

****CURRICULUM VITAE****

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(Current as of 3 July 2021)

ACADEMIC POSITIONS

Texas Tech University

- Associate Professor, Journalism and Creative Media Industries, College of Media and Communication

National Chengchi University // J. William Fulbright Foreign Scholarship Board

- Fulbright scholar, National Chengchi University (Taipei, Taiwan), Spring 2020
- Dr. Wu Jing-Jyi Arts and Culture Fellow, Fulbright Taiwan

West Virginia University

- Associate Professor of Communication Studies, Eberly College of Arts and Sciences, August 2015-2019
- Assistant Professor of Communication Studies, Eberly College of Arts and Sciences, (tenure-track), Summer 2011-May 2015
- Regular member, Graduate Faculty, Eberly College of Arts and Sciences, appointed Fall 2011-May 2019

Universität Erfurt [University of Erfurt] (Germany)

- Visiting Professor, Summer 2012-2016, 2018 (annual summer appointment)
- Visiting Researcher, Summer 2011

Young Harris College

- Assistant Professor of Communication Studies (tenure-track), Fall 2009-Spring 2011
- Instructor, Institute for Continued Learning (Adult Learning), Summer 2010
- Honor's Faculty, Division of Humanities, Fall 2009

Michigan State University

- Visiting Instructor of Communication, Fall 2008-Spring 2009
- Teaching Assistant and Instructor, Fall 2005-Summer 2008

University of Missouri – St. Louis

- Senior Lecturer of Communication, Spring 2005
- Graduate Teaching Assistant, Summer & Fall, 2004

St. Louis Community College – Meramec

- Adjunct Faculty of Communications, Spring 2005

EDUCATION

Michigan State University (May, 2010)

Ph.D., Communication

Major Areas of Study: Entertainment Media, Human-Computer Interaction, Computer-Mediated Communication, Health Campaigns, Quantitative Methods

Dissertation: “The effect of task demand on mood repair and selective exposure to video games” (Dissertation Abstracts International, [UMI No: 3417694](#))

Major Advisor: Dr. Ron Tamborini

Preliminary research study: “Facilitating game play: How others affect performance and enjoyment of video games”

Major Advisor: Dr. John Sherry

Certification in College Teaching

Major Areas of Study: Technology in the Classroom, Adults as Learners, Student Assessment

Major Advisor: Dr. Kevin Johnston

Institute of Social Research, University of Michigan (July, 2007)

Major Areas of Study: Experimental and Quasi-Experimental Design, Mixed Research (Qualitative + Quantitative) Methodology

University of Missouri - St. Louis (December, 2004)

M.A., Communication

Major Areas of Study: Quantitative Research Methodology, Organizational Communication, Media Studies

Major Advisor: Dr. Alan Heisel

University of Missouri - St. Louis (August, 2003)

B.A., magna cum laude, Communication

Major Areas of Study: Journalism, Mass Communication, Communication Theory & Rhetoric, American History

Writing Certificate (Creative + Technical)

PUBLICATIONS & SCHOLARLY WORKS

[click [here](#) for Google Scholar author profile]

Citation Indices

Google Scholar (as of 29 June 2021)

All: 5021 citations, h-index = 38, i10-index = 87

Since 2016: 4025 citations, h-index = 34, i10-index = 80

Web of Science (as of 29 June 2021)

85 indexed publications

h-index = 22 (19.04 citations per publication)

total times cited = 1618 (1481 without self-citations)

citing articles = 1245 (1195 without self-citations)

Microsoft Academic (as of 29 June 2021)

185 indexed publications

3,732 citations

SciVal institutional metrics (as of 3 July 2021)

#1 of all published scholars in TTU College of Media & Communication for scholarly output ($n = 90$), 2001-2020

#7 when filtered by TTU-affiliated publications ($n = 14$)

#1 of all cited scholars in TTU College of Media & Communication for total citations ($n = 1359$), 2001-2020

#23 when filtered by TTU-affiliated publications ($n = 17$)

#1 *b*-index of all scholars in TTU College of Media & Communication ($n = 21$)

#1 when filtered by TTU-affiliated publications ($n = 21$)

#24 of Top 500 published scholars system-wide at West Virginia University for scholarly output ($n = 90$), 2001-2020

#61 in Top 500 cited scholars system-wide at West Virginia University for total citations ($n = 1359$), 2001-2020

#190 *b*-index of Top 500 cited scholars system-wide at West Virginia University ($n = 21$)

Published Works (N = 214, n = 38 with Texas Tech affiliation)

Refereed Journals ($n = 97$)

NOTE: Papers currently under review, including "revise and resubmit," are not listed; Authors marked with "" were graduate student authors/advises at time of publication.*

Publications below with **Texas Tech University** affiliation ($n = 14$)

Banks, J. & **Bowman, N. D.** (in press). Some assembly required: Player mental models of videogame avatars. Upcoming in *Frontiers in Psychology*.

Bowman, N. D., Banks, J., & Downs, E. P. (in press). Mechanisms of identification and social differentiation in player-avatar relations. Upcoming in *Journal of Gaming & Virtual Worlds*.

Robinson, J., & **Bowman, N. D.** (2020, November). Returning to Azeroth: Nostalgia, sense of place, and social presence in World of Warcraft Classic. Upcoming in *Games & Culture*.

*Yoshimura, K., **Bowman, N. D.**, Banks, J., & Cohen, E. (2021). Character morality, enjoyment, and appreciation: A replication of Eden, Daalmans, and Johnson (2017). *Media Psychology*. <https://doi.org/10.1080/15213269.2021.1884096>

*Daneels, R., **Bowman, N. D.**, Possler, D., & Mekler, E. (2021). The 'eudaimonic experience': A scoping review of the concept in digital games research. *Media & Communication*, 9(2). <https://doi.org/10.17645/mac.v9i2.3824>

*Klecka, H., Johnston, I., **Bowman, N. D.**, & Green, C. S. (2021). Researchers' commercial video game knowledge associated with differences in beliefs about the impact of gaming on human behavior. *Entertainment Computing*. <https://doi.org/10.1016/j.entcom.2021.100406>

Pressgrove, G., & **Bowman, N. D.** (2021). From immersion to intention? Exploring advances in prosocial storytelling. *International Journal of Nonprofit and Voluntary Sector Marketing*, 26(2). <https://doi.org/10.1002/nvsm.1689>

*Watts, E., Koban, K., & **Bowman, N. D.** (2021). Digital gaming audiences: Awareness, without closeness. *Entertainment Computing*, 36. doi: <https://doi.org/10.1016/j.entcom.2020.100384>

Bowman, N. D., Ahn, S.-J., & Kollar, L. (2020). The paradox of interactive media: The potential for video games and virtual reality as tools for violence prevention. *Frontiers in Communication*. <https://doi.org/10.3389/fcomm.2020.580965>

Bowman, N. D., Banks, J., & Rittenour, C. (2020). Country Roads through 1s and 0s: Sense of place for and recognition of West Virginia following long-term engagement with Fallout 76. *Technology, Mind, & Behavior*, 1(1). <https://doi.org/10.1037/tmb0000001>

Bowman, N. D., & Goodboy, A. (2020). Evolving considerations and empirical approaches to construct validity in communication science. *Annals of the International Communication Association*. doi: <https://doi.org/10.1080/23808985.2020.1792791>

Koban, K., & **Bowman, N. D.** (2020) Further validation and replication of the Video Game Demand Scale. *Journal of Media Psychology*. <https://doi.org/10.1027/1864-1105/a000280>

Dienlin, T., Johannes, N.*, **Bowman, N. D.**, Masur, P., Engesser, S., Kümpel, A. S., Lukito, J., Bier, L. M., Zhang, R., Johnson, B. K., Huskey, R., Schneider, F. M., Breuer, J., Parry, D. A., Vermeulen, I., Fisher, J. T., Banks, J., Weber, R., Ellis, D. A., Smits, T., Ivory, J. D., Trepte, S., McEwan, B., Rinke, E. M., Neubaum, G., Winter, S., Carpenter, C. J., Krämer, N., Utz, S., Unkel, J., Wang, X., Davidson, B. I, Kim, N., Won, A. S., Domahidi, E., Lewis, N. A., & de Vreese, C. (2020). An agenda for open science. *Journal of Communication*.
<https://doi.org//10.1093/joc/jqz052>

Lin, J-S., **Bowman, N. D.**, Lin, S-F., Chen. S. (2019). Setting the digital stage: Defining game streaming as an entertainment experience. *Entertainment Computing*, 31.
<https://doi.org/10.1016/j.entcom.2019.100309>

Publications below with prior affiliations

Banks, J. **Bowman, N. D.**, Lin, J-H, Pietschmann, D., & Wasserman, J. (2019). The Common Player-Avatar Interaction Scale (cPAX): Expansion and cross-language validation. *International Journal of Human-Computer Studies*. <https://doi.org/10.1016/j.ijhcs.2019.03.003>

Bishop, S., & **Bowman, N. D.** (2019). [Contact isn't enough: Attitudes towards and misunderstandings about undocumented immigrants among a diverse college population](#). *Ethnic & Racial Studies*. doi: 10.1080/01419870.2019.1626014

Bowman, N. D., Knight, J.*, Schlue, L.*, & Cohen, E. (2019). What if it happened to me? Socially conscious music videos can address campus assault: Narrative comprehension and rape myth acceptance. *Psychology of Popular Media Culture*. 8(4), 454-463.
<https://doi.org/0.1037/ppm0000198>

Clark-Gordon, C.*, **Bowman, N. D.**, Goodboy, A., & Wright, A. (2019). [Anonymity and speaking up online: A meta-analysis](#). *Communication Reports*, 32(2), 98-111. doi: 10.1080/08934215.2019.1607516.

Downs, E., **Bowman, N. D.**, & Banks, J. (2019). [A polythetic model of player-avatar identification: Synthesizing multiple mechanisms](#). *Psychology of Popular Media Culture*, 8(3), 269-279. doi: 10.1037/ppm0000170

Liebold, B., **Bowman, N. D.**, & Pietschmann, D. (2020). [Natural in the eyes of the \(be\)holder: A survey on novelty and learning effects in the enjoyment of naturally mapped video game controllers](#). *Psychology of Popular Media Culture*, 9(2), 255-265. doi: 10.1037/ppm0000215

Primack, B. A., Karim, S. A., Shensa, A., **Bowman, N. D.**, Knight, J., Sidani, J.E. (2019). [Positive and negative experiences on social media and perceived social isolation](#). *American Journal of Health Promotion*. doi: 10.1177/0890117118824196

Clark-Gordon, C.*, **Bowman, N. D.**, Frisby, B., & Hadden, A.* (2019). [College instructors and the digital red pen: An exploratory study of factors influencing the adoption and non-adoption of digital written feedback technologies](#). *Computers & Education*, 128, 414-426. doi: 10.1016/j.compedu.2018.10.002.

Wulf, T.*, **Bowman, N. D.**, Velez, J., & Breuer, J. (2020). Once upon a game: Exploring video game nostalgia and its impact on well-being. *Psychology of Popular Media Culture*, 9(1), 83-95. <https://doi.org/10.1037/ppm0000208>

Baker, J.*, Goodboy, A., **Bowman, N. D.**, & Wright, A. (2018). [Does teaching with PowerPoint increase students' learning? A meta-analysis](#). *Computers & Education*, 126, 376-387. doi: 10.1016/j.compedu.2018.08.003

Clark-Gordon, C.*, **Bowman, N. D.**, Watts, E., Banks, J., & Knight, J. (2018). [“As good as your word”: Face-threat mitigation and the use of instructor nonverbal cues on students’ perceptions of digital feedback](#). *Communication Education*, 67(2), 206-225. doi: 10.1080/03634523.2018.1428759

Escobar-Viera, C. G., Shensa, A., **Bowman, N. D.**, Sidani, J. E., Knight, J., James, A. E., & Primack, B. A. (2018). [Passive and active social media use and depressive symptoms among U.S. young adults](#). *Cyberpsychology, Behavior, and Social Networking*, 21(7), 437-443. doi: 10.1089/cyber.2017.0668.

Hemenover, S., & **Bowman, N. D.** (2018). [Video games, emotion, and emotion regulation: bridging the gap](#). *Annals of the International Communication Association*, 42(2), 125-143. doi: 10.1080/23808985.2018.1442239.

Huskey, R., **Bowman, N. D.**, Eden, A., Grizzard, M., Hahn, L., Lewis, R., Matthews, N., Tamborini, R., Walther, J. B., & Weber, R. (2018). [Things we know about media and morality](#). *Nature Human Behavior*, 2, 315. doi: 10.1038/s41562-018-0349-9

Primack, B. A., Bisbey, M. A., Shensa, A., **Bowman, N. D.**, Karim, S. A., Knight, J. M., & Sidani, J. E. (2018). [The association between valence of social media experiences and depressive symptoms](#). *Depression and Anxiety*, 35(8), 784-794, doi: 10.1002/da22779.

Shensa, A., Sidani, J. E., Escobar-Viera, C. G., Chu, K. H., **Bowman, N. D.**, Knight, J. M., Primack, B. A. (2018) [Real-life closeness of social media contacts and depressive symptoms among university students](#). *Journal of American College Health*.

Wulf, T.*, **Bowman, N. D.**, Rieger, D., Velez, J., & Breuer, J. (2018). [Video games as time machines: Video game nostalgia and the return of old gaming content and technologies](#). *Media and Communication*, 6(2), 60-68. doi: 10.17645/mac.v6i2.1317

Banks, J. D., **Bowman, N. D.** & Wasserman, J.* (2017). [A bard in the hand: The role of materiality in player-character relationships](#). *Imagination, Cognition, and Personality*, doi: 10.1177/0276236617748130

Bowman, N. D., Hallett, J., Boyan, A. B., & Groskopf, J. (2017). Squid or Chalkie? The role of self-identity and selective perception in processing tendentious “Hillbilly” humor. *Ohio Communication Journal*. 55, 16-28

- Bowman, N. D.**, Liebold, B., & Pietschmann, D. (2017). [The Golden \(Hands\) Rule: Exploring user experiences with gamepad and natural-user interfaces in popular video games.](#) *Journal of Gaming and Virtual Worlds*, 19, 1, 69-83. doi: 10.1386/jgvw.9.1.69_1.
- Breuer, J., Velez, J., **Bowman, N. D.**, Wulf, T.*, & Bente, G. (2017). [“Drive the lane; together, hard!” An examination of the effects of supportive co-playing and task difficulty on prosocial behavior.](#) *Journal of Media Psychology*, 29, 31-41. doi: 10.1027/1864-1105/a000209
- Shensa, A., Escobar-Viera, C.G., Sidani, J. E., **Bowman, N. D.**, Marshal, M. P., & Primack, B. A. (2017). [Problematic social media use and depressive symptoms among U.S. young adults: A nationally-representative study.](#) *Social Science & Medicine*, 182, 150-157. doi: 10.1016/j.socscimed.2017.03.061
- Akcaoglu, M., & **Bowman, N. D.** (2016). [Using instructor-led Facebook groups to enhance students’ perceptions of course content.](#) *Computers in Human Behavior*, 65, 582-590. doi: 10.1016/j.chb.2016.05.029
- Banks, J., & **Bowman, N. D.** (2016). [Emotion, anthropomorphism, realism, control: Validation of a merged metric for player-avatar interaction \(PAX\).](#) *Computers in Human Behavior*, 54, 215-223. doi: 10.1016/j.chb.2015.07.030
- Banks, J. & **Bowman, N. D.** (2016). [Avatars are \(sometimes\) people too: Linguistic indicators of parasocial and social ties in player-avatar relationships.](#) *New Media & Society*, 18(7), 1257-1276. doi: 10.1177/1461444814554898
- Bowman, N. D.**, Banks, J., & Westerman, D. K. (2016). [Through the Looking Glass: The impact of Google Glass on perceptions of face-to-face interaction.](#) *Communication Research Reports*, 33(4), 332-340. doi: 10.1080/08824096.2016.1224168
- Bowman, N. D.**, Oliver, M. B., Rogers, R., Sherrick, B. I., Woolley, J., & Chung, M-Y.* (2016). [“In control or in their shoes”: How character attachment differentially influences video game enjoyment and appreciation.](#) *Journal of Gaming & Virtual Worlds*, 8(1), 83-99. doi: 10.1386/jgvw.8.1.83_1
- Cranmer, G., **Bowman, N. D.**, & Goldman, Z. (2016). [A preliminary study of racialized brawn and brain framing effects.](#) *Communication Research Reports*, 34(1), 78-83, doi: 10.1080/08824096.2016.1224165
- Joeckel, S., Dogruel, L., **Bowman, N. D.** (2016). [The reliance on recognition and majority vote heuristics over privacy concerns when selecting smartphone apps among German and US consumers.](#) *Information, Communication, and Society*. doi: 10.1080/1369118X.2016.1202299
- Rogers, R., Woolley, J., Oliver, M. B., **Bowman, N. D.**, Sherrick, B. (2016). [Fun vs. Meaningful videogame experiences. A qualitative analysis of user responses.](#) *Computer Games Journal*, 6(1-2), 63-79. doi: 10.1007/s40869-016-0029-9

Schumann, C., **Bowman, N. D.**, & Schultheiss, D. (2016). [Quality in video games: Subjective quality assessments as predictors of self-reported presence in first-person shooters and role-playing games.](#) *Journal of Broadcasting & Electronic Media*, 60(4), 547-566. doi: 10.1080/08838151.2016.1234473

Segool, N. K., Goforth, A. N., **Bowman, N. D.**, & Pham, A. (2016). [Social networking practices in school psychology: Have moral panic concerns been overstated?](#) *Journal of Applied School Psychology*, 32(1), 66-81. doi: 10.1080/15377903.2015.1121194

Tamborini, R., Prabhu, S.*, **Bowman, N. D.**, Hahn, L.*, Klebig, B.*, Grall, C.*, & Novotny, E.* (2016). [The effect of moral intuitions on decisions in video-game play: Temporary and chronic intuition accessibility.](#) *New Media & Society*. doi: 10.1177/1461444816664356

Westerman, D., Daniel, E. S.*, & **Bowman, N. D.** (2016). [Learned risks and experienced rewards: Exploring the potential sources of students' attitudes toward social media and face-to-face communication.](#) *Internet and Higher Education*, 31, 52-57. doi: 10.1016/j.iheduc.2016.06.004.

Ahn, H. & **Bowman, N. D.** (2015). [Two faces of narcissism on SNS: The distinct impacts of vulnerable and grandiose narcissism on SNS privacy concerns.](#) *Computers in Human Behavior*, 45, 375-381. doi: 10.1016/j.chb.2014.12.032

Bowman, N. D., Kowert, R., & Cohen, E. (2015). [When the ball stops, the fun stops too: The impact of social inclusion on video game enjoyment.](#) *Computers in Human Behavior*, 53, 131-139. doi: 10.1016/j.chb.06.036

Bowman, N. D., Joeckel, S., & Dogruel, L. (2015). ["The app market has been Candy Crushed": Observed and rationalized processes for selecting smartphone games.](#) *Entertainment Computing*, 8(1). doi: 10.1016/j.entcom.2015.04.001

Bowman, N. D., & Tamborini, R (2015). ["In the mood to game": Selective exposure and mood management processes in computer game play.](#) *New Media & Society*, 17(3), 375-393 doi: 10.1177/1461444813504274 (version 3, original published online in 2013)

Boyan, A., Grizzard, M., & **Bowman, N. D.** (2015). ["A massively moral game? Mass Effect as a case study to understand the influence of players' moral intuitions on adherence to hero or antihero play styles."](#) *Journal of Gaming and Virtual Worlds*. doi: 10.1386/jgvw.1.41_1.

Cohen, E, **Bowman, N. D.**, & Lancaster, A.* (2015). [R U with Some1? Using text message experience sampling to examine television coviewing as a moderator of emotional contagion effects on enjoyment.](#) *Mass Communication & Society*, 19(2), 149-172. doi: 10.1080/15205436.2015.1071400.

Dogruel, L., Joeckel, S., & **Bowman, N. D.** (2015). [Choosing the right app: An exploratory perspective on heuristic decision processes for smartphone app selection.](#) *Mobile & Media Communication*, 3(1), 125-144. doi: 10.1177/2050157914557509.

Dogrue, L., Joeckel, S., & **Bowman, N. D.** (2015). [The use and acceptance of entertaining new media technology by elderly users. Development of an expanded technology acceptance model.](#) *Behaviour and Information Technology*, 34(11), 1052-1063. doi: 10.1080/0144929x.2015.1077890

Oliver, M. B., **Bowman, N. D.**, Woolley, J. K., Rogers, R., Sherrick, B., & Chung, M-Y. (2015). [Video games as meaningful entertainment experiences.](#) *Psychology of Popular Media and Culture*, 5(4), 390-405. doi: 10.1037/ppm0000066

Rogers, R.*, **Bowman, N.D.**, & Oliver, M. B. (2015). [It's not the model that doesn't fit, it's the controller! The role of cognitive skills in understanding the links between natural mapping, performance, and enjoyment of console video games.](#) *Computers in Human Behavior*, 49, 588-596. doi: 10.1016/j.chb.03.027

Lange, R., **Bowman, N. D.**, Banks, J., & Lange, A. (2015). [Grand Theft Auto\(mation\): Travel mode habits and video games.](#) *International Journal of Technology and Human Interaction*, 11(3) 35-50. doi: 10.4018/ijthi.2015070103

Paul, H.*, **Bowman, N. D.**, & Banks, J. (2015). [The enjoyment of grieving in online games.](#) *Journal of Gaming and Virtual Worlds*, 7(3), 243-258. doi: 10.1386/jgvw.7.3.243_1

Shensa, A.*, Sidani, J.E., Lin, L., **Bowman, N. D.**, & Primack, B.A. (2015). [Social media use and perceived emotional support among US young adults.](#) *Journal of Community Health*, 41(3), 541-549. doi: 10.1007/s10900-105-0128-8

Westerman, D. K., Tamborini, N. D., & **Bowman, N. D.** (2015). [The effects of static avatars on impression formation in different contexts.](#) *Computers in Human Behavior*, 53, 111-117. doi: 10.1016/j.chb.2015.06.026.

Bowman, N.D., & Akcaoglu, M. (2014). ["I see smart people!": Using Facebook to supplement the University mass lecture](#)". *Internet & Higher Education*, 23. doi: 10.1016/j.iheduc.2014.05.003

Bowman, N. D., Lewis, R., & Tamborini, R (2014). [The morality of May 2, 2011: A content analysis of US headlines regarding the death of Osama bin Laden.](#) *Mass Communication & Society*, 17(5), 639-664. doi: 10.1080/15205436.2013.822518

Cohen, E. L., **Bowman, N. D.**, & Borchert, K.* (2014). [Private flirts, public friends: Understanding romantic jealousy responses to an ambiguous social network site message as a function of message access exclusivity.](#) *Computers in Human Behavior*, 35, 535-541. doi: 10.1016/j.chb.2014.02.050

Cranmer, G.*, Brann, M., & **Bowman, N. D.** (2014). [Male athletes, female aesthetics: The continued ambivalence toward female athletes in ESPN's the Body Issue.](#) *International Journal of Sport Communication*, 7(2), 145-165. doi: 10.1123/IJSC.2014-0021.

Cranmer, G.*, **Bowman, N. D.**, Chory, R., & Weber, K. (2014). [Race as an Antecedent Condition in the Framing of Heisman Finalists.](#) *Howard Journal of Communication*, 25(2), 171-191.

Bowman, N. D., Weber, R., Tamborini, R., & Sherry, J. L. (2013). [Facilitating game play: How others affect performance at and enjoyment of video games](#). *Media Psychology*, 16(1), 39-64. doi: 10.1080/15213269.2012.742360

Jensen, R., **Bowman, N. D.**, Wang, Y., & Larson, B. (2013). [Looking at shirt sponsorships from both sides of the pond: Comparing global trends versus America's major league soccer](#). *Soccer & Society*, 14(4), 515-524. doi: 10.1080.14660970.2012.753532

Joeckel, S., **Bowman, N. D.**, & Dogruel, L. (2013). [The influence of adolescents' moral salience on actions and entertainment experience in interactive media](#). *Journal of Children and Media*, 7(4), 480-506. doi: 10.1080/17482798.2013.781513

Joeckel, S., Dogruel, L., & **Bowman, N. D.** (2013). [Elderly people and morality in virtual worlds](#). *New Media & Society*, 15(2), 276-293. doi: 10.1177/1461444812451571

Limperos, A., Downs, E., Ivory, J., & **Bowman, N. D.** (2013). Leveling up: A review of current and emerging areas of interest in video games and future research directions. *Communication Yearbook* 37, 349-377.

Tamborini, R., Eden, A., **Bowman, N. D.**, Grizzard, R., Weber, R., & Lewis, R. J. (2013). [Predicting media appeal from instinctive moral values](#). *Mass Communication & Society*, 16(3), 325-346. doi: 10.1080/15205436.2012.703285.

Tamborini, R., Weber, R., **Bowman, N. D.**, Eden, A., & Skalski, P. (2013). "Violence is a many-splintered thing:" The importance of realism, justification, and graphicness in understanding perceptions of and preferences for violent films and video games. *Projections: The Journal for Movies and Mind*, 7(1), 100-118. doi: 10.3167/proj.2013.070108

Bowman, N.D., Dogruel, L., & Joeckel, S. (2012). [A question of morality? Moral salience and nationality on media preferences](#). *Communications: The European Journal of Communication Research*, 37(4), 345-369. doi: 10.1515/commun-2012-0020

Bowman, N. D., Schultheiss, D., Schumann, C. (2012). ["I'm Attached, And I'm A Good Guy/Gal!": How Character Attachment Influences Pro- and Anti-Social Motivations To Play MMORPGs](#). *CyberPsychology, Behavior, and Social Networking*, 15(3), 169-174. doi: 10.1089/cyber.2011.0311

Bowman, N. D., & Tamborini, R. (2012). [Task demand and mood repair: The intervention potential of computer games](#). *New Media & Society*, 14(8), 1339-1357. doi: 10.1177/1461444812450426

Bowman, N.D., Westerman, D. K., & Claus, C. J. (2012). [How demanding is social media? Understanding social media diets as a function of perceived costs and benefits - a rational actor perspective](#). *Computers in Human Behavior*, 28(6), 2298-2305. doi: 10.1016/j.chb.2012.06.037

- Jensen, R., **Bowman, N. D.**, Wang, Y., & Larson, B. (2012). [New league, new market, new sponsorship: An exploratory study of attitudes towards shirt sponsorship in Major League Soccer](#). *Soccer & Society*, 13(4), 536-554. doi: 10.1080/14660970.2012.677227.
- Joeckel, S., & **Bowman, N. D.** (2012). [Graphics and gratification: Exploring the link between technology and enjoyment in video games](#). *Journal of Gaming and Virtual Worlds*, 4(1), 25-44. doi: 10.1386/jgvm.4.1.25_1
- Joeckel, S., **Bowman, N. D.**, & Dogruel, L. (2012). [Gut or game: The influence of moral intuitions on decisions in virtual environments](#). *Media Psychology*, 15(4), 460-485. doi: 10.1080/15213269.2012.727218
- Reinecke, L., Tamborini, R., Grizzard, M., Lewis, R., Eden, A., & **Bowman, N. D.** (2012). [Characterizing behavioral affinity as needs satisfaction: Predicting selective exposure to video games and resultant mood repair](#). *Journal of Communication*, 62(2), 437-453. doi: 10.1111/j.1460-2455.2012.01649.x
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Editorials and invited journal publications (n = 9)

Publications below with **Texas Tech University** affiliation (n = 4)

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Textbooks, subject matter books, and edited volumes (n = 7)

Publications below with **Texas Tech University** affiliation (n = 2)

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Bowman, N. D. (2018). *Video games: A medium that demands our attention* (Ed.). New York: Routledge. ISBN: 978-0-81537-687-9

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Invited book chapters (n = 50)

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Invited book reviews (n = 32)

Publications below with **Texas Tech University** affiliation (n = 4)

Bowman, N. D. (in press). Algorithmic desire. Northwestern University Press, 2020. *CHOICE Magazine*.

Bowman, N. D. (2021). From sit-ins to #revolutions: Media and the changing nature of protests. Bloomsbury Academic, 2020. *CHOICE Magazine*, 58(7).

Bowman, N. D. (2020). Beyond hashtags: Racial politics and black digital networks. New York University, 2019. *CHOICE Magazine*, 57(11).

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Bowman, N. D. (2017). Following Searle on Twitter: How words create digital institutions, by Adam Hodgkin. University of Chicago Press, 2017. *CHOICE Magazine*, 54(12).

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Bowman, N. D. (2016). How journalists use Twitter: The changing landscape of US newsrooms, by Alecia Swasy. Lexington Press, 2016. *CHOICE Magazine*, 54(7).

Bowman, N. D. (2016). How fantasy becomes reality: Information and entertainment in everyday life, by Karen Dill-Shackleford. Oxford Press, 2015. *CHOICE Magazine*, 54(1).

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Bowman, N. D. (2016). Social media in Iran: Politics and society after 2009, ed. By David M. Faris & Babak Rahimi, SUNY Press, 2015. *CHOICE Magazine*, 53(8).

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Bowman, N. D. (2015). Social media and living well, ed. by Berrin A. Beasley & Mitchell R. Haney, Lexington, 2015. *CHOICE Magazine*, 52(12).

Bowman, N. D. (2014). The networked young citizen, ed. by Brian D. Loader, Ariande Vromen, & Michael A. Xenos, Taylor & Francis, 2014. *CHOICE Magazine*, 52(10).

Bowman, N. D. (2014). Twitter and society, by Katrin Weller, Axel Bruns, Jean Burgess, Merja Mahrt, and Cornelius Puschmann, Peter Lang, 2014. *CHOICE Magazine*, 52(2).

Bowman, N. D. (2014). Webcam, by Daniel Miller & Jolynna Sinanan, Polity, 2014. *CHOICE Magazine*, 52(1)

Bowman, N. D. (2014). Excommunication: three inquiries in media and mediation, by Alexander R. Galloway, Eugene Thacker, and McKenzie Wark, Chicago, 2014. *CHOICE Magazine*, 51(10).

Bowman, N. D. (2014). Blogging (2nd ed), by Jill Walker Rettberg. Polity, 2014. *CHOICE Magazine*, 51(10).

Bowman, N. D. (2014). Cyberpsychology and new media: A thematic reader, ed. by Andrew Power and Grainne Kirwan. Psychology Press, 2014. *CHOICE Magazine*, 51(8).

Bowman, N. D. (2014). A cognitive psychology of mass communication (6th Ed.), by Richard Jackson Harris and Fred W. Sanborn, Routledge, 2014. *CHOICE Magazine*, 51(6).

Bowman, N. D. (2014). Medical visions: producing the patient through film, television, and imaging technologies, by Kirsten Ostherr, Oxford, 2013. *CHOICE Magazine*, 51(4).

Bowman, N. D. (2013). Youth and media, by Andy Ruddock, SAGE, 2013. *CHOICE Magazine*, 51(2).

Bowman, N. D. (2013). The Oxford handbook of media psychology, ed. by Karen E. Dill, Oxford, 2013. *CHOICE Magazine*, 50(12).

Bowman, N. D. (2012). [What are video games, anyways?](#) [A review of Ian Bogost, How to Do Things with Videogames. Minneapolis: University of Minnesota Press, 2011, 180 pp. and Judd Ethan Ruggill and Ken S. McAllister, Gaming Matters: Art, Science, and the Computer Game Medium. Tuscaloosa, AL: The University of Alabama Press, 2011, 155 pp.] *International Journal of Communication*, 6(1), 36-42.

Juried Creative Works (N = 2)

Banks, J., & **Bowman, N. D.**, Banks, J., & Rittenour, C. (2018). Avatars and their players: From object to other. [Art exhibit, with images culled from research participants' avatar images]. *WVU Libraries*, curated by S. Deskins, on display from October 1 to December 30, 2018. More details: https://exhibits.lib.wvu.edu/gallery_avatar

Bowman, N. D., Banks, J., & Rittenour, C. (2019). Speculative Appalachian futures: Two months in Fallout 76 (AD 2102). [Art exhibit, with images culled from research participants' in-game experiences]. *WVU Libraries*, curated by S. Deskins, on display from August 1, 2019 to December 15, 2022. More details: https://exhibits.lib.wvu.edu/gallery_futures/contributors

Conference Papers and Presentations (N = 184; n = 28 with Texas Tech affiliation)
Authors marked with "*" were graduate student authors/advisees at time of presentation.

Competitive Conference Paper Awards (n = 29)

Awards below with **Texas Tech University** affiliation (n = 11)

Bowman, N. D., Bowen, D., Mercado, M., Resignato, L.*, & Chauveau, P*. (2021, November). I did it without hesitation. Am I the bad guy?" Online conversations in response to controversial in-game violence. Top Papers in Game Studies at the National Communication Association, Seattle.

Bowman, N. D., Lin, J-H., & Wu, D-Y.* (2021, November). You spin me right round: Cognitive and exertional demands in VR-based video games. Top Papers in Game Studies at the National Communication Association, Seattle.

Bowman, N. D., Yoshimura, K., Green, C. S., Klecka, H.* & Li, Z.* (2021, November). One of these things is just like the others: An application of machine learning to understand retro and modern video game genres. Top Papers in Game Studies at the National Communication Association, Seattle.

Cloudy, J.*, Banks, J. & **Bowman, N. D.** (2021, August). The Str(AI)ght Scoop: Artificially Intelligent Journalists Reduce Perceptions of Hostile Media Bias. Top Papers in Communication Technology, Association of Education in Journalism and Mass Communication.

Chauveau, P.*, **Bowman, N. D.**, & Banks, J. (2021, May). Driven to engage and protect: Social facilitation and robot, AI, and human play partners. Top Papers in Game Studies at the International Communication Association, Denver.

Daneels, R.*, **Bowman, N. D.**, Possler, D.*, and Mekler, E. (2021, May). The 'Eudaimonic Experience': A Theoretical Review of the Concept in Digital Games Research. Top Papers in Game Studies at the International Communication Association, Denver.

Bowman, N. D., Banks, J., & Downs, E. P. (2020, May). Mechanisms of identification and social differentiation in player-avatar relations. Top Papers in Game Studies presented at the International Communication Association, Gold Coast, Australia.

West, M. S., **Bowman N. D.**, & Cohen, E. (2020, April). Examining players' permadeath experiences through player-avatar relationships and video game demands. Top papers in Media Communication at the Eastern Communication Association, Baltimore. **CANCELLED DUE TO COVID-19**

Bowman, N. D., Banks, J., & Rittenour, C. (2019, November). Country Roads through 1s and 0s: Sense of place for and recognition of West Virginia following long-term engagement with Fallout 76. Top papers in Game Studies at the National Communication Association, Baltimore.

Clark-Gordon, C. V.* & **Bowman, N. D.** (2019, November). Instructor-Student Out-of-Class Communication: A Media Multiplexity Approach. Top Papers in Instructional and Developmental Communication at the National Communication Association, Baltimore.

Bowman, N. D., Wulf, T., Velez, J., & Breuer, J. (2019, September). That bygone feeling: Controller haptics and gaming nostalgia. Best Preregistered Study at Mediapsychology 2019, Chemnitz, Germany.

Awards below with prior affiliations

Hadden, A.*, Clark-Gordon, C. V.*, Frisby, B., & **Bowman, N. D.** (2019, May). Individual differences in students and their perceptions of instructors' use of the digital red pen to provide instructional feedback. Top Papers in Instructional and Developmental Communication at the International Communication Association, Washington DC.

Wasserman, J. A.*, & **Bowman, N. D.** (2018, June). Bugs on the brain: A mental model matching approach to cognitive skill acquisition in a strategy game. Top Faculty Paper in Game Studies, International Communication Association 68th Annual Conference, Prague.

Watts, E.*, **Bowman, N. D.**, Koban, K.*, Nicholson, A. L.*, & Knight, J.* (2018, June). Game Streaming and Digital Audiences: Awareness, Without Closeness. Top Faculty Paper in Game Studies, International Communication Association 68th Annual Conference, Prague.

Clark-Gordon, C.*, **Bowman, N. D.**, Goodboy, A., & Wright, A. (2018, April). Anonymity and speaking up online: A meta-analysis. Top Papers in Communication and Technology, Eastern Communication Association, Pittsburgh.

Banks, J., Malazita, J. W., Walsh, E.*, & **Bowman, N. D.** (2017, November). Other(ing) and Self in Serious Games: The Role of Player-Avatar Relations in State Empathy. Top Papers in Game Studies, National Communication Association, Dallas.

Clark-Gordon, C.*, **Bowman, N. D.**, Watts, E.* (2017, November). Instructor use of Nonverbal Cues Online: The Effects of Emojis and Face-threat Mitigation on Student Perceptions of Digital Instructional Feedback. Top Papers in Instructional Communication, National Communication Association, Dallas.

Banks, J., Pietschmann, D., Lin, J-H, & **Bowman, N. D.** (2017, May). Expansion and Cross-Cultural Validation of the Common Player-Avatar Interaction Scale (cPAX). Top Faculty Paper in Game Studies, International Communication Association, San Diego.

Clark-Gordon, C.*, Watts, E.*, **Bowman, N. D.**, & Banks, J. (2017, April). "As good as your word": Face-threat mitigation and the use of instructor pictures on students' perceptions of digital instructor feedback. Top papers in Instructional Communication, Eastern Communication Association, Boston.

Banks, J., **Bowman, N.D.**, & Wasserman, J.* (2016, November). A bard in the hand: The role of materiality in player-character relationships. Top papers in Game Studies Division, National Communication Association, Philadelphia.

Lancaster, A.*, Martin, M., **Bowman, N. D.**, Cohen, E., Weber, K. D., & Westerman, D. K. (2016, November). Cop talk: Message framing, compliance, and perceptions of law enforcement. Top papers in Applied Communication Division, National Communication Association, Philadelphia.

Ahn, H., **Bowman, N. D.**, & Kwolek, E.* (2013, November). Generally concerned, but not specifically: General vs. situational influences of vulnerable narcissism on social network privacy concerns. Top papers in Human Communication and Technology Division, National Communication Association, Washington D.C.

Cohen, E., **Bowman, N. D.**, & Lancaster, A.* (2013, November). Are u with some1? Using text message experience sampling to examine the relationship between co-viewing, enjoyment, and eudaimonia. Top four papers in Mass Communication, National Communication Association, Washington D.C.

Bowman, N. D., Rogers, R.*, & Sherrick, B. I.* (2013, April). “In control or in their shoes”: How character attachment differentially influences video game enjoyment and appreciation. Top paper in “Media and the Self” research category, Broadcast Education Association Research Symposium “Media and Social Life: The Self, Relationships, and Society.”

Bowman, N. D., Westerman, D., & Claus, C. J.* (2012, April). How demanding is social media: Understanding social media diets as a function of perceived costs and benefits – a Rational Actor Perspective. Top three papers in Communication and Technology, Eastern Communication Association, Cambridge, MA.

Joeckel, S., Dogruel, L., & **Bowman, N. D.** (2011, November). Adolescents, morality and interactive entertainment: The influence of moral salience on actions and entertainment experience in interactive media. Top five papers in Mass Communication, National Communication Association, New Orleans.

Bowman, N. D., & Tamborini, R. (2010, June). User demand and mood repair: The intervention potential of video game interactivity. Top two faculty papers in Game Studies, International Communication Association, Singapore.

Tamborini, R., Eden, A., **Bowman, N. D.**, Grizzard, M., & Lachlan, K. (2009, May). Moral subcultures in dispositional formation: The acceptance and appeal of violence. Top four papers in Mass Communication, International Communication Association, Chicago.

Bowman, N. D. (2008, June). In the mood to game: The extension of mood management theory to video games. Paper presented at the National Communication Association Doctoral Honor’s Seminar, Tuscaloosa, AL. [one of 12 papers invited for presentation]

Conference Presentations (n = 160)

Presentations below with **Texas Tech University** affiliation (n = 17)

Phelps, A., Consalvo, M. & **Bowman, N. D.** (2021, October). Streaming Small Shared Spaces: Exploring the Connectedness of the Physical Spaces of Microstreamers and their Audience. Paper presentation at Association for Internet Research, Philadelphia.

Bowman, N. D. (2021, May). A digital sense of place: Fostering connection with (temporarily?) bygone places. Paper presentation at the Environmental Design Research Association, Detroit.

Bowman, N. D., Velez, J., Wulf, T., Breuer, J, Yoshimura, K., & Resignato, L. (2021, May). That bygone feeling: Controller haptics and nostalgia in video game play. Paper presentation at the International Communication Association, Denver.

Bowman, N. D., Keene, J.R, & Najera, C. J. (2021, May). Flow Encourages Task Focus, but Frustration Drives Task Switching: How Reward and Effort Combine to Influence Player Engagement in a Simple Video Game. Paper presentation at Computers in Human Interaction, Yokohama, Japan.

Bowman, N. D., Lin, J-S, & Wu, C. (2021, May). A Chinese-Language Validation of the Video Game Demand Scale (VGDS-C). Paper presentation at Computers in Human Interaction, Yokohama, Japan.

Yoshimura, K., **Bowman, N. D.**, & Resignato, L. (2021, May). The impact of censorship of graphic violence on perceived violence and moral evaluations. Paper presentation at the International Communication Association, Denver.

Templeton, J. & **Bowman, N. D.** (2021, April). A historical analysis of the influence of screen resolution on news production and consumption. Poster presented at the Broadcast Education Association, Las Vegas.

Phelps, A., Consalvo, M., & **Bowman, N. D.** (2021, January). Streaming into the void: An analysis of microstreaming trends and behaviors utilizing a demand framework. Paper presented at the Hawaii International Conference on System Sciences, Manoa, Hawaii.

Robinson, J., & **Bowman, N. D.** (2020, November). Returning to Azeroth: Nostalgia, sense of place, and social presence in World of Warcraft Classic. Poster presentation at the National Communication Association, Indianapolis.

Bowman, N. D., & Banks, J. (2020, October). Extending gaming demand: Subjective experiences of cognitive, emotional, physical, and social videogaming requirements. Paper presented at the Association of Internet Researchers, Dublin, Ireland.

Bowman, N. D., & Keene, J. (2020, May). Attentional flow states and their complicated relationship with individual perceptions of reward and effort. Paper presented at the International Communication Association, Gold Coast, Australia.

Deinlin, T., Johannes, N., **Bowman, N. D.**, Masur, P ... (and 34 others). (2020, May). An agenda for open science. Paper presented at the International Communication Association, Gold Coast, Australia.

Bowman, N. D., Shibuya, A., & Schules, D. (2020, March). Playing with global audiences: Best practices in presenting, producing, and publishing games and games scholarship in high-impact venues. Paper presented at the Digital Games Research Association Japan. **CANCELLED DUE TO COVID-19**

Bowman, N. D., Copenhaver, A., Ferrell, S., & Ferguson, C. J. (2019, November). Fear and Rage, Prayers and Partisanship: US Congressional membership's engagement of Twitter as an agenda-setting tool following the Parkland Shooting. Poster presented at the National Communication Association, Baltimore.

Bowman, N. D., & Banks, J. (2019, October). Social and Entertainment Gratifications of Gaming with Robot, AI, and Human Partners. Presented at 28th IEEE International Conference on Robot and Human Interactive Communication (Ro-Man 2019), New Delhi, India.

Ahn, S. J. & **Bowman, N. D.** (2019, October). Examining the Utility of Presence: 20 Years of Presence Research and Future Directions. Poster presented at the American Psychological Association Technology, Mind, & Society 2019 conference, Washington DC.

Bowman, N. D., Banks, J., & Rittenour, C. (2019, October). Feeling and working in digital Appalachia: Two months playing Fallout 76 fosters a sense of place in West Virginia. Poster presented at the American Psychological Association Technology, Mind, & Society 2019 conference, Washington DC.

Presentations below with prior affiliations

Bowman, N. D. & Cranmer, G. (2019, May). Esports are sports. Paper presented at the Games + Communication Ante-Conference, Washington DC.

Bowman, N. D., & Koban, K.* (2019, May). A German translation of the Video Game Demand Scale. Paper presented at the International Communication Association, Washington DC.

Bowman, N. D., Banks, J., & West, M.* (2019, May). Social robots as videogaming partners: Impacts on social closeness, need satisfaction and enjoyment. Paper presented at the International Communication Association, Washington DC.

Clark-Gordon, C. V.*, Sharabi, L., & **Bowman, N. D.** (2019, April). The mere presence hypothesis and college students: The effects of instructor cell phone visibility in the classroom. Paper presented at the Eastern Communication Association, Providence, RI.

Bowman, N. D., Johnston, I.*, & Green, C. S. (2018, November). All your games are belong to us: using machine learning to define game genres. Presented at the National Communication Association Game Studies Division Pre-Conference, Salt Lake City, Utah.

Vogt, O.*, & **Bowman, N. D.** (2018, November). In my game or in my genes? The influence of game experience, gender identity and biological sex on cognitive skills. Presented at the National Communication Association Game Studies Division Pre-Conference, Salt Lake City, Utah.

West, M.*, Watts, E. R.*, & **Bowman, N. D.** (2018, November). Video game critics and taste cultures. To be presented at the National Communication Association Game Studies Division Pre-Conference, Salt Lake City, Utah.

Wasserman, J.* & **Bowman, N. D.** (2018, November). Preliminary results of a longitudinal experiment of cognitive skill acquisition in an online strategy boardgame. Research in progress presented at the 104th National Communication Association, Salt Lake City, Utah.

Bishop, S. & **Bowman, N. D.** (2018, November). Diverse students' attitudes toward and knowledge about undocumented immigrants in the United States. Paper presented at the 104th National Communication Association, Salt Lake City, Utah.

Clark-Gordon, C. V.*, Hadden, A.*, **Bowman, N. D.**, & Frisby, B. (2018, November). College instructors and the digital red pen: An exploration of the adoption of digital written feedback technologies. Paper presented at the 104th National Communication Association, Salt Lake City, Utah.

Clark-Gordon, C. V.*, Cohen, E. L., & **Bowman, N. D.** (2018, November). To be spoiled or not to be spoiled? The role of choice and intrinsic psychological need satisfaction in enjoyment of spoilers. Paper presented at the 104th National Communication Association, Salt Lake City, Utah.

Bowman, N. D., Crowe, A., & Soule, D. R.* (2018, October). Unbundling the *Daily Athenaeum*: An empirical approach to readership analysis. Presented at the National College Media Association, Louisville, KY.

Pressgrove, G., **Bowman, N. D.**, & Knight, J.* (2018, August). Take them there: From narrative engagement to behavioral intention in cause-related immersive storytelling. Paper presented at the Association of Education for Journalism and Mass Communication, Washington, DC.

Bowman, N. D., Wulf, T.*, Breuer, J., & Velez, J. (2018, June). Invoking gaming nostalgia: Past play, entertaining experiences, and social others. Paper presented at the International Communication Association 68th Annual Conference, Prague.

Knight, J.*, **Bowman, N. D.**, Goodboy, A., & Wright, A. (2018, June). Small and varied effects: A meta-analysis of the association between social media use and depression. Paper presented at the International Communication Association 68th Annual Conference, Prague.

Lin, S-F., **Bowman, N. D.**, Lin, J-H., & Chen, S. (2018, June). To chat or not to chat. The costs and benefits of social interaction in game streaming. Paper presented at the International Communication Association Game Studies Division pre-conference, "Gaming, Everywhere," Prague.

Bowman, N. D., Dogruel, L., & Joeckel, S. (2018, April). Geschlossen, but not protected: Locks and shields as culturally variable indicators of smartphone data privacy. Paper presented at the Eastern Communication Association, Pittsburgh.

Nicholson, A. L.*, Banks, J., **Bowman, N. D.**, Martin, M. M. (2018, April). Fit to be tied: Social network structures and evaluation apprehension. Paper presented at the Eastern Communication Association, Pittsburgh.

Bowman, N. D. (2018, April). "No node is an island: Exploring our connected past to forecast our connected future from a mediatization perspective. Global Mediatization Research and Technology, Klagenfurt, Austria.

Bowman, N. D., Pressgrove, G., & Knight, J. M.* (2018, April). Immersive Storytelling Technologies Increase Audience Presence and Attention (but not Connection). Poster presented at the American Psychological Association Technology, Mind, and Society Conference, Washington D.C.

Odgen, L., & **Bowman, N. D.** (2018, February). Prerequisite Knowledge of Mathematics and Success in Calculus I. Paper presented at the Annual Conference on Research on Undergraduate Mathematics Education, San Diego.

Bowman, N. D., Wulf, T.*, Breuer, J., & Velez, J. (2017, November). Those good ol' pixels: Exploring players' video game nostalgic and social game memories. Paper presented at the National Communication Association annual meeting, Dallas.

Bowman, N. D., Knight, J.*, Schlue, L.*, & Cohen, E. (2017, November). What if it happened to me? Socially conscious music videos can address campus assault: Narrative comprehension, persuasion, and rape myth acceptance. Paper presented at the National Communication Association annual meeting, Dallas.

Knight, J.*, **Bowman, N. D.**, Primack, B., Shensa, A., & Colditz, J. (2017, November). Social media, social support: College students' recollections of stressful and emotional discussions in online networks. Paper presented at the National Communication Association, Dallas, TX.

Watts, E*, Clark-Gordon, C.*, **Bowman, N. D.**, & Banks, J. (2017, November). Identification, fandom, and sports: Investigating the role of team gender and nationality in FIFA 16. Paper presented at the National Communication Association annual meeting, Dallas.

Wasserman, J. A.*, **Bowman, N. D.**, Louk, E. B.*, & Ingersoll, R. (2017, November). Game modality and mental model matching of game systems. Paper presented at the National Communication Association annual meeting, Dallas.

Knight, J.*, **Bowman, N. D.**, Banks, J., Primack, B., Colditz, J., & Shensa, A. (2017, October). What's on my mind: Using social media to discuss stressful situations. Paper presented at Association of Internet Research 18, Tartu, Estonia.

Bowman, N. D., Wulf, T.*, Breuer, J., & Velez, J. (2017, October). Playing with the pixelated past: Need satisfaction and entertainment experiences in gaming memories. Paper presented at Association of Internet Research 18, Tartu, Estonia.

Wulf, T.*, Breuer, J., **Bowman, N. D.**, & Velez, J. (2017, September). Once upon a game: Gaming nostalgia, need-satisfaction, and well-being. Paper presented at Mediapsychology 2017, University of Landau-Koblenz, Germany.

Bowman, N. D., Wasserman, J.*, & Banks, J. (2017, May). The Video Game Demand Scale: Developing a metric to assess the cognitive, emotional, physical, and social demands of video game play. Paper presented at the annual convention of the International Communication Association, San Diego.

Breuer, J., Velez, J., Wulf, T.*, & **Bowman, N. D.** (2017, May). The effects of coplayer supportiveness and difficulty in a sports video game on prosocial behavior. Paper presented at the annual convention of the International Communication Association, San Diego

Hemenover, S., & **Bowman, N. D.** (2017, May). Video games, emotion, and emotion regulation: bridging the gap. Paper presented at the annual convention of the International Communication Association, San Diego.

Lin, J-H. **Bowman, N. D.**, Lin, S-F., & Chen, S. (2017, May). Setting the digital stage: defining game streaming in the scope of game studies. Paper presented at the annual convention of the International Communication Association, San Diego.

Bowman, N. D., Anderson, M., Atkinson, J.* & Ahern, T. (2017, March). Reflecting on learners, or reflecting on lessons? The impact of first-person and third-person video recordings on education students' reflections of their teaching practice. Paper presented at the Annual Meeting of the Eastern Communication Association, Boston.

Escobar-Viera, C. G., Shensa, A., **Bowman, N. D.**, Knight, J.*, James, A. E., & Primack, B. A. (2017, March). Passive and active social media use and depressive symptoms among online recruited young adults. Poster Presentation. Society of Behavioral Medicine Annual Meeting, San Diego.

Knight, J.*, **Bowman, N. D.**, Primack, B., Shensa, A., & Colditz, J. (2017, April). "Oh Snap(chat)! I need your help!" Perceptions of social support as a function of one's preferred social network. Paper presented at the annual convention of the Eastern Communication Association, Boston.

Schlue, L. & **Bowman, N. D.** (2017, April). Music videos as meaningful entertainment? Psychological responses to audio-visual presentations of song narratives. Paper presented at the annual convention of the Eastern Communication Association, Boston.

Bowman, N.D., Banks, J., Downs, E. (2016, November). The dyad is in the details: Polythetic identification as a function of player-avatar relationships. Paper presented at the annual convention of the National Communication Association, Philadelphia, PA.

Bowman, N. D., Lin, J-H., Lin, S-F., & Chen, S. (2016, November). "They're watching you!" Expanding social facilitation theory to game streaming. Poster presented at the National Communication Association, Game Studies Pre-Conference "Call of Duty: A Call to Action – Video Games and Civic Engagement." Philadelphia, PA.

Watts, E. R.*, Clark-Gordon, C.*, **Bowman, N. D.**, & Banks, J. (2016, November). "(Gender) Bend it like Beckham": The influence of gender cue salience on fandom towards women's sports. Poster presented at the National Communication Association, Game Studies Pre-Conference "Call of Duty: A Call to Action – Video Games and Civic Engagement." Philadelphia, PA.

Bowman, N. D., Banks, J., & Downs, E. P. (2016, October). The duo is in the details: Game genre differences in player-avatar relations. Paper presented at the Association of Internet Researchers, Berlin.

Anderson, M., **Bowman, N. D.**, Ahern, T., & Atkinson, J. (2016, September). How can (wearable) technology change the game for student performance assessment? Abstract presented at the West Virginia Higher Education Technology Conference, Morgantown, WV.

Banks, J., Malazita, J., & **Bowman, N.D.** (2016, June). Meta: A hidden-objects game to build empathy. Demonstration delivered at the Game Studies Division preconference to the annual convention of the International Communication Association, Tokyo, Japan.

Bowman, N. D., Dogruel, L., & Joeckel, S. (2016, June). Locked down, shielded from danger: Developing mobile app icons to prime privacy and security thoughts. Poster presented at the International Communication Association, Fukuoka, Japan.

Breuer, J., **Bowman, N. D.**, Kieslich, K.*, Elson, M., Kowert, R, Kneer, J., Quandt, T., Lange, A., & Lange, R. (2016, June). Grand Theft Morals: The role of cultural differences and moral views for the evaluation of violent and sexual content in video games. Poster (single-slide) presented at the International Communication Association pre-conference "Just Games? Considering Games as More than Entertainment," Tokyo, Japan.

Downs, E. P., **Bowman, N. D.**, & Banks, J. (2016, June). The many faces of identification: Validating a polythetic metric for assessing player-avatar identification in video games. Paper presented at the International Communication Association, Fukuoka, Japan.

Liebold, B., Peitschmann, D., & **Bowman, N. D.** (2016, June). It's new, but is it improved? Novelty and learning effects in the use and enjoyment of naturally mapped video game controllers. Paper presented at the International Communication Association, Fukuoka, Japan.

Tamborini, R., Prabhu, S.*, **Bowman, N. D.**, Hahn, L.*, Klebig, B.*, Grall, C.*, & Novotny, E.* (2016, June). The effect of moral intuitions on decisions in video-game play: Temporary and chronic intuition accessibility. Poster presented at the International Communication Association, Fukuoka, Japan.

Bowman, N. D., Anderson, M., Ahern, T., & Atkinson, J.* (2016, May). Reflecting on learners, or reflecting on lessons? Using wearable technologies to gain new perspective in the classroom: Impacts on teacher immediacy recognition. Poster presented at the West Virginia University Teaching and Learning Commons “Celebrate: Teaching, Learning, and Research.” Morgantown, WV.

Bowman, N. D. (2016, April). Advances in media communication: Social media as tools – for good and evil. Keynote address to [R]evolutions in Communication Courses: Theory, Research, Pedagogy, and Assessment, Baltimore.

Lancaster, A. L.*, **Bowman, N. D.**, & Martin, M. M. (2016, April). Taking back our University: Students’ responses to a University President’s crisis message. Paper presented at the Eastern Communication Association, Baltimore.

Shensa, A., **Bowman, N.D.**, Sidani, J.E., Marshal, M.P., & Primack, B. A. (2016, April). Social media use, social media addiction, and depression among US young adults. Poster Presentation. Society of Behavioral Medicine Annual Meeting. Washington, DC.

Segool, N., Goforth, A., **Bowman, N.**, & Politikos, N. (2016, February). Perception matters: Factors that influence our beliefs about school psychologists. Paper to be presented at the 48th Annual Meeting of the National Association of School Psychologists, New Orleans, LA.

Anderson, S.*, **Bowman, N. D.**, & Larson, B. (2015, October). Soaring for success: Fan avidity and stadium facilities on fans' satisfaction with live game attendance. Paper presented at the Sport Marketing Association, Atlanta.

Bowman, N. D., Kowert, R., Breuer, J., Elson, M., Kieslich, K.*, Kneer, J., Quandt, T., Lange, A., & Lange, R. (2015, November). “It’s too dirty for me, so it’s too dirty for the kids”: A cross-comparison of German and US gamers’ differential reactions to an explicitly sexual or violent video game. Paper presented at the National Communication Association, Las Vegas.

Bowman, N. D., Baldwin, C., & Jones, J. (2015, November). Virtual tensions fuel narrative tensions: The impact of leisurely video game experience on first-year college students’ observed composition writing ability. Poster presented at the National Communication Association, Las Vegas.

Lancaster, A. L.*, **Bowman, N. D.**, & Harvell, L. A. (2015, November). Flying blind to safety: Mortality salience, efficacy, and message recall of airline safety demonstration videos. Paper presented at the annual meeting of the National Communication Association, Las Vegas, NV.

Shao, G., **Bowman, N. D.**, Lu, J. & Xu, L. (2015, November). Media consumption and political socialization in China: Comparing news and entertainment media effects. Paper presented at the National Communication Association, Las Vegas.

Westerman, D., Daniel, S. E.*, & **Bowman, N. D.** (2015, November). “Let’s talk about ‘techs’”: Exploring the environmental, personal, and behavioral correlates with students’ attitudes toward social media. Poster presented at the National Communication Association, Las Vegas.

Anderson, M., & **Bowman N. D.** (2015, October). Wearable tech is now and it'll change how you see and work with students. Presentation at West Virginia Higher Education Technology Conference, Morgantown, WV.

Rogers, R., Woolley, J., Sherrick, B., Oliver, M. B., & **Bowman, N. D.** (2015, August). Fun versus meaningful video game experiences: A qualitative analysis of user responses. Paper presented at the Association of Education in Journalism and Mass Communication, San Francisco.

Breuer, J., Elson, M., Kieslich, K.*, **Bowman, N. D.**, Kowert, R., Quandt, T., Lange, A., & Lange, R. (2015, September). Moral Combat – Moral foundations and the evaluation of violent and sexual content in video games. 9th Conference of the Media Psychology Division, September 9th - 11th, 2015, Tübingen, Germany.

Bowman, N. D., Banks, J., & Westerman, D. K. (2015, May). Through the Looking Glass: The impact of Google Glass on perceptions of face-to-face interaction. Paper presented at the International Communication Association, Puerto Rico.

Zhang, G., **Bowman, N. D.**, Shao, G., & Guan, D. (2015, May). “The people dissent, or The People’s consent?” Comparing news agendas of traditional and new media surrounding a large-scale Chinese political event. Poster presented at the International Communication Association, Puerto Rico.

Paul, H.*, **Bowman, N. D.**, Banks, J. (2015, April). The enjoyment of grieving in online games. Paper presented at the Eastern Communication Association, Philadelphia.

Anderson, M., & **Bowman N. D.** (2015, July). Wearable tech is now and it'll change how you see and work with students. Presentation at West Virginia Statewide Technology Conference 2015, Morgantown, WV.

Segool, N., Goforth, A., **Bowman, N. D.**, & Politikos, N. (2015, February). School psychologists’ social networking use and perceptions of professionalism. Paper presented at the Annual Meeting of the National Association of School Psychologists, Orlando, FL.

Bowman, N. D., Kowert, R., & Cohen, E. (2014, November). When the ball stops, the fun stops too: The impact of social inclusion on video game enjoyment. Paper presented at the National Communication Association, Chicago.

Bowman, N. D., Roman, A.*, & Knoster, K.* (2014, November). “Web-sling to save or shoot to kill?” The impact of dissonant origin and antiheroic action on disposition polarization and enjoyment. Paper presented at the National Communication Association, Chicago.

Cohen, E., **Bowman, N. D.**, & Borchert, K.* (2014, November). Understanding romantic jealousy responses to an ambiguous social network site message as a function of message access exclusivity. Paper presented at the National Communication Association, Chicago.

Rogers, R., **Bowman, N.D.**, & Oliver, M. B. (2014, November). It's not the model that doesn't fit, it's the controller! The role of cognitive skills in understanding the links between natural mapping, performance, and enjoyment of console video games. Poster presented at the National Communication Association, Chicago

Dogrue, L. D., Joeckel, S., & **Bowman, N. D.** (2014, May). "There's (a lot of) apps for that!": An exploratory perspective on media choice processes for smartphone apps. Paper presented at the annual meeting of the International Communication Association, Seattle.

Kahn, A., & **Bowman, N. D.** (2014, May). With tough work comes tough responsibility: The association between perceived task demand and transactive memory in video game teams. Paper presented at the annual meeting of the International Communication Association, Seattle.

Rieger, D., **Bowman, N. D.**, & Frischlich, L., & Bente, G. (2014, May). "I'm pumped, but I don't feel like it!" The differential effects of affect and arousal regulation on mood repair and recovery. Paper presented at the annual meeting of the International Communication Association, Seattle.

Borchert, K.*, Cohen, E., & **Bowman, N. D.** (2014, April). Relationship threatening interpretations of an ambiguous Facebook message as a function of message exclusivity and dimensions of jealousy. Paper presented at the annual meeting of Eastern Communication Association, Providence, Rhode Island.

Cranmer, G. A.*, **Bowman, N. D.**, & Brann, M. (2013, November). Male athletes and female aesthetics: the systematic deathification of female athletes in ESPN's the Body Issue. Paper to be presented at annual meeting of National Communication Association, Washington D.C.

Ahn, H. & **Bowman, N. D.** (2013, October). The influence of brand propinquity on complaining behavior via social media. Paper presented at the annual meeting of Association for Consumer Research, Chicago.

Banks, J., & **Bowman, N. D.** (2013, October). Close intimate playthings? Understanding player-avatar relationships as a function of attachment, agency, and intimacy. Paper presented at the annual meeting of Association of Internet Researchers, Denver.

Cranmer, G.*, **Bowman, N. D.**, & Goldman, Z.* (2013, June). "Big run, or smart gun": How racially-based sports frames influence subsequent audience behaviors and attitudes of audiences towards athletes. Paper presented at the Annual Meeting of the International Communication Association, London.

Oliver, M. B., **Bowman, N. D.**, Woolley, J. K., Rogers, R., Sherrick, B. I., & Chung, M-Y. (2013, June). Video games as meaningful entertainment experiences. Poster presented at the Annual Meeting of the International Communication Association, London.

Schumann, C., **Bowman, N. D.**, & Schultheiss, D. (2013, June). Studying the pleasures of the discerning gamer: Subjective quality judgments as predictors of good video game experiences. Paper presented at the Annual Meeting of the International Communication Association, London.

Cranmer, G.*, **Bowman, N. D.**, Chory, R., & Weber, K. (2013, April). Color-blind: Race as an antecedent condition in brawn and brain framing of Heisman finalists in newspaper coverage. Paper presented at the Annual Meeting of the Eastern Communication Association, Pittsburgh.

Goldman, Z.*, Westerman, D., **Bowman, N. D.**, & Cranmer, G.* (2013, April). Communication Privacy Management Theory and message perception: Exploring the role of public and private spheres on Facebook. Paper presented at the Annual Meeting of the Eastern Communication Association, Pittsburgh.

Goldman, Z.*, **Bowman, N. D.**, & Westerman, D. (2013, April). "You need to back off:" Utilizing communication privacy management theory to explore responses to public and private interpersonal disclosures on Facebook. Poster presented at the Broadcast Education Association Research Symposium "Media and Social Life: The Self, Relationships, and Society," Las Vegas.

Bowman, N. D. (2012, November). "Gaming bad is gaming good!": Alternative player responses to anti-social content in gaming. Panel presentation at the Annual Meeting of the National Communication Association, Orlando, FL.

Bowman, N. D., Bryand, M.*, & Carr, L. M.* (2012, November). Six points for six posts: Cognitive and affective learning benefits of using Facebook to supplement the mass lecture in an undergraduate curriculum. Paper presented at the Annual Meeting of the National Communication Association, Orlando, FL.

Cranmer, G.*, **Bowman, N. D.**, & Brann, M. (2012, November). Nude but equal: Gender-based portrayals of sexuality of male and female athletes in ESPN's Body Issue. Paper presented at Annual Meeting of the National Communication Association, Orlando, FL.

Bowman, N. D., Lewis, R., & Bryand, M.* (2012, May). The morality of May 2, 2011: A content analysis of US headlines regarding the death of Osama bin Laden. Paper presented at the Annual Meeting of the International Communication Association, Phoenix.

Dogrue, L., Joeckel, S., & **Bowman, N. D.** (2012, May). Analyzing influencing factors on elderly people's perceived usability of interactive media. Paper presented at the Annual Meeting of the International Communication Association, Phoenix.

Mastro, D. Enriquez, M.*, Tamborini, R., **Bowman, N. D.** & Prabhu, S.* (2012, May). A content analytic examination of morality displays in Spanish and English language television programming. Paper presented at the Annual Meeting of the International Communication Association, Phoenix.

Bowman, N. D., Hallett, J., & Boyan, A. (2012, April). Squid or Chalkie? The role of selective perception in processing Hillbilly humor. Paper presented at the Annual Meeting of the Eastern Communication Association, Cambridge, MA.

Jones, D. F., **Bowman, N. D.**, Muigai, n. a., Wanderi, P., Thairu, M. (2011, December). Integrated model of smart phone infrastructure in sports; proposed as a platform for advancing the marathon industry in East Africa. Paper presented at African Sport Management Association conference, Kampala, Uganda.

Bowman, N. D., Crawford, M.*, & Walters, D. J.* (2011, November). Washed out of the Sun Belt: The fall (and rise?) of intercollegiate sports at post-Katrina University of New Orleans. Paper presented at the Annual Meeting of the National Communication Association, New Orleans.

Bowman, N. D., Schultheiss, D., & Schumann, C. (2011, November). "I'm attached, and I'm a good guy!": How character attachment influences (pro-social and anti-social) usage motivations. Paper presented at the Annual Meeting of the National Communication Association, New Orleans.

Shao, G., Zhang, G., & **Bowman, N. D.** (2011, November). What is most important for my country is not most important for me: agenda setting effects in China. Paper presented at the Annual Meeting of the National Communication Association, New Orleans.

Bowman, N. D. & Vela, L.* (2011, November). When is a metropolis a village? Social media and the demise of Gessellschaft. Paper presented at Urban Communication Foundation, New Orleans.

Bowman, N. D., Joeckel, S., & Dogruel, L. (2011, August). The implications of cross-cultural differences in moral salience on media uses and effects research. Paper presented at the Annual Meeting of the Association for Education in Journalism and Mass Communication, St. Louis.

Bowman, N.D., Dogruel, L., & Joeckel, S. (2011, May). Binding Americans and separating Germans: The influence of moral salience and nationality on media choices. Paper presented at the Annual Meeting of the International Communication Association, Boston.

Dogruel, L., **Bowman, N. D.**, & Joeckel, S. (2011, May). Elderly people and morality in virtual worlds: a cross-cultural analysis of elderly people's morality in interactive media. Paper presented at the Annual Meeting of the International Communication Association, Boston.

Bowman, N. D., Joeckel, S., & Dogruel, L. (2011, April). Uphold morality, or finish the game? The influence of moral intuitions on decisions in virtual environments. Paper presented at the Media and Morality Symposium of Broadcast Education Association, Las Vegas.

Lewis, R., Grizzard, M., **Bowman, N. D.**, Eden, A., & Tamborini, R. (2011, April). Intuitive morality and reactions to news events: responding to news of the Lockerbie Bomber's release. Paper presented at the Media and Morality Symposium of Broadcast Education Association, Las Vegas.

Wang, Y., **Bowman, N. D.**, Jensen, R. W., & Larson, B. (2011, April). A comparative study of fan behaviors between non-sports fans and avid sports fans. Paper presented at the Northeastern Recreation Research Symposium, Lake George, NY.

Schultheiss, D., **Bowman, N.D.**, Schumann, C. (2011, March). "Me, myself and my Avatar?" - Cultural differences of character attachment and usage motivation in MMORPGs. Presented at General Online Research (GOR) conference, Düsseldorf, Germany.

Bowman, N. D., & Tamborini, R. (2010, November). The effect of user demand and mood state on selective exposure to video games. Paper presented at the Annual Meeting of the National Communication Association, San Francisco.

Bowman, N. D., Schultheiss, D., & Schumann, C. (2010, October). The influence of character attachment on Internet video game play motivations: A pilot study. Poster presented at the Third European Communication Conference (ECCREA), Hamburg.

Schultheiss, D., Schumann, C., & **Bowman, N. D.** (2010, October). Silvergamers: Elderly video gaming and the Internet. Paper presented at the Third European Communication Conference (ECCREA), Hamburg.

Tamborini, R., Grizzard, M., **Bowman, N. D.**, Lewis, R., Reinecke, L., & Eden, A. (2010, June). Defining media enjoyment in functional terms. Paper presented at the Annual Meeting of the International Communication Association, Singapore.

Bowman, N. D. (2010, April). Appalachia: Where the Squids hate the Chalkies: A Burkeian analysis of The Squidbillies animated series. Paper presented at the Annual Meeting of Southern States Communication Association, Memphis.

Isaacson, T., **Bowman, N. D.**, & Atkin, C. (2010, April). Generating buzz or driving attendance? The influence of story type and source on university sports fan attitudes and behavioral intentions. Paper presented at the Scholarly Conference on College Sport, Chapel Hill, NC.

Jensen, R., & **Bowman, N. D.** (2010, April). Will sports fans revolt if advertisements are placed on uniforms of their favorite teams? Paper presented at the Annual Meeting of International Academy of Business Disciplines, Las Vegas.

Bowman, N. D., Bryant, T., Campbell, R., & Mauldin, L. (2010, March). Pantry partners: Using media studies students to program and promote community events. Paper presented at the Gulf Shores Summit on Service-Learning and Civic Engagement through Higher Education, Athens, GA.

Bowman, N. D., Sherry, J. L., & Harp, S. (2010, March). The Michigan State University School of Rock: Partnering communication students with communities in need of (communication) expertise. Poster presented at the Gulf Shores Summit on Service-Learning and Civic Engagement through Higher Education, Athens, GA.

Bowman, N. D. (2010, March). Towns County Food Pantry and Media Studies Partnership. Paper presented at the Annual Meeting of the Appalachian Studies Association, Dahlonega, GA.

Jensen, R., **Bowman, N. D.**, Sosa, J., Wang, W., & Larson, B. (2010, January). Preliminary results of a Web-based pilot study to gauge public opinions about advertisements in Major League Soccer jerseys. Paper presented at the Fourth Summit on Communication & Sport, Cleveland.

Silk, K. J., Neuberger, L., Hamel, L. M., & **Bowman, N. D.** (2009, November). The role of social norms in increasing blood donation behavior. Paper presented at the Annual Meeting of the National Communication Association, Chicago.

Tamborini, R., Eden, A., **Bowman, N. D.**, Grizzard, M., & Weber, R. (2009, November). Predicting appeal from instinctive moral values. Paper presented at the Annual Meeting of the National Communication Association, Chicago.

Joeckel, S., & **Bowman, N. D.** (2009, July). Technological innovations in the video game industry: Improvements in game play visuals and its effect on game enjoyment. Paper presented at the International Association for Media and Communication Research, Mexico City, Mexico.

Eden, A., **Bowman, N. D.**, Maloney, E. (2009, May). Gender attribution in video games. Paper presented at the Annual Meeting of the International Communication Association, Chicago.

Neuberger, L. B., Silk, K. J., Yun, D., **Bowman, N. D.**, & Anderson, J. (2009, May). Concern as motivation for protection: An investigation of mothers' concern about their daughters' breast cancer risk. Paper presented at the Annual Meeting of the International Communication Association, Chicago.

Bowman, N. D., Eden, A., & Grizzard, M. (2008, November). A funny thing happened at the arcade: A mixed-method approach to video game preferences and enjoyment. Paper presented at the Annual Meeting of the National Communication Association, San Diego.

Silk, K., Yun, D., **Bowman, N. D.**, Neuberger, L., & Atkin, C. (2008, November). "Is it all in the Message?": The role of perceived control, responsibility, and efficacy in women's responses to breast cancer messages. Paper presented at the Annual Meeting of the National Communication Association, San Diego.

Tamborini, R., Eden, A., Weber, R., **Bowman, N. D.**, & Grizzard, M. (2008, November) Variance in disposition and morality predicted by repeated exposure to daytime soap opera. Paper presented at the Annual Meeting of the National Communication Association, San Diego.

Sherry, J. L., Boyan, A., & **Bowman, N. D.** (2008, August). Why games are not fun. Paper presented at the Annual Convention of the American Psychological Association, Boston, MA.

Schultheiss, D., **Bowman, N. D.**, & Schumann, C., (2008, August). Community vs. soloplayering in multiplayer internet games. Paper presented at The [Player] Conference, Copenhagen, Denmark.

Bowman, N. D., & Boyan, A. B. (2008, May). Cognitive skill as a predictor of flow and presence in naturally-mapped video games. Paper presented at the Annual Meeting of the International Communication Association, Montreal.

Bowman, N. D., Tamborini, R., & Sherry, J. L. (2008, May). Facilitating game play: How others affect performance at and enjoyment of video games. Paper presented at the Annual Meeting of the International Communication Association, Montreal.

Eden, A., **Bowman, N. D.**, & Maloney, E. (2008, May). "That dude is good!": Gender-bias in on-line video games. Paper presented at the Annual Meeting of the International Communication Association, Montreal.

Silk, K., Yun, D., **Bowman, N. D.**, Neuberger, L., Atkin, C. (2008, May). Investigating the impact of breast cancer messages on women's perceptions: Results of a message testing pilot study. Paper presented at the Annual Meeting of the International Communication Association, Montreal.

Bowman, N. D. (2008, March). In the mood to game: The extension of mood management theory to video games. Paper presented at the Media Entertainment Summit, Michigan State University, East Lansing, MI.

Bowman, N. D., & McCabe, J. (2007, November). "I'm a die-hard fan, but...": How fantasy sports play affects fandom. Paper presented at the Annual Meeting of the National Communication Association, Chicago.

Boyan, A. C., & **Bowman, N. D.** (2007, November). A semiotic analysis of video games. Poster presented at the Annual Meeting of the National Communication Association, Chicago.

Skalski, P., **Bowman, N. D.**, Eden, A., Maloney, E., Lange, R. (2007, November). The appeal of violence in films and video games. Paper presented at the Annual Meeting of the National Communication Association, Chicago.

Silk, K., Atkin, C., Yun, D., **Bowman, N. D.**, Osuch, J., & Pierce, K. (2007, November). The effect of message source, message type, and involvement on mothers' decision-making in breast cancer: The application of the precautionary principle. Paper presented at the 4th Annual Early Environmental Exposures Meeting, Cincinnati, Ohio.

Weber, R., Mathiak, K., Tamborini, R., **Bowman, N. D.**, Westerman, D., Lange, R. (2007, November). Neurophysiology of entertainment: Neural signatures of humor enjoyment. Paper presented at the Annual Meeting of the National Communication Association, Chicago.

Westerman, D., Tamborini, R., & **Bowman, N. D.** (2007, November). The effects of avatars on impression formation in different contexts. Paper presented at the Annual Meeting of the National Communication Association, Chicago.

Huh, S. & **Bowman, N. D.** (2007, May). Perception and addiction of online games as a function of personality traits. Paper presented at the Annual Meeting of the International Communication Association, San Francisco.

Lewis, M. L., **Bowman, N. D.**, & Weber, R. (2007, May). The creation of character attachment in role-playing games. Paper presented at the Annual Meeting of the International Communication Association, San Francisco.

Bowman, N. D., & Sherry, J. L. (2006, November). The negative outcomes of flow: a test of media flow theory. Paper presented at the Annual Meeting of the National Communication Association, San Antonio, Texas.

Tamborini, R., Lachlan, K., **Bowman, N. D.**, & Eden, A. (2006, November). Justifying violence: The influence of perpetrator motive and dispositions on the acceptability of violent reprisal. Paper presented at the Annual Meeting of the National Communication Association, San Antonio, Texas.

Sherry, J. L., Rosaen, S., **Bowman, N. D.**, & Huh, S. (2006, June). Cognitive skill predicts video game ability. Paper presented at the Annual Meeting of the International Communication Association, Dresden, Germany.

Weber, R., Lewis, M., & **Bowman, N. D.** (2006, June). The creation of character attachment in video games. Paper presented at the Annual Meeting of the International Communication Association, Dresden, Germany.

Other conference participation

Programmed Panels

American Public Health Association (APHA)

- “Gaming, Virtual Reality, and Augmented Reality: The Role of Interactive Media in Violence Prevention for Youth and Young Adults” (2020 panel)

Association for Education in Journalism and Mass Communication (AEJMC)

- “Responsible and Rigorous Scholarship: Advocating Open Research Practices in Journalism and Mass Communication” (2020 panel)

Association of Internet Research (AoIR)

- “Sociality and monetization on live streaming platforms” (2020 panel)
- “Augmented Reality Rules! New Agendas, Collaborations, and Best Practices for Conducting Augmented Reality Research” (2016 panel)
- “One Shining (Virtual) Moment: The Social Facilitation Hypothesis Extended to Video Game Performance” (eSports, 2013 panel)

Broadcast Education Association (BEA)

- “Facing the Future, with the Future in your Face: Challenge and Opportunities of Immersive Journalism and Storytelling” (2021, Interactive Media & Emerging Technologies)
- “Disruption, isolation, and connection: The role of academic leadership in building community during moments of crisis” (2020 On Location in Atlanta; Curriculum, Assessment, and Administration Division)
- “Video games as demanding interactive experiences: Emerging perspectives on game studies for mass media scholarship” (2019)

Digital Games Research Association (DiGRA)

- “Defragging the Methodology of Game Studies” (Panel track, 2013)

Eastern Communication Association (ECA)

- “Refreshing and updating quantitative research methods” (2021, Workshop)
- “Refreshing and updating quantitative data analysis” (2021, Workshop)
- “Integrating Entertainment Media into the Undergraduate Media Communication Curriculum” (2019, Short Course Program)
- “The Social Media Law and Ethics Roundtable: ‘Creating Our Social Media Future’” (2019, Communication Law and Ethics)
- “Transparency in communication studies: Explaining a layered framework of open science publication practices” (2019, Vice-President’s Panel)
- “Deconstructing to (re)build: Interactive games as fundamentally cognitively, emotionally, socially, and physically demanding technologies” (2018, Communication and Technology)
- “Bridging the Nonverbal Gaps in a Mediated Society: A Re-examination of Research Methods, Theoretical Approaches, and Course Content” (2018, Nonverbal Communication)
- “Building the Bridge to Transformative Learning: Creating Breakthrough Experiences to Produce Personal Transformation in the Classroom” (2018)
- “Social Media Law” (2017, Communication Law and Ethics)
- “Freedom to and Freedom from Social Media ... Ethical and Legal Dilemmas” (2017, Communication Law and Ethics)
- “Ready Player One: Using science fiction to teach communication technology theory - a Freedom to learn from fiction” (2017, Communication and Technology)
- “MySpace as My First Digital Space” (2016, Communication and Technology)
- “The Surprising Convenience of Crowdsourcing: Understanding the Mechanics of Recruiting Representative Online Samples” (2016, Theory and Methodology)
- “Revolution or Evolution? A Roundtable Deliberation on Social Media Law and Ethics” (2016, Communication Law and Ethics)
- “The Convention Panel: A Public or a Private Affair?” (2015, Sponsored Panel)
- “I am so mad that Facebook toyed with my emotions!': Deliberating the ethical, methodological, and practical implications of the Facebook mood study” (2015, Communication Theory and Methodology Division)

- “Pedagogy 2.0: The Evolving Discourse over Social Media in Education” (2015, Instructional Communication Division)
- “(Social) Deliberations from social media data: ECA 2014 as a case study on social media marketing, management, organization and pedagogy” (2015, Communication and Technology Division)
- “Communication and Technology: Where are We Going, Where Have We Been?” (2014, Communication and Technology Division)
- “Four Respond to 228, Responding to the APA: Theoretical and Empirical-Based Dissent Within the Academy Regarding Media Violence Research (is a good thing).” (2014, Media Communication Interest Group)
- “The Language of Our MassPersonal Selves” (2013, Communication and Technology Division)

European Communication Research and Education Association (ECREA)

- “Turning the Lens on Digital Games Research: A Sociology of Media Research Approach?” (2014)

Maryland Communication Association (MCA)

- “Masspersonal Communication: Negotiating the Personal, Political, and Civil” (2011)

Media Psychology Symposium @ Fielding Graduate University

- Technology, Mind, and Behavior at a Time of Social Distancing (2020, July)

National Communication Association (NCA)

- “Urban communication in the age of social distancing” (2020, Urban Communication Foundation & Media Ecology Association)
- “Getting Results that Survive: Improving Communication Science” (2019, Preconference)
- “Thriving and Surviving in the Social Media Age: Leveraging Technology for Effective Teaching and Research” (2019, Panel at Instructional and Developmental Division)
- “Teachers’ Office Hours” (2019)
- “Interventions at Play: Digital Game Design for Health and Welfare Challenges” (2018, Spotlight Session)
- “PLAYing well with others: Interacting outside HCTD to increase the visibility of HCTD research” (2018, Human Communication and Technology Division)
- “Teachers’ Office Hours” (2018)
- “In Ghosts in the Machine: The relevance of human choices in communication technology and the (future) legacy of communication research in technology studies” (2017, NCA Workshop)
- “Rejection happens: Reducing stigma and increasing the transparency and normalcy of rejection in academia (2017, Training and Development Division).
- “(Gander) Bend it like Beckham: The influence of gender cue salience on fandom towards women’s sports” (2016, Game Studies Division pre-conference)

- “They’re watching you! Expanding social facilitation theory to game streaming” (2016, Game Studies Division pre-conference)
- “Keeping it under control: The role of interactivity in the capacity of video games for mood repair” (2015, Game Studies Division pre-conference)
- “Death is coming, but I am too scared to think about it”: Defining and distinguishing the roles of death and fear as motivators to cognitive, affective, and behavioral change” (2015, Social Cognition Division)
- “Those aren’t my morals! The case for cross-cultural research on moral intuitions.” (2015, Mass Communication Division)
- “Psycho/biological considerations for human interactions within video games” (2014, Social Cognition Division)
- “Three dimensions of video games: The influence agency, demand, and perspective on performance at, presence in, and enjoyment of video games.” (2012, Human Communication and Technology Division)
- “Community Engagement and Experiential Learning: Combining the Benefits of Learning from Direct Experience with Engaging in Charitable Works to Facilitate Student Learning and Help Our Communities” (2011, Experiential Learning Division)
- “Character attachment: When you are your avatar” (2011, Mass Communication Division)

New York State Communication Association (NYSCA)

- I’m a journal editor, published author, keynote speaker, and international scholar: Ask me Anything (2020, Invited Roundtable)
- Updating the Undergraduate Mass Communication Curriculum with an Entertainment Media Course (2020, Short Course)

International Communication Association (ICA)

- “How to Situate Yourself in Academic Gaming Research: The Journals and Conferences, and How They Work” (2020, Blue Sky Session)
- “Work in Progress: A meta-literature review of Moral Foundations Theory as applied in game studies” (2019, Game Studies)
- “Graduate Mentorship in a Digital Age” (2018, Blue Sky Session)
- “Teaching in the Graduate Classroom: Revise and Resubmit, Revisited” (2017, Blue Sky Session)

Southern States Communication Association (SSCA)

- “Research in the time of COVID-19: Facing institutional and environmental effects on research design” (2021, Communication Theory Division)
- “Immoral, or distasteful? Audience fragmentation and media content” (2012, Pop Culture Division)

SxSW Edu

- “Plunging the Perils and Pearls of a Social Classroom” (2015, Social and Mobile Learning)

SxSw Interactive

- “Let’s Interface: Connecting Social Research to UXD” (2016)

Respondent

Association of Education in Journalism and Mass Communication (AEJMC)

- Judge, “[Best of the Web](#)” newspaper competition, 2011
- Main session respondent for Entertainment Studies research presentations (2009, 12 total papers)

ECA

- “Instagram, memes, media portrayals, and the future of mass media” (2016, James C. McCroskey & Virginia Richmond Undergraduate Scholars Conference)
- “Top Student Papers in Media Communication” (2016, Media Communication Interest Group)
- “Everything Old is New Again” (2014, Communication and Technology Interest Group)
- “Top Three Competitive Papers in Media Communication” (2013, Media Communication Interest Group)

NCA

- “Digital Self-disclosure effects, Characteristics, and Norms” (2014, Human Communication and Technology Division)
- “Dynamics Models of Communication in an Online Friendship Network” (2012, Human Communication and Technology Division)
- “The Heart of the ‘Media and Morality’ Kingdom” (2012, Mass Communication Division)
- “A Test Track for Scholarship in Audience Motives and Emotions” (2012, Mass Communication Division)
- “The Magical World of Gamers and Avatars in Online Environments” (2012, Mass Communication Division)
- “Cultivating New Kinds of Mediated Reality: A Fresh Look at Cultivation Theory Research” (2011, Mass Communication Division)
- “Top Four Student Papers in Mass Communication” (2010, Mass Communication Division)

ICA

- “Top Papers in Sport Communication” (2016, Sport Communication Interest Group)
- “Constraint Removal Effects in Social Media” (2014, Communication and Technology Division)

Session/Panel Chair

AEJMC

- “The case for morality and media: Overviewing, reviewing, and previewing our understanding of morality in media uses and effects” (2011, ESIG & Media Ethics Division)

ECA

- “Aging Gracefully Beneath the Cape and Cowl: Reflections on the Future of the Comic Book Industry” (2015, Media Communication Interest Group)
- “News Coverage, Misinformation, Sensationalism, Elitism and Civility” (2013, Media Communication Division)
- “Top Papers in Communication and Technology” (2013, Communication and Technology Division)

ICA

- “Top Papers in Game Studies” (2016, Game Studies Division)
- “Global Sports Events as Platforms for Innovation” (2015, Sport Division)
- “[Extended Session] The Dark Cloud of Video Game Effects (and an Emerging Silver Lining): Can Games Have a Place in a Good Life?” (2014, Game Studies Interest Group)
- “Breaking boundaries: Conversation and participation through the media” (2011, Mass Communication Division)
- “Media Entertainment” (2010, Mass Communication Division)
- “Players and Market Forces” (2010, Game Studies Interest Group)
- “Reactions to Bad Things Happening” (2009, Mass Communication Division)

NCA

- “Psycho/biological Considerations for Human Interactions with Video Games” (2014, Communication and Social Cognition)
- “Not Just Social Networking: Self and Other in Online Communication” (2011, Human Communication and Technology Division)
- “Watch Me as I Fall: Mass Media Analysis of the “Fallen Sports Hero” (2010, Mass Communication Division)
- “Frames, Fans, and the Olympics: Sports and the Mass Media” (2009, Mass Communication Division)
- “Analyzing the New Media Landscape: From Blogs to YouTube” (2008, Mass Communication Division)

TEACHING & ADVISING

Courses Taught

[click [here](#) for updated teaching evaluations and course syllabi]

National Chengchi University

Digital Games and Society (Fall 2020, co-taught asynchronously between TTU and NCCU)
The Psychology of Interactivity
Entertainment Media

Texas Tech University

Graduate Courses

MCOM7000: Independent Study (Scoping Reviews)
MCOM7000: Independent Study (Applied Scale Development)
MCOM7000: Independent Study (Moral Ambiguity and Media Entertainment)
MCOM6050: Final Project
MCOM5366: Mass Communication Theory

Undergraduate Courses

MCOM4050: Independent Study (BA Thesis)
CMI2310: Introduction to Electronic Media & Communications
CMI2330: Media Literacy (Honor's)
CMI3100: Videogames, VR, and Society (1.0 credit hour, in partnership with National Chengchi University)
CMI3375: Digital Games and Society

West Virginia University

Graduate Courses

COM625: Computer-Mediated Communication
COM691I/COM655: CMC and Professional Identity (Corporate MA Program)
COM693D: Experiments and Causality
COM693I: New Media and Society
COM635/691W: Social and Digital Media Management (Corporate MA Program)
COM693K: Social Media in 2012 (Instructional MA Special Course)
COM693K: Social Media in the Workplace (Corporate MA Program)
COM693N: Effects of Entertainment Media
COM693X: Meta-Analysis (team-taught with Dr. Alan Goodboy)
COM701: Research Methods I

Undergraduate Courses

COM105: Introduction to Mass Media
COM105: Introduction to Mass Media (online)
COM105: Introduction to the Mass Media (WVU K-12 online course)
COM105 (Honors): Introduction to Mass Media

COM293 (Honors): Social Media in the Workplace
COM335: Social Media in the Workplace
COM335: Social Media in the Workplace (online)
COM393C: International Popular Culture (iPOP—Tokyo, Spring Break 2018)
COM405: Advanced Mass Media (Entertainment Media Uses and Effects)
COM425: Computer-Mediated Communication
COM494: Internship Supervisor – Editorial Manager for communicationstudies.wvu.edu
COM495: Independent Study – Communication Technology and Media Psychology

#WVUCommMOOC (www.wvucommmooc.org)

“Learning to Cope with our Robot Overlords” [[personal reflection](#)]

Universität Erfurt

COM416: International Culture and Communication (Germany)
COM492-001: Directed Readings in German Culture and Communication
COM493-001: Media Psychology and Influence

Institute for Continued Learning @ Young Harris College

Summer 2010: Blogging, Tweeting, and Facebooking: An Introduction to Social Media

Young Harris College

COMM3950&3951: Editing and Newspaper Production I - II, Primary Instructor
COMM3400: Organizational Communication, Primary Instructor
COMM2980-4980: Independent Study, Coordinator
COMM2900: Reporting I, Primary Instructor
COMM2700: Introduction to Media Effects Research, Primary Instructor
COMM2050: Communication Theory, Co-Instructor
COMM1181-4181: Newspaper I-IV, Primary Instructor
COMM1100: Introduction to Public Speaking, Primary Instructor
COMM1051: Practicum in Journalism and Newspaper Production, Primary Instructor
COMM1050: Introduction to Media Communication, Primary Instructor
HONR1101 (Honors): Managing Your Virtual Identity, Primary Instructor

Michigan State University

COM490: Independent Study, Coordinator
COM399: Music Management and Promotion, Primary Instructor
COM402: Music Management and Promotion[#], Primary Instructor
COM375: Audience Response to Media Entertainment, Primary Instructor
COM275: Effects of Mass Communication, TA & Primary Instructor
COM200: Methods of Communication Inquiry, Teaching Assistant
COM240: Organizational Communication, Teaching Assistant
COM100: Human Communication, Teaching Assistant

[#]denotes special topics course, taught as part of the PR Specialization Program

University of Missouri – St. Louis

COMM2231: Organizational Communication, Primary Instructor

COMM1135: Communication Theory, Graduate Teaching Assistant
COMM1040: Introduction to Public Speaking, Primary Instructor
COMM1030: Interpersonal Communication, GTA & Associate Instructor

St. Louis Community College – Meramec

COM101: Introduction to Communication, Primary Instructor

Student Advising

Texas Tech University

Ph.D. Committees

Committee member. Christina Najera (2019-present)

M. A. Committees and Projects

6050 (independent project) Advisor, Elizabeth Shea (Fall 2020)

6050 (independent project) Advisor, Garrett Haslam (Fall 2019)

6050 (independent project) 2nd Reader

Spring 2021: Bailey Butler

Summer 2019: Shannon Rawdon, Moriah Gonzales, Michelle Vega

Supervised Research

Undergraduate

Fall 2019, Lindsey Resignato (COMM) and Graycen Runyan (PSYC)

Fall 2020, Jarrett Templeton (CMI4312 Senior Thesis)

Graduate

Fall 2019, Koji Yoshimura (PhD)

Spring 2020, Lindsey Resignato (MA), Koji Yoshimura (PhD)

Summer 2020, Lindsey Resignato (MA), Koji Yoshimura (PhD)

Fall 2020, Lindsey Resignato (MA), Phil Chauveau (PhD)

West Virginia University

Ph.D. Committees

Advisor/Chair, Catie Clark-Gordon, 2017-2019 (defended Spring 2019)

Advisor/Chair, Jennifer Knight, 2016-2018 (defended Spring 2018)

Content area – Methods. Joe Wasserman (2016-2018)

Content area – Methods. Evan Watts (2016-2019, defended Spring 2019)

Content area – Media. Alexander L. Lancaster (2013-2015, defended Spring 2015)

Content area – Methods. Hailey Gillen (2013-2014)

M.A. Committees

Chair, Lea Schlue. Successfully defended, May 2016. Thesis title: “Music Videos as Meaningful Entertainment? Psychological Responses to Audio-Visual Presentations of Song Narratives”

Chair, Gregory A. Cranmer. Successfully defended, May 2012. Thesis title: “The Use of Brawn and Brain Frames in the Framing of White and Black Heisman Candidates”

Content area – Methods. Andrew Nicholson (2016-2017, defended May 2017)

Other Graduate Student Committees

External evaluation, Katrina Paola Bañas Alvarez (Ph.D., Wee Kim Wee School of Communication, Nanyang Technological University, Singapore).

External reader, Bryan Davies (M.A., Department of Computer Science, University of Cape Town, South Africa).

Outside member, Mingying Kang (M.S.J., Reed College of Media, WVU).
Invited external challenger, Ruud Jacobs (Ph.D., Media & Communication, Erasmus University of Rotterdam, Netherlands).

Outside member, Kaitlyn Davis (M.S.J., Reed College of Media, WVU). Successfully defended, Spring 2017.

Outside member, Kelly Williams (M.S.J., Reed College of Media, WVU). Successfully defended, Spring 2016.

Outside member, Maria Cipollone, (Ph.D. Communication, Temple University). Successfully defended, Fall 2016.

Outside member, Laura Conlin (Ph.D. Communication, University of Alabama). Successfully defended, January 2015.

Outside member, Brittany Furbee (M.S.J., Reed College of Media, WVU). Successfully defended, April 2015

Outside member, Matthew McNally (Ph.D. Psychology, WVU). Successfully defended, Spring 2014

Outside member, Brett Wilson (Ph.D. Political Science, WVU). Successfully defended May 2014

Outside member, Allison Schenk (Ph.D. Psychology, WVU). Successfully defended, March 2014

Outside member, Elizabeth Delon-Kwolek (M.S.J., P.I. Reed School of Journalism, WVU). Successfully defended, May 2013

Outside member, Maggie Matsko (M.S.J., P.I. Reed School of Journalism, WVU).
Successfully defended, May 2013

Undergraduate Advising

Shianne Ferrell, Research Apprentice Program, 2018-2019
Poster presentation accepted at Undergraduate Research Day at the Capitol (WV)

Neal Luthra, Research Advisee (AP Research course, Holy Trinity Academy, Melbourne, FL), Fall 2017-Spring 2018

Madison Gray Bolt, Research Apprentice Program, August to October, 2017

James Abdallah, McNair Scholars Program, 2014-2015
Poster presentation accepted at Undergraduate Research Day at the Capitol (WV)
Poster presentation, University of Maryland McNair Scholars Program
Poster presentation, Eastern Communication Association 2015

Achievements, Awards, and Honors

Keynote Address, Sport Interaction Science seminar, Sungkyunkwan University, 16 July 2021

Keynote Address, New York State Communication Association, October 2020

Fulbright-Wu Jing-Jyi Arts and Culture Fellow, 2019-2020

West Virginia University, Teaching and Learning Commons Faculty Associate. 2018-2019

Summer Scholar, North Dakota State University Department of Communication. May, 2018

Broadcast Education Association, Keynote Speaker, Research Symposium "Video Games: A Medium That Demands Your Attention." April 2017, Las Vegas

West Virginia Higher Education and Technology Conference, Keynote address, "Where we're going, we don't need pencils: Using social media to foster student engagement." September 2016, Morgantown, WV

West Virginia University (WVU) Foundation Outstanding Teacher Award, 2015-2016
Eberly College of Arts & Sciences, West Virginia University, Outstanding Teacher Award, 2015-2016

National Communication Association, Mass Communication Division, Outstanding Teacher Award, 2016.

National Communication Association Pre-Conference, Keynote address, "Gaming as, with, through Communication," November 18, 2016
WVU McNair Scholar Student Mentor, West Virginia University (May 2015)

Outstanding Journal Reviewer, Journal of Media Psychology (2014)

NCA Doctoral Honor's Seminar, Faculty Leader (Mass Media), University of Maryland – College Park (July, 2014).

Invited presenter, [Mary Junck Research Colloquium Series](#), University of North Carolina (November, 2012)

Young Harris College, Upsilon Delta Sigma Student Appreciation (September, 2010)

Michigan State University, Certificate in College Teaching Award (April, 2009)

Michigan State University, Excellence-in-Teaching Award (November, 2009)

Michigan State University, Dissertation Completion Fellowship (September, 2008)

Michigan State University Research Excellence Fellowship (Summer 2008)

NCA Doctoral Honor's Seminar, University of Alabama (June, 2008)

Doctoral Honor's Seminar, Wayne State University (June, 2006)

Michigan State University Rasmussen Graduate Fellowship (Fall 2005)

University of Missouri - St. Louis, Distinguished University Service, College of Fine Arts & Communication (Spring 2004)

GRANTS & EXTERNAL FUNDING

Grants in Review

Spring 2021 Texas Tech University, Study Abroad Program Development Funding Initiative
\$3500

Fall 2020 National Endowment for the Humanities, The many dimensions of us: Harnessing immersive technologies to communicate the human condition,
\$93,754.00

Funded Grants

Fall 2020 TTU Libraries, Open Access Publication Initiative, **\$950**

2019-2020 Roadtrip Nation, Externally Sponsored Research, **\$10,000 (personal portion, \$4500)**

Fall 2019	Texas Tech University Office of Research and Innovation, Faculty Travel Grants, \$1500
2019-2020	Fulbright U.S. Scholar Program, TW-9113 (Taipei, Taiwan), ~ \$25000
Fall 2018	WVU Humanities Center, “Perceptions of West Virginia in <i>Fallout 76</i> ,” \$2500
Fall 2018	West Virginia University, Faculty Travel Grant, \$700
Fall 2018	Big XII Faculty Fellowship (to visit Texas Tech University (Lubbock, TX), \$2500.
Spring 2018	West Virginia University, Libraries Staff/Faculty Exhibit Award, \$1000.
September 2017	West Virginia University, Faculty Travel Grant, T1-18-481, \$900 (with additional matching funds from Eberly College of Arts and Sciences)
October 2016	University of Pittsburgh, Center for Research on Media and Technology, \$2000
September 2016	West Virginia University, Faculty Travel Grant, T1-17-137, \$900 (with additional matching funds from Eberly College of Arts and Sciences)
January 2016	National Chiao Tung University (Taiwan), research expenditures grant, 150000 NTD (~\$4500 , as of January 2016)
October 2015	West Virginia University, Faculty Travel Grant, T1-165-243, \$800
May 2015	West Virginia University, Classroom Technology (w/Dr. Matthew Anderson), “Wearable Technology”, \$2000
May 2015	West Virginia University, Classroom Technology, Discretionary Grant, \$1000
September 2014	West Virginia University, Faculty Travel Grant, T1-15-045, \$600
Spring 2014	West Virginia University, Faculty Travel Grant, T3-14-011, \$1279.22 (includes \$879.22 in matching funds from Eberly College of Arts and Sciences)
October 2012	West Virginia University, Faculty Travel Grant T1-13-063, \$1050 (includes \$450 in matching funds from Eberly College of Arts and Sciences)
May-June 2010	Universität Erfurt (Germany). Adolescence, Moral Development, and Media. Serving as a Visiting Professor/Scholar, €2000
November 2008	Michigan State University. Excellence-in-Teaching Citation, \$1000

- September 2008** Michigan State University. College of Communication Arts and Sciences
Dissertation Completion Fellowship, **\$6000**
- April 2008** Michigan State University. College of Communication Arts and Sciences
Research Excellence Grant, **\$5000**
- March 2008** Michigan State University. Travel Grant, **\$500**
- Fall 2007** Breast Cancer and the Environment Research Center. Funded by the
National Institute of Environmental Health Sciences and the National
Cancer Institute, # 610493(Fall 2003 to current), **\$35,000,000***
**Served as a research assistant for the communication core. Assisted with message design, online survey
development, data analyses, and research write-ups for refereed journals.*
- May 2007** Michigan State University. Travel Grant, **\$1000**
- Fall 2005** Michigan State University. Rasmussen Fellowship, **\$3750**
- Unfunded Grants***
- Spring 2021** Beijing Normal University-Zhuhai Campus, Immersive media and digital art,
\$106,000
- Fall 2020** Facebook. Request for Proposals on Social Experiences in VR
Environments, **\$73,764**
- September 2015** Microsoft Research, HoloLens for Research, **\$100,000 + equipment**
- April 2015** Google Faculty Research Grant (co-applicant, with Dr. Clayton Kuklick &
Roch King), **\$43,499**
*Project title: The Efficacy and Utility of Wearable Technology on Teaching and Learning
of Sport Performance*
- December 2014** STEM Education Flash Funding Grant (co-applicant with Dr. Sandy
Baldwin and Dr. John Jones), **\$10000**
- November 2014** Google Faculty Research Grant (co-applicant, with Dr. Jaime Banks and Dr.
David Westerman), **\$43,499**
- January 2014** Max Kade Foundation, New York, NY, **\$25000**
Grant to support SPICE Study Abroad program in Germany
- Spring 2012** United States Department of State, Bureau of Educational and Cultural
Affairs, Sports United Division. U.S.-Kenya Collaboration for Youth Sport
Engagement, **\$225,000**

ADMINISTRATIVE AND SERVICE EXPERIENCE

Institutional

2020-2022 Fulbright U.S. Student Program National Screening Committee, Taiwan 2
Spring 2020 Fulbright Taiwan Selection Committee

Journal

Editor, *Journal of Media Psychology*, Volumes 33-36
Editor, *Communication Research Reports*, Volumes 34-36
Associate Editor of Registered Reports, *Technology, Mind, and Behavior*
Associate Editor, *Journal of Media Psychology* (2015-2020)
Guest Editor, *Technology, Mind, and Behavior*, “The impact of technology-mediated interactions on the human mind and behavior in a time of social distancing”
Guest Editor, *Media and Communication*, 7(4), “Video games as demanding technologies”
Guest Co-Editor, *Communication Teacher*, 30(4), “Assessing the impact of social media for the (social) classroom: Uses, processes, and consequences”

University

2021 – 2024 TTU Faculty Senator
2015 – 2019 WVU Faculty Senator (elected to two terms)
Curriculum Committee, 2017- 2018
Research and Scholarship Committee, 2016-2017
Chairperson, 2018-2019
Students Rights and Responsibilities Committee, Chair-Elect (2016)
Library Committee, Chairperson, 2018 -2019
2016 – 2018 WVU Foundation Outstanding Teacher Award Committee
May 2018 WVU Extension Services, 4H Lesson Evaluator

College and Department

Fall 2020 Graduate Council, College of Media and Communication
Fall 2020 – present TTU JCMI Hiring Committee, Chair
Spring 2020 2019-2020 PhD Annual Review Committee
Spring 2020 PhD Scholarship Committee, Chair
06 November 2019 TTU Campus Movie Fest Judge
2019 – 2020 TTU JCMI, CMI Curriculum Committee

2017 – present	WVU Communication Studies, Graduate Student (Evaluation) Committee
2016 – present	WVU Communication Studies, Faculty Evaluation Committee
2016 – 2018	Eberly College Outstanding Teacher Award Committee
2016 – present	Research Coordinator, Department of Communication Studies, West Virginia University
2014-2016	Curriculum and Academic Quality Committee, Eberly College of Arts and Sciences, West Virginia University
Spring 2012	New Faculty Orientation committee (ad hoc), Department of Communication, West Virginia University \
Fall 2011 – present	Content manager, communicationstudies.wvu.edu
Fall 2010	Public Speaking Center, <i>Rhetorica Center</i> @ Young Harris College
Fall 2010	Member, Faculty Search Committee, Young Harris College <i>Department of Communication Studies, Director of Speaking Center search</i>
Spring 2010	Outside member, Faculty Search Committee, Young Harris College <i>Department of Theatre</i>
Fall 2009	Chair, Faculty Search Committee, Young Harris College <i>Department of Communication Studies, Media Studies search</i>
Fall 2009 – 2011	Experiential Learning Committee, Young Harris College
Fall 2009 – 2011	Technology Vision Committee, Young Harris College
Fall 2009	Learning Management System Committee, Young Harris College

Professional Organizations

AEJMC

- Graduate Student Liaison, Entertainment Studies Interest Group, 2008 – 2009
- Research Director, ESIG Mid-Winter Conference, University of Oklahoma, March 2009

Austrian Science Fund

- Application evaluator, Lise Meitner Programme, 2021

Broadcast Education Association (BEA)

- Chair and Organizer, Keynote Speaker, Research Symposium “Video Games: A Medium That Demands Your Attention.” April 2017, Las Vegas.
- Research Committee, 2017-2019

ECA

- Committee of Scholars, 2016 – 2017
- Finance Committee, 2016 – present
- Publications Committee, 2016 – present
- Task Force on Branding, 2014 – present
- Social and Digital Media Director, 2014 – present
- Interim Social Media Director, 2013
- Visual Image Task Force, 2011 – 2014

Fonds Wetenschappelijk Onderzoek Vlaanderen (Belgian NSF-Equivalent)

- Ad Hoc member, “expert panel G&M4: Social, Political and Communication Sciences,” October 2016 & September 2017
- Steering committee, “Basic Social Research,” 2016-2019

NCA

General NCA Service

- Publications Council
- Teaching and Learning Council, 2018
- Scholar’s Office Hours Chair, 2018
- Nominating Committee, 2017-2018
- Planning Committee, Technology and Communication series, 2015
- Task Force Committee Chair, Digital Divide Position Statements, 2012
- Spokesperson, National Free Speech Week, 2012

Game Studies Division

- Vice-Chair/Chair, 2017 – 2019
- Chair, 2017 Pre-Conference on eSports and Game Streaming
- Co-Chair, 2016 Pre-Conference “[“Call of Duty: A Call to Action”: Video Games and Civic Engagement](#)”
- *Human Communication and Technology Division*
- Article/Book of the Year nominations committee, 2014 – present
- *Mass Communication Division*
- Web & Publications editor, 2009 – 2015 (www.ncamass.org)

- Graduate Student Representative, 2007 – 2008

ICA

- Task Force, Open Science Working Group, 2019
- Task Force, ICA Community, 2017
- Task Force, Sponsorship, 2016 (Chair, 2018)
- Task Force, Conference Paper/Panel Review Process, 2015
- Sport Interest Group, Social Media Chair, 2014
- Game Studies Division, Chair, 2015 – 2017
- Game Studies Interest Group, Vice-Chair, 2013 – 2015
- Pre-Conference organizer, Game Studies Interest Group, 2011 Phoenix

PROFESSIONAL ORGANIZATIONS

Editor

Communication Research Reports

Editor, 2017-2019 (Vol. 34-36)
Editorial Board, 2012 to present
Manuscript reviewer since 2011

Journal of Media Psychology

Editor, 2021 – present
Associate Editor, 2015 – 2020
Editorial Board, 2012 – present
Manuscript reviewer, 2010 – present

Technology, Mind, and Behavior

Associate Editor, Registered Reports, 2020 – present

Guest Editor

Technology, Mind, and Behavior (in progress)
Media and Communication, 7(4)
Communication Teacher, 30(4)

Editorial Boards

Cities and Health
Communication Studies
Communication Teacher
Game Studies
G | A | M | E Journal
Human Communication and Technology
Journal of Children and Media

Journal of Broadcasting and Entertainment Media
Journal of Communication Pedagogy
Journal of Computer-Mediated Communication
Lambda Pi Eta Undergraduate Research Journal
Mass Communication & Society
Media and Communication
Media Psychology
Psychology of Popular Media
Rocky Mountain Communication Review
Societies
Technology, Mind, and Behavior

Ad Hoc Reviewer (Journals)

Advances in Computer Entertainment
Asia-Pacific Education Review
Canadian Journal of Behavioural Science
Clinical Neuropsychiatry
Computers and Human Behavior
Communication and Sport
Communication Yearbook 38
Criminal Justice and Behavior
CyberPsychology, Behavior, and Social Networking
Electronic Journal of Communication
Environmental Communication
Health Promotion International
Human Communication Review
Information, Communication, and Society
International Information and Library Review
International Journal of Communication
International Journal of Human-Computer Studies
Journal of Applied Social Psychology
Journal of Experimental Social Psychology
Journal of Pediatrics
Journal of Personality and Social Psychology
Mobile Media and Communication
Pediatrics
Personal Relationships
Poetics
Political Psychology
Psychology of Women Quarterly
Psychology & Marketing
Service Industries Journal
Sex Roles
Proceedings of CSCW
Proceedings of HICSS
Proceedings of SIGCHI

Social Psychology Bulletin
Social Science Quarterly

Ad Hoc Reviewer (Conferences)

Association for Education in Journalism and Mass Communication
Computers in Human Interaction (CHI)
Digital Games Research Association
Eastern Communication Association
Extending Play Conference
Foundations of Digital Games
Georgia College Press Association
Hawaii International Conference on System Sciences
International Communication Association
National Communication Association
Technology, Mind, and Society

Book Reviews

Bloomsbury Publishers
Cambridge University Press
CHOICE (Library Magazine)
Routledge Publishing
SAGE Publishing
Springer Press
University of California Press

EXTERNAL EVALUATOR

Tenure evaluation letters written for: **Duquesne University, Illinois State University, Kent State University, New Jersey Institute of Technology, University of Alabama-Huntsville, University of Alabama-Tuscaloosa, University of Baltimore, University of Central Florida, University of Cincinnati, University of Houston-Clear Lake, University of Massachusetts-Boston, University of Maine, University of Miami (x3), University of Oklahoma (x2), Oklahoma State University, and University of Utah.**

Fonds Wetenschlappelijk Onderzoek Vlaanderen (Belgian NSF-Equivalent)

Grant reviewer, Expertpanel "Social and Behavioral Sciences," 2013 – present

Louisiana State University Board of Regents

External grant reviewer, Fall 2011

GUEST SPEAKING ARRANGEMENTS

Research

- 24 April 2021 Invited Speaker, Raider Rhetoric Society
The Emoji Story: A Documentary
- 5 October 2020 Invited Speaker, Communication Club (Bangladesh)
"Publishing 'more' of your scholarship: On the importance of transparency in communication research"
- 30 June 2020 Invited Speaker, American Psychological Association
"Technology, Mind, and Behavior Webinar"
- Fall 2020 Invited speaker, University of Antwerp (Belgium)
"The WHAT meets the WHY: Systematizing interpretive analysis to explain, support, and refute" **CANCELLED DUE TO COVID-19**
- 27 May 2020 Invited speaker, Taiwan Institute for Governance and
Communication Research
"Heraclitus and the Standards of Science: A Case for Considering Open Science Practices in Communication Science"
- 18 May 2020 Invited speaker, Virtual Ability
"Coping with our avatars, and the people behind them"
- 1-5 April 2020 Invited speaker, Nanyang Technological University (Singapore)
"Explicating and Understanding the Demands of Interactive Media"
CANCELLED DUE TO COVID-19
- 12-15 February 2020 Invited speaker, University of Macau (Macau)
"Explicating and Understanding the Demands of Interactive Media"
CANCELLED DUE TO COVID-19
- 5 December 2019 Invited speaker, Centers for Disease Control
"Places for play, pride, and poignancy: A brief history of video games (and why it matters for prosocial impact)"
- 4 December 2019 Invited speaker, University of Georgia
"Explicating and understanding the demands of interactive media"
- 26 April 2019 Invited speaker, VirtualAbility
"How do I relate to me? The emotional demands of our online personae"
- 27 March 2019 Invited speaker, University of Antwerp (Belgium)
"The WHAT meets the WHY: Systematizing interpretive analysis to explain, support, and refute"

- 15 October 2018** Invited speaker, University of Alabama
"Interactivity as demand(ing)"
- 2 October 2018** Invited speaker, Texas Tech University
"INTERACTIVITY AS DEMAND(ING)"
- 23-25 July 2018** Invited speaker, Wuerzburg University (Germany)
"Video games: A medium that demands our attention"
- 14 July 2018** Invited speaker, University of Tilburg (Netherlands)
"Video games: A medium that demands our attention"
- 9-12 July 2018** Invited speaker, Technology University of Darmstadt (Germany)
"Video games: A medium that demands our attention"
- 17 April 2018** Invited Speaker, Alpen-Andra Universitat (Austria)
"Proposing a model of demand in interactive media"
- 14 February 2018** Invited Speaker, Bournemouth University (UK)
"Demand in Interactivity: Specifying and Measuring an Elusive Construct"
- 30 November 2017** Invited speaker, Katholieke Universiteit-Leuven & Netherlands-Flanders Communication Association (Belgium)
"Leaning in to video games: Technologies that demand engagement"
- 9 November 2017** Invited speaker, Erasmus University (Netherlands)
"The anatomy of a publication"
- 2 October 2017** Invited speaker, University of Connecticut
"Advances in (video) gaming) research"
- 24 November 2016** Invited speaker, National Chiao Tung University (Taiwan)
"Who are these People? The potential impact of digital audiences on game performance"
- 21 November 2016** Invited speaker, National ChengChi University (Taiwan)
"Current Trends in Game Studies: Demanding, Pixelated People!"
- 29 January 2016** Invited speaker, Global Game Jam 2016 (West Virginia University)
"The Demanding Nature of Video Game Play"
- 18 November 2015** Keynote address, National Communication Association Game Studies Pre-conference, Las Vegas
"Games as, with, through Communication"

- 29 October 2015** Guest speaker, Cleveland State University
“Connectivity, at (Demanding?) Cost”
- 10 September 2015** Research seminar, Michigan State University
Reconciling divergent epistemologies to understand complex media phenomena: Finding PAX in the player-avatar relationship.
- 22 July 2015** Research workshop, Universität Köln (Germany)
Morality 2.0: Interactivity and Moral Agency
- 30 June – 1 July 2015** Research workshop, Technische Universität Chemnitz (Germany)
Conceptualizing Interactivity in Video Games [tentative title]
- 4 June 2015** Invited speaker, National Chiao Tung University (Taiwan)
The Demanding Nature of Video Game Play
- 14 October 2014** Guest speaker, Albion College
Avatars are people too ... and they need you!
- 06 October 2014** Guest speaker, Ohio University
The (not so) secret lives of avatars
- 24 July 2014** Colloquium Speaker (co-led with Dr. Jaime Banks), Westfälische
Wilhelm Universität Münster
*You say data, I say data: Harnessing the friction of competing epistemologies to
better understand social phenomenon - the case of the player-avatar relationship*
- 28 June 2014** Guest speaker, Universität Erfurt
Game Studies roundtable
- 02 April 2014** Guest speaker, University of Tennessee, UT Social Media Week
Using social media to engage students inside and outside the classroom
- 05 March 2014** Colloquium Speaker, University of Utah
*Who’s that behind the screen? Understanding the “squishy thing” – a player-
focused perspective*
- 24 January 2014** Colloquium Speaker, Indiana University
*What is the Meaning of this? Understanding the contentious(?) relationship
between videogame play and videogame narrative*
- 31 July 2013** Colloquium Speaker, Westfälische Wilhelm Universität Münster
*Communication and Media Psychology: Understanding Processes to Understand
Processing [[ppt](#)]*

- 08 November 2012** Guest Speaker, Mary Junck Research Colloquium Series, University of North Carolina – Chapel Hill
Colloquium on Media Psychology [[YouTube](#)]
- 02 November 2012** Guest Speaker, Albion (Michigan) College
Colloquium on Media Psychology
- May 2010** Guest lecturer, Universität Erfurt (Germany)
“Moral Foundations and Entertainment Media/Moralischen Grundlagen und Unterhaltungsmedien”
- June 2008** Guest lecturer, CAS992, Michigan State University
“Using WebSurveyor to conduct online experiments”
- June 2007** Guest lecturer, CAS992, Michigan State University
“Using WebSurveyor to conduct online experiments”

Teaching

- 21 April 2021** Guest Lecture, North Dakota State University
Drafting Good Discussion Sections (Dr. David Westerman)
- 2 April 2021** Guest Lecture, University of Rhode Island
Discussing the General Aggression Model (Dr. Jerry Jalette)
- 21 September 2020** Guest Lecture, Annenberg School of Communication, University of Southern California
Video Games Research (Dr. Dmitri Williams)
- 14 September 2020** Guest Lecture, Marist College
Entertainment Theory (Dr. Qihao Ji)
- Summer 2020** Guest Lecture, University of Central Florida
Open Science (Dr. Patric Spence)
- Summer 2020** Guest Lecture, Texas Tech University
Interactive Storytelling with Video Games (Kristina Janet)
- 1-5 April 2020** Guest Lecture, Nanyang Technological University (Singapore)
Workshop on open science publishing methods for PhD students in the Wee Kim Wee School of Communication and Information
CANCELLED DUE TO COVID-19
- 12-15 February 2020** Guest Lecture, University of Macau (Macau, Dr. Todd Sandel)
CANCELLED DUE TO COVID-19

- 19 November 2019** Guest Lecture, Texas Tech University
The Research Process (Dr. Megan Condis)
- 6 November 2019 (2x)** Guest Lecture, Texas Tech University
Professionalism and Agency Life (Jo Ann Langston & Lisa DuBois Low)
- 23 September 2019** Guest Lecture, Texas Tech University
Gaming and VR/AR (Joshua Dunn, "Creative Media Industries and Society")
- 19 September 2019** Guest Lecture, Texas Tech University
Interview with faculty (Dr. Narissra Punyanunt-Carter)
- 25 March 2019** Guest Lecture, University of Antwerp
Persuasive technologies (Dr. Karolein Poels)
- 30 November 2018** Guest Lecture, University of Ghent
Video games and demand (Dr. Koen Ponnet)
- 3 October 2018** Guest Lecture, West Virginia University
Memes & Makers (Dr. Jaime Banks)
- 1-3 October 2018** Texas Tech University | Big 12 Faculty Fellowship Workshop
Video Games: A Medium that Demands our Attention
- 28 September 2018** Guest Lecture, Texas Tech University
UIs: Mapping the future of VR/AR (Dr. Glenn Cummins)
- 28 March 2018** Guest Lecture, Harrisburg University of Technology
Video game demand scale (Dr. John Carter McKnight)
- 30 November 2017** Guest Lecture, Katholieke Universiteit-Leuven & Netherlands-Flanders Communication Association (Belgium)
Publishing and early careers
- 2 November 2017** Guest Lecture, North Carolina A&T State University
Roots and role of entertainment theory (Dr. Stephanie Kelly)
- 26 September 2017** Guest Lecture, Texas Tech University
Nostalgia and Video Games (Dr. John Velez)
- 13 April 2017** Guest Lecture, North Carolina A&T State University
Roots and role of entertainment theory (Dr. Stephanie Kelly)
- 9 December 2016** Guest Lecture, University of Rhode Island
Fake News, Understood (Dr. Jerry Jalette)

- 25 November 2016** Guest Workshop, National Chiao Tung University (Taiwan)
Understanding and Applying the Complexities of Player-Avatar Relationships
(w. Dr. Jaime Banks)
- 27 September 2016** Guest Lecture, North Dakota State University
Ethics of Research Publication
- 11 August 2016** Panelist, “Engaging Students for Deeper Learning”
West Virginia University, New Faculty Orientation 2016
- 18 July 2016** Guest Lecture, University of Duisburg-Essen
Morality and the Media (Dr. German Neubaum)
- 21 June 2016** Guest Lecture, Technology University of Chemnitz (w/Dr. Jaime Banks)
Player-Avatar Relationships (Dr. Peter Ohler)
- 11 May 2016** Panel Discussion, WVU Celebrate (Teaching)
Outstanding Teaching from Outstanding Teachers
- 19 April 2016** Research Discussion (w/Dr. Anthony Limperos)
Leveling up Gaming Research (Dr. Meghan Sanders)
- 28 January 2015** Guest Lecture, University of Kentucky (w/Dr. Jaime Banks)
Player-Avatar Relationships (Dr. Patric Spence)
- 03 December 2015** Guest Lecture, University of Rhode Island
Fandom, Understood (Dr. Jerry Jalette)
- 10 November 2015** Guest Lecture, West Virginia Wesleyan College
All my Circuits – Computers and You (Jessica Fabbriatore)
- 22 July 2015** Workshop co-host, Universität Cologne
Media, Morality and Social Norms (w. Dr. Allison Eden)
- 16 June 2015** Guest Lecture, Universität Erfurt
Children and Media (Prof. Dr. Sven Joeckel)
- 05 June 2015** Guest workshop, National Chiao Tung University (Taiwan)
Designing (Interactive) Research on Interactive Media
- 06 October 2014** Guest Lecture, Ohio University
“Media niche theory and social media (non)-competition” (Dr. Parul Jain)
- 25 June 2014** Guest Lecture, Universität Erfurt
Demonstrating a test of Moral Foundations Theory (Prof. Dr. Sven Joeckel)

- 08 April 2014** Guest Lecture, Boston University
Novel approaches to Mass Communication Research (Dr. Jerry Jalette)
- 20 February 2014** Guest Lecture, West Virginia University PI Reed School of Journalism
"Introduction to survey research" (Dr. Hongmin Ahn)
- 5 February 2014** Guest Lecture, West Virginia University PI Reed School of Journalism
"Using social media in the research process" for SCTM421 (Dr. Rita Colistra)
- 30 September 2013** Guest Lecturer, University of Toronto
"The player, playing the play" for undergraduate CCT385 (Dr. Jaime Banks)
- 02 July 2013** Guest lecturer, Universität Erfurt
Media, Morality and Values for graduate course in Seminar für Medien und Kommunikationwissenschaft/ Seminar for Media and Communication Research (Dr. Sven Joeckel)
- 1x Semester (2011 - 2019)** Guest Lecturer, West Virginia University
"Computer-Mediated Communication" for undergraduate COM100 (Dr. Matthew Martin)
- 16 April 2013** Guest Lecturer, West Virginia University PI Reed School of Journalism
"Social Media" for undergraduate JRN101 (Dr. Oliver Street)
- 05 March 2013** Guest Lecturer, University of Kentucky
"Careers in Social Media" for graduate Communication course (Dr. Patric Spence)
- 08 November 2012** Guest Lecturer, University of North Carolina- Chapel Hill
"Psychology of Digital Games" for graduate Human/Technology Interaction course (Dr. Sriram Kalyanaraman)
- 30 August 2012** Guest Lecturer, Louisiana State University
"Applying and extending Social Cognitive Theory to media research" for graduate Communication Theory course (Dr. Meghan Sanders)
- 03 November 2011** Invited lecturer, Advertising 287 "Principles of Advertising", West Virginia University
What can be social about capitalism? Using social media to reach new markets (Dr. HongminAhn)

- 29 September 2011** Invited lecturer, Sports Management 487 “Contemporary Issues in Sports Management”, West Virginia University
“That’s what Ochocinco said!”: The role of social media in connecting fans to the athletes they love (and what management should do about it) (Dr. Floyd Jones)
- March 2011** Guest Lecturer, Louisiana State University
“Applying and extending Social Cognitive Theory to media research” for graduate Communication Theory course (Dr. Meghan Sanders)
- 31 March 2011** Invited lecturer, Introduction to Human Communication, Young Harris College
“How do we use media?” (Dr. Joy Goldsmith)
- Spring 2010** Invited lecturer, Introduction to Psychology, Young Harris College
“Early childhood development” (Dr. David Brackin)
- February 2009** Invited presenter, Michigan State University
“Being a CAS teaching assistant: An interactive discussion”

Service

- 22 October 2018** Speaker, WVU Libraries
Open-Access Week
- 5 October 2018** Speaker, University (Morgantown, WV) High School
Research in Communication Studies
- 08 May 2018** Moderator, WVU Teaching and Learning Commons
Teaching Tip from Award Winning Teachers
- 14 April 2018** Invited presenter, Decide WVU (WVU Office of Admissions)
Social media, smartphones, and video games: Brain rot? Maybe not.
- 24 March 2018** Invited presenter, Decide WVU (WVU Office of Admissions)
Social media, smartphones, and video games: Brain rot? Maybe not.
- 11 August 2017** Invited presenter, WVU New Faculty Orientation
Who are WVU students, and how can you engage them?
- 6 June 2017** Invited presenter, WVU Health Sciences Center Teacher Summer Scholars
Engaging Learners
- 11 May 2017** Invited presenter, WVU Health Sciences Center SOLE (Study, Observe, Learn, Engage)
Engaging Learners

- 10 May 2017** Moderator, WVU Teaching and Learning Commons
Outstanding Teaching Tips
- 20 September 2016** Invited presenter, West Virginia University (Office of International Programs)
Long Term Collaboration & Faculty-led Programming
- 23 January 2011** Invited lecturer, Equipping Spiritual Leaders Conference, Waynesville District Leadership Conference, United Methodist Church
“New media = new members: Using new technologies to reach, form, and sustain new communities of faith”
- 18 October 2010** Invited presenter, Young Harris College (Office of Student Life)
“Improving communication leadership skills”
- 11 October 2010** Invited presenter, Mountain Computer User Group
“Understanding the Facebook phenomenon”
- 23 September 2010** Invited presenter, Young Harris College (Religious Life)
“New media = new members: Using new technologies to reach, form, and sustain new communities of faith”
- July 2010** Invited presenter, Young Harris College (Visitation)
“To err is human, to study is Humanity: Lessons for incoming freshman”
- April 2009** Invited presenter, Michigan State University
“Finding a job in academics”
- March 2008** Invited presenter, State University of New York College at Geneseo
“Life as a graduate student – Ph.D. and beyond”
- Spring 2007** Invited presenter, Bailey Scholars Program, Michigan State University
“Innovations in college teaching methods”
- Spring 2006** Guest lecturer, National Schizophrenia Foundation
“Public speaking: Effective communication by connection”
- Spring 2005** Guest lecturer, National Schizophrenia Foundation
“Public speaking: Effective communication by connection”

MEDIA APPEARANCES

Texas Tech University

- 18 May 2021** *Issue Number One (CUNY)*
[“Video Game Streaming – A Pandemic Fad or a New Economic Trend?”](#)

- 11 May 2021 *De Tijd*
[“Aristoteles bij de gamers”](#)
- 26 March 2021 *Debugger* (Medium)
[“You Should Be Using an Email Signature That Protects Your Time”](#)
- 18 January 2021 *Debugger* (Medium)
[“Maybe a Tamagotchi Will Help: Why digital pets are sparking joy right now”](#)
- 7 December 2020 *El Pais*
[“Casi 200 días de teletrabajo: estrés, apnea, monotonía y cansancio... ¿cómo escapar de ello?”](#)
- 18 November 2020 *Le Monde*
[“PS5, Xbox: Pourquoi les manettes ressemblent \(Presque\) toutes Pourquoy les manettes ressemblent \(presque\) toutes à ça : 🎮”](#)
- 1 November 2020 *Health Literacy Out Loud*
[“Online Games and Health Teaching: For People of All Ages, Abilities, and Savvy \(HLOL #205\)”](#)
- 21 October 2020 *Sinclair Broadcasting Group*
[“AOC draws millions of views on Twitch as Dems reach out to gamers”](#)
- 10 September 2020 *OneZero via Medium*
[“Now Is the Time to Bring Back Away Messages”](#)
- 26 June 2020 *Nexstar Media*
[“Facebook enables users to block political ads as company launches voting information center”](#)
- 24 June 2020 *Sinclair Broadcasting Group*
[“Twitter flags another 'abusive' Trump tweet, drawing new complaints of bias”](#)
- 27 May 2020 *Sinclair Broadcasting Group*
[“Twitter sets unclear precedent, raises new questions by fact-checking Trump tweets”](#)
- 8 May 2020 *El Pais*
[“‘Tecnosaturados’ por el confinamiento: “Abuela, ¿qué quieres que te cuente si cada día es igual?”](#)
- 30 April 2020 *Texas Tech Today*
[“COVID-19 Cuts Professor's Fulbright Program Short”](#)

- 24 April 2020 *Fulbridge.org*
“[Fulbrighters Share Their Quarantine Coping Strategies](#)”
- 8 April 2020 *Daily Toreador (TTU Campus Newspaper)*
“[Tech professor, Fulbright Scholar reflects on time in Taipei during COVID-19](#)”
- March 2020 *Silk Road (National Chengchi University)*
“自美回台尋根包尼克老師找到心靈原鄉” // Returning to Taiwan from the United States, Dr. Bowman finds a hometown for the soul
- 12 March 2020 *Suddentsche Zeitung*
“[Virtuelles Gemetzel](#)” // Virtual Carnage
- 8 January 2020 *Texas Tech Public Radio*
“[TTU Professor to Study Interactive Media and Virtual Reality in Taiwan](#)”
- 7 January 2020 *West Virginia Public Radio*
“[Study Shows Fallout 76 May Create Emotional Connection Between Players And West Virginia](#)”
- 6 January 2020 *West Virginia Public Radio*
“[Study Explores How Popular Video Game May Shape Perception Of W.Va.](#)”
- 13 November 2019 *Daily Toreador (TTU Campus Newspaper)*
“[Fulbright scholar, professor discusses research in interactive media](#)”
- 4 October 2019 *Daily Toreador (TTU Campus Newspaper)*
“[Tech JCMI professor receives award to study virtual reality in Taiwan](#)”
- 4 October 2019 *Texas Tech Today*
“[Professor Receives Fulbright Award to Study Augmented, Virtual Reality](#)”
- 3 October 2019 *Fox 45 Baltimore*
Expert opinion, “[Poll finds growing concern about social media controlling news ahead of 2020 election](#)”
- 21 August 2019 *ABC-6 Providence, RI*
Expert opinion, “[Facebook report on anti-conservative bias underscores need for transparency](#)”

- 8 August 2019
West Virginia University
WTAP-TV Parkersburg, WV
Expert opinion, "[Violent video games blamed for violent behavior](#)"
- 4 June 2019
BYU Radio
Expert opinion, "[Top of the Mind](#)" (segment on Pokémon Go)
- 1 May 2019
Sinclair Broadcasting Group
Expert opinion, "[The future is private': Zuckerberg details changes ahead for Facebook, Instagram](#)"
- 1 April 2019
Gamespot.com
Expert opinion, "[How Nintendo Uses Luck To Make Games Fun For Everyone](#)"
- 2 January 2019
WJLA.com (Washington, DC)
Expert opinion, "[As illegal immigration debate intensifies, some question Facebook hate speech standards](#)"
- 5 December 2018
Apple App Store
Game profile, [Fortnite](#)
- 8 November 2018
National Public Radio (NPR)
Research profile, "[Video Game Garners West Virginia Governor's Attention](#)"
- 16 November 2018
The Gary Bowden Show
Expert opinion of *Fallout 76* release in West Virginia
- 14 November 2018
WBOY-TV
Expert opinion, "[WVU professors follow Fallout gamers to learn about perceptions of WV](#)"
- 14 November 2018
Talkline with Hoppy Kercheval
Expert opinion of [Fallout 76 release in West Virginia](#)
- 13 November 2018
WVUToday
Expert opinion, "[WVU researchers to study Fallout 76 gamers' perceptions of West Virginia](#)"
- 28 October 2018
Dominion Post
Expert opinion, "Air Force funds WVU research" (mis-titled)
- 20 September 2018
WVU News
Expert opinion, "[Cyberbullying](#)"

- 19 August 2018 *The Conversation*
Expert opinion, "[Finding nostalgia in the pixelated video games of decades past](#)"
- 5 May 2018 *WDTV – West Virginia*
Expert opinion, "[CNN investigation finds 103 Uber drivers accused of sexual assault or abuse](#)"
- 12 April 2018 *900.AMCHML – Hamilton (ON, Canada)*
Expert opinion, "Scott Thompson Show"
- Spring 2018 *Eberly Magazine*
Feature, "[Social media: Don't blame the messenger](#)"
- 25 March 2018 *Charleston (WV) State Journal*
Expert opinion, "[Local residents, WVU experts weigh in on Facebook data breach scandal](#)"
- 11 March 2018 *WalletHub.com*
Expert opinion, "[March Madness Stats & Facts](#)"
- 8 March 2018 *WVU - U92 FM*
Expert opinion, "[Kids on the Internet](#)"
- 10 February 2018 *From the Grapevine*
Expert opinion, "[Emojis at work: Which side are you on?](#)"
- 15 December 2017 *KCBS-FM San Francisco*
Expert opinion, "AIM shutting down"
- 12 December 2017 *Smithsonian Magazine*
Expert opinion (republished), "[AOL Instant Messenger Taught Us How To Communicate in the Modern World](#)"
- 12 December 2017 *The Conversation*
Expert opinion, "[IM brought instant messaging to the masses, teaching skills for modern communication](#)"
- 27 November 2017 *Netzpiloten.de*
Expert opinion (translated, "[Die dunkle Vergangenheit von Social Media](#)"; reposted)
- 10 October 2017 *WVU News*
Expert opinion, "[Social media and natural disasters](#)"

- 2 August 2017** *Matt Townsend Show (BYU Radio)*
Guest, “[Tech and democracy, Banning kids phones, geriatric infidelity](#)”
- 25 July 2017** *Netzpiloten.de*
Expert opinion (translated), “[Kinder und Smartphones: Keine Angst vor der Technik!](#)”
- 3 July 2017** *Newsphere.jp*
Expert opinion (translated), “[「子供はスマートフォンを持ちやだめ」それは単なる技術を恐れるモラルパニックに過ぎない](#)”
- 21 July 2017** *Kendall-Hunt Higher Education*
Expert opinion, “[Social media and the 21st century classroom](#)”
- 19 July 2017** *CHQR 77AM Calgary*
Expert opinion, *Angela Kokott Show*, “[Popular debate: Smartphones and young kids](#)”
- 10 July 2017** *The Conversation*
Expert opinion, “[Banning smartphones for kids is just another technology-fearing moral panic](#)”
- 28 June 2017** *The Conversation*
Expert opinion, “[Why it’s important to understand social media’s dark history](#)”
- 16 March 2017** *WVU Today*
Expert Opinion, “[What’s App](#)”
- 21 December 2016** *The Christian Science Monitor*
Expert opinion, “[Google updates algorithm to filter out Holocaust denial and hate sites](#)”
- 20 December 2016** *Times Higher Education*
Research brief, “[Facebook groups ‘may help students enjoy their course’](#)”
- 27 October 2016** *MarketingFacts.nl*
Research spotlight, “[How consumers choose in the app store / Hoe consumenten kiezen in de app-store](#)”
- 27 October 2016** *WDTV.com*
Expert opinion, “[Instagram aiming to prevent suicide?](#)”

- 18 October 2016** *Scientific Foundation Research of Commercial Communication / Stichting Wetenschappelijk Onderzoek Commerciële Communicatie*
Research spotlight, "[How consumers choose in the app store / Hoe consumenten kiezen in de app-store](#)"
- 11 October 2016** *UX Booth*
Op-ed, "[Player and Avatar: Video Game Interactions for Web UX Designers](#)"
- 27 September 2016** *WBOY-TV*
"[Teachers Use Technology To Stay Connected With Students Through Annual Conference](#)"
- 22 September 2016** *UX Booth*
Op-ed, "[Replacing dog as Man's best friend](#)"
- 26 August 2016** *WWVU - U92 FM*
Expert opinion, "[Social Media and Terrorism](#)"
- 24 August 2016** *The Conversation*
Guest author, "[Playing at torture, a not so trivial pursuit](#)"
- 4 August 2016** *Broadly.com*
Expert opinion, "[Athletes Absolutely Party!: Sex, Sports, and Social Media at the Rio Olympics](#)"
- 10 July 2016** *WDTV.com*
Expert opinion, "[Facebook's Modern Role in News](#)"
- April 2016** *Communique: National Association of School Psychologists*
Research spotlight, "How views of professionalism are impacted by social networking sites"
- 28 April 2016** *MassiveOp.com*
Research spotlight, "[Massively Op's Guide To Understanding Video Game Research](#)"
- 19 April 2016** *Dominion Post*
Expert opinion, "Emoji mania: Little pictures in nonverbal communication"
- 6 April 2016** *Reuters UK*
Research spotlight, "[Addiction may explain the link between social media and depression](#)"
- 25 January 2016** *MMOGames.com*
Research spotlight, "[MMO's aren't art; they're experiences](#)"

- 22 January 2016** *Cliquist.com*
Research spotlight, "[Games as sublime art](#)"
- Winter 2015** *Eberly Magazine*
Research spotlight, "How did we get here: The age of digital micro-aggressions"
- 8 December 2015** *Cliquist.com*
Expert opinion, "[Undertale: Player presence, morality, and self](#)"
- 1 December 2015** *Arizona Big Media*
Expert opinion, "[Arcade bar growth turns Valley into multiplayer arena](#)"
- 15 November 2015** *U92FM (WVU Radio)*
Expert opinion, "[Social Movements](#)"
- 5 November 2015** *WVU Today*
Research spotlight, "[WVU Communication Studies professor gives talk at Cleveland State University Oct. 29](#)"
- 3 November 2015** *WDTV.com*
Expert opinion, "[Part One: Wearable Technology and Personal Communications](#)"
- 30 October 2015** *Massiveop.com*
Research spotlight, "Exploring 'The Video Game Debate': Moral Panic and Online Griefing"
<http://massivelyop.com/2015/10/30/exploring-the-video-game-debate-moral-panic-and-online-griefing/>
- 15 September 2015** *WVU Today*
Research spotlight, "[WVU Communication Studies professors showcase player/avatar relationship studies, research methods at Michigan State lecture](#)"
- 03 September 2015** *U92FM (WVU Radio)*
Expert opinion, "21st Century communication"
- 1 September 2015** *UX Booth*
Op-ed, "[Preparing Users for a Future of Wearables \(Part 2\)](#)"
- 25 August 2015** *UX Booth*
Op-ed, "[Preparing Users for a Future of Wearables \(Part 1\)](#)"
- 05 May 2015** *WDTV.com*
Expert opinion, "[Study: More Small Children Using Touchscreens](#)"

- 29 April 2015 *WDTV.com*
Expert opinion, "[New Email Government Can't Even Read](#)"
- 28 April 2015 *Psychology of Games (Blog)*
Research spotlight, "[Why we hate \(some\) motion controls](#)"
- 27 April 2015 *Reddit.com*
AMA (Ask Me Anything), "[Meaningfulness in Video Games](#)"
- 29 March 2015 *From the Grapevine.com*
Expert opinion, "[Periscope challenges Meerkat in live video-streaming department](#)"
- 17 March 2015 *From the Grapevine.com*
Expert opinion, "[Meerkat is the biggest hit at SXSW](#)"
- 09 March 2015 *WVU Today*
Expert opinion, "[WVU's Bowman tries to quiet higher ed social media angst at hub of digital world](#)"
- 03 March 2015 *WDTV.com*
Expert opinion, "[Google to Re-brand Their Social Network](#)"
- 27 February 2015 *WDTV.com*
Expert opinion, "[FCC Approves of Net Neutrality](#)"
- 23 February 2015 *Seelio blog*
Guest commentary, "[Considering Using Social Media With Students? Read this.](#)"
- 21 February 2015 *Pittsburgh Tribune-Review*
Expert opinion, "[Alcohol abuse celebrated in online videos, Pitt, Brown University researchers find](#)"
- 05 February 2015 *WDTV.com*
Expert opinion, "[Smartphone App Could Help Kids Get to Class](#)"
- 27 January 2015 *WDTV.com*
Expert opinion, "[Drone crash at White House raises questions](#)"
- 16 January 2015 *WDTV.com*
Expert opinion, "[Fingerprints in the Cloud?](#)"
- 08 January 2015 *WDTV.com*
Expert opinion, "[Does Violent Media Lead to Real World Violence?](#)"

- 02 January 2015 *WDTV.com*
Expert opinion, “[Lawsuit filed against Apple over storage space ‘misrepresentation’](#)”
- 26 December 2014 *WDTV.com*
Expert opinion, “[Xbox and Playstation Hacked?](#)”
- 17 December 2014 *WDTV.com*
Expert opinion, “[Video Games Causing Nintendonitis?](#)”
- 16 December 2014 *UX Booth*
Op-ed, “[Uncanny Valley is Uncanny](#)”
- 4 December 2014 *WDTV.com*
Expert opinion, “[Twitter Fighting CyberBullying](#)”
- 12 November 2014 *WDTV.com*
Expert opinion, “[With Public Wi-Fi, Experts Say Americans Could Ditch Cell Phone Providers](#)”
- 12 November 2014 *WVU Today*
[Climb Higher](#) spotlight
- 13 October 2014 *The Open Standard*
Expert opinion, “[Why Video Games Are an Incubator for Amazing Cybersecurity](#)”
- 26 September 2014 *WDTV.com*
Expert opinion, “[Can Smartphone Usage Hurt Your Brain?](#)”
- 19 September 2014 *WDTV.com*
Expert opinion, “[iOS: Locked, Even for Police](#)”
- 04 September 2014 *WDTV.com*
Expert opinion, “[New App Lets Parents Secretly Monitor Children's Phones](#)”
- 27 August 2014 *WDTV.com*
Expert opinion, “[Using technology to control teen drivers](#)”
- 26 August 2014 *UX Booth*
Op-ed, “[The Ethics of UX Research](#)”
- 26 August 2014 *The Hero Archetype*
Research spotlight, “[Can we use games to control our moods?](#)”

- 06 August 2014** *Eberly News Blog*
Faculty mention, "[Student Summer Update: Stephen Scott](#)"
- 28 June 2014** *PBS Game/Show*
Research spotlight, "[Will Twitch TV make you better or worse at video games?](#)"
- 22 May 2014** *The Hero Archetype*
Research spotlight, "[Are skilled players more likely to experience flow?](#)"
- 05 May 2014** *WDTV.com*
Expert opinion, "[White House Asks Congress for More Privacy Laws](#)"
- 20 April 2014** *Clarksburg Exponent-Telegram*
Expert Opinion, "[Social media's effects on mental health depend on their context](#)"
- 04 April 2014** *Tennessee Journalism*
"[Social Media Week addresses online faculty, student interactions](#)"
- 04 April 2014** *Pacific Standard*
Expert opinion, "[Why Don't We Have Ads on Sports Uniforms Yet?](#)"
- 13 March 2014** *WDTV.com*
Expert opinion, "[NSA Using Facebook to Spy on Intelligence Targets](#)"
- 24 February 2014** *WDTV.com*
Expert opinion, "[Apple Security Flaw Puts Private Information at Risk](#)"
- 13 January 2014** *The Psychology of Video Games (blog)*
Research report, "[Twitching and Choking: The Audience Effect in Games](#)"
- 06 January 2014** *WDTV.com*
Expert opinion, "[Thousands of Yahoo Users Malware Attack Victims](#)"
- 27 December 2013** *WDTV.com*
Expert opinion, "[Websites Cracking Down on Negative Comments](#)"
- 09 December 2013** *WDTV.com*
Expert opinion, "[Police Participating in Cellphone Data Spying](#)"

- 04 December 2013 *WDTV.com*
Expert opinion, "[Millions of Social Media Accounts Hacked](#)"
- 02 December 2013 *WDTV.com*
Expert opinion, "[131 Million Online Shoppers Expected for Cyber Monday](#)"
- 06 November 2013 *WDTV.com*
Expert opinion, "[Blockbuster Closings: Death for Disc Rentals?](#)"
- 28 October 2013 *Yahoo! Shine*
Expert opinion, "[7 signs that we're too dependent on technology](#)"
(MNN reprint)
- 30 September 2013 *Mother Nature Network*
Expert opinion, "[7 signs we are too dependent on technology](#)"
- 04 August 2013 *BBC World Service*
Expert opinion, "[The Why Factor: Media Violence](#)"
- June 2013 *WVU Center for Women's & Gender Studies*
Mentor spotlight, "[Alumni Spotlight, Jennifer Seifert](#)"
- May/June 2013 *Social Work Today*
Expert opinion, "[Social media and interpersonal communication](#)"
- March 2013 *Spectra (NCA's official magazine)*
Guest column, "And LO, We Have Contact: The influence of digital communication technology on the research process"
- 13 February 2013 *WDTV-5 News [Weston/Clarksburg/Fairmont]*
Expert opinion, "[Report: Facebook creating an app that would track you 24/7](#)"
- 31 January 2013 *Charleston (WV) Daily Mail*
Expert opinion, "[WVU tapping into movement of free open online courses](#)"
- 05 December 2012 *Mother Nature Network*
Expert opinion, "[Why are video games addictive?](#)"
- 17 October 2012 *Mother Nature Network*
Expert opinion, "[How teachers use social media in the classroom to beef up instruction](#)"
- 22 August 2012 *Clarksburg (WV) Exponent-Telegram*
Expert opinion, "[College pros OK with text messages, for the most part](#)"

- 10 August 2012 *WVUTodayPresswire*
“[WVU professor publishes a trio of studies on new media's impact on human behavior](#)”
- Spring 2012 *Eberly* [WVU Eberly College Magazine]
Scholarly spotlight, “[Does Bad Blood in Baseball Equal Bigger Ratings?](#)”
- 12 April 2012 *WVU News* [Morgantown, WV; student broadcast news]
Expert interview, “[Social Media and Politics](#)”
- 13 March 2012 *WDTV-5 News* [Weston/Clarksburg/Fairmont]
Expert interview, “[Facebook in the College Classroom](#)”
- 05 February 2012 *Dominion Post* [Morgantown, WV]
“Comm. Studies offers nine-week Germany trip”
- 29 January 2012 *Daily Athenaeum* [WVU student newspaper]
“[University offers nine-week program in Germany](#)”
- 24 January 2012 *WVUTodayPresswire*
“[WVU Comm. Studies offers nine-week summer study abroad trip to Germany](#)”
- 23 January 2012 *WVUTodayPresswire*
“[WVU Department of Communication Studies receives top paper honors at national conference](#)”
- 27 October 2011 *InMediaRes @ Georgia State University*
Guest curator, “[Major League Brouhaha: Boosting ratings with bad blood?](#)”
- 26 October 2011 *WVUTodayPresswire*
“[WVU professor discusses effects of "bad blood" on marketing America's pastime](#)”
- 05 July 2011 *Clarksburg (WV) Exponent-Telegram*
Expert opinion, “[Experts in psychology emphasize benefits of in-person interaction](#)”
- Young Harris College
- 29 October 2010 *Christian Science Monitor*
Expert opinion, “[Wi-Fi, Hulu, DVR, and the end of the tube as we know it](#)”

- August 2010** *Young Harris College main web page* [introductory video]
 “About the Division of Humanities/Department of Communication Studies”

- 05 August 2010** *United Press International (UPI-U)*
 Expert opinion, “[One-day J-training with YHC](#)”

- 19 March 2010** *North Georgia NOW Today* [ETCTV3-Ellijay, GA]
 Live interview Segment on Young Harris College Department of Communication Studies

- 19 October 2009** *Wisconsin Badger-Herald* [UW-Madison student newspaper]
 Op-Ed, “[Leave Archuleta fans alone](#)”

- August 2009** *Enotab Echoes* [Young Harris College student newspaper]
 “New Faculty Profiles, 2009-2010”

Michigan State University

- February 2009** *MSU News* [Michigan State University internal newsletter]
 “[2008 – 2009 All-University Awards recipients](#)”

- July 2008** *The Gatekeeper* [NCA Mass Communication Division newsletter]
 “[Future of Media Entertainment Represented at NCA DHS](#)”

- 28 July 2008** *State News* [Michigan State University student newspaper]
 “[New MSU music class strictly business](#)”

- 2007 – 2008** *Red Cedar Log* [Michigan State University yearbook]
 “Overview, College of Communication Arts & Sciences”

CONSULTING & COMMUNITY SERVICE

- Fall 2019** Expert witness (computer-mediated communication), murder trial (client redacted)

- 2018 – 2019** Audience analysis research, *Daily Athenaeum* (WVU Student Newspaper)

- May 2016 – present** Board of Advisors, Yellowbrick.me.

- February 2012** Statistical analysis consultation, New School of New York clinical psychology Doctoral student (Pro-Bono)

- December 2011** Public relations consultant, Future Well-Being of Deep Creek Lake (Garrett County, Maryland)

July 2011	Graphic design consultant, 2011 State of West Virginia Burden of Injury Report
Spring 2011	Presentation Judge, Youth Leadership Development Scholarship Program (Towns County, GA)
Fall 2010	Statistical analysis consultation, Fordham University clinical psychology Doctoral student
September 2010	Experimental design and statistical analysis consultation, Mindfulness Intervention Grant, Lehman College psychology faculty
Summer 2010	Survey design and data analysis, Institute of Continued Learning, Young Harris College (pro-bono)
Summer 2010	Storyline consultant, R. Michael Elrod, graphic novelist (pro-bono)
Spring 2010	Marketing consultant/advisor (data analysis), Young Harris College rebranding team (pro-bono)
August 2005 – August 2010	Consulting Editor, <i>CNS News</i> (www.courthousenews.com), Western Michigan Office, Lansing, MI
2003 – 2004	Public Relations Committee, Legal Advocates for Abused Women, St. Louis, MO (pro-bono)

OTHER PROFESSIONAL EXPERIENCE

Fall 2016 – present	Contributor, <i>The Conversation</i>
Fall 2014 – present	Content contributor, UX Booth Magazine
Fall 2010	Radio and television announcer and color commentator, Young Harris College Varsity Basketball, Young Harris, GA
Spring 2010	Radio announcer and color commentator, Young Harris College Varsity Baseball, Young Harris, GA
Fall 2009 – 2015	Editor, <i>The Gatekeeper</i> , Mass Communication Division of the National Communication Association (http://ncamass.org/gatekeeper.shtml)
Fall 2009 – 2015	Webmaster, Mass Communication Division of the National Communication Association (www.ncamass.org)
2008 – 2015	Founder, <i>On Media Theory...</i> [Media research blog] (http://onmediatheory.blogspot.com/)

- November 2003 – August 2005** Eastern Missouri Editor, *CNS News (Courthouse News)*, St. Louis, MO
- Spring 2004** Founding editor, *Communication Journal*, University of Missouri – St. Louis, St. Louis, MO
- Fall 2003** Crisis Communications Intern, Fleishman-Hillard, St. Louis, MO
- Spring 2003** Legislative Intern/Lobbyist, Associated Students of the University of Missouri, Columbia, MO
- 2002 – 2003** Founding editor, *Sigma Pi Offline*, University of Missouri – St. Louis, St. Louis, MO
- 2000 – 2003** Freelance reporter, Pulitzer Publishing Company
St. Louis Post-Dispatch, St. Louis, MO (Sports desk)
Suburban Journals, St. Louis, MO (Sports desk)
- Fall 1999 – Spring 2002** Editorial staff, *The Current*, University of Missouri – St. Louis, St. Louis, MO
Editor-in-Chief, Summer 2001 – Spring 2002
Sports Editor, Fall 2000 – Spring 2001
Sports Writer, Fall 1999 – Summer 2000
- Summer/Fall 1999** Sports Director, *Arnold-Imperial Rock*, Arnold, MO