

# NINA B. HUNTEMANN

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## EDUCATION:

*Ph.D.*, Communication, February 2005. University of Massachusetts Amherst. Dissertation: "Policy and Culture in the Digital Age: A Cultural Policy Analysis of the US Commercial Radio Industry"

*Feminist Studies Certificate*, Women's Studies, May 2002. University of Massachusetts Amherst. A graduate-level program of study for advanced course work and research in Feminist Studies.

*M.A.*, Communication, September 1997. University of Massachusetts Amherst. Thesis: "Creating Safe Cyberspace: Feminist Political Discourse on the Internet"

*B.A.*, Mass Communications, May 1992. Pennsylvania State University

## TEACHING EXPERIENCE:

*Associate Professor*, Department of Communication and Journalism, Suffolk University, Fall 2003 - present.

Tenure-track faculty position with a 3/2 course load, academic advising and department and university committee work. Undergraduate courses: Introduction to Communication; Introduction to Media; Media Effects; Media History; The Business of Media; New Media & New Markets; Digital Gaming; Documentary Film; Globalization of Media and Telecommunications; Honors Seminar; and Media Literacy. Graduate courses: Cultural Studies; Media Studies; Internet Research; Consumer Society; and New Media & New Markets.

*Assistant Professor*, Communication, Westfield State College, Fall 2000 - Spring 2002.

Full-time faculty member with a 4/4 course load, academic advising and department committee work. Courses: English Composition; Introduction to Mass Communication; Communication History; Media, Technology & the Future; Introduction to Digital Media Production and Interactive Communication Design.

## AWARDS AND GRANTS:

*Graduate Research Assistant*, 2008-2009.

Office of the Dean, College of Arts & Sciences. Awarded a one-year graduate research assistant for the documentary film project, *Game Over 2: Gender, Race and Violence in Video Games*.

*Service Learning Faculty Fellow*, 2006-2007.

Office of Student Activities and Service Learning, Suffolk University. Awarded a \$5000 stipend and appointment to the Service Learning Advisory Board. Responsibilities include

advocating for additional service learning courses, developing a strategic plan for service learning at the University, designing service learning assessment tools for faculty, and mentoring faculty who are implementing service learning in their courses.

*Faculty Development Summer Stipend*, Summer 2007.

Faculty Development Committee, Office of the Dean, College of Arts & Sciences. Awarded a \$2,000 summer stipend to complete a book proposal, which resulted in a contact with Routledge Press for the anthology, *Joystick Soldiers: Military Video Games and The Politics of Play*.

*Service Learning Mini Grant Award*, Fall 2005.

Office of Student Activities and Service Learning, Suffolk University. Awarded a support grant to develop a service learning component in a Media Literacy course for freshmen.

*Samaritan Award*, Spring 2005.

Counseling Center, Suffolk University. Awarded a project grant with Suffolk University's WSUB-TV student organization to create three public service announcements for the Counseling Center's ADAPT educational program.

## **PUBLICATIONS: Edited Books**

*Joystick Soldiers: The Politics of Play in Military Video Games*. Eds. Nina B. Huntemann and Matthew Thomas Payne. New York, NY: Routledge Press, 2010.

## **PUBLICATIONS: Book Chapters**

"Media and Identity Development" with Michael Morgan. *Handbook of Children & the Media*, 2<sup>nd</sup> Edition. Eds. Dorothy Singer and Jerome Singer. Thousand Oaks: Sage, 2012: 303-319.

"Playing with Fear: Catharsis and Resistance in Military-Themed Video Games." In *Joystick Soldiers: The Politics of Play in Military Video Games*. Eds. Nina B. Huntemann and Matthew Thomas Payne. New York, NY: Routledge Press, 2010: 223-236.

"Introduction" with Matthew Thomas Payne. In *Joystick Soldiers: The Politics of Play in Military Video Games*. Eds. Nina B. Huntemann and Matthew Thomas Payne. New York, NY: Routledge Press, 2010: 1-18.

"Pixel Pinups: Images of Women in Video Games." In *Race/Gender/Media: Considering Diversity Across Audiences, Content and Producers*, 2<sup>nd</sup> Edition. Ed. Rebecca Lind. Boston, MA: Pearson, 2010: 250-257.

"Seminar for Freshmen: Media Literacy." In *Civic Engagement in the First Year of College*. Ed. Martha J. LaBare. New York, NY: *The New York Times* Knowledge Network and The National Resource Center for The First-Year Experience and Students in Transition, and the University of South Carolina, 2008: 91-92.

- “A Promise Diminished: The Politics of Low-Power Radio in the Deregulation Era.” In *Communities of the Air: Radio Century, Radio Culture*. Ed. Susan M. Squier. Durham, NC: Duke University Press, 2003: 76-90.
- “The Effects of Telecommunications Reform on US Commercial Radio.” In *Critical Cultural Policy Studies: A Reader*. Eds. Justin Lewis and Toby Miller. Oxford: Blackwell Publishers, 2003: 71-79.
- “Mass Media and Identity Development” with Michael Morgan. *Handbook of Children & the Media*. Eds. Dorothy Singer and Jerome Singer. Thousand Oaks: Sage, 2001: 309-322.
- “Raising Consciousness” and “All the News That’s Fit to Upload.” *The Women’s Guide to the Wired World: A User-Friendly Handbook and Resource Directory*. Ed. Shana Penn. New York: CUNY Feminist Press, 1997: 158-174 and 252-264.

### **PUBLICATIONS: Articles and Reviews**

- “Help Wanted, No Experience Necessary.” (May 3, 2011). In *Media Res*. Available at, <http://mediacommons.futureofthebook.org/imr/2011/05/03/help-wanted-no-experience-necessary>
- “Late to the Party: *Legend of Zelda: Ocarina of Time* (1998).” *Antenna: Responses to Media & Culture*. Available at, <http://blog.commarts.wisc.edu/2010/12/15/late-to-the-party-the-legend-of-zelda-ocarina-of-time-1998>
- “Affirmative Activision.” (December 9, 2010). In *Media Res*. Available at, <http://mediacommons.futureofthebook.org/imr/2010/12/09/affirmative-activision>
- “An Embarrassment of Riches: Video Games and the Recession.” *Popular Communication: The International Journal of Media & Culture*, Vol. 8. No. 3. 2010: 198-202.
- “The Tester.” (January 31, 2010). *Antenna: Responses to Media & Culture*. Available at, <http://blog.commarts.wisc.edu/2010/01/31/the-tester/>
- “Irreconcilable Differences: Gender and Labor in the Video Game Workplace.” (January 22, 2010). FLOW TV. Available at, <http://flowtv.org/?p=4730>
- “Gender in the Media Studies Blogosphere” with Melissa A. Click. (May 28, 2009). FLOW TV: Special Social Media Issue. Available at, <http://flowtv.org/?p=3921>
- “Enlisting Players from Console to Mall.” (April 28, 2009). In *Media Res*. Available at, <http://mediacommons.futureofthebook.org/imr/2009/04/27/enlisting-players-console-mall>
- “Review: *The Meaning of Video Games: Gaming and Textual Strategies*.” *Cinema Journal*, Vol. 48. No. 3. 2009: 145-147.

“Pink Slips for Booth Babes? No Way! Re-train and Re-skill.” (February 13, 2007). FLOW TV: Special Video Games Issue. Available at, <http://flowtv.org/?p=49>

“Corporate Interference: The Commercialization and Concentration of Radio Post the 1996 Telecommunications Act.” *Journal of Communication Inquiry*. Vol. 23. No. 4. 1999: 309-407.

“After the Walls: Breaking NEWW Ground in Electronic Communication.” *Feminist Collections: A Quarterly of Women’s Studies Resources*. Vol. 17. 1996: 18-20.

“Discourse Analysis of the Anti-Female Genital Mutilation Movement: Representations in Western Mainstream Media.” *Comm/Oddities: A Journal of Communication and Culture*. Vol. 2. 1995: 36-43.

## **VIDEO PRODUCTION:**

“Game Over: Gender, Race and Violence in Video Games.” Media Education Foundation, 2000. Producer of a 40-minute educational documentary exploring the representations of gender and race in video games and the influence of violent games on children.

*Game Over* was competitively selected for screening at:

The Popular Culture Association in the South & the American Culture Association in the South joint meeting, Nashville, TN (October 5, 2000).

Marxism 2000: Rethinking Marxism's Fourth International Gala Conference, University of Massachusetts Amherst, Amherst, MA (September 23, 2000).

Console-ing Passions: International TV, Video & Feminism Conference, University of Notre Dame, South Bend, IN (May 11, 2000).

## **INVITED SPEAKER:**

“Rethinking Video Game Violence.” Chelmsford Public Library, Chelmsford, MA (April 28, 2011).

“Video Games, Labor and the Gender Problem.” Women in Games Boston, Somerville, MA (April 26, 2011).

“Pixel Pinups and Video Game Violence,” Central College, Pella, IA (April 14, 2011).

Keynote. Media Awareness Day, Department of Communication, Niagara University, Niagara, NY (March 10, 2010).

“Joystick Soldiers: Video Games and the Military,” Worcester Polytechnic Institute, Worcester, MA (February 25, 2010).

“Joystick Soldiers: Video Games and the Military,” Worcester State College, Worcester, MA (February 25, 2010).

- “Obama and the Fourth Estate,” Obama’s First 100 Days panel, CAS Dean’s Office, Suffolk University, Boston, MA (April 23, 2009).
- “Play Like a Man: Masculinity in Video Games,” Women’s and Gender Studies Program, Suffolk University, Boston, MA (March 10, 2009).
- “New Media, Democracy, and Technology.” Boston Athenaeum, Boston MA (February 26, 2009).
- Colloquium. Department of Communication, University of Missouri, Columbia, MO (October 5, 2007).
- “Armchair Soldiers: Masculinity and Warfare in Video Games.” Colgate University, Hamilton, NY (November 21, 2006).
- “Clear Cutting Culture: The Global Domination of Clear Channel’s Billboard and Live Entertainment Properties.” University of Hartford, Hartford, CT (April 26, 2005).
- “The Clear Channel Effect: Music, Money & the Myth of Choice.” The 8th Annual Critical Issues in Communication Series, Westfield State College, Westfield, MA (April 22, 2004).
- “Play Like a Man: Understanding Video Game Violence.” Dartmouth College, Hanover, NH (January 23, 2004).
- “Game Over: Three Years Later.” Clark University, Worcester, MA (October 2, 2003).
- “Violence in Video Games.” Meeting the Needs of Children, Youth and Families in a Media Age, University of New Hampshire, Durham, NH (May 30, 2003).
- Master’s Tea. Calhoun College, Yale University, New Haven, CT (January 23, 2003).
- “Video Game Violence: It’s Not What You Think.” Susquehanna University, Susquehanna, PA (October 28, 2002).
- “Ten Technology Mistakes to Avoid.” Instructional Technology in the Classroom, Cooperating Colleges of Greater Springfield, Holyoke Community College, Holyoke, MA (April 4, 2002).
- “Play Like a Man: Gendered Violence in Video Games.” Violence in Video Games: A Call to Action, New Hampshire Coalition on Media Violence, Manchester, NH (January 9, 2002).
- Keynote. Media Awareness Conference, Springfield, MA (October 6, 2001).
- “Beyond Ms. Pac-Man: Gender in Contemporary Video Games.” The 5th Annual Critical Issues in Communication Series, Westfield State College, Westfield, MA (March 27, 2001).
- “Virtual Warfare: Video Games and Militarism.” The 4th Annual Critical Issues in Communication Series, Westfield State College, Westfield, MA (April 4, 2000).

Testimony regarding Senate Bill 5625-A before the New York State Senate Majority Task Force on Youth Violence and the Entertainment Industry, Senator Michael A..L. Balboni, Chairman. Albany, NY. (October 6, 1999).

#### **NOTABLE MEDIA APPEARANCES:**

“Video games of war dazzle, yet lack context, prof says” by Brittany Danielson. *Telegram & Gazette*, p. B8.

“Prof: Games are fun, but play down pain of modern warfare” by Paul Restuccia. *Boston Herald*, p. 20.

Invited guest for “In Focus: Call of Duty: Modern Warfare” on NECN. Original broadcast November 16, 2009.

Invited guest for “Greater Boston with Emily Rooney” on WGBH-TV. Original broadcast November 11, 2009.

Invited guest for “You Are Here” on WERS. Produced by Melina Schuler, Emerson College. Original broadcast November 5, 2006.

Invited guest for “NiteBeat with Barry Nolan” on CN8. Produced by the Comcast Network, Boston, MA. Original broadcast February 23, 2004.

Interviewee for “Video Vixens” on SexTV. Produced by CityTV, Toronto, Canada. Original broadcast November 10, 2001.

#### **CONFERENCE PRESENTATIONS:**

“Mapping Gender on the Console: Transnational Labor Networks in Next Generation Hardware Production.” The 61<sup>st</sup> Annual Conference of the International Communication Association, Boston, MA (May 28, 2011).

“Say YES! to Social Media: Innovative Approaches to Student Engagement and Peer-Centered Learning” with Cidney Carver. Suffolk University Technology Symposium, Boston, MA (May 17, 2011).

“Unstable Play, Unstable Labor.” Media in Transition at the Massachusetts Institute of Technology, Cambridge, MA (May 14, 2011).

“What is Feminist Game Studies?” Console-ing Passions Conference, Eugene, OR (April 24, 2010).

“Collaboration, Mentorship, Promotion: Women Mobilizing the Past & Future of SCMS.” The 50<sup>th</sup> Conference of the Society for Cinema and Media Studies, Los Angeles, CA (March 19, 2010).

- “Managing Methodological Problems of Game Studies: A Panel Discussion of Challenges in Video Game Research.” The 95<sup>th</sup> Annual Conference of the National Communication Association, Chicago, IL (November 13, 2009).
- “Get in the Game: Innovations in Ethnographic Game Research.” Association of Internet Researchers, Copenhagen, Denmark (October 16, 2008).
- “Everything I Know About the War, I Learned from Video Games.” The 58<sup>th</sup> Annual Conference of the International Communication Association, Montreal, QU (May 24, 2008).
- ”Desperate Widows: An Exploration of the Avid Gamer’s Other Half.” Console-ing Passions, Santa Barbara, CA (April 24, 2008).
- “Playing with Fear: Catharsis and Resistance in Military-Themed Video Games.” Society for Cinema and Media Studies Annual Conference, Chicago, IL (March 9, 2007).
- “Media Literacy Through Service Learning.” The Continental Summit of the Action Coalition for Media Education, Burlington, VT (October 7, 2006).
- “Developing a Progressive Pedagogy of Self-Empowered Learning for Social Change.” Annual Conference on Teaching for Transformation, University of Massachusetts Boston, Center for the Improvement of Teaching, Boston, MA (January 20, 2006).
- “The Sound of Sameness: Measuring Content Diversity on US Commercial Radio.” The 91<sup>st</sup> Annual Conference of the National Communication Association, Boston, MA (November 17, 2005).
- “When Games and Media Collide: A Political Economic Analysis of the Digital Games Industry.” The International Digital Games Research Association Conference, Vancouver, British Columbia (June 18, 2005).
- “The Diversity Dilemma: The Fallacies of Format Differentiation as a Measure of Cultural Value.” The Annual Conference of the Broadcast Educators Association, Las Vegas, Nevada (April 18, 2004).
- “Virtual Vixens: The Female Villain in Video Games.” The 89<sup>th</sup> Annual Conference of the National Communication Association, Miami, FL (November 21, 2003).
- “Video in the Classroom: A Discussion with Producers and Users.” The 88<sup>th</sup> Annual Conference of the National Communication Association, New Orleans, LA (November 22, 2002).
- “Femme Fatalities: Representations of Strong Women in Video Games.” The 4<sup>th</sup> International Conference Crossroads in Cultural Studies, Tampere, Finland (June 30, 2002).
- “Beyond Ms. Pac-Man: Girl Gamers in the Video Game Market.” The 86<sup>th</sup> Annual Conference of the National Communication Association, Seattle, WA (November 12, 2000).

- “Media Monopoly and Space for Dissent: Take Radio for Example; Whoops, Already Taken.”  
Marxism 2000: Rethinking Marxism's Fourth International Gala Conference, University of  
Massachusetts Amherst, Amherst, MA (September 22, 2000).
- “Colonizing the New Frontier: The Construction and Consumption of Whiteness in Cyberspace.”  
The 50<sup>th</sup> Annual Conference of the International Communication Association, Acapulco,  
Mexico (June 4, 2000).
- “Corporate Interference: The Commercialization and Concentration of Radio Post the 1996  
Telecommunication Act.” The 49<sup>th</sup> Annual Conference of the International Communication  
Association, San Francisco, CA (May 28, 1999).
- “Rethinking Gender Research in Computer-Mediated Communication: A Critique of Online ‘Sex’  
Differences Research.” The 89<sup>th</sup> Annual Conference of the Eastern Communication  
Association, Saratoga, NY (April 26, 1998).
- “Talking to Ourselves: Feminist Political Discourses on the Internet.” Interfaces: Communication  
and Connectedness in an Age of Fragmentation, Graduate Student Conference of the  
Department of Communication, University of Massachusetts Amherst, Amherst, MA  
(March 27, 1998).
- “Who Are We and Why Are We Here?: Feminist Electronic Discourse Surrounding the Fourth  
World Conference on Women.” The 83<sup>rd</sup> Annual Conference of the National  
Communication Association, Chicago, IL (November 22, 1997).
- “Non-Governmental Organizations in the New World Order: Using Computer Communication  
Technology for Global Social Change.” The 47<sup>th</sup> Annual Conference of the International  
Communication Association, Montreal, Quebec (May 24, 1997). Awarded top student paper  
in international communication from the Intercultural and Development Communication  
Division of the International Communication Association.
- “Beijing and Beyond: Networking Strategies For and After the NGO Forum and Fourth World  
Conference on Women.” Annual Women’s Studies Conference, State University of New  
York at New Paltz., New Paltz, NY (October 21, 1995).

### **ACADEMIC SERVICE:**

*Director*, Seminar for Freshmen Program, College of Arts and Sciences, Suffolk University, May  
2011- present.

*Member*, Faculty Life Committee, College of Arts and Sciences, Suffolk University, Spring 2010-  
present.

*Member*, NEASC Standard Six Subcommittee, Suffolk University, March 2010-present.

*Faculty Advisor*, Suffolk Voice, Suffolk University, Spring 2009-present.

*Member*, Faculty Development Committee, College of Arts and Sciences, Suffolk University, Fall 2008-Spring 2009.

*Member*, Seminar for Freshmen Advisory Board, College of Arts and Sciences, Suffolk University, Fall 2006-present.

*Faculty Advisor*, WSUB-TV, Suffolk University, Fall 2004-Spring 2009.

*Acting Director*, Seminar for Freshmen Advisory Board, College of Arts and Sciences, Suffolk University, Fall 2007.

*Member*, Undergraduate Curriculum Committee, College of Arts and Sciences, Suffolk University, Fall 2006-2007.

*Academic Advisor*, Communication & Journalism, Suffolk University, 2005-2007.

## **RELATED EXPERIENCE:**

*Information Technology Consultant*, Self-employed business, Cambridge, MA (September 1995-present). Design web pages and database solutions for small businesses, provide clients with technology assessment for home or small business, and conduct various forms of contractual Internet research. Current clients include: Jean Kilbourne ([www.jeankilbourne.com](http://www.jeankilbourne.com)) and Madeline Levine ([www.madelinelevine.com](http://www.madelinelevine.com)).

*Conference Coordinator*, Free Press, Northampton, MA (June 2003-August 2003). Responsible for developing the program for a large, 3-day national conference on media reform. Duties included identifying and inviting speakers, coordinating site logistics and acting as liaison between the sponsoring organization and members of Congress, entertainers, artists, educators and various activists and legislative groups. The National Conference on Media Reform held November 7-9, 2003 in Madison, Wisconsin.

*Information Systems Manager and Web Site Designer*, Media Education Foundation, Northampton, MA (June 1997-October 2000).

Oversaw all information and office computer needs for nonprofit video production organization. Some of the ongoing projects included designing and updating the web site, maintaining an internal video ordering system, managing an email and direct-mail marketing database with over 30,000 entries, developing online marketing strategies (web and email-based), and co-organizing a web-based educational project, MediaSpace. Additional responsibilities included video production, directing intern projects, planning promotional campaigns, representing the organization at major communication conferences (NCA, ICA, AEJMC), and fundraising through both grant-writing and individual donor solicitations.

## **AFFILIATIONS:**

Digital Games Research Association, International Communication Association, Society for Cinema and Media Studies, Association of Internet Researchers