

# Evan W. Lauteria

## Curriculum Vitae

### EDUCATION

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- Ph.D.**, Sociology, University of California, Davis **2024**  
Dissertation: "Global Games, Localized Cultures: The Rise of the Japanese Video Games Industry"  
Committee: Laura Grindstaff (co-Chair), Colin Milburn (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)

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- Lecturer**, Department of Sociology & Criminology and Law **2024-present**  
University of Florida, Gainesville, FL, USA
- Visiting Lecturer**, Department of Sociology & Criminology **2023-2024**  
Gonzaga University, Spokane, WA, USA

### TEACHING & RESEARCH INTERESTS

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

### BOOKS, MONOGRAPHS, AND COLLECTED EDITIONS

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

### ARTICLES AND BOOK CHAPTERS

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- 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.** 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.** 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](http://reconstruction.digitalodu.com/Issues/122/Lauteria_Evan.shtml)
- 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

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- 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.

### PAPER PRESENTATIONS

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- 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. "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. (*Invited Presentation*)
- 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. (*Invited Presentation*)
- 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

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**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

**Visiting Lecturer**, Department of Sociology & Criminology **2023-2024**

Gonzaga University, Spokane, WA, USA

##### Courses Taught

<i>SOCI 101: Introduction to Sociology</i>		
Lecture (3 sections)	30 students/section	Spring 2024
Lecture (3 sections)	30 students/section	Fall 2023
<i>SOCI 396: Sociology of Science &amp; Knowledge</i>		
Seminar	25 students	Spring 2024
<i>SOCI 397: Sociology of Popular Culture</i>		
Seminar	25 students	Fall 2023

**Associate Instructor**, Department of Sociology **2017; 2020-2023**

University of California, Davis, CA, USA

##### Courses Taught

<i>SOC/STS 176: Sociology of Knowledge, Science, and Scientific Knowledge</i>		
Seminar	30 students	Winter 2023
<i>SOC 25: Sociology of Popular Culture</i>		
Lecture w/ Discussion	100 students	Fall 2022
Lecture w/ Discussion	150 students	Spring 2017
<i>SOC 132: Sociology of Gender</i>		
Seminar	45 students	Summer 2022
<i>SOC 56: Social Statistics</i>		
Lecture w/ Lab	100 students	Fall 2021
Online Lecture w/ Lab	100 students	Spring 2020

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- SOC 46: Social Research*  
Online Lecture w/ Disc. 100 students Spring 2021
- Adjunct Professor**, Division of Social Sciences **2016-2017**  
Napa Valley College, Napa, CA, USA
- Courses Taught
- SOCI 120: Introduction to Sociology*
- |                     |             |             |
|---------------------|-------------|-------------|
| Online Asynchronous | 60 students | Fall 2017   |
| Lecture             | 60 students | Spring 2017 |
| Online Asynchronous | 60 students | Fall 2016   |
- Associate Instructor**, Gender, Sexuality & Women's Studies **2015-2016**
- University of California-Davis, Davis, CA, USA
- Courses Taught
- |   |             |             |
|---|-------------|-------------|
| <i>WMS 190: Feminist Research Senior Capstone</i> |             |             |
| Seminar   | 25 students | Spring 2016 |
| Seminar   | 25 students | Spring 2015 |
- Associate Instructor**, Cultural Foundations of Education **2012**  
Syracuse University, Syracuse, NY, USA
- Courses Taught
- |   |             |             |
|---|-------------|-------------|
| <i>CFE/WGS/SOC 362: Youth, Schools, and Popular Culture</i> |             |             |
| Lecture   | 50 students | Spring 2012 |

#### 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

#### RESEARCH SUPERVISION AND ADVISING

- 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**

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**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
- Conducted informational interviews with various design, development, and marketing team members to gain insight on relevant and researchable product issues and goals
- 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 international students, grades K through 12, 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 English-speaking 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**

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<b>Dean's Summer Fellowship</b> , University of California-Davis	<b>Aug 2021-Sept 2021</b>
<b>如水会 Scholarship</b> , Hitotsubashi University	<b>Sept 2017-Nov 2017</b>
<b>Jerome M. Clubb Fellowship</b> , ICPSR Summer Methods Program	<b>June 2016-Aug 2016</b>
<b>Archival Research Fellowship</b> , The Strong National Museum of Play	<b>Aug 2014</b>

#### **ORGANIZATIONAL AND COMMITTEE SERVICE**

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<b>Graduate Professional Development Committee</b> Department of Sociology, University of California-Davis	<b>Fall 2020-Spring 2021</b>
<b>English Language Volunteer Instructor</b> Institute for Innovation Research, Hitotsubashi University, Tokyo, Japan	<b>Spring 2018</b>
<b>GLBT History Museum Volunteer</b> GLBT Historical Society, San Francisco, CA	<b>Winter 2016-Summer 2017</b>
<b>Undergraduate Program Committee</b> Department of Sociology, University of California-Davis	<b>Fall 2014-Spring 2015</b>
<b>First-Year Student Representative</b> Graduate Sociology Student Association, University of California-Davis	<b>Fall 2012-Spring 2013</b>
<b>Graduate Travel Subsidy Allocation Committee</b> Graduate Student Association, Syracuse University	<b>Fall 2011-Spring 2012</b>