

PS BERGE

(Pronouns: they/them, she/her)

Email: hello@psberge.com | Website: psberge.com | Itch: gravesnail.itch.io

EDUCATION

Ph.D. Texts and Technology (Digital Media), University of Central Florida	2020-2024
<ul style="list-style-type: none">• Dissertation: "Unplayable Games: a ludoarsonist's manifesto on trans play and possibility in digital and analog gaming"• Chair: Dr. Anastasia Salter• Committee: Dr. Mel Stanfill, Dr. Brandy Dieterle, Dr. Amanda Phillips, Dr. Bo Ruberg	
M.F.A. Creative Writing, University of Alabama	2016-2020
<ul style="list-style-type: none">• Thesis: <i>DARKGLOW: A HEAVY-METAL BALLAD</i> (Interactive Media Novel)	
M.A. Composition, Rhetoric, and English Studies	2016-2019
<ul style="list-style-type: none">• Thesis: "Lost in the Rift: Exploring the Rhetoric of Immersion and Identity in VR"• Advisor: Dr. Amber Buck	
B.A. English (Creative Writing), University of Washington	2014-2016
A.A. Integrated Studies, Cascadia Community College	2012-2014
<ul style="list-style-type: none">• Certificate in Programming Foundations	

ACADEMIC APPOINTMENTS

Assistant Professor of Experimental Game Design (Incoming), Media and Technology Studies Program & Department of Women & Gender Studies at The University of Alberta, effective July 2024.	Present
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PEER-REVIEWED PUBLICATIONS

JOURNAL ARTICLES

David Kocik, **PS Berge**, Camille Butera, Celeste Oon, & Michael Senters. (2024). "Imagine a Place": Power and Intimacy in Fandoms on Discord. In Maria Alberto, Effie Sapuridis, and Leslie Willard (Eds.) *Transformative Works and Cultures* 42 "Fandoms and Platforms."
<https://journal.transformativeworks.org/index.php/twc/article/view/2497>

PS Berge. (2023). The Table and the Tomb: Positioning Trans Power and Play Amid Fantasy Realism in *Dungeons & Dragons*. *Games & Culture* 0(0). <https://doi.org/10.1177/15554120231204145>

PS Berge. (2023). #AnswerUsYoutube: Predatory Influencers and Cross-Platform Insulation. *Feminist Media Studies*, 0(0), 1–21. <https://doi.org/10.1080/14680777.2023.2231655>

Rebecca K. Britt & **PS Berge.** (2023). “Megathreads and ‘waifu wars’: A structural content analysis of r/persona5 as a community of practice,” *Participations Journal of Audience and Reception Studies* 19(2). <https://www.participations.org/19-02-07-britt.pdf>

PS Berge & Rebecca K. Britt (2021). “Dance With Me, Claude: Creators, Catalyzers, and Canonizers in the Fire Emblem: Three Houses Slash-Ship Fandom,” *Game Studies* 21(4). http://gamestudies.org/2104/articles/berge_britt

- Winner of the Top Paper Award from the NCA Game Studies Division.

PS Berge & Daniel G. Heslep (2021). Mapping Discord's darkside: Distributed hate networks on Disboard. *New Media & Society*, 26(1). <https://doi.org/10.1177/14614448211062548>

- Authors contributed equally to this research.

CONFERENCE PROCEEDINGS - ARTICLES

PS Berge, Daniel Cox, Jack Murray, & Anastasia Salter. (2022). Adventures in TwineSpace: An Augmented Reality Story Format for Twine. In M. Vosmeer & L. Holloway-Attaway (Eds.), *Interactive Storytelling* (pp. 499–512). Springer International Publishing. Presented at the International Conference on Interactive Digital Storytelling 2022, Santa Cruz, California. https://doi.org/10.1007/978-3-031-22298-6_32

- Nominee for Best Student Paper Award.

PS Berge. (2022). ‘LET ALL PARTAKE IN THE SUFFERING’: MÖRK BORG as a Visual-Material Toolkit for Fan Remix. In *Proceedings of the 2022 DiGRA International Conference: Bringing Worlds Together*, 1–19. Presented at the Digital Games Research Association 2022 Conference. Guadalajara, Mexico. http://www.digra.org/wp-content/uploads/digital-library/DiGRA_2022_paper_2231.pdf

PS Berge. (2021). Monster Power. Rebel Heart. Gay Sword. Queer Structures and Narrative Possibility in PbtA Tabletop Roleplaying Games. In A. Mitchell & M. Vosmeer (Eds.), *Interactive Storytelling* (pp. 179–192). Springer International Publishing. https://doi.org/10.1007/978-3-030-92300-6_16

- Most downloaded paper of the *International Conference on Interactive Digital Storytelling* 2021 Proceedings.

PS Berge. (2021). Rotten and Possessed: Control and Hellblade: Senua's Sacrifice as Models of Outmersive Game Design. In *Proceedings of the 32nd ACM Conference on Hypertext and Social Media (HT '21)*. Association for Computing Machinery, New York, NY, USA, 35–44. Presented at the ACM Conference on Hypertext and Social Media. August 30 – September 2, 2021, Virtual Event, Ireland. <https://doi.org/10.1145/3465336.3475094>

ACCEPTED MANUSCRIPTS IN PROCESS

PS Berge & Madison Schmalzer. (Forthcoming May 2025). Un-Moving Play and the End of Time: TASBot, Arbitrary Code Execution, and Trans Possibilities in Triforce%. *Journal of Cinema and Media Studies*. (In press).

PS Berge & Madison Schmalzer. (Forthcoming). ‘I Took a Deep Breath and Came Out as GC’: Excavating Gender Critical Information Literacy Practices and Anti-Trans Radicalization on Ovarit and Mumsnet. *Bulletin of Applied*

Transgender Studies. In Kat Fuller and Quinnehtukqut McLamore (eds.) special issue on “Dynamics of Transphobic Content and Disinformation.” (Article conditionally accepted for publication in forthcoming special issue).

Maria Alberto, **PS Berge**, Brandon Blackburn, Adrianna Burton, & Hibby Thach. Stars & Wishes: A Collaborative Disaster Queer Autoethnography of Playing *Thirsty Sword Lesbians*. (Forthcoming 2024). In S. Hedge (Ed.) *Essays on Indie Tabletop Roleplaying Games*. McFarland Publishing. (Book chapter conditionally accepted for publication in forthcoming collection).

OTHER PUBLICATIONS

CONFERENCE PROCEEDINGS - EXTENDED ABSTRACTS

PS Berge. (2021). “GO BACK IN YOUR FETUS CAVE:” HOW PREDATORY INFLUENCERS MANIPULATE AUDIENCES THROUGH PLATFORM RETREATS. *AolR Selected Papers of Internet Research*, 2021. <https://doi.org/10.5210/spir.v2021iO.11869>

Daniel G. Heslep, & **PS Berge**. (2021). MAPPING DISCORD’S DARKSIDE: DISTRIBUTED HATE NETWORKS ON DISBOARD. *AolR Selected Papers of Internet Research*, 2021. <https://doi.org/10.5210/spir.v2021iO.12183>

PS Berge. (2021) [DC] “SHOW YOUR DEDICATION:” VR Games and Outmersion. *IEEE Conference on Virtual Reality and 3D User Interfaces Abstracts and Workshops*, 2021, pp. 737-738, doi:10.1109/VRW52623.2021.00251.

BOOK REVIEWS

PS Berge. (2024). Book Review: Beyond the Deck: Critical Essays on *Magic: The Gathering* and Its Influence. *Journal of Fandom Studies*. 3, 276–280. https://doi.org/10.1386/jfs_00092_5

PS Berge. (2022). Book Review: Cosplay: The Fictional Mode of Existence. *The Journal of Anime and Manga Studies*, 3, 276–280. <https://doi.org/10.21900/j.jams.v3.1132>

ACADEMIC BLOG POSTS

PS Berge. “Discord Research Roundup: February 2024.” (February, 2022). The D/ARC Blog. darcmode.org/scraping-disboard/

PS Berge. “Scraping Disboard Data.” (January, 2022). The D/ARC Blog. darcmode.org/scraping-disboard/

PS Berge. “Announcing the Discord Academic Research Community.” (January, 2022). The D/ARC Blog. darcmode.org/announcing-the-darc/

AWARDS & FELLOWSHIPS

EXTERNAL

Honorable Mention, SCMS 2023 Video Game Studies Special Interest Group Emerging Scholar Award

2023

Nominee, ICIDS 2022 Best Student Paper Award	2022
Winner, IEEE VR Doctoral Consortium Best Presentation Award	2021
NSF Conference Attendance Funding Award, IEEE VR	2021
Winner, Top Paper Award, NCA Game Studies Division	2020

INTERNAL

Winner, Order of Pegasus Award, University of Central Florida	2024
Presidential Doctoral Fellowship, University of Central Florida	2020-2024
Departmental Conference Travel Funding Award	2022
Extraordinary Service Scholarship, University of Alabama	2020
Winner, Outstanding Teaching by a Masters Student Award, University of Alabama Graduate School	2019
Nominee, Outstanding Thesis by a Master's Student Award, University of Alabama English Department	2019
Truman Capote Literary Trust, University of Alabama	2016-2019
Carolyn P. Handa Teaching Award, University of Alabama	2018
National Graduate Council Fellowship, University of Alabama	2018

PUBLISHED MEDIA PROJECTS

FULL MEDIA PORTFOLIO

A portfolio of my design work, including published games, software, and ongoing media projects is available on my website at psberge.com/portfolio.

GAMES

Most games are available at gravesnail.itch.io.

FINAL BROADCAST

7-page PDF. A storytelling game about the sun exploding, played by burning a sheet of paper.
<https://gravesnail.itch.io/final-broadcast>

- Submission to the Queerness and Games Jam by QG Con

the ice: a tragic roleplaying game

18-page PDF. A tragic LARP about surviving an arctic hellscape over the course of seven scenes.

<https://gravesnail.itch.io/the-ice>

- Made in collaboration with adriadventures

Songs for Giants

A short interactive essay on lyric games built in Twine, Bitsy, Tracery, P5.js, Python, and Glitch. This essay weaves together minigames, myth, and scholarship to paint an opaque portrait of lyric game design.

<https://gravesnail.itch.io/songs-for-giants>

- Featured in the Console-ing Passions 2022 Arcade

Fish & Dagger

Comedy spy-thriller game made in Twine (Sugarcube / Harlowe), A-Frame, AR.js, and JavaScript.

<https://www.springthing.net/2021/play.html#FishAndDagger>

- Voted “Best In Show” at the 2021 Spring Thing Interactive Fiction festival
- Winner of three audience awards: “Best Multimedia,” “Most Innovative,” “Best Humor”
- Winner of the 2021 XYZZY Award “Best Use of Multimedia”
- Nominee for “Best Use of Innovation” at the 2021 XYZZY Awards

Hovel of Miseries: Fort-based “survival” for MÖRK BORG

18-page fort-building supplement for the MÖRK BORG roleplaying game.

<https://gravesnail.itch.io/hovel-of-miseries>

- Featured in the *Ex Libris MÖRK BORG* Kickstarter
- Featured in Volume 3 of the FÖLK-LORE zine by Rughose Kohn

PUNy PUNchable PUNK!

1-page dark-comedy creature supplement for the MÖRK BORG roleplaying game.

<https://gravesnail.itch.io/punpunpun>

- Published in the *Babalon's Hangover: Volume II* charity zine by stebro

CODEX SADISTICA: A Heavy-Metal Minigame

Short sacrilicious parser game with some “heavy” puzzles; developed in Inform 7.

<https://ifdb.org/viewgame?id=ihrvzvqkerv7idkn>

TOOLS AND SOFTWARE

Disboard Scraper and Analysis Notebook

PS Berge. A Google Colaboratory notebook and toolkit for collecting and analyzing data about Discord server networks (with no additional coding required). Made in Python. DOI:10.5281/zenodo.7305670. Available at:

<https://darcmode.org/scrapper>

- Presented at D/ARC workshop “Working with Networked Discord Data.”

TwineSpace

Cox, D., **PS Berge**, Murray, J., & Salter, A. A Twine 2 story format supporting mixed-reality storytelling using AR.js and A-Frame. Made in JavaScript, HTML, CSS, A-Frame, and AR.js. DOI:10.5281/zenodo.6915351. Available at:

<https://twinestory.space/>

- Presented at the International Conference on Interactive Digital Storytelling 2022.
 - Presented at the annual meeting of the Association for Research in Digital Interactive Narratives.
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CONFERENCES AND TALKS

INVITED TALKS - EXTERNAL

PS Berge. Featured Guest Speaker at the Anyone's Game Tabletop Game Conference. February 2024. Hosted by Ringling College of Art and Design.

PS Berge. I SET MY GAMES ON FIRE: A Ludoarsonist's Guide to World-Ending, Emulation, and Burning Games. Featured talk. Forthcoming December 2023. Hosted by the American Library Association's Games & Gaming Round Table.

PS Berge. Discussion of "Rotten and Possessed: *Control* and *Hellblade: Senua's Sacrifice* as Models of Outmersive Game Design". Featured talk. April, 2023. Institute of Digital Games Book Club, University of Malta.

PS Berge & Dan Cox. Presentation of TwineSpace: An Augmented Reality Story Format for Twine. Hosted by the Association for Research in Digital Interactive Narratives (ARDIN). March, 2023.

PS Berge. "Dice, Zines, and (Gay) Pirate Queens: Queer Horizons and Tabletop Roleplaying Games". Featured talk. December, 2022. Hosted by the American Library Association Games & Gaming Round Table.

PS Berge. Discussion of "Rotten and Possessed: *Control* and *Hellblade: Senua's Sacrifice* as Models of Outmersive Game Design". Featured talk. September, 2022. Game Philosophy reading group.

PEER-REVIEWED CONFERENCE PRESENTATIONS

Additional presentations may found as published proceedings, listed above.

PS Berge (chair). (Forthcoming 2024). "Now That's What I Call 95% femaleConfidence! Verified Girls, Saving Face, and the Play of Being a Bad Copy". To be Presented at on "(Re)Producing the "Real": Bad Copies, Trans* Media, and Unindexable Techno-Genders" at the Society for Cinema and Media Studies 2024 conference. Boston, MA.

PS Berge (2023). "The Ludoarsonist's Playground: Doom, Clocking, and The Ends of the Table". Presented at Generation Analog 2022. [Virtual Event].

- Presentation Video: <https://youtu.be/v6OOvPsXRWQ>

Amanda Cote (chair), **PS Berge**, Steven Dashiell, Aaron Trammell. (March 2023). "'Hack It 'Till It's Yours'? Learning to 'Unplay' Dungeons & Dragons". Presented on "Dice-y Interventions: Dungeons & Dragons, Identity, and Challenges to Inclusive Representation" at the Society for Cinema and Media Studies 2023 conference. Denver, CO.

Hibby Thach (co-chair) and Oliver Haimson, Ari Gass (co-chair), Madison Schmalzer and **PS Berge**, Jack McLaren. (March 2023). "'We really just pressed buttons': Trans Vectors of Desire, Arbitrary Code Execution, and Unplaying Zelda in Triforce%" presented on "Trans Play and the Boundaries of Game Studies" at the Society for Cinema and Media Studies 2023 conference. Denver, CO.

David Kocik, Celeste Oon, Camille Butera, **PS Berge**, Michael Senters. (October 2022). "Emerging Fandom Networks on Discord." Presented on the "Intimacy and Hierarchy in Fan Discord Servers" panel at the Fan Studies Network - North America 2022 Conference. [Virtual Event].

PS Berge. (July 2022). “The Table and the Tomb: Positioning Trans Power and Play in *Dungeons & Dragons*”. Presented at Generation Analog 2022. [Virtual Event].

- Presentation Video: https://youtu.be/m_zHHOvyrCY

PS Berge and Daniel G. Heslep (2022). “‘!pls deletethis’: How Discord Bots Perform and Center White Cismasculinity.” Presented at the Console-ing Passions 2022 Conference. Orlando, FL.

PS Berge. (2022). “‘But First We Need to Talk About Parallel Universes:’ Vectorizing Trans Power in Videogames.” Presented at the Queering and Questioning Video Games Conference. Hosted by MultiPlay. [Virtual Event].

Nikki Barnes, **PS Berge**, and Farah Cato. (2022). “#UploadELO2022: Electronic Narratives of Hybridity.” Presented at the Electronic Literature Conference. Como, Italy.

Anastasia Salter, Stuart Moulthrop, Mark Marino, David Ciccoricco, Chloe A. Milligan, **PS Berge.** (2022). “Adventures Through Twine & Space: Re-Imagining Geolocate IF Platforms”. Presented in “Are We Platforms? Rethinking Pandemic Pedagogies of Electronic Literature” at the Electronic Literature Conference. Como, Italy.

PS Berge (chair), Ryan Rose Aceae, Cass Zegura, Jack Murray. (2022). “THERE IS NO ESCAPE: Roguelike Romance and Queer Discovery in *Hades*.” Presented in Opacity, Community, Discovery: Structures of Queer Visibility in Videogames at the 2022 Society for Cinema and Media Studies Conference. Chicago, IL.

PS Berge. (2021). “Monster Power. Rebel Heart. Gay Sword. Queer Structures and Narrative Possibility in PbtA Tabletop Roleplaying Games.” Presented at the International Conference on Interactive Digital Storytelling. December 7–10, 2021, Tallinn, Estonia.

- Presentation Video: youtu.be/gH6P3JiT6dE

PS Berge. (2021). “Playing Against the Clock: Doomsday and Queer Inevitabilities in Roleplaying Games.” Presented at the Queer Temporalities in Literature, Cinema, and Video Games International Conference. December 2–4, 2021, Murcia, Spain, [Virtual Event].

PS Berge. (2021). “‘GO BACK IN YOUR FETUS CAVE’: HOW PREDATORY INFLUENCERS MANIPULATE AUDIENCES THROUGH PLATFORM RETREATS”. Paper presented at AoIR 2021: The 22nd Annual Conference of the Association of Internet Researchers. October 13–16, 2021 [Virtual Event]. Retrieved from <http://spir.aoir.org>.

- Presentation Video: youtu.be/sVvyz2lnP5M

Daniel G. Heslep and **PS Berge.** (2021). “MAPPING DISCORD’S DARKSIDE: DISTRIBUTED HATE NETWORKS ON DISBOARD”. Paper presented at AoIR 2021: The 22nd Annual Conference of the Association of Internet Researchers. October 13–16, 2021 [Virtual Event]. Retrieved from <http://spir.aoir.org>.

PS Berge. (2021). “SHOW YOUR DEDICATION:” VR Games and Outmersion. In 2021 IEEE Conference on Virtual Reality and 3D User Interfaces Abstracts and Workshops (VRW), March 27 – April 3, 2021, Lisbon, Portugal [Virtual Event], p. 737-738. Extended abstract. doi: 10.1109/VRW52623.2021.00251.

- Winner of the IEEE VR Doctoral Consortium Best Presentation Award.

Ahmad Awadhi, **PS Berge**, Sarah Dwyer, Sarah Lovett, Sheila McQuaid, Lauren Woolbright (2021). Role-Playing Peer Review: Games and Gatekeepers. Engaged Learning Experience accepted for presentation at the College

Conference on Composition and Communications. April 7–10, 2021, Spokane, WA [Virtual Event]. (Re-accepted from 2020. Cancelled due to COVID-19).

PS Berge, & Rebecca K. Britt (2020). Dance with me, Claude: Shippers, queerbaiting, and meaning making in the Fire Emblem: Three Houses Twitter Fandom. Presented at the National Communication Association, Game Studies Division. November 19–22, 2020, Indianapolis, IN [Virtual Event].

- Winner of the NCA Game Studies Division Top Paper Award.

Rebecca K. Britt, & **PS Berge** (2020). r/persona5 as a community of practice: A computational content analysis of expressed communication based on a Japanese role-playing game. Presented at the National Communication Association, Japan-US Communication Association. November 19–22, 2020, Indianapolis, IN [Virtual Event, Converted for COVID-19].

PS Berge, James Eubanks, Lacey Nisbitt, & Amanda Stevens (2019). “Exploring the Rhetoric of Immersion and Identity in Virtual Reality.” Presented in Performance Expression and Identity within Multimodal Technologies at the College Conference on Composition and Communications. March 13–16, 2019, Pittsburgh, PA.

WORKSHOPS LED

PS Berge. *Cut Here: designing self-destructing games and un-ending play*. UCLA Game Lab. Invited Workshop. March, 2024.

PS Berge. *Playing With Fire: a Workshop on Designing Self-Destructing Games*. Anyone's Game Conference. Ringling College of Art & Design. February, 2024.

PS Berge. *Working With Networked Discord Data*. The Discord Academic Research Community (D/ARC). February, 2022.

PS Berge. “Twine & Design”. Digital rhetoric course. March 2022, University of Central Florida.

PS Berge. “A Dip into Design: Building for ‘Fun’”. Games Writing course. October 2019, University of Alabama.

PS Berge. “Going meta in our writing”. Creative Writing course. February 2017, University of Alabama.

PS Berge. “Building Images”. Creative Writing course. September 2016, University of Alabama.

GUEST LECTURES

PS Berge. “Representation and Its Discontents.” February 2024. Course on Roleplaying Games & Improvisation. University of California, Irvine.

PS Berge. Collecting and Analyzing Discord Data. Social media research course. November 2022, University of Central Florida.

PS Berge. “Understanding Extremism and Social Media”. Developmental psychology course. April 2022, University of Minnesota.

PS Berge. “Emergent pedagogy in online environments” Graduate teaching assistant training. May 2020, University of Alabama.

PS Berge and Davenport, LM. Reading from “Great Opportunities: Stories from the Multiverse’s Shittiest Space Colony”. MFA Reading Series. February 2020, University of Alabama.

PS Berge. “Teaching with ePortfolios”. Graduate assistant training. November 2019, University of Alabama.

PS Berge. “Performing Video Game and Virtual Reality Research”. Games writing course. October 2019, University of Alabama.

PS Berge. “Technology research in virtual reality and video games”. Gaming journalism course. February 2019, University of Alabama.

PS Berge. “Collaborative Writing, Print to Digital”. Research methods graduate course. February 2019, University of Alabama.

PS Berge. “Video game pedagogy and roleplaying in the classroom” First-Year Writing Program’s Creative Composition Series. March 2018, University of Alabama.

COURSES TAUGHT

INSTRUCTOR OF RECORD

Bradley University (2023-2024)

Game Seminar [Online Course]

- *Masters-level course in Bradley’s M.S. in Game Design program. Students engaged current research in critical game studies—from queer and feminist design principles to platform and industry studies—and performed critical play reflections and surveys of current issues in gaming culture.*

University of Alabama (2016-2020)

“Press Start: Writing for Games” (Applied Topics in Creative Writing) [Hybrid Course]

- *Advanced studio course on game writing and design principles. Students engaged accessible design tools (e.g., Twine, Bitsy, Homebrewery) and developed a game portfolio: a critical review, an analog game prototype, and a collaborative digital game.*

“Writing and the World of Video Games” and “Investigating the World of Video Games” (Advanced English Composition)

- *Advanced course developing critical media research skills. Students explored multimodal design and researched social issues surrounding digital gaming. Culminated in a critical discourse analysis and collaborative development of a video game.*

“The Writer’s Journey” (Introduction to Creative Writing)

- *Introductory multigenre, media-focused course. Students explored writing elements (Character, Narrative, World, and Sonics) through an adventure-game structure.*

English Composition II

- *Introductory course centering semester-long, student-centered research projects. Students developed a discourse analysis and designed an interactive project.*

English Composition I

- *Introductory course on expository writing and genre exploration. Students wrote in new genres and produced media projects.*

GRADUATE TEACHING ASSISTANT
University of Alabama (2016-2017)

British Literature II

British Literature I

SERVICE TO PROFESSION

Design Lead and Organizing Committee Member, Electronic Literature Organization 2024 Conference, July 20-22 2024	2023-Present
Cofounder of Tabletop Research in Practice (TRiP)	2022-Present
Cofounder of The Discord Academic Research Community (D/ARC)	2021-Present
Cover Designer, <i>Peitho</i> Vol 25.4 Special Issue, <i>Coalition of Feminist Scholars in the History of Rhetoric and Composition</i>	2023
Designed and implemented the official Association of Internet Researchers Graduate Student and Early Career Group Discord Server	2022
Designed the conference program and official Discord server for the Console-ing Passions 2022 conference	2022
Community Management Consultant, Game in Lab	2022
Book Reviewer, <i>JAMS: The Journal for Anime and Manga Studies</i>	2022
Reviewer, organizing committee, Console-ing Passions 2022 Conference	2021-2022

PEER REVIEWER, VARIOUS JOURNALS AND CONFERENCES

Queer Studies in Media and Popular Culture* Special Issue (2022), *CHI Play* (2023), *Press Start* (2021-Present), *New Media & Society* (2022-Present), *AoIR* (2022-Present), *Transformative Works & Culture* (2023-Present), *FDG* (2024-Present), *ELO* (2024-Present).

PANELS ORGANIZED AND CHAIRED

"B{ending} Trans Media Studies," The 2nd International Trans Studies Conference 2024.	2024
"(Re)Producing the 'Real': Bad Copies, Trans* Media, and Unindexable Techno-Genders," SCMS 2024.	2023
"Opacity, Community, Discovery: Structures of Queer Visibility in Videogames," SCMS 2022.	2022
"Performance Expression and Identity within Multimodal Technologies," CCCC 2019.	2019

UNIVERSITY SERVICE

Designed website for new faculty, University of Central Florida English Department	2022
Digital Culture Research Group, active member, University of Central Florida	2020-Present
Carolyn P. Handa Undergraduate Scholarship Award Committee, University of Alabama	2020
CCCC's Council for Play and Game Studies, active member and panelist.	2019-2021
Digital Pedagogy Community of Practice, University of Alabama	2019-2020
Creative writing online instructor training and development, Univeristy of Alabama	2020-2021
Creative writing online curriculum development, University of Alabama	2019-2020
ePortfolio Assessment Group, University of Alabama	2019-2020

SELECTED WORK AND LEADERSHIP EXPERIENCE

Tabletop Research in Practice (TRiP) <i>Cofounder, Sponsored Researcher</i>	2022-Present
The Discord Academic Research Community <i>Director, Cofounder, Community Manager</i>	2021-Present
University of Central Florida <i>Procedural Narrative + Augmented Reality Research Assistant</i>	2022-2023
University of Texas, Austin <i>Writing Assessment Specialist, OnRamps Rhetoric Program</i>	2022-2023
Game in Lab <i>Community Management Consultant</i>	2022
University of Alabama <i>Digital Literacy Mentor, Graduate Teaching Assistant</i>	2016-2019

MEDIA AND PRESS

Interviewed as subject-matter expert by journalist from *The Associated Press* regarding Discord and social media and radicalization among youths for forthcoming article. (January 2023).

Interviewed as subject-matter expert by journalists from *Frontline PBS* and *The Washington Post* regarding Discord, extremism, gaming culture, and platform dynamics for a series of articles and a documentary. (July - December, 2023). <https://www.washingtonpost.com/discord-leaks/>. In particular:

- Interviewed for and quoted at length in “‘Problematic pockets’: How Discord became a home for extremists,” *The Washington Post*, December 12, 2023. <https://www.washingtonpost.com/national-security/2023/12/12/discord-app-extremism/>.
- Interviewed for and credited in *The Discord Leaks* Documentary, PBS Frontline. Aired December 12, 2023. <https://www.pbs.org/wgbh/frontline/documentary/the-discord-leaks/>.

Nicholson School of Media. (September, 2022). Featured in spotlight article “UCF student designs video games to combat lack of queer representation”. http://www.nicholsonstudentmedia.com/life/ucf-student-designs-video-games-to-combat-lack-of-queer-representation/article_ba337dfe-361b-11ed-b263-87e91d6770af.html

Kotaku. (June, 2022). Interviewed as a subject-matter expert for “Online Voice Chat Is Often A Sexist Nightmare (But It Doesn’t Have To Be)”. <https://kotaku.com/discord-voice-chat-anxiety-harassment-girl-gamers-1849016726>

UCF College of Arts & Humanities. (June, 2021). Featured in spotlight video “Research Spotlight: PS Berge, Texts & Technology Ph.D. Program”. <https://www.youtube.be/watch?v=73M4qz9998E>.

TECHNICAL SKILLS

Languages: Python, C#, HTML + CSS, Javascript, C++, Markdown, Java

Web & Design: Adobe Suite (InDesign, Photoshop, Premiere, After Effects, Illustrator) · WordPress · Weebly · GitHub Pages · Jekyll · Hugo

Game Design: Twine (Harlowe, Sugarcube 2) · Ren’Py · Unreal Engine 4 · Unity · Inform 7 · Bitsy + Borksy · A-Frame + AR.js

This CV was last updated May 24, 2024. View updates at www.cv.psberge.com.