

John Vanderhoef

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PROFESSIONAL HISTORY

2016- Asst. Professor, Communications Dept., California State University, Dominguez Hills

EDUCATION

2016 Ph.D., Film and Media Studies, UC-Santa Barbara

2010 M.A., Media Studies, UW-Milwaukee

2008 B.A. Journalism/Creative Writing, UW-Wisconsin-Milwaukee (Magna Cum Laude)

BOOKS

Between Passion, Pixels, and Profit: The New Creative Economy of Indie Game Production, under review at University of Michigan Press.

PEER-REVIEWED JOURNAL ARTICLES

- 2016 “Creative Labor in Cinema and Media Industries,” co-authored with Michael Curtin and Kevin Sanson. In *Oxford Bibliographies in Cinema and Media Studies*. Ed. Krin Gabbard. New York: Oxford University Press.
- 2015 “A Vanishing Piece of the Pi: The Globalization of Visual Effects Labor,” co-authored with Michael Curtin. *TV & New Media* 16(3): 219-239.
- 2014 “TV that Watches You: Data Collection and the Connected Living Room,” co-authored with Karen Petruska. *Spectator* 34(2): 33-42.
- 2013 “Magic Disguised as Technology: Microsoft’s Kinect, Gender, and Domestic Space.” *Media Fields Journal* (7): <http://mediafieldsjournal.squarespace.com/magic-disguised-as-technology/>
- 2013 “Casual Threats: The Feminization of Casual Video Games.” *Ada: Journal of Gender, New Media, and Technology* 1(2): <http://adanewmedia.org/2013/06/issue2-vanderhoef/>

BOOK CHAPTERS

- 2018 “Shovel Knight: Nostalgia,” in *How to Play Video Games*, edited by Nina Huntemann and Matthew T. Payne (NYU Press, 2018).
- 2018 “Big Daddies & Monstrous Mommies: Maternal Abjection, Absence, and Annihilation in the *BioShock* Franchise,” co-authored with Matthew T. Payne, in *New Perspectives on BioShock*, edited by Jessica Aldred and Felan Parker (McGill University Press, 2018).
- 2017 “Oddworld” and “Donkey Kong,” in *100 Greatest Video Game Franchises*, edited by Jaime Banks, Robert Mejia, and Aubrie Adams (Rowman and Littlefield, 2017).
- 2017 “NES Homebrew and the Margins of the Retrogaming Industry,” in *Fans, Videogames and History*, edited by Melanie Swalwell, Helen Stuckey, and Angela Ndaliansi (Routledge, 2017), 111-127.

- 2016 “The Crunch Heard Round the World: The Global Era of Digital Game Labor,” co-authored with Michael Curtin, in *Production Studies: The Sequel*, edited by Bridget Conor, Miranda Banks, and Vicki Mayer (New York: Routledge), 196-209.
- 2014 “Masculinity,” co-authored with Michael Z. Newman, in *Routledge Companion to Video Game Studies*, edited by Mark J.P. Wolf and Bernard Perron (New York, Routledge), 380-387.

PEER-REVIEWED ONLINE PUBLICATIONS

- 2014 “Silicon Beach Shows Promise, Not Profits.” *MIP Research*. Nov. 21, 2014. <http://www.carseywolf.ucsb.edu/mip/article/silicon-beach-shows-promise-not-profits>
- 2014 “Policy and Politics Dictate the Growth of the European SVOD Market,” co-authored with Hannah Goodwin. *Media Industries Project Research*. April 21, 2014. <http://www.carseywolf.ucsb.edu/mip/article/policy-and-politics-dictate-growth-european-svod-market>
- 2014 “Cord Cutting Anxiety Oversimplifies Distribution Revolution,” co-authored with Kevin Sanson. *Media Industries Project Research*. Jan. 31, 2014. <http://www.carseywolf.ucsb.edu/mip/article/cord-cutting-anxiety-oversimplifies-distribution-revolution>
- 2013 “Guilds Struggle to Organize Reality TV Labor.” *Media Industries Project Research*. December 2, 2013. <http://www.carseywolf.ucsb.edu/mip/article/guilds-struggle-organize-reality-tv-labor>
- 2013 “Warsaw’s Gaming Sector Gains Global Standing.” *Media Industries Project Research*. June 7, 2013. <http://www.carseywolf.ucsb.edu/mip/article/warsaws-gaming-sector-gains-global-standing>
- 2013 “IMAX Finds New Life in Hollywood and Abroad.” *Media Industries Project Research*. Feb. 19, 2013. <http://www.carseywolf.ucsb.edu/mip/article/imax-finds-new-life-hollywood-and-abroad>
- 2012 “TV Carriage Fee Disputes Hurt Consumers the Most,” co-authored with Rachel Allen, Kevin Sanson, and Jennifer Holt. *Media Industries Project Research*. Oct. 11, 2012. <http://www.carseywolf.ucsb.edu/mip/article/tv-carriage-fee-disputes-hurt-consumers-most>
- 2012 “Digital Distribution Creates Opportunities for Indie Gamemakers.” *Media Industries Project Research*. July 09, 2012. <http://www.carseywolf.ucsb.edu/mip/article/digital-distribution-creates-opportunities-indie-gamemakers>

OTHER SCHOLARLY PUBLICATIONS

- 2015 “Devilish Partners: *Daredevil*, Netflix, and Exclusive Original Programming,” *Antenna Blog*. <http://blog.commart.wisc.edu/2015/04/21/devilish-partners-daredevil-netflix-and-exclusive-original-programming/>
- 2012 “Halo TV: Spartan Ops, Transmedia and Episodic Content,” *In Media Res*. <http://mediacommons.futureofthebook.org/imr/2012/10/29/halo-tv-spartan-ops-transmedia-and-episodic-content>
- 2011 “Spike VGAs: Celebration or Ghettoization?” *In Media Res*. <http://mediacommons.futureofthebook.org/imr/2011/09/14/spike-vgas-celebration-or-ghettoization>

BOOK REVIEWS

- 2016 *Gaming at the Edge: Sexuality and Gender at the Margins of Gamer Culture. Communication, Culture & Critique.* 8(3).
- 2014 *Amateur Media: Social, Cultural, and Legal Perspectives. Media Industries Project.* July 23, 2014. <http://www.carseywolf.ucsb.edu/mip/article/dan-hunter-et-al%E2%80%99s-amateur-media>
- 2014 *Gaming Globally: Production, Play, and Place. Media Industries Project.* April 24, 2014. <http://www.carseywolf.ucsb.edu/mip/article/nina-b-huntemann-and-ben-aslinger%E2%80%99s-gaming-globally>
- 2013 *Working in the Global Film and Television Industries: Creativity, Systems, Space, Patronage. Screening the Past.* Issue 38. December 2013. <http://www.screeningthepast.com/2013/12/working-in-the-global-film-and-television-industries-creativity-systems-space-patronage/>.
- 2013 *The Video Game Industry: Formation, Present State, and Future. Media Industries Project.* Sept. 20, 2013. <http://www.carseywolf.ucsb.edu/mip/article/vicki-mayers-below-line>
- 2012 *Below the Line: Producers and Production Studies in the New Television Economy. Media Industries Project.* Dec. 17, 2012. <http://www.carseywolf.ucsb.edu/mip/article/vicki-mayers-below-line>
- 2012 *Film Trilogies: New Critical Perspectives. Screening the Past.* Issue 35. December 2012. <http://www.screeningthepast.com/2012/12/film-trilogies-new-critical-approaches/>
- 2012 *Creative Labour: Media Work in Three Cultural Industries. Media Industries Project.* Oct. 5, 2012. <http://www.carseywolf.ucsb.edu/mip/creative-labour-david-hesmondhalgh-and-sarah-baker>
- 2012 *Frodo Franchise: The Lord of the Rings and Modern Hollywood. Media Industries Project.* May 16, 2012. <http://www.carseywolf.ucsb.edu/mip/frodo-franchise-kristin-thompson>

CONFERENCE PRESENTATIONS

- 2017 “The Era of Patreon? Indie Game Crowdfunding and Neoliberal Ideology,” Indie Interfaces Symposium, Montreal, Canada, Sept. 28-Oct. 1.
- 2017 “Resistance from the Margins: Diversity in Indie and Alternative Game Development,” Long Beach International Film, Media and Music Festival, Long Beach, CA, Aug. 30-Sept. 3.
- 2017 “Indie Games of No Nation: Indie Game Publishing and the Erasure of National Markers,” International Communication Association, San Diego, CA, May 25-29
- 2017 Chair, “Brews, Burgers, and Indie Bombast: The Antiestablishment Neoliberalism of Devolver Digital,” Society of Cinema and Media Studies, Chicago, IL, March 2017
- 2017 “Where’s My Mommy?: Dad-ification, Post-Feminism, and Indie Games,” SW/TX PCA/ACA, Albuquerque, NM, February 2017

- 2016 “Big Daddies & Monstrous Mommies: Maternal Abjection, Absence, and Annihilation in the *BioShock* Franchise,” Society of Cinema and Media Studies Conference, Atlanta, Georgia, March/April 2016
- 2016 “Big Daddies & Monstrous Mommies: Maternal Abjection, Absence, and Annihilation in the *BioShock* Franchise,” SW/TX PCA/ACA, Albuquerque, NM, February 2016
- 2015 “Everyday Developers: Challenging Professionalism and Masculinity in the Gaming Industry,” UCLA Center for the Study of Women, Thinking Gender Conference, Los Angeles, CA, April 2015
- 2015 Chair, “From Iron Curtains to Iron Sights: Eastern Europe’s Games Industry,” Society of Cinema and Media Studies Conference, Montreal, Canada, March 2015
- 2014 “Everyday Developers: Amateur Game Development on the Borders of Industry,” Console-ing Passions International Conference on Television, Audio, Video, New Media and Feminism, Columbia, MO, April 2014
- 2014 “Retro Revolt: The Informal Economy of NES Homebrew,” Society of Cinema and Media Studies Conference, Seattle, WA, March 2014
- 2014 “From Communism to Computer Games: Shanghai’s Place in Global Game Production,” The Santa Barbara Global Studies Conference, “Materialities,” Santa Barbara, CA, February 28-March 1 2014
- 2013 “Portals, Power, and Profit: Connected Toys, Skylanders, and Transmedia Play,” DiGRA Conference, Atlanta, GA, August 2013
- 2013 Chair, “Retrogame Roadshow: Collecting and Canon in Classic Gaming Culture,” Society of Cinema and Media Studies Conference, Chicago, IL, March 2013
- 2013 “‘New School Tech for Old School Gamers’: Homebrew, History, and Nostalgia,” SW/TX PCA/ACA, Albuquerque, NM, February 2013
- 2012 “Magic Disguised as Technology: Microsoft’s Kinect, Gender, and Space,” Console-ing Passions International Conference on Television, Audio, Video, New Media and Feminism, Boston, MA, July 2012
- 2012 “Canon Fodder: Taste, Gender, and Video Games,” Society of Cinema and Media Studies Conference, Boston, MA, March 2012
- 2010 “That’s Not a Real Game: Gender and Videogame Culture,” Console-ing Passions International Conference on Television, Audio, Video, New Media and Feminism, Eugene, OR, April 2010

INVITED TALKS

- 2017 Critical Games Studies Symposium, “(Re)Locating Developers: Precarity, Migrant Game Labor, and Globalization,” Body Games, University of California, Irvine, May 1
- 2014 The Global Studies Seminar, “A Vanishing Piece of the Pi: The Globalization of Visual Effects Labor,” University of California, Santa Barbara, May 14

RESEARCH APPOINTMENTS

- 2016 Graduate Student Researcher, Prof. Michael Curtin
- 2014- 2015 Freelance, Carsey-Wolf Center’s Media Industries Project
- 2012- 2014 Graduate Student Researcher, Carsey-Wolf Center’s Media Industries Project

FELLOWSHIPS AND AWARDS

- 2015 UCSB Central Continuing Fellowship, Graduate School, UCSB
- 2014-2015 UCSB Central Fellowship, Graduate School, UCSB
- 2013 Computer Culture and Game Studies Award, Southwest/Texas Popular Culture Association, Albuquerque, NM
- 2011-2012 UCSB Central Fellowship, Graduate School, UCSB
- 2010 Women's Studies Eliana Berg Award for graduate research, University of Wisconsin-Milwaukee
- 2007 Louise J. Kordus Memorial Scholarship, Department of Journalism and Mass Communication, University of Wisconsin-Milwaukee

TEACHING

California State University Dominguez Hills

- 2017 Assistant Professor, Introduction to Media Criticism, Communications Dept.
- 2017 Assistant Professor, Senior Seminar: Indie Media Cultures, Communications Dept.
- 2017 Assistant Professor, Introduction to Film, Communications Dept.
- 2016 Assistant Professor, Emerging Media History, Communications Dept.
- 2016 Assistant Professor, Media Industries, Communications Dept.
- 2016 Assistant Professor, Senior Seminar: Indie Media Cultures, Communications Dept.
- 2015 Lecturer, Writing for Video Games, Communications Dept.

Santa Barbara City College

- 2015 Lecturer, Introduction to Film Studies, Film Dept.

University of California, Santa Barbara

- 2015 Teaching Associate, Introduction to Cinema, Film/Media Studies
- 2014 Teaching Associate, Countergaming, Film/Media Studies
- 2013 Teaching Assistant, Advanced Film Analysis, Film/Media Studies

University of Wisconsin, Milwaukee

- 2010-11 Instructor, Intro to College Writing, UWM Upward Bound Summer Program
- 2010-11 Instructor, Advanced English, UWM Upward Bound Summer Program
- 2008-2010 Teaching Assistant, Intro to Media Writing, Journalism & Mass Comm.
- 2009-10 Writing Tutor, UWM Writing Center

VIDEO GAMES

- <https://johnvanderhoef.itch.io/>*
- 2017 *01101100 01101111 01110110 01100101 (Love)*

- 2017 *Hundvan*
- 2017 *Katara*
- 2016 *Sundays with Absalon*
- 2016 *In the Morning Turns to Ash*
- 2015 *Call of Cotton Candy Cthulhu* (Built w/ students at Cal State Dominguez Hills)
- 2015 *One Day Only: A Text Adventure Game*

VIDEO GAME EXHIBITIONS

- 2017 *Sundays with Absalon*, Playdate, L.A. Zine Fest, May 28, 2017

SERVICE AND ACTIVITIES

- 2016-2017 Undergraduate Advisor, CSUDH Communications Department
- 2017 Faculty Co-Supervisor, Toro Entertainment and Media Society
- 2017 Hiring Committee, CSUDH Communications Department
- 2017 Program Leaders Retreat, CSU Media and Entertainment Arts, July 28, 2017
- 2017 Academic Senate Representative, CSUDH Communications Department
- 2017 Annual Banquet Committee, CSUDH Communications Department
- 2017 Entertainment Industry Degree Retreat, CSUDH College of Arts & Humanities, Jan. 19, 2017
- 2016 CSUDH Faculty Success Program
- 2016 CSUDH Communications Department Curriculum Committee
- 2016 CSUDH Day at Dominguez Department Representative
- 2015 Antenna Contributor, <http://blog.commart.wisc.edu/>
- 2015 Peabody Awards, Graduate Student Juror
- 2015- Reviewer, *Film Quarterly*
- 2014-2016 SCMS Video Game Studies Special Interest Group Graduate Student Representative
- 2014- Reviewer, *Games and Culture*
- 2012- Contributor, www.GameCritics.com
- April 2014 UCSB Grad Slam Presenter, *Everyday Developers: The Production and Cultures of Indie Games*
- March 2014 UCSB Campus Representative, Graduate Student Advocacy Day, California State Legislature, Sacramento, CA
- 2012 Features Writer, www.Gameranx.com
- 2011-2015 *Media Fields Journal* <http://www.mediafieldsjournal.org/>
 - 2011-2015 Editorial Board
 - 2011-2015 Web Committee
 - August 2014 Special Issue Editor (Issue 8: Playgrounds)

