

# BRIDGET M. BLODGETT

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University of Baltimore  
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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:

Blodgett, B. & Salter, A. (2018). "Ghostbusters is for Boys: Understanding Geek  
Masculinity's Role in the Alt Right." Special Issue on Media and the Extreme  
Right, *Communication, Culture & Critique*. 11(1), pp. 133 - 146.

Blodgett, B. & Salter, A. (2017). "Alt-Right: Ctrl+A; Del" *Journal of Persona Studies*,  
3(1). Online.

Salter, A. & 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". Special Issue on Digital Culture, *Information, Technology and People*, 24(1), pp. 26 - 45.

Blodgett, B. Xu, H. & Trauth, E. (2007) Lesbian, Gay, Bisexual and Transgender (LGBT Issues in Virtual Worlds. *ACM SIGMIS DATABASE*: 38(4), pp. 97 - 99.

#### **BOOK CHAPTERS & BOOKS:**

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

Salter, A. & Blodgett, B. (2018). "Playing the Humanities: Feminist Games Studies and Public Discourse". In J. Wernimont & L. Losh (Eds.) Bodies of Information: Feminist Debates in the Digital Humanities. Minneapolis, Minnesota: University of Minnesota Press.

Salter, A. & Blodgett, B. (2017). Toxic Geek Masculinity in Media: Sexism, Trolling, and Identity Policing. New York, New York: 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, North Carolina: 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, California: 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, New York: Peter Lang.

#### **CONFERENCE PROCEEDINGS:**

Salter, A. & Blodgett, B. (2018). "Every Word You Just Said is Wrong": Online Rage and Inclusivity in Disney Franchise Fandom. 2018 Association of Internet Researchers Conference: Transnational Materialities, Montreal, Canada, October 10-13.

Salter, A., Blodgett, B. & Sullivan, A. (2018). "Just Because It's Gay?": Transgressive Design in Queer Coming of Age Visual Novels. 2018 Foundations of Digital Games (FDG), Malmö, Sweden, August 07 - 10. ACM.

Salter, A., Blodgett, B. (2017). "This is Fine: #ResistJam and the 2016 Election in Gaming." 2017 Foundations of Digital Games (FDG), Hyannis, MA, August 14 - 17. ACM.

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.

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

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.

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.

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 19 - 23.

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

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.

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.

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, DC,

September 29 - October 1.

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.

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

#### **CONFERENCE PRESENTATIONS & INVITED TALKS:**

Blodgett, B. & Salter, A. (2018). "Zombie Shooters and Dating Sims? Ideological Tensions in Feminist Game Design Education." ReFig 4.0: Places and Spaces. Vancouver, Canada, October 25 - 27.

Blodgett, B. (2018). "Strange Families, Stranger Houses: What Remains of Edith Finch and Expectation for Women's Grief." 2018 Society for Cinema & Media Studies Annual Conference. Toronto, Canada. March 14 - 18.

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.

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

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.

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

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 10 - 13.

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.

Breindl, Y., Ganito, C., Usher, N., Geneve, A., Petzold, T., Camerini, L., Hopkins, J., Gustafsson, N., Chang, Y., Houghton, T., Blodgett, B., Shang, J. & 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.

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

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 31 - February 1.

#### **WORKS IN PROGRESS:**

Blodgett, B. (Under Review). Media in the Post #GamerGate Era: Coverage of Reactionary Fan Anger and the Terrorism of the Privileged. Reactionary Fandom and Celebrity Special Issue, *TV and New Media*.

Salter, A. & Blodgett, B. (Under Review). "#Kilgraved: Geek Masculinity and Entitlement in Marvel's Villains." In Priya Rehal, Jessica Bay, & Mary Grace Lao (Eds.) *Project Jessica Jones*.

#### **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:

Associate Professor

Fall 2017 - Present

Assistant Professor

Fall 2011 - Spring 2017

University of Baltimore

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#### **Simulation and Digital Entertainment (SDE)**

SDE focuses on engaging students with different aspects of the 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 315: Programming for Interactive Design*

*COSC 320: Game Concept and 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**

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*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:**

**Advisor for Doctor of Science in Information and Interaction Design**

Michael Satzinger - Anticipated Spring 2019

**Advisor for Masters in Interaction Design and Information Architecture**

Kelly Browning - Spring 2015

Tulika Prasad - Fall 2015

Joël Virothaisakun - Spring 2017

Shahd Alruwaili - Spring 2018

Lance Spicer - Anticipated Spring 2018

Rachael Sherard - Anticipated Fall 2019

Zach Pease - Anticipated Spring 2019

**Member of Information and Interaction Design Dissertation Committee:**

John Wolf - Anticipated Spring 2020

David Byrd - Anticipated Spring 2020

Pam Gibbs - Anticipated Spring 2020

Stacy Sarris - Anticipated Spring 2019

Brittany Miller - Spring 2018

Glenn White - Fall 2015

Lianne Appelt - Fall 2015

Ian Carnaghan - 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 (journal)

**Governance:**

2018 - 19 Chair, Division of Science, Information Arts, & Technology

2015 - 18 Vice President, CAS Faculty Senate Executive Committee

2016 - 18 CAS Faculty Representative, Strategic Planning and Budgeting Taskforce

2016 - 17 Member, CAS Faculty Workload Committee

2016 - 17 Faculty Representative, University Culture and Diversity Committee

2015 - 16 CAS Representative, University Faculty Senate

2013 - 15 CAS Representative, University Faculty Work Life Committee

2013 - 15 Member, College of Arts & Science Committee to Revise Promotion & Tenure Guidelines

2013 - 2014 Program Director, Simulation and Digital Entertainment

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 CAS Associate Dean Search Committee

2012 - 13 University of Baltimore Online Education Committee

**AFFILIATIONS:**

Association of Internet Researchers (AoIR)

Popular Culture/American Culture Association

Society for Cinema and Media Studies

Association for Information Systems  
Association of Virtual World Researchers