

Kishonna L Gray, PhD

Associate Professor : Writing, Rhetoric, Digital Studies : African/African-American Studies
University of Kentucky, Lexington, KY
unicorn@uky.edu

EDUCATION

- 2011 Ph.D. Justice Studies, School of Social Transformation
 Concentration: Media, Technology, & Culture
 Arizona State University, Tempe, AZ
 Dissertation Title: *Deviant Bodies Resisting Online: Examining the
 Intersecting Realities of Women of Color in Xbox Live*
- 2007 M.S. Justice Studies, School of Justice Studies
 Eastern Kentucky University, Richmond KY
 Master's Project: *Socially Constructing Hurricane Katrina: Examining
 Disaster Myths and (un)Deserving Victims*
- 2005 B.S. Criminal Justice, School of Justice Studies
 Eastern Kentucky University

ACADEMIC APPOINTMENTS

- 2021-present University of Kentucky, Lexington, KY
 Associate Professor (with tenure), Writing, Rhetoric, Digital Studies and
 African/African-American Studies
 Affiliate Faculty: Gender & Women's Studies, International Film Studies
 Director, Faculty Learning Community on eSports and Gaming
 University Graduate Faculty
- 2018-2021 University of Illinois at Chicago, Chicago, IL
 Associate Professor, tenure awarded 2021
 Assistant Professor, Department of Communication, 2018-2021
 Assistant Professor, Gender and Women's Studies, 2018-2021
 Affiliate Faculty, Black Studies, 2020-2021

- 2017-2018 Arizona State University, Glendale, AZ
Assistant Professor of Communications, School of Social and Behavioral Sciences, New College
Affiliate Faculty, Women's & Gender Studies, 2017-2018
Affiliate Faculty, Social Technologies, MA, 2017-2018
- 2016-2017 Massachusetts Institute of Technology, Cambridge, MA
Martin Luther King, Jr. Visiting Scholar
Visiting Assistant Professor, Women's & Gender Studies and Comparative Media Studies
Faculty Visitor, MIT Game Lab
- 2011-2016 Eastern Kentucky University, Richmond, KY
Assistant Professor, School of Justice Studies, 2012-2016
Joint Appointment, Women & Gender Studies, 2014-2016
Affiliate Faculty, African/African-American Studies, 2013-2016
Affiliate Faculty, Computer Science, 2015-2016
Lecturer, School of Justice Studies, 2011-2012

ACADEMIC/RESEARCH AFFILIATIONS

- 2020-present Center on Digital Culture and Society, Annenberg School for Communication, University of Pennsylvania
- 2018-present Center for Critical Race and Digital Studies, New York University, New York, NY
- 2016-present Berkman Klein Center for Internet & Society, Harvard, Cambridge, MA
Faculty Associate, 2017-current
Fellow, 2016-2017
- 2012-present Racial Democracy, Crime and Justice Network, Rutgers University
Member, 2012-Current
Summer Research Institute Fellow, 2012 (Ohio State University)
- 2018-2021 Inter-lude: The Chicago Game Researcher Network, Member, DePaul University, Chicago, IL
- 2017-2018 *Member*, Nexus Digital Research Co-op, Arizona State University, Tempe, AZ
- 2015-2017 *Co-Host and Writer*, *Not Your Mama's Gamer*, Bi-Weekly Podcast,
Winner of the 2012 Michelle Kendrick Award from Computers and Composition for Outstanding Digital Scholarship
- 2014-2017 Microsoft Research, Cambridge MA
Faculty Visitor, Social Media Collective

SCHOLARLY PUBLICATIONS

Author's order of appearance reflects contribution level, unless noted

* Indicates co-authorship with student researchers

**Indicates Covid related cancellations

Books

- 2020 **Gray, K.L.** (2020). *Intersectional Tech: Black users in digital gaming*. Baton Rouge, LA: LSU Press.
 Reviewed in: *Critical Studies in Media Communication, Gender & Society*
- 2014 **Gray, K.L.** (2014). *Race, Gender, & Deviance in Xbox Live: Theoretical Perspectives from the Virtual Margins*. New York, NY: Routledge.
 Reviewed in: *New Media & Society, Sociology of Race and Ethnicity*

Books in Progress

- Gray, K.L.** (Under Contract). *Black Game Studies: An Introduction*. New York, NY: NYU Press.
- Gray, K. L.**, & Van De Wiele, C.* (In Progress). *Intersectional media studies* (textbook). Cambridge: Polity Press.

Volumes, Edited Collections, Anthologies

- 2018 **Gray, K.L.**, and Leonard, D.J. (2018). *Woke Gaming: Digital Challenges to Oppression and Social Injustice*. Seattle, WA: University of Washington Press
 Reviewed in: *International Journal of Communication, First Person Scholar*
- Gray, K.L.**, Voorhees, G., and Vossen, E.* (2018). *Women in Games, Feminism in Play*. New York City, NY: Palgrave-Macmillan
- 2011 Provine, D.M., **Gray, K.L.**, Chapple, R., Sefiha, O., Walker, M. (2011). *Perspectives on Justice* (2nd ed.). Dubuque, IA: Kendall Hunt

Journal Articles

- 2021 **Gray, K.L.**, & Adeyemo, B.* (2021). Not “falling for the okey-doke”: #BlackLivesMatter as resistance to disinformation in online communities. *Feminist Media Studies*.
- Gray, K.L.**, & Stein, K.* (2021). “We ‘said her name’ and got zucked”: Black Women Disrupting the Carceral Logics of Digital Platforms. *Gender & Society*.
- Chapple, R. L., Bridwell, B. A.*, & **Gray, K. L.** (2021). Exploring Intersectional Identity in Black Deaf Women: The Complexity of the Lived Experience in College. *Affilia*, 1-22.
- 2020 Chan, B.* , & **Gray, K.L** (2020). Microstreaming, Microcelebrity, and Marginalized Masculinity: Pathways to Visibility and Self-Definition for Black Men in Gaming. *Women's Studies in Communication*, 43:4, 354-362.
- 2019 Nemer, D. and **Gray, K.L.** (2019). (2019) Reproducing hierarchies or resisting domination: exploring the gendering of technology spaces in the favelas. *Gender, Technology and Development*, 23:1, 76-92
- 2018 Richard, G.T. and **Gray, K.L.** (2018) Gendered play, racialized reality: Black cyberfeminism, inclusive communities of practice and the intersections of learning in gaming.” *Frontiers: A Journal of Women’s Studies*, 39(1), 112 - 148.
- Gray, K.L. (2018) Power in the Visual: Examining Narratives of Controlling Black Bodies in Contemporary Gaming, *Velvet Light Trap*, Issue 81: 62-66.
- Gray, K.L. (2018) Gaming ‘Out’ Online: Black Lesbian Identity Development and Community Building in Xbox Live. *Journal of Lesbian Studies*, 22(3), 282-296.
- 2017 **Gray, K.L.** and Chapple, R.L. (2017) #TenureTrackHustle: Examining Academic Poverty of First-Generation Women of Color From an Intersectional Standpoint, *Journal of Working Class Studies*.
- Gray, K.L.**, Buyukozturk, B,* and Hill, Z.* (2017) Blurring the boundaries: Using Gamergate to examine “real” and symbolic violence against women in contemporary gaming culture. *Sociology Compass*, 11(3).
- 2015 **Gray, K.L.** and Huang, W. (2015) More than addiction: Examining the role of anonymity, endless narrative, and socialization in prolonged gaming and instant messaging practices. *Journal of Comparative Research in Anthropology and Sociology*, 6(1): 133-147.

2013 Gray, K.L. (2013). Collective organizing, individual resistance, or asshole griefers? An ethnographic analysis of women of color in Xbox Live. *Ada: A Journal of Gender, New Media, and Technology*, (2).

Gray, K.L. (2013). Diffusion of innovation theory and Xbox Live: Examining minority gamer's responses and rate of adoption to changes in Xbox Live. *Bulletin of Science, Technology, & Society*, 32(6): 463-470.

2012 **Gray, K.L.** and Raza, A.E.* (2012). Racism in the colorblind era: Examining the mediated responses to Arizona SB1070. *Border-Lines: Journal of the Latino Research Center*, Volume VI: 7-27.

Gray, K.L. (2012). Deviant bodies, stigmatized identities, and racist acts: Examining the experiences of African-American gamers in Xbox Live. *New Review of Hypermedia and Multimedia*, 18(4): 261-276.

Most Read Article

Gray, K.L. (2012). Intersecting oppressions and online communities: Examining the experiences of women of color in Xbox Live. *Information, Communication, & Society*, 15(3): 411-428.

2011 Cheong, P.H. and **Gray, K.L.** (2011). Mediated intercultural dialectics: Identity perceptions and performances in virtual worlds. *Journal of International and Intercultural Communication*, 4(4): 265-271.

2010 Cavender, G., **Gray, K.L.**, and Miller, K. (2010). Enron's perp walk: Status degradation ceremonies as narrative. *Crime, Media, Culture*, 6(3): 1-16.

Book Chapters

2022 Black, W.L. & Gray, K.L. (2022). "Reclaiming the Game: How Historically Black Colleges and Universities (HBCUs) are Leveraging Esports in Higher Education", in J. Hoffman, R. Pauketat, & K. Varzeas (Eds.). *Collegiate Esports: Developing Competition & Community for the Higher Education Practitioner*.

Chang, E. Y., Gray, K. L., & Bird, A. (2022). Playing difference: Towards a games of colour pedagogy. In *Critical Pedagogy, Race, and Media* (pp. 111-128). Routledge.

2020 Gray, K.L. (In Press) "Black Gamers Resistance," In Lori K. Lopez (Ed). *Race and Media*. NYU Press.

- Apperley, T. & Gray, K. L. (2020). "Digital Divides and Structural Inequalities: Exploring the Technomasculture of gaming." In R. Kowert & T. Quandt (eds). *The Videogame Debate 2: Revisiting the Physical, Social, and Psychological of Videogames* (pp. 41-52). New York: Routledge.
- 2018 Gray, K.L. (2018). "Resilient lessons, from my mama to massa." In Glover, C. P., Jenkins, T. S., & Troutman, S., *Culture, Community, and Educational Success: Reimagining the Invisible Knapsack*. Rowman & Littlefield.
- Gray, K.L. and Leonard, D.J. (2018). "Not a post-racism and post-misogyny promised land: Video Games as instruments of (in)justice." In Gray, K.L. and Leonard, D.J. (eds). *Woke gaming: Digital challenges to social injustice*. Seattle: University of Washington Press.
- Gray, K.L., Voorhees, G., and Vossen, E. (2018). "Reframing Hegemonic Conceptions of Women and Feminism in Gaming Culture." In Gray, K.L., Voorhees, G., and Vossen, E. (eds). *Women in Games, Feminism in Play*. New York City, NY: Palgrave-Macmillan.
- 2016 Gray, K.L. (2016). "'They're just too urban': Black gamers streaming on Twitch." In Daniels, J., Gregory, K., & Cottom, T.M. (Eds). *Digital Sociologies*, University of Bristol: Policy Press.
- Gray, K.L. (2016). "Gendered alliances, racialized discords: Examining the contentious relationship among women in Xbox Live." In Kafai, Y., Tynes, B. & Richard, G. (eds). *Diversifying Barbie and Mortal Kombat: New Perspectives on Race and Gender in Gaming*. Carnegie Mellon: ETC Press.
- 2015 Gray, K.L. (2015). "Race, gender, & virtual inequality: Exploring the liberatory 'potential of Black cyberfeminist theory". In Lind, R. (Ed). *Producing Theory 2.0: The Intersection of Audiences and Production in a Digital World* (Volume 2). New York: Peter Lang.
- Reprint: Gray, K.L. (2019). "Race, gender, & virtual inequality: Exploring the liberatory 'potential of Black cyberfeminist theory". In M. Andersen and P. Hill Collins *Race, Class, and Gender: Intersections and Inequalities (10ed)*.**
- Gray, K.L. (2015). "Cultural production and digital resilience: Examining female gamers' use of social media to participate in video game culture." In A. Trier-Bieniek (Ed), *Fan Girls and the Media: Creating Characters, Consuming Culture*. Lanham, MD: Rowman & Littlefield, pp. 85-100.

Handbooks, Genealogies, and Encyclopedia Entries

- 2019 Gray, K.L. (2019). "Racializing space. Gendering place: Black feminism, ethnography, and methodological challenges online and IRL." In Smets, K., Leurs, K., Georgiou, M., Witteborn, S., and Gajjala, R. (Eds.) *Sage Handbook of Media & Migration*.
- 2018 Gray, K.L. (2018). Masculinity Studies. *Feminist Media Histories*. 4(2): 107-112.
- 2017 Mazurek, J.* and Gray, K.L. (2017). "Visualizing blackness – racializing gaming: Social inequalities in virtual gaming communities." In Brown, M & Carrabine, E. (Eds). *The Routledge International Handbook of Visual Criminology*. Taylor & Francis.
- 2016 Gray, K.L. (2016). "The Internet: Oppression in Digital Spaces". (2016) In Campbell, C (Ed). *The Routledge Companion to Race and Media*. New York, NY: Routledge.
- 2014 Gray, K.L. (2014). "Discriminatory attitudes against Latin@s." In *The Encyclopedia of Diversity and Social Justice*. Lanham, MD: Rowman & Littlefield.

Book Reviews

- 2019 Gray, K.L. (2019). "Algorithms of Oppression: How Search Engines Reinforce Racism." *Feminist Media Studies*.

EDITORIAL AND ADVISORY WORK

Section Editor, Gender & Sexuality, *Sociological Compass*, 2021-Current

Associate Editor, Games and Playable Media, *ACM Games: Research and Practice*

Special Issue Editor, "The Colonization of Play by Neoliberal Capitalism," *Contracampo - Brazilian Journal of Communication* / Universidade Federal Fluminense

Special Issue Editor, "Diversity and Sustainability in Electronic Gaming and Esports," *Journal of Electronic Gaming and Esports*

Special Issue Editor, Surviving Whiteness, *Journal of Games Criticism*,
<http://gamescriticism.org/current-calls-for-papers>

Special Issue Editor, The Poverty of Academia: Exploring the (Intersectional) Realities of Working Class Academics, *The Journal of Working-Class Studies*, 2017

Editorial Advisory Board, Games and Play Series, Amsterdam University Press, 2019-Current, <https://www.aup.nl/en/series/games-and-play>

Advisory Board, The Games Institute, University of Waterloo, 2021 - Current

Advisory Board, Center for Digital Narrative, University of Bergen, 2021-Current

Editorial Board, NYMG Feminist Game Studies, 2015-2016

GRANTS AND FUNDED PROJECTS

2022 *Critical and Creative Data Literacies and Studies For Just and Sustainable Futures*, The Andrew Mellon Foundation, Public Knowledge and Higher Learning, Principal Investigator Wendy Hui Kyong Chun, \$4,639,128 (Submitted)

2018 *Intentional Gaming: Employing a Play-Centered Intervention Model to Reduce Repeat Reoffending of Youth of Color*, W.E.B. Du Bois Program of Research on Crime, Office of Justice Programs, National Institute of Justice, \$496,327 (Not Funded)

2016 “*Looking Back to Go Forward: Dismantling the Masters House*”, Project Director, The Fledgling Fund – Rapid Story Deployment, \$8,613 (Not Funded)

2015 *Implicit Bias and Law Enforcement: Developing Multimedia, Scenario-Based, Teaching-Learning Materials to Train Police Personnel*, Principle Investigator, School of Justice Research Program Grant, Eastern Kentucky University, \$7,218

Video Games, Technology, and the Hybrid Classroom: Pedagogy in the Digital Era, Critical Gaming Lab Technology Start-Up Grant, School of Justice Research Program, Eastern Kentucky University, \$9,000

2013 *Modern vs. Overt Racism: Exploring the Racialized Discourse of Anti-Immigrant Legislation in Online News Forums*, School of Justice Research Program, Eastern Kentucky University, \$5,000

Kentucky Kids Recovery Initiative Grant, Co-Applicant, Kentucky Department of Education, not funded

2012 *(Blue)Grassroots Activism: The Role of Social Networks in Resisting Racialized Immigration Policy in Kentucky*, College of Justice and Safety, Program of Distinction Research Grant, Eastern Kentucky University, \$8,000

AWARDS, HONORS, AND RECOGNITION

- 2021 Xbox MVP Award, August 17, 2021
<https://mvp.xbox.com/profile/6000145>
- 2019 Woke Gaming, 2019 Outstanding Academic Title, Choice Magazine
The Evelyn Gilbert Unsung Hero Award, The Minorities and Women Section,
the Academy of Criminal Justice Sciences, March 29, 2019
- Faculty Achievement and Book Celebration (*Woke Gaming*), Institute for Research
on Race and Public Policy (IRRPP), University of Illinois – Chicago, February 27,
2019
- 2018 Woke Gaming, The Guardians 2018 Best Books About Gaming List, December
19, 2018
[https://www.theguardian.com/games/2018/dec/19/six-of-2018s-best-new-books-ab
out-video-games](https://www.theguardian.com/games/2018/dec/19/six-of-2018s-best-new-books-ab-out-video-games)
- 2016 *The New Scholar Award*, Division on People of Color and Crime, American Society
of Criminology, November 17, 2016
- University Faculty Fellows Awards*, President’s Research and Scholarship Program,
Eastern Kentucky University
- Vagina Educator of the Year Award*, Annual Vagina Monologues Awards, Women &
Gender Studies
- 2015 *Diversity Champion Award*, University Diversity Committee, Eastern Kentucky
University
- Distinguished Faculty of the Year*, College of Justice & Safety, Eastern Kentucky
University
- Critical Thinking Teacher of the Year*, Nominee, Eastern Kentucky University
- 2014 *Most Outstanding Educator*, Nominee, African/African-American Studies, Eastern
Kentucky University
- Critical Thinking Teacher of the Year*, Nominee, Eastern Kentucky University
- 2013 *Most Outstanding Educator*, Nominee, African-American Studies Program, Eastern
Kentucky University

2011 *Teaching Excellence Award, Nominee, Arizona State University*

PROFESSIONAL DEVELOPMENT

- 2014 *Group Leader, Feminist Scholars Digital Workshop, Humanities, Arts, Science, & Technology Alliance and Collaboratory (HASTAC), June 2014*
- 2013 *Participant, Teaching Women's Studies Online, Training Workshop, University of North Carolina – Charlotte, Sponsored by "Ms. In the Classroom (Ms. Magazine), June 8, 2013*
- 2012 *Participant, Grant Writing and Development Program, Sponsored Programs, Eastern Kentucky University, Richmond KY, Spring 2012*

INVITED KEYNOTES AND LECTURES

Keynotes/Lectures/Featured Speaker/Industry Talks

- 2022 "Black Cyberfeminism: A Conversation w/ Dr. Kishonna Gray," Digital Sociology Lab, Virginia Commonwealth University, March 22, 2022
- "Intersectional Tech: Black Users in Digital Gaming," Reading Series Talk with DBLAC (Digital Black Lit and Composition), University of Pittsburgh, February 28, 2022
- 2021 "Intersectional Tech: Black Users in Digital Gaming," Annenberg School of Communication, University of Southern California (USC), November 1, 2021
- "Activism in Game Design and Research," Fireside Chat, CHI PLAY 2021, October 20, 2021
- "Gaming Across the Diaspora," Sessão Especial: Videogames, raça e interccionalidade, GP de Games da Intercom. October 4, 2021
<https://www.youtube.com/watch?v=pvVKEthJfvU&t=2s>
- "Intersectional Tech: The Digital Experiences of Minoritized Gamers," Department of Communication, University of Delaware, May 10, 2021
- "Intersectional Tech: Black Users in Digital Gaming." Intersectionality Talks, Open CoLAB, Plymouth State University, April 28, 2021

“Women in Gaming: Troubling the Waters.”. Women’s History Month Celebration, Electronic Arts, March 23, 2021.

“Intersectional Tech: Black Users in Digital Gaming.” Digital Democracies Institute, Simon Fraser University, March 10, 2021

“Intersectional Tech: Black Praxis in Digital Gaming.” *Page Not Found, Master Experimental Publishing, Piet Zwart Institute, Rotterdam, Netherlands*, March 2, 2021.

“Intersectional Tech: Black Digital Praxis in Gaming Communities.” Games, Communities, & Society Seminar, Twitch, February 24, 2021.

“Intersectional Tech: Exploring Black Digital Praxis in Contemporary Gaming.” TU Wien Informatics, Vienna, Austria, January 28, 2021.

2020

“Youth and Digital Infrastructures: Exploring the creation of hybrid esports networks in geographically isolated areas.” UCI Department of Informatics, Irvine, CA, December 4, 2020.

“Intersectional Accessibility: The Argument for Public Scholarship.” Keynote for Public Scholarship, CSCW, October 18, 2020.

“Intersectional Tech: Black Users in Digital Gaming.” Department of Communication Fall Colloquia, University of Washington, October 14, 2020.

“Exploring the Black Cultural Production of Gamers in Transmediated Culture.” Comparative Media Studies/Writing, MIT, September 7, 2020.

**“Gaming by another name.” DiGRA Keynote, Tampere, Finland, June 2–6, 2020, <https://digra2020.org/keynotes/>

“Black Women’s Streaming Practices as Digital Storytelling.” Science in Society Program, Wesleyan University, April 22, 2020.

“Intersectional Tech: Black Praxis in digital gaming.” Center for the Humanities, Wesleyan University, March, 30, 2020.

“Intersectional Tech: Black Users in Digital Gaming,” Weston Game Lab Speaker Series, University of Chicago, January 17, 2020

- 2019
- “Intersectional Tech: Exploring the visual, textual, and oral engagements of marginalized, transmediated users.” Department of Communication and Media, University of Michigan, December 5, 2019
- “Woke Gaming: Hypervisible Bodies.” Oklahoma Center for the Humanities, University of Tulsa, November 7, 2019
- “Black Women's Gaming Practices as Intersectional Counterpublics.” Social Media Research Lab and the Digital Studies Institute, University of Michigan, October 24, 2019
- “Race, Deviance, and Digital (In)Justice.” Digitizing Justice, The Centre for Interdisciplinary Justice Studies, University of Winnipeg, May 17, 2019
- “Pleasure. Consuming. Games.” Concordia University, Montreal, April 26, 2019
- “On Being Black and . . . In Contemporary Gaming: The Journey to Intersectionality.” Film and Media Studies. Smith College, Northampton, MA, April 3, 2019
- “Examining Feminism in Digital Culture.” Women's Leadership and Resource Center (WLRC). University of Illinois – Chicago, February 20, 2019
- 2018
- “Leisure for Some. Labor for Others: Black Digital Praxis and Thoughts on Racialized Production.” Complex Networks and Systems. School of Informatic. Indiana University – Bloomington, December 7, 2018
- “Hypervisible Blackness. Invisible Narratives: The Digital Stories that Games Tell.” The English Graduate Organization (EGO) and the Sigma Tau Delta Phi Delta chapter of Western Illinois University, Department of English, Macomb Il, October 20, 2018
- “Xbox Live as a Hybrid Space for Collaboration and Community Building.” *Hybrid Play*, Invited Speaker, Communication, Rhetoric and Digital Media, North Carolina State University, March 2018
<https://crdmsymposium2018.wordpress.ncsu.edu/>
- The Blacks in Gaming Green Room Fireside Chats. Sponsored by Xbox. Game Developers Conference, San Francisco, CA, March 2018
- “Transmediated Gaming: Examining Black Digital Praxis Across

Platforms.” *Race and Gender in Digital Gaming Cultures*,
Invited Speaker, College of Social Sciences, School of Communications,
University of Hawaii, March 2018

“Identity and Virtual Spaces.” *Digital Technology and Culture (DTC)*
Symposium. Center for Digital Scholarship and Curation (CDSC), Washington
State University, Pullman, WA, March 2018

“Buffoons, Goons, and Pixelated Minstrels: Exploring Blackness in
Contemporary Video Games.” Barrett, The Honors College, Arizona State
University, February 2018

2017 “Hacking Gaming,” Festival of Action, Berkman-Klein Center for Internet and
Society, Cambridge, MA, February 18, 2017

“Examining Gender and Race in Contemporary Gaming Culture.” *Gender, Race,
and Technology Student Research Conference*. University of the Pacific, Stockton,
CA, March 3, 2017

2016 ““The ghetto looks the same here too:” Using ethnography to explore collective
identity development of the Black diaspora in massive, multiplayer gaming
environments,” Invited Speaker, Connected Migrants: Encapsulation &
Cosmopolitanism, Royal Academy of Arts and Sciences, Amsterdam, the
Netherlands, December 2016

““Did we let gaming culture off the hook? Reflecting on the feminist response to
GamerGate.” ReFIG (Refiguring Innovation in Games) Conference, Plenary
Speaker, Concordia University, Montreal, October 2016

“Communicating and Performing Blackness in Contemporary Gaming Culture,”
Distinguished Speaker, Department of Drama and Speech Communication,
University of Waterloo, Canada March 2016

“Race, Gender, & Toxicity in Gaming Culture,” Lecturer, African American
Studies, University of South Carolina – Upstate, March 2016

2015 “Karma Scales in Video Games: Is there a Wrong Option When It Comes to
Virtual Killing?” Featured Speaker, 5th Annual International Symposium on
Digital Ethics, Loyola University – Chicago, November 6, 2015

- 2014 “Punishing Blackness in Xbox Live: Exploring the Significance of Race in a Virtual Gaming Community”, Crime Media & Popular Culture Studies Conference, Keynote Speaker, Indiana State University, Terre Haute, IN, September 24, 2014
- 2013 “Continued Oppression and Marginalization of Women in Virtual Spaces: Moving Women towards a Critical Cyberfeminist Consciousness.” HER-STORY Conference: Civil Rights and Un-Civil Women: Gender, Justice and Politics, Eastern Kentucky University, March 2013

WORKSHOP FACILITATION AND CONFERENCE ORGANIZATION

- 2019 “Playing (with) Race, Gender, and Queerness: A Serious Game Development Workshop.” DiGRA 2019, Kyoto Japan
- Critical Methodologies, Workshop Facilitator, Critical Criminology Conference, Eastern Michigan University, April 13, 2019
- 2018 “Supporting Academic Workers Targeted for Harassment: An Information Sharing and Strategy (Un)Workshop.” A workshop with Larisa Kingston Mann, Shira Chess, Meleiza Figueroa, Kat Lo, Becca Lewis, and Adrienne Massanari, Association of Internet Researchers, Montreal, October 11, 2018
- “Digital Critical Race Mixtape.” A workshop with Catherine Knight Steele, Sarah Florini, Andre Brock, and Miriam Sweeny. Association of Internet Researchers, Montreal, October 10, 2018
- 2017 Diversifying Barbie & Mortal Kombat Symposium and Conference, Organizer, Women’s & Gender Studies, Comparative Media Studies, Massachusetts Institute of Technology, April 2017
- 2013-2016 “The Gamification of Leadership: Using Video Games to Develop Our Next Generation of Leaders,” Workshop for the Latino Leadership and College Experience Camp (LLCEC), Critical Gaming Lab, Eastern Kentucky University, Summers
- “What Can We Learn About Science from Video Games?” Workshop for CAMP TRREE, (Teacher Recruitment and Retention for Education Excellence) Academic Leadership Academy, Critical Gaming Lab, Eastern Kentucky University, Summers

- 2012-2016 *Race, Gender, & Class: Interrogating the Past – Reimagining the Future.* Conference Founder and Organizer, Graduate Student Conference, Eastern Kentucky University, Fall
- 2011-2014 Facilitator, “Surviving Graduate School.” A Workshop for the McNair Scholars Program, Eastern Kentucky University, September

ACADEMIC/INDUSTRY CONFERENCES, INVITED PANELS, AND WORKSHOPS

Featured Panels

- 2021 “The Double-Edged Sword of Online Gaming: An Analysis of Masculinity in Video Games and the Gaming Community,” The Geena Davis Institute on Gender in Media, August 17, 2021
<https://seejane.org/gender-in-media-news-release/the-double-edged-sword-of-online-gaming/>
- “Human Rights and Gaming,” RightsCon 2021 10th anniversary, Fireside Chat, June 10, 2021
- “Raising Good Gamers” Panel. SXSW, March 16, 2021.
- “Online Gaming and eSports Engagement.” Digital Forum on Targeted Violence and Terrorism Prevention, Department of Homeland Security, March 8, 2021
- “Discussing Momo Pixel’s Hair Nah and Bad Hair.” ‘Literature, Digital Media and the Afrofuture.’ Black Women’s Conference, University of Kentucky, Lexington, KY, February 27, 2021
- “Co-Opting AI in Gaming.” Institute for Public Knowledge, NYU, New York, February 23, 2021.
- “Safe Havens: What Gaming Communities Can Teach Us About Inclusion.” Non-Obvious Diversity Summit, January 28, 2021.
- 2020 “Intersectional Tech: Racializing Gaming.” Race, Tech, and Media Working Group, Berkman-Klein Center, Harvard, October 28, 2020.
- “Gaming and Transmediation” Panel Moderator, Visibility in Digital Humanities, Institute for the Humanities, University of Illinois – Chicago, October 23, 2020.

Racial Equity Board Game Panel. The Games Institute. University of Waterloo, Canada. https://www.youtube.com/watch?v=PA3Km6_TuZU&t=31s
October 21, 2020.

Pre-keynote Panel: Confronting Racism. UIC Esports Conference, Irvine, CA.
October 7, 2020.

**“Storytelling and Identity in the Digital World.” Panel Moderator. MassArt Art Museum (MAAM). Boston, MA, April 13, 2020.

“Technology, Gender, and Race.” Panelist for the Center on Digital Culture and Society (CDCS) Launch Symposium, Annenberg School for Communication, University of Pennsylvania, Philadelphia, PA, April 3, 2020.

“Raising Good Gamers: Envisioning an Agenda for Diversity, Inclusion and Fair Play.” Workshop Participant, The Connected Learning Lab, University of California – Irvine, Irvine, California, February 25-26, 2020.

“An Introduction to Queer Game Studies: Panel Conversation with Leading Scholars.” LGBTQ Center, Purdue University, Lafayette, IN, February 10, 2020.

“Sisters on Screen.” Black Popular Culture Series, Panelist, Black Studies, University of Illinois –Chicago, Chicago, Illinois, January 28, 2020.

2019 “Inclusive Streaming Initiative,” Workshop Participant, UC – Irvine, September 6, 2019. “Creativity from Activism: From Black Cyberfeminism to Localism and Protest.” IndieCade Panel, Center for Media and Design Campus, Santa Monica, CA, October 10, 2019.

“What’s at Stake: Race x Technology.” Race, Technology, and the Future: Setting the Agenda, 2019 Critical Race & Digital Studies Conference, Washington, DC, May 28, 2019

2018 “Toxicity in 2018, Don’t Be Afraid to Engage with your Community,” The Montreal International Game Summit, MIGS18, November 13, 2018, Montreal

“The Reality of Race and Gender in Science Fiction and Gaming,” The Institute for Research on the African Diaspora in the Americas and the Caribbean (IRADAC), The Graduate Center, CUNY, November 1, 2018, New York City, NY

- 2016 “Media and Class in the 21st Century.” Preconference Workshop. NCA 102nd Annual Convention, November 2016, Philadelphia, PA
- “Digital Discourse and Civil Society.” Lewis College Roundtable, Illinois Institute of Technology, Invited Roundtable Participant, October 2016, Chicago, IL
- 2015 “Internet and Representation.” *Digital Art and the Interstices of Identity*, online forum participant, Empyre Listserv, Archived by the Rose Goldsen Archive of New Media Art at Cornell University, Month of April 2015
- “Examining the Use of Social Media in the aftermath of the death of Mike Brown.” Ferguson Research Team Discussion Panel, Race, Democracy, Crime, and Justice Network (RDCJN), Ohio State University, Columbus OH, July 23, 2015
- “Looking Forward: Diversifying Gaming.” Featured Panelist, Diversifying Barbie & Mortal Kombat Workshop, University of Pennsylvania, April 24, 2015
- “Planting Seeds for Creative Enterprise and Diversity.” Creative Enterprise Symposium, Featured Panelist, University of Wisconsin-Whitewater Campus, February 25, 2015
- “Global Café: Let’s Talk About Race.” Community Forum Organizer/Facilitator/Moderator, Eastern Kentucky University, January 27, 2015
- 2014 “Deviating from the Norm: Examining How Blackness is Punished in Video Games.” Gender & Race in Games Curator, In Media Res, November 12, 2014, <http://mediacommons.futureofthebook.org/imr/2014/11/12/deviating-norm-examining-how-blackness-punished-video-games>

Conference Presentations

- 2021 “Educators Summit: Teaching Games with Games: Changing the Game” Game Developers Conference (GDC), March 22, 2021
- 2020 Trials and Twitterations: Public Scholarship in CSCW. CSCW, October 18, 2020.
- 2019 Woke (Pro)Gaming: Or, Why We Need Critical Esports Studies. DiGRA 2019, Kyoto Japan
- “The ghetto looks the same everywhere: Black gamers diasporic experiences in online gaming.” DiGRA 2019, Kyoto Japan

Hashtag Harlem Hellfighters: Exploring hypervisible Black Death as Dark Play in Battlefield 1. International Communication Association (ICA), Washington, DC, May 28, 2019

“Playing by myself: Intersectional musings of an interdisciplinary scholar.” Under Quarantine Panel, #CommunicationSoWhite: Discipline, Scholarship, and the Media, International Communication Association, Washington, DC, May 24, 2019

2018 “Celebrating 20 years of Black Women’s Contributions to Criminological Thought,” American Society of Criminology (ASC), November 16, 2018, Atlanta, GA

“Revolutionary Criminology: Navigating Being a Revolutionary Young Scholar,” American Society of Criminology (ASC), November 15, 2018, Atlanta, GA

“Revolutionary Criminology: Praxis and Political Engagement,” American Society of Criminology (ASC), November 15, 2018, Atlanta, GA

“Retelling narratives. Reclaiming history: Exploring Revenge as Catharsis in Assassin’s Creed Freedom Cry.” Co-presented with Cassandra Jones. National Women’s Studies Association (NWSA), November 9, 2018, Atlanta, GA

“#TenureTrackHustle: Examining Academic Poverty of First-Generation Women of Color.” National Women’s Studies Association (NWSA), November 10, 2018, Atlanta, GA

2017 “Automating Responsibly: A Discussion of Current Approaches and Pitfalls in Moderation Mechanisms.” All Things in Moderation: The People, Practices and Politics of Online Content Review – Human and Machine. December 2017, UCLA, Los Angeles, CA

“Authenticating Digital Blackness: Video Games as Racial Projects,” Thematic Panel, 2017 Annual Meeting, National Women’s Studies Association, November 2017, Baltimore, MD

“Bringing communication research to the street for design, data, and game justice,” Thematic Panel, 2017 Annual Meeting, National Communication Association, November 2017, Dallas, TX

“Examining Women’s Resistance Practices Through the Lens of Black Digital Feminism,” Race and the Digital Institution: Theory, Praxis, and Evidence, 2017 Annual Meeting, Eastern Sociological Society, February 2017, Philadelphia, PA.

“The problem of race in gaming: Hypervisibility and Hyperconsumption of Black Death.” DuBois, Race and Digital Technologies Panel. W.E.B. DuBois and the

Color Line in the 21st Century, Social Theory Forum, March 2017, University of Massachusetts, Boston (with Jessie Daniels, Tressie Cottom, and Andre Brock)

“Racializing Gaming - Visualizing Blackness: Beyond Representations in Contemporary Gaming.” Visual Narratives of Race, March 2017, Lexington, KY (with Sandy Alexandre, Moya Bailey, Kimberly Juanita Brown)

“Xbox Record That vs. Xbox Record Dat!’ Race, Hypermasculinity, and Microcelebrity among Gamers in Xbox Live.” From Margin to Intersection: Approaches to Intersectionality in Video Games, Society for Cinema & Media Studies (SCMS), March 2017, Chicago, IL

2016

“Calling for intersectionality in theory & practice: An interactive discussion on gender, race, religion, & more.” NCA 102nd Annual Convention, November 2016, Philadelphia, PA

“It’s fine in theory but what about practice? Examining Challenges to Intersectional Research in Digital Gaming.” Invited Participant, Intersectionality and Embodiment in Game Studies Workshop. November, 2016, University of Illinois – Chicago

“Gender, Race and Gaming Space: Interrogating Intersectional Experiences in Commercial and Indie Game Culture and Praxis.” (De)Colonizing Digital Gamespaces: Games, Gender, and (De) Colonial Praxis. National Women’s Studies Association (NWSA), November, 2016, Montreal, Quebec (with Gabriela Richard)

“Reshaping the Rules of Engagement: Feminist Interventions Post GamerGate.” Association of Internet Researchers, October 2016, Berlin, Germany (with Jenny Sunden, Annette Markham, Susanna Paasonen, Adrienne Massanari, and Ann Werner)

“Examining the Pedagogical Potential for the Critical Gaming Lab to Influence Social Justice in Game Design.” Diversifying Barbie and Mortal Kombat: Addressing Gender and Race in Critical Educational Practice, Inclusive Conference Design, and Intersectional Research on Gaming. GLS 12 (Games Learning Society Conference), August 2016, Madison, WI

“Meet me at the Crossroads: Intersectionality and Feminist Game Studies.” Workshop Participant. Society for Cinema & Media Studies, April, 2016

- “Dude, It’s Just a Game”: Using Critical Discourse Analysis to Examine the Exclusionary Practices that lead to the Punishment of Blackness in Video Games.” The Visual Politics of Play: On the Signifying Practices of Digital Games. College Art Association (CAA) 104th Annual Conference, February 2016, Washington, D.C.
- 2015 “Tweeting for Mike Brown: Examining the Use of Social Media in the Aftermath of the Mike Brown Shooting.” American Society of Criminology (ASC), November 2015, Washington, D.C.
- “Stuart Hall: Remembering our Foundations.” Roundtable Discussant, Association of Internet Researchers (AoIR), October, 2015, Phoenix, AZ
- “Gaming for Change: Examining the #BlackLivesMatter Movement within Video Game Culture.” Association of Internet Researchers (AoIR), October, 2015, Phoenix, AZ
- “Diversifying Barbie and Mortal Kombat: Workshop on Diversity and Inclusivity in Gaming.” University of Pennsylvania, April, 2015
- “Canonizing Cunts: Can Feminist Game Studies be Contained?,” What is Feminist Game Studies, Console-ing Passions Discussion Panel, June 20, 2015, Dublin, Ireland
- 2014 “Sure My Avatar’s Black...Blackface!” Using Black Feminist Criminology to Examine the Continuation of Default Masculinity and Whiteness in Virtual Gaming Communities,” The American Society of Criminology, September 12, 2014, Chicago, IL
- “Hero or Buffoon? Using Critical Discourse Analysis to Examine Black Masculinity in a Popular Military Shooter, Gender, Bodies, & Technology Conference, Friday, May 2, 2014, Virginia Tech, Blacksburg, VA
- Gray, K.L. “The Avatar as Blackface: Using Color-blind Racism to Examine Stereotypical Representations and Performances of Blackness in Xbox Live,” Society for Cinema & Media Studies, March 20, 2014, Seattle, WA
- 2013 “Examining Police Perception of Immigrants and Proposed Anti-Immigration Policy in Kentucky, American Society of Criminology, November 19, 2013, Chicago, IL

- “Deviant Bodies – Deviant Acts: Examining Racism, Sexism, and Other Oppressions in Xbox Live,” The 8th Annual of the Racial Democracy, July 26, 2013, Crime, & Justice Network, Ohio State University, Columbus OH
- “Default Masculinity and Whiteness: Examining the Inability of Virtual Worlds to Capture the Non-White, Non-Male Body (Avatar),” Western Political Science Association Conference, March 29, 2013, Hollywood, CA
- 2012 “The Liberatory Potential of Black Cyberfeminist Theory.” Gender, Bodies & Technology: (Dis) Integrating Frames Conference, April 27, 2012, Roanoke, VA
- “New Media, Culture, and Cyber Feminism: Artistic Expressions of Deviance in Virtual Communities.” Academy of Criminal Justice Sciences, March 17, 2012, New York City, NY. With C. Bowles
- “SB1070, Hyperconsciousness, and Race Negation: The Virtual Dissemination of Racism in the Colorblind Era.” Academy of Criminal Justice Sciences, March 15, 2012, New York City, NY. With A.E. Raza
- “Buddies, Cyber-homies, y Amigos! The Racial Categorization of Friends in Xbox live.” Southwest/Texas Popular Culture and American Culture Associations, February 8, 2012, Albuquerque, NM
- 2011 “Intersecting Oppressions and Online Communities: Examining the Experiences of Women of Color in Xbox Live.” Association of Internet Researchers, October 11, 2011, Seattle, WA
- “Hate Speech in an Online Gaming Community: The Effects of Racism, Sexism, and Heterosexism in Xbox Live.” Southern Criminal Justice Association, September 21, 2011, Nashville, TN
- “Online Forums as Space for Moral Panic: Examining the Online Debate on AZSB1070.” Society for the Study of Social Problems, August 19, 2011, Las Vegas, NV. With A.E. Raza
- “Public Response to SB 1070 as Moral Panic.” Association for the Study of Law, Culture, & The Humanities, March 12, 2011, Las Vegas, NV
- 2010 “*Response to SB1070 as Moral Panic.*” International Crime, Media & Popular Culture Studies Conference, September 28, 2010, Terra Haute, IN. With A.E. Raza

“Dude I’m Not Racist: Examining the Origins of Racism in a Multiplayer Online Game.”
Southwest Texas Popular Culture and American Culture Association, February
11, 2010, Albuquerque, NM

ACADEMIC CONSULTING WORK

- 2020 “Advancing Just and Responsible AI for Population Health,” Vandana Janeja, PI,
National Science Foundation, Collaborator, University of Maryland – Baltimore
County
- 2017 “Maryland Stories: Narratives and Voices of Maryland’s Diverse Communities.”
National Endowment for the Humanities, Consultant, University of Maryland –
College Park
- 2016 “Machine Vision and Algorithmic Visions.” Norwegian Research Council, Jill
Walker Rettberg, Project Director, University of Bergen
- “What is Game Studies?” Consultant to the Curriculum Advisory Board, Tonya
Krouse, Program Director, Northern Kentucky University, Highland Heights, KY
- 2015 “Game Development for Early Language Acquisition in High-Risk Children.”
Nayar Family Foundation Prize, Carley Kocurek and Jennifer Miller, Co-PI’s,
Illinois Institute of Technology, Chicago, IL
- 2014 “Notoriously Toxic: Understanding the Language and Costs of Hate and
Harassment in Online Communication,” NEH ODH Start Up Grant, Level 1, Ben
Miller, Project Director, New & Emerging Media Initiative

PUBLIC SCHOLARSHIP, MEDIA DISSEMINATION OF RESEARCH, INTERVIEWS (SELECTED)

- 2022 “How much progress has the industry made on diversity, equity, and inclusion?”
February 17, 2022
[https://www.gamesindustry.biz/articles/2022-02-16-how-much-progress-has-the-i
ndustry-made-on-diversity-equity-and-inclusion](https://www.gamesindustry.biz/articles/2022-02-16-how-much-progress-has-the-industry-made-on-diversity-equity-and-inclusion)
- “Why Video Games Education Needs Harriet Tubman.” MsMagazine, February 2,
2022,
[https://msmagazine.com/2022/02/22/video-games-sexism-racism-harriet-tubman-f
eminist/](https://msmagazine.com/2022/02/22/video-games-sexism-racism-harriet-tubman-feminist/)

- 2021 “The 2021 Dean’s List: 30 Higher Ed IT Influencers Worth a Follow,” EdTech Magazine, June 15, 2021
<https://edtechmagazine.com/higher/article/2021/06/2021-deans-list-30-higher-ed-it-influencers-worth-follow>
- “Activision ‘Frat Boy’ Suit Jolts Effort to Change Gaming Culture,” Bloomberg Law, July 26, 2021
<https://news.bloomberglaw.com/daily-labor-report/activision-frat-boy-suit-jolts-effort-to-change-gaming-culture>
- Goard, J. K. A., Jones, S., Ortega, J., & Gray, K. L. (2021). We Gamin’ Basketball. *ROMchip*, 3(1).
- “Interview with Kishonna Gray,” Pallavi Sodhi, First Person Scholar,
<http://www.firstpersonscholar.com/interview-with-kishonna-gray/>
- “Equity in the Digital Gaming World.” Mandel Public Library, West Palm Beach, FL, March 9, 2021.
- “‘Grand Theft Auto’ blamed for recent surge in carjackings in Chicago,” Chicago Tribune, February 25, 2021,
<https://www.chicagotribune.com/lifestyles/ct-life-grand-theft-auto-game-blamed-for-city-carjackings-tt-0224-20210225-hpnilye5knh77g27bac4seskjm-story.html>
- 2020 “They Didn’t Turn In Their Work For Remote School. Their Parents Were Threatened With Court And Fines,” December 14, 2020,
https://www.huffpost.com/entry/truancy-remote-learning_n_5fd3aa5fc5b66a758414b732
- “More Resignations, but No Sign Yet of a Change in Gaming Culture,” New York Times, July 19, 2020
<https://www.nytimes.com/2020/07/19/technology/gaming-harassment.html>
- “Social media is one way to get involved in the anti-racist movement, but it can also cause anxiety. And the rules of engagement seem to differ for black and nonblack people.” Chicago-Tribune, June 12, 2020
<https://www.chicagotribune.com/lifestyles/ct-life-social-media-anxiety-george-floyd-racism-0611-20200612-npirf2fifjc5zggqv6djmwxhqa-story.html>
- “Intersectional Tech.” Deerfield Public Library Podcast, Deerfield, IL, November 12, 2020

<https://deerfieldlibrary.org/2020/11/dr-kishonna-gray-talks-intersectional-tech-on-the-podcast/>

Temko, S. and Carson, B. "Women and gamers of color detail experiences with online harassment in games like Call of Duty." *Good Morning America*.

<https://www.goodmorningamerica.com/living/story/women-gamers-color-detail-experiences-online-harassment-games-73721561>

Lee, Traci, "How colleges can face the digital equity gap," USC Rossier School of

Education, July 2, 2020,

<https://rossier.usc.edu/how-colleges-can-face-the-digital-equity-gap/>

Board, W., (2020) "'Intersectionality Went Viral': Toxic Platforms, Distinctive Black Cyberfeminism and Fighting Misogynoir - An Interview with Kishonna Gray", *Westminster Papers in Communication and Culture* 15(1), p.68-73. doi:

<https://doi.org/10.16997/wpcc.367>

- 2019 Gray, K.L. and Lopez, L.K. (2019, April 16). "Participatory Politics in an Age of Crisis." *Confessions of an Aca-Fan* (Henry Jenkins' Blog).
<http://henryjenkins.org/blog/2019/4/16/participatory-politics-in-an-age-of-crisis-kishonna-gray-amp-lori-kido-lopez-part-i>
- 2018 Ocbazghi, E. (2018, April 16). "Gaming while black: How racist trolls are still dominating video games." *Business Insider*,
<http://www.businessinsider.com/online-gaming-racist-xbox-live-playstation-twitch-microsoft-black-gamers-2018-4?r=UK&IR=T>
- Peterson, L. (2018, April 3). "Can the NBA 2K League tackle gender diversity in gaming?" *ESPN*
http://tv5.espn.com/esports/story/_/id/23014746/can-nba-2k-league-tackle-gender-diversity-gaming
- 2017 Weise, E. (2017, November 30). "'Rope. Tree. Journalist': Walmart yanks lynching T-shirt made by controversy-steeped Teespring." *USA Today*.
<https://www.usatoday.com/story/tech/news/2017/11/30/walmart-com-yanks-t-shirt-lynching-journalists-made-controversy-steeped-teespring/910197001/>
- Porter, J. (2017, February 25). "A Fresh Narrative in Gaming," *The New York Times*,
https://www.nytimes.com/2017/02/25/us/a-fresh-narrative-in-gaming.html?_r=0

- 2016 Gregory, John, Gaming's Impact on Popular Culture, Morehead State Public Radio,
<https://www.wmky.org/education/2016-05-21/gamings-impact-on-popular-culture>
- Sheinin, D., Thompson, K., McDonald S.N., Clement, S. (2016, January 27). "Betty Friedan to Beyoncé: Today's generation embraces feminism on its own terms," The Washington Post, <http://wpo.st/m45L1>
- 2015 Ryan, J. (2015, December 29). "Did Police, News Media Overreact to Mall St. Matthews Incident?" 89.3 WFPL,
<http://wfpl.org/did-the-events-at-mall-st-matthews-this-weekend-warrant-the-response-from-police-media/>
- McPhate, M. (2015, December 16). "Women Who Play Games Shun 'Gamer' Label," The New York Times,
http://www.nytimes.com/2015/12/17/technology/personaltech/women-who-play-games-shun-gamer-label.html?_r=0
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[http://www.engadget.com/2015/12/15/developer-diversity-changes-video-games/.](http://www.engadget.com/2015/12/15/developer-diversity-changes-video-games/)
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<http://www.latimes.com/nation/nationnow/la-na-nn-dubose-shooting-footage-real-life-video-game-20150729-story.html>
- Green, J. (2015, June, 18). "Professor: There's always hate crime." Richmond Register,
http://www.richmondregister.com/news/local_news/professor-there-s-always-hate-crime/article_615c79f0-1630-11e5-a57b-e738afdabb83.html
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<http://www.esn.fm/spawnonme/63>.
- Souers, W. (2015, March 12). "Race and Gender in Video Games & Video Gaming Culture with Dr. Kishonna Gray." Radio Interview, Vocalo, 91.1 Chicago.
<http://vocalo.org/post/113428800936/morningamp-dr-kishonna-gray-in-an-assistant>
- Khan, I. (2015, February 4). "Racial Identification: The Secret Strength Videogames Forget They Have." Paste Magazine,

<http://www.pastemagazine.com/articles/2015/02/racial-identification-the-secret-strength-videogames.html>

Conditt, J. (2015, January 16). Gaming while black: Casual racism to cautious optimism. Joystick, Engadget Gaming, <http://www.engadget.com/2015/01/16/gaming-while-black-casual-racism-to-cautious-optimism/>

2014 Crimcast, "Kishonna Gray on Race, Gender, & Deviance in Xbox Live: Interview with Crimcast. December 1, 2014. <http://www.crimcast.tv/crimcast/2014/11/29/kishonna-gray-on-race-gender-and-deviance-in-xbox-live>

Kuertz, E. "Professor attends police protests in Ferguson." The Eastern Progress, <http://www.easternprogress.com/2014/11/19/professor-attends-police-protests-in-ferguson/>

2013 Meltzer, T. "Is racism in online gaming the fault of games – or the players? A New study reports that non-white gamers suffer racial abuse on a daily basis on Xbox Live. March 22, 2013. The Guardian. <http://www.theguardian.com/technology/shortcuts/2013/mar/22/is-racism-online-gaming-fault-industry-players>

"Black Male Gamers Face Racism Online." B.E.T. (Black Entertainment Television) *Health Rewind: Why is Racism So Prevalent in the Xbox Live Community*, March, 2013. <http://www.bet.com/news/health/photos/2013/03/black-children-less-likely-to-be-treated-with-antibiotics.html#!091911-shows-black-college-tour-norfolk-state-Video-Game-Contest>

Devega, C. "Not So Post Racial After All: Xbox Live and Real Racism in a Virtual World." March 20, 2013. <http://www.chaunceydevega.com/2013/03/not-so-post-racial-after-all-xbox-live.html>

Hudson, B. "Xbox Live: Real Racism in a Virtual World." March 19, 2013. Taylor & Francis Press Release. <http://www.tandf.co.uk/journals/press/tham-pr.pdf>

Brehm, Audrey. "Intersections of Race and Gender in Online Games." January 22, 2013. USAonRace. <http://www.usaonrace.com/latest-news/issue-of-the-week-xxxiv-intersections-of-race-and-gender-in-online-games>

TEACHING AND ADVISING

Graduate (Master's and Ph.D.) Courses Taught

Race, Gender, & Digital Culture
Gender, Class, and Race
Race, Gender, & Violence
Grants and Academic Publishing
Digital Feminism

Undergraduate Courses Taught

African/African-American Research Capstone
Rhetorical Traditions: Games Culture & Narrative
Literature in the Digital Age
Digital Humanities
Black Digital Culture
Gender & Gaming
Gender & Media
Gender & Popular Culture
Gender in Everyday Life
Gender & Communication
Introduction to Women & Gender Studies
Race, Gender, & Violence
Identity & Video Games
Games as Social Technology
Race, Gender, & Gaming
Video Games, Culture, & Justice
Marginalized Masculinities
Race, Media, and Culture
Minorities and Communication
New Media
Perspectives on Justice
Research Methodology
The African-American Experience
Exploring Justice Through Hip Hop

Specialized Topics

McNair Research Symposium
McNair GRE Seminar

Independent Studies

Salma Alotaibi, Spring 2016
Ameika Black, Spring 2016
Colby Foley, Spring 2015
Abdalla A. Alghamdy, Spring 2015
Chelsey Hernandez, Spring 2015
Saria Partee, Fall 2014
Ethan Henny, Spring 2014
Jerome Williams, Fall 2013
Andrew Kirk Lester, Spring 2012

STUDENT ADVISORSHIP

Dissertation Advising

Kathryn Kohls, Ph.D, University of Kentucky, Committee Member, in progress
Cindy Ma, Ph.D. University of Oxford, Assessor (External Member), Spring 2020
Breigha Adeyemo, Ph.D. UIC, Committee Member, in progress
Krysten Stein, Ph.D. UIC, Committee Member, in progress
Jenny Korn, Ph.D. UIC, Committee Member, in progress
Chad Van De Wiele, Ph.D. UIC, Committee Member, in progress
Dania Mohammad Aljouhi, Ph.D. UIC, Committee Member, Spring 2020
Zachary Hill, Ph.D. University of Arizona, External Committee Member, in progress
Joan Miller, Ph.D. University of Southern California, External Committee Member, in progress
Allison Forbes, Ph.D. Arizona State University, External Committee Member, in progress

Thesis Advising

Mark Hines, M.A. UK, Committee Chair, in progress
Hibby Thach, M.A. UIC, Committee Member, in progress
Melina A. Garcia, M.A. UIC, Committee Member, Spring 2020
Karina Fitzgerald, M.A. Arizona State University, Committee Member, Spring 2020
Brian Chan, M.A. UIC, Committee Member, Spring 2020
Jessica VanBuren, M.S. ECU, Committee Member, Spring 2016
Morgan Stone, M.S. ECU, Committee Member, Spring 2016
Jordan Mazurek, M.S. ECU, Committee Member, Spring 2016
Lucais Wallen, M.S. ECU, Committee Chair, Spring 2015
Emily Hayden, M.S. ECU, Committee Chair, Fall 2015

Steven Chapman, M.S. ECU, Committee Member, Spring 2015
Ichiro Vance, M.S. ECU, Committee Member, Spring 2015
Melissa Pujol, M.S. ECU, Committee Member, Spring 2015
Bethany C. Nelson, M.S. ECU, Committee Chair, Spring 2015
Paul Blackhurst, M.S. ECU, Committee Chair, Spring 2013
Alyssa Lawrence, M.S. ECU, Committee Member, Spring 2013
Alyson Kershaw, M.S. ECU, Committee Member, Spring 2012

Undergraduate Research Supervision (Honor's, McNair, etc)

Aniya C. Watkins, UIC, Honors Capstone Research Supervisor, Spring 2019
Sydni Cook, Arizona State University, Honor's Thesis Member, Spring 2017
Kelsey Basham, ECU, Honor's Thesis Member, Summer 2015
Deshay Jones, ECU, McNair Research Supervisor, Summer 2015
Priscilla Norfleet, ECU, McNair Research Supervisor, Summer 2015
Renata McCormack, ECU, McNair Research Supervisor, Summer 2014

Student Teaching Supervision (TA's)

Hailee Yoshizaki-Gibbons, Fall 2020 (UIC)
Mason Culkin, Fall 2020 (UIC)
Nina Versnyi, Fall 2020 (UIC)

Student Supervision (Critical Gaming Lab at ECU)

Cesar Mendez-Esmeral, Spring 2016
Aaron Lang, Spring 2016
Caleb Hodgson, Fall 2015
Jena Potter, Fall 2015
Anthony Holbrook, Summer 2015
Jasmine Henshaw, Summer 2015
Audra Cronen, Spring 2015
Samantha Ingle, Spring 2015
Stephanie Clements, Spring 2015

UNIVERSITY AND COMMUNITY SERVICE

Service to the University

Director, Faculty Learning Community on eSports and Gaming, University of Kentucky,
2021-Current
Strategic Discussant, Lewis Honors College, University of Kentucky, Spring 2022
Member, Faculty Women of Color Caucus, Arizona State University, 2017-2018
University Advisory Council for the Arts Based Sexual Violence Prevention Initiative,

Arizona State University, 2017-2018
Faculty Senate, Member, Eastern Kentucky University, 2015-2016
Diversity Liaison, College of Justice & Safety, Eastern Kentucky University, 2015-2016
University Diversity Planning Council, Member, Eastern Kentucky University, 2012 -
2013
Advisory Board, Women and Gender Studies, Eastern Kentucky University, 2014-2016
Advisory Board, Africa/African-American Studies, Eastern Kentucky University,
2014-2016

Service to the College/School/Department

Recruitment Committee, Writing Rhetoric Digital Studies, College of Arts and Sciences,
University of Kentucky, 2022-Current
Steering and Undergraduate Curriculum Committee, Writing Rhetoric Digital Studies,
College of Arts and Sciences, University of Kentucky, 2021-Current
Diversity, Equity, and Inclusion Committee, Writing Rhetoric Digital Studies,
College of Arts and Sciences, University of Kentucky, 2022-Current
Black Feminism Working Group, Commonwealth Institute of Black Studies, University of
Kentucky, 2021-Current
Digital Blackness Working Group, Commonwealth Institute of Black Studies, University
of Kentucky, 2021-Current
Writing Workshop Co-leader, African/African-American Studies, University of Kentucky,
Spring 2022
Games Studies Certificate Committee, College of Arts and Sciences, University of
Kentucky, 2021-Current
Search Committee, Department of Communication, Liberal Arts and Sciences, University
of Illinois – Chicago, Fall 2019
Diversity Council, Member, College of Liberal Arts and Sciences, University of Illinois –
Chicago, Fall 2018 – Current
Curriculum Committee, Member, Gender & Women’s Studies, College of Liberal
Arts and Sciences, University of Illinois – Chicago, Fall 2018 – Current
Search Committee, Department of Communication, Liberal Arts and Sciences, University
of Illinois – Chicago, Fall 2018
Games as Art Certificate Curriculum Committee, Member, New College, Arizona State
University, Fall 2017-Spring 2018
Undergraduate Research and Creative Projects Symposium, Judge, New College, Arizona
State University, March 2018

Program Assessment/Evaluation, Communication Program, School of Social and Behavioral Sciences, Arizona State University, 2017

Lab Expansion Committee, Member, Arizona State University, 2017

Strategic Planning Committee, Member, Eastern Kentucky University, 2015-2016

Sabbatical Committee, Member, Eastern Kentucky University, 2015 - 2016

Assurance of Learning Committee, Chair, Eastern Kentucky University, 2013-2016

Academic Integrity Committee, Member, Eastern Kentucky University, 2013-2016

Women and Gender Studies Advisory Board, Member, Eastern Kentucky University, 2013-2016

Curriculum/Assurance of Learning Committee, Eastern Kentucky University, 2013-2016

Student Travel Committee, Chair, Eastern Kentucky University, 2013-2015

Awards Committee, Member, Eastern Kentucky University, 2013-2015

African/African-American Studies Advisory Board, Member, Eastern Kentucky University, 2012-2016

Academic Practices and Integrity Committee, Member, Eastern Kentucky University, 2012-2015

Social Justice Curriculum Committee, Member, 2012-2013

Service to Students

Faculty Advisor, Period. The Menstrual Movement, Student Chapter, University of Illinois - Chicago, 2018-2020

Faculty Advisor, Criminal Justice Graduate Student Association, Eastern Kentucky University, 2013-2016

Faculty Co-Advisor, National Association of Blacks in Criminal Justice, ECU Chapter, Eastern Kentucky University, 2014-2016

Faculty Co-Advisor, Southern Poverty Law Center, ECU Chapter, Eastern Kentucky University, 2014-2016

Service to the Community

Co-Founder, Coalition of Researchers for Social Justice, Activist Scholars Working Group, Lexington, KY, 2015-2017

Staff Member/Volunteer, Center for Reducing Disproportionate Minority Contact, Eastern Kentucky University, 2011-2016

Board Member/Volunteer, Richmond Teen Center, Richmond, KY, 2011-2016

Mentor, Latino Multicultural College Fair, Eastern Kentucky University, October 2015

PROFESSIONAL / ACADEMIC SERVICE AND ACTIVITIES

Conference Committee Member/Reviewer

Student Track, Co-Chair (with Vandana Janeja), AI, Ethics, and Society
Conference, New York, NY, February 2020

Doctoral Colloquium, Co-Chair (with Jenny Sundén), Association of Internet
Researchers Conference, Brisbane, Australia, October 2019

Reviewer, National Humanities Center Fellowship Competition, 2019-2020
Scholarship, Research, and Creative Activities (SRCA) Grant Review Committee,
New College of Interdisciplinary Arts & Sciences, Arizona State
University, 2018

Organizing Committee, Workshop on Decolonizing Game Studies, DiGRA, 2018

Organizing Committee, Foundations of Digital Games Conference, Cal Poly,
2019

Computer-Human Interaction Conference, Rhetorics of Harassment in Video
Games, San Jose, CA, 2016

International Conference on Web and Social Media (ICWSM), Cologne, Germany,
2016

NEH Digital Humanities Start-Up Grant program, National Endowment for the
Humanities, Peer Reviewer, 2015

Book Reviewer

NYU Press
LSU Press
Duke University Press
Parlor Press

Journal Article Reviewer

Crime Media, Culture
Gender and Society
Popular Communication: The International Journal of Media and Culture
Mobilization
New Media & Society
Social Media + Society
The Black Scholar
Journal of Computer-Mediated Communication
Journal of Lesbian Studies
Frontiers: A Journal of Women's Studies
Information, Communication, and Society

Communication and Sport
ROMchip: A Journal of Game Histories

Membership in Professional Associations

Academy of Criminal Justice Sciences (ASJS)
American Sociological Association (ASA)
American Society of Criminology (ASC)
National Women's Studies Association (NWSA)
Association of Internet Researchers (AoIR)
American Society of Criminology (ASC)
National Communication Association (NCA)
Society for Cinema & Media Studies (SCMS)
Southern Sociological Society (SSS)
Society for the Study of Social Problems (SSSP)
International Communication Association (ICA)

NON-ACADEMIC POSITIONS/AFFILIATIONS

2021-present Modulate, Consultant
 Epic Games / Fortnite, Consultant
 Electronic Arts (EA), Consultant
 Feminist Frequency, Advisory Board
2020-present Logitech G Academy, Advisory Board
 AnyKey Advisory Committee Member
2019-present Raising Good Gamers Advisory Board Member
 Games and Online Harassment Hotline Advisory Board Member