DR. FLORENCE M. CHEE

405 North Wabash Avenue, Suite 4102 • Chicago, Illinois, USA 60611 • +1 (312) 709-1471 • fchee@luc.edu

EDUCATION

October 2012	Simon Fraser University, Vancouver, Canada School of Communication, Faculty of Communication, Art and Technology	***PhD*** Dissertation: Online games as a medium of cultural communication: an ethnographic study of sociotechnical transformation
June 2006	Simon Fraser University, Vancouver, Canada School of Communication, Faculty of Applied Sciences	***MA*** Thesis: An Ethnography of Korean Online Game Communities
Fall 2005	University of British Columbia, Vancouver, Canada Centre for Cross-Faculty Inquiry, Faculty of Education	***Western Dean's Visiting Graduate Student***
June 2003	Simon Fraser University, Vancouver, Canada Honours Communication and Anthropology Double Major	***BA (Hons.), with Co-operative Education*** Honours Thesis: Addiction as Community in Sony Online Entertainment's EverQuest Co-operative Education Diploma in Communication Certificate in Liberal Arts
January 2001	Royal Conservatory of Music, Toronto, Canada Associateship of the Royal Conservatory of Music (ARCT)	***ARCT Diploma*** *Piano Performer, with Honours* Internationally certified to teach piano

EXPERIENCE

Research

August 2013 – *Present*	**Assistant Professor of Digital Communication** School of Communication, Loyola University Chicago
January 2013 – February 2013	**Postdoctoral Research Fellow – Research Award Recipient (RAR)** Advisory Committee on Research Ethics IDRC: International Development Research Centre, Ottawa, Canada
September 2003 – December 2012	**Researcher** Centre for Policy Research on Science and Technology (CPROST) and Applied Communication and Technology Lab (ACT), Simon Fraser University
January 2011 – April 2011	**Research Fellow** Institute for Advanced Studies on Science, Technology, and Society (IAS-STS), Graz, Austria
November 2009 – January 2011	**Senior Researcher** Multimodal Analysis of Real/Virtual Environments Laboratory (MARVEL) at Simon Fraser University, and Play in Computer Environments Studio (Play:CES) at York University.

September 2010 – December 2010	**Visiting Scholar** Policy, Organization, Law and Games Delft University of Technology (TU Delft), Delft, Netherlands
August 2008 – March 2009	**Visiting Researcher** Department of Communication, Seoul National University Seoul, Republic of Korea
August 2004 – December 2004	**Visiting Researcher** Institute for Technological Innovation, Department of Business Administration Sejong University, Seoul, Republic of Korea
May 2002 – November 2003	**Research Assistant** Social Science Research Cluster New Media Innovation Centre (NewMIC)

Teaching

January 2014 – *Present*	**Critical Ethnography** LUC COMM 368
August 2013 – *Present*	**New Media and Communication** LUC COMM 200, COMM 400 (Graduate Level)
August 2013 – January 2014	**Game Studies** LUC COMM 258
May 2011 – August 2011	**Media and Audiences** SFU CMNS 221, Instructor
January 2010 – April 2010	**Social Contexts of Information Technology** SFU CMNS 353, Teaching Assistant
May 2004 – August 2004	**Methods for Applied Communications Research** SFU CMNS 362, Teaching Assistant
January 2004 – April 2004	**Quantitative Methods in Communication Research** SFU CMNS 260, Teaching Assistant
September 2003 – December 2003	**The Publishing Process (Distance Learning)** SFU CMNS 372, Tutor Marker
May 2003 – August 2003	**Online Games, Directed Readings** SFU CMNS 486, Teaching Assistant
April 2000 – September 2000	**Computer Science Instructor** Mini-University, Simon Fraser University

Industry

August 2003 – August 2013	**Research Analyst/Consultant** International client history includes: TNO, Nokia, Sony, and public/private sector organizations

August 2001 – August 2008	**Actor** Represented by MUSE Artist Management for Film, Television, Commercials, Print
December 2000 – September 2001	**Instructional Designer** Microsoft Corp./NCompass Labs Inc.

PUBLICATIONS

Journal Articles

Jin, Dal Yong, Chee, Florence, and Kim, Seah. (2013). "Transformative Mobile Game Culture: A sociocultural analysis of Korean mobile gaming in the era of smartphones." *International Journal of Cultural Studies.* Sage Publications.

Chee, Florence, Taylor, Nicholas, and de Castell, Suzanne. (2012). "Re-Mediating Research Ethics: End-User License Agreements (EULAs) in Online Games." *Bulletin of Science, Technology & Society.* Sage Publications. Vol. 32(6), pp. 497-506.

Hira, Anil, Morfopolous, James, and Chee, Florence. (2012). "Evolution of the South Korean wireless industry: from state guidance to global competition." *International Journal of Technology and Globalisation.* Inderscience Enterprises Limited. Vol. 6(1-2), pp. 65-86.

Jin, Dal Yong, and Chee, Florence. (2008). "Age of New Media Empires: a critical interpretation of the Korean online game industry." *Games and Culture: A Journal of Interactive Media.* Thousand Oaks, Ca: Sage Publications. Vol. 3(1), pp. 38-58.

Chee, Florence. (2006). "The games we play online and offline: making Wang-tta in Korea." *Popular Communication: The International Journal of Media and Culture.* Mahwah, NJ: Lawrence Erlbaum Associates Inc. Vol. 4(3), pp. 225-239.

Chee, Florence. (2002). "Different Strokes – Moving to the beat of just one drummer: The Acoustic Dimensions of the Sport of Dragonboating." *Soundscape: The Journal of Acoustic Ecology.* Vol. 3(2), pp. 10-14.

Book Chapters

Chee, Florence. (2012). "Cultural Affordances and Changing Social Dynamics in Asian and European Contexts." In Yearbook of the Institute for Advanced Studies on Science, Technology and Society (IAS-STS), 2012, Graz, Austria.

Jin, Dal Yong, and Chee, Florence. (2009). "The Politics of Online Gaming." In L. Hjorth and D. Chan (Eds.), *Gaming Cultures in the Asia-Pacific Region*. Routledge, Taylor & Francis Group, pp. 19-38.

Chee, Florence, and Smith, Richard. (2007). "Online gamers and the ambiguity of community: Korean definitions of togetherness for a new generation." In M. Consalvo and C. Haythornthwaite (Eds.), *AOIR Internet Annual*. Volume 4, New York: Peter Lang Publishers, pp. 165-184.

Chee, F., Vieta, M., and Smith, R. (2006). "Online gaming and the interactional self: Identity interplay in situated practice." In J. P. Williams, S. Q. Hendricks & W. K. Winkler (Eds.), *Gaming as Culture: Essays on Reality, Identity, and Experience in Fantasy Games.* Jefferson, NC: McFarland Publishing, pp.154-174.

Chee, Florence. (2005). "Understanding Korean experiences of online game hype and identity and the menace of the "Wang-tta."" *Selected Papers of Changing Views: Worlds at Play, Digital Games Research Association.* (DIGRA), pp. 111-122.

Chee, F., and Smith, R. (2005). "Is electronic community an addictive substance? An ethnographic offering from the EverQuest community." In S. Schaffer & M. Price (Eds.), *Interactive Convergence in Multimedia – Probing the boundaries.* Volume 10, The Inter-Disciplinary Press, pp. 137-156.

Books

Chee, Florence (Ed). (2011). *Media and Audiences: Custom Courseware for CMNS 221.* Burnaby, Simon Fraser University

Chee, Florence (Ed). (2007). *Location-based awareness: research on local systems of innovation in the Greater Vancouver Regional District*. Centre for Policy Research on Science and Technology, Simon Fraser University.

Kim, S. D., and Florence Chee (Eds.). (2004). *Mobile Communication and Social Change: 2004 International Conference on Mobile Communication.* Seoul, Korea: Institute for Communication Arts & Technology. Hallym University.

Other Writing

Chee, Florence (Forthcoming) "Games and Digital Ethnography." *International Encyclopedia of Digital Communication & Society.* Wiley-Blackwell.

Chee, Florence, de Castell, Suzanne, and Taylor, Nick. (2011) "Public Virtual World Gaming in Asia: Preparatory Fieldwork for Site Selection, Protocol Testing and Research Instrument Development." *Technical Report.* Multimodal Analysis of Real/Virtual Environments Laboratory (MARVEL) at Simon Fraser University, and Play in Computer Environments Studio (Play:CES) at York University, Faculty of Education, Simon Fraser University.

Holbrook, J. A. D., Wixted, B., Chee, F., Klingbeil, M., and Shaw-Garlock, G. (2009) "Measuring the Return on Investment in Research in Universities: The Value of the Human Capital Produced by these Programs." CPROST Report. The Centre for Policy Research on Science and Technology (CPROST) at Simon Fraser University.

Chee, Florence. (2008) "Online games and Korea as Figure and Ground: An application of Canadian Communication theory to the sociotechnical transformation in Korea." *Printed Proceedings of the Fourth World Congress of Korean Studies.* The Academy of Korean Studies. pp. 1453-1465.

Chee, Florence. (2007) "What Innovation is not." *The Banff Consensus: Integrating the Creative Capabilities of Western Canada into the Global Innovation System.* The Centre for Innovation Studies, Calgary, Canada. p.12.

Chee, Florence. (2005) "Embracing the Jungian Archetype in Massively Multiplayer Online Role Playing Games." *The Digest: Innovations in New Media.* Volume 4(2), 3.

Chee, Florence. (2003) "The Ology of Anthros in Tech." *The Digest: Innovations in New Media.* Vol. 2(1), 5.

INVITED PRESENTATIONS, CONFERENCES, AND WORKSHOPS

Invited Presentations and Lectures

September 2012 "Gangnam Style: The Cultural Politics of Globalization," Guest Lecturer, CMNS 348, Globalization and the Media. School of Communication, Simon Fraser University, Vancouver, Canada.

July 2012 Invited Workshop Speaker by the Swiss National Science Foundation, Institute for Business Ethics (IWE-HSG), University of St. Gallen, Switzerland.

May 2012 Invited Speaker, Massachusetts Digital Games Institute (MassDiGI), Boston, USA.

March 2012 "Communicating games globally: Media Ecologies, Contextual Inquiry," Guest Lecturer, CMNS 443 – Comparative Asian Media Systems. School of Communication, Simon Fraser University, Vancouver, Canada.

September 2011 "Leveraging cross-disciplinary approaches for contextual investigations of technology," Invited Guest Speaker, Netherlands Organization for Applied Scientific Research/Nederlandse Organisatie voor Toegepast Natuurwetenschappelijk Onderzoek (TNO), Delft, Netherlands.

September 2011 Invited Guest Lecturer on Games Research, Blekinge Institute of Technology, Karlskrona, Sweden.

February 2011 "Cultural contingencies in online games: issues in context," Invited Lecturer, Austrian Institute of Technology (AIT), Vienna, Austria.

October 2010 "Online games as a medium of cultural communication," Guest Lecturer, Cross-Cultural Management, Engineering and Policy Analysis Program, Delft University of Technology, Netherlands.

May 2010 "Globalizing online games: understanding the virtual, contextual, and liminal," Featured Guest Speaker, Centre for Advanced Research on Logic and Sensibility, The Global Centers of Excellence Program, Keio University, Tokyo, Japan.

May 2010 "Through the screen, on the ground: online games in global contexts," Guest Speaker at Zayed University, Dubai, United Arab Emirates.

May 2010	"Online games as a medium of communication," Guest Speaker at Microsoft Research India, Bangalore, India.
May 2010	"Gaming environments and Global Development: A cross-cultural exploration," Invited Speaker at hackerspace.sg Virtual Worlds Event, Singapore.
November 2009	"Practising Ethical Ethnography," Guest Lecturer, Qualitative Research Methods in Communications, Capilano University, North Vancouver, Canada.
June 2008	"Opportunities in Context: Ethnographic Praxis in Industry," Featured Guest Speaker, Saskatchewan Telecom, Regina, Canada.
May 2007	Online Game Development Conference 2007, Invited Participant, Seattle, USA.
February 2007	"Unintended consequences: Four moments in social technology from cases of the French Minitel and Korean online game culture," Invited Panellist, (Re)Inventing the Internet Workshop, Segal Graduate School of Business SFU, Vancouver, Canada.
October 2006	"Games studies and methods of examination," Guest Lecturer, CMNS 253 – Introduction to Information Technology: The New Media. School of Communication, Simon Fraser University, Vancouver, Canada.
September 2006	"What innovation is not," Invited Doctoral Representative, The Centre for Innovation Studies, First Banff Innovation Summit, Banff, Canada.
October 2005	"Everyday lives and games in Korea: finding communities with new media ethnography," Invited Presentation, Faculty of Education, University of British Columbia, Vancouver, Canada.
May 2005	"Proposing and preparing a research project – experiences from Korea," Invited Lecturer, School of Communication, Simon Fraser University, Vancouver, Canada.
October 2004	"Identity and addiction: looking at online game play in Korea," Invited Lecturer, Hallym University, Department of Communication, Chuncheon, Korea.

Conference Papers and Presentations

June 2013	"Creating Mobile Game Culture: a sociocultural analysis of Korean mobile gaming in the era of smartphones," with Dal Yong Jin and Seah Kim. International Association for Media and Communication Research (IAMCR) Conference, Dublin, Ireland.
June 2013	"On Playing "Like a Girl": a comparative analysis of quasi-affirmative (re)action," with Kelly Bergstrom. Canadian Communication Association (CCA) Conference, Victoria, Canada.
June 2013	"Fixing a reality that isn't broken: women's participation in video game communities, industry, and beyond," with Kelly Bergstrom. Canadian Games Studies Association (CGSA) 2013 Conference, Victoria, Canada.
October 2012	"Data-driven design in social gaming: Community perceptions in a shifting landscape of code and information," with Peter Chow-White and Richard K. Smith. Meaningful Play 2012, Michigan State University, East Lansing, USA.

July 2012	"Sociotechnical transformation between paradigms: Togetherness in the liminal spaces of Korea's Information Society," with Stuart Poyntz. International Association for Media and Communication Research (IAMCR) Conference, Durban, South Africa.
July 2012	"The Evolution of the Notions of Imperialism in Media Studies: from Lenin to Platform," with Dal Yong Jin. International Association for Media and Communication Research (IAMCR) Conference, Durban, South Africa.
June 2012	"Informatingville: the social games that we define through our own data," with Peter Chow-White and Richard K. Smith. Canadian Communication Association (CCA) Conference, Waterloo, Canada.
June 2012	"Communicating the Implications of End-User License agreements (EULAs) in Online Games as Ethical Play," with Nick Taylor and Suzanne de Castell. Canadian Communication Association (CCA) Conference, Waterloo, Canada.
May 2012	"Outside Bedroom Culture and Beyond Bowling Alone: Gaming spaces and the crossroads of culture in Korea," with Stuart Poyntz. Canadian Games Studies Association (CGSA) 2012 Conference, Waterloo, Canada.
May 2012	"Researching in disguise: Exploring the ethics of consent in online games," with Nick Taylor and Suzanne de Castell. Canadian Games Studies Association (CGSA) 2012 Conference, Waterloo, Canada.
May 2012	"Transforming Play and Practice in Social Gaming through Data Mining," with Peter Chow-White and Richard K. Smith. International Communication Association (ICA) Conference 2012, Phoenix, USA.
October 2011	"In the (gaming) space between us: the social outcomes of gendered media ecologies, culture, and embodiment," Association of Internet Researchers Conference IR12, Seattle, USA.
September 2011	"Data Mining User Generated Content: Transforming Play and Leisure in Online Social Gaming into Business Analytics," with Peter Chow-White and Richard K. Smith. A Decade in Internet Time: Symposium on the Dynamics of the Internet and Society, Oxford, UK.
September 2011	"Playing in Public: A Latitudinal Look at LANS," with Nick Taylor, Suzanne de Castell, and Jennifer Jenson. Digital Games Research Association (DIGRA): Think Design Play, Hilversum, The Netherlands.
June 2011	"Where are the gamer girls? An international and cross-cultural perspective," Canadian Communication Association (CCA) Conference, Fredericton, Canada.
May 2011	"Local Girls in a Global World: Public and Private Discourses," Canadian Games Studies Association (CGSA) 2011 Conference, Fredericton, Canada.
February 2011	"Localizations of global games: cross-cultural lessons," Lift11 Conference: What can the future do for you?, Geneva, Switzerland.
October 2010	"Is virtually consenting informed consent? Internet research and the ethics of third party access," with Suzanne de Castell. Association of Internet Researchers Conference, Gothenburg, Sweden.

June 2010	"Politicizing games, imagined mobilities: implications for global development," Canadian Communication Association (CCA) Conference, Montreal, Canada.
May 2010	""I AGREE": Internet research, informed consent, and the ethics of third party access," with Suzanne de Castell. Canadian Games Studies Association (CGSA) 2010 Conference, Montreal, Canada.
June 2009	"Cultural Contexts of Online Gaming," Poster presented at the Technology, Management, and Policy Graduate Consortium, Simon Fraser University, Vancouver, Canada.
September 2008	"Online games and Korea as Figure and Ground: An application of Canadian Communication theory to the sociotechnical transformation in Korea," International Conference on Korean Studies (AKS), Seoul, Korea.
June 2008	"Counter-irritants win: online game addiction and McLuhan's Narcissus as narcosis," Canadian Communication Association (CCA) Conference, Vancouver, Canada.
October 2007	"Age of Korean Empires in the New Media: A Critical Interpretation of the Online Game Industry," with Dal Yong Jin. Association of Internet Researchers (AOIR): Let's Play 8.0, Vancouver, Canada.
July 2007	"Mobilizing Methodology: The application of Techno-Experiential Design Assessment (TEDA) to global modes of communication," with Roman Onufrijchuk. Mobile Media Conference 2007, Sydney, Australia.
June 2006	"France's videotex and Korean online games: two case studies of technology policy as myth, modernity and mess," Technology and Policy Program Graduate Consortium, Instituto Superior Técnico (IST), Lisbon, Portugal.
June 2006	"Apollo and Dionysus Meet Korean Online Game Communities," Canadian Communication Association (CCA) Conference, Toronto, Canada.
March 2006	"The role of Korean cultural industries in excessive game play," Western Canadian Communication Graduate Conference, Nelson, Canada.
October 2005	"Online gamers and the ambiguity of community: Korean definitions of togetherness for a new generation," with Richard K. Smith. Association of Internet Researchers (AOIR): Internet Generations 6.0, Chicago, USA.
June 2005	"Questioning the future of policy on addiction to online games: an ethnography of the visible, invisible, and transparent in Korea," Technology and Policy Program Graduate Consortium, Massachusetts Institute of Technology (MIT) Cambridge, USA. **** Faculty award winner: "Best Masters Research Presentation"***
June 2005	"Game play at work: media and motivation in a Korean context," Canadian Communication Association (CCA) Conference, London, Canada.
March 2005	"The social club redefined: an ethnographic analysis of online game addiction in Korea," Western Canadian Communication Graduate Conference, Nelson, Canada.
June 2004	"Online Game Communities and the Interactional Self: Modes of Mediation and the possibility of integrated personhood," with Marcelo Vieta. Canadian Communication Association (CCA) Conference, Winnipeg, Canada.

November 2003 "Moral Panic, Ideology, and the Online Game EverQuest," with Richard K. Smith. Digital Games Research Association (DIGRA): Level Up, Utrecht, The Netherlands.

October 2003 "EverQuest and its implications for addiction policy," with Richard K. Smith. Association of Internet Researchers Conference (AOIR): Broadening the Band, Toronto, Canada.

August 2003 "Is Electronic Community an Addictive Substance? An ethnographic offering from the EverQuest Community," with Richard K. Smith. First Global Conference on Interactive Convergence: Research in Multimedia, Prague, Czech Republic.

June 2003 "Is Electronic Community an Addictive Substance?" with Richard K. Smith. Canadian Communication Association (CCA) Conference Halifax, Canada.

AWARDS/GRANTS

January 2013 IDRC Research Award Recipient 2013, Advisory Committee on Research Ethics, International Development Research Centre, Ottawa, Canada

January 2011 Ernst-Mach Stipendien (Ernst-Mach Grant Worldwide), awarded by the Austrian Agency for International Cooperation in Education and Research (OeAD-GmbH), Centre for International Cooperation & Mobility (ICM), financed by the Austrian Federal Ministry of Science and Research (BMWF)

January 2011 Research Fellowship Award, Institute for Advanced Studies on Science, Technology, and Society (IAS-STS), Graz, Austria

September 2010 Erasmus Mundus Visiting Scholarship Award, Economics and Management of Network Industries (EMIN) Consortium, European Commission Erasmus Mundus Programme

May 2009 President's PhD Research Stipend, Simon Fraser University

January 2009 Graduate Research Fellowship (PhD), Faculty of Applied Sciences, Simon Fraser University

September 2008 Korean Government Research Scholarship, National Institute for International Education Development (NIIED) Korea/Foreign Government Award, Department of Foreign Affairs and International Trade (DFAIT) Canada

September 2008 Graduate International Scholarship, Simon Fraser University

July 2008 Faculty of Applied Sciences Dean's Fund Graduate Fellowship (PhD), Simon Fraser University

January 2008 COGECO Graduate Scholarship in Communication

July 2007 PhD Research Fellowship, Faculty of Applied Sciences, Simon Fraser University

July 2006 Graduate Research Fellowship (PhD), Faculty of Applied Sciences, Simon Fraser University

June 2006 Graduate Fellowship (PhD), Dean of Graduate Studies, Simon Fraser University

May 2006	Winner of competition: selected to represent SFU Applied Science and present at the Technology, Management, and Policy Consortium in Lisbon, Portugal. Faculty of Applied Sciences, Simon Fraser University
May 2006	Admission into the Leonardo Summer Institute for Doctoral Studies Program 2006 interdisciplinary cohort, Faculty of Applied Sciences, Simon Fraser University (Course admission, bursary, plus travel expenses)
May 2006	Travel Award, School of Communication, Simon Fraser University
May 2006	Travel Award, Faculty of Applied Sciences, Simon Fraser University
January 2006	Graduate Entrance Fellowship (PhD), Dean of Graduate Studies, Simon Fraser University
July 2005	Nomination and early admission into PhD program, School of Communication, Faculty of Applied Sciences, Simon Fraser University
June 2005	Faculty Award for Best Masters Research Presentation, Technology and Policy Program, Massachusetts Institute of Technology (MIT), Cambridge, USA
May 2005	Honorary Membership, Leonardo Summer Institute for Doctoral Studies, Faculty of Applied Sciences, Simon Fraser University, Vancouver, Canada
May, June 2005	Travel Awards, Faculty of Applied Sciences, Simon Fraser University
May 2005, April 2004, and November 2003	Travel Awards, School of Communication, Simon Fraser University
July 2004	Graduate Research Fellowship (MA), Faculty of Applied Sciences, Simon Fraser University
June 2004	Graduate Fellowship (MA), Dean of Graduate Studies, Simon Fraser University
May 2004	Travel Award, Centre for Systems Science, Simon Fraser University
June, October 2003	Conference Award, Centre for Policy Research on Science and Technology
August 2003	Conference Award, New Media Innovation Centre and Simon Fraser University
June 2003	Honour Roll Award for outstanding academic achievement, Simon Fraser University
September 2000	Award for the Orientation Ambassador with the best review, Simon Fraser University
September 1998	Study Grant, Government of British Columbia, Canada

PROFESSIONAL SERVICE

November 2010	Reviewer, International Communication Association (ICA 2011), Boston, USA
April 2010	Reviewer, The Iowa Journal of Communication

August 2009	Reviewer, Games and Culture: A Journal of Interactive Media, SAGE Publications
July 2008	Reviewer, Loading…, Canadian Games Studies Journal, Simon Fraser University
April 2007	Reviewer, Digital Games Research Association Conference (DIGRA 2007), Tokyo, Japan
March 2007	Reviewer, New Media and Society, SAGE Publications
June 2006	Reviewer, ACM SIGGRAPH Video Game Symposium, Boston, USA. July 29-30, 2006
March 2005	Facilitator, Techvibes MASSIVE 2005
2004	Reviewer, Other Players Games Conference, Copenhagen, Denmark. December 6-8, 2004
2002 – 2003	Managing Editor, DIGEST Technology Monthly Publication

INSTITUTIONAL SERVICE

February 2008 – December 2012	Fire Warden, Life Safety and Security, SFU Vancouver Campus
September 2003 - 2012	Communication Graduate Caucus, member
February 2012	Session Aide and University Representative, American Association for the Advancement of Science (AAAS) Conference 2012, Vancouver, Canada
October 2007	Volunteer, Union for Democratic Communication Conference 2007, Vancouver, Canada
May 2007	Delegate Liaison, Hydrogen and Fuel Cells 2007 International Conference, Vancouver, Canada
January 2006 – June 2006	PhD Forum Representative, Simon Fraser Students' Society (SFSS)
2002, 1997-1999	Executive Treasurer, SFU Choir Soprano/Soloist, Simon Fraser University Choir
1999-2000	Orientation Ambassador Team Leader, Campus Community Services
1999	Executive Secretary, Computing Science Students' Society (CSSS)

PROFESSIONAL AFFILIATIONS

January 2012 – *Present*	International Communication Association (ICA)
May 2010 - *Present*	Canadian Games Studies Association (CGSA)
October 2003 – *Present*	Digital Games Research Association (DiGRA)

July 2003 - *Present*	Association of Internet Researchers (AoIR)
June 2003 - *Present*	Canadian Communication Association (CCA)
June 2004 – June 2010	Innovation Systems Research Network (ISRN)

LANGUAGE COMPETENCIES

Fluent	English, Hokkien (widely spoken in Singapore, Malaysia, and Taiwan)
Intermediate	French, Korean, Cantonese, Taishanese
Basic	German, Dutch, Japanese, Mandarin, Spanish