

Andrea Braithwaite, Ph.D.
Communication and Digital Media Studies • University of Ontario Institute of Technology
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Education

- DOCTOR OF PHILOSOPHY IN COMMUNICATION STUDIES 2004 - 2009
McGill University Montréal, QC
Dissertation: Triple Threats: Young Female Detectives and the Crimes of Postfeminism
- MASTER OF ARTS IN POPULAR CULTURE 2001-2003
Brock University St. Catharines, ON
Thesis: Morality, Metanarratives, and Mea Culpa: Postmodern Problems in Law & Order
- BACHELOR OF ARTS (HONOURS) IN COMMUNICATION STUDIES 1997 - 2001
Carleton University Ottawa, ON

Recent Awards and Distinctions

- SSHRC Insight Grant (\$202,800), Frozen Justice: A Century of Canadian Crime Film. Co-Investigator (2016-2020)
- The Strong Museum of Play Research Fellowship (Summer 2015)
- University of Ontario Institute of Technology: Teaching Excellence Award (2014)

Publications and Projects

PEER-REVIEWED JOURNAL ARTICLES

- "It's about ethics in game journalism? Gamergaters and Geek Masculinity." Forthcoming in *Social Media + Society* special issue: Making Digital Cultures of Gender and Sexuality with Social Media (September 2016).
- "WoW-ing Alone: The Evolution of 'Multiplayer' in *World of Warcraft*." *Games and Culture*. Prepublished 8 Oct 2015. doi: [10.1177/1555412015610246](https://doi.org/10.1177/1555412015610246)
- "Seriously, get out': Feminists on the Forums and the War(craft) on Women." *New Media & Society*. 16:5 (2014). 703-718. Prepublished 12 June 2013. doi: [10.1177/1461444813489503](https://doi.org/10.1177/1461444813489503)
- "It's the beast thing': Victimization, Violence, and Popular Masculine Crises." *Feminist Media Studies*. 11:4 (2011). 417-432. doi: [10.1080/14680777.2011.555959](https://doi.org/10.1080/14680777.2011.555959)

COMMENTARY AND ANALYSIS

- Strong Museum Play Stuff Blog contributor:
 - "Nancy Drew and the Case of the Girl Gamers." museumofplay.org/blog/play-stuff. (25 May 2016).
- Flowtv.org contributing columnist 2015-2015:
 - "Buckle up, bitches. Nothing is as it seems': Gothic conventions in *Pretty Little*

- *Liars.* flowtv.org. 21:5 (2015).
- "Epic Win: *The Guild* and Communities of Play." flowtv.org. 21:3 (2015).
- "Streets Behind: Nostalgia in *Community*." flowtv.org. 21:1 (2014).

BOOK CHAPTERS

- (In press, August 2016). "*Bon Cop, Bad Cop: Fighting Crime Across the Two Solitudes.*" In *Screening Justice: Canadian Crime Films, Culture and Society*. Eds. Steven Kohn, Sonia Bookman, and Pauline Greenhill. Fernwood Publishing.
- (Accepted). "Nancy Drew and the Case of the Girl Gamers." *Video Games, Culture, and Justice*. Eds. André Brock, Kishonna Gray, and David Leonard.
- "'That girl of yours, she's pretty hardboiled, huh?': Detecting Feminism in Veronica Mars." In *Teen Television: Essays on Programming and Fandom*. Eds. Sharon Ross and Louisa Stein. North Carolina: McFarland (2008). 132-149.

BOOK REVIEWS

- Book review: Feminist Surveillance Studies. *New Media & Society*. (Forthcoming, 2016).
- Programming Reality: Perspectives on English-Canadian Television. *Canadian Journal of Communication* 34:1 (2009). 171-173
- Athena's Daughters: Television's New Women Warriors. *University of Toronto's Resources for Feminist Research*. 31:3&4 (2006). 131-132.
- Women Television Producers 1948-2000. *Spectator*. 25:2 (2005). 74-75.

DIGITAL PROJECTS

- Multi-user tag based system to capture, annotate, archive and review screenshots to study the virtual community and culture of *World of Warcraft* players. In collaboration with Scott Kerlin; Dept. of Computer Science, University of North Dakota. (In development).

Select Invited Talks and Conference Presentations

- "Nancy Drew and the Case of the Girl Gamers." Canadian Communication Association at the Congress of the Humanities and Social Sciences, University of Calgary. 30 May 2016.
- "MMO Gaming and Virtual Worlds Ethnography." Qualitative Analysis Conference, Brock University. 12 May 2016.
- "*Bon Cop, Bad Cop: Canadianizing the Buddy Cop Film.*" Criminal Justice Speaker Series, University of Winnipeg. 25 September 2015.
- "Spreading the Message – The Art of Communicating." IB World Student Conference on Human Rights, McGill University. 24 July 2014.
- "Industrial-Strength Celebrity: Glee, A Case Study." Media Stardom & Celebrity Cultures, McGill University, 2 March 2011.
- "Television." History of Communications, McGill University, 9 November 2010.

Teaching Experience

UNDERGRADUATE STUDENT SUPERVISION

- Cassy Goulding - Honours Thesis "Guys and Dolls: Dollhouse as a Technological Boys' Club" (2015-2016)

· Ophelia Thomas – Honours Thesis “Playing Privilege: The Magical Negro Affect” (2014-2015)

SENIOR LECTURER

UNIVERSITY OF ONTARIO INSTITUTE OF TECHNOLOGY (2011-PRESENT)

Communication and Digital Media Studies

- Advanced Professional Writing
- Communication and Culture
- Communication Research Methods in Practice
- Digital Literacies
- Communication Theory: Key Works
- Game Studies
- History of Communication Technology
- Intercultural Communication
- Introduction to Communication Studies
- Introduction to Digital Humanities
- Media and Communication in Canada
- New Media Theory and Practice
- Oral Communication and Public Speaking
- Pop Culture
- Television Studies

INSTRUCTOR

MCGILL UNIVERSITY (2006-2010)

Department of Art History and Communication Studies

- History and Theory of Media: Mediated Masculinities
- Media and Feminist Studies

McGill Institute for the Study of Canada

- Topics in Canadian Studies 1: Introduction to Canadian Film and Television

Department of English

- Media and Culture: Popular Narratives in Fiction, Film, and Television
- Studies in Popular Culture 1: The Detective in Fiction, Film, and Television

BROCK UNIVERSITY

(2004-2005)

Department of Communications, Popular Culture and Film

- Canadian Television Studies

Department of Continuing Education

- “We Saved the World, I Say We Party!” An Exploration of Buffy the Vampire Slayer

Research Expertise

Feminist Production and Backlash Discourses
Gender and Sociability in Gaming Communities
Representations of Sexualized Violence

Cultural Studies and Television Studies
Virtual Public Spheres
Digital Media and Feminist Activism

Teaching Expertise

Cultural Studies of Communication
Feminist Theory and Criticism

Television Studies
Gender and Popular Culture

References

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