

Amanda Ochsner

Pullias Center for Higher Education
Rossier School of Education
University of Southern California

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EDUCATION

- 2015 **Ph.D. Digital Media**, Department of Curriculum & Instruction
University of Wisconsin–Madison
Minor: Qualitative Research Methods
Dissertation: *Reasons Why & Reasons To Be: Investigating Women’s Pathways in Games*
Advisor: Constance Steinkuehler, Ph.D.
- 2012 **M.S. Digital Media**, Department of Curriculum & Instruction
University of Wisconsin–Madison
- 2008 **B.A. English**
University of Minnesota–Morris

RESEARCH APPOINTMENTS

- 2015 - current **Postdoctoral Research Associate**, Pullias Center for Higher Education
Rossier School of Education, University of Southern California
Assisting with ongoing implementation of a randomized control trial study of a game-based intervention in 62 California high schools.
Leading 2-year multiple case study research at six school sites.
- 2013 – 2014 **Senior Project Assistant**, Games+Learning+Society Center
Wisconsin Institutes for Discovery, University of Wisconsin-Madison
Oversaw design and early implementation of an online resource to engage girls in coding. Conducted focus groups and pilot research.
- 2012 – 2013 **Research Manager**, Games+Learning+Society Center
Wisconsin Institutes for Discovery, University of Wisconsin-Madison
Led center-wide research meetings and facilitated organization and coordination of multiple research projects.
- 2010 – 2011 **Project Assistant**, *Adolescent Online Games and Reading*, P.I. Dr. Constance Steinkuehler, Curriculum & Instruction, University of Wisconsin-Madison
Assisted with data analysis and publishing on an ethnographic study examining the gaming and literacy practices of at-risk adolescent boys.

RESEARCH GROUPS

- 2015 - current Pullias Center for Higher Education
Dr. William G. Tierney & Dr. Adrianna Kezar, Co-Directors, University of Southern California
- 2013 – 2015 Complex Play Lab
Dr. Matthew Berland, University of Wisconsin-Madison
- 2012 – 2015 Games+Learning+Society Center
Dr. Kurt Squire & Dr. Constance Steinkuehler, Co-Directors, University of Wisconsin-Madison
- 2010 – 2012 PopCosmo Research Lab
Dr. Constance Steinkuehler, University of Wisconsin-Madison

TEACHING EXPERIENCE**Graduate Courses**

- 2015 Instructor, LIS 847 Gaming in Libraries
Library & Information Sciences, University of Wisconsin-Madison
- 2013 Teaching Assistant, C&I 975 Discourse Analysis
Curriculum & Instruction, University of Wisconsin-Madison

Undergraduate Courses

- 2011 - 2012 Teaching Assistant, C&I 277 Videogames & Learning
Curriculum & Instruction, University of Wisconsin-Madison

Invited Lectures & Teaching

- 2015 Games for Change, University of New Mexico
- 2015 – 2016 Applied Educational Ethnography, University of Southern California
- 2014 Advanced Instructional Design, University of New Mexico
- 2013 Youth & Digital Culture, University of Sydney, Australia
- 2012 – 2016 Videogames & Learning, University of Wisconsin-Madison

PUBLICATIONS

Edited Books & Conference Proceedings

Tierney, W., Corwin, Z., & **Ochsner, A.** (Eds.) (in press). *Diversifying digital learning: Online literacy and educational opportunity*. Baltimore, MA: Johns Hopkins University Press.

Ochsner, A., Dietmeier, J., Williams, C., & Steinkuehler, C. (Eds.) (2014) *Proceedings of the Games+Learning+Society Conference: Vol. 4*. Pittsburgh, PA: ETC Press.

Williams, C., **Ochsner, A.**, Dietmeier, J., & Steinkuehler, C. (Eds.) (2013) *Proceedings of the Games+Learning+Society Conference: Vol. 3*. Pittsburgh, PA: ETC Press.

Martin, C., **Ochsner, A.**, & Squire, K. (Eds.) (2012) *Proceedings of the Games+Learning+Society Conference: Vol. 2*. Pittsburgh, PA: ETC Press.

Steinkuehler, C., Martin, C., & **Ochsner, A.** (Eds.) (2011) *Proceedings of the Games+Learning+Society Conference: Vol. 1*. Pittsburgh, PA: ETC Press.

Peer-Reviewed Journal Articles

Ochsner, A. (forthcoming). Reasons why: Examining the experience of women in games 140 characters at a time. *Games and Culture*.

Ochsner, A. & Saucerman, J. (2015). I choose you! Diversity in the design of Pokémon. *Well Played Journal*, 4(3), 26-40.

Book Chapters

Ochsner, A. (in press). Diversifying digital clubhouses: Creating pathways of opportunity for girls in games and technology. In W. Tierney, Z. Corwin, & **A. Ochsner** (Eds). *Diversifying digital learning: Online literacy and educational opportunity*. Baltimore, MA: Johns Hopkins University Press.

Ochsner, A., Corwin, Z. B., & Tierney, W. G. (in press) Towards digital equity: The role of context, quality and connections. In W. Tierney, Z. Corwin, & **A. Ochsner** (Eds). *Diversifying digital learning: Online literacy and educational opportunity*. Baltimore, MA: Johns Hopkins University Press.

Ochsner, A. (2016). Need to succeed: Women share their reasons to be in the game industry. In Y. Kafai, G. Richard, & B. Tynes (Eds). *Diversifying Barbie and Mortal Kombat*. Cambridge, MA: MIT Press.

- Rothschild, M., **Ochsner, A.**, and Gray, J. (2013). It's all part of the game: The emergence of narrative and meaning in play. *Ctrl-Alt-Play: Essays on control in video gaming*. Durham, NC: HASTAC Press.
- Martin, C., Williams, C., **Ochsner, A.**, Harris, S., King, E., Anton, G., Elmergreen, J., & Steinkuehler, C. (2012). Playing together separately: Mapping out literacy and social synchronicity. In G. Merchant, J. Gillen, J. Marsh & J. Davies (Eds.) *Virtual literacies: Interactive spaces for children and young people* (pp. 226-243). London: Routledge.
- Martin, C., Chu, S., Johnson, D., **Ochsner, A.**, Williams, C., & Steinkuehler, C. (2011). Ding! World of Warcraft: Well played, well researched. In D. Davidson (Ed.), *Well played 3.0*. ETC Press.

Peer Reviewed Conference Proceedings

- Ochsner, A.** (in press). More than making games: Exploring the professional pathways of women in the game industry. To be published in the *Proceedings from the Games+Learning+Society Conference: Vol. 6*. Pittsburgh, PA: ETC Press.
- Ochsner, A.** (2015). Lessons learned with girls, games, and design. *Proceedings from GenderIT 2015: Advancing Diversity*. New York, NY: ACM Association for Computing Machinery. DOI: <http://dx.doi.org/10.1145/2807565.2807709>
- Ochsner, A.** & Anton, G. (2014). Talking with kids on game design, computer programming, and taking over the world with dragons. *Proceedings from the Games+Learning+Society Conference: Vol. 4*. Pittsburgh, PA: ETC Press.
- Rothschild, M. & **Ochsner, A.** (2014). Tech TrajecStories: Values that shape the lives of women in technology. *Proceedings from the Games+Learning+Society Conference: Vol. 4*. Pittsburgh, PA: ETC Press.
- Hatfield, D., Anton, G., **Ochsner, A.**, Squire, K., Shapiro, R.B., & Games, I.A. (2013). Studio K: Tools for game design and computational thinking. *Proceedings from CSCL: Computer Supported Collaborative Learning Conference*.
- Ochsner, A.** (2013). Online communities making a Mass Effect: From affinities for games to identities for professionalism. *Proceedings from the Games+Learning+Society Conference: Vol. 3*. Pittsburgh, PA: ETC Press.
- Anton, G., Harris, S., **Ochsner, A.**, Rothschild, M., & Squire, K. (2013). Patterns of play: Understanding computational thinking through game design. *Proceedings from the Games+Learning+Society Conference: Vol. 3*. Pittsburgh, PA: ETC Press.

Ochsner, A. & Martin, C. (2012). Learning and cultural participation in Mass Effect and Elder Scrolls affinity spaces. In W. Kaminski & M. Lorber (Eds.), *Gamebased Learning: Clash of Realities 2012* (pp. 97-106). Munich, Germany: kopaed.

Ochsner, A. & Steinkuehler, C. (2012). Playing nice: Social and ethical reasoning across in- and out-of-game contexts. *Proceedings from the Games+Learning+Society Conference: Vol. 2*. Pittsburgh, PA: ETC Press.

Ochsner, A. & Martin, C. (2012). Not just for the love of the game: Finding professional quality in game-based wikis. *Proceedings from the Games+Learning+Society Conference: Vol. 2*. Pittsburgh, PA: ETC Press.

Martin, C., Anton, G., **Ochsner, A.**, Elmergreen, J., & Steinkuehler, C. (2012). Information literacy and online reading comprehension in WoW and school. *Proceedings from the Games+Learning+Society Conference: Vol. 2*. Pittsburgh, PA: ETC Press.

Steinkuehler, C., King, E., Alagoz, E., Anton, G., Chu, S., Elmergreen, J., Fahser-Herro, D., Harris, S., Martin, C., **Ochsner, A.**, Oh, Y., Owen, V. L., Simkins, D., Williams, C., & Zhang, B. (2011). Let me know when she stops talking: Using games for learning without colonizing play. *Proceedings from the Games+Learning+ Society Conference: Vol. 1*. Pittsburgh, PA: ETC Press.

Steinkuehler, C., King, E., Martin, C., Oh, Y., Chu, S., Williams, C., **Ochsner, A.**, Harris, S., Owens, L., & Anton, G. (2011). Mixed methods to study games and learning. *Proceedings from the Games+Learning+Society Conference: Vol. 1*. Pittsburgh, PA: ETC Press.

Other Writing

Ochsner, A. & Corwin, Z.B. (2017). Implementing game-based tools: Exploring the roles of a teacher maverick, administrative champion, and IT pioneer. *Educational Technology: The Magazine for Managers of Change in Education*, 57(2), 44-49.

Ochsner, A. (2017). World domination by culture. How the *Civilization* game series can help you think about fostering cultural competence and critical reflection in your library. *Young Adult & Library Services Journal*, 15(2), 9-11.

Corwin, Z. B. & **Ochsner, A.** (2016). Brokering learning in unconnected environments: Digital empowerment agents and student ambassadors. Workshop paper prepared for the Power Brokers: Building Youth Social Capital Through Connected Learning workshop at the *Digital Media & Learning (DML) Conference*.

Ochsner, A. Collaborating. In Pullias Center for Higher Education's (2016). *Launching the Mission: Admission Challenge*.

Felt, L. & **Ochsner, A.** Researching – Qualitative. In Pullias Center for Higher Education's (2016). *Launching the Mission: Admission Challenge*.

Ochsner, A. (2016). College access research roundup. *YALS: Young Adult & Library Services Journal*, 14(4), 16-17.

Ochsner, A., Ramirez, D., & Steinkuehler, C. (2015). Educational games and outcomes. *International Encyclopedia of Digital Communication & Society*. Hoboken, NJ: Wiley-Blackwell.

Academic Blog Contributions

21st Century Scholar
Connected Learning Research Network

CONFERENCE PRESENTATIONS

Peer Reviewed Conference Presentations

Corwin, Z. B., **Ochsner, A.**, & Maruco, T. J. (in submission). Moving the mark on financial aid through digital and face-to-face means. To be presented at the Association for the Study of Higher Education Conference, Houston, TX, November 9-11.

Corwin, Z. B., Maruco, T. J., & **Ochsner, A.** (in submission). College access in a digital era. To be presented at the Association for the Study of Higher Education Conference, Houston, TX, November 9-11.

Corwin, Z. B., **Ochsner, A.**, Maruco, T. J., Aguilar, S. J. (in submission). Implementing a digital college access initiative: Four profiles of engagement. To be presented at the Digital Media & Learning (DML) Conference, Irvine, CA, October 4-6.

Ochsner, A. (2017). Early and diverse access to technology to support equitable outcomes for girls. Presented at the American Educational Research Association (AERA) Annual Meeting. San Antonio, TX, April 27 – May 1, 2017.

Ochsner, A. & Corwin, Z. B. (2017). Barriers to brokering space, time, and technology to support college knowledge. Presented at the American Educational Research Association (AERA) Annual Meeting. San Antonio, TX, April 27 – May 1, 2017.

- Corwin, Z. B., **Ochsner, A.**, Maruco, T., Danielson, R. W., Tichavakunda, A. A., Kolluri, S., Thacker, I. E., Galan, C., Sinatra, G. M., & Tierney, W. G. (2017). A digital approach to increasing college access in California high schools. In *Statewide innovations in the college access space: Perspectives from researchers, practitioners, and evaluators*. Symposium presented at the American Educational Research Association (AERA) Annual Meeting. San Antonio, TX, April 27 – May 1, 2017.
- Ochsner, A.** (2016). *Early, often, & different: Fostering inclusive spaces for supporting diverse learning pathways in games & technology*. Presented at the Digital Media & Learning (DML) Conference, Irvine, CA, October 5-7.
- Ochsner, A.**, Swensen, E., Bouchard, S., Wells, N., McClelland, A., & Corwin, Z. (2016). *Launching the Mission: Admission Challenge*. Panel presented at the Digital Media & Learning (DML) Conference, Irvine, CA, October 5-7.
- Corwin, Z. B. & **Ochsner, A.** (2016). *Brokering learning in unconnected environments: Digital empowerment agents and student ambassadors*. Presented at the Digital Media & Learning (DML) Conference, Irvine, CA, October 5-7.
- Ochsner, A.** (2016). *More than making games: Exploring the professional pathways of women in the game industry*. Presented at the Games+Learning+Society (GLS) Conference, Madison, WI, August 17-19.
- Ochsner, A.**, Martin, C., Dikkers, S., Jaris, H., & Anderson, C. (2016). *Guiding through game-based implementations without getting a game over*. Presented at the Games+Learning+Society (GLS) Conference, Madison, WI, August 17-19.
- Ochsner, A.**, Tichavakunda, A., & Corwin, Z. (2016). *A game-based approach for improving college access and enrollment for underserved students*. In C. Martin (Chair) *Equity, technology, and youth: An examination of experimental design to bridge equity gaps*. Symposium presented at the 2016 American Educational Research Association (AERA) Annual Meeting. Washington, DC. April 8-12.
- Saucerman, J. & **Ochsner, A.** (2015). *I choose you! Diversity in the design of Pokémon*. Presented at the Games+Learning+Society (GLS) Conference, Madison, WI, July 8-10.
- Ochsner, A.** (2015). *Lessons learned with girls, games, and design*. Presented at Gender and IT 2015. Philadelphia, PA, April 24-25.
- Ochsner, A.** & Anton, G. (2014). *Talking with kids on game design, computer programming, and taking over the world with dragons*. Presented at the Games+Learning+ Society (GLS) Conference, Madison, WI, June 11-13.
- Rothschild, M. & **Ochsner, A.** (2014). *Tech TrajecStories: Values that shape the lives of women in technology*. Presented at the Games+Learning+ Society (GLS) Conference, Madison, WI, June 11-13.

- Ochsner, A.** & Schmeider, C (2014). *Blurred through translation? Exploring a technique of masking qualitative online data*. Presented at the 2014 Congress of Qualitative Inquiry. Urbana-Champaign, IL, May 21-24.
- Hatfield, D., Anton, G., **Ochsner, A.**, Squire, K., Shapiro, R.B., & Games, I.A. (2013). *Studio K: Tools for game design and computational thinking*. Presented at the Conference of Computer Supported Collaborative Learning (CSCL), Madison, WI, June 15-19.
- Ochsner, A.** (2013). *From affinities for games to identities for professionalism*. Presented at the Games+Learning+ Society (GLS) Conference, Madison, WI, June 12-14.
- Anton, G., Harris, S., **Ochsner, A.**, Rothschild, M., & Squire, K. (2013). *Patterns of play: Understanding computational thinking through game design*. Presented at the Games+Learning+ Society (GLS) Conference, Madison, WI, June 12-14.
- Ochsner, A.** (2013). *Producing professional quality texts in game-based affinity spaces*. In A. Ochsner (Chair), *Videogames and literacy—Understanding and supporting practices, skills, and trajectories*. Symposium presented at the 2013 American Educational Research Association (AERA) Annual Meeting. San Francisco, CA, April 27- May 1.
- Ochsner, A.** (2013). *No one edits alone: Collaborative construction of multimodal wiki worlds*. In C. Martin and M. Rafalow (Chairs), *Beyond the classroom: Learning in online communities*. Panel presented at the Digital Media and Learning (DML) Conference: Democratic Futures. Chicago, IL, March 14-16.
- Anton, G., **Ochsner, A.**, & Squire, K. (2013). *Interest-driven learning in game design environments*. Presented at the Digital Media and Learning (DML) Conference: Democratic Futures. Chicago, IL, March 14-16.
- Ochsner, A.** & Martin, C. (2012). *Read, write, play: Interest-driven literacy learning in game-based wiki spaces*. Presented at the Annual Literacy Research Association (LRA) Conference, San Diego, CA, Nov 28-Dec 1.
- Ochsner, A.**, Rothschild, M., Anton, G., King, E., Dietmeier, J. & Durga, S. (2012) In A. Ochsner (Chair), *Investigating the roles of games and literacy in the lives of young players*. Presented at First Annual Literacies, Cultures, and Languages Institute Conference. Madison, WI, Nov 16 – 17.
- Martin, C., Anton, G., **Ochsner, A.**, Elmgergreen, J., & Steinkuehler, C. (2012). *Information literacy and online reading comprehension in WoW and school*. Presented at the Games+Learning+ Society (GLS) Conference, Madison WI, June 13-15.
- Martin, C. & **Ochsner, A.** (2012). *Learning and cultural participation in Mass Effect and Elder Scrolls affinity spaces*. Presented at the International Computer Game Conference Cologne, Cologne, Germany, May 23-25.

- Ochsner, A.** (2012). *Social reasoning in real vs. virtual worlds*. In C. Steinkuehler (Chair), *Massively multiplayer online games, teenage guys, and learning: Experiments in an after school game-based casual learning lab*. Symposium conducted at the 2012 American Educational Research Association (AERA) Annual Meeting. Vancouver, BC, April 13-17.
- Steinkuehler, C., King, E., Alagoz, E., Anton, G., Chu, S., Elmergreen, J., Fahser-Herro, D., Harris, S., Martin, C., **Ochsner, A.**, Oh, Y., Owen, V. L., Simkins, D., Williams, C., & Zhang, B. (2011). *Let me know when she stops talking: Using games for learning without colonizing play*. Presented at the Games+Learning+ Society (GLS) Conference, Madison, WI, June 15-17.
- Steinkuehler, C. King, E. Martin, C. Oh, Y., Chu, S., Williams, C., **Ochsner, A.**, Harris, S., Owens, L., Owens, L. & Anton, G. (2011). *Mixed methods for studying games & learning*. Workshop presented at the Games+Learning+ Society (GLS) Conference, Madison WI, June 15-17.
- Steinkuehler, C., Martin, C., Williams, C., **Ochsner, A.**, King, E., & Anton, G. (2011). *Playing Together Separately: Mapping out literacy and social synchronicity*. Presented at the Annual Meeting of the National Council of Teachers of English Assembly for Research (NCTEAR), Madison WI, February 18-20.

Peer Reviewed Poster Presentations

- Felt, L., **Ochsner, A.**, & Corwin, Z. B.(2016). *Executing a school-supported digital intervention for youth: A three-phase approach*. Presented at the 2016 Society for Research in Child Development Special Topic Meeting: Technology and Media in Children's Development, Irvine, CA, October 27-30.
- Anton, G., Harris, S., & **Ochsner, A.**, & Berland, M. (2014). *Student interest, game design, and computational thinking in Studio K classrooms*. In Y. Kafai (Chair), *Research on digital media, games, and simulations in teacher education*. Symposium presented at the 2014 American Educational Research Association (AERA) Annual Meeting. Philadelphia, PA, April 3-7.
- Ochsner, A.**, Johnson-Stempson, R., & Berland, M. (2014). *Mission critical: Building community to engage young women in computer science*. Presented at the SIGCSE Computer Science Education Conference. Atlanta, GA, March 5-8.
- Ochsner, A.** & Steinkuehler, C. (2012). *Playing nice: Social and ethical reasoning across in- and out-of-game contexts*. Presented at the Games+Learning+ Society (GLS) Conference, Madison WI, June 13-15.

Ochsner, A. & Martin, C. (2012). *Typically untypical: Learning, literacy, and culture in games-based affinity spaces*. Presented at the Games+Learning+ Society (GLS) Conference, Madison WI, June 13-15.

Steinkuehler, C., Compton-Lilly, C., King, E., & **Ochsner, A.** (2011). *Literacy & virtual worlds: An empirical assessment of reading in the context of online games*. Presented at the Annual Meeting of the American Educational Research Association (AERA) Annual Meeting. New Orleans LA, April 8-12

Conference Session Chairing & Presiding

Chair, *Statewide innovations in the college access space: Perspectives from researchers, practitioners, and evaluators*. Symposium to be presented at the American Educational Research Association (AERA) Annual Meeting. San Antonio, TX, April 27 – May 1, 2017.

Panel Organizer & Moderator, *Guiding through game-based implementations without getting a game over*. Presented at the Games+Learning+Society (GLS) Conference, Madison, WI, August 17-19, 2016.

Panel Organizer & Moderator, *Let's prototype: Women at the intersection of learning, games, and design*. Panel presented at the Games+Learning+Society Conference (GLS). Madison, WI, June 11-13, 2014.

Symposia Organizer & Chair, *Videogames and literacy—Understanding and supporting practices, skills, and trajectories*. Symposium presented at the American Educational Research Association (AERA) Annual Meeting. San Francisco, CA, April 27- May 1, 2013.

Symposia Organizer & Chair, *Investigating the roles of games and literacy in the lives of young players*. Presented at the Literacies, Cultures, and Languages Institute Conference. Madison, WI, Nov 16 – 17, 2012.

Invited Panels & Presentations

Ochsner, A. (2015). *Equipping girls to stay in the game*. Presented at Milken Community Schools Playful Learning Summit. Los Angeles, CA, October 30.

Ochsner, A. (2015). *What educators can do to empower women in games*. From AECT's Accelerate Learning webinar series. Improve Adhesion with Culture & Gaming. June 10.

Martin, C. & Ochsner, A. (2015) *If at first you don't succeed, try, try again – The ins and outs of academic writing and publishing*. Webinar presentation in the DML Commons Professional Pathways course. May 15.

Ochsner, A., Ragnild, D., & McGregor, C. (2015). *Gender, identity, and video games*. Panel at the University of Minnesota. Minneapolis, MN, February 19.

Ochsner, A. (2014). *Getting girls into the game: Investigating women's pathways to game design*. Presented at the University of New Mexico. Albuquerque, NM, October 7.

Ochsner, A. & Martin, C. (2013). *Connected Learning in interest-driven knowledge building communities*. Presented at the Centre for Research on Computer Supported Learning and Cognition. Sydney, Australia, August 8.

Anton, G., **Ochsner, A.**, & Barany, A. (2013). *Game design in the library*. Presented at WiLSWorld Conference, Madison, WI, July 24.

Ochsner, A. (2013). *Debugging the stereotypes of women in games*. Presented at the Women and Identity in Gaming Symposium. Lawrence University, Appleton, WI, April 20.

Martin, C. & **Ochsner, A. (2012).** *Literacies in virtual worlds and online communities*. Presented at the 2012 American Educational Research Association (AERA) Annual Meeting. Vancouver, BC, April 13-17.

Steinkuehler, C., King, E., Martin, C., **Ochsner, A.**, Williams, C., & Anton, G. (2011). *Connected cognitive ethnography of online games*. Presented at the Annual Meeting of the American Educational Research Association (AERA) Annual Meeting. New Orleans LA, April 8-12.

HONORS & AWARDS

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| 2017 | Best Paper Award, Media, Culture, and Learning SIG,
American Educational Research Association |
| 2016 | Games+Learning+Society Early Career Workshop
University of Wisconsin, Madison, WI |
| 2015 | Diversifying Barbie and Mortal Kombat Workshop
National Science Foundation Meeting, Philadelphia, PA |
| 2015 | Game Developers Conference Scholar
International Game Developers Association (IGDA), San Francisco, CA |
| 2015 | Mellon-Wisconsin Dissertation Writing Camp
University of Wisconsin, Madison, WI |
| 2014 | Games+Learning+Society Doctoral Consortium
University of Wisconsin, Madison, WI |

- 2013 Research Fellow, Digital Media & Learning Summer Research Institute
California Academy of Sciences, San Francisco, CA
- 2012 Connected Learning Coding Workshop
MacArthur Foundation, Chicago IL
- 2012 – 2011 Emerging Scholars Group Meetings
MacArthur Foundation, Phoenix, AZ

GRANTS & TRAVEL AWARDS

- 2016 USC Visions & Voices Award (\$23,560)
The Minecraft Experience @ USC: Building Blocks of the Future
University of Southern California
- 2016 Postdoctoral Scholar Travel Award (\$1,470)
USC Office of Postdoctoral Affairs & USC Postdoctoral Association,
University of Southern California
- 2015 Research Travel Award (\$600)
Office of Diversity, Inclusion, and Funding,
University of Wisconsin Graduate School
- 2013 International Program Development Fund (\$6,600)
Adolescent Literacy Practices and Online Affinity Spaces
University of Sydney, Australia

SERVICE TO PROFESSION

Manuscript Reviews

Games & Culture
Qualitative Research
International Journal of Gaming and Computer-Mediated Simulations
Networks: An On-Line Journal for Teacher Research

Conference Reviews

American Educational Research Association (AERA)
Conference on Computer Supported Collaborative Learning (CSCL)
International Conference of the Learning Sciences (ICLS)
SIGCSE (SIG on Computer Science Education)
Digital Games Research Association (DiGRA)
Games+Learning+Society (GLS) Conference

Conference Organizing & Volunteering

Games+Learning+Society Conference Co-Chair
 Discourse Analysis Working Conference Committee Member
 Games+Learning+Society Conference Committee Member
 Games+Learning+Society Conference Day Captain

Committees & Advisory Boards

Advisory Board Member, *Math Snacks* Project Funded by the National Science Foundation (NSF), New Mexico State University, P.I. Karin Wiburg

Steering Committee for Professional Pathways Distributed Open Collaborative Course (DOCC)
 Digital Media and Learning Hub

Advisory Board Member, *Teacher Pioneers: Visions from the Edge of the Map* Book Project
 ETC Press

Faculty Search Committee, English Department
 University of Minnesota—Morris

CONSULTING, WRITING, & EDITING

Pearson Education, Santa Monica, CA
 Betty Brinn Children's Museum, Milwaukee, WI
 The Field Museum, Chicago, IL
 Wisconsin Science Festival, Wisconsin Alumni Research Foundation, Madison, WI
 Green Pixels, San Francisco, CA
 What They Play, San Francisco, CA
 IGN Entertainment, San Francisco, CA
 University of Minnesota—Morris Writing Center, Morris, MN

COMMUNITY OUTREACH & EVENTS

The *Minecraft* Experience @ USC.
 Facilitated game jam and panel event as part of campus Visions & Voices series
 University of Southern California, Los Angeles, CA

I AM Mentoring Program
 Mentoring high school students on college application & financial aid process
 University of Southern California, Los Angeles, CA

Cyberlearning Club

Facilitated after school game design and programming club
New Glarus Middle School, New Glarus, WI

Expanding Your Horizons Conference

Facilitated game design jams with middle school girls
University of Wisconsin-Madison

GLS Graduate Student Colloquium

Organize speakers and workshops, and provide opportunities for sharing research
University of Wisconsin-Madison, Digital Media Program

Digi Design E-Textile Class

Designed curriculum & co-taught e-textile class for elementary & middle school students
New Glarus Schools, New Glarus, WI

Media Arts & Game Development Expo

Provided feedback on student game design projects
University of Wisconsin-Whitewater

Visioneers Design Challenge

Facilitated game jam and provided feedback on student design projects
University of Wisconsin-Milwaukee

International Women's Hackathon

Organized participant and mentor recruitment, solicited financial support
University of Wisconsin-Madison

Biology Game Design Jam

Facilitated game design jams with middle school students
Wisconsin Institute for Discovery, Madison, WI

Digital Learning Day

Facilitated programming sessions with middle school students
New Glarus Middle School, New Glarus, WI

Videogames and Learning Panel

Presented at the EverCon Gaming Convention, Weston, WI

Playful Learning Summit

Facilitated two workshops on making games in *Kodu*
University of Wisconsin-Whitewater

Women in Science & Engineering

Facilitated information session with undergraduate women
University of Wisconsin-Madison

WePlay @WEMTA (Wisconsin Educational Media and Technology Association)
Madison, WI

PROFESSIONAL MEMBERSHIPS

International Game Developers Association (IGDA)
Association for Computing Machinery
 SIG for Computer Science Education (SIGCSE)
 ACM-W supporting Women in Computing
Literacy Research Association (LRA) Member
American Educational Research Association (AERA) Member
Games+Learning+Society Group (GLS)
Sigma Tau Delta (English Honor Society)
Education Minnesota

PRESS

Ochsner brings games, research methods on cross country trip.
Published in [Findlay Newsroom](#), May 17, 2017.

Minecraft game jam looks at USC—100 years from now.
Published on [USC News](#), January 31, 2017

How playing one game can help students get into college.
Published on [Polygon](#), September 26, 2016

UW researches ways to draw women toward science majors.
Published in [The Badger Herald](#), February 23, 2015

UW graduate students push for more women in computer programming and game design.
Aired on [WKOW 27 News](#), February 20, 2015

Interview on Women in STEM.
[Wisconsin Public Radio](#), February 19, 2015

Ph.D. student advocates for women's involvement in gaming industry.
Published in [The Daily Cardinal](#), February 16, 2015

Game researcher encourages Wisconsin girls to become next generation of computer programmers.
Published on [University of Wisconsin News](#), February 11, 2015

Game researchers encourage next generation of female game designers & computer programmers.

Published on [WID Culture](#), January 26, 2015