

Dr. Amanda Cote

Curriculum Vitae

www.amandaccote.com

acote@msu.edu

EDUCATION

- Ph. D., Communication Studies 2016
University of Michigan, Ann Arbor, MI
Dissertation: Changing the Core: Redefining Gaming Culture from a Female-Centered Perspective
Advisors: Drs. Susan J. Douglas, Megan Sapnar Ankersen, Lisa Nakamura and Amanda D. Lotz
- B.A. with Distinction, Media Studies 2010
B.A., Foreign Affairs
University of Virginia, Charlottesville, VA

EMPLOYMENT

- Associate Professor and Director of the Serious Games Certificate 2023-Present
Department of Media & Information, Michigan State University
- Assistant Professor of Media Studies/Game Studies 2018- 2023
School of Journalism and Communication, University of Oregon, Eugene
- Howard R. Marsh Postdoctoral Teaching Fellow 2016-2018
Communication Studies, University of Michigan, Ann Arbor
- Graduate Student/Graduate Student Instructor 2010-2016
Communication Studies, University of Michigan, Ann Arbor

RESEARCH & PUBLICATIONS

BOOKS

- Cote, A. (2020). *Gaming Sexism: Gender and Identity in the Era of Casual Video Games*. New York, NY: New York University Press.
 - REVIEWS IN SCHOLARLY PUBLICATIONS
 - Bogarosh, N. (2021). *Journal of Broadcasting & Electronic Media*, “an insightful, well-contextualized examination of women gamers”
 - Crowley, S. (2022). *Journal of Gaming and Virtual Worlds*, “To say Gaming Sexism is well-researched is an understatement”
 - Cullen, A., (2022). *Journal of Transformative Works and Cultures*, “a useful

introduction for any scholar seeking to understand the basis of ongoing issues of sexism, misogyny, and gendered stereotypes in video games”

- Harrison, G. (2021). *Critical Studies in Media Communication*, “essential for anyone conducting scholarship on gender in masculine contexts and those who study video gaming in general”
- Jones, A. P. (2021). *Visual Studies*, “alters the way we understand casual games and their role”
- Kocik, D. (2021). *The Popular Culture Studies Journal*, “soberly illustrates the progress still needed to foster gender equity in gaming circles”
- Kocurek, C. (2021). *Reception*, “offers significant insights not only for game studies scholars but for game developers engaged in design decisions and community management strategies”
- Nedvědová, S. (2023). *Czech Sociological Review*, “Cote shows deep expertise in the topic and writes with a certain lightness, which makes the book accessible to both lay and scholarly audiences”
- Paul, C.A. (2021). *First Person Scholar*, “it is an excellent book that anyone interested in video games should definitely read”
- Xan, C. (2023). *American Journal of Play*, “Amanda Cote has undertaken an ambitious project in *Gaming Sexism*”

EDITED COLLECTIONS

- Jenny, S., Besombes, N., Brock, T., **Cote, A.**, and Scholz, T. (eds.). *Routledge Handbook of Esports*. Edited collection in preparation for publication in Routledge’s *Handbooks* series. In copyediting.
- Butt, M., **Cote, A.**, Hammar, E., and Mejeur, C. (eds.). *The Post-Gamer Turn*. Chapters under review.

REFEREED JOURNAL ARTICLES

- Wilson, A., **Cote, A.**, Foxman, M., Harris, B., Hansen, J., Can, O., and Rahman, M.D. (Forthcoming). In/Visible Hurdles: U.S. Collegiate Esports Participants' Perceived Barriers to Play and Involvement. Accepted at *New Media & Society*.
- **Cote, A.**, Wilson, A., Hansen, J., Harris, B., Rahman, M., Can, O., Fickle, T., and Foxman, M. (2023). Taking Care of Toxicity: Challenges and Strategies for Inclusion in U.S. Collegiate Esports Programs. *Journal of Electronic Gaming and Esports* 1(1). <https://doi.org/10.1123/jege.2022-0031>
- **Cote, A.** and Harris, B. (2023). Inevitable or Exploitative? A Case Study of Consumers’ Divergent Attitudes towards Video Game Crunch. *Media Industries* 10(1). <https://doi.org/10.3998/mij.2357>
- **Cote, A.** and Harris, B. (2023). The Cruel Optimism of “Good Crunch”: How Game Industry Discourses Perpetuate Unsustainable Labor Practices. *New Media & Society*, 25(3), 609-627. <https://doi.org/10.1177/14614448211014213>
- **Cote, A.**, Can, O., Foxman, M., Harris, B., Hansen, J., Rahman, M., and Fickle, T. (2023). The COVID Season: Collegiate Esports Programs' Material Challenges and Opportunities During the 2020-21 Pandemic. *Games and Culture*, 18(2), 229-250. <https://doi.org/10.1177/15554120221088116>
- **Cote, A.**, Dal Cin, S., Exelmans, L., & Mustafaj, M. (2022). Philanthropic, Prosocial Players: How Game-Related Charity Events Motivate Unlikely Donors. *New Media & Society*.

<https://doi.org/10.1177/14614448221130738>

- Harris, B. C., Hansen, J., Can, O., Rahman, M., Foxman, M., **Cote, A.** and Fickle, T. (2022). “Starting from scratch to looking really clean and professional”: How students’ productive labor legitimizes collegiate esports. *Critical Studies in Media Communication*, 39(2), 141-153. <https://doi.org/10.1080/15295036.2022.2030484>
- Mejeur, C and **Cote, A.** (2021). Who Gets to Be in The Guild?: Race, Gender, and Intersecting Stereotypes in Gaming Cultures. *Loading: The Journal of the Canadian Game Studies Association*, 14(24), 70-89.
- **Cote, A.** and Harris, B. (2021). “Weekends became something other people did”: Understanding and intervening in the habitus of video game crunch. *Convergence*, 27(1), 161-176. doi: 10.1177/1354856520913865
- **Cote, A.**, Coles, S. M. and Dal Cin, S. (2021). The Interplay of Parenting Style and Family Rules about Videogames on Subsequent Fighting Behavior. *Aggressive Behavior*, 47(2), 135-147. <https://doi.org/10.1002/ab.21931>
- **Cote, A.** (2020). Casual resistance: A longitudinal case study of video gaming’s gendered construction and related audience perceptions. *Journal of Communication*, 70(6), 819-841. <https://doi.org/10.1093/joc/jqaa028>
- **Cote, A.** and Mejeur, C. (2018). Gamers, Gender, and Cruel Optimism: The Limits of Social Identity Constructs in *The Guild*. *Feminist Media Studies*, 18(6), 963-978. doi: 10.1080/14680777.2017.1376699
- **Cote, A.** (2018). Writing “Gamers”: The gendered construction of player identity in *Nintendo Power* magazine. *Games and Culture*, 13(5), 479-503. doi: 10.1177/1555412015624742
- **Cote, A.** (2017). “I can defend myself”: Women’s strategies for coping with harassment while gaming online. *Games and Culture*, 12(2), 136-155. doi: 10.1177/1555412015587603

REFEREED BOOK CHAPTERS

- **Cote, A.**, and Butt, M. (in press). Broadening the Imagined Audience: The Case of “Gamers.” In Hill, A. and Lunt, P. (Eds.), *The Routledge Companion to Media Audiences*. Forthcoming 2024.
- **Cote, A.** and Saidel, E. (2024). ‘Race’ and Race: Longitudinal Trends in D&D Character Creation. In Sidhu, P., Carter, M., and Zagal, J. (Eds.), *D&D at 50: An Edited Collection*. MIT Press.
- **Cote, A.** and Foxman, M. (2021). Studying Games. In Ferdig, R., Gandolfini, E. and Baumgartner, E. (Eds.), *Teaching the Game, Vol. 1: A collection of syllabi for game design, development, and implementation*. (pp. 201-224). ETC Press.
- **Cote, A.** (2018). Curate Your Culture: A Call for Social Justice-Oriented Game Development and Community Management. In K. Gray and D. Leonard (Eds.), *Woke Gaming: Digital Challenges to Oppression and Social Injustice*. (pp. 193-212). University of Washington Press.
- **Cote, A.** and Raz, J. (2015). In-depth interviews for games studies. In P. Lankoski and S. Bjork (Eds.), *Game Research Methods: An Overview* (pp. 93-116). ETC Press.

NON-REFEREED ARTICLES

- **Cote, A.** (2021, June 4). On the (In)Visibility of Female Gamers. *Flow*, 27(8). <https://www.flowjournal.org/2021/06/invisibility-of-female-gamers/>
- **Cote, A.** and Harris, B. (2021, April 5). Combatting Crunch from the Margins: How Hierarchies of “Realness” Complicate Video Game Production. *Flow*, 27(6).

<https://www.flowjournal.org/2021/04/combating-crunch/>

- **Cote, A.** and Perry, C. (2020, Dec. 4). More than Skin Deep: Evaluating Fantasy Video Games' Underlying Racial Influences. *Flow*, 27(3). <https://www.flowjournal.org/2020/12/fantasy-video-games/>.
- **Cote, A.** (2020, Aug. 21). Here's what it'll take to clean up esports' toxic culture. *The Conversation*. <https://theconversation.com/heres-what-itll-take-to-clean-up-esports-toxic-culture-143520>

REVIEWS

- **Cote, A.** (2020). Review of the book *Fake Geek Girls: Fandom, Gender, and the Convergence Culture Industry*, by S. Scott. *Convergence*, 26(1), 228-230. doi: 10.1177/1354856519861739
- **Cote, A.** (2018). Review of the book *Ready Player Two: Women Gamers and Designed Identity*, by S. Chess. *Feminist Media Studies*, 18(5), 957-959. doi: 10.1080/14680777.2018.1498142

PEER-REVIEWED CONFERENCE PRESENTATIONS

- Arangelov, V., Burrell, S., **Cote, A.**, Foxman, M., and Rahman, M. (upcoming June 2024). Grounds for Coping: When and Why Women Gamers Employ Different Harassment Management Strategies. Paper accepted to the annual Digital Games Research Association Conference. Guadalajara, Mexico.
- **Cote, A.**, Harris, B., Keogh, B., Švelch, J. and Iantorno, M. (upcoming June 2024). Building from the (Play)ground Up: Finding Sustainable Game Industry Futures. Panel submission accepted to the annual Digital Games Research Association Conference. Guadalajara, Mexico.
- **Cote, A.** and Wilson, A. (upcoming June 2024). #whatagamedevlookslike: Marginalized Gameworkers and Oscillating Public Spheres. Paper accepted to the 74th Annual International Communication Association Conference. Gold Coast. Australia.
- **Cote, A.** and Harris, B. (upcoming June 2024). Strike for the Right to Produce: How Media Frame the 2023 SAG-AFTRA Video Game Studio Strike Authorization. Paper accepted to the 74th Annual International Communication Association Conference. Gold Coast. Australia.
- Foxman, M., Cole, C., Fairchild, T., **Cote, A.**, and Wilson, A. (upcoming June 2024). The Collegiate Census: Mapping U.S. Esports. Paper accepted to the 74th Annual International Communication Association Conference. Gold Coast. Australia.
- Butt, M.-A., **Cote, A.**, Hammar, E. and Mejeur, C. (upcoming June 2024). The Post-Gamer Turn. Panel submission accepted to the 74th Annual International Communication Association Conference. Gold Coast. Australia.
- **Cote, A.** (2023, June 22). "I really think of these things more as toys": Will Wright's Toy-Based Design Philosophy. Paper presented at the Digital Games Research Association Annual Conference. Seville, Spain.
- Can, O., Foxman, M., Wilson, A., Cote, A., Rahman, M., Burrell, S., Harris, B., Hansen, J., and Fickle, T., (2023, June 22). The Limits of Influence: Negotiating the Hegemony of Game Companies in Collegiate Esports in the U.S. Paper presented at the Digital Games Research Association Annual Conference. Seville, Spain.
- **Cote, A.**, Rahman, M., Foxman, M., Wilson, A., Burrell, S., Harris, B., Can, O., Hansen, J. and Fickle, T. (2023, June 22). The Fandom Frontier: Understanding the Limitless(?) Potential of Collegiate Esports Fans. Paper presented at the Digital Games Research Association Annual Conference. Seville, Spain.
- Foxman, M., Can, O., Wilson, A., **Cote, A.**, Harris, B., Rahman, M., Hansen, J., and Fickle, T.

- (2023, June 21). Facilitating Collegiate Esports: Limiting and Legitimizing Competitive Gaming. Paper presented at the Digital Games Research Association Annual Conference. Seville, Spain.
- **Cote, A.**, Harris, B., Wilson, A., Hansen, J., Can, O., and Rahman, M. (2023, May 29). (In)Visible Hurdles: U.S. Collegiate Esports Participants' Perceived Barriers to Play and Involvement. Paper presented at the 73rd Annual International Communication Association Conference. Toronto, Canada.
 - Harris, B., Wilson, A., **Cote, A.**, Burrell, S., Fairchild, T., Hansen, J., Can, O., Rahman, M. (2023, May 29). Is it worth it?" Student Media Workers' Cruel Optimism in Collegiate Esports. Paper presented at the 73rd Annual International Communication Association Conference. Toronto, Canada.
 - Rahman, M., Burrell, S., and **Cote, A.** (2023, May 29). Including the Nerds: Collegiate Esports Programs Building Social Capital and Sense of Community on University Campuses. Paper presented at the 73rd Annual International Communication Association Conference. Toronto, Canada.
 - **Cote, A.** (2023, April 14). Journeys Through the Matter of Whiteness. Paper presented at the annual Society for Cinema and Media Studies Conference.
 - Foxman, M., **Cote, A.**, Wilson, A., Can, O., Hansen, J., Harris, B., Rahman, M., and Fickle, T. (2022, Nov. 22). Sustainable Grassroots: Tensions, Expectations and Recommendations in Formalizing Collegiate Esports. Paper presented at the Esports Research Network Conference. Jonkoping, Sweden.
 - Burrell, S., **Cote, A.**, Rahman, M., and Foxman, M. (2022, Nov. 17). Identification, Spectatorship, and the Role of Virtual Reality in Collegiate Esports Fandom. Paper presented at the 2022 National Communication Association Conference. New Orleans, LA, USA.
 - Foxman, M., Perreault, G., Nieborg, D., Chess, S., **Cote, A.**, and Harris, B. (2022, July 11). Bringing Worlds Together... Sometimes: North American Game Journalists and their Relationship with the Public. Panel presented at the Digital Game Research Association Conference. Krakow, Poland.
 - **Cote, A.**, Gray, K., Paul, C. A., Bergstrom, K., Harvey, A., Tran, C. H., and Fletcher, A. (2022, June 24). Studying and Speaking to Industries: A Game Studies Roundtable. Roundtable presented at Console-ing Passions 2022. Orlando, FL.
 - Rahman, M., Wear, H., Foxman, M., Burrell, S., Hansen, J., Harris, B., Can, O., and **Cote, A.**, (2022, June 3). The virtual front porch: An analysis of the impact of collegiate esports on university identification. Paper presented at the annual North American Society for Sport Management Conference. Atlanta, GA, USA.
 - **Cote, A.**, and Harris, B. (2022, May 30). Player Perceptions of Production: A Case Study Analysis of Consumers' Attitudes towards Video Game Crunch. Paper presented at the 72nd Annual International Communication Association Conference. Paris, France.
 - **Cote, A.**, Dal Cin, S., Exelmans, L., and Mustafaj, M. (2022, May 28). Philanthropic, Prosocial Players: How Game-Related Charity Events Motivate Unlikely Donors. Paper presented at the 72nd Annual International Communication Association Conference. Paris, France.
 - Mustafaj, M., Dal Cin, S., **Cote, A.**, and Exelmans, L. (2022, May 28). Video Game Use and the Wellbeing of Young Hospital Patients. Paper presented at the 72nd Annual International Communication Association Conference. Paris, France.
 - **Cote, A.**, Can, O., Harris, B., Hansen, J., Rahman, M., and Fickle, T. (2022, May 28). Quaranteenage Wasteland: Collegiate Esports Programs' Challenges and Opportunities During the COVID-19 Pandemic. Paper presented at the 72nd Annual International Communication Association Conference. Paris, France.

- Rahman, M., Wear, H., Burrell, S., Hansen, J., Harris, B., Can, O., and **Cote, A.**, (2022, May 28). Esports Fandom: Collegiate Program Influence on Perceptions of Host Institutions. Poster presented at the 72nd Annual International Communication Association Conference. Paris, France.
- **Cote, A.** (2021, Oct. 13-16). The Pros and Perils of Interdependence: Feminist Organizing in Online Game Forums. Paper presented at AoIR 2021: The 22nd Annual Conference of the Association of Internet Researchers. Philadelphia, PA, USA: AoIR. Retrieved from <http://spir.aoir.org>.
- Foxman, M., **Cote, A.**, Can, O., Harris, B., Rahman, M., Hansen, J., and Fickle, T. (2021, Oct. 13-16). Recasting Collegiate Esports: Independence and Interdependence of University Twitch Streamers. Paper presented at AoIR 2021: The 22nd Annual Conference of the Association of Internet Researchers. Philadelphia, PA, USA: AoIR. Retrieved from <http://spir.aoir.org>.
- **Cote, A.** & Harris, B. (2021, May 27-31). The Cruel Optimism of “Good Crunch”: How Game Industry Discourses Perpetuate Unsustainable Labor Practices. Paper presented at the 71st Annual International Communication Association Conference, Virtual.
- **Cote, A.**, Hansen, J., Harris, B., Rahman, M., Can, O., Fickle, T., Foxman, M. (2021, May 27-31). Taking Care of Toxicity: Challenges and Strategies for Inclusion in Collegiate Esports Programs. Paper presented at the 71st Annual International Communication Association Conference, Virtual.
- Can, O., Rahman, M., Hansen, J., Harris, B., Fickle, T., **Cote A.**, Foxman, M. (2021, May 27-31). Cognitive Capitalism in Collegiate Esports. Paper presented at the 71st Annual International Communication Association Conference, Virtual.
- Harris, B., Hansen, J., Can, O. Rahman, M., Fickle, T., **Cote A.**, Foxman, M. (2021, May 27-31). The legitimizing labor of collegiate esports students: Critical insights for continued institutionalization. Paper presented at the 71st Annual International Communication Association Conference, Virtual.
- Foxman, M., Fickle, T., Harris B., & **Cote, A.** (2021, May 27-31). Out of Bounds: Reconceiving the Institution of Esports. Paper presented at the 71st Annual International Communication Association Conference, Virtual.
- **Cote, A.** (2021, March 20). Life Gets in the Way: How Female Players’ Changing Life Contexts Affect their Gaming Habits. Paper presented at the Society for Cinema and Media Studies Conference. Virtual.
- Can, O., Harris, B., Rahman, M., Hansen, J., Foxman, M., Wear, H., **Cote, A.**, and Fickle, T. (2020, Sept. 25). A Collegiate Esports Ecosystem: Exploring Possibilities and Challenges for Universities and Businesses. Paper presented at the Gaming & Esports Summit: Economics & Business Conference. Virtual.
- Foxman, M. and **Cote, A.** (2020). Entering the Arena: Critical Issues in the Institutionalization of Esports. Panel discussion accepted to the Digital Game Research Association Conference. Conference canceled due to COVID-19.
- **Cote, A.** (2020, May 25). Sexism Is Ordinary: Contextualizing #Gamergate Through Female Gamers’ Experiences. Paper presented at the International Communication Association Conference. Virtual.
- Foxman, M., **Cote, A.**, Wear, H., Harris, B., Hansen, J., Can, O., and Rahman, M. (2020, May 24). For the Win: Critical Concerns of Collegiate Esports Players. Paper presented at the International Communication Association Conference. Virtual.
- **Cote, A.** and Harris, B. (2020, May 23). “Weekends Became Something Other People Did”: Understanding and Intervening in the Habitus of Video Game Crunch. Paper presented at the International Communication Association Conference. Virtual.
- **Cote, A.** (2019, August 8). “Stupid games” and serious gamers: Reconciling conflicting video game

- identities. Paper presented at the Digital Game Research Association Conference. Kyoto, Japan.
- **Cote, A.** (2019, May 26). From Digital to Dungeons: A Case Study of Female Gamers, Changing Play Habits, and Analog Games. Paper presented at the International Communication Association Conference. Washington, DC. (Top Paper in Game Studies)
 - **Cote, A., Coles, S. M., and Dal Cin, S.** (2019, May 26). Restrictive Mediation of M-Rated Video Games: Relation to Aggressive Outcomes and Parenting Style. Paper presented at the International Communication Association Conference. Washington, DC.
 - **Cote, A. and Mejeur, C.** (2019, April 17). Failing to G-Kick Stereotypes: Race, Gender, and Identity in The Guild. Paper presented at the Popular Culture Association/American Culture Association Conference. Washington, DC.
 - **Cote, A.** (2018, March 17). Girly Games and “Girl Gamers”: Implicit Sexism in Video Game Culture. Paper presented at the Annual Society for Cinema and Media Studies Conference. Toronto, Canada.
 - **Cote, A.** (2017, Aug. 31). Framing AAA: Media Coverage of Industrial Change in Early 2000s Video Gaming. Paper presented at the Annual Meeting of the Society for Social Studies of Science (4S). Boston, MA.
 - **Cote, A. and Mejeur, C.** (2016, June 16). The Cruel Optimism of Gamer Identity: An Analysis of The Guild, Gender, and the Limitations of Social Identity Constructions. Paper presented at Console-ing Passions 2016. University of Notre Dame, South Bend, IN.
 - **Cote, A.** (2014, Nov. 16). Press X to continue: Feminism, gaming technology, and (the absence of) women in videogaming. Panel discussion presented at the National Women’s Studies Association 2014 Conference. San Juan, Puerto Rico.
 - **Cote, A.** (2014, Oct. 17). Playing online with boys: Women’s strategies for coping with harassment while gaming. Paper presented at Meaningful Play 2014. Michigan State University, East Lansing, MI.
 - **Cote, A.** (2014, Oct. 16). Gender, inclusive game design, and gaming culture: An industry and academic discussion. Roundtable discussion presented at Meaningful Play 2014. Michigan State University, East Lansing, MI.
 - **Cote, A.** (2012, July 20). Playing with masculinity: Narrative video games and male characters. Paper presented at Console-ing Passions 2012. Suffolk University, Boston, MA.
 - **Cote, A.** (2011, July 21). “Our princess is in another castle”: Feminist media theory and female video game characters. Paper presented at Console-ing Passions 2011. University of South Australia, Adelaide, South Australia.

INVITED TALKS AND SEMINARS

- Švelch, J., **Cote, A.**, Ruffino, P., and Tyni, H., (2023, Nov. 6-7). Prague Game Production Studies Workshop, Charles University, Prague, Czech Republic.
- Ruotsalainen, M., Washington, A., **Cote, A.**, and Sahlin, G. E. (2022, Nov. 23). The Importance of Diversity & Inclusion for Esports. Panel presentation at the Esports Research Network Conference. Jonkoping, Sweden.
- **Cote, A.** (2022, Jan. 8). Gaming Sexism. Invited talk at the American Association of University Women (AAUW) Eugene-Lane Branch.
- Willard, L., Bestor, N., Chess, S., Vidolova, L. and **Cote, A.** (2021, October 23) Fans, Players, and/or Users? Bridging Fan and Digital Media Studies. Roundtable at the Fan Studies Network – North America Virtual Conference 2021.

- **Cote, A.** and Harris, B. (2020, Dec. 11). *amework on the Page: Text-Based Research Methods for Studying Game Production Cultures*. *Researching Game-making: Skills, Cultures, and Politics Workshop*, Queensland University of Technology, Brisbane, Aus.
- **Cote, A.** (2020, Nov. 14). *The Cassandras of Crunch: How Labor Advocates Go Unheard in Gaming's Hierarchical Development Structure*. *Game Studies Work in Development Seminar*, Mercer University, Macon, GA.
- **Cote, A.** (2019, Feb. 20). *Inclusion Action Series: Body Size Bias and Body Image in Culture and Media*. Roundtable hosted by the University of Oregon Diversity Action Committee.
- **Cote, A.** (2015, June 17). *Women's strategies for coping with harassment while gaming online*. Invited talk via Skype at Eastern Kentucky University School of Justice Studies.
- **Cote, A.** and Mejeur, C. (2015, March 24). *Virtual gender barriers: Issues of representation and voice in games*. Invited talk at Lawrence Technological University, MI.
- **Cote, A., Frank, K.** and Panek, E. (2011, Dec. 2). *New directions in Communication Studies on the Digital Revolution*. HASTAC 2011. University of Michigan, Ann Arbor, MI.

FELLOWSHIPS AND GRANTS

- Dean's Grant 2022-2023
 - *Collegiate Esports by the Numbers: Surveying the Landscape, Fans and Brands*, with Dr. Maxwell Foxman. Awarded by the University of Oregon School of Journalism and Communication, \$8010
 - *Esports and Games Research (EGR) Lab Consortium Development*, with Drs. Maxwell Foxman and Henry Wear. Awarded by the University of Oregon School of Journalism and Communication, \$5200
- Incubating Interdisciplinary Initiatives (I3) Award 2021-2023
 - *Understanding Collegiate Esports: Economic, Institutional and Cultural Integration*, with Drs. Maxwell Foxman (Co-PI), John Clithero, Tara Fickle, and Henry Wear. Awarded by the University of Oregon Office of the Vice President for Research & Innovation, \$49,859
- Dean's Grant 2020-2021
 - *The Institutionalization of Collegiate Esports*, with Drs. Maxwell Foxman and Henry Wear. Awarded by the University of Oregon School of Journalism and Communication, \$5000
- Petrone Grant 2019-2020
 - *Humanness and Games*. Awarded by the University of Oregon School of Journalism and Communication, \$5000
- New Junior Faculty Research Award 2018
 - Awarded by the University of Oregon Office of the Vice President for Research & Innovation, \$2500

ACADEMIC HONORS & AWARDS

- ICA Game Studies, Top Paper Award 2019
- Golden Apple Teaching Award nominee 2017
- McDonald Award for Best Communication Studies Graduate Student Instructor 2011-2012

TEACHING EXPERIENCE

Primary Instructor

2016-Present

Michigan State University

MI830: Foundations of Serious Games

- Graduate course (taught in both online and hybrid format) on designing games for non-entertainment purposes using evidence-based strategies; part of the Serious Games Certificate

MI831: Theories of Interaction and Game Design

- Online, asynchronous graduate course on theories of interaction in games and other mediated contexts; part of the Serious Games Certificate

University of Oregon

J201: Media and Society

- Introductory lecture on media history, industries, and theories

J314: Intro to Media Studies

- Upper-level lecture on the history of media studies and its key theories

J415: Media Studies Research Methods

- Upper-level lecture on qualitative and quantitative research methods

J429/529: Studying Games

- Upper-level introduction to game studies, including game culture, industry, and texts

J424H: Media & Masculinities

- SOJC Honors course on media and theories/representations of masculinity

J613: Media Theory II

- Graduate seminar on the critical turn in media studies theory

J648: Cultural Approaches to Communication

- Graduate seminar on critical cultural studies as applied to media and communication; course covered theory, method and application through a variety of case studies

University of Michigan

COMM 101: The Mass Media

- Fundamentals of critical and humanistic communications research/theories

COMM 102: Media Processes and Effects

- Fundamentals of social science communications research/theories

COMM 371: Media, Culture, and Society

- Upper-level lecture on the historical rise of mass media and its impact on modern society and culture

COMM 404: Video Games: Culture and Industry

- Upper-level lecture on the history of the video game industry and the various cultural impacts of games

COMM 404: War & Popular Culture

- Upper-level lecture on the role of popular culture in shaping perceptions of war and history

COMM 405: Media and Masculinities

- Upper level seminar on theories and representations of masculinity

COMM 993: Seminar for Instructors

- Pedagogical seminar for first-time communication instructors

Head Graduate Student Instructor 2013-2014

COMM 121 and 122: Analyzing Media and Evaluating Information I & II

- Research methods in the social science and humanistic/critical traditions

Duties:

- Worked with a team to develop two new undergraduate courses focusing on social science and humanities research methods
- Led team of 4-5 GSIs, including new hires, in planning classes, teaching weekly labs and grading submitted materials
- Wrote all lesson plans for weekly 2 hour lab sessions and drafted all assignments/exams
- Created grading rubrics for all assignments and ensured consistency across class sections

Graduate Student Instructor (GSI) 2011-2016

COMM 101: The Mass Media, Winter 2012, Winter 2013, and Winter 2016

- Fundamentals of critical and humanistic communications research/theories

COMM 102: Media Processes and Effects, Winter 2011

- Fundamentals of social science communications research/theories

COMM 211: Evaluating Information, Fall 2011

- Research methods in the social sciences

COMM 271: Communication Revolutions, Fall 2016

- History of communication and media technologies, and their significance to structures of power and cultural development

COMM 351: Media Industries, Fall 2012

- Critical exploration of media industries' organization, practices and impact on society

FURTHER PEDAGOGICAL TRAINING

- Game Studies Minor Curriculum Development, University of Oregon 2021-2023
- Provost's Teaching Academy, University of Oregon 2021-2023
- Summer Teaching Institute: Alternative Approaches to Assessment Pathway 2021
 - Teaching Engagement Program, University of Oregon
- Graduate Teacher Certificate 2016
 - Center for Research on Learning and Teaching, University of Michigan
- Seminars
 - Cuts: Responding to Student Climate Concerns 2018
 - Facilitating Discussions in the Social Sciences and Humanities 2014
 - Writing 993: Teaching Writing in the Disciplines 2012
 - COMM 993: Seminar for Instructors 2011

SERVICE & PROFESSIONAL OUTREACH

- Memberships and Activities
 - International Communications Association (Member, Former Student and Early Career Representative)

- Society for Cinema & Media Studies (Member)
- Digital Games Research Association (Member/Working Group Participant)
- Association for Internet Research (Member)
- Esports Research Network (Board member, Founding member)
- Service to the Discipline
 - Committee Membership
 - Scientific Committee Member and Proposal Reviewer, Esports Research Network Conference 2022-present
 - Digital Games Research Association (DiGRA) Diversity Working Group 2018-present
 - ICA Game Studies Officer; Student and Early Career Representative 2019-2022
 - Gaming Symposia Planning Committee, University of Michigan 2015-2018
 - Editorial
 - Editorial Board Member, *Journal of Electronic Gaming and Esports* 2023-Present
 - Reviewer
 - *New Media & Society*
 - *Information, Communication and Society*
 - *Feminist Media Studies*
 - *Journal of Broadcasting & Electronic Media*
 - *Convergence*
 - *Communication, Culture, and Critique*
 - *Games and Culture*
 - *Journal of Electronic Gaming and Esports*
 - *International Journal of Esports*
 - *Visual Communication Quarterly*
 - *Symbolic Interaction*
 - *Mass Communication & Society*
 - *Media and Communication*
 - *International Journal of Adolescence and Youth*
 - *Journal of Youth Studies*
 - *Transactions on Social Computing*
 - *Gamevironments*
 - University of Michigan Press
 - Bloomsbury Academic Press
 - De Gruyter
 - International Communication Association Conference
 - Digital Games Research Association Conference
 - Association of Internet Researchers Conference
 - Console-ing Passions Conference
 - Hawaii International Conference on System Sciences
 - ACM CHI Conference on Human Factors in Computing Systems
- Service to the University/Department
 - Michigan State University
 - Serious Games Certificate Director 2023-Present
 - M&I Masters Program Committee 2023-Present

- RPT Committee 2023-Present
 - University of Oregon
 - SOJC PhD Advisory Committee 2020-2023
 - SOJC Diversity, Equity & Inclusion Committee
 - Co-Chair 2022-2023
 - Member 2020-2022
 - SOJC Research Presentation Committee 2018-2021
 - Summer Academy to Inspire Learning (SAIL) Program Speaker 2019-2022
 - Mystery Lunch Program 2019-2020
 - Media Studies Area Twitter Coordinator 2019-2023
 - Affiliated Faculty
 - UO Center for the Study of Women and Society
 - UO New Media & Culture Certificate program
 - Provost's Teaching Academy 2021-2023
 - Women's Innovation Network Member 2021-2022
 - Nine month cross-disciplinary program cultivating women's entrepreneurship
 - UO Game Studies Interest Group member 2019-Present
 - Duck into a Lecture Speaker; Fall Family Weekend 2021
 - IntroDUCKtion Speaker 2020-2022
 - Women in Media Symposium Planning Committee, University of Oregon 2018-2019
- Public and Other Service
 - Public-Facing Interviews and Presentations
 - Hushegyi, A. and Cote, A. (2022, Dec. 22). [The Myth of Good Crunch](#). *Conversations in Game Studies*.
 - Miller, D., Ebert, D., and Cote, A. (2022, Nov. 29). [What diversity looks like in tabletop roleplaying games in East Portland](#). *Think Out Loud*. OPB.
 - Jayemanne, D., Butt, M., Cote, A., Hammar, E., and Mejeur, C. (2022, Nov. 10). [Episode 24](#). *Keywords in Play Podcast*. Critical Distance and the Digital Games Research Association.
 - Phillips, K. and Cote, A. (2021, Dec. 13). [The Current State of Gaming](#). *Pop Life*. WAER/NPR.
 - Sher, S., Ashcraft, A., and Cote, A. (2021, Nov. 24). [Sexism and the Gamer Identity](#). *Ethics and Video Games Podcast*.
 - Dannar, A., AcidTrain, Zee, M. and Cote, A. (2021, Aug. 29). [The Activision Lawsuit and Sexism in Gaming Culture \(with Dr. Amanda Cote\)](#). *The SciFi Gangstas Podcast*.
 - Orme, S., McCauley, B. and Cote, A. (2021, March 29). [Amanda Cote talks casual games, gaming culture, esports and her book 'Gaming Sexism' on the Esports Research Report](#). *The Esports Research Report*. Esports Research Network.
 - Foxman, M., Cote, A. and Riley, G. (2021, Feb. 8). [Curious: The Effects Of Video Games Becoming Collegiate Sports](#). The Jefferson Exchange.
 - Boyd, K. and Cote, A. (2020, Dec. 15). [The Casual Sexism of Gaming](#). [Radio broadcast] *Think with Krys Boyd*. KERA/NPR.
 - Cote, A. (2020, Sept. 1). [From Digital to Dungeons: What the video game industry can learn from D&D](#). University of Oregon Understood.
 - Cote, A. (2020, March 4). *From Digital to Dungeons: Female Gamers and Dungeons & Dragons' Inclusive Play*. University of Oregon Quack Chats.

- Peppis, P. and Cote, A. (2020, Jan. 8). [UO Today with Amanda Cote](#). Interview with UO Oregon Humanities Center Director Paul Peppis.
- Media Appearances
 - *Marketplace Tech*, August 11, 2022. “[Women don’t wear bikinis to battle, and other things the gaming industry is learning.](#)” (Interview)
 - *The Eyeopener*, March 25, 2022, “[Unfair game: Women say harassment is common when gaming online.](#)” (Interview)
 - *The Guardian*, January 21, 2022, “[Activision Blizzard employees form first of its kind Game Workers Alliance Union.](#)” (Interview)
 - *The Conversation*, January 18, 2022, “[Microsoft purchase of Activision Blizzard won’t clean up gamer culture overnight: 5 essential reads about sexual harassment and discrimination in gaming and tech.](#)” (Featured publication)
 - *The Guardian*, August 8, 2021, “[Activision Blizzard scandal a ‘watershed moment’ for women in the gaming industry.](#)” (Interview)
 - *The Conversation*, July 30, 2021, “[The Activision Blizzard lawsuit shows gamer culture still has a long way to go: 5 essential reads about sexual harassment and discrimination in gaming and tech.](#)” (Featured publication)
 - *The Wall Street Journal*, July 26, 2021, “[Activision Blizzard Gender-Bias Suit Shows Videogame Culture Remains a Flashpoint.](#)” (Interview)
 - *Insider*, July 21, 2021, “[Streamer Sweet Anita says she may quit Twitch because the 'mental toll' of online sexualization won't be 'survivable' forever](#)” (Reuse of previous interview)
 - *The Daily Emerald*, July 20, 2021, “[Women in Esports](#)” (Interview)
 - *Gen, Medium*, March 16, 2021, “[The Bigoted ‘Trash Talk’ That’s Tolerated in Gaming](#)” (Featured research)
 - *Game World Observer*, September 9, 2020, “[Analysts on Chinese market: “Female-oriented games can be a gold mine that is waiting to be discovered”](#)” (Reuse of previous interview)
 - *South China Morning Post*, September 7, 2020, “[Romance and court intrigue: how female-focused games find success in China despite sexist stereotypes.](#)” (Interview)
 - *Insider*, July 25, 2020, “[200 allegations of sexual misconduct in gaming were revealed in a recent spreadsheet. Streamers say it reflects sexism they face every day.](#)” (Interview)

ADVISING AND MENTORING

- Student mentorship details available upon request
- Research Groups Managed
 - Co-leader (with Maxwell Foxman) of the Esports and Games Research Lab
 - Participants: Dr. Henry Wear (UO SOJC); Dr. Tara Fickle (Northwestern University); Dr. John Clithero (UO Lundquist School); Dr. Brandon Harris (UHCL), Dr. Jared Hansen (RMIT-Vietnam), SOJC Doctoral Students Onder Can, Waseq Rahman, Shane Burrell, Andy Wilson, Will Arangelov
 - Works produced:
 - Wilson et al., “In/Visible Hurdles” article forthcoming at *New Media & Society*
 - Cote et al., “Taking Care of Toxicity” article published at *Journal of Electronic Gaming and Esports*
 - Cote et al., “The COVID Season” article published at *Games and Culture*
 - Harris et al., “Starting from Scratch” article published at *Critical Studies in Media*

Communication

- 15+ peer reviewed conference presentations
- Works-in-progress: Two articles under review; additional journal articles in progress based on interview data and survey research; additional survey underway