

ASHLEY ML BROWN'S CV

Brunel University London | 07531972781 | ambrow10@gmail.com | amlbrown.com

EDUCATION

The University of Manchester, Manchester, UK

Ph.D. in Social Sciences

2013

Thesis: 'Sex Between Frames: An exploration of online and tabletop erotic role play'

The University of Manchester, Manchester, UK

M.A. in Sociology

2009

Dissertation: 'Seriously Subversive or Playfully Pointless? An exploration of gender and sexual identity in *World of Warcraft*'

Arizona State University, Phoenix, Arizona, USA

B.Sc. in Sociology

2008

Areas of Concentration: Identity, gender performance and expression, statistics, ethnography

Minor: Social Behavioural Science

Honours Thesis: 'Getting Skintimate: The deconstruction of stereotypes regarding modified women'

AWARDS

Brunel College of Business, Arts, and Social Sciences Teaching Excellence Award

2014-2015

Brunel Student-Led Teaching Award for Excellent Module Design

2014-2015

School of Social Science Internal Studentship

2009 – 2012

Arizona State University Scholarship and Tuition Waiver

2004 – 2008

TEACHING EXPERIENCE

Brunel University London, London, UK

1 August 2014- present

Lecturer in Game Design

Based in a degree programme teaching Game Design, my focus is on design principals and player-studies. I teach 3 modules: Introduction to Game Studies; Game Genres; and Socio-Cultural Contexts. My responsibilities include: module design, assessment design, syllabus design, lecture delivery, assessment marking, and monitoring student feedback. My modules consistently receive high student feedback and have won awards from both students and peers.

The University of Manchester, Manchester, UK

Second Year Graduate Teaching Assistant

2010-2014

Assisted Dr. Nick Crossley with Sociology of Popular Music (2010-2014); and Dr. Natalie Hammond with Qualitative Methodology for Sociology. I was responsible for running tutorials and meeting with students. Additionally, I've had the opportunity to work closely with Dr. Crossley in helping develop tutorial exercises. For both classes, I received praise and positive feedback from both internal teaching evaluations and student feedback.

First Year Graduate Teaching Assistant

2009-2011

Assisted Dr. Graeme Kirkpatrick with first year courses: Media, Culture, and Society; Media, Culture, and Society II; Technology, Communication, Culture and Dr. Nick Thorburn with introductory sociology class Work, Organisation, and Society. I was responsible for following syllabi, running tutorials, meeting with students, and marking non-assessed essays.

Arizona State University, Phoenix, Arizona, USA

Undergraduate Teaching Assistant

2007-2007

Assisted Dr. Thomas Keil with the class Sociology of Murder. I prepared exam questions, marked exams, and gave two class lectures. I received positive feedback on my teaching from Dr. Keil and the students.

RELATED EXPERIENCE

Brunel University London

Admissions Tutor for Game Design

March 2015 – Current

As academic admissions tutor, I am the first point of contact for potential students looking to join the Game Design Bachelor of Arts programme. I answer enquiries about the course's academic content via email, host talks for students and parents during open days, plan 'taster' activities and events for students and parents during applicant days, host orientation activities for students during freshers week, and communicate with the administrative admissions team to ensure students are appropriately registered and enrolled.

The Digital Games Research Association (DiGRA), Tampere, Finland

Secretary

2014 – Current

As secretary of the Digital Games Research Association, my responsibilities include: organizing meetings, taking minutes, keeping membership lists current, coordinating with regional chapters, organizing meet-ups at the annual conferences, and maintaining the organization's email. Most notably, my role as secretary has involved coordinating and running board elections.

The University of Manchester, Manchester, UK

Web and Social Media Administration for Creative Intentions Conference

2013 – 2014

As a volunteer for a one-day postgraduate conference, I manage the conference website, social media outlets, email account, social event, as well as keep track of registration through spreadsheets. My responsibilities include: developing and updating the conference website, creating web forms, collecting and disseminating abstracts, designing the conference poster using Photoshop, organizing the post-conference social, keeping record of all attendees, keeping the conference Twitter and Facebook accounts up to date, and putting together the conference packs.

The Digital Games Research Association (DiGRA), Tampere, Finland

Student Representative and Board Member

2012 – 2014

A volunteer position designed to increase student representation and involvement within the research organization. Responsibilities included: organizing student feedback, attending meetings and disseminating the feedback to the other board members, budget planning, event planning, creating and hosting networking events for students, creating a Facebook group which now has over 550 active members, and assisting with the creation and maintenance of a website and forum. Whilst I have been in a position as a student representative, DiGRA has seen an all-time high in the numbers of student members. More students than ever before came to the 6th DiGRA conference as a result of my campaigning for lower registration fees, more diverse options for room and board, as well as a greater number of opportunities for attendance fee waivers. Since I have been a board member, students have gained social networks (Facebook, Steam, and Twitter) and their own website and forum (see: <http://www.digrastudents.org>) which I co-manage with Dr. Rachel Kowert. This increase in communication options, as well as the opportunity to play together on Steam, has been met with favourable student feedback.

Superbyte, Manchester, UK

Promotion and Organisation

2012- 2014

This was a volunteer position to assist with the organization and running of the Superbyte Micro Music Festival which happens yearly in Manchester, UK. My past responsibilities have ranged from promoting the event online and offline to interviewing artists and performers to hosting and organizing video game tournaments. Additional responsibilities have included working with venue staff, ensuring the comfort of artists, and organizing the Kickstarter backing rewards. For more information about Superbyte, please see: <http://www.superbytefestival.co.uk/>. To read more about my involvement with the festival, please see: <http://amlbrown.com/non-academic-musings/>.

The IT University of Copenhagen, Copenhagen, Denmark

Editor for Dark Play Anthology

2013 – January 2014

Along with Dr. Torill Elvira Mortensen and Dr. Jonas Linderoth I compiled and edited an anthology of 14 chapters, written by 14 authors, around the topic of digital and non-digital games which play with dark content, themes, or topics. Responsibilities include: Communicating with authors, organizing deadlines and seeing they are met, editing chapters for content as well as grammar,

providing feedback in multiple formats (audio files, text documents, Skype conversations), and writing/compiling samples for potential publishers.

The University of Manchester, Manchester, UK

Postgraduate Coordinator for the Manchester Digital Media Network

2010-2012

Volunteer position designed to foster a community of researchers at The University of Manchester. I organized and chaired two workshops for interdisciplinary postgraduate students studying or utilizing digital media in their research. I also organized social events for postgraduate members of the MDMN. I gave the welcome speech at the interdisciplinary workshop Ethics of Internet Research, 21 November 2011. For more information, see: <http://www.socialsciences.manchester.ac.uk/ricc/projects/MDMN/>

The University of Manchester, Manchester, UK

Research Assistant

2010-2011

I worked with Dr. Adi Kuntsman at the Research Institute for Cosmopolitan Cultures. I conducted online observations on Facebook groups for diasporic immigrant communities in Manchester. My responsibilities included: using qualitative methods to observe how diasporic immigrant communities in Manchester used Facebook groups to communicate; working with Dr. Kuntsman to develop the research strategies needed to conduct online research; using add-on software such as Zotero to capture webpages for later analysis; cataloging and organising collected data through Dropbox, searching for diasporic immigrant communities on Facebook groups and observing their activity.

Arizona State University, Phoenix, Arizona, USA

Research Assistant

2007-2008

I worked on a project with Dr. Sonya Glavac on perceptions of neighbourliness in communities with mandatory homeowner associations versus those without. I utilised Google Maps to look at community geographical features in terms of preventing or encouraging neighbour interaction. And I went door-to-door conducting interview surveys which were then entered into Excel and SPSS.

Arizona State University, Phoenix, Arizona, USA

Research Assistant

2006-2008

I assisted Dr. Sascha Mitchell Kay in research into the self-efficacy of parents with children with special needs. My responsibilities included conducting focus group interviews and transcriptions in both Spanish and English for a project on cultural differences in early childhood literacy practices. The project culminated in a co-authored article detailing the results of the study: Perry, N., Mitchell Kay, S., Brown, A. (2007) "Continuity and Change in Home Literacy Practices of Hispanic Families with Preschool Children" in *Early Childhood Development and Care*. Volume 178, issue 1.

PUBLICATIONS

Brown, A. (2015). *Sexuality in Role-Playing Games*. New York: Routledge.

Mortensen, T.E., Linderoth, J. and Brown, A. (eds) (2015). *The Dark Side of Game Play*. New York: Routledge.

Brown, A. (2015). 'Towards a Taxonomy of Sexy Analogue Play', *Analogue Game Studies*, 2(5).

Brown, A. and Berg Marklund, B. (2015). 'Animal Crossing: New Leaf and the Diversity of Horror in Video Games', proceedings of the 8th Digital Games Research Association conference. 14 May 2015.

Brown, A. (2015). 'Awkward: The importance of reflexivity in ethnographic methods'. In Lankoski, P. and Björk, S., eds. *Game Research Methods: An Overview*. ETC Press. Ch. 6.

Brown, A. (2015). "He is Coming to the Wedding": Exploring Narratives of Love and Friendship Among Erotic Role Players in World of Warcraft. In Enevold, J. and MacCallum-Stewart, E. (2015). *Game Love*. McFarland & Company. Ch. 7.

Brown, A. (2015) "He is Coming to the Wedding": Exploring narratives of love and friendship among erotic role players in *World of Warcraft*". In E. MacCallum-Stewart and J. Enevold, eds. *Game Love*. McFarland Books. Chapter 7.

Jones, M. and Brown, A. (2014) 'Expediency and Expendability: An exhumation of the morality of necromancy'. In Robichaud, C. ed. *Dungeons & Dragons and Philosophy: Blackwell Philosophy and Pop Culture Series*. Chapter 11.

Brown, A. (2013) 'I Put on my Robe and Wizard Hat': A brief introduction to erotic role play (and the questions it raises). *First Person Scholar Blog*. Found at: <http://www.firstpersonscholar.com/i-put-on-my-robe-and-wizard-hat/>

Brown, A. (2012). 'No One-Handed Typing': An exploration of cheats and spoilsports in an erotic role play community in *World of Warcraft*. *Journal of Gaming and Virtual Worlds*, 4(3).

Brown, A. (2011). 'Players and the Love Game'. *Proceedings of the 5th Digital Games Research Association conference*. 17 September 2011. Found at: <http://www.digra.org/dl/db/11312.34300.pdf>.

Brown, A. and Temple, E. M. (2011). 'A Feminist Critique of Outdated Constructions of Gender: A response to Zucker et al. (1999)'. *Psychology of Women Section Review*. 13 (1).

Perry, N., Mitchell Kay, S., Brown, A. (2007) 'Continuity and Change in Home Literacy Practices of Hispanic Families with Preschool Children'. *Early Childhood Development and Care*. Volume 178, issue 1.

PRESENTATIONS, CONFERENCES, AND TALKS

'Qualitative Methodology' lecture and workshop given at Utrecht Summer School, Utrecht University, Netherlands, 25-27 August 2014.

'The Sexual Adventure of Erotic Role Play' paper given at the Digital Games Research Association, Snowbird, Utah, 3-6 August 2014.

'Virtual Ludic Sexuality and the Home' talk given at AHRC funded expert workshop 'Culture, Value, and Attention at Home', at Liverpool Hope University, Liverpool, UK. 22 May 2014.

'Sex and Games' invited guest lecture at The University of Skövde, Skövde, Sweden. 13 May 2014.

'The Puberty of Games Studies' paper presented at Critical Evaluation of Games Studies Seminar at the University of Tampere. Tampere, Finland. 28-29th April 2014.

'The State of Games Studies' presentation at Update Show, The Landing, Media City, Salford, UK. 12 April 2014. Youtube video of the talk found here: <http://www.youtube.com/watch?v=IDoxAdknMa0>

'Creativity, Companionship, and Masturbation: Overturning stereotypes of erotic role players in *World of Warcraft*.' Early Career Research Seminar, School of Social Sciences, The University of Manchester, Manchester, UK. 6 November 2013.

'Defragging the Methodology of Games Studies' panel chair at 6th Annual Digital Games Research Association conferences at Georgian Terrace Hotel. Atlanta, Georgia, USA. 26-29th August 2013.

'It Will Keep its Hands to Itself, Won't It?' NPC disciplinary responses to 'evil' player actions in *Skyrim* and transition to the mimicked Panopticon.' The Darkside Panel, Nordic DiGRA, University of Tampere, 8th June 2012.

'Threesomes, Waterfalls, and Healing Spells: The utility of magic, fantasy, and game mechanics in erotic role-play in *World of Warcraft*' paper presented at Role Playing in Games Seminar at the University of Tampere. Tampere, Finland. 10-11 April 2012.

'Show Me the Game Love!' workshop leader at Under the Mask, University of Bedfordshire. Luton, UK. 13th June 2012.

'Revisiting the Issue of Avatar Rape: Comparing past findings with new research from erotic role play communities in *World of Warcraft*' paper given at Console-ing Passions, Suffolk University. Boston, Massachusetts, USA. 19-21 July 2012.

'He's Coming to the Wedding': Exploring narratives of love and friendship among erotic role players in *World of Warcraft*' presentation at Lund University. Lund, Sweden. 14-18 November 2011.

'Players and the Love Game' presentation for the 5th Annual Digital Games Research Association conference at Utrecht School of the Arts. Hilversum, Netherlands. 14-17th September 2011.

'Lesbian Elves and Goblin Sex Machines' presentation at Under the Mask, University of Bedfordshire. Luton, UK. 2nd June 2011.

'No One-handed Typing' presentation at Multi.player, University of Hohenheim. Stuttgart, Germany. 21-23rd July 2011.

'The Future of Confusion' a presentation on cybergoth culture given to Sociology of Popular Music second year undergraduate class at The University of Manchester. Manchester, UK. 18 March 2011.

'What was your motivation to have your character raped and then eaten?': Ethical and methodological challenges to online and video game research' presented at a sociology PhD student seminar at The University of Manchester. Manchester, UK. 15th November 2010.

'Romancing the Avatar: A sociological look into how group dynamics influence the sexuality of play' presented at a sociology PhD student seminar at The University of Manchester. Manchester, UK. 26 April 2010.

'I am Druid, Hear Me Roar!' Introducing young women in gamer grrl communities' presented at Young Feminisms PhD seminar at The University of Manchester. Manchester, UK. 11 May 2010.

'Huizinga's concept of a 'magic circle' of gaming applied to a massive multiplayer context' presented at Playthings... at The University of Manchester. Manchester, UK. 4th November 2009.

LANGUAGES

[English – native language]

[Spanish- Read, write and speak with some competence]

MEMBERSHIPS

Digital Games Research Association (DiGRA)- Secretary
Higher Education Association Fellow (project submitted)
DiGRA UK- Founding board member
Games & Culture Editorial Board