

Nomination Gerald Voorhees_Communication Arts

From Paul Cegys <pcegys@uwaterloo.ca>

Date Thu 2026-03-12 12:59 PM

To UWaterloo Dean of Arts <doa-admin@uwaterloo.ca>

Cc Anders J Bergstrom <ajbergstrom@uwaterloo.ca>; Andrew Houston <houston@uwaterloo.ca>; Sarah Klein <sarah.klein@uwaterloo.ca>; Tim Paci <tp Paci@uwaterloo.ca>; Jay Havens <jay.havens@uwaterloo.ca>; Adrian Buchanan <adrian.buchanan@uwaterloo.ca>; Janelle Rainville <jrainville@uwaterloo.ca>; Morgaine Ainslee Mcevoy <mamcevoy@uwaterloo.ca>; Olivia Rossel <orossel@uwaterloo.ca>

 2 attachments (149 KB)

Nomination Letter Gerald Voorhees.pdf; PastedGraphic-1.tiff;

Please find attached the nomination letter for Dr. Gerald Voorhees for the position of inaugural Director of the School of Critical and Creative Humanities.

Thank you,

-Paul

Paul J. Cegys, MSc

Associate Professor, Teaching, Design & Production
Associate Chair Theatre & Performance Program (THPERF)
Communication Arts & Design Practice (CADP)

Department of Communication Arts
University of Waterloo
Modern Languages, ML129
200 University Avenue West
Waterloo, ON, Canada N2L 3G1
519-888-4567 x47911
www.paulcegys.com

The Faculty of Arts acknowledges that we are living and working on the traditional territory of the Attawandaron (also known as Neutral), Anishinaabe and Haudenosaunee peoples. The University of Waterloo is situated on the Haldimand Tract, the land promised to the Six Nations that includes ten kilometres on each side of the Grand River.

CC: Andy Houston, Professor; Anders Bergstrom, Associate Professor; Tim Paci, Associate Professor; Jay Havens, Assistant Professor; Sarah Klein, Assistant Professor; Adrian Buchanan, Administrative Manager; Janelle Rainville, Director of Operations; Morgain Mcevoy and Olivia Rossel, Theatre Student Union Executive

March 12, 2026

Dear Members of the Nominating Committee,

We are pleased to nominate Dr. Gerald Voorhees, Associate Professor and current Chair of the Department of Communication Arts, for the position of inaugural Director of the School of Critical and Creative Humanities (SCCH). This nomination carries the support of the undersigned faculty, staff, and the Theatre Student Union Executive, all of whom have witnessed Dr. Voorhees's sustained commitment to building a collaborative and equitable academic community.

A member of the University of Waterloo since 2013, Dr. Voorhees has served in successive leadership roles including Associate Chair, Undergraduate Advisor for Communication Studies and Digital Arts Communication, President of the Canadian Game Studies Association (2021–2023), and Chair of the Waterloo Games Institute's Anti-Racism, Decolonization, and EDI Committee. He is also an accomplished researcher whose work on identity and culture in games includes the *Approaches to Digital Game Studies* book series (Bloomsbury) and *ADE for Games* (Play Story Press, 2024).

Dr. Voorhees is a consistent advocate for equitable and safe working conditions, transparent governance, and the values of anti-racism and inclusion central to the SCCH mandate. His long record of service is characterized by careful attention to process, a commitment to collegial decision-making, and a concern for the conditions under which faculty, staff, and students are able to thrive. Perhaps most significantly, he has done the difficult and sustained work of bridging the disciplinary divide between Communication Studies and Theatre and Performance within our department, a division that external reviewers have identified as a longstanding obstacle. His demonstrated capacity to build trust among colleagues with distinct scholarly identities, and to bring people together toward a shared vision under challenging circumstances, is precisely the quality the SCCH requires in its inaugural Director. We are confident he possesses the creative and collaborative leadership that this position demands, and we respectfully commend his nomination to the Committee.

Respectfully submitted,



Paul Cegys
Associate Professor, Communication Arts
University of Waterloo



Statement of Consideration for Director, School of Critical and Creative Humanities

While I am thrilled that my colleagues hold my leadership in esteem, I am less enthusiastic about the costs extracted by the burden of leadership and the responsibilities that await the inaugural Director of the School of Critical and Creative Humanities (SCCH). And yet, upon reflection, I believe I have a good sense of the challenges ahead and am well-equipped to negotiate these difficulties.

If I was the inaugural Director of the SCCH, I would hope to:

1. Establish good processes and norms of practice shaped by the values we have collectively identified as essential to the success of an interdisciplinary school. There is still a good deal of uncertainty, anxiety, and even mistrust about the reorganization among faculty and staff. This is not only a problem of governance but organizational culture. In consultation with the Values + Governance Working Group, I have been working with the other Chairs of SCCH units developing administrative processes to successfully operate programs and support faculty research and creative practice. We are also developing frameworks for governance that will facilitate robust discussion and decision-making about strategic priorities. These processes and frameworks will be tested and likely need both elaboration and adaptation in the first few years. They are the essential foundation to nurturing the collective identity of the SCCH. As a scholar of culture, I believe that culture is what we do and how we relate to each other in our everyday lives. The SCCH will need to facilitate opportunities for faculty and staff to get to know each other and socialize, but the most meaningful and transformative interactions will occur as we work together on and across committees, working groups, and research clusters to enable research excellence and quality teaching and learning. Transparent, democratic, and equity-oriented deliberative processes can be the framework to cultivate norms of practice that are generous, curious, and open to the others' interests while grounded in one's own commitments.

2. Create new opportunities and further develop conditions within which faculty can pursue socially and intellectually impactful research and fulfilling teaching that invigorates scholarship. We need to take a consultative, consensus-building approach and begin developing interdisciplinary programs, both because some of our colleagues programs have been paused and because the problems our students are confronting are complex and multidimensional. I have some ideas for such programs, including a Global Communication major drawing from English, Communication Studies, and the language/culture departments and an ARBUS-like program in Global Studies, which could complement any



Arts major, that leverages courses in Visual Culture, the Cultural Identities minor and the language/culture departments. But my colleagues are best able to say what makes sense practically and aspirationally, and bring ideas outside the scope of my imagination. At the same time, we have to safeguard and enhance existing programs, through small iterations or major rethinkings, to ensure they are not just archives of disciplinary knowledge but laboratories for negotiating the present and forging a more just future. To ensure what we create and maintain are sustainable, resources and energies must be allocated carefully and deliberately, guided by the collective processes and frameworks outlined above.

3. Weather the social and institutional pressures that would diminish the study and practice of languages, culture, and creative arts by demonstrating the value of the humanities in collaborations with partners across the university, and beyond. The University Communications Requirement proves that partnerships can generate revenue and support growth in Arts. There are opportunities to develop cross-Faculty initiatives in Science Communication, Health Communication, Science and Technology Studies, and/or Game Design and Development, and opportunities outside the scope of my imagination. But we must also nurture the critical and creative inquiry that informs our teaching. By creating interdisciplinary research clusters and funding their activities, from refreshments for regular meetings to seed-funds for collaborative research, the SCCH can promote humanities scholarship and creative practice whose significance will be recognized across the university and beyond. This could be coupled with a Research Officer service role focused on connecting SCCH faculty with collaborators across the University. I am deeply skeptical of the Global Futures Fund because it was created by gutting research centres, like the Games Institute, which served as incubators of interdisciplinarity and collective laboratories enabling early-career researchers access to equipment and HQP otherwise beyond their means. But the SCCH can help level the playing field by fostering generative spaces for interdisciplinary, collaborative inquiry balancing research equity and excellence.

This vision is shaped by conversations with colleagues across the SCCH, the necessities of the present, and a hope for a more just future. If the vision is shared, I am willing to help direct our collective effort toward its realization.

Sincerely,



Gerald Voorhees
Chair + Associate Professor
Department of Communication Arts
University of Waterloo



GERALD A. VOORHEES

257A Modern Languages Building
 University of Waterloo
 Waterloo ON, N2L 3G1 Canada
 519-888-4567 x38691

I. Academic Appointments

- 2020 - Associate Professor of Communication Studies, University of Waterloo,
 Department of Communication Arts
- Chair, Department of Communication Arts
 [January 2024 – Present]
- Associate Chair, Undergraduate Programs – Communication Studies and Digital
 Arts Communication, Department of Communication Arts
 [September 2020 – June 2023]
- 2013 - 2020 Assistant Professor of Communication Studies. University of Waterloo,
 Department of Communication Arts [co-appointed with the Stratford School of
 Interaction Design and Business 2013 - 2018]
- 2011 - 2013 Assistant Professor of Communication Studies. Oregon State University, Speech
 Communication and New Media Communication
- 2008 - 2011 Assistant Professor of Communication. High Point University, Nido R. Qubein
 School of Communication
- 2002 - 2008 Teaching Assistant. The University of Iowa, Department of Communication
 Studies and Rhetoric Department

II. Education

- 2002 - 2008 Ph.D. Communication Studies, University of Iowa
 Dissertation: *Simulations of the Self: Rhetoric, Argument and Computer Game
 Criticism*. Directed by David Hingstman, Ph.D, J.D.
- 1998 - 2002 B.S. Speech Communication, *cum laude*, University of Texas at Austin
 Honors Thesis: *The Rhetoric of Pedagogy*. Reviewed by Rod Hart, Ph.D.

III. Honours and Awards

2023. *Top 20 Papers in Feminist Scholarship*. International Communication Association,
 Toronto, ON Canada, May 25-29.

- 2017 *Keynote Address*. Game History Symposium. Montreal, QB Canada, June 28-30.
- 2015 *UW/SSHRC 4A Award* (\$8000), Mapping Gender Identities in Digital Games.
- 2013 *Plenary Speaker*, Rhetoric as Equipment for Living: Kenneth Burke, Culture and Education, Ghent, Belgium
- 2012 *Plenary Speaker*, Data Acquisition: Best Practices for Understanding Players, Their Motives, and Their Experiences. Game Studies Interest Group Preconference, at the annual meeting of the International Communication Association, Phoenix, AZ [Invited Speaker]
- 2011 *Top Paper Panel*, “The Aesthetics of Subjectivation: Figuring the Self in the Processes of Digital Gameplay” Game Studies interest group of the International Communication Association, Boston MA
- Top Paper Panel*, “Structured Agency: At the Rhetorical Crossroads in *Halo 2*” Rhetoric and Public Address area of the Southern States Communication Association, Little Rock AR
- 2010 *Top Paper*, “The Subject of Criticism: Game Studies, Rhetoric and Rhetorics of Inquiry” Rhetoric and Public Address area of the Southern States Communication Association, Memphis TN,

IV. Grants

- 2023 SSHRC Knowledge Synthesis Grant (\$29,862). Games for/against Privilege and Marginalization. Principal Investigator. [FUNDED]
- SSHRC Connections Grant (\$36,662). Fostering the Futures of Canadian Game Studies. Co- Investigator. [NOT FUNDED]
- 2022 SSHRC Connections Grant (\$49,761). Anti-Racism, Decolonization, Equity, Diversity, and Inclusion (ADE) for Gaming Communities. Principal Investigator. [FUNDED]
- 2016 SSHRC Partnership Development Grant (\$199,027) Digital Oral Histories for Reconciliation. Co-investigator (2016) Collaborator (2017-2021). [FUNDED]
- Seed Grant*, ReFiguring Innovation in Games (\$8000), Mapping Gender Identities in Digital Games. [FUNDED]
- SSHRC Insight Development Grant* (\$74,289) Mapping Gender Identities in Digital Games. [NOT FUNDED]
- 2014 *SSHRC Insight Development Grant* (\$74,900) Mapping Gender Identities in Digital Games. [4A STATUS - NOT FUNDED]

2013 *Faculty Internationalization Grant* (\$2,500), Office of International Programs, Oregon State University. [FUNDED]

2009 *Faculty Professional Development Grant* (\$1,500) High Point University. [FUNDED]

V. Publications

A. Books

- 2026 G. Voorhees, J. Call, M. Wysocki, and B. Brey. Eds. *Epistemic Genres: New Formations of Game Genre*. Bloomsbury.
- 2026 J. Call, B. Brey, G. Voorhees, and M. Wysocki, Eds. *Emerging Genres: New Formations of Game Genre*. Bloomsbury.
- 2024 D. Harley and G. Voorhees, Eds. *ADE for Games: Approaches to Anti-Racism, Decolonization, Equity, Diversity, and Inclusion in Games Research and Creation*. Play Story Press.
- 2018 N. Taylor and G. Voorhees, Eds. *Masculinities in Play*. Palgrave MacMillan.
- K. Grey, G. Voorhees and E. Vossen, Eds. *Feminisms in Play*. Palgrave MacMillan.
- T. Harper, M. Addams, N. Taylor, and G. Voorhees, Eds. *Queerness in Play*. Palgrave MacMillan.
- 2012 G. Voorhees, J. Call and K. Whitlock, Eds. *Dungeons, Dragons and Digital Denizens: Digital Role-playing Games*. NYC: Continuum International Publishing.
- G. Voorhees, J. Call and K. Whitlock, Eds. *Guns, Grenades and Grunts: First Person-Shooter Games*. NYC: Continuum International Publishing.

B. Journal Articles

- 2024 S. Klein and G. Voorhees. It's All Fun and Games 'til Somebody Loses an I: Ethnomethods of Bleed in Table Top Roleplaying. *Analog Game Studies* 11(3): <https://analoggamestudies.org/2024/12/its-all-fun-and-games-till-somebody-loses-an-i-ethnomethods-of-bleed-for-table-top-role-play/>
- K. Nguyen and G. Voorhees. From Atalanta to Angelina: Smith & Wesson Feminism, White Heteropatriarchy, and Intimate Partner Violence. *Communication, Culture and Critique* 17(4): 345–351.

- G. Voorhees. The Subject of Games: Cartesian Anxiety in Game Cultures, Game Studies, and Gameplay. [lead article] *Gamevironments* 20: <https://journals.suub.uni-bremen.de/index.php/gameenvironments/article/view/252>
- 2019 G. Voorhees. Genre Trouble in Game Studies: Ludology, Agonism, and Social Action. *Kinephanos*. <https://www.kinephanos.ca/2019/genre-troubles-in-game-studies-ludology-agonism-and-social-action/>
- 2016 G. Voorhees. Materialist Fantasies: The Voice as *Objet Petit A* in Digital Games. *Journal of Gaming and Virtual Worlds* 8(3): 248-264.
- G. Voorhees. Constructions of Fatherhood in *The Last of Us* and *BioShock Infinite*. *Ada: A Journal of Gender, New Media and Technology* 9. <http://adanewmedia.org/issues/issue-archives/issue9/>
- 2014 G. Voorhees. Play and Possibility in the Rhetoric of the War on Terror: The Structure of Agency in Halo 2. *Game Studies: The International Journal of Computer Game Research* 9 (2). <http://gamestudies.org/1401>
- 2012 G. Voorhees. Discursive Games and Gamic Discourses. *Communication +1* 1(1). <http://scholarworks.umass.edu/cpo/vol1/iss1/>
- 2009 G. Voorhees. I Play therefore I Am: Sid Meier's Civilization, Turn Based Strategy Games and the *Cogito*. *Games and Culture* 4 (3): 254-275.
- G. Voorhees. The Character of Difference: Procedurality, Rhetoric and Roleplaying Games. *Game Studies: The International Journal of Computer Game Research* 9 (2). <http://gamestudies.org/0902> [LEAD ARTICLE]

C. Book Chapters

- G. Voorhees and J. Call. Epistemic Genres as Cultures of Play: A Transversal Cut Across the Ordinary. In G. Voorhees, J. Call, B. Brey, and M. Wysocki, Eds., *Epistemic Genres: New Formations of Game Genre*. Bloomsbury
- 2024 D. Harley and G. Voorhees. Documenting ADE for Games Communities. In D. Harley and G. Voorhees, Eds. *ADE for Games: Approaches to Anti-racism, Decolonization,, Equity, Diversity, and Inclusion in Games Research and Creation*. Play Story Press.
- G. Voorhees, J. McLaren, E. Oropeza, and J. Whitson. Race in Games and Game Studies. In D. Harley and G. Voorhees, Eds. *ADE for Games: Approaches to Anti-racism, Decolonization, Equity, Diversity, and Inclusion in Games Research and Creation*. Play Story Press.

- G. Voorhees and M. J. Howard. High-tech Orientalism in Play: Performing South Koreanness in Esports. In C. Patterson and T. Fickle, Eds. *Made in Asia/America: Why Videogames were Never Really About Us*. Duke University Press.
- 2018 G. Voorhees and A. Orlando. Performing Neoliberal Masculinity: Reconfiguring Hegemonic Masculinity in Professional Gaming. In N. Taylor and G. Voorhees, Eds. *Masculinities in Play*, 211-228. New York, NY: Palgrave MacMillan.
- N. Taylor and G. Voorhees. The Empire's New Bros. Gaming, Masculinity, and Power. In N. Taylor and Gerald Voorhees, Eds., *Masculinities in Play*, 1-20. Palgrave MacMillan.
- K. Grey, E. Vossen, and G. Voorhees. Reframing Hegemonic Conceptions of Women and Feminism in Gaming Culture. In K. Grey, Gerald Voorhees and E. Vossen, Eds. *Feminism in Play*, 1-18. Palgrave MacMillan.
- 2016 G. Voorhees. Computational Culture and the New Platonism in Neoliberal Rhetoric. In K. Nguyen, Ed. *Rhetoric and Neoliberalism*, 189-208. New York, NY: Palgrave-MacMillan.
- 2015 G. Voorhees. Neoliberal Masculinity: The Government of Play and Masculinity in E-Sports. In R. Brookey and T. Oates, Eds., *Perspectives on Sports and Digital Games*, 63-91. Bloomington IN, Indiana University Press.
- 2013 G. Voorhees. Criticism and Control: Procedure, Process and Possibility Space. In M. Wysocki, Ed., 9-20. *Ctrl-Alt-Play: Essays on Control in Video Gaming*. Jefferson, NC: McFarland. [LEAD CHAPTER]
- 2012 G. Voorhees. Neoliberal Multiculturalism in *Mass Effect*: The Government of Difference in Digital Role-Playing Games. In *Dungeons, Dragons and Digital Denizens: Digital Role-playing Games*, edited by Gerald Voorhees, Josh Call and Katie Whitlock, 259-277. NYC: Continuum International Publishing.
- G. Voorhees. Monsters, Nazis and Tangos: The Normalization of the First-Person Shooter. In *Guns, Grenades and Grunts: First Person-Shooter Games*, edited by G. Voorhees, J. Call and K. Whitlock, 89-111. NYC: Continuum International Publishing.
- G. Voorhees, J. Call and K. Whitlock. Series Introduction – Genre and Disciplinarity in the Study of Games. In *Dungeons, Dragons and Digital Denizens: Digital Role-playing Games*, edited by G. Voorhees, J. Call and K. Whitlock, 1-10. NYC: Continuum International Publishing.
- G. Voorhees, J. Call and K. Whitlock. From Dungeons to Digital Denizens. In *Dungeons, Dragons and Digital Denizens: Digital Role-playing Games*, edited by G. Voorhees, J. Call and K. Whitlock, 11-24. NYC: Continuum International Publishing.

- G. Voorhees, J. Call and K. Whitlock. Things That Go Boom: From Guns to Griefing. In *Guns, Grenades and Grunts: First Person-Shooter Games*, edited by Gerald Voorhees, Josh Call and Katie Whitlock, 1-21. NYC: Continuum International Publishing.

D. Other Publications

- 2026 G. Voorhees. Rules. In *Keywords in Game Studies*, edited by Amanda Phillips and Chris Patterson. NYU Press. [In Press for 2026 Publication]
- 2019 G. Voorhees. A Letter to the Editor. *First Person Scholar*.
- 2014 G. Voorhees. Online FPS Games. In *Encyclopedia of Digital Communication and Society* 708-717. Hoboken, NJ: Wiley-Blackwell.
- G. Voorhees. Identification or Desire? Taking the Player-Avatar Relationship to the Next Level. *First Person Scholar*.
- G. Voorhees. Mourning Sex: Letting Go and Liking Girls in *The Last of Us*. *First Person Scholar*.
- 2013 G. Voorhees. Shooting Games. In M. Wolf and B. Perron, Eds., *Routledge Companion to Videogames*. NYC: Routledge.

VI. Workshops

- 2024 G. Voorhees and K. Gray. Toward Leveling the Playing Grounds: Anti-Racism, Decolonization, Equity, Diversity, and Inclusion (ADE) for Games Research and Creation. Digital Games Research Association, Guadalajara, Mexico
- 2016 G. Voorhees, J. Jensen, and S. Wilcox. Publishing in Game Studies. Canadian Game Studies Association, Calgary, AB.

VII. Presentations

- 2025 G. Voorhees. Beyond the Colonial Politics of Recognition. BIPOC Games Conference, Rochester NY
- 2024 S. Klein and G. Voorhees. It's All Fun and Games till Somebody Loses an I: Ethnomethods of Bleed for Tabletop Role Play. Generation Analog, Online
- G. Voorhees and K. Nguyen. Mean Girls in Popular Media: Resentment and Racialization. Canadian Communication Studies Conference, Montreal, QC
- G. Voorhees, J McLaren, and E Oropeza Race in Games and Game Studies: A Scoping Literature Review. Canadian Game Studies Association, Montreal QC.

- G. Voorhees and E Oropeza. Race in Games and Game Studies. Popular Culture Association/American Culture Association, Chicago IL
- 2023 G. Voorhees. Massey Dialogues. The Politics of Play: Digital Games in the Canadian Context, Toronto, ON, April 12.
- K. Nguyen and G. Voorhees. The White Boy Gaze of Infatuation. New Directions in the Humanities, Paris, France
- K. Nguyen and G. Voorhees. Mean Girl Feminism's Power Couple Meets Smith & Wesson. Canadian Communication Studies Conference, Toronto, ON.
- K. Nguyen and G. Voorhees. The Gaze of White Boy Infatuation. Canadian Communication Studies Conference, Toronto, ON.
- K. Nguyen and G. Voorhees. Smith and Wesson Feminism Meets the Power Couple: A Mean Girl Feminism. International Communication Studies Conference, Toronto, ON.
- S. Klein and G. Voorhees. Care and Accountability in TTRPG Streaming Groups. Be-Twitching Scholarship: Power, Action, and Live Streaming, Online.
- Beyond the Colonial Politics of Recognition. Popular Culture Association/American Culture Association, San Antonio, TX.
- 2022 The Imperial Turn in Game Cultures and Genres. Popular Culture Association/American Culture Association, Online
- 2021 Bubble-gum Cyberpunk: High-Tech Orientalism as Mass Culture in Watch Dogs: Legion. Canadian Game Studies Association, Online/Edmonton, AB
- Videogame Publics at a Loss. Popular Culture Association/American Culture Association, Online
- Domesticating Fantasy, Colonizing Play. International Conference on Games and Narrative, Online/Waterloo, ON
- 2020 Red Dead Ontology: Constructions of the Self in Red Dead Online. Canadian Game Studies Association, London, ON. [Cancelled due to Covid-19 Pandemic]
- Videogame Publics at a Loss. Popular Culture Association/American Culture Association, Philadelphia, USA. [Cancelled due to Covid-19 Pandemic]
- 2019 Cartesian Anxiety in Game Studies: Subjects, Player, and Critics. International Association of Communication and Media Researchers, Barcelona, Spain.

- Representation(al) Matters: Matter, Materials, and Materialism in the Study of Games. Canadian Game Studies Association, Vancouver, BC.
- Digital Games, Gender, and Intelligibility in 2015. Popular Culture Association/American Culture Association, Washington DC, USA.
- 2018 Somewhere between a Phenomenon and Trope: Discourse about Dadification. Canadian Game Studies Association, Regina, SK.
- Cartesian Anxiety in Game Cultures and Game Studies. at the annual meeting of the Popular Culture Association/American Culture Association, Indianapolis, IN.
- 2017 The Problem of Genre in Game Studies: Scholarship and Play. Game History Symposium. Montreal, QB Canada, June 28-30.
- Will We Be Dutiful Daughters? Canadian Game Studies Association, Toronto, ON.
- 2016 The Voice as *objet petit a* in Digital Games. Canadian Game Studies Association, Calgary, AB.
- 2015 K. Nguyen and Gerald Voorhees. Race, Desire, and Decolonizing the Concept of Identification. Mapping Nations, Locating Citizens: An International Conference on Nationalism and Identity, Toronto, ON.
- Leave it Behind: The Mourning and Melancholia of Heteronormativity in *The Last of Us*. Canadian Game Studies Association, Ottawa, ON.
- First Person Scholar: Talking to Games Academics, Enthusiasts, and Professionals. Canadian Game Studies Association, Ottawa, ON.
- G. Voorhees and K. Nguyen. Race, Desire, and Power: Excavating the Ends of Burkean Identification. Canadian Communication Association, Ottawa, ON.
- 2014 Taking the Player-Avatar Relationship to the Next Level: Male Homosocial Desire as a Pillar of Digital Gaming. Canadian Game Studies Association, St. Catherines, ON.
- Publishing in Game Studies. Canadian Game Studies Association, St. Catherines, ON.
- Queering Spectatorship: Techno-Eroticism in e-Sports. Console-ing Passions: International Conference on Television, Video, Audio, New Media and Feminism, Columbia, MO.
- Daddy Issues: Representing and Performing Father-Daughter Relationships in Digital Games. Console-ing Passions: International Conference on Television, Video, Audio, New Media and Feminism, Columbia, MO.

Gameplay: Retheorizing Play and Game in the Era of Neoliberal Governmentality, at Games of Late Modernity: *Homo Ludens* 75 Years Later, Tilburg, The Netherlands.

New Media and Richard III Discussion, University of Waterloo, Department of Drama and Speech Communication.

- 2013 Msrs. Burke, Bogost and Foucault in Colloquy on the Rhetoric of Games, at Rhetoric as Equipment for Living: Kenneth Burke, Culture and Education, Ghent, Belgium.

The Professional Digital Game Player as Paragon of Neoliberal Masculinity, at Console-ing Passions: International Conference on Television, Video, Audio, New Media and Feminism, Leicester UK.

Sportive Videogaming: The Spectacle of Manhood and the Rationalization of Play, at Film and Media 2013, London UK.

Argumentation, Art and the Asinine: The Social Controversy Over Super Columbine Massacre RPG! at the annual meeting of the Popular Culture Association and American Culture Association, Washington DC.

- 2012 Critical/Cultural Studies Approaches to Data Acquisition: Best Practices for Understanding Players, Their Motives, and Their Experiences. Game Studies Interest Group Preconference, at the annual meeting of the International Communication Association, Phoenix, AZ.

The Normalization of the First-Person Shooter, at the annual meeting of the International Communication Association, Phoenix AZ.

G. Voorhees and K. Nguyen. Taking the Player-Avatar Relationship to the Next Level: Queer Desire in the Digital Roleplaying Game, at the annual meeting of the Popular Culture Association and American Culture Association, Boston.

- 2011 The Voice as *objet a* in *Final Fantasy X*, at the annual meeting of the National Communication Association, New Orleans.

The Aesthetics of Subjectivation: Figuring the Self in the Processes of Digital Gameplay, at the annual meeting of the International Communication Association, Boston, 2011.

Patterns of Play: Between Possibility Space and Procedural Rhetoric, at the annual meeting of the Popular Culture Association and American Culture Association, San Antonio.

Structured Agency: At the Rhetorical Crossroads in *Halo 2*, at the annual meeting of the Southern States Communication Association, Little Rock AR.

Reconceptualizing Punk as Practice: The Constitutive Aesthetics of Punk Music, at the annual meeting of the Southern States Communication Association, Little Rock AR.

- 2010 From New Media to Normative Media: The Strange Case of the Digital Shooter Game, at the annual meeting of the National Communication Association, San Francisco.
- Rhetorics of Racialization in Three Types of Digital Games, at the annual meeting of the Carolinas Communication Association, Conway SC.
- I Was, I Am and I Will Be: Rhetorics of the Self in *Starcraft* and *Halo*, at the annual meeting of the Popular Culture Association and American Culture Association, St. Louis.
- The Subject of Criticism: Game Studies, Rhetoric and Rhetorics of Inquiry at the annual meeting of the Southern States Communication Association, Memphis TN.
- 2009 Process and the Performance of Identity at the annual meeting of the Popular Culture Association and American Culture Association, New Orleans.
- 2008 The Character of Pluralism: The Rhetoric of Ludological Forms in Role-playing Games, at the annual meeting of the National Communication Association, San Francisco.
- Conceptions of the Self and Computer Game Genres, at the annual meeting of the National Communication Association, San Francisco.
- G. Voorhees and K. Nguyen. Figure, Frame, and Femininity: A Construction and Contestation of the American Soldier, at the annual meeting of the National Communication Association, San Francisco.
- Prolegomenon for an Undergraduate Game Studies Curriculum, at the Flow Conference, Austin.
- Conceptions of Agency in Computer Role-playing Game (sub)Genres, at the annual meeting of the Popular Culture Association and American Culture Association, San Francisco.
- 2007 Gerald Voorhees and K. Nguyen. Portraits from Iraq: Refiguring the War on Terror, at the 7th Annual Craft, Critique, Culture Conference, Iowa City.
- The De-radicalization of Difference in Digital Games, at the annual meeting of the Popular Culture Association and American Culture Association, Boston.
- 2006 Playing and Gaming at Rhetorical Practice, at the annual meeting of the National Communication Association, San Antonio.
- Structured Agency: Attitude and Affect in *Halo 2*, at the annual meeting of the Popular Culture Association and American Culture Association, Atlanta.

- 2005 Code and Configuration: Uniting Computer Game Studies Through Foucault, at the annual meeting of the National Communication Association, Boston.
- 2003 Isocrates' Mimesis of Rhapsodic Judgment and Rhetorical Performance, at the annual meeting of the National Communication Association, Miami.

VIII. Editorial

- 2012 - Co-Editor, *Approaches to Digital Game Studies* (book series), Bloomsbury
Present International Publishing [formerly Continuum International].
- (2027) *Depictions of Power: Strategy and Management Games*, S. Dor, Ed. [In Press]
 - (2026) *Video Games as Ecomedia: Nature, Design, Play*, M. Bianchi, Ed. [In Press]
 - (2026) *Games That Haunt Us: Gothic Game Space as a Living Nightmare*, S. Farnsworth, Ed.
 - (2025) *Epistemic Genres: New Formations of Play*. G. Voorhees, J. Call, M. Wysocki, and B. Brey, Eds.
 - (2025) *Emerging Genres: New Formations of Games*. J. Call, B. Brey, M. Wysocki, and G. Voorhees, Eds.
 - (2023) *The History and Allure of Interactive Visual Novels*. M. Kretzschmar and S. Raffel, Eds.
 - (2021). *Indie Games in the Digital Era*. C. Wang and M. Joshua, Eds.
 - (2019) *Adventure Games: Playing the Outsider*. A. Reed, J. Murray, and A. Saltzer.
 - (2018) *The World of Scary Games*. B. Perron.
 - (2017) *Alternate Reality Games: On the Cusp of Digital Gameplay*. A. Garcia and G. Niemeyer, Eds.
 - (2016) *Violent Games: Rules, Realism, and Effect*. G. Schott.
 - (2016) *Music Video Games: Performance, Politics, and Play*. M. Austin, Ed.
 - (2012) *Dungeons, Dragons, and Digital Denizens: The Digital Role-playing Game*. Voorhees, J. Call, and K. Whitlock, Eds.
 - (2012) *Guns, Grenades, and Grunts: First Person Shooting Games*. G. Voorhees, J. Call, and K. Whitlock, Eds.
- 2016 - Managing Editor, "Gender in Play" book trilogy, Palgrave MacMillan
- 2018 - 2018. *Masculinities in Play*. N. Taylor and G. Voorhees, Eds.
- 2018. *Feminism in Play*. K. Grey, G. Voorhees, and E Vossen, Eds.
 - 2018. *Queerness in Play*. T. Harper, M, Adams, and N. Taylor, Eds.
- 2014 - Member, Review Board, *Game Studies: The International Journal of Computer Game
Present Research*
- 2015 S. Wilcox, M. Hancock, and G. Voorhees. *Game Studies in Media Res*, (special issue)
Loading... the Journal of the Canadian Game Studies Association.

IX. Teaching

A. Course Instruction

Communication Arts, University of Waterloo, Waterloo ON

- COMMST 101: Introduction to Communication Theory (Winter 2020, Spring 2021, Fall 2022, Winter 2024)
- COMMST 226: Introduction to Intercultural Communication (Spring 2021)
- COMMST 228: Public Communication (Winter 2014, Winter 2015, Winter 2016, Fall 2018, Fall 2019, Fall 2020, Fall 2021)
- COMMST 235; Games and Society (Winter 2026)
- COMMST 335: Power, Agency Community (Winter 2019, Fall 2019)
- COMMST 430: Communication and Social Justice (Winter 2014, Winter 2016, Fall 2018, Spring 2022, Fall 2024)
- COMMST 491: Topics in Speech Communication: Discourses of Digital Games (Winter 2015)
- DAC 204: Introduction to Game Design (Winter 2019, Winter 2020, Spring 2022)

School of Business and Interaction Design, University of Waterloo, Waterloo ON

- Introduction to Digital Culture (2x Fall 2013, 2x Fall 2014, 2x Fall 2015)
- New Perspectives: Media History and Criticism [GRAD] (Fall 2014)

Speech Communication, Oregon State University, Corvallis, OR

- Topics in Speech Communication: Rhetoric, Materiality, and Epistemology [GRAD] (Fall 2012)
- Rhetorical Criticism [GRAD/Undergrad] (Winter 2013, Spring 2013)
- Rhetoric of Games [GRAD/Undergrad] (Summer 2012)
- Introduction to Rhetorical Theory (2x Winter 2012)
- Independent Reading and Conference: Virtual Community and Culture [GRAD] (Fall 2011)
- History of Media Communication [GRAD/Undergrad] (Fall 2011)

New Media Communication, Oregon State University, Corvallis, OR

- Media Theory (Fall 2012, Fall 2011)
- New Media and Society (Winter 2012, Spring 2012, Winter 2013)
- Independent Projects: Iteration and Playtesting (Winter 2012)

Nido R. Qubein School of Communication, High Point University, High Point, NC

- Players, Gamers and Game Cultures [cross-listed with Sociology] (Spring 2011)
- Puzzle, Obstacle and Level Design (Fall 2010)
- Theory and Criticism of Games (Spring 2011, Spring 2010)
- Narrative and Interactive Fiction (Spring 2010)
- Game Development (Fall 2009)
- Games and Society (Spring 2011, Fall 2010, Spring 2010, Fall 2009, Spring 2009)
- Theory and Design of Games (Fall 2010, Spring 2010, Spring 2009)

- Fundamentals of Speech (Spring 2009, Fall 2008)
- Senior Seminar (Fall 2008)

Department of Communication Studies, The University of Iowa, Iowa City, IA

- Politics and Popular Culture (Spring 2008)
- Rhetoric and Public Advocacy (Spring 2007)
- Topics in Communication Studies: Computer Games and Culture (Fall 2006)
- Intercultural Communication (Summer 2007, Summer 2006, Spring 2006, Fall 2005, Summer 2005)
- Communication and Conflict (Fall 2006, Spring 2005)
- Gender Roles and Communication (Summer 2005)

Rhetoric Department, The University of Iowa, Iowa City, IA

- Speaking and Reading (Spring 2004)
- Accelerated Rhetoric (Fall 2003)
- Rhetoric II (Spring 2003)
- Rhetoric I (Fall 2002)

B. Supervision

Faculty Advisor, *First Person Scholar*, University of Waterloo/Games Institute, 2013 – 2020.

PhD Committees

Reader, Aleksander Franiczek, University of Waterloo, English Language and Literature, 2024 – 2025. PhD conferred November 2025.

Co-Supervisor Betsy Brey, University of Waterloo, English Language and Literature, 2017 - 2023. PhD conferred March 2023.

Reader, John Yoon, University of Waterloo, English Language and Literature, 2019 - 2021. PhD conferred October 2021.

Reader, Jason Lajoie, University of Waterloo, English Language and Literature, 2015 - 2019. PhD conferred April 2019.

Reader, Kent Ardse, University of Waterloo, English Language and Literature, 2015. PhD conferred Jan. 2016.

External Examiner, Allen Kwan, Guelph University, School of English and Theatre, 2015. PhD conferred Dec. 2015.

Reader, Laura Kane, Oregon State University, Design and Human Environment, 2012 to 2013.

Masters Committees

Reader, Giuseppe Femia, University of Waterloo, English Language and Literature, 2020. MA conferred August 2020.

Reader, Rebecca Waldie, Concordia University, Media Studies, 2018. MA conferred March 2018.

Reader, Corrina Ward, Oregon State University, Interdisciplinary Studies, 2012 to 2013.
MA conferred June 2013.

Reader, Victor Kuechler, Oregon State University, Interdisciplinary Studies, 2011 to 2013. MA conferred June 2013.

Reader, Ashley Carron, Oregon State University, Interdisciplinary Studies, 2012 to 2013. MA conferred November 2013

Research Assistants

PhD Students: Jack McLaren (Winter 2024); Emma Vossen (Fall 2016)

MA Students: E Oropeza (Spring/Summer 2023); MacKenzie Leclaire (Winter 2023)

UG Students: Aster Penney (Winter 2024 – coop); Justine Sheffield (Fall 2023); Justin Cubilla (Fall 2023); Sophia Richardson (Winter – Spring/Summer 2023); Alfred Chen (Winter 2014)

Teaching Assistants

PhD Students: Michael Hancock (Fall 2015)

MA Students; Sarah Klassen-Rempel (Fall 2014); Rebecca Kain (Fall 2014)

UG Students: Liam Couchman (Winter 2024); Therese Lam (Winter 2024); Dana Grace (Winter 2024); Joanne Hookemchand (Fall 2022); Karley Talbot (Fall 2022)

Other Student Supervision

Grad Students: Bruna Oliveria (Winter – Spring 2024; Emerging Leaders of the Americas Program, PhD Candidate at Federal University of Sergipe, Brazil)

UG Students: Simona Moragia (Fall 2021, Senior Online Learning Assistant); Emelia Assigbey (Fall 2021, Online Learning Assistant); Andrew Harris Wood (Fall 2021, Online Learning Assistant); Vaneet Gill (Fall 2021, Online Learning Assistant); Tejal Singh (Spring 2021, Online Learning Assistant); Ethan McCready-Branch (Spring 2021, Online Learning Assistant) Claire Eastwood (Fall 2020, Online Learning Assistant); Mariah Mendoca (Fall 2020, Online Learning Assistant);

X. (Professional) Service

A. Leadership

President, Canadian Game Studies Association, 2021 – June 2023

Vice-President, Canadian Game Studies Association, 2020 - 2021

Member, Executive Board, Digital Games Research Association, 2012 - 2014

Co-Chair, Game Studies Area, Popular Culture Association/American Culture Association, - 2013

B. Membership

Canadian Game Studies Association (CGSA), 2013 - present.

Digital Games Research Association (DiGRA), 2007 - present.
 Canadian Communication Association (CCA), 2023 - present.

International Communication Association (ICA), 2010 - 2014, 2023.
 Popular Culture Association/American Culture Association (PCA/ACA), 2004 – 2012, 2018-2023
 National Communication Association (NCA), 2003 - 2012.
 Southern States Communication Association (SSCA), 2008 - 2010.
 Carolinas Communication Association (CCA), 2009 - 2010.
 Member, Serious Games Group, Piedmont Triad Partnership, 2009 – 2010.

C. Reviewing

1. Books

Palgrave MacMillan, 2020, 2021, 2026
 MacFarland & Co. Press. 2015, 2017, 2022, 2023, 2024
 MIT Press, 2023
 Routledge, 2023
 University of Michigan Press, 2022
 University of Nebraska Press 2018
 Queens-McGill University Press 2016, 2017
 Bloomsbury 2013, 2015.
 University of Michigan Press 2015.

2. Journals

Media Theory Journal, 2025.
Journal of Men's Studies, 2021, 2022, 2025
Canadian Journal of Communication, 2025
Eludamos: Journal of Computer Games and Culture, 2024
NORMA: International Journal for Masculinity Studies. 2024
International Journal of Cultural Studies, 2024
Studies in the Fantastic, 2024
Digital Studies / Le champ numérique, 2024
International Journal of Cultural Studies, 2024
Indian Journal of Gender Studies, 2021
Gamevironments, 2020
Critical Studies in Media Communication, 2020
Journal of Communication, 2020
Gamenvronments, 2020
Loading...Journal of the Canadian Game Studies Association 2016, 2018
Game Studies 2014, 2015, 2016, 2017, 2018
Atlantis: Critical Studies in Gender, Culture and Social Justice 2018
New Media and Society 2014, 2016
Journal of the Philosophy of Games 2016
Games and Culture 2014
POROI: An Interdisciplinary Journal of Rhetorical Analysis and Invention, 2014.

Participations: Journal of Audience & Reception Studies, 2012.

Journal of Virtual Worlds Research, 2011.

Western Journal of Communication, 2009.

Journal of Transformative Works and Cultures, 2009.

Journal of Communication Inquiry, 2005.

3. Conferences

Canadian Game Studies Association (CGSA) 2016, 2018, 2019, 2020, 2021, 2025

BIPOC Game Studies Conference, 2024

International Conference on Games and Narrative, 2021, 2023, 2024

Hawaii International Conference on System Sciences (HICSS) 2016

Rhetorical and Communication Theory Division, National Communication Association, 2010 - 12

Game Studies Interest Group, International Communication Association, 2011 - 14

Communication and Technology, International Communication Association, 2011 - 12

Ethnicity and Race in Communication, International Communication Association, 2011

Critical and Cultural Studies Division, National Communication Association, 2010

Mass Communication Division, National Communication Association, 2007 - 09

4. Grants

Mitacs Accelerate, 2025

National Killam Program, 2022

5. Programs

Game Design and Interactive Media, Ontario Technical University, 2024-2025

D. Conference

Conference Chair, Race in Games and Game Studies, Online, 2023.

Conference Committee Co-Chair, Canadian Game Studies Association annual conference, "Sustainable Action," Online, 2023.

Conference Committee Co-Chair, Canadian Game Studies Association annual conference, "ACTION!," Online, 2022.

Conference Committee Chair, Canadian Game Studies Association annual conference, "Solidarity and Social Justice in Games Research," Online, 2021.

Chair, "Sex, Sexuality and Sexualization," panel at the annual meeting of the Popular Culture Association and American Culture Association, Boston, 2012.

Respondent, "We Don't Want Too Much Freedom, Now: The Extremes from Censorship to Intellectual Piracy," at the annual meeting of the National Communication Association, New Orleans, 2011.

Chair, "Theory - Approaches to Studying Games," panel at the annual meeting of the Popular Culture Association and American Culture Association, San Antonio, 2011.

Chair, "A Time and Place for Cultural Identities," panel at the annual meeting of the Popular Culture Association and American Culture Association, St. Louis, 2010.

Presenter, “Multiple Discourses in Media Literacy: Where To From Here?,” panel at the annual meeting of the National Communication Association, Chicago, 2009.

Chair, “Processing/Performing Identity,” panel at the annual meeting of the Popular Culture Association and American Culture Association, New Orleans, 2009.

Moderator, “Roundtable/Business Meeting,” panel at the annual meeting of the Popular Culture Association and American Culture Association, New Orleans, 2009.

Moderator, “Roundtable/Business Meeting,” panel at the annual meeting of the Popular Culture Association and American Culture Association, San Francisco, 2008.

Chair, “Digital Games VI: Rhetoric and Agency,” panel at the annual meeting of the Popular Culture Association and American Culture Association, San Francisco, 2008.

Chair, “Digital Games VII,” panel at the annual meeting of the Popular Culture Association and American Culture Association, Boston, 2007.

XI. (University) Service

A. Department Level

Chair, Department of Communication Arts, University of Waterloo, January 2024 - Present

Chair, Department Tenure and Promotion Committee, University of Waterloo, Department of Communication Arts, Spring 2024 - present

Chair, Annual Performance Review Assessment Committee, University of Waterloo, Department of Communication Arts, Winter 2024

Member, Departmental Advisory Committee on Appointments [Critical Digital Media and Design, TT Assistant Professor]. University of Waterloo, Department of Communication Arts, Winter 2024

Member, Communication Arts Curriculum Committee, University of Waterloo, Department of Communication Arts, Winter 2023 - present

Member, Communication Studies Curriculum Committee, University of Waterloo, Department of Communication Arts, Winter 2023 - present

Associate Chair, Communication Studies and Digital Arts Communication, University of Waterloo, Department of Communication Arts, Fall 2020 – June 2023.

Member, Departmental Advisory Committee on Appointments [Digital Media, 2x TT Assistant or Associate Professor]. University of Waterloo, Department of Communication Arts, Fall 2021-Winter 2022.

Member, Departmental Advisory Committee on Appointments [Indigenous Excellence/Black Excellence]. University of Waterloo, Department of Communication Arts, Winter 2021.

Member, Legal Studies Program Committee, University of Waterloo, Department of Sociology and Legal Studies, Fall 2018 to Spring 2022.

Chair, Committee on Invited Speakers and Colloquiums, University of Waterloo, Department of Communication Arts, Fall 2014 to Fall 2016, Fall 2018 to Spring 2020.

Member, Departmental Advisory Committee on Appointments [Arts First]. University of Waterloo, Department of Communication Arts, Winter 2020.

Member, Departmental Advisory Committee on Appointments [Digital Media, TT Assistant Professor]. University of Waterloo, Department of Communication Arts, Winter – Spring 2019.

Member, Annual Performance Review Committee, University of Waterloo, Department of Communication Arts, Winter 2019.

Chair, Speech Communication Curriculum Sub-Committee, University of Waterloo, Department of Communication Arts, Fall 2014 to Spring 2015, Fall 2018 – Winter 2019.

Member, Departmental Advisory Committee on Appointments [Arts First]. University of Waterloo, Department of Communication Arts, Winter – Spring 2018.

Member, Departmental Advisory Committee on Appointments [2x DTL]. University of Waterloo, Department of Communication Arts, Spring 2018.

Study Abroad Coordinator, Global Business and Digital Arts, University of Waterloo, Stratford Campus, Winter 2015 to Fall 2016)

Member, Library Committee, University of Waterloo, Department of Drama and Speech Communication, Fall 2014 to Spring 2015.

Member, Curriculum Subcommittee, University of Waterloo, Department of Drama and Speech Communication, Fall 2013 to Winter 2014.

Member, Travel Committee, Oregon State University, Speech Communication, 2012 -2014.

Member, Renovation Committee, Oregon State University, Speech Communication, 2012 -2014.

Member, Digital Librarian Search Committee, Oregon State University, Library, 2011 -2012.

Member, Social Media Search Committee, Oregon State University, New Media Communication, 2011 -2012.

Member, Technology Committee, Nido R. Qubein School of Communication, High Point University, Fall 2009 to May 2011.

Member, Media Sociologist Search Committee, High Point University, Fall 2009.

Member, New Media Search Committee, High Point University, Spring 2009.

Member, Electronic Media Production Search Committee, High Point University, Fall 2008 to Spring 2009.

B. Faculty Level

Member, Faculty of Arts Strategic Plan Working Group, University of Waterloo, Faculty of Arts, 2020 – 2021.

C. University Level

Chair, Anti-racism, Decolonization, Equity, Diversity, and Inclusion Committee, Games Institute, University of Waterloo, Fall 2020 - June 2023.

Member, Games Institute, University of Waterloo, Fall 2013 - present.

Member, Honors Committee, High Point University, Spring 2010 - May 2011.

Member, Freshman Seminar Committee, High Point University, Fall 2008 - May 2011.

Member and Secretary, Women and Gender Studies Exploratory committee, Fall 2009 - Spring 2011.

Member, Writing Across the Curriculum assessment team, High Point University, Summer 2009. Designed the curriculum for the Game and Interactive Media Design major in the Nido R. Qubein School of Communication, High Point University, Fall 2008.

Undergraduate Student Adviser, High Point University, Fall 2008 - May 2011.

Faculty Sponsor, Game Development Club, High Point University, Fall 2009 - May 2011.

Faculty Sponsor, Game Appreciation Club, High Point University, Fall 2010 - May 2011.