Henry Jenkins

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Director, Comparative Media Studies Program, Massachusetts Institute of Technology

Full Professor of Literature, Massachusetts Institute of Technology

Courses: Comics, Animation and Graphic Storytelling; Theories of Media; Masters of Film Comedy; Popular Culture in the Age of Media Convergence; Introduction to Media Studies, Media in Transition; Science Fiction; Children's Literature; Comedy; The Film Experience; Forms of Western Narrative; Popular Narrative: Horror and the Supernatural; Popular Narrative: Gender, Sexuality and Popular Culture; American Television: A Cultural History; Studies in Film and Media Studies: Film Analysis, Theory and Practice; Major Directors: Alfred Hitchcock and the Art of Suspense.

EDUCATION

University of Wisconsin-Madison, Department of Communications, Ph.D. 1989. Doctoral Thesis: "What Made Pistachio Nuts?: Anarchistic Comedy and the Vaudeville Aesthetic." Advisors: David Bordwell and John Fiske

University of Iowa, Communication Studies, M.A. 1985.

Georgia State University, Political Science/Journalism, B.A., 1980. Thesis: "Mirror of Shattered Dreams: American Political Thought and the Hollywood Film, 1927-1941." Advisor: William R. Thomas

PUBLICATIONS

Published Books

Co-edited with David Thorburn, <u>Rethinking Media Change: The Aesthetics of Transition</u> (Cambridge: MIT Press, August 2003).

Co-edited with David Thorburn, <u>Democracy and New Media</u> (Cambridge: MIT Press, July 2003).

Co-edited with Tara McPherson and Jane Shattuc, <u>Hop on Pop: The Politics and Pleasures of Popular Culture</u> (Durham: Duke University Press, January 2003).

Edited anthology, <u>The Children's Culture Reader</u> (New York: New York University Press, 1998).

Co-edited with Justine Cassell, From <u>Barbie to Mortal Kombat: Gender and Computer Games</u> (Cambridge: MIT Press, 1998).

With John Tulloch, <u>Science Fiction Audiences: Doctor Who, Star Trek and Their Followers</u> (London: Routledge, Chapman and Hall, 1995).

Co-edited with Kristine Brunovska Karnick, <u>Classical Hollywood Comedy</u> (New York: Routledge, Chapman and Hall/American Film Institute, 1994).

<u>Textual Poachers: Television Fans and Participatory Culture</u> (New York: Routledge, Chapman and Hall, 1992).

<u>What Made Pistachio Nuts?: Early Sound Comedy and the Vaudeville Aesthetic</u> (New York: Columbia University Press, 1992).

Published Articles

"A Game That Will Make Us Cry," co-authored with Kurt Squire, Computer Games Magazine, February 2006.

"Civilized Fans," co-authored with Kurt Squire, Computer Games Magazine, January 2006.

"Game On! The Future of Literacy Education in a Participatory Media Culture," Threshold, Winter 2006.

"Play to Win," Harvard Business Review, December 2005.

"Whose Game Is It Anyway?," co-authored with Kurt Squire, Computer Games Magazine, December 2005.

"For the Love of God...", co-authored with Kurt Squire, Computer Games Magazine, November 2005.

"Arrested Development," co-authored with Kurt Squire, Computer Games Magazine, October 2005.

"Will Friendly Fire Kill the First Amendment," Co-authored with Kurt Squire, Computer Games Magazine, September 2005.

"To B or Not To B," co-authored with Kurt Squire, Computer Games Magazine, August 2005.

"A Conversation With Will Wright," Telemedium, Summer 2005.

"Ecological Displacement," co-authored with Kurt Squire, Computer Games Magazine, July 2005

"On the Edge of the Floor," co-authored with Kurt Squire, Computer Games Magazine, June 2005

"Miyamoto/Miyazaki," co-authored with Kurt Squire, Computer Games Magazine, May 2005.

"Creative Gamers," co-authored with Kurt Squire, Computer Games Magazine, April 2005.

"Time for Teachers to Get Game," April 2005

"Welcome to Convergence Culture," Receiver, March 2005.

"Simulating Experience," co-authored with Kurt Squire, Computer Games Magazine, March 2005.

"Suiting Up," co-authored with Kurt Squire, Computer Games Magazine, February 2005.

"Theory Theories," co-authored with Kurt Squire, Computer Games Magazine, January 2005.

"Chasing Bees, Without a Hive Mind," Technology Review, December 2004.

"Realism (Doesn't Equal) Reality,"co-authored with Kurt Squire, Computer Games Magazine, December 2004.

"Taking Media in Our Own Hands," Technology Review, November 2004.

"Spacing Out," co-authored with Kurt Squire, Computer Games Magazine, November 2004.

"Sound and Vision," co-authored with Kurt Squire, Computer Games Magazine, October 2004.

'The Tomorrow That Never Was," Technology Review, October 2004.

"Affective Economics 101," Flow, September 23 2004.

"The Myths of Growing Up Online," Technology Review, September 2004.

"When Piracy Becomes Promotion," Technology Review, August 2004.

"Bombay Awakes," Technology Review, July 2004.

"Photoshop for Democracy," *Technology Review*, June 2004

"Playing Politics in Alphaville," Technology Review, May 2004. Reprinted in Telemedium, Spring 2005.

"Look, Listen, Walk," *Technology Review*, April 2004

"The Christian Media Counterculture," Technology Review, March 2004.

"Why Heather Can Write," *Technology Review*, February 2004

"The Cultural Logic of Media Convergence," *International Journal of Cultural Studies*, Spring 2004.

"Applied Humanism: The Re:Constructions Project," *Cinema Journal*, Spring 2004.

"The War Between Effects and Meaning: Rethinking Video Game Violence," *Independent Schools*, Spring 2004.

"Five Scenarios For the Future of Educational Games," co-authored with Kurt Squire, *Insight*, Spring 2004.

"Still Seducing Innocent," co-authored with Kurt Squire, *Computer Games Magazine*, February 2004.

"Polyrhythm," co-authored with Kurt Squire, *Computer Games Magazine*, January 2004.

"Media Literacy Goes to School," *Technology Review*, January 2004.

"Searching for the Origami Unicorn," co-authored with Kurt Squire, *Computer Games Magazine*, December 2003.

"Media Literacy Begins at Home," *Technology Review*, December 2003.

"Meaningful Violence," co-authored with Kurt Squire, *Computer Games Magazine*, November 2003.

"War Games," *Technology Review*, November 2003.

"To Inform AND Entertain," *The Ivory Tower*, International Game Developers Association, October 2003.

"Enter the Education Arcade," co-authored with Eric Klopfer, Kurt Squire and Philip Tan, *Computers in Entertainment*, October 2003.

"Refreshing," co-authored with Kurt Squire, *Computer Games Magazine*, October 2003.

"Enter the Cybercandidates," *Technology Review*, October 2003.

"Understanding Civilization (III)," co-authored with Kurt Squire, *Computer Games Magazine*, September 2003.

"Selling Online Content – 25 Cents at a Time," *Technology Review*, September 2003.

"Democratizing Games," co-authored with Kurt Squire, *Computer Games Magazine*, August 2003.

"Videogame Virtue," *Technology Review*, August 2003.

"Sensory Overboard," co-authored with Kurt Squire, *Computer Games Magazine*, July 2003.

"Playing our Song?" *Technology Review*, July 2003.

"SimTreadmill," co-authored with Kurt Squire, *Computer Games Magazine*, June 2003.

"Convergence is Reality," *Technology Review,* June 2003.

"The Limbaugh Baby," co-authored with Kurt Squire, *Computer Games Magazine*, May 2003.

"Media Tonic for War Fever," *Technology Review,* May 2003.

"Playing Together, Staying Together," co-authored with Kurt Squire, *Computer Games Magazine*, April 2003.

"The Politics and Pleasures of Popular Culture: A Study Guide," co-authored with Cynthia Jenkins, *Telemedium*, Spring 2003.

"Celluloid Heroes Evolve," *Technology Review,* April 2003.

"The Diversity Divided," *Technology Review,* March 2003.

"Science Fiction and Smart Mobs," *Technology Review*, February 2003.

"Transmedia Storytelling," *Technology Review*, January 2003.

"The Aging Net," *Technology Review*, December 2002.

"Love Online," *Technology Review*, October 2002.

"Coming Up Next: Ambushed on Donahue," *Salon,* September 2002.

"Placement, People!" *Technology Review*, September 2002.

"Chinese Columbine," *Technology Review*, August 2002.

"Treating Viewers as Criminals," *Technology Review*, July 2002.

"Power to the Players," *Technology Review*, June 2002.

"Will the Web Save Comics?" *Technology Review*, May 2002.

"Cyberspace and Race," *Technology Review*, April 2002.

"Game Theory," *Technology Review*, March 2002.

"On Trek and TiVo," *Technology Review*, January 2002.

"Matt Hills Interview's Henry Jenkins," *Intensities: The Journal of Cult Media*, Issue 2, 2002.

"A Safety Net," *Technology Review*, December 2001.

"Ratings are Dead; Long Live Ratings," *Technology Review*, November 2001.

"Tourism With a Twist," *Technology Review*, October 2001.

"Good News, Bad News," *Technology Review*, September 2001.

"Challenging the Consensus," Boston Review, Summer 2001.

"Culture Goes Global," *Technology Review*, July/August 2001.

"Convergence? I Diverge." *Technology Review*, June 2001.

"TV Tomorrow," *Technology Review*, May 2001.

"Information Cosmos," *Technology Review*, April 2001.
"The Director Next Door," *Technology Review*, March 2001.

"The Kids Are Alright Online," *Technology Review*, January/February 2001.

"Art Form for the Digital Age," *Technology Review*, September/October 2000.

"Digital Land Grab," *Technology Review*, March/April 2000.

"Lessons from Littleton: What Congress Doesn't Want to Hear About Youth and Media," *Independent School*, Winter 2000.

"The Uses and Abuses of Popular Culture: Raising Children in the Digital Age," *The College Board Review*, January 2000.

"Professor Jenkins Goes to Washington," *Harper's Magazine*, July 1999.

"Empowering Children in the Digital Age: Towards a Radical Media Pedagogy," *Radical Teacher*, Number 50, Spring, 1997.

With Tara McPherson and Jane Shattuc, "Cultural Studies: The Next Generation," *Special Issue of Continuum*.

"The Poachers and the Stormtrooper: Popular Culture in the Digital Age," *Red Rock Eaters News*, 1998.

"Fandom, the New Identity Politics," *Harper's Magazine*, June 1996.

"Playing in the Dirt: John Hartley's Tele-ology," *Film Quarterly*, 46, 4, (Summer 1993): 53-55.

"x Logic: Placing Nintendo in Children's Lives*," Quarterly Review of Film and Video*, 14, 4, (August 1993): 53-70.

"'It's Not a Fairy Tale Any More!': Gender, Genre, Beauty and the Beast," *Journal of the University Film and Video Association*, 43, 1-2 (Spring-Summer 1991): 90-110.

"'If I Could Speak With Your Sound': Fan Music, Textual Proximity and Liminal Identification," *Camera Obscura*, 23 (May 1990): 149-176.

"'Don't Become Too Intimate With That Terrible Woman!': Wild Women, Disorderly Conduct and Gendered Laughter in Early Sound Comedy," *Camera Obscura*, 25-26 (Summer 1991).

"Star Trek Rerun, Reread, Rewritten: Fan Writing as Textual Poaching," <u>Critical Studies in Mass Communications</u>, 5, 2 (June 1988): 85-107. Reprinted with revisions in Constance Penley, Elizabeth Lyons, Lynn Spigel and Janet Bergstrom (eds.) <u>Close Encounters: Film, Feminism and Science Fiction</u> (Minneapolis: University of Minnesota Press, 1991). Reprinted in Horace Newcomb (ed<u>.) Television: The Critical View</u>, 5th Edition (New York: Oxford University Press, 1994).

"'Fifi Was My Mother's Name': Diplomaniacs, Anarchistic Comedy and the Vaudeville Aesthetic," *The Velvet Light Trap*, 26 (Fall 1990): 3-27. Translated as "La Commedia Anarcha e Diplomaniacs" in Vito Zagarrio (ed.) <u>"B Dreams": I B Movies RKO et Monogram anni '30 e '40</u> (Siena: Mostra Internazionale del Nuovo Cinema, 1990): 67-77.

"'Shall We Make It for New York or for Distribution?': Eddie Cantor, Whoopee and Regional Resistance to the Talkies," <u>Cinema Journal</u>, 29, 2 (Spring 1990): 32-52. Recipient, First Place, Society for Cinema Studies, Student Writing Competition.

"'Going Bonkers!': Children, Play and Pee-Wee," *Camera Obscura*, 17, (May 1988): 169-194. Reprinted in Constance Penley and Sharon Willis (eds<u>.) Male Trouble</u> (Minneapolis: University of Minnesota Press, 1993): 157-182.

"Reading Popular History: The Atlanta Child Murders," *Journal of Communications Inquiry*, 11, 2 (Summer 1987): 60-78.

"The Amazing Push-Me/Pull-You Text: Cognitive Processing, Narrational Play and the Comic Film," *Wide Angle*, 3, 3-4 (Fall 1986): 35-44.

Chapters in Books

"Wrestling with Theory, Grappling with Politics," in Nick Sammond (ed.), Steel Chair to the Head: The Pleasure and Pain of Professional Wrestling (Durham: Duke University Press, 2005).

"Game Design as Narrative Architecture," in Noah Wardrip-Fruin and Pat Harrigan (eds.) First Person: New Media as Story, Performance, Game (Cambridge: MIT Press, 2004).

"Pop Cosmopolitanism: Mapping Cultural Flows in an Age of Media Convergence," in Marcelo M. Suarez-Orozco and Desiree Baolian Qin-Hillard (eds.) Globalization: Culture and Education in the New Millennium (Berkeley: University of California Press, 2004).

*"Computer Games and Youth Culture," <u>Encyclopedia of American Sociology.</u>

"So You Want to Teach Porn," in Pamela C. Gibson (ed.), <u>More Dirty Looks: Women, Pornography and Power</u> (London: British Film Institute, forthcoming).

"When Folk Culture Meets Mass Culture," in Christopher Hawthorne and Andreas Szanto (eds.) The New Gatekeepers: Emerging Challenges to Free Expression In the Arts (National Arts Journalism Program, Columbia University, 2004).

"'A High Class Job of Carpentry': Towards a Typology of Early Sound Comedy," reprinted from What Made Pistachio Nuts, in Pamela Robertson Wojcik (ed.) The Film Reader: Movie Acting (New York: Routledge, 2004).

"Interview with Geraldine Laybourne," in Heather Hendershott (Ed.), Nickelodeon Nation: The History, Politics, and Economics of America's Only TV Channel for Kids (New York: New York University Press, 2004).

With Kurt Squire and Walter Holland, "Theory by Design," in Bernard Perron and Mark Wolf (Eds.), Video Game Theory (New York: Routledge, 2003).

With Kurt Squire and Philip Tan, "You Can't Bring That Game to School!: Designing Supercharged!" in Brenda Laurel (ed.) Design Research: Methods and Perspectives (Cambridge: MIT Press, 2003).

Foreword, Geraldine Bloustein, Girl-Making: A Cross-Cultural Ethnography on the Process of Growing Up Female (Sydney: Berghahn Books, 2003).

"Quentin Tarantino's Star Wars?: Parody and Appropriation in an Age of Cultural Convergence," in David Thorburn and Henry Jenkins (Eds.), Rethinking Media Change (Cambridge: MIT Press, 2003.)

With Tara McPherson and Jane Shattuc. "The Culture That Sticks to the Skin: Towards a New Paradigm in Cultural Studies" in Hop on Pop: The Politics and Pleasures of Popular Culture (Durham: Duke University Press, 2003).

Henry Jenkins, "'No Matter How Small': The Democratic Imagination of Doctor Seuss," in Hop on Pop: The Politics and Pleasures of Popular Culture (Durham: Duke University Press, 2003).

With James Cain, "I'm Gonna Git Medieval on Your Ass!': A Conversation about Media and Violence," in Helaine Posner (Ed), Cultures of Violence (Amherst: University of Massachusetts Art Museum, 2002).

"Interactive Audiences?: The 'Collective Intelligence' of Media Fans" in Dan Harries (ed.), The New Media Book, (London: British Film Institute, 2002)

With Kurt Squire, "The Art of Contested Spaces," in Lucian King and Conrad Bain (Eds.) Game On (London: Barbican, 2002.)

"Tales of Manhattan: Mapping the Urban Imagination through Hollywood Film," in Lawrence Vale and Sam Bass Warner (Eds.), Imaging the City: Continuing Struggles and New Directions (Cambridge: CUPR Press, 2001.)

Foreword, in Kurt Lancaster, Interacting with Babylon 5 (Austin: University of Texas Press, 2001)

"'Out of the Closet and into the Universe': Queers and Star Trek," in John Hartley and Roberta Pearson (eds.) American Cultural Studies (Oxford: Oxford University Press, 2000). Also reprinted in Will Brooker and Deborah Jermyn (eds.) The Audience Studies Reader (London: Routledge, 2004).

"Reception Theory and Audience Research: The Mystery of the Vampire's Kiss," in Christine Gledhill and Linda Williams (eds.) Reinventing Film Studies (London: Arnold, 2000).

"The Work of Theory in the Age of Digital Transformation," in Toby Miller and Robert Stam (eds.) A Companion to Film Theory (London: Blackwell, 1999).

With Janet Murray, "Before the Holodeck: Tracing Star Trek through Digital Media," in Greg Smith (ed.) On a Sliver Platter: CD-ROMS and The Promises of a New Technology (New York: New York University Press, 1999).

With Justine Cassell, "Chess for Girls?: Gender and Computer Games," From Barbie to Mortal Kombat: Gender and Computer Games (Cambridge: MIT Press, 1998).

"'Complete Freedom of Movement': Video Games as Gendered Play Spaces," From Barbie to Mortal Kombat: Gender and Computer Games (Cambridge: MIT Press, 1998).

"Voices from the Combat Zone: Game Grrlz Talk Back," From Barbie to Mortal Kombat: Gender and Computer Games (Cambridge: MIT Press, 1998).

"The Innocent Child and Other Modern Myths," The Children's Culture Reader (New York University Press, 1998).

"The Sensuous Child," The Children's Culture Reader (New York University Press, 1998).

"'Her Suffering Aristocratic Majesty': The Sentimental Value of Lassie," in Marsha Kinder (ed.) Kids' Media Culture (Console-ing Passions) (Durham: Duke University Press, 1999).

"A Conversation with Henry Jenkins," Interview on the intersections of fan and academic criticism, for Taylor Harrison and Sara Projansky, Enterprise Zones: Critical Positions on Star Trek (Boulder: Westview Press, 1997).

"Television Fans, Poachers, and Nomads," in Susan Thornton (ed.) The Subcultures Reader (New York: Routledge, Chapman and Hall, 1997). Reprinted from Textual Poachers: Television Fans and Participatory Culture.

"'The All-American Handful': Dennis the Menace, Permissive Childrearing and the Bad Boy Tradition," in Lynn Spigel and Mike Curtin (eds.) The Revolution Wasn't Televised: Sixties Television and Social Conflict (New York: Routledge, 1997).

"'This Fellow Keaton Seems to Be the Whole Show': The Interrupted Performance in Buster Keaton's Films," in Andrew Horton (ed.) Buster Keaton's Sherlock Junior (Cambridge, UK: Cambridge University Press, 1997).

With Cynthia Jenkins and Shoshanna Green, "'The Normal Female Interest in Men Bonking': Selections from Terra Nostra Underground and Strange Bedfellows," in Cheryl Harris and Alison Alexander (eds.) Theorizing Fandom: Fans, Subculture, and Identity (Hampton Press, 1998).

"'Never Trust a Snake!': WWF Wrestling as Masculine Melodrama," in Adam Barker and Todd Boyd (eds.) Out of Bounds: Sports, Media, and the Politics of Identity (Bloomington: Indiana University Press, 1997).

"Historical Poetics and the Popular Cinema," in Mark Jancovich (ed.) Approaches to the Popular Cinema (Manchester, UK: Manchester University Press, 1995).

With Mary Fuller, MIT, "Nintendo and New World Narrative," in Steve Jones (ed.) Communications in Cyberspace (Los Angeles: Sage, 1994).

"'Do You Enjoy Making the Rest of Us Feel Stupid?': alt.tv.twinpeaks," the Trickster Author and Viewer Mastery" in David Lavery (ed.) Full of Secrets: Critical Approaches to Twin Peaks (Detroit: Wayne State University Press, 1995).

"'Strangers No More, We Sing': Filking and the Social Construction of the Science Fiction Fan Community," in Lisa Lewis (ed.) The Adoring Audience (New York: Routledge, Chapman and Hall, 1992): 208-236. Reprinted in Paul Marris and Sue Thornham, Media Studies: A Reader (New York: New York University Press, 1999).

With Lynn Spigel, University of Wisconsin-Madison, "Same Bat Channel, Different Bat Times: Mass Culture and Popular Memory," in William Uricchio and Roberta Pearson (eds.) The Many Lives of the Batman (London, UK: British Film Institute, 1991):117-148.

Works in Progress

"Just Men in Tights: Rewriting Silver Age Comics in the Age of Multiplicty,"
forthcoming in Angela Ndlianis (ed.) Men in Tights: Comic Book Superheroes and
in Lincoln Geraghty and Mark Jancovich (eds.) Generic Cannons.

"People from That Part of the World: The Politics of Dislocation," submitted for consideration in a special issue of Cultural Anthropology being edited by Michael Fischer.

"Media Literacy -- Who Needs It?", in Tina Willoughby (ed.) Children's Learning in a Digital World

"Spoiling Survivor: Anatomy of a Knowledge Community,"New Media and Society (Spring 2006).

The Wow Climax and Fans, Gamers, Bloggers, two proposed anthologies of my occasional essays, completed, NYU Press.

"Monstrous Beauty and the Mutant Aesthetics: Rethinking Matthew Barney's Relationship to the Horror Genre" (to be published in The Wow Climax)

With Henry Jenkins IV, "'The Monsters Next Door': A Father-Son Conversation about Buffy, Moral Panic, and Generational Differences" (To be published in Fans, Gamers, Bloggers)

"'You Don't Say That in English!': The Scandal of Lupe Velez." (to be published in The Wow Climax).

"When Captain America Shed His Mighty Tears: Comics and September 11," in forthcoming collection on September 11 from University of Wisconsin-Milwaukee's Center for 20th Century Studies.

Convergence Culture: Where Old and New Media Intersect." Completed, New York University Press.

"The MIT Game Design Workshop," forthcoming in Telemedium.

"Best Contemporary Mainstream Superhero Comics Writer: Brian Michael Bendis" forthcoming in Alan McKee (ed.), Beautiful Objects.

"Death-Defying Heroes," forthcoming in Sherry Turkle (ed.) Evocative Objects.

"Zero Day," liner notes for Zero Day DVD.

"The War Between Effects and Meanings," Forthcoming in David Buckingham and Rebekah Willet (eds.) Digital Generations.

"'He's in the Closet But He's Not Gay': Male Same-Sex Desire in Letters to Penthouse," forthcoming in Peter Lehman (ed.) Depth of Field: Pornography.

"Games, the New Lively Art," forthcoming in Jeffrey Goldstein (ed.) Handbook for Video Game Studies (Cambridge: MIT Press).

Seminars, Colloquia, Etc.

Speaker, "He's In the Closet But He's Not Gay: Male-Male Desire in Letters to Penthouse," Console-ing Passions: Feminism, Television, and New Media Conference, University of Wisconsin, Milwaukee, WI, May 2006.

Speaker, "Just Men in Tights: What Superhero Comics Can Teach Us About Genre," University of Texas, Austin, TX, April 2006.

Keynote Speaker, "Educating Youth For the New Participatory Culture," Pennsylvania State Symposium on Teaching and Learning with Technology, Pennsylvania State University, April 2006.

Keynote Speaker, "I'd Like to Teach the World to See: Photography as Participatory Culture," Society for Photographic Education, Chicago, IL, March 2006

Moderator, "Web 2.0: Engaging the Long Tale," Digital Marketing Series, MITX, Boston, MA, March 2006.

Panelist, "The Media Reform Movement and Media Studies Scholars", Society for Cinema and Media Studies Conference, Vancouver, Canada, February 2006.

Speaker, "What Video Games Can Teach Us About Game Design," Society for Cinema and Media Studies Conference, Vancouver, Canada, February 2006.

Speaker, "Convergence Culture: Where Old and New Media Collide," Stanford University, Stanford, CA, February 2006.

Speaker, "Convergence Culture: Where Old and New Media Collide," Google Corporate Headquarters, San Francisco, CA, February 2006.

Speaker,"The Participation Divide: How Kids Learn About the New Media Landscape (Inside and Outside School," American Association for the Advancement of Science Conference, Philadelphia, PN, February 2006

Keynote Speaker, "Convergence Culture: Consumer Participation and Branded Entertainment," iMedia Brand Summitt, Fort Meyers, FL, February 2006.

Speaker, "Convergence Culture: Where Old and New Media Collide," Dartmouth College, Hanover, New Hampshire, January 2006.

Speaker, "Just Men in Tights: What Superhero Comics Can Teach Us About Genre, Veracon, Harvard University, Cambridge, MA, January 2006.

Participant, "Deathmatch in the Stacks", Parsons School of Design, New York City, New York, December 2005.

Keynote Speaker, "New Media Literacies: Skills For Participatory Culture," Games and Learning, MacArthur Foundation, Chicago, IL, December 2005.

Plenary Session Speaker, "Dislocations," American Anthropological Association Conference, Washington DC, December 2005.

Steve Jones Honorary Lecture, "Spoiling Survivor: Anatomy of a Knowledge Community," National Communications Association, Boston, MA, November 2005.

Panelist, "From Hip Hop to Oil on Canvas:Sampling, Art and Copyright," Museum Computer Network Conference, Boston, MA, October 2005.

Keynote Speaker, "Computer Games, New Media Literacies, and Participatory Culture," Shaping Media Shaping Lives, MIT, Cambridge, MA, October 2005

Featured Speaker, "Advergaming Made Easy," The Next Big Idea: The Future of Branded Entertainment, New York City, NY, October 2005.

Plenary Speaker, "Why Video Games Are Good For You," Future Play, Michigan State University, East Lansing, MI, October 2005.

Keynote speaker, "Harry Potter and Its Fans," The Witching Hour, Salem, MA, October 2005.

Speaker, "Why Heather Can Read: Redefining Media Literacy in the Potter Wars," American Reception Studies Conference, Wilmington, Delaware, October 2005.

Speaker, "Enter the Education Arcade" and "Media Literacy -- Who Needs It?," Macon State University, Macon, Georgia, September 2005.

Speaker, "Welcome to Convergence Culture," Yahoo Corporate Headquarters, Palo Alto, CA., September 2005

August 2005, Children's Learning in a Digital World Conference, Brock College, Saint Catherines, Canada.

June 2005, "What Media Educators Need to Know About Games and Learning," National Media Education Conference: Giving Voice to a Diverse Nation, San Francisco, CA.

June 2005, Video Games, Learning and Society Conference, "Pop Culture & Life as We Know It" and "A Conversation Across Generations of Media Scholars" University of Wisconsin, Madison, Wisconsin.

June 2005, Moderator and Organizer, "International Perspectives in Game Studies," Plenary Event, Digital Games Research Association, Conference, Vancouver, Canada.

June 2005, Keynote Speaker, "Media Literacy—Who Needs It?," New Media Conference, Honalulu, Hawaii.

June 2005, Keynote Speaker, Shattering the 'Bounds of Difference': Genre, Popular Memory, and Silver Age Comics," Holy Men in Tights: A Superheroes Conference, University of Melbourne, Melbourne, Australia.

May 2005, Keynote Speaker, Intimate Technologies Conference, Northwestern University, Chicago, IL

May 2005, Co-organizer and Host, The Education Arcade Conference, Electronic Entertainment Expo, Los Angeles, CA

May 2005 "Politics and Popular Culture," Department of Treasury Lunch Series, Washington DC

May 2005, Co-organizer, Media in Transition 4: The Work of Stories Conference, MIT, Cambridge, MA.

April 2005, "Why Video Games Are Good For You," Virtual Learning? Conference, University of Bristol, Bristol, UK.

April 2005, "Shattering the 'Bounds of Difference': Genre, Popular Memory, and Silver Age Comics," Society for Cinema Studies, London, UK

March 2005, "What in the World is Media Convergence," Facing Global Challenges conference, Tokyo, Japan.

March 2005, "The Young Artist Project," Casey School of Journalism, University of Maryland, College Park, MD.

March 2005, Moderator, "Serious Games Five Years Out", Serious Games Conference, San Francisco, CA.
March 2005, "The War Between Effects and Meaning," Yale University, New Haven, CT.

February 2005, "Enter the Education Arcade," University of Maryland, College Park, MD.

February 2005, Panelist, "Game Power - as Games Crossover into Music, TV, Movie, Mobile, Advertainment & Custom Branded Experience," Digital Hollywood Media Summit, New York, New York.

January 2005, "Searching for the Origami Unicorn: Media Convergence, Transmedia Storytelling, and the Matrix," Institute of Technology-Coppenhagen, Coppenhagen, Denmark.

January 2005, "Spoilers, Bloggers, Modders, and Thieves: Participatory Culture in the Age of Media Convergence," Humlab, Umea University, Umea, Sweden.

January 2005, "Enter the Education Arcade," Nokea Corporation, Hellsinki, Finland.

January 2005, "Spoilers, Bloggers, Modders, and Thieves: Participatory Culture in the Age of Media Convergence," Nokea Corporation, Hellsinki, Finland.
January 2005, "Enter the Education Arcade," MIT Club of Norway, Oslo, Norway.

January 2005, "War Between Effects and Meanings," Tampeire University, Tampiere, Finland.

November 2004, "A Revolution in Education," Wellsley College, Wellsley, MA

November 2004, "What The Apprentice Can Teach Us About Media Convergence," Sloan School of Management, MIT, Cambridge, MA

November 2004, "Media Convergence, Brand Integration, Participatory Culture – Why Can't We All Get Along," Branded Entertainment Forum, New York, NY.

November 2004, "Defining Media Literacy" and "Youth and Participatory Culture," Briefing for the Board of Directors of the MacArthur Foundation, San Francisco, CA

October 2004, "Photoshop for Democracy: New Media and Popular Culture in Campaign 2004," MIT Salon, San Francisco, CA.

October 2004, "Photoshop for Democracy: New Media and Popular Culture in Campaign 2004," MIT Club of Texas, Houston, TX.

October 2004, "Photoshop for Democracy: New Media and Popular Culture in Campaign 2004," MIT, Cambridge, MA

September2004, Panelist, "Impacting Young Minds," MIT Alumni Leadership Conference, Cambridge, MA.

August 2004, Panelist, "The Future of Entertainment," Noreastcon, Boston, MA.
July 2004, "The War Between Effects and Meaning," Digital Generations Conference, University of London, London, UK.

June 2004, "Enter the Education Arcade," Simon Frasier University, Vancouver, Canada.

June 2004, Keynote Address, "Spoilers, Bloggers, Modders, and Thieves: Participatory Culture in the Age of Media Convergence," New Media Conference, Vancouver, Canada.

June 2004, "Spoilers, Bloggers, Modders, and Thieves: Participatory Culture in the Age of Media Convergence," The Photography Workshop, New York University, New York, NY

June 2004, Plenary Speaker, Interaction Design and Children Conference, University of Maryland, College Park, MD.

May 2004, "Hogwarts and All: Mapping Media Literacy in The Potter Wars," Console-ing Passions conference, New Orleans, LA

May 2004, Moderator, Host, Speaker, and Organizer, The Education Arcade Conference, Electronic Entertainment Expo, Los Angeles, CA.

May 2004, Pleniary Speaker, "Personas and Popular Culture," Cultural Studies Association Conference, Northeastern University, Boston, MA.

April 2004, "The War Between Effects and Meaning," New England Media Literacy Conference, Hartford, CT

April 2004, "From Zion to Permutation City: The Urban Imagination in The Matrix," Filming the City Conference, Cambridge University, Cambridge, UK

March 2004, "Viva the Third Rail," Closing Remarks, Serious Games Conference, San Jose, CA.

March 2004, Panelist, "Re-examining Audience Studies", Society for Cinema Studies Conference, Atlanta, GA.

March 2004, "Enter the Education Arcade," Consortium for School Networking, Washington DC
.
February 2004, "Living in a Global Culture," Neiman Foundation, Harvard University, Cambridge, MA.

February 2004: "Spoilers, Bloggers, Modders, and Thieves: Participatory Culture in the Age of Media Convergence," The Intersection of Media, Education, and the Arts, University of Wisconsin-Madison.

February 2004: "Searching for the Origami Unicorn: Media Convergence, Transmedia Storytelling, and the Matrix,"Communication Arts and Education Departments, University of Wisconsin-Madison.

January 2004: "Searching for the Origami Unicorn: Media Convergence, Transmedia Storytelling, and the Matrix," MIT, Cambridge, MA

January 2004: Participant, panel on online gaming, Cybersymposium, Harvard Business School, Cambridge, MA

October 2003: "Is Reality Television the Killer App of Media Convergence" and "Searching for the Origami Unicorn: Media Convergence, Transmedia Storytelling, and the Matrix," presented at Georgia State University, Atlanta, GA

March 2003: "Mutant Beauty and Ghostly Perception: Horror in the Art of Paul Pfeiffer and Matthew Barney," List Gallery, MIT, Cambridge, MA

March 2003: Workshop participant, "Teaching September 11," Society for Cinema and Media Studies Conference, Minneapolis, MN

January 2003: "Why Superheroes Will Survive the Digital Revolution?: Comics and Convergence," Humanities Center, University of Pennsylvania, Philadelphia, PA.

January 2003: "Captain America Sheds His Mighty Tears: Comics and September 11,"Vericon, Harvard University, Cambridge, MA.

January 2003: "Shakespeare as Science Fiction Writer," "Science Journalism," "In the Groves of Academia," and "Slash" workshops, Arisia science fiction convention, Boston, MA.

December 2002: "Contested Categories: Vernacular Art in the Digital Age," Massachussetts College of Art, Boston, MA.

November 2002: "Captain America Sheds His Mighty Tears: Comics and September 11," Burchards Scholars Dinner, MIT, Cambridge, MA.

November 2002: "Planet Soup: Tracking Media Flows in an Age of Media Convergence," workshop on globalization and education, Harvard University, Cambridge, MA.

October 2002: "Games, the New Lively Art," Humanities Center, University of Virginia, Charlottesville, VA.

October 2002: Moderator, "Good and Evil in the Digital Age," Pop!Tech conference, Camden, ME.

October 2002: Moderator/Organizer, Race and Digital Spaces conference, University of Southern California, Los Angeles, CA.

October 2002: "Captain America Sheds His Mighty Tears: Comics and September 11," Center for 21st Century Studies, "911: Reconstructions" Conference, Milwaukee, WI.

August 2002: "Games to Teach," Microsoft Summer Research Summit, Redmond, CA.

July 2002: "Media Convergence: The Dynamism and Destiny of a Global Culture," Beijing Film Academy, Beijing, China.

July 2002: "Media Convergence: The Dynamism and Destiny of a Global Culture," Beijing University, Beijing, China.

June 2002: "Media Convergence: The Dynamism and Destiny of A Global Culture," Singapore Economic Development Council, Singapore.

June 2002: With Stacey Kerner and Alex Chisholm. "From Attention to Interaction: Pathways Towards Rethinking Audience Measurement," World Association for Audience Measurement, Cannes, France.

May 2002: "Interactive Audiences?: The Collective Intelligence of Media Fans," Society for Cinema Studies Conference, Denver, CO

May 2002: "On Beyond Zebra: Expanding the Mission of Media Studies," Keynote Address, Society for Cinema Studies Conference, Denver, CO.

May 2002: Participant, "Teaching Porn" workshop, Society for Cinema Studies Conference, Denver, CO.

May 2002: Moderator and participant, "Designing Next Generation Educational Games," Electronic Entertainment Expo, Los Angeles, CA.

May 2002: Respondent/Organizer, Media in Transition 2: Globalization and Convergence, MIT, Cambridge, MA.

May 2002: "Watching Television in Your Underwear," Graduation Speaker, New England Institute of Art and Communications, Boston, MA.

April 2002: "Interactive Audiences?: The Collective Intelligence of Media Fans," Middlebury College, Middlebury, VA.

March 2002: Moderator, Academic Summit, Game Developers Conference, Los Angeles, CA.

January 2002: Participant/Moderator, World Economic Forum, Manhattan, NY.

January 2002: Panelist, Media and War Forum, MIT, Cambridge, MA.

January 2002: Moderator, "New Media and Comics," Vericon, Harvard, Cambridge, MA

January 2002: "The Aesthetics of Comics," Vericon, Harvard, Cambridge, MA

January 2002: "It's The Only Thing I Have Complete Control Over': Teen's Use of the Web," Communications Department, Boston College, Boston, MA

November 2001: "Media Responses to September 11," FCB Advertising Briefing, New York, NY

November 2001: "It's The Only Thing I Have Complete Control Over': Teen's Use of the Web," Princeton Center for Cultural Policy, Princeton University, Trenton, NJ

November 2001: "'It's The Only Thing I Have Complete Control Over': Teen's Use of the Web," National High School Scholastic Press Association Conference, Boston, MA

November 2001: "Interactive Audiences?," Radio-Television-Film Colloquium, New York University, New York, NY

November 2001: "Media in Time of National Crisis," Society for the Social Study of Science, Harvard University, Cambridge, MA

October 2001: "The Star Wars You Wanted to See," Walker Arts Center, Minneapolis, MN

October 2001: "From Barbie to Mortal Kombat: Afterthoughts," Playing By the Rules: The Cultural Policy Challenges of Video Games," Center for Cultural Policy, University of Chicago, Chicago, IL.

October 2001: Panelist, "Games and Civil Society," "Playing By the Rules: The Cultural Policy Challenges of Video Games," Center for Cultural Policy, University of Chicago, Chicago, IL.

October 2001: "'It's The Only Thing I Have Complete Control Over': Teen's Use of the Web," MIT Communication Forum, Cambridge, MA

October 2001: "'It's The Only Thing I Have Complete Control Over': Teen's Use of the Web," Media Lab's 10/10 Conference on "Id/Entities," MIT, Cambridge, MA

September 2001: "The Aesthetics of Comics," Somerville Comics Festival, Somerville, MA

September 2001: "Interactive Audiences?," CMS Colloquium, Creativity and Commerce, MIT, Cambridge, MA

September 2001: "Media Response to Sept. 11," MIT-Sponsored Dinner, Los Angeles, CA

September 2001: "Media Coverage of Terrorist Attacks," MIT, Cambridge, MA

July 2001: "Games and Storytelling," Siggraph 2002, Los Angeles, CA

July 2001: "Games to Teach," Microsoft Research Summit, Redmond, WA

July 2001: Keynote, "Video Games on the Threshold of Art," Game Cultures conference, The University of the West of England, Bristol.

July 2001: Participant, "TV and Digital Media Workshop: New Feminist Practices, The Oxygen Media Research Project and Digital Media Texts", Console-ing Passions, Bristol

June 2001: "Contested Categories: Vernacular Art in the Digital Age", 5th Annual Summer Cultural Policy Meeting, Little Switzerland, NC.

June 2001: With Henry Jenkins IV, "The Monsters Next Door': A Father-Son Conversation about Buffy, Moral Panic, and Generational Differences," University of Technology, Sydney; Melbourne University.

June 2001: "Video Games and Moral Panic," Hawke Center, Adelaide.

June 2001: "Video Games on the Threshold of Art," University of South Australia, Adelaide; Queensland University

of Technology, Brisbane.

June 2001: "Quentin Tarantino's Star Wars?: Digital Cinema, Media Convergence and Participatory Culture," Canterbury College, Christchurch.

May 2001: Conference Organizer, Race in Digital Spaces conference, MIT

May 2001: "'It's The Only Thing I have Complete Control Over': Teen Use of the Web," Maine Librarians Association Conference, Portland.

May 2001: Organizer and participant, "Open Your Mind to the Creative Possibilities," Electronic Entertainment Expo, Los Angeles.

May 2001: Respondent, "Science Fiction and Politics," Society for Cinema Studies, Washington DC.

April 2001: Panelist, "A Public Forum on Media, Youth, and Violence," Technical College of British Columbia, Vancouver.

April 2001: Participant, "..." Workshop, Coca-Cola, New York.

March 2001: "The Future of News," Knights Journalism Fellows Program, MIT

March 2001: Panelist, "Game Design and Game Culture", Game Developers Conference, San Jose.

March 2001: Panelist, "The Future Of Games and Digital Entertainment," Game Developers Conference, San Jose.

March 2001: Panelist, "Bonfire of the Humanities: Long Term Research in the Soft-Sciences," Game Developers Conference, San Jose.

February 2001: Conference organizer and keynote speaker, "We've Wired the Classroom-- Now What?, MIT.

January 2001: Speaker, "Entertainment in the Interactive Age" Conference, USC.

December 2000: "Participatory Culture and Media Change," Broadercasting Sponsers Meeting, MIT Media Lab, Cambridge, MA

November 2000: "The New Media Literacy," Keynote Address, MassCue Conference, Boston, MA.

November 2000: "What Congress Doesn't Want to Hear About Media Violence and Youth Culture," MassCue Conference, Boston, MA.

November 2000: "The Future of Humanities Education," MassCue Conference, Boston, MA.

November 2000: "Quentin Tarantino's Star Wars?: Parody and Appropriation in an Age of Digital Convergence," MIT Conference on Digital Cinema, Cambridge, MA

November 2000: "Will the Digital Revolution Be A Cultural Revolution?," British Broadcasting Corporation Briefing Session, MIT, Cambridge, MA

October 2000: "'It's The Only Thing I Have Total Control Over': Teen's Use of the Web," Media Research Group of Chicago

October 2000: "Games: An Artform for the Digital Age," Boston, MA

October 2000: "Will the Digital Revolution Be A Cultural Revolution," British Telephone Company Briefing Conference, MIT

October 2000: "Will the Digital Revolution Be A Cultural Revolution?," MIT On The Road, New York, New York

September 2000: "Roger Corman: The Man and His Movies," Cityscape School, Boston, MA

September 2000: "It's The Only Thing I Have Total Control Over': Teen's Use of the Web," Casey School of Journalism, University of Maryland, College Park, MD.

July 2000: "Lessons From Littleton: What Congress Doesn't Want to Hear About Youth and Media," American Library Association, Chicago, IL.

July 2000: "Computer and Video Games: The Next Generation," SIGRAPH, New Orleans, LA.

June 2000: Participant, "Hop on Pop" Workshop, Cultural Studies at the Crossroads Conference, Birmingham, UK.

May 2000: Participant, "Thinking Outside the Toybox," MIT Media Lab Conference, Cambridge, MA.

May 2000: "Responding to the Littleton Shooting Public Intellectualism, Moral Panic, and Digital Communication," Console-ing Passions Conference, Chicago, IL.

April 2000: "Popular Culture and Media Convergence," MIT On The Road, Seattle, WA.

April 2000: "Popular Culture and Media Convergence," MIT Campus Preview Weekend, Cambridge, MA.

March-May 2000: Comparative Media Studies Educational Outreach Program, Overlake Academy, Redmond, WA; Framingham High School, Framingham, MA; Gould Academy, Bethel, ME; Chittenden-Champlain Valley Schools, Burlington, VT; Milton Academy, Milton, MA; and Rye Academy, Portsmouth, NH.

March 2000: "Return to the Hellmouth: A Conversation with Jon Katz and Henry Jenkins," MIT, Cambridge, MA.

March 2000: Beyond Littleton: Confronting the Roots of the Moral Panic About Electronic Entertainment Game Developers Conference, San Jose, CA.

March 2000: Workshop Participant, "New Directions in Media Studies," Society for Cinema Studies Conference, Chicago, IL.

March 2000: "Quentin Tarantino's Star Wars? Parody and Appropriation in an Age of Cultural Convergence," Society for Cinema Studies Conference, Chicago, IL.

February 2000: "A Person's A Person, No Matter How Small the Democratic Imagination of Doctor Seuss," University of North Carolina, Chapel Hill, NC.

February 2000: Chair and Keynote Speaker, Video and Computer Games Come of Age Conference, MIT, Cambridge, MA.

February 2000: "Popular Culture in an Age of Media Convergence," Exploding Cinema Series, Rotterdam International Film Festival, Rotterdam, The Netherlands.

January 2000: Organizer, "Adopting Traditional Media into Nonlinear Storytelling," MIT, Cambridge, MA.

January 2000: "Popular Culture in an Age of Media Convergence," MIT On the Road, San Francisco, CA.

November 1999: "Popular Culture in an Age of Media Convergence," Wayne State University, Detroit, MI.

October 1999: "A Person's A Person, No Matter How Small The Democratic Imagination of Doctor Seuss.," Research in Childhood: Sociology, Culture and History, International Conference, Odense, Denmark.

October 1999: Keynote Address, Camden Technology Conference, "Peptic," Camden, ME.

October 1999: Co-organizer and Keynote Speaker, Media in Transition Conference, MIT, Cambridge, MA.

October 1999: Panelist, "Violence and Contemporary Cinema," Cambridge Center for Adult Education, Cambridge, MA.

September 1999: Presentation on Media Violence, Free Expression Network, Freedom Forum, Washington, DC.

September 1999: "Lessons from Littleton: What Congress Doesn't Want to Know about Children and Media," Kid's Screen Conference, New York City, NY.

July 1999: Panelist, "Has Hollywood Finally Got A Clue?" Readercon, Waltham, MA.

June 1999: Respondent, Interactive Frictions Conference, University of Southern California, Los Angeles, CA.

May 1999: Testimony, United States Senate Commerce Committee, Hearings on "Marketing Violence to Children," Washington DC.

May 1999: Co-organizer and keynote speaker, "We've Wired the Classroom--Now What?" conference, MIT, Cambridge, MA.

April 1999: "Will the Digital Revolution Be a Cultural Revolution?," MIT On the Road, Cambridge, MA.

February 1999: "The Future of Popular Culture," University of Wisconsin-Madison, Madison, WI.

November 1998: "The Poacher and the Stormtrooper: Popular Culture in the Age of Cultural Convergence," University of Southern California, Los Angeles, CA.

September 1998: "You Can't Bring this Game to School! Pleasure, Play, and Pedagogy," Keynote Address, Foreign Language Conference, MIT.

September 1998: "From Homer to the Holodeck: New Media and the Humanities," Keynote Address. Post-Innocence: Narrative Textures and New Media Conference, Transforming Cultures Program, University of Technology Sydney, NSW, Australia.

September 1998: "Tales of Manhattan: Mapping the Urban Imagination through the American Cinema," in Imaging the City Lecture Series. Urban Studies Program, MIT, Cambridge, MA

July 1998: "Complete Freedom of Movement, Video Games as Gendered Playspaces," Console-ing Passions Conference. Sydney, NSW, Australia.

July 1998: "Teletubbies and Childhood Innocence: A Response," Console-ing Passions Conference. Sydney, NSW, Australia.

May 1998: "Towards a more Democratic Culture," Closing remarks, Digital Media and Democracy Conference, MIT, Cambridge, MA.

April 1998: Demonstration, Workshop participant, Digital Pedagogy and Cinema Studies. Society for Cinema Studies Conference, San Diego, CA.

March 1998: "The Poachers and the Stormtroopers: Popular Culture in the Digital Age," Media and Technology Conference, University of Michigan, Ann Arbor, MI.

February 1998: "Raising Children in the Digital Age," MIT Family Resource Center, Cambridge, MA.

February 1998: "The Aesthetics of Transition," MIT, Cambridge, MA.

Fall 1997/Spring 1998: "Five Things Everyone Should Know About Popular Culture," presentations before MIT alumni groups in Miami, Florida and New Hampshire.

Spring 1997: "O.J. Vs. Clinton: Media in an Age of Transition" -- featured speaker for the MIT Humanities Visiting Committee, MIT, Cambridge, MA.
Summer 1997: "Henry and Sarah: A Romance of the Digital Age" -- featured speaker at salon hosted by Robert Metcalfe; later repeated for Burchard's Scholars Speakers Event, MIT, Cambridge, MA.

Spring 1997: "Putting Boy Culture Back in the Home: Gender and Computer Games" -- keynote speech for From Barbie to Mortal Kombat: Gender and Computer Games conference hosted by MIT Women's Studies Program MIT, Cambridge, MA.

Spring 1997: Organized "From Barbie to Mortal Kombat: Gender and Computer Games Conference," with Justine Cassell, MIT, Cambridge, MA.

Fall 1997: Organized "Media and Imagination: Readings in Science Fiction," Lecture series with Joe Haldeman, MIT, Cambridge, MA.

Spring 1997: "I Can Feel Your Pain!: Presidential Politics as Masculine Melodrama," Console-ing Passions Conference, Montreal, Canada.

Spring 1997: Participant, Workshop, "Problems in Media History," Society for Cinema Studies Conference, Ottawa, Canada.

Spring 1997: "No Matter How Small: The Democratic Imagination of Doctor Seuss," Panel on Children's Media, Society for Cinema Studies Conference, Ottawa, Canada.

Spring 1997: Plenary Session participant, "The Future of Media Studies," Society for Cinema Studies Conference, Ottawa, Canada.

Fall 1997: "Cultural Convergence," The Camden Conference on Telecommunications, Camden, ME.

Spring 1997: "Meaningful Interactivity: The MIT Experience with Humanities Computing," Booz-Allen-Hamilton Conference on Knowledge Management, Miami, FL.

Spring 1997: "Comparative Media Studies: A New Approach," University of Michigan, conference on Media and Democracy, Ann Arbor, MI.

Spring 1997: "Fear of Flying: Comic Representations of Aviation," Chicago Art Institute, Introduction to Airplane, Chicago, IL.

Spring 1996: "Her Suffering Aristocratic Majesty: The Sentimental Value of Lassie," Console-ing Passions Conference, Madison, WI.

Spring 1996: "Will the 'Revolution' Be Digitized?: Campaign 96 and the Web," MIT Communication Forum, Cambridge, MA.

Spring 1996: "Things that Think and Things With a Mind of Their Own: Commodities and Culture," Media Lab, MIT, Cambridge, MA.

Spring 1996: "Meaningful Interactivity: Basic Principles," Booze, Allen, and Hamilton, VA.

Winter 1996: "The Virtual Screening Room," (Demonstration with Ben Singer. Society for Cinema Studies, Dallas, TX.

Winter 1996: "Before the Holodeck: Tracing Star Trek Through Digital Media," (With Janet Murray). Society for Cinema Studies, Dallas, TX.

Winter 1996: "Out of the Closet and Into the Universe: Queers and Star Trek," University of Massachusetts, Amherst, MA.

Winter 1996: "Out of the Closet and Into the Universe: Queers and Star Trek," Vassar College, Poughkeepsie, NY.

Fall 1995: "Webs, Nets and Scapes: The Future of Media Studies," The Future of Media Studies Conference, MIT, Cambridge, MA.

Fall 1995: "Is There a Zine in This Class?: Pedagogy, Fandom and Politics," Wellesley College, Wellesley, MA.

Fall 1995: Chair and Key note Speaker, "The Future of Media Studies Conference," MIT, Cambridge, MA.

Summer 1995: "Is There a Zine In This Class?: Pedagogy, Fandom and Politics," MacQuarie University, Sydney, Australia.

Summer 1995: "Out of the Closet and Into the Universe: Queers and Star Trek," MacQuarie University, Sydney, Australia.

Summer 1995: "Is There A Zine in This Class?: Pedagogy, Fandom and Politics," Western Sydney University, Sydney, Australia.

Summer 1995: "Out of the Closet and Into the Universe: Queers and Star Trek," Charles Sturt University, Bathurst, Australia.

Summer 1995: "'This Keaton Fellow Seems to Be the Whole Show': The Interrupted Performance in Buster Keaton's Films," LaTrobe University, Melbourne, Australia.

Summer 1995: "What Made Pistachio Nuts?: Early Sound Comedy and the Vaudeville Aesthetic," LaTrobe University, Melbourne, Australia.

Summer 1995: "Out of the Closet and Into the Universe: Queers and Star Trek," Adelaide University, Adelaide, Australia.

Summer 1995: "Is There a Zine in This Class?: Pedagogy, Fandom and Politics," Adelaide University, Adelaide, Australia.

Summer 1995: "Out of the Closet and Into the Universe: Queers and Star Trek," University of South Australia, Adelaide, Australia.

Summer 1995: "Is There A Zine in This Class?: Pedagogy, Fandom and Politics," Murdoch University, Perth, Australia.

Summer 1995: "Out of the Closet and Into the Universe: Queers and Star Trek," Murdoch University, Perth, Australia.

Summer 1995: "A Person's a Person, No Matter How Small: The Permissive Imagination of Doctor Spock and Doctor ," Edith Cowan University, Perth, Australia.

Summer 1995: "Textual Poachers: Television Fans and Participatory Culture," Edith Cowan University, Perth, Australia.

Summer 1995: "Never Trust a Snake!" WWF Wrestling as Masculine Melodrama." University of Queensland, Queensland University of Technology and Griffith University. Brisbane, Australia.

Summer 1995: "Is There a Zine in This Class?: Pedagogy, Fandom and Politics," University of Queensland, Brisbane, Australia.

Summer 1995: "'A Person's A Person, No Matter How Small': The Permissive Imagination of Doctor Spock and Doctor Seuss," Canterbury University, Christchurch, New Zealand.

Summer 1995: "Rethinking Popular Culture," Nickelodeon Network, New York City, NY.

Winter 1995: "The Feminist Critic as Fan," Workshop, Console-ing Passions Conference, Seattle, WA.

Winter 1995: "Poisoned Milk, Poisoned Love: Monstrous Masculinity, Suspicion and In A Lonely Place," Society For Cinema Studies Conference, Staten Island, NY.

Winter 1995: "From Bigger Than Life to The Incredible Shrinking Man: The Crisis of Masculinity in Post-War American Cinema," List Gallery, MIT, Cambridge, MA.

Winter 1995: "'This Keaton Fellow Seems to Be the Whole Show': The Interrupted Performance in Buster Keaton's Films," Loyola University, New Orleans, LA.

Fall 1994: "Revenge of the Sponge Minions: Children's Television and Childhood Innocence," MIT Communications Forum, Cambridge, MA.

Fall 1994: "Rethinking Post-War Children's Culture," University of Texas, Austin, TX.

Fall 1994: "'Out of the Closet and Into the Universe' Queers and Star Trek," Austin Gay and Lesbian Film Festival, Austin, TX.

Fall 1994: "'Out of the Closet and Into the Universe': Queers and Star Trek," Northeastern University, Boston, MA.

Summer 1994: "'Out of the Closet and Into the Universe': Queers and Star Trek," San Francisco Gay and Lesbian Film Festival, San Francisco, CA.

Winter 1994: "'Out of the Closet and Into the Universe': Queers and Star Trek," Wellesley College, Wellesley, MA.

Winter 1994: "'Out of the Closet and Into the Universe': Queers and Star Trek," Concordia University, Montreal, Canada.

Winter 1994: "'Out of the Closet and Into the Universe': Queers and Star Trek," MIT, Cambridge, MA.

Winter 1994: "'Never Trust a Snake!': WWF Wrestling as Masculine Melodrama," and "Culture that Sticks to the Skin: The Future of Popular Culture Studies," Visiting Scholar, University of New Hampshire, Durham, NH.

Winter 1994: "'The All-American Handful': Dennis the Menace, Permissive Childrearing and the Popular Imagination," Consoling Passions Conference, Tucson, AZ.

Winter 1994: "'The All-American Handful': Dennis the Menace, Permissive Childrearing and the Popular Imagination," Radcliffe Women's Studies Program, Cambridge, MA.

Winter 1994: "'The Laughing Stock of the City': Male Dread, Performance Anxiety and Unfaithfully Yours," Society for Cinema Studies Conference, Syracuse, NY.

Winter 1994: "How Not to Design a Cast-Iron Baby Doll: Television as Interactive Technology," Interval Computing Center, Los Angeles, CA.

Winter 1994: "Teaching Science Fiction," Panel Discussion, Arisa Science Fiction Convention, Boston, MA.

Winter 1994: "Feminism, Popular Culture and the Erotic Imagination," Panel Discussion, MIT, Cambridge, MA.

Fall 1993: "Teaching Popular Culture," Panel Discussion at American Studies Association Conference, Boston, MA.

Fall 1993: "Film and Underground Comics," Panel discussion with J. Hotelman, "Comic Art" Exhibit, ExitArt Gallery, New York City, NY.

Spring 1993 "What Made Pistachio Nuts?: Early Sound Comedy and the Vaudeville Aesthetic," Film and Lecture Series, American Museum of the Moving Image, Astoria, NY.

Winter 1993: "'Out of the Closet and Into the Universe': Queers and Star Trek," Consoling Passions: Feminism and Television Conference, University of Southern California, Los Angeles, CA.

Winter 1993: "Fan Culture, Mass Culture, Folk Culture," Hampshire College, Amherst, MA.

Winter 1993: "Fandom and Beyond" and "Star Trek and Its Audiences." Five-Con, Amherst, MA.

Winter 1993: "Fandom and the Academy," Escapade, Santa Barbara, CA.

Winter 1993: "Fandom and the Academy," Ardisia 1993, Boston, MA.

Winter 1993: "Who's on First?: Authors, Critics, Consumers," Mitsubishi Research Laboratories, Cambridge, MA.

Winter 1993: "'A Person's A Person, No Matter How Small': Seuss, Spock and American Childhood," Society for Cinema Studies Conference, New Orleans, LA.

Winter 1993: "'How Many Star Fleet Officers Does It Take to Change a Light Bulb?': Star Trek at MIT," American and New England Studies Brownbag Lunch Discussion Series, Boston University, Boston, MA.

Winter 1993: "Second Annual Salute to Doctor Seuss," MIT, Cambridge, MA.

Fall 1992: "Aliens and Androgyny," Emerson College, Boston, MA.

Fall 1992: With Mary Fuller, "Nintendo and New World Narratives," Popular Cultures Conference,
MIT, Cambridge, MA.

Summer 1992: "Academics Talk About Fandom," Gaylaxicon, Philadelphia, PA.

Summer 1992: "Ninja Turtles, The Macho King and Madonna's Navel: Taking Popular Culture Seriously," Summer Institute Course, MIT, Cambridge, MA.

Spring 1992: "x Logic: Placing Nintendo in Children's Culture," Mitsubishi Research Group. Cambridge, MA.

Spring 1992: "Never Trust a Snake: WWF Wrestling as Masculine Melodrama," Society for Cinema Studies Conference, Pittsburgh, PA.

Spring 1992: "Welcome to Bisexuality, Captain Kirk: Slash and the Fan Writing Community," Indiana University, Indianapolis, IN.

Spring 1992: "Welcome to Bisexuality, Captain Kirk: Slash and the Fan Writing Community," Consoling Passions: Feminism and Television Conference. Iowa City, IA.

January 1992: "Seuss., Spock and Capra." MIT Cambridge, MA.

January 1992: Film and Lecture Series, "Learning to Laugh," MIT, Cambridge, MA.

January 1992: "The Living Room War Revisited: Media Coverage of the Gulf War," MIT, Cambridge, MA.

October 1991: "Fans, Poachers, Nomads," Hampshire College, Amherst, MA.

July 1991: "Layers of Meaning: The Cultural Production and Social Circulation of Fan Music Video," International Television Studies Conference, British Film Institute,. London, UK.

July 1991: "Killing Time on Elm Street: Freddy Krueger Returns and Returns and..." East Anglia University Conference on the Gothic, Norwich, UK.

Spring 1991: "'Full of Secrets': alt.tv.twinpeaks, The Trickster Author and the Fan Metatext,." Society for Cinema Studies, Los Angeles, CA.

March 1991: "Hulk Hogan Battles Sadam Hussein: Media Coverage of the Gulf War," MIT, Cambridge, MA.

February 1991: "Can Television Be Interactive?: An Investigation of Science Fiction Fan Culture," Media Lab Lecture Series, MIT, Cambridge, MA.

January 1991: Lecture Series, "Textual Poachers: Television Fans and Participatory Culture," MIT, Cambridge, MA.

January 1991: Film and Lecture Series, "Women's Cinema as Counter-Cinema," MIT Cambridge, MA.

January 1991: "Deconstructing Sexuality in a Postmodern Era: The Rocky Horror Picture Show," MIT, Cambridge, MA.

December 1990: "Do Your Roughing Nicely: Epes Winthrop Sargent, Moving Picture World and the Social Construction of Laughter in Early Film Comedy," Modern Language Association Conference, Chicago, IL.

Fall 1990: "Pleasures from the Past: New Approaches to Film Performance," MIT Communications Forum, MIT, Cambridge, MA.

Fall 1990: "Same Bat Channel, Different Bat Times: Mass Culture and Popular Memory," Humanities Workshop, MIT, Cambridge, MA.

Spring 1990: "Freddy Krueger, Teen Idol," Emerson University, Boston, MA.

May 1990: "'Don't Become Too Intimate With That Terrible Woman!":Wild Women, Disorderly Conduct and Gendered Laughter in Early Sound Comedy,"
University of Rochester, Rochester, NY.

February 1990: Respondent, Presentation by Constance Penley, Columbia University, Film Studies Colloquium, Museum of Modern Art, New York, NY.

January 1990: "Born in Flames: Feminist Intervention in Science Fiction Cinema," MIT IAP Film and Lecture Series, Cambridge, MA.

November 1989: "Bat Brats and Innocent Children: Batman and the Myth of Childhood Innocence," Speech Communications Association, San Francisco, CA.

Spring 1989: Chair With Lynn Spigel, Panel on "Social History and Audience Research." Society for Cinema Studies, University of Iowa. Iowa City, IA.

Spring 1989: "Bombing in Geneva: Diplomaniacs, Anarchistic Comedy and the Vaudeville Aesthetic," Society for Cinema Studies, University of Iowa, Iowa City, IA.

Spring 1989: Chair with Kristine Karnick, Panel on "Genre, Intertextuality and Popular Reading," International Communications Association, San Francisco, CA.

Spring 1989: "'Don't Become Too Intimate with That Terrible Woman!': Gender and Comic Performance in Early Sound Comedy," International Communications Association, San Francisco, CA.

Fall 1988: "'How Is It Possible for a Civilized Man to Live Among People 'Who Are Always Joking': Class, Comedy and Cultural Change in Turn-of-the-century America," WHIM Conference on Humor Research. Purdue University, West Lafayette, IN.

Fall 1988: "'The Social Relations Between Heads': Towards a Cognitive Theory of Ideology," Midwest Regional Conference, Union for Democratic Communications, University of Iowa, Iowa City, IA.

Summer 1987: "A Star is (Re)Born: The Cultural Assimilation of Eddie Cantor;" Society of Cinema Studies, Montreal, Canada.

Winter 1986: "The Amazing Push-Me/Pull-You Text: Cognitive Processing, Narrational Play and the Comic Film," Ohio University Film Conference, Athens, OH.

Spring 1986: "'What Made Pistachio Nuts?': Anarchistic Comedy and the Vaudeville Aesthetic," Michigan Academy of Arts and Sciences, Mount Pleasant, MI.

Spring 1986: "The City of Atlanta v. The Atlanta Child Murders: Strategies of Intertextual Subversion," Society of Cinema Studies, New Orleans, LA.

Spring 1985: "I Only Laugh When It Doesn't Hurt: The Rhetoric of Comic Displacement," Inauguration, Communication Studies Facility, University of Iowa, Iowa City, IA.

Spring 1985: "Star Trek Rerun, Reread, Rewritten," Iowa International Symposium on Television Criticism, Iowa City, IA.

Fellowships and Honors

2004   Recipient. Chair for the Deflorz Professorship in the Humanities

2003   Recipient. Chair for the John E. Burchard Professorship in the Humanities.

1998   Recipient. Chair for the Ann Fetter Friedlaender Professor of the Humanities.

1994   Recipient. Class of 1942 Research Chair.

1992   Recipient. Harold Edgerton Fellowship, M.I.T.

1988-89 Recipient, University of Wisconsin Fellowship.

1982   Teaching Certificate, Secondary School Social Science, Georgia State University.

1980   Who's Who in American Colleges and Universities.

PROFESSIONAL EXPERIENCE

Academic Positions

1998-present   Director, Comparative Media Studies, Massachusetts Institute of Technology.

1997-present   Full Professor of Literature, Massachusetts Institute of Technology.

1994-97   Associate Professor of Literature, Massachusetts Institute of Technology.

1993-98   Director, Film and Media Studies Program, Massachusetts Institute of Technology.

1993-95   Acting Director, Gay and Lesbian Studies Program, Massachusetts Institute of Technology.

1992   Member, Steering Committee, Women's Studies Program, Massachusetts Institute of Technology.

1992-94   Member, Steering Committee, Cultural Studies Program, Massachusetts Institute of Technology.

1989-94   Assistant Professor of Literature, Massachusetts Institute of Technology.

Non-Academic Positions

2002   Editorial Board Member, Intensities: The Journal of Cult Media.

2000   Technical Advisory Board, Zenimax Corporation.

2000   Advisory Board Member, Free Expression Policy Project.

2000   Advisory Board Member, International Game Designers Association Committee on Violence.

2000   Co-editor, Media in Transition Book Series, MIT Press.

2000   Consultant, Connecticut State Historical Society, exhibition on history of American childhood.

1999   Program Chair, Camden Technology Conference, "Pop! Tech".

1999   Advisory Board Members, Science Fiction Writers of America.

1998   Editorial Board Member, Focus; an on-line journal in Cinema Studies.

1998   Media Studies coordinator for MIT Press.

1997   American Corresponding Editor for The International Journal of Cultural Studies.

1997   Editorial board member for Continuum.

1997   Editorial board member for Cinema Journal.

1997   Consultant. Purple Moon; The Tampa Tribune; Booz-Allen-Hamilton.

1996   Co-Director, Media in Transition Project.

1995   Film Curator. "Masculinity in the Post War American Cinema." Film Series organized in association with "The Male Masquerade," art exhibition. List Gallery. Cambridge, MA.

1993   Curator, "What Made Pistachio Nuts?: Early Sound Comedy and the Vaudeville Tradition," Film series hosted by American Museum of the Moving Image, Astoria, New York.

1993   Manuscript Consultant, Duke University Press.

1993	Manuscript Consultant, University of Illinois Press.
1993	Manuscript Consultant, University of Minnesota Press.
1993	Manuscript Consultant, Sage.
1993	Manuscript Consultant, Smithsonian Institute Press.
1993	Manuscript Consultant, Indiana University Press.
1993	Manuscript Consultant, Harvard University Press.
1993	Manuscript Consultant, Manchester University Press.
1993-98	Member, Editorial Board, The Velvet Light Trap.
1992-95	Co-chair, Job Placement and Career Development Committee, Society for Cinema Studies.
1992	Manuscript Consultant, Postmodern Cultures.
1992	Manuscript Consultant, Genders.
1992	Manuscript Consultant, Routledge, Chapman and Hall.
1991	Outside Thesis Consultant, Emerson College.
1991	Manuscript Consultant, University of Minnesota Press.
1990-94	Steering Committee Member, Critical Studies in Paris Program.
1990	Manuscript Consultant, Journal of University Film and Video Association.
1990-91	Conference Submissions Review Committee, International Communications Association, Popular Culture Division.
1987-89	Coordinating Editor, The Velvet Light Trap.
1985	Editorial Board Member, The Velvet Light Trap.
1984-85	Programmer, Bijou Film Committee, University of Iowa.
1982	Public Relations Director, Atlanta Zoological Society.

Fields of Interest

Cultural Studies
Film and Media
Genre Theory
Children's Culture
Gender Studies
Digital Media

Professional Organizations

Society for Cinema Studies

M.I.T. Activities and Committees

₁₉₉₇₋₁₉₉₉   Co-chair, Media in Transition Series
_{1997-present} Chair, Media and Imagination: Science Fiction Reading Series
_{1996-present} Creative Arts Council, M.I.T.
_{1995-present} House Master, Senior House, M.I.T.
1995   Member, List Visual Arts Center Advisory Committee, M.I.T.
1995   Member, Oversight Committee, Laboratory for Advanced Technology in the Humanities, M.I.T.
1995   Chair, Film and Media Studies Graduate Committee, M.I.T.
1995   Member, Humanities and Technologies Committee, M.I.T.
1993   Consultant, Eyes on the Prize, Archive Project, M.I.T.
1992   Steering Committee Member, M.I.T., Cultural Studies Program.
1992   Steering Committee Member, M.I.T., Women's Studies Program.
1992   Planning Committee Member, "Popular Cultures" Conference, M.I.T., Cultural Studies Program.
1992   IAP Coordinator, M.I.T., Film Studies Program.
1991   IAP Coordinator, M.I.T., Department of Literature, Film Studies Program.
1990-91   Freshman Advisor, M.I.T.
1989-90   Curriculum Committee Member, M.I.T. Department of Literature.

Research

2001-Present   Principal Investigator, "Metamedia," Darbeloff Funded Initiative, MIT
2001-Present   Principal Investigator,"Games-to-Teach" I-Campus Project, Microsoft
2000-Present   Coordinator, "Creative Leaders" Workshop Program, Electronic Arts
1992-99   With Ben Singer, Ellen Draper, and Janet Murray, The Virtual Screening Room, CD-Rom Film
                Analysis Textbook. Project funded by the National Endowment for the Humanities.