# Evan W. Lauteria Curriculum Vitae

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EDUCATION	
Ph.D., Sociology, University of California-Davis	Degree Expected Mar 2024
Dissertation: "Global Games, Localized Cultures: The Video Games Industry"	Rise of the Japanese
Committee: Laura Grindstaff (co-Chair), Colin Milbur	n (co-Chair), Maxine Craig
M.S., Cultural Foundations of Education, Syracuse Univer	rsity May 2012
B.A., Women's & Gender Studies, University of Florida	May 2009
ACADEMIC EMPLOYMENT (FULL-TIME APPOINTMENTS)	
<b>Visiting Lecturer</b> , Department of Sociology & Criminolog Gonzaga University, Spokane, WA, USA	y Aug 2023-present
TEACHING & RESEARCH INTERESTS	
Culture, Media, and Globalization	
<ul> <li>Science, Technology, and Society</li> </ul>	
Gender, Sexuality, and Queer Studies	
Social Network Analysis	
Research Methods and Project Design	
AWARDS AND RECOGNITION	
<b>Outstanding Graduate Student Teaching Award</b> , 2021-20 University of California-Davis	022 May 2022
PUBLICATIONS: BOOKS, MONOGRAPHS, AND COLLECTED EDITI	ONS

Wysocki, Matthew & Evan W. Lauteria (Eds.). 2015. *Rated M for Mature: Sex and Sexuality in Video Games*. New York, NY: Bloomsbury Press.

## PUBLICATIONS: ARTICLES AND BOOK CHAPTERS

Shaw, Adrienne, Evan W. Lauteria, Hocheol Yang, Christopher J. Persaud, and Alayna M. Cole. 2019. "Counting Queerness in Games: Trends in LGBTQ Digital Game Representation, 1985–2005." International Journal of Communication 13: 1544-1569. Accessible online at <u>https://ijoc.org/index.php/ijoc/article/view/9754</u>

Lauteria, Evan W. 2018. "Envisioning Queer Game Studies: Ludology and the Study of Queer Game Content." Pp. 35-53 in *Queerness in Play*, edited by T. Harper, M.B. Adams, N. Taylor. New York, NY: Palgrave MacMillan.

- Lauteria, Evan W. 2016. "Affective Structuring and the Role of Race and Nation in *XCOM." Analog Game Studies* III(I). Published online at <a href="http://analoggamestudies.org/2016/01/affective-structuring-and-the-role-of-race-and-nation-in-xcom/">http://analoggamestudies.org/2016/01/affective-structuring-and-the-role-of-race-and-nation-in-xcom/</a>
- Lauteria, Evan W. 2015. "Assuring Quality: Early-1990s Nintendo Censorship and the Regulation of Queer Sexuality and Gender." Pp. 42-59 in *Rated M for Mature: Sex and Sexuality in Games,* edited by M. Wysocki & E.W. Lauteria. New York, NY: Bloomsbury Press.
- Lauteria, Evan W. 2012. "*Ga*(y)*mer* Theory: Queer Modding as Resistance." *Reconstruction* 12(2): Playing for Keeps: Games and Cultural Resistance (Special Issue). Published online at http://reconstruction.digitalodu.com/Issues/122/Lauteria Evan.shtml

Lauteria, Evan W. 2011. " 'Procedurally and Fictively Relevant': Exploring the Potential for Queer Content in Video Games." *Berfrois Online Literary Magazine* 13, December 20. Published online at <u>http://www.berfrois.com/2011/12/queer-gaming-evan-lauteria/</u>. (Invited Contributor)

### **TEACHING EXPERIENCE**

Visiting Lecturer, Department of Soc Gonzaga University, Spokane, W		Aug 2023-present
<u>Courses Taught</u>		
SOCI 101: Introduction to Sociol Lecture (3 sections)		Spring 2024 (planned)
Lecture (3 sections)		Fall 2023
SOCI 396: Sociology of Science & Seminar	д Knowledge 25 students	Spring 2024 (planned)
SOCI 397: Sociology of Popular Seminar	<i>Culture</i> 25 students	Fall 2023
Associate Instructor, Department of University of California-Davis, D		Apr 2017-June 2017; Apr 2020-Mar 2023
<u>Courses Taught</u>		
SOC/STS 176: Sociology of Know Seminar	wledge, Science, and Scienti 30 students	fic Knowledge Winter 2023
SOC 25: Sociology of Popular Ci	ılture	
Lecture w/ Discussion Lecture w/ Discussion		Fall 2022 Spring 2017
SOC 132: Sociology of Gender Seminar	45 students	Summer 2022
SOC 56: Social Statistics Lecture w/ Lab Online Lecture w/ Lab		Fall 2021 Spring 2020

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SOC 46: Social Research	100 -1	C
Online Lecture w/ Disc.	100 students	Spring 2021
<b>Adjunct Professor</b> , Division of Socia Napa Valley College, Napa, CA,		Oct 2016-Oct 2017
<u>Courses Taught</u>		
SOCI 120: Introduction to Socie Online Asynchronous Lecture Online Asynchronous	ology 60 students 60 students 60 students	Fall 2017 Spring 2017 Fall 2016
Associate Instructor, Gender, Sexua University of California-Davis, D		Apr 2015-June 2016
<u>Courses Taught</u>		
WMS 190: Feminist Research S	enior Capstone	
Seminar Seminar	25 students 25 students	Spring 2016 Spring 2015
<b>Associate Instructor</b> , Cultural Found Syracuse University, Syracuse, N		Jan 2012-May 2012
<u>Courses Taught</u>		
CFE/WGS/SOC 362: Youth, Sci Lecture	hools, and Popular Culture 50 students	Spring 2012

#### PAPER PRESENTATIONS

- Lauteria, Evan W. 2019. "Final Fantasy Doesn't Smell: Japanese Role-Playing Games and "Culturally Odorless" Globalization." Paper presented at the joint annual meeting of the Popular Culture Association/American Culture Association, April 17, Washington, D.C.
- Lauteria, Evan W. 2017. "Networks of Design and Development: Exploring the Structure of the Japanese Games Industry, 1983-2001." Paper presented at the Tokyo University Game Studies Group, November 28, University of Tokyo, Tokyo, Japan. (Invited Presentation)
- Lauteria, Evan W. 2017. "The Cultural Foundations of Institutional Divergence: A Study of Nintendo and SEGA's 'Console Wars'." Paper presented at the Institute for Innovation Research, October 25, Hitotsubashi University, Tokyo, Japan. (Invited Presentation)
- Lauteria, Evan W. 2017. "Productive Ties: The Structure of the Early Japanese Games Industry." Paper presented at the IMMERSe General Meeting, June 9, University of Carleton, Ottawa, Canada.
- Shaw, Adrienne, **Evan W. Lauteria**, Christopher J. Persaud, and Alayna M. Cole. 2017. "Analyzing Trends in LGBTQ Digital Game Representation ." Paper

presented at the annual meeting of the International Communication Association, May 26, San Diego, CA.

- Lauteria, Evan W. 2017. "Productive Ties: Network Analysis of Corporate Video Game Production using TERGM." Paper presented at the joint annual meeting of the Popular Culture Association/American Culture Association, April 15, San Diego, CA.
- Chang, Edmond, **Evan W. Lauteria**, Bonnie "Bo" Ruberg, and Timothy Welch. 2017. "New Voices in Game Studies Roundtable." Roundtable discussion at the joint annual meeting of the Popular Culture Association/American Culture Association, April 15, San Diego, CA.
- Shaw, Adrienne, Evan W. Lauteria, and Emma Waldron. 2016. "Making Queer Games History: The assessment of LGBTQ game content." Paper presented at the 2016 Different Games Conference, April 9, New York University MAGNET – Media and Games Network, New York, NY.
- Lauteria, Evan W. 2016. "Ludology and the Study of Queer Game Content." Paper presented at the joint annual meeting of the Popular Culture Association/American Culture Association, March 23, Seattle, WA.
- Lauteria, Evan W. 2015. "Final Fantasy Doesn't Smell: Japanese Role-Playing Games, European Medievalism, and 'Culturally Odorless' Globalization." Paper presented at the IMMERSe Medievalism and Video Games Symposium, May 3, University of California-Davis, Davis, CA.
- Lauteria, Evan W. 2015. "Game Production as a Cultural Field: Nintendo vs. Sega in the Transnational Market." Paper presented at the joint annual meeting of the Popular Culture Association/American Culture Association, April 3, New Orleans, LA.
- Lauteria, Evan W. 2014. "#homokore, #Miiquality, and the Limits of Queer Fan Practice." Paper presented at the Queerness and Games Conference, October 25, University of California-Berkeley, Berkeley, CA.
- Lauteria, Evan W. 2014. "Ludic Governmentality: Biopolitical Game Mechanics in Pokémon." Paper presented at the joint annual meeting of the Popular Culture Association/American Culture Association, April 19, Chicago, IL.
- Lauteria, Evan W. 2013. "Translating Queerness: Policies and Practices in the Production and Regulation of Early Japanese-to-English Video Game Queers." Paper presented at the Queerness and Games Conference, October 26, University of California-Berkeley, Berkeley, CA.
- Lauteria, Evan W. 2013. "Lost In Translation: Queers in Japanese-to-English Translated Console Games." Paper presented at the joint annual meeting of the Popular Culture Association/American Culture Association, March 30, Washington, DC.
- Lauteria, Evan W. 2012. "Control in the Gaymer Experience: Biopower, Sexuality, and *Persona 4.*" Paper presented at the joint annual meeting of the Popular Culture Association/American Culture Association, April 14, Boston, MA.
- Lauteria, Evan W. 2011. "The *Final Fantasy/Frontier*: Digital Colonization & Cybernationalism in *Final Fantasy XI*." Paper presented at the joint annual meeting

of the Popular Culture Association/American Culture Association, April 22, San Antonio, TX.

#### COLLABORATIVE RESEARCH PROJECTS

TV Games Oral History Project, Collaborator / Interviewer	Sept 2017-Aug 2018
In Collaboration with Dr. Hiroshi Shimizu and the Center for Research, Hitotsubashi University, Tokyo, Japan <u>http://pubs.iir.hit-u.ac.jp/admin/ja/pdfs/index?lid%5B%</u>	
LGBTQ Game Archive, Data Analyst	Oct 2015-June 2018
In Collaboration with Dr. Adrienne Shaw, Temple Universi <u>https://lgbtqgamearchive.com</u>	ty
Frack: The Game, Project Consultant / Intern Supervisor	Jan 2017-June 2017
In Collaboration with Dr. Joe Dumit and Modlab, Universit http://modlab.ucdavis.edu/digitalprojects/frack-the-game	
Play the Knave, Data Analysis Consultant / Intern Recruiter	Sept 2014-June 2017
In Collaboration with Dr. Gina Bloom and Modlab, Univers Davis <u>http://playtheknave.org</u>	sity of California-
ADDITIONAL EDUCATION AND TRAINING	
<b>Global Humanities Campus 2017</b> (methodology program) Freie Universität Berlin   <u>https://www.fu-berlin.de/en/sites/prin</u>	July 2017-Aug 2017 http://www.ciples-cultural-dynamics/
Advanced Social Network Analysis I & II (courses), Inter-university Consortium on Political and Social Research University of Michigan	<b>June 2016-Aug 2016</b> h,
<b>Big Data and Data Analytics using R</b> (course) London School of Economics	July 2015
<b>Thinking About Games</b> (course) New York University   Game Center	Jan 2011

#### **RESEARCH SUPERVISION AND ADVISING**

**University Honors Program Summer Experience, Primary Advisor** Summer 2023 English, University of California-Davis – Advisee: Madeline Wilson

Project tasked student with compiling an annotated bibliography in preparation for a senior thesis project exploring representations of masculinity, particularly those resistant to toxic masculinity, in the Japanese anime Demon Slayer. Student was required to meet bi-weekly to discuss content, methodology, and theory of texts selected and analyzed.

## Senior Thesis, Committee Member

## Fall 2013-Spring 2014

Sociology, University of California-Davis – Advisee: Rebecca Ewert

Thesis examined the role of power and oppression in identity performance via an ethnographic study of drag queen performances in the Sacramento, CA, area. Analysis employed feminist intersectionality and symbolic-interactionist theories of self, identity, and performance, with particular attention to race, class, and gender.

## Senior Thesis, Primary Advisor

#### Winter 2013-Spring 2013 English, University of California-Davis - Advisee: Amanda Burnett

Thesis examined the politics of queer fanfiction production through the case of the online Adventure Time fanfiction community. Methodology focused on close readings of explicitly queer fanfiction, examining and conceptualizing the possibilities of queer expression afforded through the community-oriented medium of fanfiction.

### **ADDITIONAL WORK EXPERIENCE**

## **User Experience Researcher**

Activision Blizzard, Inc., Irvine, CA, USA

Dec 2021-Apr 2022

- Conducted in-depth interviews with beta testers for then-upcoming mobile title, addressing issues of gameplay and monetary spending habits
- Constructed and executed a screen-click test to evaluate and alter initial game access flow, in the interest of minimizing user error in registration and online account transfer
- Conducted informational interviews with various design, development, and marketing team members to gain insight on relevant and researchable product issues and goals
- Presented research findings and actionable conclusions to design and development teams via slide-deck and Q&A format
- Participated in weekly cross-team meetings for game franchise •

## **College Admissions Counselor & Instructor**

Oct 2017-Aug 2019

Tokyo Academics, Minato-ku, Tokyo, Japan

- Provided one-on-one academic tutoring, approximately 20-25 hours per week, for primarily English-speaking international students, grades K through 12, residing in the Tokyo metropolitan area
- Taught group courses on AP Statistics, AP Economics, IB Economics, and middle school reading, writing, vocabulary, and mathematics
- Advised English-speaking American, Australian, British, Canadian, Indian, and Japanese high school students on admissions processes in Japan, North America, Europe, and Australia
- Developed and designed college admissions counseling materials, • workshops, and resources for both counseling team members and student and parental clients
- Tutored university-bound Japanese students in preparation for TOEFL, • IELTS, and Eiken (実用英語技能検定) English language proficiency exams,

addressing both language content (grammar, vocabulary, listening and reading comprehension, speech, and writing) and exam structure/format

• Administered career counseling and academic major selection support using the Strong® Interest Inventory

### Research Funding and Grants

Dean's Summer Fellowship, University of California-Davis	Aug 2021-Sept 2021
如水会 <b>Scholarship</b> , Hitotsubashi University	Sept 2017-Nov 2017
Jerome M. Clubb Fellowship, ICPSR Summer Methods Program	June 2016-Aug 2016
Archival Research Fellowship, The Strong National Museum o	f Play Aug 2014

## ORGANIZATIONAL AND COMMITTEE SERVICE

<b>Graduate Professional Development Committee</b> Department of Sociology, University of California-Davi	Fall 2020-Spring 2021
<b>English Language Volunteer Instructor</b> Institute for Innovation Research, Hitotsubashi Univers	<b>Spring 2018</b> ity, Tokyo, Japan
GLBT History Museum VolunteerVGLBT Historical Society, San Francisco, CA	Vinter 2016-Summer 2017
<b>Undergraduate Program Committee</b> Department of Sociology, University of California-Davi	Fall 2014-Spring 2015
<b>First-Year Student Representative</b> Graduate Sociology Student Association, University of	<b>Fall 2012-Spring 2013</b> California-Davis
<b>Graduate Travel Subsidy Allocation Committee</b> Graduate Student Association, Syracuse University	Fall 2011-Spring 2012