

KISHONNA L GRAY

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ACADEMIC APPOINTMENTS

- 2018-Current University of Illinois at Chicago, Chicago, IL
Assistant Professor, Department of Communication, 2018-current
Assistant Professor, Gender and Women's Studies, 2018-current
Director, Equity in Gaming Lab
- 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
Director, Equity in Gaming Lab
- 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
- Berkman Klein Center for Internet & Society, Harvard University, Cambridge, MA
Faculty Associate, 2017-current
Fellow, 2016-2017
- 2014-2017 Microsoft Research, Cambridge MA
Faculty Visitor, Social Media Collective
- 2012-2016 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

2011-2012 Eastern Kentucky University, Richmond, KY
Lecturer, School of Justice Studies, 2011-2012

EDUCATION & RESEARCH TRAINING

- 2012 *Participant, Summer Research Institute, Racial Democracy Crime and Justice Network (RDCJN), Ohio State University*
Project: *'It has nothing to do with race cuz they're illegal': Exploring the Intersections of Colorblind Racism and Immigration in Online News Forums*
- 2011 Ph.D. Arizona State University, Justice Studies, School of Social Transformation (Concentration: Media, Technology, & Culture)
Dissertation: *Deviant Bodies Resisting Online: Examining the Intersecting Realities of Women of Color*
- 2007 M.S. Eastern Kentucky University, Justice Studies, School of Justice Studies
Master's Project: *Using critical discourse analysis to examine the racialized constructions of Black victims post-hurricane Katrina in online news forums*
- 2005 B.S. Eastern Kentucky University, Criminal Justice, School of Justice Studies

SCHOLARLY PUBLICATIONS

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

* Indicates co-authorship with research/post-doctoral fellows & doctoral students

Books

- 2018 **Gray, K.L.** (Under Contract). *On Being Black And...In Contemporary Gaming Culture: The Journey to Intersectionality*. LSU Press
- 2014 **Gray, K.L.** (2014). *Race, Gender, & Deviance in Xbox Live: Theoretical Perspectives from the Virtual Margins*. New York, NY: Routledge.

Volumes, Edited Collections, Anthologies

- 2018 **Gray, K.L.**, and Leonard, D.J. (2018). *Woke Gaming: Digital Challenges to Oppression and Social Injustice*. University of Washington Press

Gray, K.L., Voorhees, G., and Vossen, E.* (Forthcoming). *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

Refereed Journal Articles

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. (Acceptance rate: 12%)

Gray, K.L. (2018) Power in the Visual: Examining Narratives of Controlling Black Bodies in Contemporary Gaming, *Velvet Light Trap*, Issue 81: 62-66.

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*.
[Access Article Here.](#)

Gray, K.L. (2017) Gaming ‘Out’ Online: Black Lesbian Identity Development and Community Building in Xbox Live. *Journal of Lesbian Studies*, 22(3). Published online: 22 Nov 2017

Gray, K.L., Buyokozyturk, 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 grievers? 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; Impact Factor: 0.758
- 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. Impact Factor: 0.697

Book Chapters

- 2018 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.

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 and Encyclopedia Entries

- 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.

Journal Issues Edited

- 2017 **Gray, K.L.**, Chapple, R.L., Long, L., Ortiz, M. *The Poverty of Academia: Exploring the (Intersectional) Realities of Working Class Academics*. Special Issue, *The Journal of Working-Class Studies*, December, 2017.

Work in progress

Books

"*Black Cyberfeminism or How Intersectionality Went Viral.*" Proposal under review at NYU Press.

Articles

Gray, K.L. (Forthcoming) Twitching While Black: Examining Resistance to Hegemonic Streaming through Cultural Production and Activism, *Games and Culture*

Chapple, R. L. and Gray, K.L. (Under Review). Black d/Deaf resistance. College persistence: An ethnographic examination of empowerment strategies among Black deaf women. *Gender and Society*

Gray, K.L. Hypervisible Blackness. Invisible Narratives: Redefining Black Masculinity in the Social Media Era. In preparation for *New Media and Society*

Gray, K.L. and Nelson, B.C.* #BlackLivesMatter as Counter-Narrative: Framing the Death of Mike Brown Through the Historical Lens of Lynching. In preparation for *Media, Culture, & Society*

Nemer, D. and Gray, K.L. “LAN houses are for boys and Telecenters are for girls:” CTCs as Gendered Spaces. In preparation for *Information Communication and Society (ICS)*

PROFESSIONAL AFFILIATIONS

2017-Current *Member*, Nexus Digital Research Co-op, Arizona State University, Tempe, AZ

2015-Current *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

2012-Current *Member*, Racial Democracy, Crime and Justice Network, Rutgers University/Ohio State University

GRANTS AND FUNDED PROJECTS

2017 *Race, Racism, and Racialization*. Principle Investigator, Re-Figuring Innovation in Games (Re-FIG), Social Sciences and Humanities Research Council SHHRC Partnership Grant, York University, \$6,419

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 AND RECOGNITION

2016 *The New Scholar Award*, Division on People of Color and Crime, American Society of Criminology
An award that recognizes an individual who is in the early stages of her or his career and has made significant recent contributions to the literature on race/ethnicity, crime, and justice

University Faculty Fellows Awards, President's Research and Scholarship Program, Eastern Kentucky University

A university research award providing reassigned time and a travel grant for a faculty member to conduct research

Vagina Educator of the Year Award, Annual Vagina Monologues Awards, Women & Gender Studies

A prestigious award honoring individuals who work to educate on violence against women and girls as well as solutions to alleviate the violence and victimization.

2015 *Diversity Champion Award*, University Diversity Committee, Eastern Kentucky University
A university level award recognizing those who have demonstrated and promoted the concepts of diversity, equity, and inclusion with the campus community.

Distinguished Faculty of the Year, College of Justice & Safety, Eastern Kentucky University

An annual, college level award selected by the faculty on the basis of three criteria: outstanding research, unusually effective teaching, and distinguished professional service. I am the first pre-tenure faculty to receive this honor.

Critical Thinking Teacher of the Year, Nominee, Eastern Kentucky University

This annual award recognizes outstanding faculty who have substantial positive effects on developing student's critical and creative thinking skills.

- 2014 *Most Outstanding Educator*, Nominee, African/African-American Studies, Eastern Kentucky University
 This annual award recognizes AFA faculty who have had a significant impact in the classroom through teaching, mentorship, and has demonstrated exceptional dedication to the educational and personal development of students.
- Critical Thinking Teacher of the Year*, Nominee, Eastern Kentucky University
 This annual award recognizes outstanding faculty who have substantial positive effects on developing student's critical and creative thinking skills.
- 2013 *Most Outstanding Educator*, Nominee, African-American Studies Program, Eastern Kentucky University
 This annual award recognizes AFA faculty who have had a significant impact in the classroom through teaching, mentorship, and has demonstrated exceptional dedication to the educational and personal development of students.
- 2011 *Teaching Excellence Award*, Nominee, Arizona State University
 This program recognizes graduate and professional students that exemplify excellence in education and classroom instruction.

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, PLENARIES, AND LECTURES

Keynote/Featured Speaker

- 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
<https://www.eventbrite.com/e/the-blacks-in-gaming-green-room-2018-tickets-41260996752#>
- “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
- 2017 “Examining Gender and Race in Contemporary Gaming Culture.” *Gender, Race, and Technology Student Research Conference*. University of the Pacific, Stockton, CA, March 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

Featured Panels

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>

WORKSHOP AND CONFERENCE ORGANIZATION

- 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

PARTICIPATION IN ACADEMIC CONFERENCES AND WORKSHOPS

Conference Presentations

- 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

CONSULTING/ADVISORY SERVICES (non-NDA)

- 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

MEDIA DISSEMINATION OF RESEARCH/INTERVIEWS (SELECTED)

- 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 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
- Conditt, J. (2015, December 15). "Developer diversity changes the way video games are made," Engadget, <http://www.engadget.com/2015/12/15/developer-diversity-changes-video-games/>.
- Thomas, D. (2015, July 30). "Cincinnati body-cam images made us players in a video game." Los Angeles Times, <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
- "Blackademics 101." Audio blog post. Spawn on Me. ESN.fm, 26 May 2015. Web. <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-videogam.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>

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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-xxxxiv-intersections-of-race-and-gender-in-online-games>

TEACHING

Courses Taught

University of Illinois at Chicago

Department of Communication

Communication Technologies (Fall 2018)

Gender and Women's Studies

Gender and Popular Culture (Fall 2018)

Arizona State University (Current Teaching load 1-1)

School of Social and Behavioral Science

New Media (New prep, Fall 2017)

Gaming as Social Technology (New prep, Spring 2018)

Massachusetts Institute of Technology (Teaching load 1-1)

Comparative Media Studies/Women's and Gender Studies

Marginalized Masculinities in Media (New course/New prep; Spring 2017)

Gender & Media (New prep, Fall 2016)

Eastern Kentucky University (Teaching load 4-4)

African/African-American Studies

Race, Media, & Culture (New course, taught 2015, 2014, 2013)

The African-American Experience (Revised course curriculum, taught 2012, 2013)

Race, Gender, & Violence (New course, taught 2015, 2016)

Hip-Hop & Justice (New course, taught Summers)

Department of Computer Science (Cross listed courses)

Gender & Gaming (New course, taught 2014, 2015)

Identity & Video Games (New course, taught 2014, 2015)

Video Games, Culture, & Justice (New course, taught 2015)

McNair Post-baccalaureate Achievement Program
McNair Research Symposium (Revised course curriculum, taught 2013, 2014, 2015)
McNair GRE Seminar (Revised course curriculum, taught summers)

School of Justice Studies Graduate Courses
Grants and Academic Publishing (New course, taught 2013)
Gender, Class, and Race (Revised course curriculum, taught 2013, 2014, 2015)

School of Justice Studies Undergraduate Courses
Exploring Justice through Hip Hop (New course, taught summers)
Race, Gender, & Violence (New course, taught 2015, 2016)
Research Methods (Revised course curriculum, taught 2011, 2012, 2013)
Hip-Hop & Justice (New course, taught Summers)

Women & Gender Studies
Gender & Gaming (New course, taught 2014, 2015)
Introduction to Women & Gender Studies (Revised course curriculum, taught 2014, 2015)
Race, Gender, & Violence (New course, taught 2015, 2016)

Arizona State University (Teaching load 2-2)

School of Social Transformation (Undergraduate)
Perspectives on Justice (Taught 2009)
Research Methodology (Taught 2010)
Statistical Analysis (Taught 2011)

STUDENT ADVISORSHIP

Graduate and Dissertation Advising

Jenny Korn, (Ph.D., Committee Member), Communication, University of Illinois – Chicago, 2016-Current

Lucas Wallen, (M.S. Committee Chair), “5-0 Is Not Coming To Save You: Examining The Lack of Police Intervention In LGBTQ Intimate Partner Violence,” Eastern Kentucky University, Spring 2015

Bethany C. Nelson, (M.S. Committee Chair), “Destroying Blackness One

Body At A Time: Examining The Mediated Representations Of Lynchings Past And Present,” Eastern Kentucky University, Spring 2015

Emily Hayden, (M.S. Committee Chair), “Intimate Partners in Crime: Utilizing Life Course to Examine Female Criminality,” Eastern Kentucky University, Fall 2015

Paul Blackhurst, (M.S. Committee Chair), “Examining the Role of Race, Gender, and Class in African-American Police Perceptions in Rural Kentucky,” Eastern Kentucky University, 2013

Jessica VanBuren, (M.S. Committee Member)

Steven Chapman, (M.S. Committee Member)

Ichiro Vance, (M.S. Committee Member),

Melissa Pujol, (M.S. Committee Member),

Alyssa Lawrence, (M.S. Committee Member),

Alyson Kershaw, (M.S. Committee Member),

Doctoral Mentoring Activities

Doctoral Colloquium, *Mentor*, Association of Internet Researchers Conference, Phoenix, AZ, October 2015

Jenny Korn, PhD Candidate, University of Illinois – Chicago

Vimviriya Lim, PhD Candidate, University of Illinois - Chicago

Honors and McNair Research Supervision

Sydni Cook, “A Historical Examination of Black Women and TV.”

Honor’s Thesis, Arizona State University, 2016-Current

Kelsey Basham, “A Qualitative Content Analysis of Hip Hop’s Critique of Policing.” Honor’s Thesis, Eastern Kentucky University, Summer 2015

Deshay Jones, “Continued Issues in Feminism: Examining the role of Social Media in the Perpetuating Digital Feminist Wars,” McNair Research Supervisor, Eastern Kentucky University Summer 2015

Priscilla Norfleet, “Collective Pain – Collective Perceptions: Examining

the Death of Mike Brown and Reactions to Police Violence from a Community Level Context,” McNair Research Supervisor, Eastern Kentucky University Summer 2015

Renata McCormack, ““Dancing is Working Out!” Employing the Xbox Kinect as Culturally Responsive Exercise for Black Women in Rural Areas,” McNair Research Supervisor, Eastern Kentucky University Summer 2014

Undergraduate Research Supervision

Salma Alotaibi, “Policing in the Resistance Era: Examining #BlackLivesMatter.” Independent Study, Eastern Kentucky University Spring 2016

Ameika Black, “Race, Media, & Social Protest.” Independent Study, Eastern Kentucky University Spring 2016

Colby Foley, “In A Class of Its Own: A Marxist Examination of Contemporary Video Gaming.” Independent Study, Eastern Kentucky University Spring 2015

Abdalla A. Alghamdy, “Examining Portrayals of Muslim Men in Contemporary Media.” Independent Study, Eastern Kentucky University, Spring 2015

Chelsey Hernandez, “Black Students at the PWI: Recruiting, Retention, and Graduation.” Independent Study, Eastern Kentucky University Spring 2015

Saria Partee, “Examining the intersection of race and class in Women’s Sex Work.” Independent Study, Eastern Kentucky University Fall 2014

Ethan Henny, School Resource Officers and the School to Prison Pipeline.” Independent Study, Eastern Kentucky University Spring 2014

Jerome Jones, “Poetry, Hip-Hop, and other Radical Arts as Cultural Resistance.” Independent Study, Eastern Kentucky University Fall 2013

Andrew Kirk Lester, “Race, Racial Profiling, and the Retail Store.” Independent Study, Eastern Kentucky University, Spring 2012

Critical Gaming Lab – Student Supervision

Cesar Mendez-Esmeral, Graduate Researcher, Eastern Kentucky University,
Spring 2016

Aaron Lang, Graduate Researcher, Eastern Kentucky University, Spring 2016

Caleb Hodgson, Graduate Researcher, Eastern Kentucky University, Fall 2015

Jena Potter, Student Worker, Eastern Kentucky University, Fall 2015

Anthony Holbrook, Student Worker, Eastern Kentucky University, Summer 2015

Jasmine Henshaw, Student Worker, Eastern Kentucky University, Summer 2015

Audra Cronen, Undergraduate Researcher, Eastern Kentucky University, Spring
2015

Samantha Ingle, Student Worker, Eastern Kentucky University, Spring 2015

Stephanie Clements, Student Worker, Eastern Kentucky University, Spring 2015

UNIVERSITY AND COMMUNITY SERVICE

Service to the University

University Advisory Council for the Arts Based Sexual Violence Prevention
Initiative, Arizona State University, 2017-Current

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

Service to the College/School

Games as Art Certificate Curriculum Committee, Member, New College, Arizona
State University, Fall 2017-Current

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 the Community

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

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

Facilitator, "Surviving Graduate School." A Workshop for the McNair Scholars Program, Eastern Kentucky University, September 2011

PROFESSIONAL SERVICE AND ACTIVITIES

Conference Committee Member/Reviewer

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, Rhetoric's 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

Journal Article Reviewer

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

Membership in Professional Associations

American Sociological Association, 2014-Current

National Women's Studies Association, 2013-Current
Association of Internet Researchers (AoIR), 2012-Current
National Communication Association (NCA), 2012-Current
Society for Cinema & Media Studies, 2013-Current
American Society of Criminology (ASC), 2012-2016
Southern Sociological Society, 2007-2016
Society for the Study of Social Problems (SSSP), 2011-2014
International Communication Association (ICA), 2011-2014