

****CURRICULUM VITAE****

Nicholas David Bowman, Ph.D.

Associate Professor, Communication Studies

Texas Tech University

512 CoMC

Lubbock, TX 79409

e-mail: nick.bowman@ttu.edu

Twitter [@bowmanspartan](https://twitter.com/bowmanspartan)

Skype: nicholasdbowman

(Current as of 9 September 2019)*

*materials are also available online, at <http://ndbowman.info>

ACADEMIC POSITIONS

J. William Fulbright Foreign Scholarship Board

- Fulbright scholar, National Chengchi University (Taipei, Taiwan), Spring 2020

Texas Tech University

- Associate Professor, Journalism and Creative Media Industries, College of Media and Communication

West Virginia University

- Associate Professor of Communication Studies, Eberly College of Arts and Sciences, August 2015-present
- Assistant Professor of Communication Studies, Eberly College of Arts and Sciences, (tenure-track), Summer 2011-May 2015
- Regular member, Graduate Faculty, Eberly College of Arts and Sciences, appointed Fall 2011-present

Universität Erfurt [University of Erfurt] (Germany)

- Visiting Professor, Summer 2012-2016, 2018 (annual summer appointment)
- Visiting Researcher, Summer 2011

Young Harris College

- Assistant Professor of Communication Studies (tenure-track), Fall 2009-Spring 2011
- Instructor, Institute for Continued Learning (Adult Learning), Summer 2010
- Honor's Faculty, Division of Humanities, Fall 2009

Michigan State University

- Visiting Instructor of Communication, Fall 2008-Spring 2009
- Teaching Assistant and Instructor, Fall 2005-Summer 2008

University of Missouri – St. Louis

- Senior Lecturer of Communication, Spring 2005
- Graduate Teaching Assistant, Summer & Fall, 2004

St. Louis Community College – Meramec

- Adjunct Faculty of Communications, Spring 2005

EDUCATION

Michigan State University (May, 2010)

Ph.D., Communication

Major Areas of Study: Entertainment Media, Human-Computer Interaction, Computer-Mediated Communication, Health Campaigns, Quantitative Methods

Dissertation: “The effect of task demand on mood repair and selective exposure to video games” (Dissertation Abstracts International, [UMI No: 3417694](#))

Major Advisor: Dr. Ron Tamborini

Preliminary research study: “Facilitating game play: How others affect performance and enjoyment of video games”

Major Advisor: Dr. John Sherry

Certification in College Teaching

Major Areas of Study: Technology in the Classroom, Adults as Learners, Student Assessment

Major Advisor: Dr. Kevin Johnston

Institute of Social Research, University of Michigan (July, 2007)

Major Areas of Study: Experimental and Quasi-Experimental Design, Mixed Research (Qualitative + Quantitative) Methodology

University of Missouri - St. Louis (December, 2004)

M.A., Communication

Major Areas of Study: Quantitative Research Methodology, Organizational Communication, Media Studies

Major Advisor: Dr. Alan Heisel

University of Missouri - St. Louis (August, 2003)

B.A., magna cum laude, Communication

Major Areas of Study: Journalism, Mass Communication, Communication Theory & Rhetoric, American History

Writing Certificate (Creative + Technical)

PUBLICATIONS & SCHOLARLY WORKS

[click [here](#) for Google Scholar author profile]

Citation Indices

Google Scholar (as of 9 September 2019)

All: 2837 citations, h-index = 28, i10-index = 60

Since 2014: 2489 citations, h-index = 27, i10-index = 55

Web of Science (as of 9 September 2019)

69 indexed publications

h-index = 16 (13.64 citations per publication)

total times cited = 941 (837 without self-citations)

citing articles = 705 (667 without self-citations)

Published Manuscripts

Refereed Journals

NOTE: Papers currently under review, including "revise and resubmit," are not listed; Authors marked with "" were graduate student authors/advisees at time of publication.*

Bowman, N. D., Downs, E. P., & Banks, J. (in press). Conceptualizing Identification: A comment on Downs, Bowman, and Banks. *Psychology of Popular Media Culture*.

Banks, J. **Bowman, N. D.**, Lin, J-H, Pietschmann, D., & Wasserman, J. (2019). [The Common Player-Avatar Interaction Scale \(cPAX\): Expansion and Cross-Language Validation](#). *International Journal of Human-Computer Studies*. doi: 10.1016/j.ijhcs.2019.03.003

Bishop, S., & **Bowman, N. D.** (2019). [Contact isn't enough: Attitudes towards and misunderstandings about undocumented immigrants among a diverse college population](#). *Ethnic & Racial Studies*. doi: 10.1080/01419870.2019.1626014

Clark-Gordon, C.*, **Bowman, N. D.**, Goodboy, A., & Wright, A. (2019). [Anonymity and speaking up online: A meta-analysis](#). *Communication Studies*, 32(2), 98-111. doi: 10.1080/08934215.2019.1607516.

Lin, J-S., **Bowman, N. D.**, Lin, S-F., Chen, S. (2019). [Setting the digital stage: Defining game streaming as an entertainment experience](#). *Entertainment Computing*, 31. doi: 10.1016/j.entcom.2019.100309

Primack, B. A., Karim, S. A., Shensa, A., **Bowman, N. D.**, Knight, J., Sidani, J.E. (2019). [Positive and negative experiences on social media and perceived social isolation](#). *American Journal of Health Promotion*. doi: 10.1177/0890117118824196

Baker, J.*, Goodboy, A., **Bowman, N. D.**, & Wright, A. (2018). [Does teaching with PowerPoint increase students' learning? A meta-analysis](#). *Computers & Education*, 126, 376-387. doi: 10.1016/j.compedu.2018.08.003

Bowman, N. D., Knight, J.*, Schlue, L.*, & Cohen, E. (2018). [What if it happened to me? Socially conscious music videos can address campus assault: Narrative comprehension and rape myth acceptance](#). *Psychology of Popular Media Culture*. doi: 10.1037/ppm0000198

Clark-Gordon, C.*, **Bowman, N. D.**, Frisby, B., & Hadden, A.* (2018). [College instructors and the digital red pen: An exploratory study of factors influencing the adoption and non-adoption of digital written feedback technologies](#). *Computers & Education*, 128, 414-426. doi: 10.1016/j.compedu.2018.10.002.

Clark-Gordon, C.*, **Bowman, N. D.**, Watts, E., Banks, J., & Knight, J. (2018). [“As good as your word”: Face-threat mitigation and the use of instructor nonverbal cues on students’ perceptions of digital feedback](#). *Communication Education*, 67(2), 206-225. doi: 10.1080/03634523.2018.1428759

Escobar-Viera, C. G., Shensa, A., **Bowman, N. D.**, Sidani, J. E., Knight, J., James, A. E., & Primack, B. A. (2018). [Passive and active social media use and depressive symptoms among U.S. young adults](#). *Cyberpsychology, Behavior, and Social Networking*, 21(7), 437-443. doi: 10.1089/cyber.2017.0668.

Hemenover, S., & **Bowman, N. D.** (2018). [Video games, emotion, and emotion regulation: bridging the gap](#). *Annals of the International Communication Association*, 42(2), 125-143. doi: 10.1080/23808985.2018.1442239.

Huskey, R., **Bowman, N. D.**, Eden, A., Grizzard, M., Hahn, L., Lewis, R., Matthews, N., Tamborini, R., Walther, J. B., & Weber, R. (2018). [Things we know about media and morality](#). *Nature Human Behavior*, 2, 315. doi: 10.1038/s41562-018-0349-9

Liebold, B., **Bowman, N. D.**, & Pietschmann, D. (2018). [Natural in the eyes of the \(be\)holder: A survey on novelty and learning effects in the enjoyment of naturally mapped video game controllers](#). *Psychology of Popular Media Culture*. doi: 10.1037/ppm0000215

Primack, B. A., Bisbey, M. A., Shensa, A., **Bowman, N. D.**, Karim, S. A., Knight, J. M., & Sidani, J. E. (2018). [The association between valence of social media experiences and depressive symptoms](#). *Depression and Anxiety*, 35(8), 784-794, doi: 10.1002/da22779.

Shensa, A., Sidani, J. E., Escobar-Viera, C. G., Chu, K. H., **Bowman, N. D.**, Knight, J. M., Primack, B. A. (2018) [Real-life closeness of social media contacts and depressive symptoms among university students](#). *Journal of American College Health*.

Wulf, T.*, **Bowman, N. D.**, Rieger, D., Velez, J., & Breuer, J. (2018). [Video games as time machines: Video game nostalgia and the return of old gaming content and technologies](#). *Media and Communication*, 6(2), 60-68. doi: 10.17645/mac.v6i2.1317

Wulf, T.*, **Bowman, N. D.**, Velez, J., & Breuer, J. (2018). Once upon a game: Exploring video game nostalgia and its impact on well-being. *Psychology of Popular Media Culture*. doi: 10.1037/ppm0000208

- Banks, J. D., **Bowman, N. D.** & Wasserman, J.* (2017). [A bard in the hand: The role of materiality in player-character relationships](#). *Imagination, Cognition, and Personality*, doi: 10.1177/0276236617748130
- Bowman, N. D.**, Hallett, J., Boyan, A. B., & Groskopf, J. (2017). Squid or Chalkie? The role of self-identity and selective perception in processing tendentious “Hillbilly” humor. *Ohio Communication Journal*. 55, 16-28
- Bowman, N. D.**, Liebold, B., & Pietschmann, D. (2017). [The Golden \(Hands\) Rule: Exploring user experiences with gamepad and natural-user interfaces in popular video games](#). *Journal of Gaming and Virtual Worlds*, 19, 1, 69-83. doi: 10.1386/jgvw.9.1.69_1.
- Breuer, J., Velez, J., **Bowman, N. D.**, Wulf, T.*, & Bente, G. (2017). [“Drive the lane; together, hard!” An examination of the effects of supportive co-playing and task difficulty on prosocial behavior](#). *Journal of Media Psychology*, 29, 31-41. doi: 10.1027/1864-1105/a000209
- Shensa, A., Escobar-Viera, C.G., Sidani, J. E., **Bowman, N. D.**, Marshal, M. P., & Primack, B. A. (2017). [Problematic social media use and depressive symptoms among U.S. young adults: A nationally-representative study](#). *Social Science & Medicine*, 182, 150-157. doi: 10.1016/j.socscimed.2017.03.061
- Akcaoglu, M., & **Bowman, N. D.** (2016). [Using instructor-led Facebook groups to enhance students’ perceptions of course content](#). *Computers in Human Behavior*, 65, 582-590. doi: 10.1016/j.chb.2016.05.029
- Banks, J., & **Bowman, N. D.** (2016). [Emotion, anthropomorphism, realism, control: Validation of a merged metric for player-avatar interaction \(PAX\)](#). *Computers in Human Behavior*, 54, 215-223. doi: 10.1016/j.chb.2015.07.030
- Banks, J. & **Bowman, N. D.** (2016). [Avatars are \(sometimes\) people too: Linguistic indicators of parasocial and social ties in player-avatar relationships](#). *New Media & Society*, 18(7), 1257-1276. doi: 10.1177/1461444814554898
- Bowman, N. D.**, Banks, J., & Westerman, D. K. (2016). [Through the Looking Glass: The impact of Google Glass on perceptions of face-to-face interaction](#). *Communication Research Reports*, 33(4), 332-340. doi: 10.1080/08824096.2016.1224168
- Bowman, N. D.**, Oliver, M. B., Rogers, R., Sherrick, B. I., Woolley, J., & Chung, M-Y.* (2016). [“In control or in their shoes”: How character attachment differentially influences video game enjoyment and appreciation](#). *Journal of Gaming & Virtual Worlds*, 8(1), 83-99. doi: 10.1386/jgvw.8.1.83_1
- Cranmer, G., **Bowman, N. D.**, & Goldman, Z. (2016). [A preliminary study of racialized brawn and brain framing effects](#). *Communication Research Reports*, 34(1), 78-83, doi: 10.1080/08824096.2016.1224165

Joeckel, S., Dogruel, L., **Bowman, N. D.** (2016). [The reliance on recognition and majority vote heuristics over privacy concerns when selecting smartphone apps among German and US consumers.](#) *Information, Communication, and Society*. doi: 10.1080/1369118X.2016.1202299

Rogers, R., Woolley, J., Oliver, M. B., **Bowman, N. D.**, Sherrick, B. (2016). [Fun vs. Meaningful videogame experiences. A qualitative analysis of user responses.](#) *Computer Games Journal*, 6(1-2), 63-79. doi: 10.1007/s40869-016-0029-9

Schumann, C., **Bowman, N. D.**, & Schultheiss, D. (2016). [Quality in video games: Subjective quality assessments as predictors of self-reported presence in first-person shooters and role-playing games.](#) *Journal of Broadcasting & Electronic Media*, 60(4), 547-566. doi: 10.1080/08838151.2016.1234473

Segool, N. K., Goforth, A. N., **Bowman, N. D.**, & Pham, A. (2016). [Social networking practices in school psychology: Have moral panic concerns been overstated?](#) *Journal of Applied School Psychology*, 32(1), 66-81. doi: 10.1080/15377903.2015.1121194

Tamborini, R., Prabhu, S.*, **Bowman, N. D.**, Hahn, L.*, Klebig, B.*, Grall, C.*, & Novotny, E.* (2016). [The effect of moral intuitions on decisions in video-game play: Temporary and chronic intuition accessibility.](#) *New Media & Society*. doi: 10.1177/1461444816664356

Westerman, D., Daniel, E. S.*, & **Bowman, N. D.** (2016). [Learned risks and experienced rewards: Exploring the potential sources of students' attitudes toward social media and face-to-face communication.](#) *Internet and Higher Education*, 31, 52-57. doi: 10.1016/j.iheduc.2016.06.004.

Ahn, H. & **Bowman, N. D.** (2015). [Two faces of narcissism on SNS: The distinct impacts of vulnerable and grandiose narcissism on SNS privacy concerns.](#) *Computers in Human Behavior*, 45, 375-381. doi: 10.1016/j.chb.2014.12.032

Bowman, N. D., Kowert, R., & Cohen, E. (2015). [When the ball stops, the fun stops too: The impact of social inclusion on video game enjoyment.](#) *Computers in Human Behavior*, 53, 131-139. doi: 10.1016/j.chb.06.036

Bowman, N. D., Joeckel, S., & Dogruel, L. (2015). ["The app market has been Candy Crushed": Observed and rationalized processes for selecting smartphone games.](#) *Entertainment Computing*, 8(1). doi: 10.1016/j.entcom.2015.04.001

Bowman, N. D., & Tamborini, R (2015). ["In the mood to game": Selective exposure and mood management processes in computer game play.](#) *New Media & Society*, 17(3), 375-393 doi: 10.1177/1461444813504274 (version 3, original published online in 2013)

Boyan, A., Grizzard, M., & **Bowman, N. D.** (2015). ["A massively moral game? Mass Effect as a case study to understand the influence of players' moral intuitions on adherence to hero or antihero play styles."](#) *Journal of Gaming and Virtual Worlds*. doi: 10.1386/jgvw.1.41_1.

Cohen, E, **Bowman, N. D.**, & Lancaster, A.* (2015). [R U with Some1? Using text message experience sampling to examine television covieing as a moderator of emotional contagion effects on enjoyment](#). *Mass Communication & Society*, 19(2), 149-172. doi: 10.1080/15205436.2015.1071400.

Dogrue, L., Joeckel, S., & **Bowman, N. D.** (2015). [Choosing the right app: An exploratory perspective on heuristic decision processes for smartphone app selection](#). *Mobile & Media Communication*, 3(1), 125-144. doi: 10.1177/2050157914557509.

Dogrue, L., Joeckel, S., & **Bowman, N. D.** (2015). [The use and acceptance of entertaining new media technology by elderly users. Development of an expanded technology acceptance model](#). *Behaviour and Information Technology*, 34(11), 1052-1063. doi: 10.1080/0144929x.2015.1077890

Oliver, M. B., **Bowman, N. D.**, Woolley, J. K., Rogers, R., Sherrick, B., & Chung, M-Y. (2015). [Video games as meaningful entertainment experiences](#). *Psychology of Popular Media and Culture*, 5(4), 390-405. doi: 10.1037/ppm0000066

Rogers, R.*, **Bowman, N.D.**, & Oliver, M. B. (2015). [It's not the model that doesn't fit, it's the controller! The role of cognitive skills in understanding the links between natural mapping, performance, and enjoyment of console video games](#). *Computers in Human Behavior*, 49, 588-596. doi: 10.1016/j.chb.03.027

Lange, R., **Bowman, N. D.**, Banks, J., & Lange, A. (2015). [Grand Theft Auto\(mation\): Travel mode habits and video games](#). *International Journal of Technology and Human Interaction*, 11(3) 35-50. doi: 10.4018/ijthi.2015070103

Paul, H.*, **Bowman, N. D.**, & Banks, J. (2015). [The enjoyment of grieving in online games](#). *Journal of Gaming and Virtual Worlds*, 7(3), 243-258. doi: 10.1386/jgvw.7.3.243_1

Shensa, A.*, Sidani, J.E., Lin, L., **Bowman, N. D.**, & Primack, B.A. (2015). [Social media use and perceived emotional support among US young adults](#). *Journal of Community Health*, 41(3), 541-549. doi: 10.1007/s10900-105-0128-8

Westerman, D. K., Tamborini, N. D., & **Bowman, N. D.** (2015). [The effects of static avatars on impression formation in different contexts](#). *Computers in Human Behavior*, 53, 111-117. doi: 10.1016/j.chb.2015.06.026.

Bowman, N.D., & Akcaoglu, M. (2014). ["I see smart people!": Using Facebook to supplement the University mass lecture](#)". *Internet & Higher Education*, 23. doi: 10.1016/j.iheduc.2014.05.003

Bowman, N. D., Lewis, R., & Tamborini, R (2014). [The morality of May 2, 2011: A content analysis of US headlines regarding the death of Osama bin Laden](#). *Mass Communication & Society*, 17(5), 639-664. doi: 10.1080/15205436.2013.822518

- Cohen, E. L., **Bowman, N. D.**, & Borchert, K.* (2014). [Private flirts, public friends: Understanding romantic jealousy responses to an ambiguous social network site message as a function of message access exclusivity](#). *Computers in Human Behavior*, 35, 535-541. doi: 10.1016/j.chb.2014.02.050
- Cranmer, G.*, Brann, M., & **Bowman, N. D.** (2014). [Male athletes, female aesthetics: The continued ambivalence toward female athletes in ESPN's the Body Issue](#). *International Journal of Sport Communication*, 7(2), 145-165. doi: 10.1123/IJSC.2014-0021.
- Cranmer, G.*, **Bowman, N. D.**, Chory, R., & Weber, K. (2014). [Race as an Antecedent Condition in the Framing of Heisman Finalists](#). *Howard Journal of Communication*, 25(2), 171-191.
- Bowman, N. D.**, Weber, R., Tamborini, R., & Sherry, J. L. (2013). [Facilitating game play: How others affect performance at and enjoyment of video games](#). *Media Psychology*, 16(1), 39-64. doi: 10.1080/15213269.2012.742360
- Jensen, R., **Bowman, N. D.**, Wang, Y., & Larson, B. (2013). [Looking at shirt sponsorships from both sides of the pond: Comparing global trends versus America's major league soccer](#). *Soccer & Society*, 14(4), 515-524. doi: 10.1080.14660970.2012.753532
- Joeckel, S., **Bowman, N. D.**, & Dogruel, L. (2013). [The influence of adolescents' moral salience on actions and entertainment experience in interactive media](#). *Journal of Children and Media*, 7(4), 480-506. doi: 10.1080/17482798.2013.781513
- Joeckel, S., Dogruel, L., & **Bowman, N. D.** (2013). [Elderly people and morality in virtual worlds](#). *New Media & Society*, 15(2), 276-293. doi: 10.1177/1461444812451571
- Limperos, A., Downs, E., Ivory, J., & **Bowman, N. D.** (2013). Leveling up: A review of current and emerging areas of interest in video games and future research directions. *Communication Yearbook* 37, 349-377.
- Tamborini, R., Eden, A., **Bowman, N. D.**, Grizzard, R., Weber, R., & Lewis, R. J. (2013). [Predicting media appeal from instinctive moral values](#). *Mass Communication & Society*, 16(3), 325-346. doi: 10.1080/15205436.2012.703285.
- Tamborini, R., Weber, R., **Bowman, N. D.**, Eden, A., & Skalski, P. (2013). ["Violence is a many-splintered thing:" The importance of realism, justification, and graphicness in understanding perceptions of and preferences for violent films and video games](#). *Projections: The Journal for Movies and Mind*, 7(1), 100-118. doi: 10.3167/proj.2013.070108
- Bowman, N.D.**, Dogruel, L., & Joeckel, S. (2012). [A question of morality? Moral salience and nationality on media preferences](#). *Communications: The European Journal of Communication Research*, 37(4), 345-369. doi: 10.1515/commun-2012-0020

Bowman, N. D., Schultheiss, D., Schumann, C. (2012). "[I'm Attached, And I'm A Good Guy/Gal!": How Character Attachment Influences Pro- and Anti-Social Motivations To Play MMORPGs.](#) *CyberPsychology, Behavior, and Social Networking*, 15(3), 169-174. doi: 10.1089/cyber.2011.0311

Bowman, N. D., & Tamborini, R. (2012). [Task demand and mood repair: The intervention potential of computer games.](#) *New Media & Society*, 14(8), 1339-1357. doi: 10.1177/1461444812450426

Bowman, N.D., Westerman, D. K., & Claus, C. J. (2012). [How demanding is social media? Understanding social media diets as a function of perceived costs and benefits - a rational actor perspective.](#) *Computers in Human Behavior*, 28(6), 2298-2305. doi: 10.1016/j.chb.2012.06.037

Jensen, R., **Bowman, N. D.,** Wang, Y., & Larson, B. (2012). [New league, new market, new sponsorship: An exploratory study of attitudes towards shirt sponsorship in Major League Soccer.](#) *Soccer & Society*, 13(4), 536-554. doi: 10.1080/14660970.2012.677227.

Joeckel, S., & **Bowman, N. D.** (2012). [Graphics and gratification: Exploring the link between technology and enjoyment in video games.](#) *Journal of Gaming and Virtual Worlds*, 4(1), 25-44. doi: 10.1386/jgvwm.4.1.25_1

Joeckel, S., **Bowman, N. D.,** & Dogruel, L. (2012). [Gut or game: The influence of moral intuitions on decisions in virtual environments.](#) *Media Psychology*, 15(4), 460-485. doi: 10.1080/15213269.2012.727218

Reinecke, L., Tamborini, R., Grizzard, M., Lewis, R., Eden, A., & **Bowman, N. D.** (2012). [Characterizing behavioral affinity as needs satisfaction: Predicting selective exposure to video games and resultant mood repair.](#) *Journal of Communication*, 62(2), 437-453. doi: 10.1111/j.1460-2455.2012.01649.x

Tamborini, R., Eden, A., **Bowman, N.D.,** Grizzard, M., & Lachlan, K. (2012). [The influence of morality subcultures on the acceptance and appeal of violence.](#) *Journal of Communication*, 62(1), 136-157. doi: 10.1111/j.1460-2466.2011.01620.x

Larson, B., Jensen, R., & **Bowman, N. D.** (2011). Developing international sport markets: Professional sports selling to new segments with new promotions. *Journal of International Business Disciplines*, 6(2), 9-24.

Neuberger, L. B., Silk, K, J., Yun, D., **Bowman, N. D.,** & Anderson, J. (2011). [Concern as motivation for protection: An investigation of mothers' concern about their daughters' breast cancer risk.](#) *Journal of Health Communication*, 16(10), 1055, 1071. doi: 10.1080/10810730.2011.571339.

Jensen, R., Larson, B., Wang, Y., & **Bowman, N. D.** (2011). International Strategic Marketing: Sports Promotions Aimed at New Segments. *The International Academy of Business Research Yearbook*, 28, 352-358.

Shao, G., Zhang, G., & **Bowman, N. D.** (2011). [What is most important for my country is not most important for me: agenda setting effects in China.](#) *Communication Research*, 39(5), 662-678. doi: 10.1177/0093650211420996

Tamborini, R., Grizzard, M., **Bowman, N. D.**, Reinecke, L., Lewis, R., & Eden, A. (2011). [Media enjoyment as need satisfaction: The contribution of hedonic and non-hedonic needs.](#) *Journal of Communication*, 61(6), 1025-1042. doi: 10.1111/j.1460-2466.2011.01593.x

Bowman, N. D., & Groskopf, J. (2010). [Appalachia: Where the Squids hate the Chalkies.](#) *KBJournal*, (7)1.

Eden, A., Maloney, E., & **Bowman, N. D.** (2010). [Gender attribution in video games.](#) *Journal of Media Psychology*, 22(3), 114-124. doi: 10.1027/1864-1105/a000016

Tamborini, R., **Bowman, N. D.**, Eden, A., Grizzard, M., & Organ, A. (2010). [Defining media enjoyment as the satisfaction of intrinsic needs.](#) *Journal of Communication*, 60(4), 758-777. doi: 10.1111/j.1460-2466.2010.01513.x

Tamborini, R., Weber, R., Eden, A., **Bowman, N. D.**, & Grizzard, M. (2010). [Repeated exposure to daytime soap opera and shifts in moral judgment toward social convention.](#) *Journal of Broadcasting and Electronic Media*, 54(4), 621-640. doi: 10.1080/08838151.2010.519806

Yun, D., Silk, K., **Bowman, N. D.**, Neuberger, L., & Atkin, C. (2009). [Mothers' Intentions to Teach Adolescent Daughters about Breast Cancer Risk Reduction Activities: The Influence of Self-Efficacy, Response Efficacy, and Personal Responsibility.](#) *Communication Research Reports*, 26(2), 134-145. doi: 10.1080/08824090902861606.

Bowman, N. D. (2008). A [PAT on the back: Media flow theory revis\(it\)ed.](#) *Rocky Mountain Communication Review*, 4(1), 27-39. [online only]

Huh, S. & **Bowman, N. D.** (2008). [Perception and addiction of online games as a function of personality traits.](#) *Journal of Media Psychology*, 13(2). [online only]

Lewis, M. L., Weber, R., & **Bowman, N. D.** (2008). ["They may be pixels, but they're MY Pixels": Developing a metric of character attachment in role-playing video games.](#) *CyberPsychology and Behavior*, 11(4). 515-518. doi: 10.1089/cpb.2007.0137

Editorials and invited journal publications

Bowman, N. D., & Keene, R. J. (2018). [A layered framework for considering open science practices.](#) *Communication Research Reports*, 35(4). doi: 10.1080/08824096.2018.1513273

Bowman, N. D. (2017). The guilt of gaming. *Esoteric Games*, 2. Retrieved from <http://esotericgaming.com/2017/12/18/the-guilt-of-cheating/>

Bowman, N. D. (2017). [EDITORIAL: The Importance of Effect Size Reporting in Communication Research Reports](#). *Communication Research Reports*, 34(3), 187-190. doi: 10.1080/08824096.2017.1353338

Bowman, N. D. & Freberg, K. [EDITORIAL: Advancing the study of social media in the college classroom](#). *Communication Teacher*, 30(4), 184. doi: 10.1080/17404622.2016.1219011

Bowman, N. D. (2016). [EDITORIAL: Research Reports as the „Nuts and Bolts“ of Communication Research](#). *Communication Research Reports*, 33(2), 87-88. doi: 10.1080/08824096.2016.1174536

Textbooks, subject matter books, and edited volumes

Eden, A., **Bowman, N. D.**, & Grizzard, M. N. (in press). [Media entertainment](#). Dubuque, Iowa: Kendall-Hunt

Bowman, N. D. (2018). [Video games: A medium that demands our attention](#) (Ed.). New York: Routledge. ISBN: 978-0-81537-687-9

Bowman, N. D., Spinda, J. S., & Sanderson, J. (2016). [Fantasy sports and the changing sports media industry](#) (Eds.). Lanham, MD: Rowman & Littlefield. ISBN: 978-1-4985-0488-1

Westerman, D., **Bowman, N. D.**, & Lachlan, K. (2016). [Introduction to computer-mediated communication: A functional approach \(2nd Edition\)](#). Dubuque, Iowa: Kendall-Hunt. ISBN: 978-0-75759-822-7

Westerman, D., **Bowman, N. D.**, & Lachlan, K. (2014). [Introduction to computer-mediated communication: A functional approach](#). Dubuque, Iowa: Kendall-Hunt. ISBN: 978-0-75759-822-7

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Invited book chapters

Authors marked with “” were graduate student authors/advisees at time of publication.*

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Conference proceedings

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Invited book reviews

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Bowman, N. D. (2017). Moral Combat: Why the war on violent video games is wrong. *American Journal of Play*, 9(3), 401-403.

- Bowman, N. D.** (2017). Social media: a reference handbook. ABC-CLIO, 2017. *CHOICE Magazine*, 55(1).
- Bowman, N. D.** (2017). Following Searle on Twitter: How words create digital institutions, by Adam Hodgkin. University of Chicago Press, 2017. *CHOICE Magazine*, 54(12).
- Bowman, N. D.** (2016). Social media archeology and poetics, ed. by Judy Malloy. MIT Press, 2016. *CHOICE Magazine*, 54(7).
- Bowman, N. D.** (2016). How journalists use Twitter: The changing landscape of US newsrooms, by Alecia Swasy. Lexington Press, 2016. *CHOICE Magazine*, 54(7).
- Bowman, N. D.** (2016). How fantasy becomes reality: Information and entertainment in everyday life, by Karen Dill-Shackleford. Oxford Press, 2015. *CHOICE Magazine*, 54(1).
- Bowman, N. D.** (2016). Social media and social movements: The transformation of communication patterns, ed. By Baris Coban. Lexington Books, 2016. *CHOICE Magazine*, 53(12).
- Bowman, N. D.** (2016). Friended at the front: Social media in the American war zone, by Lisa Ellen Silvestri, University Press of Kansas, 2015. *CHOICE Magazine*, 53(10).
- Bowman, N. D.** (2016). Social media in Iran: Politics and society after 2009, ed. By David M. Faris & Babak Rahimi, SUNY Press, 2015. *CHOICE Magazine*, 53(8).
- Bowman, N. D.** (2015). Digital shift: The cultural logic of punctuation, by Jeff Scheible, University of Minnesota Press, 2015. *CHOICE Magazine*, 53(6).
- Bowman, N. D.** (2015). Social media, by Pavica Sheldon, Lexington Books, 2015. *CHOICE Magazine*, 53(5).
- Bowman, N. D.** (2015). Social media and living well, ed. by Berrin A. Beasley & Mitchell R. Haney, Lexington, 2015. *CHOICE Magazine*, 52(12).
- Bowman, N. D.** (2014). The networked young citizen, ed. by Brian D. Loader, Ariande Vromen, & Michael A. Xenos, Taylor & Francis, 2014. *CHOICE Magazine*, 52(10).
- Bowman, N. D.** (2014). Twitter and society, by Katrin Weller, Axel Bruns, Jean Burgess, Merja Mahrt, and Cornelius Puschmann, Peter Lang, 2014. *CHOICE Magazine*, 52(2).
- Bowman, N. D.** (2014). Webcam, by Daniel Miller & Jolynna Sinanan, Polity, 2014. *CHOICE Magazine*, 52(1)
- Bowman, N. D.** (2014). Excommunication: three inquiries in media and mediation, by Alexander R. Galloway, Eugene Thacker, and McKenzie Wark, Chicago, 2014. *CHOICE Magazine*, 51(10).

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Juried Creative Works

Banks, J., & **Bowman, N. D.**, Banks, J., & Rittenour, C. (2018). Avatars and their players: From object to other. [Art exhibit, with images culled from research participants' avatar images]. *WVU Libraries*, curated by S. Deskins, on display from October 1 to December 30, 2018. More details: https://exhibits.lib.wvu.edu/gallery_avatar

Bowman, N. D., Banks, J., & Rittenour, C. (2019). Speculative Appalachian futures: Two months in Fallout 76 (AD 2102). [Art exhibit, with images culled from research participants' in-game experiences]. *WVU Libraries*, curated by S. Deskins, on display from August 1, 2019 to December 15, 2022. More details: https://exhibits.lib.wvu.edu/gallery_futures/contributors

Conference Paper Awards

Authors marked with "" were graduate student authors/advisees at time of presentation.*

Bowman, N. D., Banks, J., & Rittenour, C. (2019, November). Country Roads through 1s and 0s: Sense of place for and recognition of West Virginia following long-term engagement with Fallout 76. Top papers in Game Studies at the National Communication Association, Baltimore.

Clark-Gordon, C. V.* * **Bowman, N. D.** (2019, November). Instructor-Student Out-of-Class Communication: A Media Multiplexity Approach. Top Papers in Instructional and Developmental Communication at the National Communication Association, Baltimore.

Bowman, N. D., Wulf, T., Velez, J., & Breuer, J. (2019, September). That bygone feeling: Controller haptics and gaming nostalgia. Best Preregistered Study at Mediapsychology 2019, Chemnitz, Germany.

Hadden, A.*, Clark-Gordon, C. V.*, Frisby, B., & **Bowman, N. D.** (2019, May). Individual differences in students and their perceptions of instructors' use of the digital red pen to provide instructional feedback. Top Papers in Instructional and Developmental Communication at the International Communication Association, Washington DC.

Wasserman, J. A.*, & **Bowman, N. D.** (2018, June). Bugs on the brain: A mental model matching approach to cognitive skill acquisition in a strategy game. Top Faculty Paper in Game Studies, International Communication Association 68th Annual Conference, Prague.

Watts, E.*, **Bowman, N. D.**, Koban, K.*, Nicholson, A. L.*, & Knight, J.* (2018, June). Game Streaming and Digital Audiences: Awareness, Without Closeness. Top Faculty Paper in Game Studies, International Communication Association 68th Annual Conference, Prague.

Clark-Gordon, C.*, **Bowman, N. D.**, Goodboy, A., & Wright, A. (2018, April). Anonymity and speaking up online: A meta-analysis. Top Papers in Communication and Technology, Eastern Communication Association, Pittsburgh.

Banks, J., Malazita, J. W., Walsh, E.*, & **Bowman, N. D.** (2017, November). Other(ing) and Self in Serious Games: The Role of Player-Avatar Relations in State Empathy. Top Papers in Game Studies, National Communication Association, Dallas.

Clark-Gordon, C.*, **Bowman, N. D.**, Watts, E.* (2017, November). Instructor use of Nonverbal Cues Online: The Effects of Emojis and Face-threat Mitigation on Student Perceptions of Digital Instructional Feedback. Top Papers in Instructional Communication, National Communication Association, Dallas.

Banks, J., Pietschmann, D., Lin, J-H, & **Bowman, N. D.** (2017, May). Expansion and Cross-Cultural Validation of the Common Player-Avatar Interaction Scale (cPAX). Top Faculty Paper in Game Studies, International Communication Association, San Diego.

Clark-Gordon, C.*, Watts, E.*, **Bowman, N. D.**, & Banks, J. (2017, April). "As good as your word": Face-threat mitigation and the use of instructor pictures on students' perceptions of digital instructor feedback. Top papers in Instructional Communication, Eastern Communication Association, Boston.

Banks, J., **Bowman, N.D.**, & Wasserman, J.* (2016, November). A bard in the hand: The role of materiality in player-character relationships. Top papers in Game Studies Division, National Communication Association, Philadelphia.

Lancaster, A.*, Martin, M., **Bowman, N. D.**, Cohen, E., Weber, K. D., & Westerman, D. K. (2016, November). Cop talk: Message framing, compliance, and perceptions of law enforcement. Top papers in Applied Communication Division, National Communication Association, Philadelphia.

Ahn, H., **Bowman, N. D.**, & Kwolek, E.* (2013, November). Generally concerned, but not specifically: General vs. situational influences of vulnerable narcissism on social network privacy concerns. Top papers in Human Communication and Technology Division, National Communication Association, Washington D.C.

Cohen, E., **Bowman, N. D.**, & Lancaster, A.* (2013, November). Are u with some1? Using text message experience sampling to examine the relationship between co-viewing, enjoyment, and eudaimonia. Top four papers in Mass Communication, National Communication Association, Washington D.C.

Bowman, N. D., Rogers, R.*, & Sherrick, B. I.* (2013, April). “In control or in their shoes”: How character attachment differentially influences video game enjoyment and appreciation. Top paper in “Media and the Self” research category, Broadcast Education Association Research Symposium “Media and Social Life: The Self, Relationships, and Society.”

Bowman, N. D., Westerman, D., & Claus, C. J.* (2012, April). How demanding is social media: Understanding social media diets as a function of perceived costs and benefits – a Rational Actor Perspective. Top three papers in Communication and Technology, Eastern Communication Association, Cambridge, MA.

Joeckel, S., Dogruel, L., & **Bowman, N. D.** (2011, November). Adolescents, morality and interactive entertainment: The influence of moral salience on actions and entertainment experience in interactive media. Top five papers in Mass Communication, National Communication Association, New Orleans.

Bowman, N. D., & Tamborini, R. (2010, June). User demand and mood repair: The intervention potential of video game interactivity. Top two faculty papers in Game Studies, International Communication Association, Singapore.

Tamborini, R., Eden, A., **Bowman, N. D.**, Grizzard, M., & Lachlan, K. (2009, May). Moral subcultures in dispositional formation: The acceptance and appeal of violence. Top four papers in Mass Communication, International Communication Association, Chicago.

Bowman, N. D. (2008, June). In the mood to game: The extension of mood management theory to video games. Paper presented at the National Communication Association Doctoral Honor’s Seminar, Tuscaloosa, AL. [one of 12 papers invited for presentation]

Conference Papers/Posters/Demonstrations

Authors marked with “” were graduate student authors/advisees at time of presentation.*

Bowman, N. D., Copenhaver, A., Ferrell, S., & Ferguson, C. J. (2019, November). Fear and Rage, Prayers and Partisanship: US Congressional membership’s engagement of Twitter as an agenda-setting tool following the Parkland Shooting. Poster to be presented at the National Communication Association, Baltimore.

Ahn, S. J. & **Bowman, N. D.** (2019, October). Examining the Utility of Presence: 20 Years of Presence Research and Future Directions. Poster to be presented at the American Psychological Association Technology, Mind, & Society 2019 conference, Washington DC.

Bowman, N. D., Banks, J., & Rittenour, C. (2019, October). Feeling and working in digital Appalachia: Two months playing Fallout 76 fosters a sense of place in West Virginia. Poster to be presented at the American Psychological Association Technology, Mind, & Society 2019 conference, Washington DC.

Bowman, N. D., & Banks, J. (2019, October). Social and Entertainment Gratifications of Gaming with Robot, AI, and Human Partners. Presented at 28th IEEE International Conference on Robot and Human Interactive Communication (Ro-Man 2019), New Delhi, India.

Bowman, N. D. & Cranmer, G. (2019, May). Esports are sports. Paper presented at the Games + Communication Ante-Conference, Washington DC.

Bowman, N. D., & Koban, K.* (2019, May). A German translation of the Video Game Demand Scale. Paper presented at the International Communication Association, Washington DC.

Bowman, N. D., Banks, J., & West, M.* (2019, May). Social robots as videogaming partners: Impacts on social closeness, need satisfaction and enjoyment. Paper presented at the International Communication Association, Washington DC.

Clark-Gordon, C. V.*, Sharabi, L., & **Bowman, N. D.** (2019, April). The mere presence hypothesis and college students: The effects of instructor cell phone visibility in the classroom. Paper presented at the Eastern Communication Association, Providence, RI.

Bowman, N. D., Johnston, I.*, & Green, C. S. (2018, November). All your games are belong to us: using machine learning to define game genres. Presented at the National Communication Association Game Studies Division Pre-Conference, Salt Lake City, Utah.

Vogt, O.*, & **Bowman, N. D.** (2018, November). In my game or in my genes? The influence of game experience, gender identity and biological sex on cognitive skills. Presented at the National Communication Association Game Studies Division Pre-Conference, Salt Lake City, Utah.

West, M.*, Watts, E. R.*, & **Bowman, N. D.** (2018, November). Video game critics and taste cultures. To be presented at the National Communication Association Game Studies Division Pre-Conference, Salt Lake City, Utah.

Wasserman, J.* & **Bowman, N. D.** (2018, November). Preliminary results of a longitudinal experiment of cognitive skill acquisition in an online strategy boardgame. Research in progress presented at the 104th National Communication Association, Salt Lake City, Utah.

Bishop, S. & **Bowman, N. D.** (2018, November). Diverse students' attitudes toward and knowledge about undocumented immigrants in the United States. Paper presented at the 104th National Communication Association, Salt Lake City, Utah.

Clark-Gordon, C. V.*, Hadden, A.*, **Bowman, N. D.**, & Frisby, B. (2018, November). College instructors and the digital red pen: An exploration of the adoption of digital written feedback technologies. Paper presented at the 104th National Communication Association, Salt Lake City, Utah.

Clark-Gordon, C. V.*, Cohen, E. L., & **Bowman, N. D.** (2018, November). To be spoiled or not to be spoiled? The role of choice and intrinsic psychological need satisfaction in enjoyment of spoilers. Paper presented at the 104th National Communication Association, Salt Lake City, Utah.

Bowman, N. D., Crowe, A., & Soule, D. R.* (2018, October). Unbundling the *Daily Athenaeum*: An empirical approach to readership analysis. Presented at the National College Media Association, Louisville, KY.

Pressgrove, G., **Bowman, N. D.**, & Knight, J.* (2018, August). Take them there: From narrative engagement to behavioral intention in cause-related immersive storytelling. Paper presented at the Association of Education for Journalism and Mass Communication, Washington, DC.

Bowman, N. D., Wulf, T.*, Breuer, J., & Velez, J. (2018, June). Invoking gaming nostalgia: Past play, entertaining experiences, and social others. Paper presented at the International Communication Association 68th Annual Conference, Prague.

Knight, J.*, **Bowman, N. D.**, Goodboy, A., & Wright, A. (2018, June). Small and varied effects: A meta-analysis of the association between social media use and depression. Paper presented at the International Communication Association 68th Annual Conference, Prague.

Lin, S-F., **Bowman, N. D.**, Lin, J-H., & Chen, S. (2018, June). To chat or not to chat. The costs and benefits of social interaction in game streaming. Paper presented at the International Communication Association Game Studies Division pre-conference, "Gaming, Everywhere," Prague.

Bowman, N. D., Dogruel, L., & Joeckel, S. (2018, April). Geschlossen, but not protected: Locks and shields as culturally variable indicators of smartphone data privacy. Paper presented at the Eastern Communication Association, Pittsburgh.

Nicholson, A. L.*, Banks, J., **Bowman, N. D.**, Martin, M. M. (2018, April). Fit to be tied: Social network structures and evaluation apprehension. Paper presented at the Eastern Communication Association, Pittsburgh.

Bowman, N. D. (2018, April). "No node is an island: Exploring our connected past to forecast our connected future from a mediatization perspective. Global Mediatization Research and Technology, Klagenfurt, Austria.

Bowman, N. D., Pressgrove, G., & Knight, J. M.* (2018, April). Immersive Storytelling Technologies Increase Audience Presence and Attention (but not Connection). Poster presented at the American Psychological Association Technology, Mind, and Society Conference, Washington D.C.

Odgen, L., & **Bowman, N. D.** (2018, February). Prerequisite Knowledge of Mathematics and Success in Calculus I. Paper presented at the Annual Conference on Research on Undergraduate Mathematics Education, San Diego.

Bowman, N. D., Wulf, T.*, Breuer, J., & Velez, J. (2017, November). Those good ol' pixels: Exploring players' video game nostalgic and social game memories. Paper presented at the National Communication Association annual meeting, Dallas.

Bowman, N. D., Knight, J.*, Schlue, L.*, & Cohen, E. (2017, November). What if it happened to me? Socially conscious music videos can address campus assault: Narrative comprehension, persuasion, and rape myth acceptance. Paper presented at the National Communication Association annual meeting, Dallas.

Knight, J.*, **Bowman, N. D.**, Primack, B., Shensa, A., & Colditz, J. (2017, November). Social media, social support: College students' recollections of stressful and emotional discussions in online networks. Paper presented at the National Communication Association, Dallas, TX.

Watts, E*., Clark-Gordon, C.*, **Bowman, N. D.**, & Banks, J. (2017, November). Identification, fandom, and sports: Investigating the role of team gender and nationality in FIFA 16. Paper presented at the National Communication Association annual meeting, Dallas.

Wasserman, J. A.*, **Bowman, N. D.**, Louk, E. B.*, & Ingersoll, R. (2017, November). Game modality and mental model matching of game systems. Paper presented at the National Communication Association annual meeting, Dallas.

Knight, J.*, **Bowman, N. D.**, Banks, J., Primack, B., Colditz, J., & Shensa, A. (2017, October). What's on my mind: Using social media to discuss stressful situations. Paper presented at Association of Internet Research 18, Tartu, Estonia.

Bowman, N. D., Wulf, T.*, Breuer, J., & Velez, J. (2017, October). Playing with the pixelated past: Need satisfaction and entertainment experiences in gaming memories. Paper presented at Association of Internet Research 18, Tartu, Estonia.

Wulf, T.*, Breuer, J., **Bowman, N. D.**, & Velez, J. (2017, September). Once upon a game: Gaming nostalgia, need-satisfaction, and well-being. Paper presented at Mediapsychology 2017, University of Landau-Koblenz, Germany.

Bowman, N. D., Wasserman, J.*, & Banks, J. (2017, May). The Video Game Demand Scale: Developing a metric to assess the cognitive, emotional, physical, and social demands of video game play. Paper presented at the annual convention of the International Communication Association, San Diego.

Breuer, J., Velez, J., Wulf, T.*, & **Bowman, N. D.** (2017, May). The effects of coplayer supportiveness and difficulty in a sports video game on prosocial behavior. Paper presented at the annual convention of the International Communication Association, San Diego

Hemenover, S., & **Bowman, N. D.** (2017, May). Video games, emotion, and emotion regulation: bridging the gap. Paper presented at the annual convention of the International Communication Association, San Diego.

Lin, J-H. **Bowman, N. D.**, Lin, S-F., & Chen, S. (2017, May). Setting the digital stage: defining game streaming in the scope of game studies. Paper presented at the annual convention of the International Communication Association, San Diego.

Bowman, N. D., Anderson, M., Atkinson, J.* & Ahern, T. (2017, March). Reflecting on learners, or reflecting on lessons? The impact of first-person and third-person video recordings on education students' reflections of their teaching practice. Paper presented at the Annual Meeting of the Eastern Communication Association, Boston.

Escobar-Viera, C. G., Shensa, A., **Bowman, N. D.**, Knight, J.*, James, A. E., & Primack, B. A. (2017, March). Passive and active social media use and depressive symptoms among online recruited young adults. Poster Presentation. Society of Behavioral Medicine Annual Meeting, San Diego.

Knight, J.,* **Bowman, N. D.**, Primack, B., Shensa, A., & Colditz, J. (2017, April). "Oh Snap(chat)! I need your help!" Perceptions of social support as a function of one's preferred social network. Paper presented at the annual convention of the Eastern Communication Association, Boston.

Schlue, L. & **Bowman, N. D.** (2017, April). Music videos as meaningful entertainment? Psychological responses to audio-visual presentations of song narratives. Paper presented at the annual convention of the Eastern Communication Association, Boston.

Bowman, N.D., Banks, J., Downs, E. (2016, November). The dyad is in the details: Polythetic identification as a function of player-avatar relationships. Paper presented at the annual convention of the National Communication Association, Philadelphia, PA.

Bowman, N. D., Lin, J-H., Lin, S-F., & Chen, S. (2016, November). "They're watching you!" Expanding social facilitation theory to game streaming. Poster presented at the National Communication Association, Game Studies Pre-Conference "Call of Duty: A Call to Action – Video Games and Civic Engagement." Philadelphia, PA.

Watts, E. R.*, Clark-Gordon, C.*, **Bowman, N. D.**, & Banks, J. (2016, November). "(Gender) Bend it like Beckham": The influence of gender cue salience on fandom towards women's sports. Poster presented at the National Communication Association, Game Studies Pre-Conference "Call of Duty: A Call to Action – Video Games and Civic Engagement." Philadelphia, PA.

Bowman, N. D., Banks, J., & Downs, E. P. (2016, October). The duo is in the details: Game genre differences in player-avatar relations. Paper presented at the Association of Internet Researchers, Berlin.

Anderson, M., **Bowman, N. D.**, Ahern, T., & Atkinson, J. (2016, September). How can (wearable) technology change the game for student performance assessment? Abstract presented at the West Virginia Higher Education Technology Conference, Morgantown, WV.

Banks, J., Malazita, J., & **Bowman, N.D.** (2016, June). Meta: A hidden-objects game to build empathy. Demonstration delivered at the Game Studies Division preconference to the annual convention of the International Communication Association, Tokyo, Japan.

Bowman, N. D., Dogruel, L., & Joeckel, S. (2016, June). Locked down, shielded from danger: Developing mobile app icons to prime privacy and security thoughts. Poster presented at the International Communication Association, Fukuoka, Japan.

Breuer, J., **Bowman, N. D.**, Kieslich, K.*, Elson, M., Kowert, R, Kneer, J., Quandt, T., Lange, A., & Lange, R. (2016, June). Grand Theft Morals: The role of cultural differences and moral views for the evaluation of violent and sexual content in video games. Poster (single-slide) presented at the International Communication Association pre-conference “Just Games? Considering Games as More than Entertainment,” Tokyo, Japan.

Downs, E. P., **Bowman, N. D.**, & Banks, J. (2016, June). The many faces of identification: Validating a polythetic metric for assessing player-avatar identification in video games. Paper presented at the International Communication Association, Fukuoka, Japan.

Liebold, B., Peitschmann, D., & **Bowman, N. D.** (2016, June). It’s new, but is it improved? Novelty and learning effects in the use and enjoyment of naturally mapped video game controllers. Paper presented at the International Communication Association, Fukuoka, Japan.

Tamborini, R., Prabhu, S.*, **Bowman, N. D.**, Hahn, L.*, Klebig, B.*, Grall, C.*, & Novotny, E.* (2016, June). The effect of moral intuitions on decisions in video-game play: Temporary and chronic intuition accessibility. Poster presented at the International Communication Association, Fukuoka, Japan.

Bowman, N. D., Anderson, M., Ahern, T., & Atkinson, J.* (2016, May). Reflecting on learners, or reflecting on lessons? Using wearable technologies to gain new perspective in the classroom: Impacts on teacher immediacy recognition. Poster presented at the West Virginia University Teaching and Learning Commons “Celebrate: Teaching, Learning, and Research.” Morgantown, WV.

Bowman, N. D. (2016, April). Advances in media communication: Social media as tools – for good and evil. Keynote address to [R]evolutions in Communication Courses: Theory, Research, Pedagogy, and Assessment, Baltimore.

Lancaster, A. L.*, **Bowman, N. D.**, & Martin, M. M. (2016, April). Taking back our University: Students’ responses to a University President’s crisis message. Paper presented at the Eastern Communication Association, Baltimore.

Shensa, A., **Bowman, N.D.**, Sidani, J.E., Marshal, M.P., & Primack, B. A. (2016, April). Social media use, social media addiction, and depression among US young adults. Poster Presentation. Society of Behavioral Medicine Annual Meeting. Washington, DC.

Segool, N., Goforth, A., **Bowman, N.**, & Politikos, N. (2016, February). Perception matters: Factors that influence our beliefs about school psychologists. Paper to be presented at the 48th Annual Meeting of the National Association of School Psychologists, New Orleans, LA.

Anderson, S.*, **Bowman, N. D.**, & Larson, B. (2015, October). Soaring for success: Fan avidity and stadium facilities on fans' satisfaction with live game attendance. Paper presented at the Sport Marketing Association, Atlanta.

Bowman, N. D., Kowert, R., Breuer, J., Elson, M., Kieslich, K.*, Kneer, J., Quandt, T., Lange, A., & Lange, R. (2015, November). "It's too dirty for me, so it's too dirty for the kids": A cross-comparison of German and US gamers' differential reactions to an explicitly sexual or violent video game. Paper presented at the National Communication Association, Las Vegas.

Bowman, N. D., Baldwin, C., & Jones, J. (2015, November). Virtual tensions fuel narrative tensions: The impact of leisurely video game experience on first-year college students' observed composition writing ability. Poster presented at the National Communication Association, Las Vegas.

Lancaster, A. L.*, **Bowman, N. D.**, & Harvell, L. A. (2015, November). Flying blind to safety: Mortality salience, efficacy, and message recall of airline safety demonstration videos. Paper presented at the annual meeting of the National Communication Association, Las Vegas, NV.

Shao, G., **Bowman, N. D.**, Lu, J. & Xu, L. (2015, November). Media consumption and political socialization in China: Comparing news and entertainment media effects. Paper presented at the National Communication Association, Las Vegas.

Westerman, D., Daniel, S. E.*, & **Bowman, N. D.** (2015, November). "Let's talk about 'techs'": Exploring the environmental, personal, and behavioral correlates with students' attitudes toward social media. Poster presented at the National Communication Association, Las Vegas.

Anderson, M., & **Bowman N. D.** (2015, October). Wearable tech is now and it'll change how you see and work with students. Presentation at West Virginia Higher Education Technology Conference, Morgantown, WV.

Rogers, R., Woolley, J., Sherrick, B., Oliver, M. B., & **Bowman, N. D.** (2015, August). Fun versus meaningful video game experiences: A qualitative analysis of user responses. Paper presented at the Association of Education in Journalism and Mass Communication, San Francisco.

Breuer, J., Elson, M., Kieslich, K.*, **Bowman, N. D.**, Kowert, R., Quandt, T., Lange, A., & Lange, R. (2015, September). Moral Kombat – Moral foundations and the evaluation of violent and sexual content in video games. 9th Conference of the Media Psychology Division, September 9th - 11th, 2015, Tübingen, Germany.

Bowman, N. D., Banks, J., & Westerman, D. K. (2015, May). Through the Looking Glass: The impact of Google Glass on perceptions of face-to-face interaction. Paper presented at the International Communication Association, Puerto Rico.

Zhang, G., **Bowman, N. D.**, Shao, G., & Guan, D. (2015, May). "The people dissent, or The People's consent?" Comparing news agendas of traditional and new media surrounding a large-scale Chinese political event. Poster presented at the International Communication Association, Puerto Rico.

Paul, H.*, **Bowman, N. D.**, Banks, J. (2015, April). The enjoyment of grieving in online games. Paper presented at the Eastern Communication Association, Philadelphia.

Anderson, M., & **Bowman N. D.** (2015, July). Wearable tech is now and it'll change how you see and work with students. Presentation at West Virginia Statewide Technology Conference 2015, Morgantown, WV.

Segool, N., Goforth, A., **Bowman, N. D.**, & Politikos, N. (2015, February). School psychologists' social networking use and perceptions of professionalism. Paper presented at the Annual Meeting of the National Association of School Psychologists, Orlando, FL.

Bowman, N. D., Kowert, R., & Cohen, E. (2014, November). When the ball stops, the fun stops too: The impact of social inclusion on video game enjoyment. Paper presented at the National Communication Association, Chicago.

Bowman, N. D., Roman, A.*, & Knoster, K.* (2014, November). "Web-sling to save or shoot to kill?" The impact of dissonant origin and antiheroic action on disposition polarization and enjoyment. Paper presented at the National Communication Association, Chicago.

Cohen, E., **Bowman, N. D.**, & Borchert, K.* (2014, November). Understanding romantic jealousy responses to an ambiguous social network site message as a function of message access exclusivity. Paper presented at the National Communication Association, Chicago.

Rogers, R., **Bowman, N.D.**, & Oliver, M. B. (2014, November). It's not the model that doesn't fit, it's the controller! The role of cognitive skills in understanding the links between natural mapping, performance, and enjoyment of console video games. Poster presented at the National Communication Association, Chicago

Dogrue, L. D., Joeckel, S., & **Bowman, N. D.** (2014, May). "There's (a lot of) apps for that!": An exploratory perspective on media choice processes for smartphone apps. Paper presented at the annual meeting of the International Communication Association, Seattle.

Kahn, A., & **Bowman, N. D.** (2014, May). With tough work comes tough responsibility: The association between perceived task demand and transactive memory in video game teams. Paper presented at the annual meeting of the International Communication Association, Seattle.

Rieger, D., **Bowman, N. D.**, & Frischlich, L., & Bente, G. (2014, May). "I'm pumped, but I don't feel like it!" The differential effects of affect and arousal regulation on mood repair and recovery. Paper presented at the annual meeting of the International Communication Association, Seattle.

Borchert, K.*, Cohen, E., & **Bowman, N. D.** (2014, April). Relationship threatening interpretations of an ambiguous Facebook message as a function of message exclusivity and dimensions of jealousy. Paper presented at the annual meeting of Eastern Communication Association, Providence, Rhode Island.

Cranmer, G. A.*, **Bowman, N. D.**, & Brann, M. (2013, November). Male athletes and female aesthetics: the systematic deathification of female athletes in ESPN's the Body Issue. Paper to be presented at annual meeting of National Communication Association, Washington D.C.

Ahn, H. & **Bowman, N. D.** (2013, October). The influence of brand propinquity on complaining behavior via social media. Paper presented at the annual meeting of Association for Consumer Research, Chicago.

Banks, J., & **Bowman, N. D.** (2013, October). Close intimate playthings? Understanding player-avatar relationships as a function of attachment, agency, and intimacy. Paper presented at the annual meeting of Association of Internet Researchers, Denver.

Cranmer, G.*, **Bowman, N. D.**, & Goldman, Z.* (2013, June). "Big run, or smart gun": How racially-based sports frames influence subsequent audience behaviors and attitudes of audiences towards athletes. Paper presented at the Annual Meeting of the International Communication Association, London.

Oliver, M. B., **Bowman, N. D.**, Woolley, J. K., Rogers, R., Sherrick, B. I., & Chung, M-Y. (2013, June). Video games as meaningful entertainment experiences. Poster presented at the Annual Meeting of the International Communication Association, London.

Schumann, C., **Bowman, N. D.**, & Schultheiss, D. (2013, June). Studying the pleasures of the discerning gamer: Subjective quality judgments as predictors of good video game experiences. Paper presented at the Annual Meeting of the International Communication Association, London.

Cranmer, G.*, **Bowman, N. D.**, Chory, R., & Weber, K. (2013, April). Color-blind: Race as an antecedent condition in brawn and brain framing of Heisman finalists in newspaper coverage. Paper presented at the Annual Meeting of the Eastern Communication Association, Pittsburgh.

Goldman, Z.*, Westerman, D., **Bowman, N. D.**, & Cranmer, G.* (2013, April). Communication Privacy Management Theory and message perception: Exploring the role of public and private spheres on Facebook. Paper presented at the Annual Meeting of the Eastern Communication Association, Pittsburgh.

Goldman, Z.*, **Bowman, N. D.**, & Westerman, D. (2013, April). "You need to back off:" Utilizing communication privacy management theory to explore responses to public and private interpersonal disclosures on Facebook. Poster presented at the Broadcast Education Association Research Symposium "Media and Social Life: The Self, Relationships, and Society," Las Vegas.

Bowman, N. D. (2012, November). "Gaming bad is gaming good!": Alternative player responses to anti-social content in gaming. Panel presentation at the Annual Meeting of the National Communication Association, Orlando, FL.

Bowman, N. D., Bryand, M.*, & Carr, L. M.* (2012, November). Six points for six posts: Cognitive and affective learning benefits of using Facebook to supplement the mass lecture in an undergraduate curriculum. Paper presented at the Annual Meeting of the National Communication Association, Orlando, FL.

Cranmer, G.*, **Bowman, N. D.,** & Brann, M. (2012, November). Nude but equal: Gender-based portrayals of sexuality of male and female athletes in ESPN's Body Issue. Paper presented at Annual Meeting of the National Communication Association, Orlando, FL.

Bowman, N. D., Lewis, R., & Bryand, M.* (2012, May). The morality of May 2, 2011: A content analysis of US headlines regarding the death of Osama bin Laden. Paper presented at the Annual Meeting of the International Communication Association, Phoenix.

Dogrue, L., Joeckel, S., & **Bowman, N. D.** (2012, May). Analyzing influencing factors on elderly people's perceived usability of interactive media. Paper presented at the Annual Meeting of the International Communication Association, Phoenix.

Mastro, D. Enriquez, M.*, Tamborini, R., **Bowman, N. D.** & Prabhu, S.* (2012, May). A content analytic examination of morality displays in Spanish and English language television programming. Paper presented at the Annual Meeting of the International Communication Association, Phoenix.

Bowman, N. D., Hallett, J., & Boyan, A. (2012, April). Squid or Chalkie? The role of selective perception in processing Hillbilly humor. Paper presented at the Annual Meeting of the Eastern Communication Association, Cambridge, MA.

Jones, D. F., **Bowman, N. D.,** Muigai, n. a., Wanderi, P., Thairu, M. (2011, December). Integrated model of smart phone infrastructure in sports; proposed as a platform for advancing the marathon industry in East Africa. Paper presented at African Sport Management Association conference, Kampala, Uganda.

Bowman, N. D., Crawford, M.*, & Walters, D. J.* (2011, November). Washed out of the Sun Belt: The fall (and rise?) of intercollegiate sports at post-Katrina University of New Orleans. Paper presented at the Annual Meeting of the National Communication Association, New Orleans.

Bowman, N. D., Schultheiss, D., & Schumann, C. (2011, November). "I'm attached, and I'm a good guy!": How character attachment influences (pro-social and anti-social) usage motivations. Paper presented at the Annual Meeting of the National Communication Association, New Orleans.

Shao, G., Zhang, G., & **Bowman, N. D.** (2011, November). What is most important for my country is not most important for me: agenda setting effects in China. Paper presented at the Annual Meeting of the National Communication Association, New Orleans.

Bowman, N. D. & Vela, L.* (2011, November). When is a metropolis a village? Social media and the demise of Gessellschaft. Paper presented at Urban Communication Foundation, New Orleans.

Bowman, N. D., Joeckel, S., & Dogruel, L. (2011, August). The implications of cross-cultural differences in moral salience on media uses and effects research. Paper presented at the Annual Meeting of the Association for Education in Journalism and Mass Communication, St. Louis.

Bowman, N.D., Dogruel, L., & Joeckel, S. (2011, May). Binding Americans and separating Germans: The influence of moral salience and nationality on media choices. Paper presented at the Annual Meeting of the International Communication Association, Boston.

Dogruel, L., **Bowman, N. D.,** & Joeckel, S. (2011, May). Elderly people and morality in virtual worlds: a cross-cultural analysis of elderly people's morality in interactive media. Paper presented at the Annual Meeting of the International Communication Association, Boston.

Bowman, N. D., Joeckel, S., & Dogruel, L. (2011, April). Uphold morality, or finish the game? The influence of moral intuitions on decisions in virtual environments. Paper presented at the Media and Morality Symposium of Broadcast Education Association, Las Vegas.

Lewis, R., Grizzard, M., **Bowman, N. D.,** Eden, A., & Tamborini, R. (2011, April). Intuitive morality and reactions to news events: responding to news of the Lockerbie Bomber's release. Paper presented at the Media and Morality Symposium of Broadcast Education Association, Las Vegas.

Wang, Y., **Bowman, N. D.,** Jensen, R. W., & Larson, B. (2011, April). A comparative study of fan behaviors between non-sports fans and avid sports fans. Paper presented at the Northeastern Recreation Research Symposium, Lake George, NY.

Schultheiss, D., **Bowman, N.D.,** Schumann, C. (2011, March). "Me, myself and my Avatar?" - Cultural differences of character attachment and usage motivation in MMORPGs. Presented at General Online Research (GOR) conference, Düsseldorf, Germany.

Bowman, N. D., & Tamborini, R. (2010, November). The effect of user demand and mood state on selective exposure to video games. Paper presented at the Annual Meeting of the National Communication Association, San Francisco.

Bowman, N. D., Schultheiss, D., & Schumann, C. (2010, October). The influence of character attachment on Internet video game play motivations: A pilot study. Poster presented at the Third European Communication Conference (ECREA), Hamburg.

Schultheiss, D., Schumann, C., & **Bowman, N. D.** (2010, October). Silvergamers: Elderly video gaming and the Internet. Paper presented at the Third European Communication Conference (ECREA), Hamburg.

Tamborini, R., Grizzard, M., **Bowman, N. D.,** Lewis, R., Reinecke, L., & Eden, A. (2010, June). Defining media enjoyment in functional terms. Paper presented at the Annual Meeting of the International Communication Association, Singapore.

Bowman, N. D. (2010, April). Appalachia: Where the Squids hate the Chalkies: A Burkeian analysis of The Squidbillies animated series. Paper presented at the Annual Meeting of Southern States Communication Association, Memphis.

Isaacson, T., **Bowman, N. D.**, & Atkin, C. (2010, April). Generating buzz or driving attendance? The influence of story type and source on university sports fan attitudes and behavioral intentions. Paper presented at the Scholarly Conference on College Sport, Chapel Hill, NC.

Jensen, R., & **Bowman, N. D.** (2010, April). Will sports fans revolt if advertisements are placed on uniforms of their favorite teams? Paper presented at the Annual Meeting of International Academy of Business Disciplines, Las Vegas.

Bowman, N. D., Bryant, T., Campbell, R., & Mauldin, L. (2010, March). Pantry partners: Using media studies students to program and promote community events. Paper presented at the Gulf Shores Summit on Service-Learning and Civic Engagement through Higher Education, Athens, GA.

Bowman, N. D., Sherry, J. L., & Harp, S. (2010, March). The Michigan State University School of Rock: Partnering communication students with communities in need of (communication) expertise. Poster presented at the Gulf Shores Summit on Service-Learning and Civic Engagement through Higher Education, Athens, GA.

Bowman, N. D. (2010, March). Towns County Food Pantry and Media Studies Partnership. Paper presented at the Annual Meeting of the Appalachian Studies Association, Dahlonega, GA.

Jensen, R., **Bowman, N. D.**, Sosa, J., Wang, W., & Larson, B. (2010, January). Preliminary results of a Web-based pilot study to gauge public opinions about advertisements in Major League Soccer jerseys. Paper presented at the Fourth Summit on Communication & Sport, Cleveland.

Silk, K. J., Neuberger, L., Hamel, L. M., & **Bowman, N. D.** (2009, November). The role of social norms in increasing blood donation behavior. Paper presented at the Annual Meeting of the National Communication Association, Chicago.

Tamborini, R., Eden, A., **Bowman, N. D.**, Grizzard, M., & Weber, R. (2009, November). Predicting appeal from instinctive moral values. Paper presented at the Annual Meeting of the National Communication Association, Chicago.

Joeckel, S., & **Bowman, N. D.** (2009, July). Technological innovations in the video game industry: Improvements in game play visuals and its effect on game enjoyment. Paper presented at the International Association for Media and Communication Research, Mexico City, Mexico.

Eden, A., **Bowman, N. D.**, Maloney, E. (2009, May). Gender attribution in video games. Paper presented at the Annual Meeting of the International Communication Association, Chicago.

Neuberger, L. B., Silk, K. J., Yun, D., **Bowman, N. D.**, & Anderson, J. (2009, May). Concern as motivation for protection: An investigation of mothers' concern about their daughters' breast cancer risk. Paper presented at the Annual Meeting of the International Communication Association, Chicago.

Bowman, N. D., Eden, A., & Grizzard, M. (2008, November). A funny thing happened at the arcade: A mixed-method approach to video game preferences and enjoyment. Paper presented at the Annual Meeting of the National Communication Association, San Diego.

Silk, K., Yun, D., **Bowman, N. D.**, Neuberger, L., & Atkin, C. (2008, November). "Is it all in the Message?": The role of perceived control, responsibility, and efficacy in women's responses to breast cancer messages. Paper presented at the Annual Meeting of the National Communication Association, San Diego.

Tamborini, R., Eden, A., Weber, R., **Bowman, N. D.**, & Grizzard, M. (2008, November) Variance in disposition and morality predicted by repeated exposure to daytime soap opera. Paper presented at the Annual Meeting of the National Communication Association, San Diego.

Sherry, J. L., Boyan, A., & **Bowman, N. D.** (2008, August). Why games are not fun. Paper presented at the Annual Convention of the American Psychological Association, Boston, MA.
Schultheiss, D., **Bowman, N. D.**, & Schumann, C., (2008, August). Community vs. soloplayering in multiplayer internet games. Paper presented at The [Player] Conference, Copenhagen, Denmark.

Bowman, N. D., & Boyan, A. B. (2008, May). Cognitive skill as a predictor of flow and presence in naturally-mapped video games. Paper presented at the Annual Meeting of the International Communication Association, Montreal.

Bowman, N. D., Tamborini, R., & Sherry, J. L. (2008, May). Facilitating game play: How others affect performance at and enjoyment of video games. Paper presented at the Annual Meeting of the International Communication Association, Montreal.

Eden, A., **Bowman, N. D.**, & Maloney, E. (2008, May). "That dude is good!": Gender-bias in on-line video games. Paper presented at the Annual Meeting of the International Communication Association, Montreal.

Silk, K., Yun, D., **Bowman, N. D.**, Neuberger, L., Atkin, C. (2008, May). Investigating the impact of breast cancer messages on women's perceptions: Results of a message testing pilot study. Paper presented at the Annual Meeting of the International Communication Association, Montreal.

Bowman, N. D. (2008, March). In the mood to game: The extension of mood management theory to video games. Paper presented at the Media Entertainment Summit, Michigan State University, East Lansing, MI.

Bowman, N. D., & McCabe, J. (2007, November). "I'm a die-hard fan, but...": How fantasy sports play affects fandom. Paper presented at the Annual Meeting of the National Communication Association, Chicago.

Boyan, A. C., & **Bowman, N. D.** (2007, November). A semiotic analysis of video games. Poster presented at the Annual Meeting of the National Communication Association, Chicago.

Skalski, P., **Bowman, N. D.**, Eden, A., Maloney, E., Lange, R. (2007, November). The appeal of violence in films and video games. Paper presented at the Annual Meeting of the National Communication Association, Chicago.

Silk, K., Atkin, C., Yun, D., **Bowman, N. D.**, Osuch, J., & Pierce, K. (2007, November). The effect of message source, message type, and involvement on mothers' decision-making in breast cancer: The application of the precautionary principle. Paper presented at the 4th Annual Early Environmental Exposures Meeting, Cincinnati, Ohio.

Weber, R., Mathiak, K., Tamborini, R., **Bowman, N. D.**, Westerman, D., Lange, R. (2007, November). Neurophysiology of entertainment: Neural signatures of humor enjoyment. Paper presented at the Annual Meeting of the National Communication Association, Chicago.

Westerman, D., Tamborini, R., & **Bowman, N. D.** (2007, November). The effects of avatars on impression formation in different contexts. Paper presented at the Annual Meeting of the National Communication Association, Chicago.

Huh, S. & **Bowman, N. D.** (2007, May). Perception and addiction of online games as a function of personality traits. Paper presented at the Annual Meeting of the International Communication Association, San Francisco.

Lewis, M. L., **Bowman, N. D.**, & Weber, R. (2007, May). The creation of character attachment in role-playing games. Paper presented at the Annual Meeting of the International Communication Association, San Francisco.

Bowman, N. D., & Sherry, J. L. (2006, November). The negative outcomes of flow: a test of media flow theory. Paper presented at the Annual Meeting of the National Communication Association, San Antonio, Texas.

Tamborini, R., Lachlan, K., **Bowman, N. D.**, & Eden, A. (2006, November). Justifying violence: The influence of perpetrator motive and dispositions on the acceptability of violent reprisal. Paper presented at the Annual Meeting of the National Communication Association, San Antonio, Texas.

Sherry, J. L., Rosaen, S., **Bowman, N. D.**, & Huh, S. (2006, June). Cognitive skill predicts video game ability. Paper presented at the Annual Meeting of the International Communication Association, Dresden, Germany.

Weber, R., Lewis, M., & **Bowman, N. D.** (2006, June). The creation of character attachment in video games. Paper presented at the Annual Meeting of the International Communication Association, Dresden, Germany.

Other conference participation

Panel/Roundtable Discussant

Association of Internet Research (AoIR)

- “Augmented Reality Rules! New Agendas, Collaborations, and Best Practices for Conducting Augmented Reality Research” (2016 panel)
- “One Shining (Virtual) Moment: The Social Facilitation Hypothesis Extended to Video Game Performance” (eSports, 2013 panel)

Broadcast Education Association (BEA)

- “Video games as demanding interactive experiences: Emerging perspectives on game studies for mass media scholarship” (2019)

Digital Games Research Association (DiGRA)

- “Defragging the Methodology of Game Studies” (Panel track, 2013)

Eastern Communication Association (ECA)

- “Integrating Entertainment Media into the Undergraduate Media Communication Curriculum” (2019, Short Course Program)
- “The Social Media Law and Ethics Roundtable: ‘Creating Our Social Media Future’” (2019, Communication Law and Ethics)
- “Transparency in communication studies: Explaining a layered framework of open science publication practices” (2019, Vice-President’s Panel)
- “Deconstructing to (re)build: Interactive games as fundamentally cognitively, emotionally, socially, and physically demanding technologies” (2018, Communication and Technology)
- “Bridging the Nonverbal Gaps in a Mediated Society: A Re-examination of Research Methods, Theoretical Approaches, and Course Content” (2018, Nonverbal Communication)
- “Building the Bridge to Transformative Learning: Creating Breakthrough Experiences to Produce Personal Transformation in the Classroom” (2018)
- “Social Media Law” (2017, Communication Law and Ethics)
- “Freedom to and Freedom from Social Media ... Ethical and Legal Dilemmas” (2017, Communication Law and Ethics)
- “Ready Player One: Using science fiction to teach communication technology theory - a Freedom to learn from fiction” (2017, Communication and Technology)
- “MySpace as My First Digital Space” (2016, Communication and Technology)
- “The Surprising Convenience of Crowdsourcing: Understanding the Mechanics of Recruiting Representative Online Samples” (2016, Theory and Methodology)
- “Revolution or Evolution? A Roundtable Deliberation on Social Media Law and Ethics” (2016, Communication Law and Ethics)
- “The Convention Panel: A Public or a Private Affair?” (2015, Sponsored Panel)
- “I am so mad that Facebook toyed with my emotions!': Deliberating the ethical, methodological, and practical implications of the Facebook mood study” (2015, Communication Theory and Methodology Division)
- “Pedagogy 2.0: The Evolving Discourse over Social Media in Education” (2015, Instructional Communication Division)
- “(Social) Deliberations from social media data: ECA 2014 as a case study on social media marketing, management, organization and pedagogy” (2015, Communication and Technology Division)
- “Communication and Technology: Where are We Going, Where Have We Been?” (2014, Communication and Technology Division)

- “Four Respond to 228, Responding to the APA: Theoretical and Empirical-Based Dissent Within the Academy Regarding Media Violence Research (is a good thing).” (2014, Media Communication Interest Group)
- “The Language of Our MassPersonal Selves” (2013, Communication and Technology Division)

European Communication Research and Education Association (ECREA)

- “Turning the Lens on Digital Games Research: A Sociology of Media Research Approach?” (2014)

Maryland Communication Association (MCA)

- “Masspersonal Communication: Negotiating the Personal, Political, and Civil” (2011)

National Communication Association (NCA)

- “Getting Results that Survive: Improving Communication Science” (2019, Preconference)
- “Thriving and Surviving in the Social Media Age: Leveraging Technology for Effective Teaching and Research” (2019, Panel at Instructional and Developmental Division)
- “Teachers’ Office Hours” (2019)
- “Interventions at Play: Digital Game Design for Health and Welfare Challenges” (2018, Spotlight Session)
- “PLAYing well with others: Interacting outside HCTD to increase the visibility of HCTD research” (2018, Human Communication and Technology Division)
- “Teachers’ Office Hours” (2018)
- “In Ghosts in the Machine: The relevance of human choices in communication technology and the (future) legacy of communication research in technology studies” (2017, NCA Workshop)
- “Rejection happens: Reducing stigma and increasing the transparency and normalcy of rejection in academia (2017, Training and Development Division).
- “(Gander) Bend it like Beckham: The influence of gender cue salience on fandom towards women’s sports” (2016, Game Studies Division pre-conference)
- “They’re watching you! Expanding social facilitation theory to game streaming” (2016, Game Studies Division pre-conference)
- “Keeping it under control: The role of interactivity in the capacity of video games for mood repair” (2015, Game Studies Division pre-conference)
- “Death is coming, but I am too scared to think about it”: Defining and distinguishing the roles of death and fear as motivators to cognitive, affective, and behavioral change” (2015, Social Cognition Division)
- “Those aren’t my morals! The case for cross-cultural research on moral intuitions.” (2015, Mass Communication Division)
- “Psycho/biological considerations for human interactions within video games” (2014, Social Cognition Division)

- “Three dimensions of video games: The influence agency, demand, and perspective on performance at, presence in, and enjoyment of video games.” (2012, Human Communication and Technology Division)
- “Community Engagement and Experiential Learning: Combining the Benefits of Learning from Direct Experience with Engaging in Charitable Works to Facilitate Student Learning and Help Our Communities” (2011, Experiential Learning Division)
- “Character attachment: When you are your avatar” (2011, Mass Communication Division)

International Communication Association (ICA)

- “Work in Progress: A meta-literature review of Moral Foundations Theory as applied in game studies” (2019, Game Studies)
- “Graduate Mentorship in a Digital Age” (2018, Blue Sky Session)
- “Teaching in the Graduate Classroom: Revise and Resubmit, Revisited” (2017, Blue Sky Session)

Southern States Communication Association (SSCA)

- “Immoral, or distasteful? Audience fragmentation and media content” (2012, Pop Culture Division)

SxSW Edu

- “Plunging the Perils and Pearls of a Social Classroom” (2015, Social and Mobile Learning)

SxSw Interactive

- “Let’s Interface: Connecting Social Research to UXD” (2016)

Respondent

Association of Education in Journalism and Mass Communication (AEJMC)

- Judge, “[Best of the Web](#)” newspaper competition, 2011
- Main session respondent for Entertainment Studies research presentations (2009, 12 total papers)

ECA

- “Instagram, memes, media portrayals, and the future of mass media” (2016, James C. McCroskey & Virginia Richmond Undergraduate Scholars Conference)
- “Top Student Papers in Media Communication” (2016, Media Communication Interest Group)
- “Everything Old is New Again” (2014, Communication and Technology Interest Group)
- “Top Three Competitive Papers in Media Communication” (2013, Media Communication Interest Group)

NCA

- “Digital Self-disclosure effects, Characteristics, and Norms” (2014, Human Communication and Technology Division)
- “Dynamics Models of Communication in an Online Friendship Network” (2012, Human Communication and Technology Division)
- “The Heart of the ‘Media and Morality’ Kingdom” (2012, Mass Communication Division)
- “A Test Track for Scholarship in Audience Motives and Emotions” (2012, Mass Communication Division)
- “The Magical World of Gamers and Avatars in Online Environments” (2012, Mass Communication Division)
- “Cultivating New Kinds of Mediated Reality: A Fresh Look at Cultivation Theory Research” (2011, Mass Communication Division)
- “Top Four Student Papers in Mass Communication” (2010, Mass Communication Division)

ICA

- “Top Papers in Sport Communication” (2016, Sport Communication Interest Group)
- “Constraint Removal Effects in Social Media” (2014, Communication and Technology Division)

Session/Panel Chair

AEJMC

- “The case for morality and media: Overviewing, reviewing, and previewing our understanding of morality in media uses and effects” (2011, ESIG & Media Ethics Division)

ECA

- “Aging Gracefully Beneath the Cape and Cowl: Reflections on the Future of the Comic Book Industry” (2015, Media Communication Interest Group)
- “News Coverage, Misinformation, Sensationalism, Elitism and Civility” (2013, Media Communication Division)
- “Top Papers in Communication and Technology” (2013, Communication and Technology Division)

ICA

- “Top Papers in Game Studies” (2016, Game Studies Division)
- “Global Sports Events as Platforms for Innovation” (2015, Sport Division)
- “[Extended Session] The Dark Cloud of Video Game Effects (and an Emerging Silver Lining): Can Games Have a Place in a Good Life?” (2014, Game Studies Interest Group)
- “Breaking boundaries: Conversation and participation through the media” (2011, Mass Communication Division)

- “Media Entertainment” (2010, Mass Communication Division)
- “Players and Market Forces” (2010, Game Studies Interest Group)
- “Reactions to Bad Things Happening” (2009, Mass Communication Division)

NCA

- “Psycho/biological Considerations for Human Interactions with Video Games” (2014, Communication and Social Cognition)
- “Not Just Social Networking: Self and Other in Online Communication” (2011, Human Communication and Technology Division)
- “Watch Me as I Fall: Mass Media Analysis of the “Fallen Sports Hero” (2010, Mass Communication Division)
- “Frames, Fans, and the Olympics: Sports and the Mass Media” (2009, Mass Communication Division)
- “Analyzing the New Media Landscape: From Blogs to YouTube” (2008, Mass Communication Division)

TEACHING & ADVISING

Courses Taught

[click [here](#) for updated teaching evaluations and course syllabi]

Texas Tech University (in planning)

Graduate Courses

MCOM6050: Independent Study

MCOM5366: Mass Communication Theory

Undergraduate Courses

MCOM4050: Independent Study

CMI2310: Introduction to Electronic Media & Communications

West Virginia University

Graduate Courses

COM625: Computer-Mediated Communication

COM691I/COM655: CMC and Professional Identity (Corporate MA Program)

COM693D: Experiments and Causality

COM693I: New Media and Society

COM635/691W: Social and Digital Media Management (Corporate MA Program)

COM693K: Social Media in 2012 (Instructional MA Special Course)

COM693K: Social Media in the Workplace (Corporate MA Program)

COM693N: Effects of Entertainment Media

COM693X: Meta-Analysis (team-taught with Dr. Alan Goodboy)

COM701: Research Methods I

Undergraduate Courses

COM105: Introduction to Mass Media
COM105: Introduction to Mass Media (online)
COM105: Introduction to the Mass Media (WVU K-12 online course)
COM105 (Honors): Introduction to Mass Media
COM293 (Honors): Social Media in the Workplace
COM335: Social Media in the Workplace
COM335: Social Media in the Workplace (online)
COM393C: International Popular Culture (iPOP—Tokyo, Spring Break 2018)
COM405: Advanced Mass Media (Entertainment Media Uses and Effects)
COM425: Computer-Mediated Communication
COM494: Internship Supervisor – Editorial Manager for communicationstudies.wvu.edu
COM495: Independent Study – Communication Technology and Media Psychology

#WVUCommMOOC (www.wvucommmooc.org)

“Learning to Cope with our Robot Overlords” [[personal reflection](#)]

Universität Erfurt

COM416: International Culture and Communication (Germany)
COM492-001: Directed Readings in German Culture and Communication
COM493-001: Media Psychology and Influence

Institute for Continued Learning @ Young Harris College

Summer 2010: Blogging, Tweeting, and Facebooking: An Introduction to Social Media

Young Harris College

COMM3950&3951: Editing and Newspaper Production I - II, Primary Instructor
COMM3400: Organizational Communication, Primary Instructor
COMM2980-4980: Independent Study, Coordinator
COMM2900: Reporting I, Primary Instructor
COMM2700: Introduction to Media Effects Research, Primary Instructor
COMM2050: Communication Theory, Co-Instructor
COMM1181-4181: Newspaper I-IV, Primary Instructor
COMM1100: Introduction to Public Speaking, Primary Instructor
COMM1051: Practicum in Journalism and Newspaper Production, Primary Instructor
COMM1050: Introduction to Media Communication, Primary Instructor
HONR1101 (Honors): Managing Your Virtual Identity, Primary Instructor

Michigan State University

COM490: Independent Study, Coordinator
COM399: Music Management and Promotion, Primary Instructor
COM402: Music Management and Promotion[#], Primary Instructor
COM375: Audience Response to Media Entertainment, Primary Instructor
COM275: Effects of Mass Communication, TA & Primary Instructor
COM200: Methods of Communication Inquiry, Teaching Assistant
COM240: Organizational Communication, Teaching Assistant

COM100: Human Communication, Teaching Assistant
#denotes special topics course, taught as part of the PR Specialization Program

University of Missouri – St. Louis

COMM2231: Organizational Communication, Primary Instructor
COMM1135: Communication Theory, Graduate Teaching Assistant
COMM1040: Introduction to Public Speaking, Primary Instructor
COMM1030: Interpersonal Communication, GTA & Associate Instructor

St. Louis Community College – Meramec

COM101: Introduction to Communication, Primary Instructor

Student Advising

Texas Tech University

Ph.D. Committees

Committee member. Christina Najera (2019-present)

M. A. Committees and Projects

6050 (independent project) Advisor, Garrett Haslam

6050 (independent project) 2nd Reader

Summer 2019: Shannon Rawdon, Moriah Gonzales, Michelle Vega

Thesis committee member. Ashley Churchill

West Virginia University

Ph.D. Committees

Advisor/Chair, Catie Clark-Gordon, 2017-2019 (defended Spring 2019)

Advisor/Chair, Jennifer Knight, 2016-2018 (defended Spring 2018)

Content area – Methods. Joe Wasserman (2016-2018)

Content area – Methods. Evan Watts (2016-2019, defended Spring 2019)

Content area – Media. Alexander L. Lancaster (2013-2015, defended Spring 2015)

Content area – Methods. Hailey Gillen (2013-2014)

M.A. Committees

Chair, Lea Schlue. Successfully defended, May 2016. Thesis title: “Music Videos as Meaningful Entertainment? Psychological Responses to Audio-Visual Presentations of Song Narratives”

Chair, Gregory A. Cranmer. Successfully defended, May 2012. Thesis title: “The Use of Brawn and Brain Frames in the Framing of White and Black Heisman Candidates”

Content area – Methods. Andrew Nicholson (2016-2017, defended May 2017)

Other Graduate Student Committees

External reader, Bryan Davies (M.A., Department of Computer Science, University of Cape Town, South Africa).

Outside member, Minying Kang (M.S.J., Reed College of Media, WVU).

Invited external challenger, Ruud Jacobs (Ph.D., Media & Communication, Erasmus University of Rotterdam, Netherlands).

Outside member, Kaitlyn Davis (M.S.J., Reed College of Media, WVU). Successfully defended, Spring 2017.

Outside member, Kelly Williams (M.S.J., Reed College of Media, WVU). Successfully defended, Spring 2016.

Outside member, Maria Cipollone, (Ph.D. Communication, Temple University). Successfully defended, Fall 2016.

Outside member, Laura Conlin (Ph.D. Communication, University of Alabama). Successfully defended, January 2015.

Outside member, Brittany Furbee (M.S.J., Reed College of Media, WVU). Successfully defended, April 2015

Outside member, Matthew McNally (Ph.D. Psychology, WVU). Successfully defended, Spring 2014

Outside member, Brett Wilson (Ph.D. Political Science, WVU). Successfully defended May 2014

Outside member, Allison Schenk (Ph.D. Psychology, WVU). Successfully defended, March 2014

Outside member, Elizabeth Delon-Kwolek (M.S.J., P.I. Reed School of Journalism, WVU). Successfully defended, May 2013

Outside member, Maggie Matsko (M.S.J., P.I. Reed School of Journalism, WVU). Successfully defended, May 2013.

Undergraduate Advising

Shianne Ferrell, Research Apprentice Program, 2018-2019

Poster presentation accepted at Undergraduate Research Day at the Capitol (WV)

Neal Luthra, Research Advisee (AP Research course, Holy Trinity Academy, Melbourne, FL), Fall 2017-Spring 2018

Madison Gray Bolt, Research Apprentice Program, August to October, 2017

James Abdallah, McNair Scholars Program, 2014-2015

Poster presentation accepted at Undergraduate Research Day at the Capitol (WV)

Poster presentation, University of Maryland McNair Scholars Program

Poster presentation, Eastern Communication Association 2015

Achievements, Awards, and Honors

West Virginia University, Teaching and Learning Commons Faculty Associate. 2018-2019
Summer Scholar, North Dakota State University Department of Communication. May, 2018

Broadcast Education Association, Keynote Speaker, Research Symposium “Video Games: A Medium That Demands Your Attention.” April 2017, Las Vegas

West Virginia Higher Education and Technology Conference, Keynote address, “Where we’re going, we don’t need pencils: Using social media to foster student engagement.” September 2016, Morgantown, WV

West Virginia University (WVU) Foundation Outstanding Teacher Award, 2015-2016

Eberly College of Arts & Sciences, West Virginia University, Outstanding Teacher Award, 2015-2016

National Communication Association, Mass Communication Division, Outstanding Teacher Award, 2016.

National Communication Association Pre-Conference, Keynote address, “Gaming as, with, through Communication,” November 18, 2016

WVU McNair Scholar Student Mentor, West Virginia University (May 2015)

Outstanding Journal Reviewer, Journal of Media Psychology (2014)

NCA Doctoral Honor’s Seminar, Faculty Leader (Mass Media), University of Maryland – College Park (July, 2014).

Invited presenter, [Mary Junck Research Colloquium Series](#), University of North Carolina (November, 2012)

Young Harris College, Upsilon Delta Sigma Student Appreciation (September, 2010)

Michigan State University, Certificate in College Teaching Award (April, 2009)

Michigan State University, Excellence-in-Teaching Award (November, 2009)

Michigan State University, Dissertation Completion Fellowship (September, 2008)

Michigan State University Research Excellence Fellowship (Summer 2008)

NCA Doctoral Honor's Seminar, University of Alabama (June, 2008)

Doctoral Honor's Seminar, Wayne State University (June, 2006)

Michigan State University Rasmussen Graduate Fellowship (Fall 2005)

University of Missouri - St. Louis, Distinguished University Service, College of Fine Arts & Communication (Spring 2004)

Certifications & Training

Collaborative Institutional Training Initiative (CITI)

Human Research: Social and Behavioral Research Investigators, June 2011 (Renewed May 2017)

Human Research: Conflict of Interest, January 2017

WVU Committee on Student Rights & Responsibilities (27 October 2016)

Annual training

Quality Matters (September 2014)

Certification: Applying the QM Rubric (to online courses)

GRANTS & EXTERNAL FUNDING

Funded Grants

2019-2020	Roadtrip Nation, Externally Sponsored Research, \$10,000
Fall 2019	Texas Tech University Office of Research and Innovation, Faculty Travel Grants, \$1500.
2019-2020	Fulbright U.S. Scholar Program, TW-9113 (Taipei, Taiwan), ~\$25000
Fall 2018	WVU Humanities Center, "Perceptions of West Virginia in <i>Fallout 76</i> ," \$2500
Fall 2018	West Virginia University, Faculty Travel Grant, \$700
Fall 2018	Big XII Faculty Fellowship (to visit Texas Tech University (Lubbock, TX), \$2500.
Spring 2018	West Virginia University, Libraries Staff/Faculty Exhibit Award, \$1000.

- September 2017** West Virginia University, Faculty Travel Grant, T1-18-481, **\$900** (with additional matching funds from Eberly College of Arts and Sciences)
- October 2016** University of Pittsburgh, Center for Research on Media and Technology, **\$2000**
- September 2016** West Virginia University, Faculty Travel Grant, T1-17-137, **\$900** (with additional matching funds from Eberly College of Arts and Sciences)
- January 2016** National Chiao Tung University (Taiwan), research expenditures grant, **150000 NTD (~\$4500**, as of January 2016)
- October 2015** West Virginia University, Faculty Travel Grant, T1-165-243, **\$800**
May 2015 West Virginia University, Classroom Technology (w/Dr. Matthew Anderson), “Wearable Technology”, **\$2000**
- May 2015** West Virginia University, Classroom Technology, Discretionary Grant, **\$1000**
- September 2014** West Virginia University, Faculty Travel Grant, T1-15-045, **\$600**
- Spring 2014** West Virginia University, Faculty Travel Grant, T3-14-011, **\$1279.22** (includes \$879.22 in matching funds from Eberly College of Arts and Sciences)
- October 2012** West Virginia University, Faculty Travel Grant T1-13-063, **\$1050** (includes \$450 in matching funds from Eberly College of Arts and Sciences)
- May-June 2010** Universität Erfurt (Germany). Adolescence, Moral Development, and Media. Serving as a Visiting Professor/Scholar, **€2000**
- November 2008** Michigan State University. Excellence-in-Teaching Citation, **\$1000**
- September 2008** Michigan State University. College of Communication Arts and Sciences Dissertation Completion Fellowship, **\$6000**
- April 2008** Michigan State University. College of Communication Arts and Sciences Research Excellence Grant, **\$5000**
- March 2008** Michigan State University. Travel Grant, **\$500**
- Fall 2007** Breast Cancer and the Environment Research Center. Funded by the National Institute of Environmental Health Sciences and the National Cancer Institute, # 610493(Fall 2003 to current), **\$35,000,000***
**Served as a research assistant for the communication core. Assisted with message design, online survey development, data analyses, and research write-ups for refereed journals.*
- May 2007** Michigan State University. Travel Grant, **\$1000**

Fall 2005 Michigan State University. Rasmussen Fellowship, **\$3750**

Unfunded Grants

September 2015 Microsoft Research, HoloLens for Research, **\$100,000 + equipment**

April 2015 Google Faculty Research Grant (co-applicant, with Dr. Clayton Kuklick & Roch King), **\$43,499**
Project title: The Efficacy and Utility of Wearable Technology on Teaching and Learning of Sport Performance

December 2014 STEM Education Flash Funding Grant (co-applicant with Dr. Sandy Baldwin and Dr. John Jones), **\$10000**

November 2014 Google Faculty Research Grant (co-applicant, with Dr. Jaime Banks and Dr. David Westerman), **\$43,499**

January 2014 Max Kade Foundation, New York, NY, **\$25000**
Grant to support SPICE Study Abroad program in Germany

Spring 2012 United States Department of State, Bureau of Educational and Cultural Affairs, Sports United Division. U.S.-Kenya Collaboration for Youth Sport Engagement, **\$225,000**

ADMINISTRATIVE AND SERVICE EXPERIENCE

Journal

Editor, *Communication Research Reports*, Volumes 34-36

Associate Editor, *Journal of Media Psychology*

Guest Co-Editor, *Communication Teacher*, 30(4), "Assessing the impact of social media for the (social) classroom: Uses, processes, and consequences"

Guest Editor, *Media and Communication*, 7(4), "Video games as demanding technologies"

University

2015 – 2021 WVU Faculty Senator (elected to two terms)
Curriculum Committee, 2017- 2018

Research and Scholarship Committee, 2016-2017

Chairperson, 2018-2019

Students Rights and Responsibilities Committee, Chair-Elect (2016 to present)

Library Committee, Chairperson, 2018 -2019

2016 – 2018 WVU Foundation Outstanding Teacher Award Committee (two-year appointment)

May 2018 WVU Extension Services, 4H Lesson Evaluator

College and Department

2017 – present WVU Communication Studies, Graduate Student (Evaluation) Committee

2016 – present WVU Communication Studies, Faculty Evaluation Committee

2016 – 2018 Eberly College Outstanding Teacher Award Committee

2016 – present Research Coordinator, Department of Communication Studies, West Virginia University

2014-2016 Curriculum and Academic Quality Committee, Eberly College of Arts and Sciences, West Virginia University

Spring 2012 New Faculty Orientation committee (ad hoc), Department of Communication, West Virginia University \

Fall 2011 – present Content manager, communicationstudies.wvu.edu

Fall 2010 Public Speaking Center, *Rhetorica Center @* Young Harris College

Fall 2010 Member, Faculty Search Committee, Young Harris College
Department of Communication Studies, Director of Speaking Center search

Spring 2010 Outside member, Faculty Search Committee, Young Harris College
Department of Theatre

Fall 2009 Chair, Faculty Search Committee, Young Harris College
Department of Communication Studies, Media Studies search

Fall 2009 – 2011 Experiential Learning Committee, Young Harris College

Fall 2009 – 2011 Technology Vision Committee, Young Harris College

Fall 2009 Learning Management System Committee, Young Harris College

Professional Organizations

AEJMC

- Graduate Student Liaison, Entertainment Studies Interest Group, 2008 – 2009
- Research Director, ESIG Mid-Winter Conference, University of Oklahoma, March 2009

Broadcast Education Association (BEA)

- Chair and Organizer, Keynote Speaker, Research Symposium “Video Games: A Medium That Demands Your Attention.” April 2017, Las Vegas.
- Research Committee, 2017-2019

ECA

- Committee of Scholars, 2016 – 2017
- Finance Committee, 2016 – present
- Publications Committee, 2016 – present
- Task Force on Branding, 2014 – present
- Social and Digital Media Director, 2014 – present
- Interim Social Media Director, 2013
- Visual Image Task Force, 2011 – 2014

Fonds Wetenschappelijk Onderzoek Vlaanderen (Belgian NSF-Equivalent)

- Ad Hoc member, “expert panel G&M4: Social, Political and Communication Sciences,” October 2016 & September 2017
- Steering committee, “Basic Social Research,” 2016-2019

NCA

General NCA Service

- Teaching and Learning Council, 2018
- Scholar’s Office Hours Chair, 2018
- Nominating Committee, 2017-2018
- Planning Committee, Technology and Communication series, 2015
- Task Force Committee Chair, Digital Divide Position Statements, 2012
- Spokesperson, National Free Speech Week, 2012

Game Studies Division

- Vice-Chair/Chair, 2017 – 2019
- Chair, 2017 Pre-Conference on eSports and Game Streaming
- Co-Chair, 2016 Pre-Conference [““Call of Duty: A Call to Action”: Video Games and Civic Engagement”](#)
- *Human Communication and Technology Division*
- Article/Book of the Year nominations committee, 2014 – present
- *Mass Communication Division*
- Web & Publications editor, 2009 – 2015 (www.ncamass.org)
- Graduate Student Representative, 2007 – 2008

ICA

- Task Force, ICA Community, 2017
- Task Force, Sponsorship, 2016 (Chair, 2018)
- Task Force, Conference Paper/Panel Review Process, 2015
- Sport Interest Group, Social Media Chair, 2014
- Game Studies Division, Chair, 2015 – 2017
- Game Studies Interest Group, Vice-Chair, 2013 – 2015
- Pre-Conference organizer, Game Studies Interest Group, 2011 Phoenix
- “*It’s more than just a game: Best practices in video game research design and methodology*”

PROFESSIONAL ORGANIZATIONS

Advances in Computer Entertainment

Manuscript reviewer, 2010

American Psychological Association

Reviewer, Technology, Mind, and Society 2019

Appalachian Studies Association

Member, 2009 – 2010

Asia-Pacific Education Review

Manuscript reviewer, 2014 – present

Association for Education in Journalism and Mass Communication

Manuscript reviewer, 2008 - present

Member since 2008

Association for Psychological Science

Member, 2009 – 2010

Bloomsbury Publishers

Book proposal reviewer, 2012

Cities and Health

Editorial board, 2017 – present

Clinical Neuropsychiatry

Guest reviewer, 2012

CHOICE (Library Magazine)

Manuscript Reviewer, 2013 – present

College Sport Research Institute

Member, 2009 – 2011

Computers and Human Behavior

Manuscript Reviewer since 2012

Communication Research Reports

Editor, 2017-2019 (Vol. 34-36)

Editorial Board, 2012 to present

Manuscript reviewer since 2011

Communication and Sport

Manuscript Reviewer since 2014

Communication Teacher

Editorial Board, 2013 to present

Manuscript reviewer since 2011

Communication Yearbook 38

Manuscript reviewer

Continuum Publishing

Ad-hoc book proposal reviewer, 2010

Criminal Justice and Behavior

Guest reviewer, 2011

CyberPsychology, Behavior, and Social Networking

Manuscript reviewer, 2010 – present

Digital Games Research Association

Manuscript reviewer, 2012 – present

Eastern Communication Association

Member, 2011-present

Electronic Journal of Communication

Manuscript reviewer, 2012 – present

Extending Play Conference

Manuscript reviewer, 2016

Foundations of Digital Games

Manuscript reviewer, 2012

Game Studies

Editorial board member, 2014 – present

G|A|M|E Journal

Editorial board member, 2013 – present

Georgia College Press Association

Student newspaper critique expert, 2010

International Communication Association

Manuscript reviewer, 2006 – present

Member since 2006

Information, Communication, and Society

Manuscript reviewer, 2016 – present

International Information and Library Review

Manuscript reviewer, 2015 – present

Health Promotion International

Manuscript reviewer, 2014 – present

Human Communication Review

Manuscript reviewer, 2010 – present

Human Communication and Technology

Editorial board member, 2019 – present

International Journal of Human-Computer Studies

Manuscript reviewer, 2015 – present

Journal of Applied Social Psychology

Manuscript reviewer, 2016 – present

Journal of Broadcasting and Entertainment Media

Editorial Board, 2015 – present

Journal of Children and Media

Editorial Board, 2019 – present

Manuscript reviewer, 2011 – present

Journal of Communication Pedagogy

Editorial Board, 2017 – present

Journal of Computer-Mediated Communication

Editorial Board, 2017 – present

Manuscript reviewer, 2010 – present

Journal of Experimental Social Psychology

Manuscript reviewer, 2018 – present

Journal of Media Psychology

Associate Editor, 201 – present
Editorial Board, 2012 – present
Manuscript reviewer, 2010 – present

Journal of Pediatrics

Manuscript reviewer, 2017– present

Journal of Personality and Social Psychology

Manuscript reviewer, 2014 – present

Lambda Pi Eta Honor Society

Member since 2006

Lambda Pi Eta Undergraduate Research Journal

Inaugural Editorial Board Member, 2012

Mass Communication & Society

Editorial Board, 2015 – May 2017

Media and Communication

Editorial Board, 2018 – present

Media Psychology

Editorial Board, 2012 – present
Manuscript reviewer, 2009 – present

Mobile Media and Communication

Manuscript reviewer, 2013 – present

National Communication Association

Manuscript reviewer, 2005 – present
Member since 2004

New Media & Society

Editorial Board member, 2015 – present

Pediatrics

Guest reviewer, 2013

Personal Relationships

Guest reviewer, 2018

Political Psychology

Guest reviewer, 2014

Psychology of Popular Media Culture

Editorial Board member, 2014 – present
Manuscript reviewer, 2011 – present

Research Foundation Flanders (Belgium)

External grant reviewer, 2013

Rocky Mountain Communication Review

Editorial Board Member, 2007 – 2009

Routledge Publishing

Book proposal reviewer, 2014 – present

SAGE Publishing

Book proposal reviewer, 2014

Service Industries Journal

Manuscript reviewer, 2019 – present

Social Psychology Bulletin

Manuscript reviewer, 2014 – present

Social Science Quarterly

Manuscript reviewer, 2013 – present

Societies

Editorial Board – 2014 to present
Manuscript reviewer, 2014 – present

Southern States Communication Association

Member, 2010-2011

Springer Press

Book proposal reviewer, 2010

University of California Press

Manuscript reviewer, 2018

Western Journal of Communication

Editorial Board member, 2014
Manuscript reviewer, 2013 – present

EXTERNAL EVALUATOR

Tenure evaluation letters written for: **Duquesne University, Illinois State University, Kent State University, University of Alabama-Huntsville, University of Alabama-Tuscaloosa, University of Baltimore, University of Central Florida, University of Houston-Clear**

Lake, University of Massachusetts-Boston, University of Maine, University of Miami (x3), University of Oklahoma (x2), Oklahoma State University, and University of Utah.

Fonds Wetenschlappelijk Onderzoek Vlaanderen (Belgian NSF-Equivalent)
Grant reviewer, Expertpanel “Social and Behavioral Sciences,” 2013 – present

Louisiana State University Board of Regents
External grant reviewer, Fall 2011

Research

- 26 April 2019 Invited speaker, VirtualAbility
How do I relate to me? The emotional demands of our online personae
- 27 March 2019 Invited speaker, University of Antwerp (Belgium)
“The WHAT meets the WHY: Systematizing interpretive analysis to explain, support, and refute”
- 15 October 2018 Invited speaker, University of Alabama
“Interactivity as demand(ing)”
- 2 October 2018 Invited speaker, Texas Tech University
“INTERACTIVITY AS DEMAND(ING)”
- 23-25 July 2018 Invited speaker, Wuerzburg University (Germany)
“Video games: A medium that demands our attention”
- 14 July 2018 Invited speaker, University of Tilburg (Netherlands)
“Video games: A medium that demands our attention”
- 9-12 July 2018 Invited speaker, Technology University of Darmstadt (Germany)
“Video games: A medium that demands our attention”
- 17 April 2018 Invited Speaker, Alpen-Andra Universitat (Austria)
“Proposing a model of demand in interactive media”
- 14 February 2018 Invited Speaker, Bournemouth University (UK)
“Demand in Interactivity: Specifying and Measuring an Elusive Construct”
- 30 November 2017 Invited speaker, Katholieke Universiteit-Leuven & Netherlands-Flanders Communication Association (Belgium)
“Leaning in to video games: Technologies that demand engagement”
- 9 November 2017 Invited speaker, Erasmus University (Netherlands)
“The anatomy of a publication”
- 2 October 2017 Invited speaker, University of Connecticut
“Advances in (video) gaming) research”

- 24 November 2016** Invited speaker, National Chiao Tung University (Taiwan)
"Who are these People? The potential impact of digital audiences on game performance"
- 21 November 2016** Invited speaker, National ChengChi University (Taiwan)
"Current Trends in Game Studies: Demanding, Pixelated People!"
- 29 January 2016** Invited speaker, Global Game Jam 2016 (West Virginia University)
"The Demanding Nature of Video Game Play"
- 18 November 2015** Keynote address, National Communication Association Game Studies Pre-conference, Las Vegas
"Games as, with, through Communication"
- 29 October 2015** Guest speaker, Cleveland State University
"Connectivity, at (Demanding?) Cost"
- 10 September 2015** Research seminar, Michigan State University
Reconciling divergent epistemologies to understand complex media phenomena: Finding PAX in the player-avatar relationship.
- 22 July 2015** Research workshop, Universität Köln (Germany)
Morality 2.0: Interactivity and Moral Agency
- 30 June – 1 July 2015** Research workshop, Technische Universität Chemnitz (Germany)
Conceptualizing Interactivity in Video Games [tentative title]
- 4 June 2015** Invited speaker, National Chiao Tung University (Taiwan)
The Demanding Nature of Video Game Play
- 14 October 2014** Guest speaker, Albion College
Avatars are people too ... and they need you!
- 06 October 2014** Guest speaker, Ohio University
The (not so) secret lives of avatars
- 24 July 2014** Colloquium Speaker (co-led with Dr. Jaime Banks), Westfälische Wilhelms-Universität Münster
You say data, I say data: Harnessing the friction of competing epistemologies to better understand social phenomenon - the case of the player-avatar relationship
- 28 June 2014** Guest speaker, Universität Erfurt
Game Studies roundtable
- 02 April 2014** Guest speaker, University of Tennessee, UT Social Media Week
Using social media to engage students inside and outside the classroom

- 05 March 2014** Colloquium Speaker, University of Utah
Who's that behind the screen? Understanding the "squishy thing" – a player-focused perspective
- 24 January 2014** Colloquium Speaker, Indiana University
What is the Meaning of this? Understanding the contentious(?) relationship between videogame play and videogame narrative
- 31 July 2013** Colloquium Speaker, Westfälische Wilhelm Universität Münster
Communication and Media Psychology: Understanding Processes to Understand Processing [[ppt](#)]
- 08 November 2012** Guest Speaker, Mary Junck Research Colloquium Series, University of North Carolina – Chapel Hill
Colloquium on Media Psychology [[YouTube](#)]
- 02 November 2012** Guest Speaker, Albion (Michigan) College
Colloquium on Media Psychology
- May 2010** Guest lecturer, Universität Erfurt (Germany)
"Moral Foundations and Entertainment Media/Moralischen Grundlagen und Unterhaltungsmedien"
- June 2008** Guest lecturer, CAS992, Michigan State University
"Using WebSurveyor to conduct online experiments"
- June 2007** Guest lecturer, CAS992, Michigan State University
"Using WebSurveyor to conduct online experiments"

Teaching

- 25 March 2019** Guest Lecture, University of Antwerp
"Persuasive technologies" (Dr. Karolein Poels)
- 30 November 2018** Guest Lecture, University of Ghent
"Video games and demand" (Dr. Koen Ponnet)
- 3 October 2018** Guest Lecture, West Virginia University
"Memes & Makers" (Dr. Jaime Banks)
- 1-3 October 2018** Texas Tech University | Big 12 Faculty Fellowship Workshop
Video Games: A Medium that Demands our Attention
- 28 September 2018** Guest Lecture, Texas Tech University
"NUIs: Mapping the future of VR/AR" (Dr. Glenn Cummins)
- 28 March 2018** Guest Lecture, Harrisburg University of Technology
"Video game demand scale" (Dr. John Carter McKnight)

- 30 November 2017** Guest Lecture, Katholieke Universiteit-Leuven & Netherlands-Flanders Communication Association (Belgium)
“Publishing and early careers”
- 2 November 2017** Guest Lecture, North Carolina A&T State University
Roots and role of entertainment theory (Dr. Stephanie Kelly)
- 26 September 2017** Guest Lecture, Texas Tech University
Nostalgia and Video Games (Dr. John Velez)
- 13 April 2017** Guest Lecture, North Carolina A&T State University
Roots and role of entertainment theory (Dr. Stephanie Kelly)
- 9 December 2016** Guest Lecture, University of Rhode Island
Fake News, Understood (Dr. Jerry Jalette)
- 25 November 2016** Guest Workshop, National Chiao Tung University (Taiwan)
Understanding and Applying the Complexities of Player-Avatar Relationships (w. Dr. Jaime Banks)
- 27 September 2016** Guest Lecture, North Dakota State University
Ethics of Research Publication
- 11 August 2016** Panelist, “Engaging Students for Deeper Learning”
West Virginia University, New Faculty Orientation 2016
- 18 July 2016** Guest Lecture, University of Duisburg-Essen
Morality and the Media (Dr. German Neubaum)
- 21 June 2016** Guest Lecture, Technology University of Chemnitz (w/Dr. Jaime Banks)
Player-Avatar Relationships (Dr. Peter Ohler)
- 11 May 2016** Panel Discussion, WVU Celebrate (Teaching)
Outstanding Teaching from Outstanding Teachers
- 19 April 2016** Research Discussion (w/Dr. Anthony Limperos)
Leveling up Gaming Research (Dr. Meghan Sanders)
- 28 January 2015** Guest Lecture, University of Kentucky (w/Dr. Jaime Banks)
Player-Avatar Relationships (Dr. Patric Spence)
- 03 December 2015** Guest Lecture, University of Rhode Island
Fandom, Understood (Dr. Jerry Jalette)
- 10 November 2015** Guest Lecture, West Virginia Wesleyan College
All my Circuits – Computers and You (Jessica Fabbriatore)

- 22 July 2015** Workshop co-host, Universität Cologne
Media, Morality and Social Norms (w. Dr. Allison Eden)
- 16 June 2015** Guest Lecture, Universität Erfurt
Children and Media (Prof. Dr. Sven Joeckel)
- 05 June 2015** Guest workshop, National Chiao Tung University (Taiwan)
Designing (Interactive) Research on Interactive Media
- 06 October 2014** Guest Lecture, Ohio University
"Media niche theory and social media (non)-competition" (Dr. Parul Jain)
- 25 June 2014** Guest Lecture, Universität Erfurt
Demonstrating a test of Moral Foundations Theory (Prof. Dr. Sven Joeckel)
- 08 April 2014** Guest Lecture, Boston University
Novel approaches to Mass Communication Research (Dr. Jerry Jalette)
- 20 February 2014** Guest Lecture, West Virginia University PI Reed School of Journalism
"Introduction to survey research" (Dr. Hongmin Ahn)
- 5 February 2014** Guest Lecture, West Virginia University PI Reed School of Journalism
"Using social media in the research process" for SCTM421 (Dr. Rita Colistra)
- 30 September 2013** Guest Lecturer, University of Toronto
"The player, playing the play" for undergraduate CCT385 (Dr. Jaime Banks)
- 02 July 2013** Guest lecturer, Universität Erfurt
Media, Morality and Values for graduate course in Seminar für Medien und Kommunikationwissenschaft/ Seminar for Media and Communication Research (Dr. Sven Joeckel)
- 1x Semester (ongoing since 2011)** Guest Lecturer, West Virginia University
"Computer-Mediated Communication" for undergraduate COM100 (Dr. Matthew Martin)
- 16 April 2013** Guest Lecturer, West Virginia University PI Reed School of Journalism
"Social Media" for undergraduate JRN101 (Dr. Oliver Street)
- 05 March 2013** Guest Lecturer, University of Kentucky
"Careers in Social Media" for graduate Communication course (Dr. Patric Spence)

- 08 November 2012** Guest Lecturer, University of North Carolina- Chapel Hill
"Psychology of Digital Games" for graduate Human/Technology Interaction course (Dr. Sriram Kalyanaraman)
- 30 August 2012** Guest Lecturer, Louisiana State University
"Applying and extending Social Cognitive Theory to media research" for graduate Communication Theory course (Dr. Meghan Sanders)
- 03 November 2011** Invited lecturer, Advertising 287 "Principles of Advertising", West Virginia University
What can be social about capitalism? Using social media to reach new markets (Dr. HongminAhn)
- 29 September 2011** Invited lecturer, Sports Management 487 "Contemporary Issues in Sports Management", West Virginia University
"That's what Ochocinco said!": The role of social media in connecting fans to the athletes they love (and what management should do about it) (Dr. Floyd Jones)
- March 2011** Guest Lecturer, Louisiana State University
"Applying and extending Social Cognitive Theory to media research" for graduate Communication Theory course (Dr. Meghan Sanders)
- 31 March 2011** Invited lecturer, Introduction to Human Communication, Young Harris College
"How do we use media?" (Dr. Joy Goldsmith)
- Spring 2010** Invited lecturer, Introduction to Psychology, Young Harris College
"Early childhood development" (Dr. David Brackin)
- February 2009** Invited presenter, Michigan State University
"Being a CAS teaching assistant: An interactive discussion"

Service

- 22 October 2018** Speaker, WVU Libraries
Open-Access Week
- 5 October 2018** Speaker, University (Morgantown, WV) High School
Research in Communication Studies
- 08 May 2018** Moderator, WVU Teaching and Learning Commons
Teaching Tip from Award Winning Teachers
- 14 April 2018** Invited presenter, Decide WVU (WVU Office of Admissions)
Social media, smartphones, and video games: Brain rot? Maybe not.

- 24 March 2018** Invited presenter, Decide WVU (WVU Office of Admissions)
Social media, smartphones, and video games: Brain rot? Maybe not.
- 11 August 2017** Invited presenter, WVU New Faculty Orientation
Who are WVU students, and how can you engage them?
- 6 June 2017** Invited presenter, WVU Health Sciences Center Teacher Summer Scholars
Engaging Learners
- 11 May 2017** Invited presenter, WVU Health Sciences Center SOLE (Study, Observe, Learn, Engage)
Engaging Learners
- 10 May 2017** Moderator, WVU Teaching and Learning Commons
Outstanding Teaching Tips
- 20 September 2016** Invited presenter, West Virginia University (Office of International Programs)
Long Term Collaboration & Faculty-led Programming
- 23 January 2011** Invited lecturer, Equipping Spiritual Leaders Conference, Waynesville District Leadership Conference, United Methodist Church
"New media = new members: Using new technologies to reach, form, and sustain new communities of faith"
- 18 October 2010** Invited presenter, Young Harris College (Office of Student Life)
"Improving communication leadership skills"
- 11 October 2010** Invited presenter, Mountain Computer User Group
"Understanding the Facebook phenomenon"
- 23 September 2010** Invited presenter, Young Harris College (Religious Life)
"New media = new members: Using new technologies to reach, form, and sustain new communities of faith"
- July 2010** Invited presenter, Young Harris College (Visitation)
"To err is human, to study is Humanity: Lessons for incoming freshman"
- April 2009** Invited presenter, Michigan State University
"Finding a job in academics"
- March 2008** Invited presenter, State University of New York College at Geneseo
"Life as a graduate student – Ph.D. and beyond"
- Spring 2007** Invited presenter, Bailey Scholars Program, Michigan State University
"Innovations in college teaching methods"

Spring 2006 Guest lecturer, National Schizophrenia Foundation
 "*Public speaking: Effective communication by connection*"

Spring 2005 Guest lecturer, National Schizophrenia Foundation
 "*Public speaking: Effective communication by connection*"

MEDIA APPEARANCES

Texas Tech University

21 August 2019 *ABC-6 Providence, RI*
Expert opinion, "[Facebook report on anti-conservative bias underscores need for transparency](#)"

8 August 2019 *WTAP-TV Parkersburg, WV*
Expert opinion, "[Violent video games blamed for violent behavior](#)"

West Virginia University

4 June 2019 *BYU Radio*
Expert opinion, "[Top of the Mind](#)" (segment on Pokémon Go)

1 May 2019 *Sinclair Broadcasting Group*
Expert opinion, "[The future is private': Zuckerberg details changes ahead for Facebook, Instagram](#)"

1 April 2019 *Gamespot.com*
Expert opinion, "[How Nintendo Uses Luck To Make Games Fun For Everyone](#)"

2 January 2019 *WJLA.com (Washington, DC)*
Expert opinion, "[As illegal immigration debate intensifies, some question Facebook hate speech standards](#)"

5 December 2018 *Apple App Store*
Game profile, [Fortnite](#)

18 November 2018 *National Public Radio (NPR)*
Research profile, "[Video Game Earns West Virginia Governor's Attention](#)"

16 November 2018 *The Gary Bowden Show*
Expert opinion of *Fallout 76* release in West Virginia

14 November 2018 *WBOY-TV*
Expert opinion, "[WVU professors follow Fallout gamers to learn about perceptions of WV](#)"

- 14 November 2018 *Talkline with Hoppy Kercheval*
Expert opinion of [Fallout 76 release in West Virginia](#)
- 13 November 2018 *WVUToday*
Expert opinion, "[WVU researchers to study Fallout 76 gamers' perceptions of West Virginia](#)"
- 28 October 2018 *Dominion Post*
Expert opinion, "Air Force funds WVU research" (mis-titled)
- 20 September 2018 *WVU News*
Expert opinion, "[Cyberbullying](#)"
- 19 August 2018 *The Conversation*
Expert opinion, "[Finding nostalgia in the pixelated video games of decades past](#)"
- 5 May 2018 *WDTV – West Virginia*
Expert opinion, "[CNN investigation finds 103 Uber drivers accused of sexual assault or abuse](#)"
- 12 April 2018 *900.AMCHML – Hamilton (ON, Canada)*
Expert opinion, "Scott Thompson Show"
- Spring 2018 *Eberly Magazine*
Feature, "[Social media: Don't blame the messenger](#)"
- 25 March 2018 *Charleston (WV) State Journal*
Expert opinion, "[Local residents, WVU experts weigh in on Facebook data breach scandal](#)"
- 8 March 2018 *WWVU - U92 FM*
Expert opinion, "[Kids on the Internet](#)"
- 6 March 2018 *WalletHub.com*
Expert opinion, "[March Madness Stats & Facts](#)"
- 10 February 2018 *From the Grapevine*
Expert opinion, "[Emojis at work: Which side are you on?](#)"
- 15 December 2017 *KCBS-FM San Francisco*
Expert opinion, "AIM shutting down"
- 12 December 2017 *Smithsonian Magazine*
Expert opinion (republished), "[AOL Instant Messenger Taught Us How To Communicate in the Modern World](#)"

- 12 December 2017 *The Conversation*
Expert opinion, “[TM brought instant messaging to the masses, teaching skills for modern communication](#)”
- 27 November 2017 *Netzpiloten.de*
Expert opinion (translated, “[Die dunkle Vergangenheit von Social Media](#)”; reposted)
- 10 October 2017 *WVU News*
Expert opinion, “[Social media and natural disasters](#)”
- 2 August 2017 *Matt Townsend Show (BYU Radio)*
Guest, “[Tech and democracy, Banning kids phones, geriatric infidelity](#)”
- 25 July 2017 *Netzpiloten.de*
Expert opinion (translated, “[Kinder und Smartphones: Keine Angst vor der Technik!](#)”
- 3 July 2017 *Newsphere.jp*
Expert opinion (translated), “[「子供はスマートフォンを持ちちゃダメ」それは単なる技術を恐れるモラルパニックに過ぎない](#)”
- 21 July 2017 *Kendall-Hunt Higher Education*
Expert opinion, “[Social media and the 21st century classroom](#)”
- 19 July 2017 *CHQR 77AM Calgary*
Expert opinion, *Angela Kokott Show*, “[Popular debate: Smartphones and young kids](#)”
- 10 July 2017 *The Conversation*
Expert opinion, “[Banning smartphones for kids is just another technology-fearing moral panic](#)”
- 28 June 2017 *The Conversation*
Expert opinion, “[Why it’s important to understand social media’s dark history](#)”
- 16 March 2017 *WVU Today*
Expert Opinion, “[What’s App](#)”
- 21 December 2016 *The Christian Science Monitor*
Expert opinion, “[Google updates algorithm to filter out Holocaust denial and hate sites](#)”

- 20 December 2016** *Times Higher Education*
Research brief, "[Facebook groups 'may help students enjoy their course'](#)"
- 27 October 2016** *MarketingFacts.nl*
Research spotlight, "[How consumers choose in the app store / Hoe consumenten kiezen in de app-store](#)"
- 27 October 2016** *WDTV.com*
Expert opinion, "[Instagram aiming to prevent suicide?](#)"
- 18 October 2016** *Scientific Foundation Research of Commercial Communication / Stichting Wetenschappelijke Onderzoek Commerciële Communicatie*
Research spotlight, "[How consumers choose in the app store / Hoe consumenten kiezen in de app-store](#)"
- 11 October 2016** *UX Booth*
Op-ed, "[Player and Avatar: Video Game Interactions for Web UX Designers](#)"
- 27 September 2016** *WBOY-TV*
"[Teachers Use Technology To Stay Connected With Students Through Annual Conference](#)"
- 22 September 2016** *UX Booth*
Op-ed, "[Replacing dog as Man's best friend](#)"
- 26 August 2016** *WWVU - U92 FM*
Expert opinion, "[Social Media and Terrorism](#)"
- 24 August 2016** *The Conversation*
Guest author, "[Playing at torture, a not so trivial pursuit](#)"
- 4 August 2016** *Broadly.com*
Expert opinion, "[Athletes Absolutely Party': Sex, Sports, and Social Media at the Rio Olympics](#)"
- 10 July 2016** *WDTV.com*
Expert opinion, "[Facebook's Modern Role in News](#)"
- April 2016** *Communique: National Association of School Psychologists*
Research spotlight, "How views of professionalism are impacted by social networking sites"
- 28 April 2016** *MassiveOp.com*
Research spotlight, "[Massively Op's Guide To Understanding Video Game Research](#)"

- 19 April 2016** *Dominion Post*
Expert opinion, “Emoji mania: Little pictures in nonverbal communication”
- 6 April 2016** *Reuters UK*
Research spotlight, “[Addiction may explain the link between social media and depression](#)”
- 25 January 2016** *MMOGames.com*
Research spotlight, “[MMO’s aren’t art; they’re experiences](#)”
- 22 January 2016** *Cliquist.com*
Research spotlight, “[Games as sublime art](#)”
- Winter 2015** *Eberly Magazine*
Research spotlight, “How did we get here: The age of digital micro-aggressions”
- 8 December 2015** *Cliquist.com*
Expert opinion, “[Undertale: Player presence, morality, and self](#)”
- 1 December 2015** *Arizona Big Media*
Expert opinion, “[Arcade bar growth turns Valley into multiplayer arena](#)”
- 15 November 2015** *U92FM (WVU Radio)*
Expert opinion, “[Social Movements](#)”
- 5 November 2015** *WVU Today*
Research spotlight, “[WVU Communication Studies professor gives talk at Cleveland State University Oct. 29](#)”
- 3 November 2015** *WDTV.com*
Expert opinion, “[Part One: Wearable Technology and Personal Communications](#)”
- 30 October 2015** *Massiveop.com*
Research spotlight, “Exploring ‘The Video Game Debate’: Moral Panic and Online Griefing”
<http://massivelyop.com/2015/10/30/exploring-the-video-game-debate-moral-panic-and-online-griefing/>
- 15 September 2015** *WVU Today*
Research spotlight, “[WVU Communication Studies professors showcase player/avatar relationship studies, research methods at Michigan State lecture](#)”

- 03 September 2015 *U92FM (WVU Radio)*
Expert opinion, “21st Century communication”
- 1 September 2015 *UX Booth*
Op-ed, “[Preparing Users for a Future of Wearables \(Part 2\)](#)”
- 25 August 2015 *UX Booth*
Op-ed, “[Preparing Users for a Future of Wearables \(Part 1\)](#)”
- 05 May 2015 *WDTV.com*
Expert opinion, “[Study: More Small Children Using Touchscreens](#)”
- 29 April 2015 *WDTV.com*
Expert opinion, “[New Email Government Can't Even Read](#)”
- 28 April 2015 *Psychology of Games (Blog)*
Research spotlight, “[Why we hate \(some\) motion controls](#)”
- 27 April 2015 *Reddit.com*
AMA (Ask Me Anything), “[Meaningfulness in Video Games](#)”
- 29 March 2015 *From the Grapevine.com*
Expert opinion, “[Periscope challenges Meerkat in live video-streaming department](#)”
- 17 March 2015 *From the Grapevine.com*
Expert opinion, “[Meerkat is the biggest hit at SXSW](#)”
- 09 March 2015 *WVU Today*
Expert opinion, “[WVU's Bowman tries to quiet higher ed social media angst at hub of digital world](#)”
- 03 March 2015 *WDTV.com*
Expert opinion, “[Google to Re-brand Their Social Network](#)”
- 27 February 2015 *WDTV.com*
Expert opinion, “[FCC Approves of Net Neutrality](#)”
- 23 February 2015 *Seelio blog*
Guest commentary, “[Considering Using Social Media With Students? Read this.](#)”
- 21 February 2015 *Pittsburgh Tribune-Review*
Expert opinion, “[Alcohol abuse celebrated in online videos, Pitt, Brown University researchers find](#)”

- 05 February 2015 *WDTV.com*
Expert opinion, “[Smartphone App Could Help Kids Get to Class](#)”
- 27 January 2015 *WDTV.com*
Expert opinion, “[Drone crash at White House raises questions](#)”
- 16 January 2015 *WDTV.com*
Expert opinion, “[Fingerprints in the Cloud?](#)”
- 08 January 2015 *WDTV.com*
Expert opinion, “[Does Violent Media Lead to Real World Violence?](#)”
- 02 January 2015 *WDTV.com*
Expert opinion, “[Lawsuit filed against Apple over storage space ‘misrepresentation’](#)”
- 26 December 2014 *WDTV.com*
Expert opinion, “[Xbox and Playstation Hacked?](#)”
- 17 December 2014 *WDTV.com*
Expert opinion, “[Video Games Causing Nintendonitis?](#)”
- 16 December 2014 *UX Booth*
Op-ed, “[Uncanny Valley is Uncanny](#)”
- 4 December 2014 *WDTV.com*
Expert opinion, “[Twitter Fighting CyberBullying](#)”
- 12 November 2014 *WDTV.com*
Expert opinion, “[With Public Wi-Fi, Experts Say Americans Could Ditch Cell Phone Providers](#)”
- 12 November 2014 *WVU Today*
[Climb Higher](#) spotlight
- 13 October 2014 *The Open Standard*
Expert opinion, “[Why Video Games Are an Incubator for Amazing Cybersecurity](#)”
- 26 September 2014 *WDTV.com*
Expert opinion, “[Can Smartphone Usage Hurt Your Brain?](#)”
- 19 September 2014 *WDTV.com*
Expert opinion, “[iOS: Locked, Even for Police](#)”

- 04 September 2014 *WDTV.com*
Expert opinion, "[New App Lets Parents Secretly Monitor Children's Phones](#)"
- 27 August 2014 *WDTV.com*
Expert opinion, "[Using technology to control teen drivers](#)"
- 26 August 2014 *UX Booth*
Op-ed, "[The Ethics of UX Research](#)"
- 26 August 2014 *The Hero Archetype*
Research spotlight, "[Can we use games to control our moods?](#)"
- 06 August 2014 *Eberly News Blog*
Faculty mention, "[Student Summer Update: Stephen Scott](#)"
- 28 June 2014 *PBS Game/Show*
Research spotlight, "[Will Twitch TV make you better or worse at video games?](#)"
- 22 May 2014 *The Hero Archetype*
Research spotlight, "[Are skilled players more likely to experience flow?](#)"
- 05 May 2014 *WDTV.com*
Expert opinion, "[White House Asks Congress for More Privacy Laws](#)"
- 20 April 2014 *Clarksburg Exponent-Telegram*
Expert Opinion, "[Social media's effects on mental health depend on their context](#)"
- 04 April 2014 *Tennessee Journalism*
"[Social Media Week addresses online faculty, student interactions](#)"
- 04 April 2014 *Pacific Standard*
Expert opinion, "[Why Don't We Have Ads on Sports Uniforms Yet?](#)"
- 13 March 2014 *WDTV.com*
Expert opinion, "[NSA Using Facebook to Spy on Intelligence Targets](#)"
- 24 February 2014 *WDTV.com*
Expert opinion, "[Apple Security Flaw Puts Private Information at Risk](#)"

- 13 January 2014 *The Psychology of Video Games (blog)*
Research report, "[Twitching and Choking: The Audience Effect in Games](#)"
- 06 January 2014 *WDTV.com*
Expert opinion, "[Thousands of Yahoo Users Malware Attack Victims](#)"
- 27 December 2013 *WDTV.com*
Expert opinion, "[Websites Cracking Down on Negative Comments](#)"
- 09 December 2013 *WDTV.com*
Expert opinion, "[Police Participating in Cellphone Data Spying](#)"
- 04 December 2013 *WDTV.com*
Expert opinion, "[Millions of Social Media Accounts Hacked](#)"
- 02 December 2013 *WDTV.com*
Expert opinion, "[131 Million Online Shoppers Expected for Cyber Monday](#)"
- 06 November 2013 *WDTV.com*
Expert opinion, "[Blockbuster Closings: Death for Disc Rentals?](#)"
- 28 October 2013 *Yahoo! Shine*
Expert opinion, "[7 signs that we're too dependent on technology](#)"
(MNN reprint)
- 30 September 2013 *Mother Nature Network*
Expert opinion, "[7 signs we are too dependent on technology](#)"
- 04 August 2013 *BBC World Service*
Expert opinion, "[The Why Factor: Media Violence](#)"
- June 2013 *WVU Center for Women's & Gender Studies*
Mentor spotlight, "[Alumni Spotlight, Jennifer Seifert](#)"
- May/June 2013 *Social Work Today*
Expert opinion, "[Social media and interpersonal communication](#)"
- March 2013 *Spectra (NCA's official magazine)*
Guest column, "And LO, We Have Contact: The influence of digital communication technology on the research process"
- 13 February 2013 *WDTV-5 News [Weston/Clarksburg/Fairmont]*
Expert opinion, "[Report: Facebook creating an app that would track you 24/7](#)"

- 31 January 2013 *Charleston (WV) Daily Mail*
Expert opinion, "[WVU tapping into movement of free open online courses](#)"
- 05 December 2012 *Mother Nature Network*
Expert opinion, "[Why are video games addictive?](#)"
- 17 October 2012 *Mother Nature Network*
Expert opinion, "[How teachers use social media in the classroom to beef up instruction](#)"
- 22 August 2012 *Clarksburg (WV) Exponent-Telegram*
Expert opinion, "[College profs OK with text messages, for the most part](#)"
- 10 August 2012 *WVUTodayPresswire*
"[WVU professor publishes a trio of studies on new media's impact on human behavior](#)"
- Spring 2012 *Eberly* [WVU Eberly College Magazine]
Scholarly spotlight, "[Does Bad Blood in Baseball Equal Bigger Ratings?](#)"
- 12 April 2012 *WVU News* [Morgantown, WV; student broadcast news]
Expert interview, "[Social Media and Politics](#)"
- 13 March 2012 *WDTV-5 News* [Weston/Clarksburg/Fairmont]
Expert interview, "[Facebook in the College Classroom](#)"
- 05 February 2012 *Dominion Post* [Morgantown, WV]
"Comm. Studies offers nine-week Germany trip"
- 29 January 2012 *Daily Athenaeum* [WVU student newspaper]
"[University offers nine-week program in Germany](#)"
- 24 January 2012 *WVUTodayPresswire*
"[WVU Comm. Studies offers nine-week summer study abroad trip to Germany](#)"
- 23 January 2012 *WVUTodayPresswire*
"[WVU Department of Communication Studies receives top paper honors at national conference](#)"
- 27 October 2011 *InMediaRes @ Georgia State University*
Guest curator, "[Major League Brouhaha: Boosting ratings with bad blood?](#)"

26 October 2011 *WVUTodayPresswire*
“[WVU professor discusses effects of "bad blood" on marketing America's pastime](#)”

05 July 2011 *Clarksburg (WV) Exponent-Telegram*
Expert opinion, “[Experts in psychology emphasize benefits of in-person interaction](#)”

Young Harris College

29 October 2010 *Christian Science Monitor*
Expert opinion, “[Wi-Fi, Hulu, DVR, and the end of the tube as we know it](#)”

August 2010 *Young Harris College main web page* [introductory video]
“About the Division of Humanities/Department of Communication Studies”

05 August 2010 *United Press International (UPI-U)*
Expert opinion, “[One-day J-training with YHC](#)”

19 March 2010 *North Georgia NOW Today* [ETCTV3-Ellijay, GA]
Live interview Segment on Young Harris College Department of Communication Studies

19 October 2009 *Wisconsin Badger-Herald* [UW-Madison student newspaper]
Op-Ed, “[Leave Archuleta fans alone](#)”

August 2009 *Enotah Echoes* [Young Harris College student newspaper]
“New Faculty Profiles, 2009-2010”

Michigan State University

February 2009 *MSU News* [Michigan State University internal newsletter]
“[2008 – 2009 All-University Awards recipients](#)”

July 2008 *The Gatekeeper* [NCA Mass Communication Division newsletter]
“[Future of Media Entertainment Represented at NCA DHS](#)”

28 July 2008 *State News* [Michigan State University student newspaper]
“[New MSU music class strictly business](#)”

2007 – 2008 *Red Cedar Log* [Michigan State University yearbook]
“Overview, College of Communication Arts & Sciences”

CONSULTING & COMMUNITY SERVICE

Fall 2019	Expert witness (computer-mediated communication), murder trial (client redacted)
2018 – 2019	Audience analysis research, <i>Daily Athenaeum</i> (WVU Student Newspaper)
May 2016 – present	Board of Advisors, Yellowbrick.me.
February 2012	Statistical analysis consultation, New School of New York clinical psychology Doctoral student (Pro-Bono)
December 2011	Public relations consultant, Future Well-Being of Deep Creek Lake (Garrett County, Maryland)
July 2011	Graphic design consultant, 2011 State of West Virginia Burden of Injury Report
Spring 2011	Presentation Judge, Youth Leadership Development Scholarship Program (Towns County, GA)
Fall 2010	Statistical analysis consultation, Fordham University clinical psychology Doctoral student
September 2010	Experimental design and statistical analysis consultation, Mindfulness Intervention Grant, Lehman College psychology faculty
Summer 2010	Survey design and data analysis, Institute of Continued Learning, Young Harris College (pro-bono)
Summer 2010	Storyline consultant, R. Michael Elrod, graphic novelist (pro-bono)
Spring 2010	Marketing consultant/advisor (data analysis), Young Harris College rebranding team (pro-bono)
August 2005 – August 2010	Consulting Editor, <i>CNS News</i> (www.courthousenews.com), Western Michigan Office, Lansing, MI
2003 – 2004	Public Relations Committee, Legal Advocates for Abused Women, St. Louis, MO (pro-bono)

OTHER PROFESSIONAL EXPERIENCE

Fall 2016 – present	Contributor, <i>The Conversation</i>
Fall 2014 – present	Content contributor, UX Booth Magazine

- Fall 2010** Radio and television announcer and color commentator, Young Harris College Varsity Basketball, Young Harris, GA
- Spring 2010** Radio announcer and color commentator, Young Harris College Varsity Baseball, Young Harris, GA
- Fall 2009 – 2015** Editor, *The Gatekeeper*, Mass Communication Division of the National Communication Association (<http://ncamass.org/gatekeeper.shtml>)
- Fall 2009 – 2015** Webmaster, Mass Communication Division of the National Communication Association (www.ncamass.org)
- 2008 – 2015** Founder, *On Media Theory...* [Media research blog] (<http://onmediatheory.blogspot.com/>)
- November 2003 – August 2005** Eastern Missouri Editor, *CNS News (Courthouse News)*, St. Louis, MO
- Spring 2004** Founding editor, *Communication Journal*, University of Missouri – St. Louis, St. Louis, MO
- Fall 2003** Crisis Communications Intern, Fleishman-Hillard, St. Louis, MO
- Spring 2003** Legislative Intern/Lobbyist, Associated Students of the University of Missouri, Columbia, MO
- 2002 – 2003** Founding editor, *Sigma Pi Offline*, University of Missouri – St. Louis, St. Louis, MO
- 2000 – 2003** Freelance reporter, Pulitzer Publishing Company
St. Louis Post-Dispatch, St. Louis, MO (Sports desk)
Suburban Journals, St. Louis, MO (Sports desk)
- Fall 1999 – Spring 2002** Editorial staff, *The Current*, University of Missouri – St. Louis, St. Louis, MO
Editor-in-Chief, Summer 2001 – Spring 2002
Sports Editor, Fall 2000 – Spring 2001
Sports Writer, Fall 1999 – Summer 2000
- Summer/Fall 1999** Sports Director, *Arnold-Imperial Rock*, Arnold, MO