Theresa Jean Tanenbaum, PhD

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RESEARCH OVERVIEW

I am an independent songwriter, speaker, storyteller, poet, researcher, scholar, designer, artist, and activist. I recently left an Associate Professor position in the Department of Informatics at UC Irvine where I was a founding member of the Transformative Play Lab. My interdisciplinary scholarly and creative practices are concerned with questions of identity, justice, and equity, seeking to create emancipatory possibilities for victims of systemic oppression through play, music, story, and art. More specifically, my work focuses on liberation for multiply marginalized queer, transgender, neurodivergent, and disabled people, drawing together theories and practices across trans & queer studies, theatre and music, disability studies, play and game studies, narratology, black feminisms, larp, and digital media studies (to name a few). I combine these influences, perspectives, and practices to develop new kinds of narrative play that are part game, part performance, part therapy, part ritual magic, and part protest. My work is unapologetically anti-racist and anti-fascist.

HIGHLIGHTS AT A GLANCE:

# of Published Works = 122	i10-index = 55
# of Peer Reviewed Publications = 79	Most cited paper = Democratizing Tech
# of Best Paper Awards & Nominations = 5	Highest impact publication = Nature
# of Citations = 4133	Research funds raised = $180,357
h-index = 31	# of Keynote Addresses = 10

EDUCATION

PhD Simon Fraser University, School of Interactive Arts + Technology — March 2015
Dissertation: *"Identity Transformation and Agency in Digital Narratives and Story Based Games"* **Graduate Deans Convocation Medal Recipient**

MA Simon Fraser University, School of Interactive Arts + Technology — July 2008
Thesis: *"Believability, Adaptivity, and Performativity: Three Lenses for the Analysis of Interactive Storytelling"*

BA University of Redlands, Johnston Center for Integrative Studies — May 2002
Degree Emphasis: *Music and Mythology*

ACADEMIC APPOINTMENTS

Instructional Assistant Professor
Illinois State University, School of Creative Technologies — January 2025-May 2025

Associate Professor
UC Irvine, Department of Informatics — 2021-2024

Assistant Professor
UC Irvine, Department of Informatics — 2014-2021

Last updated November 2024

WORK EXPERIENCE

2023-Present Moth Mother Studios
Founder
At Moth Mother Studios we produce music, stories, podcasts, and games that center the voices of marginalized creators.
Clients include: Omniverse Media, Aerfire Studios.

2019 – Present – Name Change Policy Working Group
Co-Founder
The NCPWG is a multidisciplinary organization of researchers and scientists committed to advancing inclusive name change policies and practices in academic publishing and beyond. We support our clients in the development of sustainable practices for correcting and updating names within their systems of records.
Clients include: El Sevier, SAGE Publishing, Springer Verlag, The Association of Computing Machinery (ACM), The Committee of Publication Ethics (COPE), The National Institute of Standards in Technology (NIST), National Information Standards Organization (NISO), ORCID, The Internet Archive Project, Names for Life.

2014-Present – Private Consultancy
I offer consulting services related to diversity, equity, and inclusion. My focus is specifically on LGBTQ inclusion, transgender equity, and neurodivergence advocacy. My services include sensitivity reading for games, graphic novels, film, television, books, and new emerging interactive forms. I am expert at helping organizations better support LGBTQIA+ employees, neurodivergent employees, and employees with chronic health conditions and other disabilities.
Consulting Topics: Games, Narrative, Playable Media, AR/VR/MR Theater, User Experience Design, Maker Cultures & DiY, HCI Futures, Transgender Inclusivity in Media
Clients Include: Blizzard Entertainment, Apples & Oranges Arts, Shovels & Whiskey, Australian National University, Law Offices of William B. Bennett & Associates, LLP, Kaiser Permanente

2014 – Nokia Chief Technology Office Advanced Hardware Engineering Group
Research Consultant (July 2014- December 2014)
Research Intern (January 2014 – July 2014)

2004-2005 – Eternal Adventures Entertainment:
Co-Founder, Producer, Audio Director

FUNDING, HONORS & AWARDS

Honors

- **Dynamic Womxn of UCI, Faculty Awardee: Outstanding Social Justice Activism**, 2021, UC Irvine Womxn's Hub
- **Beall Faculty Innovation Fellow,** 2021 -2023, UC Irvine Beall Center for Applied Innovation,
- **Dean's Convocation Medal,** Summer 2015, Simon Fraser University
- **SIAT 10th Anniversary Research Excellence Award,** 2013. Simon Fraser University.
- **Grand Prize: SFU Grad Studies 40th Anniversary Contest,** Spring 2011. Simon Fraser University – award value ~$500cad
- **First Place: TEI Student Design Competition,** Spring 2011. MIT – award value $1000 usd

- **First Place in the International Digital Media Arts Association (iDMAa) Student Showcase**, November 5th 2010. For *The Reading Glove*
- **First Place in the Bluesky Innovation Competition**, 2009. University of California Santa Barbara Transliteracies Project – award value $3,000usd

Extramural Funding
- **NSF Grant,** Fall 2022-Spring 2026, for *Collaborative Research: HCC: Designing Technologies for Marginalized Communities,* National Science Foundation - $90,626
- **Epic MegaGrant,** Spring 2020, for *Alt: augmented reality speculative history storytelling system.* Epic Games, $100,000
- **Pacific Century Graduate Scholarship**, 2008-2009. Simon Fraser University, $10,000cad

UCI Funding
- **Illuminations Award** (Spring, 2023) for *Transmedia Transgender Storytelling as Radical Action: A Conversation Between Catherine Blackard and Theresa Jean Tanenbaum,* UCI, $2500
- **Beall Faculty Innovation Fellowship,** *(2021-2023),* UCI, $5000
- **Illuminations Award** (awarded Spring 2020 for 2021 event)**,** Spring 2021, for *Global Game Jam,* UCI, $2485
- **CORCL Grant,** Spring 2020, for *Creativity Support Tools for XR Theater*. UCI, $4,497
- **Illuminations Award** Winter 2020, for *2020 Global Game Jam at UCI,* UCI, $3000
- **Illuminations Award,** Winter 2019, for *2019 Global Game Jam at UCI,* UCI, $3000
- **Illuminations Award,** Winter 2018, for *2018 Global Game Jam at UCI,* UCI, $3000
- **CORCL Grant,** Winter 2015, for *Costumes and Wearables as Game Controllers Research,* UCI, School of Information and Computer Science $4800

SFU Funding
- **Graduate Fellowship (PhD),** Summer 2013. Simon Fraser University – award value $3,125cad
- **SIAT Travel Award,** Summer 2013. Simon Fraser University – award value $2,000cad
- **Graduate Fellowship (PhD),** Fall 2012. Simon Fraser University – award value $6,250cad
- **President's Research Stipend,** Summer 2012. Simon Fraser University – award value $6,250cad
- **SIAT Travel Award,** Summer 2012. Simon Fraser University – award value $2,000cad
- **Graduate Fellowship (PhD),** Fall 2011. Simon Fraser University – award value $6,250cad
- **SIAT Travel Award,** Spring 2011. Simon Fraser University – award value $2,000cad
- **Graduate Fellowship (PhD)**, Fall 2010. Simon Fraser University – award value $6,250cad
- **FCAT Travel Award,** Spring 2010. Simon Fraser University – award value $300cad
- **SIAT Travel Award,** Spring 2010. Simon Fraser University – award value $1,200cad
- **Graduate Fellowship (PhD)**, Spring 2010. Simon Fraser University – award value $6,250cad
- **FAS Travel Award,** Fall 2008. Simon Fraser University – award value $350cad
- **SIAT Travel Award,** Fall 2008. Simon Fraser University – award value $1,150cad
- **SIAT Graduate Student Association Travel Award,** Fall 2007. Simon Fraser University – award value $100cad
- **SIAT Travel Award,** Fall 2007. Simon Fraser University – award value $600cad
- **Faculty of Applied Science Graduate Fellowship**, 2007-2008. Simon Fraser University – award value $6,000cad

PUBLICATIONS & SCHOLARLY OUTPUT

Books

B3. Buruk, O., Dagan, E., Isbister, K., Segura, E. & **Tanenbaum, T.J.,** (2024). Playful Wearables: Understanding the Design Space of Wearables for Games and Related Experiences. MIT Press.

B2. Alharthi, S., Toups, P., Alsaedi, O., **Tanenbaum, T. J.,** & Hammer, T. J. (2018). The Pleasure of Playing Less: A Study of Incremental Games through the Lens of *Kittens.* Well Played: Single. ETC Press, Pittsburgh, PA. (57 Pages)

B1. Tanenbaum, T. J., Seif El-Nasr, M., Nixon, M. (Eds.) (2014) *Nonverbal Communication in Virtual Worlds: Understanding and Designing Expressive Characters.* ETC Press, Pittsburgh, PA. (383 Pages)

Theses

T2. Tanenbaum, T. J. (2015) Doctoral Dissertation: *Identity Transformation and Agency in Digital Narratives and Story Based Games.* Simon Fraser University, Canada. Defended March 13, 2015.

Committee:
Co-Chair: Dr. Alissa N. Antle, Simon Fraser University
Co-Chair Supervisor: Prof. Jim Bizzocchi, Simon Fraser University
Committee Member: Dr. Dene Grigar, Washington State University
External Examiner: Dr. Margaret Mackey, University of Alberta
Internal-External Examiner: Dr. Richard Smith, Simon Fraser University

T1. Tanenbaum, T. J. (2008). Master's Thesis: *Believability, Adaptivity, and Performativity: Three Lenses for the Analysis of Interactive Storytelling*. Simon Fraser University, Canada. Defended July 29, 2008.

Committee:
Chair Supervisor: Prof. Jim Bizzocchi, Simon Fraser University
Committee Member: Dr. Magy Seif-El Nasr, Northeastern University
External Examiner: Dr. Celia Pearce. Georgia Institute of Technology

Journal Articles (Peer-Reviewed)

JR 11. Gardner, D. & **Tanenbaum, T.J.** (2023) The access control double bind: How everyday interfaces regulate access and privacy, enable surveillance, and enforce identity. *Convergence* Online first

JR 10. Gardner, D. & **Tanenbaum, T. J.** (2021). At the Edge: Periludic Elements in Game Studies. *Game Studies* Vol 21, Issue 4

JR 9. Pargman, D., Eriksson, E., Höök, M., **Tanenbaum, T. J.,** Pufal, M., Wangel, T. J. (2017) What if there had only been half the oil? Rewriting history to envision the consequences of peak oil. *Energy Research & Social Science* September 2017, Vol 31 pp 170-178

JR 8. Tanenbaum, T. J. (2015) Hermeneutic Inquiry for Digital Games Research. *The Computer Games Journal*. Springer, June 2015, Vol 4, no.1, pp 59-80

JR 7. Tanenbaum, K., Hatala, M., **Tanenbaum, T. J.,** Wakkary, R., & Antle, A. N. (2013). A Case Study of Intended Versus Actual Experience of Adaptivity in a Tangible Storytelling System. *User Modeling and User-Adapted Interaction (UMUAI)*. Vol 24, no.3, pp 175-217.

JR 6. Bizzocchi, T. J., **Tanenbaum, T. J.** (2012). Mass Effect 2: A Case Study in the Design of Game Narrative*. The Bulletin of Science, Technology & Society.* October 2012, vol. 32 no. 5 393-404.

JR 5. Tanenbaum, T. J., & Tanenbaum, K. (2012). Getting Your Hands on Electronic Literature: Exploring Tactile Fictions with the Reading Glove. *International Digital Media Association Journal (iDMAa).* Fall 2011 edition, vol 8 no.2 46 -57

JR 4. Bizzocchi, T. J., Lin, B., & **Tanenbaum, T. J.** (2011). Games, Narrative, and the Design of Interface. *International Journal of Art and Technology (IJART)* 4(4), 460-479.

JR 3. Tanenbaum, K. & **Tanenbaum, T. J.** (2010) Agency as Commitment to Meaning: Communicative Competence in Games. *Digital Creativity*, v. 21 No. 1, 2010, pp. 13-19.

JR 2. Tanenbaum, T. J., & Bizzocchi, T. J. (2008). Close Reading Oblivion: Character Believability and Intelligent Personalization in Games. *Loading…The Journal of the Canadian Games Studies Association*, 3(4). 20 pages.

JR 1. Tanenbaum, T. J. & Tomizu, A. (2008). Narrative Meaning Creation in Interactive Storytelling. *International Journal of Computational Science*, 2(1), 3-20.

Journal Articles (Editor Reviewed)

JO 1. Tanenbaum, T. J., Gardner, D., & Cowling, M. (2017). Chalk, Props, And Costumes: Two Exercises for Teaching Pervasive Game Design. *Analog Game Studies*, 4(4), ETC Press. pp 232 - 248

Book Chapters (Peer Reviewed)

BC 12. Tanenbaum, T. J. & Tanenbaum, K. (2021) Consuming the Database: The Reading Glove as a Case Study of Combinatorial Narrative. In O'Sullivan, T. J. & Grigar, D. (eds.) Electronic Literature as Digital Humanities: Contexts, Forms, and Practices, Bloomsbury, pp 143-150

BC 11. Tanenbaum, T. J., Tanenbaum, K. (2018) Steampunk, Survivalism, and Sex Toys: An Exploration of How and Why HCI Studies Peripheral Practices. In Flimowicz, M. & Tzankova, V. (eds) New Directions in 3rd Wave HCI: Volume 2 – Methodologies. Springer

BC 10. Jackson, T. J., **Tanenbaum, T. J.**, Tanenbaum, K., Cowling, M., Walter., M. (2017) Making Plastic Printing Sustainable and Playful. In Allahyari, M. & Rourke, D. (eds.) The 3D Additivist Cookbook, 3 pages

BC 9. Tanenbaum T. J., Tanenbaum K., (2015) Fabricating Futures: Envisioning Scenarios for Home Fabrication Technology. In Zagalo, N. & Branca, P. (eds.). Creativity in the Digital Age Springer-Verlag, London. pp 193-221

BC 8. Tanenbaum, T. J., Seif El-Nasr, M., & Nixon, M. (2014) Challenges and Opportunities for the Ongoing Study of Nonverbal Communication in Virtual Worlds. In Tanenbaum, T. J., Seif El-Nasr, & M., Nixon, M. (Eds.) *Nonverbal Communication in Virtual Worlds: Understanding and Designing Expressive Characters.* ETC Press, Pittsburgh, PA. pp 355-361.

BC 7. Tanenbaum, T. J., Nixon, M., & Seif El-Nasr, M. (2014) Basics of Nonverbal Communication in Virtual Worlds. In Tanenbaum, T. J., Seif El-Nasr, & M., Nixon, M. (Eds.) *Nonverbal Communication in Virtual Worlds: Understanding and Designing Expressive Characters.* ETC Press, Pittsburgh, PA. pp 33-43.

BC 6. Tanenbaum, T. J., Nixon, M., & Seif El-Nasr, M. (2014) Basics of Nonverbal Communication in the Physical World. In Tanenbaum, T. J., Seif El-Nasr, & M., Nixon, M. (Eds.) *Nonverbal Communication in Virtual Worlds: Understanding and Designing Expressive Characters.* ETC Press, Pittsburgh, PA. pp 17-31.

BC 5. Tanenbaum, T. J. (2014) Introduction to this Collection. In Tanenbaum, T. J., Seif El-Nasr, & M., Nixon, M. (Eds.) *Nonverbal Communication in Virtual Worlds: Understanding and Designing Expressive Characters.* ETC Press, Pittsburgh, PA. pp 1-3.

BC 4. Antle, A.N., **Tanenbaum, T. J.**, Macaranas, A. (2014) Games for change: Looking at models of persuasion through the lens of design. In. Nijholt, A. (ed.) *Playful User Interfaces: Interfaces that Invite Social and Physical Interaction,* Springer, pp 163-184.

BC 3. Tanenbaum, T. J. (2014). Embracing and Understanding Subversive Play in Digital Narratives. In *Dark Magic: Entertainment in the Era of Big Data*, by Tawny Schilieski. Intel Corporation pp 205-221

BC 2. Williams, A., **Tanenbaum, T. J.** (2012) Palettes, Punchcards, and Politics: Beyond Practicality and Hedonism. *In G. Hertz (Ed.), Critical Making: Terms* (pp.1-8).

BC 1. Bizzocchi, T. J. & **Tanenbaum, T. J.** (2011). Well Read: Applying Close Reading Techniques to Gameplay Experiences. *In D. Davidson (Ed.), Well Played 3.0: Video Games, Value, and Meaning* (pp. 262 - 290). Pittsburgh, Pennsylvania, USA: ETC-Press.

Magazine Articles (Editor Reviewed)

MA 8. Tanenbaum, T. J. (2021, May 19). Publishers: Changing the names of trans people in their own work is not enough. SAGE Perspectives Blog.

MA 7. Tanenbaum, T. J., Rettig, I., Schwartz, H. M., Watson, B., Goets, T. G., Spiel, K., & Hill, M. (2021). A vision for a more trans-inclusive publishing world: Guest article. COPE: Committee on Publication Ethics.

MA 6. Tanenbaum, T.J. (2020) Publishers: let transgender scholars correct their names. In Nature, Springer, volume 583, p. 493

MA 5. Tanenbaum, T. J., & Smith, G. (2017) Intersections of Craft, Fabrication, and Play: Introduction. *Interactions*, ACM Press, vol. 24 no 1 (January + February 2017). pp 32-33

MA 4. Tanenbaum, T. J., Pufal, M., Tanenbaum, K. (2017) Furious Futures and apocalyptic design fictions: popular narratives of sustainability. *Interactions*, ACM Press, vol. 24 no 1 (January + February 2017). pp 64-67

MA 3. Cowling, M., **Tanenbaum, T. J.,** Birt, T. J., Tanenbaum, K. (2017) Augmenting Reality for Augmented Reality. *Interactions*, ACM Press, vol. 24 no 1 (January + February 2017). pp 42-45

MA 2. Tanenbaum, T. J. (2014) Design Fictional Interactions: Why HCI Should Care About Stories. *Interactions*. ACM Press, vol. 21 no. 5 (September + October 2014). pp 22-23.

MA 1. Tanenbaum T. J., Desjardins, A., & Tanenbaum, K. (2013) Steampunking Interaction Design: Principles for Envisioning Through Imaginative Practice. *interactions*. ACM Press. vol. 20 no. 3 (May 2013). pp 28-33.

Conference Papers in Proceedings (Peer Reviewed)

Notes: Conference papers in proceedings are peer-reviewed, archival, top-tier publication venues for computing and HCI research

† *Indicates that I presented the work publicly at the conference.*

CPR 43. Toups-Dugas, P., **Tanenbaum, T.J.** (2024). Learning to Fail Beautifully: Pole Dancing as a Case Study of Gender Euphoria & Dysphoria for Embodied Interaction Design. Halfway To The Future 2024.

CPR 42. Gupta, S., Bertran, F. A., "Oz" Buruk, O., Espinosa, S. M., **Tanenbaum, T.J.**, & Wu, M. (2021). Exploring Food based Interactive, Multi-Sensory, and Tangible Storytelling Experiences. Designing Interactive Systems Conference 2021, 651–665.

CPR 41. Baumer, E.P.S., Blythe, M., & **Tanenbaum, T.J.** (2020). Evaluating Design Fiction: The Right Tool for the Job. Presented at Designing Interactive Systems (DIS'20). July 6-20, 2020. Eindhoven, The Netherlands (held virtually) pp 1901 - 1913 *[Best Paper Honorable Mention]*

† **CPR 40 Tanenbaum, T.J.,** & Olivieri, V. (2020) Transforming the Creative Practices of Composers and Sound Designers with VirDAW, the Virtual Reality Digital Audio Workstation. Presented at United States Institute for Theater Technology Conference (USITT'20), April 16, 2020. 6 pages

CPR 39. Tanenbaum, T. J., Hartoonian, N., & Bryan, J. (2020). "How do I make this thing smile?": An Inventory of Expressive Nonverbal Communication in Commercial Social Virtual Reality Platforms. Presented at CHI'20. April 25-30, 2020, Honolulu Hawai'i, USA, 13 pages

CPR 38. Gupta, S. **Tanenbaum, T. J.,** Muralikumar, M., & Maranthe, A. (2020). Investigating Roleplaying and Identity Transformation in a Virtual Reality Narrative Experience. Presented at CHI'20. April 25-30, 2020, Honolulu Hawai'i, USA, 13 pages

CPR 37. Spiel, K., Alharthi, S., Cen, A., Hammer, T. J., Nacke, L., Toups, P., **& Tanenbaum, T. J.** (2019) "It Started as a Joke": On the Design of Idle Games. Presented at CHI Play 2019. September 22-25, 2019, Barcelona, Spain, pp 495 – 508 *[Best Paper Honorable Mention]*

CPR 36. Bryan, T. J. & **Tanenbaum, T. J.** (2019) Adapting the Empty Orchestra: The Performance of Play in Karaoke. Presented at Digital Games Research Association (DiGRA'19) August 6-10, 2019. Kyoto, Japan. 16 Pages

† **CPR 35.** Burak, O, Isbister, K., & **Tanenbaum, T. J.** (2019) A Design Framework for Playful Wearables. Presented at Foundations of Digital Games (FDG'19) August 26-30. San Luis Obispo, CA, USA. 12 Pages

† **CPR 34.** Gupta, S. & **Tanenbaum, T. J.** (2019) Evaluating the Pleasures of Agency in Shiva's Rangoli, a Tangible Storytelling Installation. Presented at Designing Interactive Systems (DIS'19) June 23-28, 2019. San Diego, CA, USA

CPR 33. Gupta, S., **Tanenbaum, T. J.,** & Tanenbaum, K. (2019) Shiva's Rangoli: Tangible Storytelling through Diegetic Interfaces in Ambient Environments. Presented at Conference on Tangible and Embedded/Embodied Interaction (TEI'19) March 17-20, 2019. Tempe, AZ, USA

CPR 32. Gardner, D., & **Tanenbaum, T. J.** (2018). Dynamic Demographics: Lessons from a Large-Scale Census of Performative Possibilities in Games. Presented at CHI'18. April 21-26, 2018, Montreal, Quebec, Canada. 12 Pages

† **CPR 31.** Alharthi, S., Alsaedi, O., Toups, P., **Tanenbaum, T. J.,** & Hammer, T. J. (2018). Playing to Wait: A Taxonomy of Idle Games. Presented at CHI'18. April 21-26, 2018, Montreal, Quebec, Canada. 15 Pages

† **CPR 30. Tanenbaum, T. J.,** Gardner, D., & Cowling, M. (2017) Teaching Pervasive Game Design in a Zombie Apocalypse. Presented at ACM CHI Play, 2017, October 15-18, Amsterdam, Netherlands. pp 165 - 176

† **CPR 29. Tanenbaum, T. J.,** Tanenbaum, K., & Cowling, M. (2017) Designing Hybrid Games for Playful Fabrication: Augmentation, Accumulation, & Idleness. Presented at ACM CHI Play, 2017, October 15-18, Amsterdam, Netherlands. pp 413 - 419

† **CPR 28.** Jing, K., Nygaard, N., & **Tanenbaum, T. J.** (2017) Magia Transformo: Designing for Mixed Reality Transformative Play. Presented at ACM CHI Play, 2017, October 15-18, Amsterdam, Netherlands. pp 421 - 429

CPR 27. Rickman, T. J. & **Tanenbaum, T. J.** (2016) GeoPoetry: Designing Location-Based Combinatorial Electronic Literature Soundtracks for Roadtrips. Presented at the 9th International Conference on Interactive Digital Storytelling (ICIDS) 2016, November 15-18, Los Angeles, California, USA. pp 85-96

† **CPR 26.** Tanenbaum, K., & **Tanenbaum, T. J.** (2016) Playful Fabrication: Speculative Game Designs for 3D Printers. Presented at the first joint conference of Foundations of Digital Games

& Digital Games Research Association (FDG/DiGRA), 2016, August 1-6, Dundee, Scotland. 2 Pages

† **CPR 25. Tanenbaum, T. J.,** Crenshaw, N., & Tanenbaum, K. (2016) "Its'a Me, Mario!": Costumed Gaming's Effects on Character Identification. Presented at the first joint conference of Foundations of Digital Games & Digital Games Research Association (FDG/DiGRA), 2016, August 1-6, Dundee, Scotland. 2 Pages

CPR 24. Pufal, M., & **Tanenbaum, T. J.** (2016) Surviving Fallout 4: A Design Fiction. Presented at the first joint conference of Foundations of Digital Games & Digital Games Research Association (FDG/DiGRA), 2016, August 1-6, Dundee, Scotland. 2 Pages

† **CPR 23. Tanenbaum, T. J.,** Pufal, M., & Tanenbaum, K. (2016) The Limits of Our Imagination: Design Fiction as a Strategy for Engaging with Dystopian Futures. Presented at the Second Workshop on Computing Within Limits (LIMITS) 2016, June 9-10, Irvine, CA, USA. 9 Pages

CPR 22. Lazar, A., Koehler, C., **Tanenbaum, T. J.**, & Nguyen, D. (2015) Why We Use and Abandon Smart Devices. Ubicomp, 2015, September 7-11, Osaka, Japan. pp 635 - 646 *[Best Paper Honorable Mention]*

† **CPR 21. Tanenbaum, T. J.**, & Tanenbaum, K. (2015) Envisioning the Future of Wearable Play: Conceptual Models for Props and Costumes as Game Controllers. Presented at Foundations of Digital Games, 2015. June 22-25, Pacific Grove, CA, USA. 5 Pages

† **CPR 20. Tanenbaum T. J.,** & Tanenbaum, K. (2015) Empathy and Identity in Digital Games: Towards a New Theory of Transformative Play. Presented at Foundations of Digital Games, 2015. June 22-25, Pacific Grove, CA, USA. 9 Pages

CPR 19. Chu, S.L, Quek, F., and **Tanenbaum, T. J.** (2013) Performative Authoring: Nurturing Storytelling in Children through Imaginative Enactment. Presented at International Conference for Interactive Storytelling (ICIDS), November 6-9, 2013. Istanbul, Turkey [27.4% Acceptance Rate] *[Best Paper Award]*

† **CPR 18. Tanenbaum, T. J.** (2013) – *How I learned to stop worrying and love the Gamer: Reframing Subversive Play in Story-Based Games.* Presented at DiGRA 2013. Atlanta, GA, USA.

CPR 17. Chu, S.L., Quek, F., Gusukuma, L., **Tanenbaum, T. J.** (2013) – *The Effects of Physicality on the Child's Imagination.* Presented at Creativity and Cognition 2013. Sydney Australia. 93 – 102 [32% Acceptance Rate]

† **CPR 16. Tanenbaum T. J.,** Antle, A., Robinson, T. J. (2013) *Three Perspectives on Behavior Change for Serious Games*. Presented at CHI 2013, Paris, France. 3389 – 3392. [20% Acceptance Rate]

† **CPR 15. Tanenbaum T. J.,** Williams, A., Desjardins, A., and Tanenbaum, K. (2013) *Democratizing Technology: Pleasure, Utility and Expressiveness in DIY and Maker Practice.* Presented at CHI 2013, Paris, France. 2603 – 2612. [20% Acceptance Rate]

† **CPR 14. Tanenbaum, T. J.,** Tanenbaum, K., & Wakkary, R. (2012*). Steampunk as Design Fiction*. Presented at CHI 2012, Austin, TX, USA. 1583 – 1592 [23% Acceptance Rate] *[Best Paper Honorable Mention]*

† **CPR 13. Tanenbaum, T. J.** (2011*). Being in the Story: Readerly Pleasure, Acting Theory, and Performing a Role*. In M. Si, D. Thue, E. André, T. J. Lester, T. J. Tanenbaum & V. Zammitto (Eds.), Interactive Storytelling (Vol. 7069, pp. 55-66): Springer Berlin / Heidelberg. [27% Acceptance Rate]

† **CPR 12. Tanenbaum, T. J.** (2011). *Imagining New Design Spaces for Interactive Digital Storytelling*. In M. Si, D. Thue, E. André, T. J. Lester, T. J. Tanenbaum & V. Zammitto (Eds.),

Interactive Storytelling (Vol. 7069, pp. 261-271): Springer Berlin / Heidelberg. [27% Acceptance Rate]

† **CPR 11. Tanenbaum, T. J.,** Antle, A. N., & Robinson, T. J. (2011). *Procedural Rhetoric Meets Emergent Dialogue: Interdisciplinary perspectives on persuasion and behavior change in serious games for sustainability.* Presented at the 12th Annual Association of Internet Researchers Conference (IR'12).

CPR 10. Antle, A., **Tanenbaum, T. J.,** Tanenbaum, K., Bevans, A., Wang, S., & Seaborn, K. (2011) *Balancing act: Enabling public engagement with sustainability issues through a multi-touch tabletop collaborative game.* Presented at INTERACT, (Lisbon, Portugal, Sept 5- 9, 2011), pp. 194-211 [27.6% Acceptance Rate]

CPR 9. Tanenbaum, K., Hatala, M., & **Tanenbaum, T. J.** (2011). *User Perceptions of Adaptivity in an Interactive Narrative.* Presented at the International Conference on User Modeling, Adaptation and Personalization (UMAP '11). [20% Acceptance Rate]

† **CPR 8.** Tanenbaum, K., **Tanenbaum**, T. J.**,** Antle, A., Bizzocchi, T. J., Seif El-Nasr, M., & Hatala, M. (2011) *Experiencing the Reading Glove.* Presented at Conference on Tangibles and Embedded Interaction (TEI'11), ACM Press, Portugal. pp. 137 – 144. [32% Acceptance Rate]

CPR 7. Antle, A., Bevans, A., **Tanenbaum, T. J.,** Seaborn, K., & Wang, S. (2011) *Futura: Design for collaborative learning and game play on a multi-touch digital tabletop.* Presented at Conference on Tangibles and Embedded Interaction (TEI'11), ACM Press, Portugal. pp. 93 – 100. [32% Acceptance Rate]

† **CPR 6. Tanenbaum, T. J.,** Tanenbaum, K., Seif El-Nasr, M., & Hatala, M. (2010) *Authoring Tangible Interactive Narratives Using Cognitive Hyperlinks,* 3rd Workshop on Intelligent Narrative Technologies (INT3) at Foundations of Digital Games Conference (FDG 2010), June 18, 2010, Monterey, California. 8 pages.

† **CPR 5. Tanenbaum, T. J.,** Tanenbaum, K., & Antle, A., (2010) *The Reading Glove: designing interactions for object-based tangible storytelling.* Presented at the 1st Augmented Human International Conference. Megeve, France, April 2-3. pp. 132-140. [54% Acceptance Rate]

† **CPR 4.** Tanenbaum, K. & **Tanenbaum, T. J.** (2009) *Commitment to Meaning: A Reframing of Agency in Games*. Presented at 8th Conference on Digital Arts and Culture (DAC). December 12-15, Irvine, USA, 9 pages.

† **CPR 3. Tanenbaum, T. J.** & Bizzocchi, T. J. (2009) *Rock Band: A Case Study in the Design of Embodied Interface Experience*. Presented at ACM SIGGRAPH 2009. August 4-8, New Orleans, USA, ACM Press, p.127-134. [30% Acceptance Rate]

† **CPR 2. Tanenbaum, T. J.** & Tanenbaum, K.(2008) Improvisation and Performance as Models for Interacting with Stories, in *Lecture Notes in Computer Science, Interactive Storytelling,* Ulrike Spierling & Nicolas Szilas (Eds), v. 5334, pp. 250 – 263. Berlin: Springer Berlin / Heidelberg.   (30% Acceptance Rate)

† **CPR 1. Tanenbaum, T. J.** & Tomizu, A. (2007). *Affective Interaction Design and Narrative Presentation.* Presented at AAAI Fall Symposium on Intelligent Narrative Technology. November 9 - 11, Arlington, USA, p. 150-157.

Keynote Talks

KN 10. Tanenbaum, T.J., (2024) Designing Playful Rituals of Resistance to the Oppressive Normative Social Order Through Transgender Worlding and Magick. Keynote given at NordiCHI 2024, October 16. Uppsala Sweden.

KN 9. Tanenbaum, T.J. (2022) Restorying Trans Game Studies: Playing with memory, fiction, and magic as sites for transformative identity work. Keynote given [virtually] at Meaningful Play, on October 14, 2022

KN 8. Tanenbaum, T.J. (2021) Advocating for Trans Inclusive Name Change Policies and Practices in Academic Publishing. Keynote given *[virtually]* at the ICML Queer in AI Workshop on July 20, 2021

KN 7. Tanenbaum, T.J. (2021) Advocating for Trans Inclusive Name Change Policies and Practices in Academic Publishing. Keynote given *[virtually]* at SciPy Conference on July 15, 2021

KN 6. Tanenbaum, T.J. (2021) The Ghost of Genders Past. Keynote given *[virtually]* at Pride Game Jam, Helsinki on July 2, 2021

KN 5. Tanenbaum, T. J. (2019) Risk and Innovation in Game Design. Talk given at the Student Game Developer Alliance Summit. Cal Poly Pomona, Pomona CA, May 25th, 2019

KN 4. Tanenbaum, T. J. & Tanenbaum, K. (2018) Technology, Media, and Community. Talk given at the Synaplex Shabbat, University Synagogue, Irvine CA, October 2018 (Invited Keynote Talk)

KN 3. Tanenbaum T. J. & Tanenbaum, K. (2017) Playing with Possible Futures: A Brief Introduction to Research in the Transformative Play Lab. Talk given as part of the *Kathryn Green Lecture Series,* University of Redlands, Johnston Center for Integrative Studies, January 25th, 2017. Redlands, CA, USA (Invited Lecture)

KN 2. Tanenbaum, T. J. (2017) Theatrical Play: Designing for the Experience Identity Transformation and Agency Using Method Acting. Talk given at Electronic Arts' UXCon, February 8th, 2017. Vancouver, BC, Canada (Invited Keynote Talk)

KN 1. Tanenbaum, T. J. (2015) "Outside-In" Engagement: Identity Transformation and Agency in Digital Story Based Games. Talk given at the Computer Human Interaction Forum of Oregon (CHIFOO), July 8th, 2015. Portland, OR, USA (Invited Keynote Talk)

Other Invited Talks
Some talks given [virtually] due to COVID-19 Pandemic.

IT 58. Tanenbaum, T.J., Faulkner, AK, Faranae, MacLaren-Wray, V.(2024) Tech vs Suspense: Are There Any Winners? Panel Discussion at OctoCon – The Irish National Convention of Science Fiction, October 6,2024.

IT 57. Tanenbaum, T.J., Faulkner, AK, Faranae, Cooper, S.L. (2024) Handle with Care: Writing Trauma in Your Fiction. Panel Discussion at OctoCon – The Irish National Convention of Science Fiction, October 6,2024.

IT 56. Tanenbaum, T.J., (2024) Meet the Creator: Theresa Jean Tanenbaum. Talk given at OctoCon – The Irish National Convention of Science Fiction, October 5,2024.

IT 55. Tanenbaum, T.J., Sharp, C., McLellan, F., Kirwan, J. (2024) You are in a Panel Room: The Topic is Interactive Fiction. Panel Discussion at OctoCon – The Irish National Convention of Science Fiction, October 5,2024.

IT 54. Tanenbaum, T.J., Young, H., Blackard, C. (2024). LGBTQIA+ Representation in Tabletop RPGs. Panel Discussion at WorldCon, August 10, 2024.

IT 53. Tanenbaum, T.J., Goss, T., Dawson, J., Hansen, R.M., Guan, S. (2024). The Return of the Witch to a Hostile World. Panel Discussion at WorldCon, August 10, 2024.

IT 52. Tanenbaum, T.J., Blackard, C., Banks, D., Mudd, J. (2024). Surprise RPGs: Interactive Storytelling on the Bleeding Edge, Or…How a Back to the Future RPG Changed My Life. Panel Discussion at WorldCon, August 9, 2024.

IT 51. Tanenbaum, T.J., Carroll, P., Sparks, R., Chang, Z. N. (2024). SF&F Musicals on Stage. Panel Discussion at WorldCon, August 9, 2024.

IT 50. Tanenbaum, T.J., Hotston, S., Stroud, A., Puranen, E. J., Ellis, P.R. (2024). Predicting the shape of things to come. Panel Discussion at WorldCon, August 9, 2024.

IT 49. Tanenbaum, T.J. (2023) Restorying Game Studies: Playing with memory, fiction, and magic as sites for transformative identity work. Talk Given at the Illinois State University David Brian Williams School of Creative Technologies, November 8, 2023

IT 48. Tanenbaum, T.J. (2023) Narrative as Reality: Playing with memory, fiction, and magic as sites for transformative identity work. Talk given *[virtually]* at the Starr King School for the Ministry, Revolutionary Witchcraft Seminar, October 19, 2023

IT 47. Tanenbaum, T.J. (2023) Restorying Trans Game Studies: Playing with Memory, Fiction, and Magic as Sites for Transformative Identity Work. Talk Given *[virtually]* at the University of Glasgow Center for Fantasy and the Fantastic, July 20, 2023

IT 46. Tanenbaum, T.J. (2023) Kaiser Permanente SoCal Gender Affirming Patient Panel. Talk Given [*virtually]* at the Kaiser Permanente Gender Affirming Therapists Training, May 3, 2023

IT 45. Tanenbaum, T.J. (2023) Developing Inclusive Identity Practices in Academic Publishing and Beyond. Webinar Talk given [virtually] at the Association For College Research Librarians (ACRL), April 21, 2023.

IT 44. Tanenbaum T.J. & Blackard, C. (2023) Transmedia Transgender Storytelling as Radical Action: A Conversation Between Cat Blackard and Theresa Jean Tanenbaum. UCI Illuminations: The Chancellor's Arts & Culture Initiative. February 27, 2023

IT 43. Tanenbaum T.J. (2022) Restorying Trans Game Studies: Playing with Memory, Fiction, and Magic for Transformative Identity Work. Talk given *[virtually]* at the Transformative Play Initiative Event Series, Uppsala University, November 29, 2022

IT 42. Tanenbaum T.J. (2022) Future of Media Theaters Dreaming Salon #7. May 11, 2022

IT 41. Tanenbaum, T.J. (2021) Introducing *The Transition Diary*. Talk given to University Synagogue's Living Judaism Senior Class, October 24, 2021

IT 40. Muyinatu Bell, K. Bouman, M. G., Glassman, E., Incorvia J. A., & **Tanenbaum, T.J.** (2021) Panel: Getting Started in Academia (How to Develop a Research Agenda, Set Up a Lab, Build a Team). *[Virtual]* Panel Discussion at MIT EECS Rising Stars Workshop, October 15, 2021

IT 39. Tanenbaum, T.J. (2021) Developing Inclusive Identity Practices. Talk given *[virtually]* at Google Tech Talks, Google on September 29,2021

IT 38. Olivieri, V. & **Tanenbaum, T.J.** (2021) Binaural Audio for Virtual Environments. Talk given *[virtually]* at the Chicago Regional Chapter of the Acoustical Society of America, June 23, 2021

IT 37. Tanenbaum, T.J. (2021) Design Fiction as a Strategy for Engaging with Dystopian Futures. Talk given *[virtually]* at the University of Siegen HCI Seminar, June 18, 2021

IT. 36 Tanenbaum, T.J. (2021) Developing Inclusive Name Change Practices in Academic Publishing. Talk given *[virtually]* at the ORCID Consortium Workshop on Name Changes and EDI in ORCID, June 17, 2021

IT 35. Tanenbaum, T.J. (2021) Jewish Transgender Identities 101. Talk given at University Synagogue's Pride Shabbat, June 11, 2021

IT 34. Hoke, T., Poff, D., Safer, R., **Tanenbaum, T.J.**, & Porter, C. (2021) Diversity, equity, and inclusion in scholarly research and publishing. Talk given *[virtually]* at the COPE Education Committee Webinar. May 28, 2021

IT 33. Tanenbaum, T.J. (2021) Identity Transformation through Theatrical Play. Talk given *[virtually]* at Wellesley College's Media Arts and Sciences Seminar, May 12, 2021

IT 32. Tanenbaum, T.J. (2021) Inclusive Author Name Change Policies. Talk given *[virtually]* at the Council of Science Editors Annual Meeting, May 4, 2021

IT 31. Tanenbaum, T.J. (2021) Game Design and Design Fiction. Talk given *[virtually]* at Georgia Tech, Literature, Media, and Communication Seminar on Science Fiction. April 27, 2021

IT 30. Tanenbaum, T.J. (2021) Narrative as Cognitive Sensemaking Strategy. Talk given *[virtually]* at the UCI Brain Dialogue Series on Consciousness. April 23, 2021

IT 29. Tanenbaum, T.J. (2021) Identity Transformation Through Theatrical Play. Talk given *[virtually]* at the University of Colorado Boulder ATLAS Colloquium. January 26, 2021

IT 28. Tanenbaum, T.J. (2020) Identity Transformation Through Theatrical Play. Talk given *[virtually]* at the Cornell Information Science Colloquium. October 22, 2020

IT 27. Tanenbaum, T.J. (2020) Jewish Transgender Identities 101. Talk given *[virtually]* to University Synagogue's Living Judaism Senior Class, September 29, 2020

IT 26. Tanenbaum, T.J., Hilton, C., Slataper, R., Nguyen, A. (2020) Transitioning in the Workplace, Talk given *[virtually]* at Experian Pride Week June 26, 2020

IT 25. Tanenbaum, T.J., Brignal, P., Levy, J., Selheim, L., Ellis, S., Winsor, T., Schielieski, T. (2020) Re-storied: Reimagining Creative Privilege. Talk given *[virtually]* at San Diego Comic Con 2020 (Recorded June 18, 2020)

IT 24. Tanenbaum, T.J. (2020) Building a Future for Theatrical Play: Designing for Expressive Participatory Mixed Reality Performance. Talk given *[virtually]* at Northwestern University, Department of Computer Science Seminar, June 2, 2020

IT 23. Tanenbaum, T.J. (2020) Embodied Avatar Communication, Serious Games, and Digital Socialization. Talk given *[virtually]* at UC San Diego Computing Arts Lecture Series, April 20, 2020

IT 22. Tanenbaum, T. J. (2020) Building a Future for Theatrical Play: Designing for Expressive Participatory Mixed Reality Performance. Talk given at Carnegie Mellon University, HCII Seminar, February 28, 2020

IT 21. Tanenbaum, T.J. (2021) Jewish Transgender Identities 101. Talk given to University Synagogue's Living Judaism Senior Class, January 12, 2020

IT 20. Tanenbaum, T. J. (2019) Building a Future for Theatrical Play: Designing for Expressive Participatory Mixed Reality Performance. Talk given at UC Irvine Informatics Seminar, Irvine, CA, November 4th, 2019

IT 19. Tanenbaum, T. J. (2019) Building a Future for Theatrical Play: Designing for Expressive Participatory Mixed Reality Performance. Talk given at UC Santa Cruz Computational Media Seminar, Santa Cruz, CA, November 15th, 2019

IT 18. Tanenbaum, T. J. (2019) New Technologies for Participatory Theater. Talk given to the Apples & Oranges THEatre Accelerator, Irvine CA, May 13th, 2019

IT 17. Tanenbaum, T. J. & Tanenbaum, K. (2019) Introduction to Careers in Games and Technology. Talk given at the Shalimar Teen Center, ThinkTogether.org. Costa Mesa, CA. January 28th, 2019 (Invited talk and workshop)

IT 16. Tanenbaum, T. J. & Tanenbaum, K. (2018) Towards a Playful Future for Personal Fabrication. Talk given at the Conference on Maker Cultures, Concordia University, November 18th Montreal QC, Canada

IT 15. Tanenbaum, T. J. (2018) Designing Pervasive Games in a Zombie Apocalypse as a Case Study of Engaged Pedagogy. Talk given at the CQUniversity Educational Technology and Innovation Community of Practice, Brisbane Australia, June 12, 2018

IT 14. Tanenbaum, T. J. & Veenstra, T. J. (2018) Comedy and Videogames. Talk Given at the Improv Revolution, Coup de Comedy Festival. UC Irvine, May 2018.

IT 13. Tanenbaum, T. J. (2017) Playing with Possible Futures: A brief introduction to research in the Transformative Play Lab. Talk given at the University of Central Florida. November 2017, Orlando FL, USA

IT 12. Trammel, A., LaFarge, A., **Tanenbaum, T. J.,** Tanenbaum, K., & Alexander, T. J. (2017) Designing Futurity Panel. Presentation given at Writing the Future, May 26th, 2017, Irvine, CA, USA

IT 11. Tanenbaum, T. J. (2016) Preserving Family Memories with the "Internet of Meaningful Things". Talk given at the Newport Beach Exchange Club. July 21st, 2016, Newport Beach CA, USA

IT 10. Tanenbaum, T. J., Menon, A., & Benford, G. (2016) Building Future Worlds Panel Discussion. Presentation given at Pathways to Possible Worlds: Science Fiction & Sustainability. May 27th, 2016. Irvine, CA, USA

IT 9. Tanenbaum, T. J. (2016) Design Fiction as Persuasion. Talk given at Persuasion: A Multi-Disciplinary Symposium, May 4th, 2016. Irvine, CA, USA

IT 8. Tanenbaum, T. J. (2016) Critical Making Meets Critical Game Studies: The Curious Case of the Quantified Toilet. Talk given at the Critical Game Studies Conference, May 2nd, 2016. Irvine, CA, USA

IT 7. Tanenbaum, T. J. & Tanenbaum, K. (2016) Envisioning Playful Fabrication. Talk given at the Calit2 Multidisciplinary Design Program Seminar Series, April 13th, 2016. Irvine, CA, USA

IT 6. Tanenbaum, T. J., Chaudhari, C,**.** & Tanenbaum, K. (2016) Preserving Family Memories with the Internet of Meaningful Things. Talk given at the Oasis Senior Center, March 14th, 2016. Newport Beach, CA, USA

IT 5. Tanenbaum, T. J. & Tanenbaum, K. (2016) Envisioning Playful Fabrication. Talk given at USC PlayThink Game Salon, January 25th, 2016. Los Angeles, CA, USA

IT 4. Tanenbaum, T. J. (2014) - Maker Ecologies: Cultural Narratives and Regulatory Challenges of Distributed Manufacturing. Presented at Making Subject Conference 2014. Bloomington, IN, USA

IT 3. Bizzocchi, T. J., & **Tanenbaum, T. J.** (2011). *Mass Effect 2: The Design of Narrative.* Presented at the Entretiens Jacques Cartier Colloquium on Experiencing Stories with/in Digital Games. October 1-2, 2011. Montreal, Quebec, Canada.

IT 2. Bizzocchi, T. J., **Tanenbaum, T. J.**, & Tanenbaum, K. (2011*). Narrative and Interface.* Presented at the MDM Classic Film and Games Night.

IT 1. Tanenbaum, K., **Tanenbaum, T. J.**, Antle, A. N., Bizzocchi, T. J., Seif El-Nasr, M., & Hatala, M. (2011). *PLAYPR: The Reading Glove.* Presented at the GRAND 2011.

Artistic Exhibits, Installation Artworks, and Interactive Performances (Jury and Curator Reviewed)

AE 13. Gupta, S. & **Tanenbaum, T. J.** (2019) *Shiva's Rangoli.* Exhibited at The Electronic Literature Organization Conference & Media Arts Festival (ELO-19). July 15-17th 2019. Cork, Ireland.

AE 12. Gupta, S. & **Tanenbaum, T. J.** (2019) *Shiva's Rangoli: Tangible Interactive Storytelling in Ambient Environments*. Exhibited at Designing Interactive Systems (DIS'19) June 23-28, 2019. San Diego, CA, USA.

AE 11. Gupta, S. & **Tanenbaum, T. J.** (2019) *Shiva's Rangoli.* Exhibited at TEI'19, March 17-20, 2019. Tempe AZ, USA

AE 10. Tanenbaum, T. J., Nygaard, N., Jing, K., Chang, V., Pareja, M., & Tanenbaum, K. (2017) *Magia Transformo: The Dance of Transformation*. Official Festival Selection of IndieCade 2017. October 5-7th 2017, Los Angeles CA, USA.

AE 9. DiPaola, S., **Tanenbaum, T. J.,** Choi, S., McCaig, G., McVeigh, D., Waldie, T. J., Cuyhendall, S., & Muntean, R. (2016) *Texture and Flow.* In the Electronic Literature Organization Conference Screening Series, June 10-12th, 2016. Victoria BC, Canada

AE 8. Jackson, T. J., **Tanenbaum, T. J.**, Tanenbaum, K., Cowling, M., Walter., M. (2016) *Playful Fabrication.* In FAB/ART at the Beall Center for Art + Technology. June 4, 2016. Irvine CA, USA

AE 7. Tanenbaum, T. J., & Tanenbaum, K. (2016) *The Reading Glove*. Work exhibited at Electronic Literature: A Matter of Bits at 2014 (Brown, J & Emmons, R., Curators) at the Stedman Gallery at Rutgers University, Camden, January 19 – April 21, 2016.

AE 6. Tanenbaum T. J., & Tanenbaum K. (2014) *The Reading Glove*. Work exhibited at Pathfinders: Documenting the Experience of Early Digital Literature (Grigar, D. & Moulthrop, S., Curators) at 2014 MLA Conference.

AE 5. Tanenbaum T. J. & Tanenbaum K. (2013) Tanenbaum Fabrications and The Steampunk Academy. Exhibition shown at Maker Faire, Bay Area.

AE 4. Tanenbaum T. J. & Tanenbaum K. (2012) The Steampunk Academy. Exhibition shown at Portland Mini MakerFaire

AE 3. Tanenbaum, T. J., Tanenbaum, K. Rosner, D., Compton, K., Williams, A., Nadaeu, B., McDonald, B., & Ainsworth, L. (2012). The Steampunk Academy. Exhibition shown at Maker Faire, Bay Area.

AE 2. Tanenbaum, T. J., Tanenbaum, K., & Bevans, A. (2012). *Powered by Fiction: Artists, Makers, Tinkerers and the Backstories that Inspire them to Create*. Exhibited at Emerge, 2012.

AE 1. Tanenbaum, T. J., Tanenbaum, K., & Bevans, A. (2011). Captain Chronomek. TEI'11 Student Design Challenge. January 23 – 26, Funchal Portugal.

Digital Archives (Editor Reviewed)

DA 2. Tanenbaum T. J., & Tanenbaum K. (2015) *The Reading Glove: Dispatches from Algiers* in ELC3 Electronic Literature Collection

DA 1. Tanenbaum T. J., & Tanenbaum K. (2014) *Captain Chronomek.* In "Critical Making in the Digital Humanities" (D. Grigar & R. Whitson, eds.)

Demonstrations of prototype technology (Curator and Peer Reviewed)

DPT 7. Kashani, T. & **Tanenbaum, T.J.** (2019) Shadowcast "Sizzle Reel". Presented at the 2019 National Association of Musical Theater (NAMT) conference, New York, New York, USA, October 23rd, 2019

DPT 6. Tanenbaum, T. J., Persa, A., Muralikumar, M., Lowder, A., Scott, P., Wu, M., Gupta, S., & Lok, E. (2018) *The Next Fairytale VR.* Selected demo for ICS @ 50 UCI Ingenuity, October 16th, 2018. Irvine CA, USA.

DPT 5. Tanenbaum, T. J., & Tanenbaum, K. (2011). *The Reading Glove: A Non-linear Adaptive Tangible Narrative.* Demonstration given at ICIDS 2011.

DPT 4. Tanenbaum, T. J., & Tanenbaum, K. (2011). Tanenbaum Fabrications Presents The Reading Glove. Demonstration given at the Vancouver Mini Maker Faire.

DPT 3. Tanenbaum, T. J., Tanenbaum, K., Bizzocchi, T. J., & Antle, A. N. (2011). The Reading Glove. Demonstration given at the Embodied Interaction Workshop at CHI 2011.

DPT 2. Tanenbaum, T. J. & Tanenbaum, K. (2010). The Reading Glove, v.1. Demonstrated at the International Digital Media Association Conference on The Digital Narrative (iDMAa). November 4 – 6, Vancouver, BC.

DPT 1. Tanenbaum, T. J. & Tanenbaum, K. (2010). The Reading Glove v.1. Demonstrated at the Foundations of Digital Games Conference. June 20, Monterey, CA, USA.

Workshops Organized (Peer reviewed)

WRKO 12. Tanenbaum, T. J. (2023). *Magic is Real: Play as Resistance and Ritual.* Presented at the Illinois State University David Brian Williams School of Creative Technologies, November 9, 2023

WRKO 11. Tanenbaum, T. J. (2023). *Magic is Real: Play as Resistance and Ritual.* Presented at the University of Glasgow Gaming Lab, July 12, 2023, Glasgow, UK.

† **WRKO 10.** Tanenbaum, T.J., Levy, J., & Schlieski, T. (2021) *Alternate Histories: addressing the challenge of systemic imagination through allohistorical speculation.* Workshop presented *[virtually]* at the Connected Learning Summit, July 7-30, 2021. Irvine CA, USA

† **WRKO 9.** Segura, E., Spiel, K., Johansson, K., Back, T. J., Toups, P., Hammer, T. J., Waern, A., **Tanenbaum, T. J.,** & Isbister, K. (2019) *Larping (Live Action Role Playing) as an Embodied Design Research Method.* Workshop presented at Designing Interactive Systems (DIS'19) June 23-28, 2019. San Diego, CA, USA

WRKO 8. Passmore, C. J., Mandryk, R. L., Schoemann, S., Gardner, D., MacArthur, C., Hancock, M., Butt, M., **Tanenbaum, T. J.** (2018). *Gaming with the Subaltern: Workshop on Diversity and Inclusion in Games.* Presented at 2018 Annual Symposium on Computer-Human Interaction in Play Companion Extended Abstracts, 695–701.

WRKO 7. Kannabiran, G., Ahmed, A., Wood, M., Balaam, M., **Tanenbaum, T. J.,** Bardzell, S., & Bardzell, J. (2018) *Design for Sexual Wellbeing in HCI.* Workshop presented at CHI 2018, Montreal Canada

† **WRKO 6.** Toups, P., LaLone, N., Buruk, O., **Tanenbaum, T. J.,** Trammell, A., Hammer, T. J., & Depping, A. (2017) *Augmented Tabletop Games Research.* Workshop presented at CHI Play 2017, Amsterdam, Netherlands. pp 661 - 666

WRKO 5. Jacobs, T. J., Mellis, D., Zoran, A, Torres, C., Brandt, T. J., & **Tanenbaum, T. J.** (2016) *Digital Craftsmanship: HCI Takes on Technology as an Expressive Medium.* Workshop presented at Designing Interactive Systems (DIS 2016), Brisbane, Australia. pp 57 - 60

† **WRKO 4. Tanenbaum, T. J.,** Tanenbaum, K., Isbister, K., Abe, K., Sullivan, A., & Anzivino, L., (2015) *Costumes and Wearables as Game Controllers*. Studio presented at TEI 2015, Stanford, CA, USA. pp 477-480

† **WRKO 3.** Tanenbaum, K., **Tanenbaum, T. J.,** Williams, A., Ratto, M., Resch, G., & Gamba Bari, A. (2014) *Critical Making Hackathon: Situated Hacking, Surveillance, and Big Data.* Workshop presented at CHI 2014, Toronto, Canada.

† **WRKO 2.** Linehan, C., Kirman, B., Blythe, M., Reeves, S., Desjardins, A., **Tanenbaum, T. J.**, & Wakkary, R. (2014) *Alternate Endings: Using Fiction to Explore Design Futures.* Workshop presented at CHI 2014, Toronto, Canada.

WRKO 1. Tanenbaum, T. J., Tanenbaum, K., & Wakkary, R. (2012). *Design Fictions Studio.* Studio presented at the 6th International Conference on Tangible Embedded/Embodied Interaction (TEI 2012).

Workshop Presentations (Peer reviewed)

WRKP 4. Tanenbaum, T.J. & Khan, F.R. (2023) *"Dare You Approach The Mighty Oracle?": Building a Design Framework for Tangible Storytelling Artifacts That Evoke The Divine*. Paper presented at the Designing Tangible Interactive Artifacts for Religious and Spiritual Purposes Workshop at DIS 2023, July 10-14. Pittsburgh, PA, USA (3 pages)

WRKP 3. Tsaasan, A.M, & **Tanenbaum, T. J.,** (2016) *Sustainable HCI and Reflective Practice: Making Space for Sustainability in Research Design.* Presented at the Design Patterns, Principles, and Strategies for Sustainable HCI Workshop, CHI 2016, San Jose, CA, USA.

† **WRKP 2. Tanenbaum, T. J.,** & Tanenbaum, K. (2013*) Fabrication as Syndication: 3D Printing, Communication, and Narrative*. Presented at the FAB at CHI workshop, CHI 2013, Paris, France.

† **WRKP 1. Tanenbaum, T. J.,** Tanenbaum, K., Bizzocchi, T. J., & Antle, A. N. (2011). *Understanding Narrative and Embodied Interactions with "Present-at-Mind".* Presented at the Embodied Interaction Workshop at CHI 2011. 4 Pages

Conference Presentations (Peer Reviewed)

CP 17 Olivieri, V. & **Tanenbaum, T.J.** (2021) Binaural Audio for Virtual Environments. Talk given *[virtually]* at the USITT Conference, March 8, 2021

CP 16. Tanenbaum, T.J., King, S., Rettig, I., Speer, R., & Srivatsan, N. (2020) Trans-Inclusive Academic Publishing. Panel discussion, given *[virtually]* at the Queer in AI Workshop at NeurIPS, December 8, 2020

CP 15. Linehan, C., **Tanenbaum, T. J.,** Nacke, L., & Iacovides, J. (2020) *What is CHI PLAY (and where is it going?).* (Virtual) Panel discussion at ACM CHI PLAY. November 2, 2020.

CP 14. Gupta, S. & **Tanenbaum, T. J.** (2019) *Shiva's Rangoli - an interactive storytelling experience rooted in Indian traditions.* SLSA 2019

CP 13. Tanenbaum, T. J. & Olivieri, V. (2019) *Transforming the Creative Practices of Composers and Sound Designers with VirDAW: The Virtual Reality Digital Audio Workstation.* SLSA 2019

CP 12. Tanenbaum, T. J., Hartoonian, N., and Bryan, T. J. (2019) *ShadowCast: Unpacking the Pleasures of Participatory Virtual Reality Theater.* SLSA 2019

CP 11. Melcer, E., Isbister, K., Origin, R., **Tanenbaum, T.** (2019) Playful Wearables. Panel Discussion at IndieCade 2019. October 11, 2019. Los Angeles CA, USA.

CP 10. Fields, D. A., Kafai, Y.B., Keune, A., Peppler, K., Lindberg, L., Shaw, M., Coleman, J.J., Dahn, M., **Tanenbaum., T.J.** (2019) Connected Learning Experiences: Understanding Creativity, Materiality, Artistry and Affect in Computing. Panel Discussion at the 2019 Connected Learning Summit. October 2 – 5, 2019. Irvine CA, USA

CP 9. Smith, G., Sullivan, A., & **Tanenbaum, T. J.** (2017) Exploring Hybrid Materialities for Computationally Crafted Futures. Talk given at HASTAC 2017: The Possible Worlds of Digital Humanities, November 3-4th 2017, Orlando, FL, USA

CP 8. Gardner, D. & **Tanenbaum, T. J.** (2017) Charting Performative Possibilities in Games: A Large-scale Census of Characters and Representation. Talk given at the Queerness and Games Conference, March 31st – April 3rd, 2017, Los Angeles CA, USA (Juried Conference Presentation)

CP 7. Quek, F., Read, T. J., Seo, T. J., **Tanenbaum, T. J., &** Chu, S. (2016) – Technology-Based Making as a Medium for Children's Development. Talk given at the Society for Research in Child

Development Special Topic Meeting: Technology and Media in Children's Development. October 28th, 2016. Irvine CA, USA

CP 6. Crenshaw, N., Faucett, H., Tanenbaum T. J., Tanenbaum, K. (2015) Cosplayed Gaming: Exploring Gender Identity through Costumed Play. Talk given at the Queerness and Games Conference, October 17th, Berkeley CA, USA (Juried Conference Presentation)

CP 5. Bizzocchi, T. J., Camlot, T. J., Simon, B., & **Tanenbaum, T. J.** (2010). *Games and Narrative – An Analytical Framework Revisited.* Presented at the 4th annual Canadian Gaming Studies Association Conference. May 28 – 29, Montreal, Canada. (Refereed Abstract Submission)

CP 4. Tanenbaum, T. J. & Bizzocchi, T. J. (2009*). Close-Reading and the Poetics of Form and Experience in an Emergent Medium*. Presented at the 3rd Annual Canadian Gaming Studies Association Conference. May 23 - 24, Ottawa, Canada (Refereed Abstract Submission)

CP 3. Tanenbaum, T. J. (2009*) A Framework for Mapping Virtual Geography in World of Warcraft.* Graduate Student Symposium on the Serious Study of Virtual Worlds at the State of Play VI Conference. New York Law School, June 18 -20, New York, USA.

CP 2. Bizzocchi, T. J. & **Tanenbaum, T. J.** (2008*). A Preliminary Framework for Narrative and Embodied Interaction in Games.* Presented at the Expanding Our Horizons: Canadian Game Studies at Home and Abroad. September 19 – 21, Vancouver, Canada (Refereed Abstract Submission)

CP 1. Tanenbaum, T. J. & Bizzocchi, T. J. (2008). *You Must Be An Experienced Thief: Intelligent Personalization in Oblivion*. Presented at the 2nd Annual Canadian Gaming Studies Association Conference. May 31, Vancouver, Canada. (Refereed Abstract Submission)

Posters, w/ Published Paper (Peer Reviewed)

PPR 6. Chaudhari, C. & **Tanenbaum, T. J.** (2016) – Phylactery: An Authoring Platform for Object Stories. Poster presented at the 9th International Conference on Interactive Digital Storytelling (ICIDS) 2016, November 15-18, Los Angeles, California, USA. pp 403 - 406

PPR 5. Chaudhari, C. Prakash, A. Tsaasan, A.M., Brubaker, J., & **Tanenbaum, T. J.** (2016) – *Pensieve Box: Designing Tangible Platforms for Digital Memorialization Practices.* Poster presented at iConference 2016. March 20-23. Philadelphia, PA, USA. 4 Pages

PPR 4. Chaudhari, C., Prakash, A., Tsaasan, A.M., Brubaker, J., & **Tanenbaum, T. J.** (2016). *Pensieve Box: Themes for Digital Memorialization Practices*. Work in Progress Presented at Tangible Embedded and Embodied Interaction 2016 (TEI'16). pp 398-403

PPR 3. Tanenbaum, T. J. & Tanenbaum, K. (2011). *The Reading Glove: A Non-linear Adaptive Tangible Narrative.* In M. Si, D. Thue, E. André, T. J. Lester, T. J. Tanenbaum & V. Zammitto (Eds.), Interactive Storytelling (Vol. 7069, pp. 346-349): Springer Berlin / Heidelberg. (27% Acceptance Rate)

PPR 2. Hatala, M., Tanenbaum, K., & **Tanenbaum, T. J.** (2011) *Adaptivity in Ubiquitous Systems: An Experimental Study.* Presented at Znalosti 2011, pp. 259 - 262 (Refereed Abstract Submission)

PPR 1. Tanenbaum, T. J., Antle, A., Tanenbaum, K., Bevans, A., Wang, S., & Seaborn, K. (2010) *Futura: A Case Study in the Design of an Educational Multi-Touch Tabletop Game,* Poster presented at Games, Learning and Society (GLS 2010) June 9-11, Madison, Wisconsin. 4 pages. (Refereed Abstract Submission)

Poster Presentations (Non-Peer Reviewed)

P 2. Tanenbaum, T. J., Tanenbaum, K., Bizzocchi, T. J., Hatala, M., & Wakkary, R. (2010). *Tangible Interactive Storytelling with the Reading Glove.* Poster presented at the GRAND Annual Conference. June 2 - 4, Ottawa, ON, Canada.

P 1. Tanenbaum, T. J., Antle, A., Seaborn, K., Tanenbaum, K., Bevans, A., & Wang, S. (2010*). Futura: Designing Multi-Touch Tabletop Games for Sustainability.* Poster presented at the GRAND Annual Conference. June 2 - 4, Ottawa, ON, Canada.

PATENTS

Pt 1. Tanenbaum, T. J. & Nguyen, D. (2016) – EP3040915A1: Method and Apparatus for Identifying Trends. Filed December 29th, 2014. Issued July 6th, 2016.

PUBLIC SCHOLARSHIP AND COMMENTARY

Journalistic Writing

JWC 14. Tanenbaum, T.J. (2023, February 2) Transgender Cybernetic Embodiment. Medium: An Injustice!

JWC 13. Tanenbaum, T.J. (2021, June 25) SIGCHI Equity Talks #5: Understanding Gender. Medium ACM SIGCHI,

JWC 12. Tanenbaum, T.J. (2020, December 14) Balanced Between Grief and Dread. Medium.

JWC 11. Tanenbaum, T.J. (2020, October 21) What's the Big Deal About Misgendering and Deadnaming? Medium: An Injustice!

JWC 10. Tanenbaum, T. J., Speer, R., Rettig, I., Goetz, T., Toups, P., Spiel, K., & Watson, B.M. (2020, September 9). Towards a Trans Inclusive Publishing Landscape: Addressing common concerns about allowing transgender authors to change their names on previously published work. Medium.

JWC 9. Tanenbaum, T. J. (2020, August 24) Yeet these nards into the sun! Medium: An Injustice!

JWC 8. Tanenbaum, T. J. (2020, August 7). I Was Socialized Trans. Medium: An Injustice!

JWC 7. Tanenbaum, T. J. (2020, July 31). Questioning your gender is radical. Medium: Empowered Trans Woman.

JWC 6. Tanenbaum, T. J. (2020, July 4). Reflections and Revelations. Medium: Empowered Trans Woman.

JWC 5. Tanenbaum, T. J. (2020, March 1). Every Step, A Step Closer. Medium: Empowered Trans Woman.

JWC 4. Tanenbaum, T. J. (2019, December 16). A lifetime of coming out. Medium: Empowered Trans Woman.

JWC 3. Tanenbaum, T. J. (2019, September 26). What's in a (dead) Name? Medium: Empowered Trans Woman.

JWC 2. Tanenbaum, T. J. (2019, September 23). How to talk about "Tess." Medium.

JWC 1. Tanenbaum, T. J. (2019, September 22). Trans Girl Magic. Medium: Empowered Trans Woman.

Poetry

Po 5. Tanenbaum, T. J. (2020, August 19) My Love is a Thistle. Medium: The Pink.

Po 4. Tanenbaum, T. J. (2020, February 9). Not Getting Any Younger. Medium: Empowered Trans Woman.

Po 3. Tanenbaum, T. J. (2020, January 24). A Conspiracy Theory. Medium: Empowered Trans Woman.

Po 2. Tanenbaum, T. J. (2020, January 24). On authenticity and artifice. Medium: Empowered Trans Woman.

Po 1. Tanenbaum, T. J. (2019, December 13). Rail. Medium: Empowered Trans Woman.

Interviews Podcasts, and Media Appearances

IPM 8. Tanenbaum, T.J. (2023, May) – Studying Pixels, Close Playing (with Theresa Tanenbaum)

IPM 7. Tanenbaum, T.J. (2022, April) – WNYC, The United States of Anxiety Podcast – They Dumped Trump for Biden. Now What? (Interview in second segment of podcast) [Top 0.5% of all podcasts, according to podcast ranking service Listen Notes]

IPM 6. Tanenbaum, T.J. (2021, April) – WUNC Embodied Podcast - Played: What Today's Generation Of Gamers Get Right [Top 2% of all podcasts, according to podcast ranking service Listen Notes]

IPM 5. Tanenbaum, T.J. (2021, February) – Obvious, the Podcast: Haunted by her Deadname.

IPM 4. Tanenbaum, T.J. (2020, August) – Chris Morrow - Re-storied: Reimagining Creative Privilege | Comic-Con@Home 2020 Panel Interview

IPM 3. Tanenbaum, T.J. (2020, February) – WUNC "The State of Things" – Embodied: How Online Gaming Creates Real-Life Love

IPM 2. Tanenbaum, T.J. (2019, May) – INTERFACE Magazine – The Art of Transformation: Researchers Expand Perspectives and Challenge Complacencies in Unexpected Ways

IPM 1. Tanenbaum, T.J. (2015, September) – Sustainable Lens – Exploring Possible Futures

PERFORMING ARTS EXPERIENCE

Musical Works Composed/Produced

2024 – **Emotional Regulation,** as *Moth Mother*, © Moth Mother Studios, October 6. 2024
Composer
This album of ambient, atmospheric, and experimental music was created out of the pain and heartbreak of the ongoing genocide being waged against transgender people in America and the UK. These tracks were written to help me make sense of my own feelings of helplessness in the face of oppression – they are my attempt to turn my dysregulation into something beautiful.

Work-in-Progress – **A Long Road to the Rock Shop**
Composer
This is an album of folk/country music about queer people transplants in the Midwest

Work-in-Progress – **The House with Too Many Doors**
Composer
This is an album of children's music for children of all ages. Songs are based on the poems in the chapbook of the same name.

Work-in Progress– *The Transition Diary*
Music, Lyrics, & Book
An autobiographical musical about my experiences transitioning and trying to keep my marriage intact during a global pandemic.

Work-in Progress– *T4T*

Music, Lyrics, & Book

A collaboration with Alessa Catterall. This show follows several intersecting, polyamorous, long-distance relationships between queer and trans people as they discover how big, weird, and wonderful love can be when it's cut loose from societies expectations.

Work-in-Progress – *Hostel Euphoria*

Music, Lyrics, & Book

A collaboration with Alessa Catterall. This show is set in a backpacker's hostel in Tallinn Estonia, where fate has brought together a motley collection of travelers on the fringe of society to heal their collective traumas, and find family, despite their many differences.

2021– **Soundtrack for *City of Daemons***

Composer

I wrote the opening theme music, and significant portions of the score for Omniverse Media's Patreon-backers-only actual-play audio drama.

2008 – *Music for Elevatorz*

Composer

Four quirky loops. Quotidian. Forgettable. Perpetual. Good in the background.

2008 – **Soundtrack for *Lost Cause***

Composer

I composed the original score for Kirsten Johnston's interactive short film, using dynamic music techniques to create a soundtrack that transformed as the viewer navigated through different character's points-of-view.

2007 – **Soundtrack for *Scarlet Skellern and the Absent Urchins***

Composer

I composed the original score for this interactive storybook, using dynamic music techniques to create a soundtrack that transformed as the reader conveyed their aesthetic and emotional preferences to the system via their choices in the story.

2004-2008 – *Tumbleweeds Across the Multiverse*

Composer

Sleepy gentle instrumental songs of longing for other worlds, open skies, and new horizons.

2004-2005 – **Soundtrack for *Cyberpunk 2020 Collectible Card Game***

Composer

I composed the original score for this online multiplayer card game from Eternal Adventures Entertainment, using dynamic music techniques to create a soundtrack that transformed to follow the action as players battled for control of a cyberpunk future.

2002 – *Three Variations on Lime in the Coconut*

Composer/Arranger

This project was my senior recital for my music degree that the University of Redlands. I wrote and arranged three versions of Harry Nilsson's classic song, in three genres: a Klezmer arrangement, an acapella choral arrangement, and a computer aided improvisation.

2002– **Overture for *Two***

Composer

I wrote an overture for Rob Chaitin's original production, *Two,* at the University of Redlands.

2000 – **Soundtrack for *V.A.L.I.S.***

Composer
I composed the original score for Rob Chaitin's theatrical adaptation of Phillip K. Dick's novel *VALIS. a*t the University of Redlands. Much of this music is informed by the Fibonacci sequence, 12 tone music, modular arithmetic, and other fun math.

Productions and Performances

2022 - Present (In Production)– *Etude of the Storm – all episodes*
Role: Elea Torilsdotter
Co-Creator, Co-Writer, Composer
I perform the lead role of Elea Torilsdotter in Omniverse Media's forthcoming actual-play historical fiction audio drama. I am also co-writing and producing the show and composing an original score for the show.

July 2022 – **Preview Performance of** *The Transition Diary*
Role: Fern Feigenbaum
I performed two preview workshops of my work-in-progress show, playing the current demos of the songs, and reading the dramatic context to stitch them together.

2021–*City of Daemons, Episode 13 :: Denial of Service*
Role: Alan1
I voice the supporting role of Alan1 in this episode of Omniverse Media's Patreon-backers-only actual-play audio drama.

October 2017 – *Magia Transformo @ IndieCade Night Games*
Role: Director and Coven Mistress
I ran an evening of interactive performances with a large crowd of festival attendees in Los Angeles

2015 – *Vintage Tomorrows (IMDB LINK)*
Role: Self & Captain Chronomek
I appear in the steampunk documentary film *Vintage Tomorrows* as both myself, and my award-winning original character Captain Chronomek.

2011-2012 – **Live Appearances of** *Captain Chronomek*
Role: Captain Chronomek
For two years I performed my original character, Captain Chronomek at design competitions, maker faires, and academic conferences.

2004-2005– *The Cheshire Singers*
Role: Costumed Performer and Vocalist
I sang Elizabethan madrigals, Christmas carols, and other historical music at Renaissance faires, private events, hotels, and theater festivals. Notable venues include Legoland Southern California, The Old Globe Theatre, Palm Springs Renaissance Faire, Southern California Renaissance Pleasure Faire, and the Four Seasons Aviara Hotel.

2002 – *Three Variations on Lime and the Coconut*
Role: Musician (synths, computer, vocals)
In addition to composing and arranging this piece, I also performed a live computer-aided improvisation and sang in the *acapella* portion.

2001 – **MLuM** *Risk Cantata @ The University of Redlands*

Role: Vocalist and tin whistle
I sang and played the tin whistle in Marco Shindlemann's original performance at the University of Redlands.

2000 – *The Psychic Network*
Role: Tarot Card Reader
I read tarot cards over the phone and offered predictions about the future to clients throughout the United States.

1998 – **Broadway Bound Youth Theater's production of** *Annie*
Role: Rooster

1997– **C. Lombard Players' production of** *Into the Woods*
Role: The Baker & The Steward

Writing and Production

2022 (In Production)– ***Etude of the Storm – all episodes***
Co-Creator (with Jessica Mudd)
I am the co-creator and writer for Etude of the Storm, a forthcoming original historical audio drama from Omniverse media. The show tells the story of Elea, a 17th century Norwegian wise woman and healer, who travels across multiple alternate dimensions to heal a grave imbalance that threatens her home.

1998– **Visions and Voices:** *Delusions of Control*
Playwright
My script for this one act play was selected for production at Mt. Carmel High School's annual festival of one act plays. The show was a dark comedy set on the ledge of a skyscraper in New York City, where a young man contemplating suicide is joined by an increasingly bizarre cast of characters, while a crowd of onlookers gathers below. **Winner: Best One Act Play** at Mt. Carmel's annual theater awards celebration.

1996– **Visions and Voices:** *The Fanatic*
Playwright
My script for this one act play was selected for production at Mt. Carmel High School's annual festival of one act plays. The show was a slapstick comedy about a diva who is ambushed and held hostage in her dressing room by an obsessed fan.

Sound Engineering + Technical Theater

2004-2005– **Miracle Theater Productions:** *I love you, You're Perfect, Now Change!*
Role: Sound Board Operator/ Front of House Audio Engineer
I was the main sound board operator for this production at The Theater in Old Town, in San Diego California.

2003-2005 – **AV Concepts, San Diego**
Audio Department Head and Audio Engineer
As the sole full-time staff of the audio department, I was responsible for maintaining and repairing all audio gear, preparing gear for shows in the warehouse, and loading and unloading trucks. I also delivered, set up, operated, and struck gear at shows and events throughout Southern California.

2003 – **Pacific Event Productions, San Diego**
Lighting Engineer
I delivered, set-up, and struck lighting equipment for events throughout the San Diego area.

2002-2003 – **Club Xanth, San Diego**
Front of House/Live Sound Engineer/Lighting Engineer
I was the primary audio engineer for Club Xanth, one of the only all ages live sound venues in the city at the time.

EDITORIAL AND ORGANIZATIONAL WORK

Special Issues (edited)
SI 1. Tanenbaum, T. J., & Smith, G. (2017) Special Issue on the Intersections of Craft, Fabrication, and Play. *Interactions*, ACM Press, vol. 24 no 1 (January + February 2017).

Conference Proceedings
CP 1. Si, M., Thue, D., André, E., Lester, T. J., **Tanenbaum, T. J.,** & Zammitto, V. (Eds.). (2011). Interactive Storytelling: Proceedings of the 4th International Conference on Interactive Digital Storytelling (Vol. 7069). Berlin Heidelberg: Springer-Verlag. (Conference Proceedings)

Events Organized (Non-Peer Reviewed)
EO. 18 Tanenbaum, T.J. (2021) SIGCHI Equity Talk: Gender & Sexuality. April 27, 2021. Held virtually as part of the SIGCHI Equity Talks Series.

EO 17. Tanenbaum, T. J. (2020) Illuminations Event: Global Game Jam at UCI, January 31-February 2. 2019, Irvine CA, USA

EO 16. Tanenbaum, T. J. (2019) Illuminations Event: Global Game Jam at UCI, January 25-27th 2019, Irvine CA, USA. *[2nd largest site in the USA & 8th largest site in the world]*

EO 15. Tanenbaum, T. J., McDonald, H., & Weiland, S. (2018) UCI Transformative Play Lab & iThrive Games Empathy Game Jam. May 18-20th, 2018. Irvine CA, USA

EO 14. Tanenbaum, T. J., Smith, G., Altizer, R., & Crenshaw, N. (2018) CHI Game Jam. April 21-22nd,2018. Montreal QC, Canada.

EO 13. Tanenbaum, T. J. (2018) Illuminations Event: Global Game Jam at UCI, January 26-28th 2018, Irvine CA, USA.

EO 12. Alexander, T. J., Vint, C., Tomlinson, B., **Tanenbaum T. J.,** & Tanenbaum, K. (2017) Writing the Future, May 31st 2017, Irvine CA, USA.

EO 11. Soderman, A., Trammel, A., Matthews, E., & **Tanenbaum, T. J.** (2017) Critical Game Studies: Body Games. May 1st 2017, Irvine CA, USA.

EO 10. Tanenbaum, T. J., Tanenbaum, K., & Logas, H. (2017) Illuminations Event: Board Games Reclaimed Workshop, February 27th 2017, Irvine CA, USA.

EO 9. Tanenbaum, T. J. (2016) Orange County Regional Science Olympiad Finals: "Write-it-do-it" event, February 6th, 2017, Irvine CA, USA.

EO 8. Tanenbaum, T. J. (2017) Global Game Jam at UCI, January 20-22nd 2017, Irvine CA, USA.

EO 7. Tanenbaum K., Chattopadhyay, B., & **Tanenbaum, T. J.** (2016) Pathways to Possible Worlds: Science Fiction and Sustainability, May 27th 2016, Irvine CA, USA.

EO 6. Tanenbaum, T. J. (2016) Orange County Regional Science Olympiad Finals: "Game On" event, March 5th 2016, Irvine CA, USA.

EO 5. Tanenbaum, T. J. (2016) Global Game Jam at UCI, January 29-31st 2016, Irvine CA, USA.

EO 4. Tanenbaum, T. J., & Tsassan, M. (2015) UCI Festival of Discovery: Come Out and Play with the Transformative Play Lab, October 10th 2015, Irvine CA, USA.

EO 3. Tsassan, M., & **Tanenbaum, T. J.** (2015) Evoking Transformative Play with the UCI Child Development School, July 29th 2015, Irvine CA, USA.

EO 2. Tanenbaum, T. J., Tanenbaum, K., & Sharp, K. (2015) Costumes and Wearables as Game Controllers Workshop at UCI, May 31st 2015, Irvine CA, USA.

EO 1. Tanenbaum, T. J. (2015) Global Game Jam at UCI, January 23-25th 2015, Irvine CA, USA.

PRESS

External Media

- September 2022 – Wired Magazine – Trans Researchers want Google Scholar to Stop Deadnaming Them
- September 2022 – American Society for Cell Biology Blogs – Call Me by My Name
- August 2022 – SFU Libraries Blog - Working towards a trans-inclusive future in scholarly publishing
- August 2022 – Game Developer.com – MobyGames will now let developers remove "AKA" listings from their profiles
- May 2022 – College and Research Libraries - The Case for Retroactive Author Name Changes
- January 2022 – UK ORCID Support Blog - Managing researcher identity and name changes using ORCID
- September 2021 – Phys.org – Frustrated scientists convince astronomy journal to implement trans-inclusive name change policy
- August, 2021 – Editage Insights - New inclusive journal policy to allow transgender authors to change names on published works
- August 2021 – Science Editor – Inclusive Author Name Change Policies
- July 2021 – Space.com – Transgender Astronomers Speak Out About Outdated Name Change Policies
- July 2021 – Nature – Scientific Publishers Expedite Name Changes for Authors
- July 2021 – The New York Times – New Policy Aims to Help Transgender Researchers Update Names on Old Work
- July 2021 – Symmetry Magazine – Changing a name without forfeiting credit
- June 2021 – CNN – 'It's just human dignity.' Trans writers and journalists struggle to get old bylines corrected.
- May 2021 – Physics World – Scientific-journal publishers announce trans-inclusive name-change policies.
- March 2021 – Advanced Science News – Women in Stem You Should Know
- February 2021 – Advanced Science News – Anonymous name change policies for a more inclusive publishing world.
- February 2021 – Science - New, more inclusive journal policies ease author name changes on published papers.
- October 2020 – Trans-Express – Trans women are not "socialized male", they are "socialized trans."
- July 2020 – The Scientist - Publishers Develop Inclusive Name-Change Policies.
- July 2020 – Aisle 6 – Transgender women talk menstruation
- July 2020 – UCLA Extension - SDCC @ Home with the Writer's Program
- July 2020 – Trans-Express – Let transgender scholars correct their names in journals and archives!

- July 2020 – PinkNews – A trans academic asked her publishers to change her name on her past works. They all refused.
- November 2017 – LA Times – UCI-made game explores a 'magical world' with costumes and spells
- February 2017 –Redlands Bulldog – A Brief Introduction to the Transformative Play Lab
- November 2016 – The Chronicle – 3D printing hooks up with simulation game
- May 2016 – The Conversation – How Apple Watch and pervasive computing can lure you into leveling up your fitness
- May 2014 – Gizmodo – Your Behavior at this Toilet is Being Recorded for Analysis
- May 2014 – The Daily Dot – The Story Behind these Pee Testing Toilets
- May 2014 – CH – Quantified Toilets: Wenn das WC alles über uns weiss
- May 2014 – de: Quantified Toilets – Überwachungs-Stunt auf CHI-Konferenz
- May 2014 – Washington Post – What was fake on the Internet this week: banana selfies, watermelon Viagra and burritos for hamsters
- May 2014 – Mashable – What a Fake Toilet Company Tells Us About Our Fading Privacy
- April 2014 –The Atlantic – What a Toilet Hoax Can Tell Us About The Future of Surveillance
- March 2012 – ASU's State Press – Culture Undiscovered: Powered by Fiction: Bushpunk, Steampunk, and Time Traveling Robots
- March 2012 – O'Reilly Radar – The Reading Glove engages senses and objects to tell a story
- July -2011 – The Express Vancouver: Maker Profiles
- June 2011 – The Vancouver Observer – Technology and Art Captivate at Mini Maker Faire
- February 2011 – Fashioning Technology – Captain Chronomek
- December 2009 – Fashioning Technology – The Reading Glove

UCI Internal Press Releases
- June 2022 –UCI Informatics - Pride Month: Supporting LGBTQ+ in Tech
- July 2021 –UCI Informatics – Professor Theresa Tanenbaum Wins Dynamic Womxn of UCI Award for Social Justice Activism
- February 2021 –UCI Informatics – Professor Theresa Tanenbaum Selected to Serve as Ambassador of Innovation
- April 2020 –UCI Informatics – ShadowCast: Novel Virtual Reality Platform Brings Broadway Dreams to Life
- February 2020 –UCI Informatics – Global Game Jam 2020: A Model of Diversity and Inclusivity
- June 2019 –UCI Informatics – UCI Sweeps IEEE GameSIG 2019
- February 2019 –UCI Informatics – UCI's Record-Breaking Global Game Jam
- February 2019 –UCI Informatics – Tess and Karen Tanenbaum Lead Career Workshop for Junior High Students
- June 2018 –UCI Informatics – Future Developers Explore Prosocial Gaming at Empathy Game Jam
- May 2018 – UCI Informatics – UCI Continues its Winning Streak at IEEE GameSIG with Sky Farm
- May 2018 – UCI Informatics – Register Now to "Find the Kind" at Empathy Game Jam

- April 2018 – UCI Informatics – Students Present Blueprints for New AR/VR Theater Experiences
- March 2018 – UCI Informatics – Diverse Innovation on Display at 2018 Capstone Game Showcase
- March 2018 – UCI Informatics – New VR Development Club Aims to Innovate, Explore
- February 2018 –UCI Informatics – Novel AR/VR Theater Class Builds Foundation for New Traditions in Theater
- February 2018 – UCI Informatics – Global Game Jam 2018 Expands Reach
- January 2018 – UCI Informatics – Register Now for Global Game Jam 2018
- October 2017 – UCI ICS – Tanenbaum's Interactive 'Magia Transformo' Game a Hit at IndieCade Festival
- August 2017 – UCI Informatics – Tanenbaum collaborates on 'Che's Village' VR experience
- June 2017 – UCI Informatics - ICS teams win top two spots at IEEE GameSIG 2017
- February 2017 – UCI Informatics – Global Game Jam connects UCI with OC's game design community
- February 2015 – UCI Informatics – Global Game Jam Spurs Inspiration and Connectivity

TEACHING

Classes

Instructor of Record

University of California, Irvine. Irvine, CA
- GDIM 49: Special Topics in Games and Society – Pervasive Games & Mixed Reality Design
  - Spring 2023
- GDIM 129: Special Topics in Advanced Game Design – Designing For Emancipation via 'Faux-tobiographical' Game Design
  - Spring 2023
- INF 295 – Identity, Magic, and Social Change Through Play
  - Winter 2023
- ICS 80/GDIM 55: Storytelling for Interactive Media
  - Winter 2023
  - Winter 2021
- INF 190/295: AR/VR/MR Theater
  - Spring 2020
- ICS 169a/b: Capstone Game Project
  - Fall 2020/Winter 2021
  - Fall2019/Winter 2020
  - Fall 2018/Winter 2019
  - Fall 2017/Winter2018
  - Fall 2016/Winter 2017
- INF 190/299: AR/VR Theater
  - Winter/Spring 2018
- INF 241: Introduction to Ubiquitous Computing
  - Fall 2017
- INF 242: Ubiquitous Computing and Interaction

- o Winter 2017
- o Winter 2015
- ICS 163: Mobile and Ubiquitous Games
  - o Spring 2016
- INF 295: Digital Media and Games
  - o Winter 2016
- INF 190: Games: From Concept to Pitchable Prototype
  - o Spring 2015

Teaching Assistant

Simon Fraser University. Surrey, BC
- Tech 114: Technology in Everyday Contexts
  - o Spring 2010
  - o Spring 2008
  - o Fall 2007
- IAT 309w: Writing for Design, Media & Informatics
  - o Fall 2009
- IAT 101: *New Media Images*
  - o Spring 2007

Course Facilitator

University of Redlands, Redlands, CA
- The Johnston Archive Project (Spring 2002) Johnston Center for Integrated Studies,
- The Science of Science Fiction (Spring 2000) Johnston Center for Integrated Studies

Guest Lectures

University of California, Irvine. Irvine, CA
- INF 133 User Interaction Software (Fall 2019) "Designing for Mixed Reality Play"
- ICS 60 Computer Games and Society (Spring 2019) "Narrative Theory in Games"
- ICS 62 Game Technologies and Interactive Media (Spring 2019) "Games History and the Magnavox Odyssey"
- INF 133 User Interaction Software (Fall 2018) "Designing for Mixed Reality Play"
- ICS 62 Game Technologies and Interactive Media (Spring 2018) "Games History and the Magnavox Odyssey"
- ICS 60 Computer Games and Society (Spring 2018) "Theatrical Play: Designing for the Experience of Identity Transformation and Agency Using Method Acting"
- ICS 61 Game Systems & Design (Winter 2018) "Designing Pervasive Games in a Zombie Apocalypse"
- ICS 60 Computer Games and Society (Fall 2017) "Theatrical Play: Designing for the Experience of Identity Transformation and Agency Using Method Acting"
- ICS 62 Game Technologies and Interactive Media (Spring 2017) "Games History and the Magnavox Odyssey"
- INF 295 Special Topics in Informatics (Fall 2016) "Biosensing, Wellness, and Wearables: My Three Months as a Cyborg"
- ICS 90 New Student Seminar (Fall 2016) "Playing with Possible Futures: A Brief Introduction to Research in the Transformative Play Lab"
- Art 12a Art, Design, and Electronic Culture (Winter 2016) "Envisioning Playful Fabrication"
- ICS 90 New Student Seminar (Fall 2015) "Transformative Play and Digital Games Research"

- ICS 60 Computer Games and Society (Fall 2015) "Identity Transformation and Agency in Story Based Games"
- INF 163 Project in the Social and Organizational Impacts of Computing (Spring 2015) "Research Methods Panel"
- Art 12B Steam to Steampunk: 200 Years of Technoculture (Spring 2015) "Steampunk, Design Fiction, and the Technological Imaginary"

Emily Carr University, Vancouver, BC
- Interaction Core Design Studio (Spring 2011) "Theory and Design of Games"

LEADERSHIP & SERVICE

Major Leadership and Service to the Profession
- **Board Member -** Association for Research in Digital Interactive Narratives (ARDIN) – 2022-present
- **Member –** ACM Committee on Updates to Published Works, September 2021 - 2023
- **Vice President for Publications** – ACM SIGCHI Executive Committee, January 2021 – July 2021
- **Track Chair: Fictional, Speculative and Critical Futures in Human-Computer Interaction –** Academic MindTrek – 2021
- **Board Member (Policy) –** ACM SIGCHI QueerSIG – 2020-2022
- **Member –** ACM SIGCHI CARES – 2019-2023
- **Board Member (Diversity and Inclusion) -** Association for Research in Digital Interactive Narratives (ARDIN) – 2019-2022
- **Member –** ACM Name Change Policy Implementation Committee- 2019-2021
- **Member -** Advisory Board on name changes to the Publications Board of the Association for Computing Machinery, 2019 - 2021
- **Editorial Board** – The iThrive Journal of Games, Self, and Society, ETC-Press, 2018-2022
- **Editorial Board** – Well Played Journal, ETC-Press, 2013 – 2023
- **Area Chair: Interactive Digital Narrative Practices and Applications** – ICIDS 2019
- **Rapid Communications Track Chair** – CHIPLAY 2019
- **Subcommittee Chair: Change Through Design** – DIS 2019
- **Student Design Competition Chair** – TEI 2019
- **CHI Game Jam Chair** – CHI 2018
- **Student Game Design Competition Chair** – CHI 2017
- **Student Game Design Competition Chair** – CHIPLAY 2016, 2017
- **Local Arrangements Chair** –ICIDS 2011

Other Professional Service

Conference Chairing
- **Co-Chair –** Writing the Future, 2017
- **Co-Chair –** 2nd annual Critical Game Studies symposium, 2017
- **Co-Chair –** Pathways to Possible Worlds: Science Fiction & Sustainability, 2016

Conference reviewing and program committees
- **Program Committee –** International Conference on Interactive Digital Storytelling (ICIDS) 2013, 2015, 2016
- **Program Committee** – Intelligent Narrative Technologies Workshop (INT), 2013, 2014, 2015
- **Program Committee** –Foundations of Digital Games/DiGRA, 2016
- **Program Committee** – Foundations of Digital Games (FDG) 2015
- **Program Committee, Associate Chair –** Designing Interactive Systems (DIS) 2014
- **Program Committee** – Digital Games Research Association (DiGRa) Conference, 2013
- **Program Committee** – ACM Creativity & Cognition, 2013, 2015, 2017
- **Program Committee** – ACM SIGGRAPH, Games Papers Track, 2009
- **Reviewer –** ACM CHI Play 2015, 2016
- **Reviewer –** ACM Symposium on User Interface Software and Technology (UIST) 2016
- **Reviewer –** ACM Nordic Conference on Human Factors in Computing (NORDICHI) 2018
- **Reviewer –** ACM Conference on Human Factors in Computing (CHI) 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2022
- **Reviewer** – ACM Conference on Tangible and Embedded/Embodied Interaction (TEI) 2014, 2015, 2016, 2017, 2019
- **Reviewer** – Designing Interactive Systems (DIS), 2012, 2017, 2018

Journal reviewing
- **Reviewer** – IEEE Transactions on Computational Intelligence and AI in Games, 2008, 2009, 2013, 2018
- **Reviewer –** Foundations and Trends in Human Computer Interaction, 2017
- **Reviewer –** Mind, Culture, and Activity: An International Journal, 2015
- **Reviewer –** *Loading: The Journal of the Canadian Game Studies Association*, 2015, 2016
- **Reviewer** – Interacting with Computers Journal, 2015
- **Reviewer** – International Journal of Human Computer Studies, 2010
- **Reviewer** – International Journal of Arts and Technology (IJART), 2009

Other Leadership Service
- **Director–** UCI Global Game Jam Site, 2015, 2016, 2017, 2018, 2019, 2020
- **Juror** – CHI Interactivity, 2013
- **Juror** – CHI Student Games Competition, 2013
- **Session Chair** – alt.chi, 2012
- **Team Leader** – SMART Tech Tabletop Multitouch Innovation Contest, 2009
- **Project Lead** – UIST Student Innovation Contest, 2009
- **Facilitator** – TA Fundamentals Workshop, 2008, 2009
- **Audio Visual Organizer** – Center for Print and Media Cultures, Summer Symposium, 2008, 2009
- **Technical Director** – IGDA Global Game Jam, Vancouver, 2009
- **Convener** – Art Camp 08 20/20, Vancouver New Forms Festival, 2008
- **Graduate Program Committee Representative** – SIAT, Simon Fraser University, 2008

- **Student Volunteer** – SIGGRAPH, 2007
- **Communication Coordinator** – Graduate Student Association, SIAT, Simon Fraser University, 2007-2008

UCI Service

Campus Service

- **UCI Illuminations Campus Council –** Member (2019-2022)
- **UCI Drama Dept.** – Member, Costume Design Faculty Search Committee, 2016

School Service

- **UCI School of ICS** – Executive Committee, 2018, 2019
- **UCI School of ICS** – Club Adviser, VRDC, 2018,2019
- **UCI School of ICS** – Chair, Computer Game Science Steering Committee, 2017
- **UCI School of ICS** – Club Adviser, VGDC, 2016, 2017, 2018, 2019, 2020
- **UCI School of ICS** – Member, Computer Game Science Steering Committee, 2015, 2016

Department Service

- **UCI Informatics Dept.** – Member, Digital Media & Learning Faculty Search Committee, 2016
- **UCI Informatics Dept.** – Member, Game Studies Faculty Search Committee, 2016
- **UCI Informatics Dept.** – Member, Online Presence Committee, 2016
- **UCI Informatics Dept.** – Member, Visit Day Organizer, Graduate Admissions Committee, 2015, 2016, 2020, 2021

MEMBERSHIPS AND ASSOCIATIONS

Current
- Association for Research in Digital Interactive Narratives (ARDIN)

Past
- Digital Games Research Association (DiGRA)
- Association for Computing Machinery (ACM)
- Association for Research in Digital Interactive Narratives (ARDIN)
- UCI Institute for Virtual Environments and Computer Games (IVECG)
- Electronic Literature Organization (ELO)
- Society for Literature, Science, and the Arts (SLSA)
- International Digital Media Arts Association (iDMAa)
- Canadian Game Studies Association (CGSA)

RESEARCH STUDENT SUPERVISION

Doctoral Students Supervised

(a) <u>those who received their Ph.D.</u>

Chair: Ke, Saumya, Dan (3)

Member: Yihui, Max, Kevin, Aubrey, John, Juliet, Mengyao, Anmary, Nikki, Thomas (10)

08/01/2016 – 11/22/2021   Ke Jing, Co- Chair, Doctoral Committee (Informatics)
                            I co-advised Ke with Aaron Trammell

	Dissertation Title: *"Simulation and Efficiency: Interaction Design Analysis of Virtual Reality Games"*
06/02/2019 – 08/02/2021	Saumya Gupta, Chair, Doctoral Committee (Informatics)
	Dissertation Title: *"Designing for Diegesis in Tangible and Bodily Interactive Narratives"*
11/04/2018 – 05/11/2021	Yihui Liu, Member, Doctoral Committee (ICIT)
	Dissertation Name: *"Advanced Dynamic Music: Composing Algorithmic Music in Video Games as an Improvisatory Device for Players"*
05/01/2019 – 07/01/2021	Maxwell Collins, Member, Doctoral Committee (Informatics)
	Dissertation Title: *"Mixing Realities: Leveraging Augmented Reality to Support Remote Collaboration for Educational Scenarios, Share Digital Objects Across Distance, and Demonstrate the Physical Nature of Visualizations"*
12/19/2014 – 03/01/2021	Daniel Gardner, Co-Chair, Doctoral Committee (Informatics)
	I co-advised Dan with Bonnie Nardi
	Dissertation Title: "*Thresholds of Interpretation: Interfaces on the Periphery of Gameplay"*
04/29/2020 – 08/10/2020	Kevin Patrick Anthony, Member, Doctoral Committee (ICIT)
	Dissertation Title: *"Sinew and Ecosystem One: two works driven by a self-regulating performance system."*
04/12/2017 – 04/23/2020	Richard Aubrey Slaughter, Member, Doctoral Committee (Informatics)
	Dissertation Title: *"Modern Magics: Examining Occult Infrastructure"*
04/21/2017 – 04/07/2019	John Seberger, Member, Doctoral Committee (Informatics)
	Dissertation Title: *"Becoming Objects: IoT, the Archive, and the Transformation of the Human"*
10/31/2015 – 02/04/2019	Juliet Norton, Member, Doctoral Committee (Informatics)
	Dissertation Title: *"Information Systems for Grassroots Sustainable Agriculture"*
06/08/2016 – 05/22/2018	Mengyao Zhao, Member, Doctoral Committee (Informatics)
	Dissertation Title: "Designing Online Playful Activities for Distributed Teams"
06/14/2015 – 08/01/2017	Anmary Leal, Member, Doctoral Committee (Computer Science)
	Dissertation Title: *"Negotiating Ambiguity in Describing Fabrics Through Technology"*
	I was the external member on Anmary's PhD committee. She graduated from Virginia Tech.
09/01/2014 – 05/17/2017	Nicole Crenshaw, Member, Doctoral Committee (Informatics)
	Dissertation Title: *"Social Experience in World of Warcraft: Technological and Ideological Mediations"*
05/07/2015 – 05/23/2016	Thomas Debeauvais, Member, Doctoral Committee (Software Engineering)
	Dissertation Title: *"Challenge and Retention in Games"*

(b) those who advanced to candidacy

Chair: Jeffrey, Mikael (2)

Member: Terra, Ian, JoVia, Dalton, Calvin, Matt, Marie, Kate, Kim, Adrianna (10)

09/30/2022 – Present	Adrianna Burton, Member, Doctoral Committee (Informatics)
01/28/2022—Present	Kimberly Grace Dennin, Co-Chair, Doctoral Committee (Informatics)
05/29/2020 – Present	Terra Mae Gasque, Doctoral Committee (Digital Media)
	I am an external member of Terra's PhD Committee. She is matriculating at Georgia Institute of Technology
10/01/2019 – Present	Mikael Sebag, Chair, Doctoral Committee (Informatics)

08/01/2017 – Present	Jeffrey Bryan, Chair, Doctoral Committee (Informatics)
07/08/2020 – 06/10/2021	Ian Larson, Member, Doctoral Committee (Informatics)
05/01/2019 – 06/08/2021	JoVia Armstrong, Member, Doctoral Committee (ICIT).
09/27/2017 – 05/21/2021	Calvin Liu, External Member, Doctoral Committee (Communications)
09/29/2018 – 12/16/2020	Daulton Paul Salvo, Member, Doctoral Committee (English)
	I was the external member of Dalton's PhD Committee at USC through his advancement.
03/28/2016 – 06/09/2017	Matthew Knutson, Member, Doctoral Committee (Visual Studies)
04/01/2017 – 05/02/2018	Anita Marie Tsaasan, Member, Doctoral Committee (Informatics)
04/01/2015 – 08/10/2016	Kathryn Ringland, Member, Doctoral Committee (Informatics)

(c) <u>those who passed their comprehensive examination</u>

Member: Will, Kevin(2)

09/30/2020 – 07/01/2022	William Dunkel, Member, Doctoral Committee (Informatics)
11/12/2018 – 06/28/2018	Kevin Mark Storer, Member, Doctoral Committee (Informatics)

(d) <u>other doctoral research supervision</u>

Chair: Heather (1)

Member: Ria (1)

09/08/2022 – 07/01/2024	F. Ria Khan, Member, Doctoral Committee (Informatics)
12/15/2014 – 09/22/2015	Heather Faucett, Chair, Doctoral Committee (Informatics)

Master's Thesis Students Supervised

10/01/2019 – 03/02/2022	Nazely Hartoonian, Co-Chair, Doctoral Committee (Informatics)
	I co-advised Nazely with Bo Ruberg
	Nazely left with a master's degree following her Comprehensive Exam
11/07/2017 – 12/01/2020	Jack Chase Bueermann, Member (Drama)
12/03/2018 – 06/03/2019	Meena Devii Muralikumar, Member (Informatics) (Graduated)
	Thesis Title: *"Limits to Growth: Analyzing Technology's Role"*
05/01/2015 – 03/08/2019	Marcel Pufal, Chair (Informatics) (Graduated)
	Marcel left with a master's degree following his Comprehensive Exam
03/20/2018 – 06/05/2018	Caitlin Lustig, Member (Informatics) (Graduated)
	Thesis title: *"Algorithmic Authority of the Bitcoin Blockchain"*
03/09/2017 – 06/01/2018	Saumya Gupta, Chair (Informatics) (Graduated)
	Thesis Title: *"Shiva's Rangoli: Tangible and Interactive Storytelling in Ambient Environments"*
04/05/2016 – 06/01/2017	Calvin Liu, Chair (Informatics) (Graduated)
	Thesis Title: *"Alternative Identity Mediation Across Space and Performance"*
10/20/2015 – 12/01/2016	Jamie Brown, Chair (Informatics) (Graduated)
	Thesis Title: *"To Literacy and Beyond: The Poetics of Disney Infinity 3.0 as Facilitators of New Literacy Practices"*
09/27/2015 – 05/25/2016	Charu Chaudhari, Chair (Informatics) (Graduated)
	Thesis Title: *"Preserving Family Histories and Memories with Tangible Technology"*
01/01/2015 – 06/01/2015	Nathan Major, Member (Informatics) (Graduated)
	Thesis Title: *"Online Stars and the New Audience: How YouTube Creators Curate and Maintain Communities"*

Postdoctoral Scholars Supervised

08/28/2019 – 12/14/2019	Annika Waern

Annika was a visiting scholar from Uppsala University in Sweden whom I hosted for one quarter.

09/07/2016 – 12/17/2016	Jim Bizzocchi
	Jim Bizzocchi was a visiting scholar from Simon Fraser University in Canada whom I hosted for one quarter.
03/15/2016 – 09/01/2016	Dr. Michael Cowling
	Dr. Cowling was a visiting scholar from CQUniversity in Australia whom I hosted for two quarters.

Undergraduate Student Honors Thesis Supervision

01/18/2019 – 06/29-2021	Ryan Michael Green (CGS) (Graduated)
	Thesis Title" *ShadowCast: Virtual Theater*
10/08/2019 – 06/26/2020	Rachel Lee (Art) (Graduated)
	Thesis Title: *"The Transforming Identity of the Assassin's Creed Franchise"*
11/15/2017 – 01/29/2019	Gregory Cuccissi (Music)(Graduated)
	Thesis Title: *"Application of VR Gaming to the Acquisition of Western Music Aural Skills"*
06/08/2017 – 06/14/2018	Valeria Igorevna Vikhliantseva (Computer Game Science) (Graduated)
	Thesis Title: *"A Silent Hill 2 Study"*
02/02/2015 – 06/22/2018	Kenneth Lennon (Computer Game Science) (Graduated)
	Thesis Title: *"Dungeons and Drama: Role-Playing Games as Improvisational Theater"*
06/20/2016 – 06/16/2017	Natalie Joy Nygaard (Computer Game Science) (Graduated)
	Thesis Title: *"An Exploration of the Process of Creating an Augmented Reality Game*
01/20/2015 – 06/01/2015	Igii Enverga (Computer Game Science) (Graduated)
	I advised Igii on an undergraduate honors thesis that he did not complete due to a family emergency
06/18/2015 – 08/15/2016	Sean Runyard (Informatics) (Graduated)
	I co-supervised Sean with Katie Pine. He was developing a game to support the research efforts of the physics department's Crayfis project but did not complete the project.

Research Projects & Collaborations

In addition to supervising students in the pursuit of their degrees, I also did significant work building interdisciplinary research teams comprised of students and stakeholders from across the university and external industry collaborators. This labor is seldom legible within the degree granting structure of the university but represents a significant amount of my effort and output as a mentor, project manager, designer, and scholar while at UC Irvine.

Spring 2020-Spring 2021: alt:

Role: Design Lead, Research Lead, Student Supervision

The ***alt:*** project is a collaboration with Tawny Schileiski of Portland-based VR studio *Shovels + Whiskey,* UC Riverside history professor Juliette Levy, and London-based VR Theater developers Thomas Winsor and Pip Brignall of *Reality Check Productions.* The recipient of an Epic Games "Mega Grant", ***alt:*** is a location-based augmented reality digital storytelling application where players collect virtual objects from alternative timelines and artists and storytellers populate the map with a material record of better past. ***alt:*** explores historical power structures and connects them to contemporary locations of political and civic power, and is designed to empower artists from marginalized backgrounds to reimagine history with themselves at the center. Research personnel include:

- Maxwell Collins – PhD in Informatics, UC Irvine
- Saumya Gupta – PhD in Informatics, UC Irvine
- Nazely Hartoonian – PhD in Informatics, UC Irvine

- Ke Jing – PhD in Informatics, UC Irvine
- Lika Liu – PhD in Informatics, UC Irvine
- Mikael Sebag – PhD in Informatics, UC Irvine

Fall 2019 –Spring 2020: MaRker: Attention Guiding Beacons for Mixed Reality Game Design

Role: Project Manager, Design Lead, Research Lead, Student Supervision
In the MaRker project, we are building a small integrated rechargeable wireless device that integrates smoothly with Unity so that designers and developers of mixed reality games can better manage and direct the attention of their players. Research personnel include:

- Riley Park – BS in Electrical Engineering and Computer Science, UC Irvine
- Alex Choi – BS in Electrical Engineering and Computer Science, UC Irvine
- Andrew Le – BS in Electrical Engineering and Computer Science, UC Irvine

Winter 2019 – Spring 2020: ShadowCast

Role: Project Manager, Design Lead, Research Lead, Student Supervision
This project is a long-term collaboration with Broadway producer Tim Kashani. This multi-disciplinary research and design project includes UCI students from across campus at the graduate and undergraduate level. This work is partially funded through student grants through the UCI SURP program. ShadowCast is investigating live expressive performance in Virtual Reality. We are developing a virtual theatrical production platform, which will be deployed in both entertainment and educational contexts. Research personnel during the review period included:

- Victoria Barinova – BS in Computer Game Science, UC Irvine
- Jeffrey Bryan – PhD in Informatics, UC Irvine
- Tiencheng Chen – BS in Computer Game Science, UC Irvine
- Daniel Cheng – PhD in Computer Science, UC Irvine
- Ryan Green – BS in Computer Game Science, UC Irvine
- Brendan Green - BS in Computer Game Science, UC Irvine
- Nazely Hartoonian – BA in Economics (then), PhD in Informatics (now), UC Irvine
- Christopher Jabs – BS in Computer Game Science, UC Irvine
- Rachel Lee – BA in Art, UC Irvine
- Ace Lowder – BS in Computer Game Science, UC Irvine
- Karim Najib – BS in Computer Game Science, UC Irvine
- Wiwin Wijaya – BS in Computer Game Science, UC Irvine
- Greg Duarte – BS in Computer Game Science, UC Irvine (Graduated)
- Jackson Greaves – BS in Computer Game Science, UC Irvine (Graduated)
- Eunbin Ko – BS in Computer Science, UC Irvine (Graduated)
- Ittai Mann – BS in Computer Game Science, UC Irvine (Graduated)
- Hunter Moody – MFA in Sound Design, UC Irvine (Graduated)
- Rami Scherim – BA in Art, UC Irvine (Graduated)
- Parker Scott – BS in Informatics, UC Irvine (Graduated)

Winter 2019 – Spring 2021: VirDAW

Role: Co-PI, Design Lead, Research Lead, Student Supervision
This project is a long-term collaboration with UCI Associate Dean of Drama, and director of the sound design program Vincent Olivieri. This multi-disciplinary research and design project includes UCI students from across campus at the graduate and undergraduate level. Portions of VirDAW have been conducted under the auspices of UCI's MDP Program. VirDAW is developing a VR environment for sound design and music composition which will be deployed in both entertainment and educational contexts. Research personnel during the review period included:

- JoVia Armstrong – PhD in ICIT, UC Irvine
- Omar Costa Hamido – PhD in ICIT, UC Irvine
- Kevin Patrick Anthony – PhD in ICIT, UC Irvine

- Hunter Long – PhD in ICIT, UC Irvine
- Jack Bueermann – MFA in Sound Design, UC Irvine
- Garrett Gagnon – MFA in Sound Design, UC Irvine
- Yibo Gou – MS in Computer Science, UC Irvine (Graduated)
- Luke Falcone – BS in Computer Game Science, UC Irvine (Graduated)
- Jonathan Huang – BS in Computer Science, UC Irvine
- Zhonglin Liu – BS in Computer Science, UC Irvine (Graduated)
- Ittai Mann – BS in Computer Game Science, UC Irvine (Graduated)
- Yiwei Yu – BS in Computer Science, UC Irvine (Graduated)

Spring 2019 –Spring 2021: Historical Game Controller Survey

Role: Research Lead, Student Supervision
This project is a long-term collaboration with Assistant Professor of Informatics Stacy Branham. This multi-disciplinary research includes UCI students from across campus at the graduate and undergraduate level. The Historical Game Controller Survey project is cataloging, documenting, and analyzing the ~150 controllers present in our collection of historical game hardware, spanning over 40 years of home gaming history. This work is giving us insight into the relationship between hardware and software design, and issues of accessibility in game hardware design. Research personnel include:
- Daniel Gardner – PhD in Informatics
- Oscar Amarillas Dias – BS in Computer Game Science, UC Irvine
- Keegan Frederick – BS in Electrical Engineering and Computer Science, UC Irvine
- Jenaro Soto – PhD in Pharmaceutical Sciences, UC Irvine

Winter 2018 – Spring 2018: TAGonist

Role: Design Lead, Research Lead, Student Supervision
This was an informatics capstone project that I supervised. The team developed an online social media platform for game players to describe their interpretations of demographic and identity information about videogame protagonists. This platform allows us to visualize representation and diversity within digital games as an emergent, negotiated, subjective space. Research personnel during the review period included:
- Daniel Gardner – PhD in Informatics, UC Irvine
- Dan Ackerman – BS in Informatics, UC Irvine (Graduated)
- Victoria Cabrera – BS in Informatics, UC Irvine (Graduated)
- Garry Chalal – BS in Informatics, UC Irvine (Graduated)
- Ney Congjuico – BS in Informatics, UC Irvine (Graduated)
- Mat Kenneth Legaspi – BS in Informatics, UC Irvine (Graduated)
- Audrey Ryan – BS in Informatics, UC Irvine (Graduated)

Winter 2016 – Fall 2016: Playful Fabrication: Envisioning the Future of 3D Printing

Role: Project Manager, Design Lead, Research Lead, Student Supervision
The Playful Fabrication Project was a collaboration with Professor Jesse Colin Jackson in the School of the Arts, conducted under the umbrella of the UCI MDP and SURP Programs. Students worked to conceptualize and prototype playful applications for home fabrication systems in order to demonstrate how playful contexts produce different ecological pressures on hardware design. Research personnel included:
- Karen Tanenbaum- Assistant Project Scientist, UC Irvine
- Michael Cowling – Visiting Scholar, UC Irvine
- Patrick Chung – BS in Mechanical Engineering, UC Irvine (Graduated)
- Yifei "Tom" Chen – BS in Computer Science, UC Irvine (Graduated)
- Ethan Peng – BS in Mechanical Engineering, UC Irvine (Graduated)
- JJ Hsu – BS in Computer Science, UC Irvine (Graduated)
- Amanda Orthscheid – BS in Computer Science and BA in Anthropology, UC Irvine (Graduated)

Fall 2016 – Spring 2017: Putting Education into Educational Apps for Preschoolers

Role: Design Support, Research Support
This project was a collaboration with Professor Stephanie Reich in the Department of Education at UC Irvine and was conducted under the umbrella of the MDP program. Our goal was to develop and evaluate a tablet game to improve numeracy in young children. Research personnel included:
- Melissa Callaghan – PhD in Education, UC Irvine
- Krithika Jagannath – PhD in Informatics, UC Irvine
- Gary William Machlis – BS in Computer Game Science, UC Irvine (Graduated)
- Abdullah Younis – BS in Computer Science, UC Irvine (Graduated)
- Jessica Chen – BS in Computer Science, UC Irvine (Graduated)

Fall 2016 – Spring 2020: Historical Games Collection Cataloging

Role: CO-PI, Research Lead, Student Supervision
This project is a collaboration with Professor Aaron Trammell and Professor Darren Denenberg. We are processing, organizing, repairing, cataloging, and configuring the materials in the Historical Games Collection that Professor Denenberg donated to the school of ICS. Research personnel include:
- Daniel Gardner – PhD in Informatics, UC Irvine
- Ittai Mann – BS in Computer Game Science, UC Irvine (Graduated)
- William Bernard Anderson – BA in English, UC Irvine (Graduated)
- Jennifer Fong – BS in Informatics (Graduated)
- Brandon Nguyen – Bs in Computer Science (Graduated)
- Jerry Tung – BS in Computer Science (Graduated)
- Kenneth Daniel Lennon, BS in Computer Game Science (Graduated)

Summer 2016: Aeronauts 2000 Mission to Mars: Intergenerational Project

Role: Research support, Design Lead, Student Supervision
This project was a collaboration with Andrea Johnson of the Center for Intellectual Property, Technology, and Telecommunications, Inc. (CIPTT). I ran a subteam of game designers within the larger Aeronauts project, creating guidelines for the design of games intended to explore the impacts of aging and intergenerational challenges in long-term space exploration. Research personnel included:
- JJ Hsu – BS in Computer Science, UC Irvine (Graduated)
- Zach Little – BS in Computer Science, UC Irvine (Graduated)
- Louise Xu – BS in Electrical Engineering, UC San Diego (Graduated)

Spring 2016 – Spring 2020: Magia Transformo

Role: Project Manager, Design Lead, Research Lead, Asset Production, Student Supervision
This project is an ongoing exploration of theatrical play, where we are designing playful wearable mixed reality experiences intended to produce a sense of identity transformation, and to elicit role-playing and perspective taking. Research Personnel include:
- Karen Tanenbaum – Assistant Project Scientist, UC Irvine
- Ke Jing – PhD in Informatics, UC Irvine
- Mikael Sebag – PhD in Informatics, UC Irvine
- Natalie Joy Nygaard – BS in Computer Game Science, UC Irvine (Graduated)
- Vincent Chang – BS in Computer Science, UC Irvine (Graduated)
- Mark-Justin Avila Pareja – BS in Computer Game Science, UC Irvine (Graduated)
- Wayne Zhu – BS in Computer Game Science, UC Irvine

Fall 2015 – Fall 2018: A Census of Playable Characters in Games

Role: Research Lead, Student Supervision
This project investigated the demographics of playable characters in games in order to better understand how identity and representation manifest through play. Research personnel for the project included:
- Daniel Gardner – PhD in Informatics, UC Irvine

- Matthew Knutson – PhD in Visual Studies, UC Irvine (Graduated)
- Nicholas Charles Long – BS in Computer Game Science, UC Irvine (Graduated)
- Natalie Joy Nygaard – BS in Computer Game Science, UC Irvine (Graduated)

Summer 2015 – Winter 2017: Costumed Play

Role: Project Manager, Design Lead, Research Lead, Student Supervision
The Costumed Play project investigated players playing games while wearing the costumes of their characters to better understand how the semantics of wearables change the experience of a player. Research personnel for the project included:
- Karen Tanenbaum – Assistant Project Scientist, UC Irvine
- Nicole Crenshaw – PhD in Informatics, UC Irvine (Graduated)
- Heather Faucett – PhD in Informatics, UC Irvine
- Marissa Gonzales – BS in Informatics, UC Irvine (Graduated)
- Kenneth Daniel Lennon – BS in Computer Game Science, UC Irvine (Graduated)

Spring 2015 – Spring 2016: Pensieve Box

Role: Research Support, Student Supervision
This project was a collaboration with Jed Brubaker at University of Colorado, Boulder. It explored themes around digital memorialization of a deceased loved one through the design and evaluation of a tangible memorial device. Research personnel included:
- Charu Chaudhari – MS in Informatics, UC Irvine (Graduated)
- Anjanakshi Prakash – MS in Informatics, UC Irvine (Graduated)
- Anita Marie Tsaasan – PhD in Informatics, UC Irvine

Spring 2015 – Winter 2015: TechnoSpirituality

Role: Research Lead, Student Supervision
This short project explored the design of mobile apps for meditation, spiritual, and religious practice. We used speculative design methods to envision applications that better adhered to the values of mindfulness. Research personnel included:
- Sanna Ali – MS in Informatics, UC Irvine (Graduated)