond Player Perspectives,” AAA/CASCA Annual Meeting, Vancouver, Canada.

2019 Twine Workshop Lead, Images & Voices of Hope (IVOH) 20th Annual Summit.

2018a Panelist: “Higher Ed Game Development in WI,” M+Dev 2018 A Midwest Game Developers Conference

2018b Panelist: “Trends in Game-Based Teaching and Learning… Pearls and Perils,” M+Dev 2018 A Midwest Game Developers Conference

2018c Panelist/Organizer: “Serious Play on Twitch: Experiments in Academic Streaming,” International Academic Conference on Meaningful Play at Michigan State University

2018d Round Table Discussant: “Looking for Group: Building Interdisciplinary Game Studies Communities,” International Academic Conference on Meaningful Play at Michigan State University

2017 “Not a Gamer’s Girlfriend: The Success and Failure of a Women’s Geek Group,” invited presentation for the Serious Play Discussion series at UW-Milwaukee

2016a Round Table Discussant: “Finding Meaning in Emergent Play and What That Means for Design,” International Academic Conference on Meaningful Play at Michigan State University

2016b “Identity Negotiation in RPGs,” invited presentation for the Serious Play Discussion series at UW-Milwaukee

2014a Panelist: “Meaningful / Meaningless Play: The Brave New World of Play and Games in Educational Contexts,” International Academic Conference on Meaningful Play at Michigan State University

2014b “Beyond Research: What it *really* means to participate,” presentation for the Graduate Students of Anthropology Workshop at UW-Milwaukee

2014c “Unconscious Bias: A Look at Gender in the Office and Game World of a Taiwanese MMORPG,” presentation for the ASU Student Colloquium at UW-Milwaukee

2013a Panelist: Producing Digital Publics From Gaming to Crowdsourcing; “Learning Digital Publics in a Global Mode: A Taiwanese Game’s Imagining of the American Public Sphere,” American Anthropological Association Annual Meetings, Chicago, IL

2013b “Balancing Act: The Challenges of Creating an Educational Game,” invited presentation for the School of Computing Research Colloquium at DePaul University, Chicago, IL

2013c Panelist: Producing Digital Publics From Gaming to Crowdsourcing; “Learning Digital Publics in a Global Mode: A Taiwanese Game’s Imagining of the American Public Sphere,” 14th Annual Conference of the Association of Internet Researchers, Denver, CO

2013d “Working in Taiwan,” invited presentation for the Chinese Language Table, Chinese department at UW-Milwaukee

2010 “Linguistic Considerations of Family in Chinese,” invited presentation for the Chinese Language Table, Chinese department at UW-Milwaukee

2008a Round Table Discussant: “Finding Governance in Synthetic Worlds,” Games+Learning+Society Conference 4.0, Madison, WI

### 2008b “Dealing with a Progressive World: Common Themes in Anime and Synthetic Worlds,” presentation for the ASU Student Colloquium at UW-Milwaukee

### 2007a Panel Discussant, “Getting Into Graduate School,” for the Undergraduate Research Opportunity program at UW-Milwaukee

### 2007b “Obstacles to Sustainable Urban Development in China,” guest speaker for Anthro-355: Globalization, Culture, and Environment class

**Grants & Awards**

2019 Marie Sklodowska-Curie Actions Seal of Excellence for my TWITCH research proposal.

2018 Digital Humanities Fellowship Award for the innovative use of technology in designing student assignments (declined)

2014 2nd place paper at the ASU Student Colloquium at UW-Milwaukee

2013 June Nash Travel Award from the Society for the Anthropology of Work

(SAW) of the American Anthropological Association (AAA) for presenting in a SAW sponsored panel at the AAA annual meeting

2013 Graduate Student Travel Support Program of UW-Milwaukee for presenting at the Annual Conference of the Association of Internet Researchers

2013 Travel grant from the Anthropology Student Union of UW-Milwaukee for presenting at the Annual Conference of the Association of Internet Researchers

2009 Taiwan Ministry of Education Huayu Enrichment Scholarship for Mandarin language study

### 2009 Conference scholarship to participate in the Graduate Student Symposium at State of Play 6 at New York Law School

### 2009 Graduate Student Travel Award from UW-Milwaukee to participate in the Graduate Student Symposium at State of Play 6 at New York Law School

### 2008 2nd place paper at the ASU Student Colloquium at UW-Milwaukee

**Language Skills** Native English speaker

Mandarin (conversational, reading and writing - traditional)

(previous languages studied: French, Spanish, and Japanese)

**Media Presences**

2017 -Present Twitch: https://www.twitch.tv/serious\_play

2015-2017 Podcasts: http://www.technophilespodcast.com/

2009 - 2016 Blog: http://www.kristaleemalone.blogspot.com/

2007-2008 Blog: Joystick101.org (author, Jan-Oct, co-editor Aug-Oct)

**Media Appearances:**

8/23/16 FGP2-12: Talking Island & Gender Studies

filamentgames.com/blog/fgp2-12-talking-island-gender-studies

2/3/15 20 Questions with Tara (Riverwest Radio talk show) http://bambuser.com/v/5262868

**Professional Service**

2014-2015 Anthropology Student Union at UW-Milwaukee elected faculty representative

2010 – Present Peer reviewed articles for *Games & Culture*, the *Journal of International and Global Studies,* Field Notes: A Journal of Collegiate Anthropology, and Current Anthropology

**Community Service**

2014-present Board member for the MMLO charity golf outing and scholarship committee

2015 Invited presentation on the conflict between China’s One Child Policy and traditional ancestor worship and familial obligations to 7th grade social studies classes at New Berlin West Middle School

### 2005 Invited presentation on the four subfields of Anthropology to social studies classes at New Berlin West High School