

BRIDGET M. BLODGETT

200C Academic Center
University of Baltimore
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Baltimore, MD 21201
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EDUCATION:

**Doctorate of Philosophy in Information Sciences and Technology,
May 2011**

Pennsylvania State University, University Park, Pennsylvania

Dissertation Title: Collective Action Situated in Virtual Worlds

Dissertation Co-Chair/ Academic Advisor: Dr. Andrea Tapia

Dissertation Co-Chair: Dr. Mary Beth Rosson

Committee Members: Dr. Angsana Techatassanasoontorn,
Dr. Joseph McCarthy

Bachelor of Science in Information Sciences and Technology, May 2005

Design and Development option

Pennsylvania State University, University Park, Pennsylvania

GRANTS AND AWARDS:

2015 University of Baltimore Fund for Excellence – (\$6,600) Cyber Discovery
Camp 2.0

2014 University of Baltimore Fund for Excellence – (\$13,500) Becoming Agile:
Faculty Training and Curriculum Updates to Incorporate Industry Standards

2014 Foundations of Digital Games Exemplary Paper for: #1ReasonWhy: Game
Communities and the Invisible Women

2010 College of Information Sciences & Technology Graduate Teaching Fellow

2009 Oxford Internet Institute Summer Doctoral Program

2009 Internet Research Doctoral Colloquium Invitee

2008 College of Information Sciences & Technology Graduate Teaching Fellow

JOURNAL PUBLICATIONS:

Salter, A. and Blodgett, B. (2012) "Hypermasculinity & Dickwolves: The
Invisibility of Women in the New Gaming Public." *Journal of Broadcasting &
Electronic Media*. 56(3), pp. 401 - 416.

Blodgett, B., Tapia, A. (2011). "Do Avatars Dream of Electronic Project Meetings?:
The Blurring of Work and Play in Virtual Environments". *Information, Technology
and People*, Special Issue on Digital Culture.

Blodgett, B. Xu, H. and Trauth, E. (2007) Lesbian, Gay, Bisexual and Transgender (LGBT Issues in Virtual Worlds. *ACM SIGMIS DATABASE*: 38(4).

BOOK CHAPTERS & BOOKS:

Salter, A. & Blodgett, B. (2018). 'What Was Missing: The Visibility of Queer Love in *Adventure Time* and *Stephen Universe*. In J. Brennan's (Ed.) Queerbaiting: Contemporary Tactics of LGBT Representation. Iowa City, IA: University of Iowa Press.

Salter, A. & Blodgett, B. (2018). "Playing the Humanities: Feminist Games Studies and Public Discourse". In A. Koh's (Ed.), Alternative Histories of the Digital Humanities. Brooklyn, New York: Punctum Books.

Salter, A. & Blodgett, B. (2017). Beta Geek, Alpha Avatar: Unraveling Masculinity in Geek Culture. New York, NY: Palgrave Macmillan.

Blodgett, B. & Salter, A. (2017). "The Doctors Who Waited: The Lonely Woman Scientist Trope in Geek TV". In A. Carlson's (Ed.) Women in STEM on TV. Jefferson, NC: McFarland & Company.

Tapia, A., Blodgett, B. Rosson, M., Ocker, R., Ryan, T. (2012) "High Resolution Computer Tomography Virtual Organization", Leadership in Science and Technology: A Reference Handbook. Thousand Oaks, CA: SAGE Publishing.

Kee, K. F., Craddock, L., Blodgett, B., & Olwan, R. (2011). "Cyberinfrastructure inside out: Definitions and influences shaping its emergence, development, and implementation." In D. Araya, Y. Breindl & T. Houghton (Eds.), Nexus: New intersections in Internet Research. New York: Peter Lang.

CONFERENCE PROCEEDINGS:

Blodgett, B. (2015). "Dating Amy Farrah Fowler: Essentializing Femininity and Othering Women in STEM." Internet Research 16.0: Digital Imaginaries. Phoenix, Arizona. October 21 – 24, 2015.

Blodgett, B., Salter, A. (2014). "#1ReasonWhy: Game Communities and the Invisible Woman". 2014 Foundations of Digital Games (FDG). Ft. Lauderdale, Florida. April 3 – 7, 2014.

Blodgett, B., Salter, A. (2013). "Hearing 'Lady Game Creators' Tweet: #1ReasonWhy, Women and Online Discourse in the Game Development Community". Internet Research 14.0: Resistance + Appropriation. Denver, Colorado. October 23 – 26, 2013.

Blodgett, B., Salter, A. (2013). "Being Effie: The Hunger Games and War as a Form of Entertainment Media Consumption." Media and Transition (MiT) 8. Cambridge, Massachusetts. May 3-5, 2013.

Tapia, A., Ocker, R., Rosson, M., Blodgett, B., Ryan, T. (2011). "Two-Layer Structures in Scientific Collaboratories", Workshop on the Changing Dynamics of Scientific Collaboration, CSCW: Computer Supported Cooperative Work. Savannah, Georgia. February, 2011.

Tapia, A., Ocker, R., Rosson, M., Blodgett, B. (2011). "Good Bones: Anthropological Scientific Collaboration Around Computed Tomography Data," The iConference 2011, February 8 – 11, 2011.

Ayoub, P., Blodgett, B. (2010). "More Savvy Than We Can Hope To Be: A Generational Lens on ICTs in the Changing Workplace," The American Society for Information Science & Technology (ASIS&T), Pittsburgh, Pennsylvania, October 22 – 27, 2010.

Tapia, A., Ocker, R., Rosson, M., Blodgett, B., Ryan, T. (2010). "Information Science Approaches to Studying Virtual Organizations: A Panel," The American Society for Information Science and Technology (ASIS&T), Pittsburgh, PA, October 22-27, 2010.

Tapia, A., Blodgett, B. (2010). "Building Policy that Crosses Virtual Borders: A Case Study of A Virtual Labor Strike with Real World Ramifications." Telecommunication Policy Research Conference (TPRC), Washington, D.C. September 29-October 1, 2010.

Blodgett, B., Tapia, A. (2010). "When Protests go Virtual: How Organizing Social Protest in Virtual Worlds Changes the Nature of Organizing" 16th Americas Conference on Information Systems (AMCIS), Lima, Peru, August 14-17, 2010.

Blodgett, B. (2009). "And the Ringleaders Were Banned: An Examination of Protest in Virtual Worlds." Communities & Technology Conference. University Park, Pennsylvania. June 25-27.

Tapia, A., Jang, J., and Blodgett, B. (2009) "The Merging of Telecommunications Policy and Science Policy through Broadband Stimulus Funding." Telecommunication Policy Research Conference. September 25-27. Washington, DC.

CONFERENCE PRESENTATIONS & INVITED TALKS:

Blodgett, B. (2017). "Stay on the Payload: Developments in Gaming's Gender Diversity." 2017 Popular Culture Association (PCA/ACA) Annual Conference. San Diego, California. April 12 – 16, 2017.

Blodgett, B. (2016). "Masculinity & Dickwolves: The Role of Women in the Video Game Community." Women in Gaming, Johns Hopkins University, March 5th.

Blodgett, B. (2015). "Bronies on the Iron Throne: Perceptions of Prosocial Behaviors and Success." 2015 Popular Culture Association (PCA/ACA) Annual Conference. New Orleans, Louisiana. April 1 – 4, 2015.

Salter, A., Blodgett, B. (2013). "#1ReasonWhy Gamers <3 Dickwolves: Understanding Sexism in the Gaming Community." Computers & Writing, Frostburg, June 6-9, 2013.

Tapia, A., Ocker, R., Rosson, M., Blodgett, B., Ryan, T.,(2011). "Ownership And Control Over Data Resources In A Virtual Scientific Collaboratory," IADIS e-Society 2011 (ES 2011) Conference, Avila, Spain. March, 2011.

Blodgett, B. (2010). "Inside Outsider: The Role of Researcher Gender at the Intersection of Video Game and Culture Studies." In the Panel: Quantity and Quality: Patterns of Female Engagement with ICTs. 11th Annual Conference of the Association of Internet Researchers (AoIR), Gothenburg, Sweden, October 21-23, 2010.

Breindl, Y., Ganito, C., Usher, N., Geneve, A., Petzold, T., Camerini, L., Hopkins, J., Gustafsson, N., Chang, Y., Houghton, T., Blodgett, B., Shang, J., and Araya, D. (2010). "Nexus: New Intersections in Internet Research. The Internet an Empowering Technology?" 11th Annual Conference of the Association of Internet Researchers (AoIR), Gothenburg, Sweden, October 21-23, 2010.

Tapia, A., Ocker, R., Rosson, M. B., and Blodgett, B. (2010) "Two Layered Structure in Scientific Collaborations" Computer Supported Cooperative Work. Workshop on Scientific Collaboration. Savannah, Georgia, February 6-10, 2010.

Blodgett, B. (2009). "And the Ringleaders Were Banned". The IST Graduate Symposium, Penn State University, February 19 - 20.

Blodgett, B. Sennett, T. (2008). "The Shape of Protest Actions in Virtual Worlds." Playing to Win Conference. University Park, Pennsylvania. April 4 – 6.

Tapia, A. Seif El-Nasr, M. Yucel, I. Blodgett, B. (2008). "Gaming for Girls: An Action-Research Intervention." Playing to Win Conference. University Park, Pennsylvania. April 4 – 6.

Blodgett, B. (2008). "The Shape of Protest Actions in Virtual Worlds". The IST Graduate Symposium, Penn State University, January 31st – February 1st.

WORK IN PROGRESS:

Blodgett & Salter. (In Progress). "Ghostbusters is for White Boys: Understanding the Intersection of the 'Alt Right' and Geek Masculinity". *Communication, Culture, and Critique*, Special Issue on Media and the Extreme Right.

Blodgett & Salter. (In Review). "Alt-Right: Ctrl+A; Del" *Persona Studies*. 3(1). Online.

Blodgett & Salter. (In Review). "This is Fine: Post-Trump Responses in Gaming". 2017 Foundations of Digital Games (FDG). Cape Cod, MA. August 14 – 17, 2017.

RESEARCH EXPERIENCE:

Co-Principal Investigator. November 2012 – present.

University of Baltimore

#1ReasonWhy Gaming and Gender Study

This research in progress examines the use of the #1ReasonWhy Twitter hashtag by women in the video game development community. It seeks to examine the social network connections between the women and develop a set of qualitative themes of across their experiences within the industry. Given the low percentages of women working in the industry and the result this has upon the product produced and popular culture it supports understanding the causes of recruitment and retention issues becomes central to moving the industry towards a more representative composition.

Senior Student. Project Manager. May 2008-2011.

Penn State University

EVOSTA: Examining Virtual Organizations through Socio-Technical Analysis, <https://evosta.ist.psu.edu/drupal/>

EVOSTA is a research program, which examines the collection of institutions that seek to collaborate around a very rare shared scientific tool. The institutional stakeholders form a loose virtual organization around a High Resolution Computed Tomography (HRCT) scanner, one of three such scanners worldwide. Funded through the National Science Foundation number 106357, Cyberinfrastructure. VOSS: Virtual Organizations and Sociotechnical Systems.

Dissertation Research. August 2007-2011

Penn State University

Collective Action Situated in Virtual Worlds

This is a research study, which examines two cases of collective action in the virtual worlds of Second Life and Eve Online and seeks to determine a theoretical model describing how the virtualization of protest changes the fundamental process of protesting. The social structures that players develop in virtual worlds resemble the complex, adaptive structures of the offline world and often import from the offline that do not match up with the in-world narrative or come into conflict with the policing forces of the world, represented by the world's owners.

TEACHING EXPERIENCE:

Assistant Professor
University of Baltimore
Fall 2011 - Present

Simulation and Digital Entertainment (SDE)

SDE focuses on engaging students with many different aspect of the video game design process. Upon graduation students should be able to find a position designing and developing video games or other gaming simulations within either the professional game design industry or within other technology fields.

Courses Taught:

COSC 150: Introduction to Game Design

COSC 250: Game Scripting

COSC 320: Game Concept and Design

COSC 315: Programming for Interactive Design

COSC 324: Designing for Humans

COSC 390: Game Journalism

COSC 405: The Business of Game Development

COSC 499: Independent Study

Interaction Design and Information Architecture (IDIA)

IDIA is a graduate level program offering doctoral, masters, and certification programs. Coursework focuses upon web design and development, interaction design, information architecture, human-computer interaction, user research and participatory design methods.

Courses Taught:

IDIA 616: Designing for Mobile Web

IDIA 618: Dynamic Websites

IDIA 619: Interactive Multimedia

IDIA 790: Independent Study

Applied Information Technology (AIT)

AIT focuses developing practical computer skills and knowledge for students seeking positions in the information technology field. Courses cover topics from building and troubleshooting computer problems to developing and writing desktop applications to installing and configuring web servers.

Courses Taught:

COSC 155: Internet Technologies: Mastering the Basics

COSC 324: Designing for Humans

COSC 403: Advanced and Object-oriented Programming

**Instructor,
Penn State University,
Fall 2008, Spring 2010, and Spring 2011**

Courses Taught:

SRA 497A: Statistical Analysis for Information Sciences

This is an intermediate-level statistics course emphasizing understanding hypothesis testing and experimental design.

IST 431: The Information Environment

This required senior-level course explores the social aspects of technology with a non-business focus. There is a strong focus on developing an understanding of basic socio-technical and critical theory.

MENTORING:

Kelly Browning

Masters in Interaction Design and Information Architecture
Spring 2015

Tulika Prasad

Masters in Interaction Design and Information Architecture
Fall 2015

Joël Virothaisakun

Masters in Interaction Design and Information Architecture
Anticipated graduation – Spring 2017

Shahd Alruwaili

College of Arts and Sciences
Masters in Interaction Design and Information Architecture
Anticipated graduation – Summer 2017

Member of Dissertation Committee:

Glenn White

D. Sci Information and Interaction Design
Fall 2015

Lianne Appelt

D. Sci Information and Interaction Design
Fall 2015

Ian Carnaghan

D. Sci Information and Interaction Design
Spring 2014

SERVICE:

Reviewing:

Journal of Research on Women and Gender
Journal of Broadcasting and Electronic Media
Information, Technology, & People (journal)
MIS Quarterly (journal)
New Media & Society (journal)
Sex Roles (journal)
2009 – 2017 Internet Researcher Conference

The Information Society

Governance:

2016 - 17 Strategic Planning and Budgeting Taskforce
2016 – 17 CAS Faculty Workload Committee
2016 – 17 University Culture and Diversity Committee
2015 – 17 College of Arts & Sciences Faculty Senate Executive Committee
2015 University Faculty Senate CAS representative
2013 – 15 University Faculty Work Life Committee
2013 – 15 College of Arts & Science Committee to Revise Promotion & Tenure Guidelines
2011 – 15 Digital Designers Guild (DDG) Faculty Advisor
2012 – 15 Hypermedia Exam proctor and revision
2014 SCD Social Media Search Committee
2011, 2012, 2014 SDE Faculty Search Committees
2013 – 14 College of Arts & Science Scholarship Day Planning Committee
2013 College of Arts & Science Committee to Review Promotion & Tenure Guidelines
2011 – 13 SIAT Web Server Committee
2012 – 13 College of Arts & Science Associate Dean Search Committee
2012 – 13 University of Baltimore Online Education Committee

AFFILIATIONS:

Association of Internet Researchers (AoIR)
Popular Culture/American Culture Association
Association for Information Systems
Association of Virtual World Researchers