

Evan W. Lauteria

Curriculum Vitae

<https://soccrim.clas.ufl.edu/evan-lauteria/>

Updated: 2/27/2025

EDUCATION

Ph.D., Sociology, University of California, Davis **2024**

Dissertation: "Global Games, Localized Cultures: The Rise of the Japanese Video Games Industry"

Committee: Colin Milburn (co-Chair), Laura Grindstaff (co-Chair), Maxine Craig

M.S., Cultural Foundations of Education, Syracuse University **2012**

B.A., Women's Studies, University of Florida **2009**

ACADEMIC EMPLOYMENT (FULL-TIME APPOINTMENTS)

Assistant Instructional Professor **2024-present**

Department of Sociology & Criminology and Law
University of Florida, Gainesville, FL, USA

Visiting Lecturer **2023-2024**

Department of Sociology & Criminology
Gonzaga University, Spokane, WA, USA

TEACHING & RESEARCH INTERESTS

- Culture, Media, and Globalization
- Science, Technology, and Society
- Gender, Sexuality, and Queer Studies
- Social Network Analysis
- Comparative-Historical Methods

BOOKS, MONOGRAPHS, AND COLLECTED EDITIONS

Wysocki, Matthew & **Evan W. Lauteria (Eds.)**. 2015. *Rated M for Mature: Sex and Sexuality in Video Games*. New York, NY: Bloomsbury Press.

PEER-REVIEWED PUBLICATIONS

Shaw, Adrienne, **Evan W. Lauteria**, Hocheol Yang, Christopher J. Persaud, and Alayna M. Cole. 2019. "Counting Queerness in Games: Trends in LGBTQ Digital Game Representation, 1985–2005." *International Journal of Communication* 13: 1544-1569. Accessible online at <https://ijoc.org/index.php/ijoc/article/view/9754>

Lauteria, Evan W. 2012. "Ga(y)mer Theory: Queer Modding as Resistance." *Reconstruction* 12(2): Playing for Keeps: Games and Cultural Resistance (Special Issue). Published online at http://reconstruction.digitalodu.com/Issues/122/Lauteria_Evan.shtml

ADDITIONAL ARTICLES AND BOOK CHAPTERS

- Lauteria, Evan W.** 2018. "Envisioning Queer Game Studies: Ludology and the Study of Queer Game Content." Pp. 35-53 in *Queerness in Play*, edited by T. Harper, M.B. Adams, N. Taylor. New York, NY: Palgrave MacMillan.
- Lauteria, Evan W.** 2016. "Affective Structuring and the Role of Race and Nation in XCOM." *Analog Game Studies* III(I). Published online at <http://analoggamestudies.org/2016/01/affective-structuring-and-the-role-of-race-and-nation-in-xcom/>
- Lauteria, Evan W.** 2015. "Assuring Quality: Early-1990s Nintendo Censorship and the Regulation of Queer Sexuality and Gender." Pp. 42-59 in *Rated M for Mature: Sex and Sexuality in Games*, edited by M. Wysocki & **E.W. Lauteria**. New York, NY: Bloomsbury Press.
- Lauteria, Evan W.** 2011. "'Procedurally and Fictively Relevant': Exploring the Potential for Queer Content in Video Games." *Berfrois Online Literary Magazine* 13, December 20. Published online at <http://www.berfrois.com/2011/12/queer-gaming-evan-lauteria/>. (Invited Contributor)

BOOK REVIEWS

- Lauteria, Evan W.** 2022. Review of *Open World Empire: Race, Erotics, and the Global Rise of Video Games* by Christopher B. Patterson. *American Journal of Play* 14(1): 107-109.

INVITED TALKS AND PRESENTATIONS

- Lauteria, Evan W.** 2025. "Imagined COMMunities: Marketing Video Games in Japan and the US." Building COM-munity Week, March 11, Flagler College, St. Augustine, FL.
- Lauteria, Evan W.** 2017. "Networks of Design and Development: Exploring the Structure of the Japanese Games Industry, 1983-2001." Paper presented at the Tokyo University Game Studies Group, November 28, University of Tokyo, Tokyo, Japan.
- Lauteria, Evan W.** 2017. "The Cultural Foundations of Institutional Divergence: A Study of Nintendo and SEGA's 'Console Wars'." Paper presented at the Institute for Innovation Research, October 25, Hitotsubashi University, Tokyo, Japan.

PAPER PRESENTATIONS

- Lauteria, Evan W.** 2025. "Early Mythologies and Ideologies of Japanese Video Game Localization." Paper presented at the annual meeting of the Popular Culture Association, April 16-19, New Orleans, LA.
- Lauteria, Evan W.** 2025. "Japanese Game Advertisements, Localization, and Mythologies of Cultural Difference." Paper presented at the annual meeting of the Society for Cinema and Media Studies, April 5, Chicago, IL.

- Lauteria, Evan W.** 2019. "*Final Fantasy* Doesn't Smell: Japanese Role-Playing Games and "Culturally Odorless" Globalization." Paper presented at the joint annual meeting of the Popular Culture Association/ American Culture Association, April 17, Washington, D.C.
- Lauteria, Evan W.** 2017. "Productive Ties: The Structure of the Early Japanese Games Industry." Paper presented at the IMMERSe General Meeting, June 9, University of Carleton, Ottawa, Canada.
- Shaw, Adrienne, **Evan W. Lauteria**, Christopher J. Persaud, and Alayna M. Cole. 2017. "Analyzing Trends in LGBTQ Digital Game Representation ." Paper presented at the annual meeting of the International Communication Association, May 26, San Diego, CA.
- Lauteria, Evan W.** 2017. "Productive Ties: Network Analysis of Corporate Video Game Production using TERGM." Paper presented at the joint annual meeting of the Popular Culture Association/ American Culture Association, April 15, San Diego, CA.
- Chang, Edmond, **Evan W. Lauteria**, Bonnie "Bo" Ruberg, and Timothy Welch. 2017. "New Voices in Game Studies Roundtable." Roundtable discussion at the joint annual meeting of the Popular Culture Association/ American Culture Association, April 15, San Diego, CA.
- Shaw, Adrienne, **Evan W. Lauteria**, and Emma Waldron. 2016. "Making Queer Games History: The assessment of LGBTQ game content." Paper presented at the 2016 Different Games Conference, April 9, New York University MAGNET – Media and Games Network, New York, NY.
- Lauteria, Evan W.** 2016. "Ludology and the Study of Queer Game Content." Paper presented at the joint annual meeting of the Popular Culture Association/ American Culture Association, March 23, Seattle, WA.
- Lauteria, Evan W.** 2015. "*Final Fantasy* Doesn't Smell: Japanese Role-Playing Games, European Medievalism, and 'Culturally Odorless' Globalization." Paper presented at the IMMERSe Medievalism and Video Games Symposium, May 3, University of California-Davis, Davis, CA.
- Lauteria, Evan W.** 2015. "Game Production as a Cultural Field: Nintendo vs. Sega in the Transnational Market." Paper presented at the joint annual meeting of the Popular Culture Association/ American Culture Association, April 3, New Orleans, LA.
- Lauteria, Evan W.** 2014. "Ludic Governmentality: Biopolitical Game Mechanics in Pokémon." Paper presented at the joint annual meeting of the Popular Culture Association/ American Culture Association, April 19, Chicago, IL.
- Lauteria, Evan W.** 2013. "Translating Queerness: Policies and Practices in the Production and Regulation of Early Japanese-to-English Video Game Queers." Paper presented at the Queerness and Games Conference, October 26, University of California-Berkeley, Berkeley, CA.
- Lauteria, Evan W.** 2013. "Lost In Translation: Queers in Japanese-to-English Translated Console Games." Paper presented at the joint annual meeting of the Popular Culture Association/ American Culture Association, March 30, Washington, DC.

Lauteria, Evan W. 2012. "Control in the Gaymer Experience: Biopower, Sexuality, and *Persona 4*." Paper presented at the joint annual meeting of the Popular Culture Association/ American Culture Association, April 14, Boston, MA.

Lauteria, Evan W. 2011. "The *Final Fantasy*/Frontier: Digital Colonization & Cybernationalism in *Final Fantasy XI*." Paper presented at the joint annual meeting of the Popular Culture Association/ American Culture Association, April 22, San Antonio, TX.

COLLABORATIVE RESEARCH PROJECTS

TV Games Oral History Project, Collaborator / Interviewer Sept 2017-Aug 2018

In Collaboration with Dr. Hiroshi Shimizu and the Center for Innovation Research, Hitotsubashi University (Tokyo, Japan)

<http://pubs.iir.hit-u.ac.jp/admin/ja/pdfs/index?lid%5B%5D=52>

LGBTQ Game Archive, Data Analyst Oct 2015-June 2018

In Collaboration with Dr. Adrienne Shaw, Temple University

<https://lgbtqgamearchive.com>

Frack: The Game, Project Consultant / Intern Supervisor Jan 2017-June 2017

In Collaboration with Dr. Joe Dumit and Modlab, University of California-Davis

<http://modlab.ucdavis.edu/digitalprojects/frack-the-game/>

Play the Knave, Data Analysis Consultant / Intern Recruiter Sept 2014-June 2017

In Collaboration with Dr. Gina Bloom and Modlab, University of California-Davis

<http://playtheknave.org>

AWARDS AND RECOGNITION

Outstanding Graduate Student Teaching Award, 2021-2022 May 2022

University of California, Davis

TEACHING EXPERIENCE

Assistant Instructional Professor, 2024-present

Department of Sociology and Criminology & Law
University of Florida, Gainesville, FL, USA

SYA 4300: Methods of Social Research

SYA 4930: Sociology of Popular Culture

SYG 2000: Principles of Sociology

Visiting Lecturer, Department of Sociology & Criminology 2023-2024

Gonzaga University, Spokane, WA, USA

SOCI 101: Introduction to Sociology

SOCI 396: Sociology of Science & Knowledge

SOCI 397: Sociology of Popular Culture

Associate Instructor, Department of Sociology
University of California, Davis, CA, USA

2017; 2020-2023

SOC 25: Sociology of Popular Culture

SOC 46: Social Research

SOC 56: Social Statistics

SOC 132: Sociology of Gender

SOC/STS 176: Sociology of Knowledge, Science, and Scientific Knowledge

Adjunct Professor, Division of Social Sciences
Napa Valley College, Napa, CA, USA

2016-2017

SOCI 120: Introduction to Sociology

Associate Instructor, Gender, Sexuality & Women's Studies
University of California-Davis, Davis, CA, USA

2015-2016

WMS 190: Feminist Research Senior Capstone

Associate Instructor, Cultural Foundations of Education
Syracuse University, Syracuse, NY, USA

2012

CFE/WGS/SOC 362: Youth, Schools, and Popular Culture

ADDITIONAL EDUCATION AND TRAINING

Global Humanities Campus 2017 (methodology program) **July 2017-Aug 2017**
Freie Universität Berlin | <https://www.fu-berlin.de/en/sites/principles-cultural-dynamics/>

Advanced Social Network Analysis I & II (courses), **June 2016-Aug 2016**
Inter-university Consortium on Political and Social Research, University of Michigan

Big Data and Data Analytics using R (course) **July 2015**
London School of Economics

Thinking About Games (course) **Jan 2011**
New York University | Game Center

UNDERGRADUATE RESEARCH SUPERVISION AND ADVISING

K-Pop, Hallyu, and Sociology (SYA4911), Project Coordinator **Spring 2025-present**
Sociology, University of Florida

Group independent study sought to (1) conduct a systematic analysis of research within sociology and adjacent fields on Korean popular culture and the “Korean Wave” (Hallyu), and (2) establish student-driven research projects extending current scholarly trends and gaps in research. Students engaged in weekly discussions of representative articles and drafted individual research proposals under direct faculty supervision.

Senior Project (CIS/CEN 4914), Primary Advisor & “Client” **Spring 2025**
Computer and Information Science/ Engineering, University of Florida
Project: “Open Computational Social Science”

Project, developed by a team of five students, developed a user-friendly, browser-based platform for requesting, cleaning, and analyzing textual data from Reddit. The team mobilized Python and large language model (LLM) artificial intelligence to simplify data collection and preliminary analysis of textual data to lower technical barriers to access and create an “open” computational social science platform for social scientists with limited statistical or programming knowledge.

Senior Thesis, Primary Advisor **Fall 2024-Spring 2025**
Sociology, University of Florida – Advisee: Varun Rao

Thesis employed natural language processing and quantitative text analysis to explore linguistic and representational shifts in Reddit community r/survivor’s posts and comments. Sampled via historical case selection—around major controversial events on the reality TV show Survivor—the study identified changes in fan discourse, semantics, and sentiment around issues of race, class, and gender.

University Honors Program Summer Experience, Primary Advisor **Summer 2023**
English, University of California-Davis – Advisee: Madeline Wilson

Project tasked student with compiling an annotated bibliography in preparation for a senior thesis project exploring representations of masculinity, particularly those resistant to toxic masculinity, in the Japanese anime Demon Slayer. Student was required to meet bi-weekly to discuss content, methodology, and theory of texts selected and analyzed.

Senior Thesis, Committee Member **Fall 2013-Spring 2014**
Sociology, University of California-Davis – Advisee: Rebecca Ewert

Thesis examined the role of power and oppression in identity performance via an ethnographic study of drag queen performances in the Sacramento, CA, area. Analysis employed feminist intersectionality and symbolic-interactionist theories of self, identity, and performance, with particular attention to race, class, and gender.

Senior Thesis, Primary Advisor **Winter 2013-Spring 2013**
English, University of California-Davis – Advisee: Amanda Burnett

Thesis examined the politics of queer fanfiction production through the case of the online Adventure Time fanfiction community. Methodology focused on close readings of explicitly queer fanfiction, examining and conceptualizing the possibilities of queer expression afforded through the community-oriented medium of fanfiction.

ADDITIONAL WORK EXPERIENCE

User Experience Researcher **Dec 2021-Apr 2022**
Activision Blizzard, Inc., Irvine, CA, USA

- Conducted in-depth interviews with beta testers for then-upcoming mobile title, addressing issues of gameplay and monetary spending habits

- Constructed and executed a screen-click test to evaluate and alter initial game access flow, in the interest of minimizing user error in registration and online account transfer
- Presented research findings and actionable conclusions to design and development teams via slide-deck and Q&A format
- Participated in weekly cross-team meetings for game franchise

College Admissions Counselor & Instructor**Oct 2017-Aug 2019**

Tokyo Academics, Minato-ku, Tokyo, Japan

- Provided one-on-one academic tutoring, approximately 20-25 hours per week, for primarily English-speaking K-12 international students residing in the Tokyo metropolitan area
- Taught group courses on AP Statistics, AP Economics, IB Economics, and middle school reading, writing, vocabulary, and mathematics
- Advised American, Australian, British, Canadian, Indian, and Japanese high school students on admissions processes in Japan, North America, Europe, and Australia
- Developed and designed college admissions counseling materials, workshops, and resources for both counseling team members and student and parental clients
- Tutored university-bound Japanese students in preparation for TOEFL, IELTS, and Eiken (実用英語技能検定) English language proficiency exams, addressing both language content (grammar, vocabulary, listening and reading comprehension, speech, and writing) and exam structure/format
- Administered career counseling and academic major selection support using the Strong® Interest Inventory

RESEARCH FUNDING AND GRANTS

Peter Rollins Travel Grant for Early Career Scholars
Popular Culture Association**Apr 2025****Dean's Summer Fellowship**
University of California-Davis**Aug 2021-Sept 2021****如水会 (Josuikai) Alumni Association Scholarship**
Hitotsubashi University**Sept 2017-Nov 2017****Jerome M. Clubb Fellowship**
ICPSR Summer Methods Program**June 2016-Aug 2016****Archival Research Fellowship**
The Strong National Museum of Play**Aug 2014****ORGANIZATIONAL AND COMMITTEE SERVICE**

Graduate Professional Development Committee
Department of Sociology, University of California-Davis**Fall 2020-Spring 2021**

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| English Language Volunteer Instructor | Spring 2018 |
| Institute for Innovation Research, Hitotsubashi University, Tokyo, Japan | |
| GLBT History Museum Volunteer | Winter 2016-Summer 2017 |
| GLBT Historical Society, San Francisco, CA | |
| Undergraduate Program Committee | Fall 2014-Spring 2015 |
| Department of Sociology, University of California-Davis | |
| First-Year Student Representative | Fall 2012-Spring 2013 |
| Graduate Sociology Student Association, University of California-Davis | |
| Graduate Travel Subsidy Allocation Committee | Fall 2011-Spring 2012 |
| Graduate Student Association, Syracuse University | |