

TEDDY POZO. Ph.D

they/them/themself

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FELLOWSHIPS, GRANTS, AND HONORS

- 2020-2022 Andrew W. Mellon Postdoctoral Media Arts and Culture Fellowship,
Occidental College Department of Computer Science
- 2020 Judith H. Zern 1964 Endowed Teaching Fund, Grant for Curricular
Innovation in the Sciences, Brown University
- 2009–2014 Chancellor’s Fellowship, University of California Santa Barbara
- 2009 Consortium for Literature, Theory and Culture Fellowship, University of
California Santa Barbara

APPOINTMENTS

- 2020-2022 **Andrew W. Mellon Postdoctoral Fellow**, Occidental
College Department of Computer Science
- 2018–2020 **Visiting Assistant Professor**, Brown University Department of Modern
Culture and Media

EDUCATION

- Winter 2016 **Ph.D.** University of California, at Santa Barbara, Department of Film and
Media Studies, Santa Barbara, CA
- Dissertation:** *Haptic Media: Sexuality, Gender, and Affect in Technology
Culture, 1959-2015*
- Committee Chair:** Anna Everett
- April 2011 **M.A.** University of California, at Santa Barbara, Department of Film and
Media Studies, Santa Barbara, CA
- June 2009 **B.A.** Swarthmore College, Special Major in Film and Media Studies,
Department of English; Major in French Literature, Department of French,
Swarthmore, PA
- Faculty Advisor:** Patricia White

BOOK PROJECT

Haptic Media: Video Games and Other Touchy Objects

This book project explores *haptic mediation*, the process of communicating touch at a distance, through penny arcade “shocker” machines, vibrating movie theater seats in William Castle’s *The Tingler* (1959) virtual reality cybersex fantasies and devices, and the feeling politics of queer games. This new theory and history of the haptic (tactile, touch-based) combines previous theories of *haptic visibility* (Marks, ex.), *phenomenology* (Sobchack, ex.) and *affect* (Massumi, Ahmed, Anable, ex.) with the “haptic media studies” approach (Parisi, ex.) to re-center gender, sexuality, and marginalized artists and creators in the conversation about haptic technologies in both past and future. Pozo questions strict disciplinary boundaries and concepts of “hard” and “soft” in technology in a unique *non-binary approach* to computer science and media studies.

PUBLICATIONS

Peer-Reviewed Articles

“Queer Games After Empathy: Feminism and Haptic Game Design Aesthetics from Consent to Cuteness to the Radically Soft.” *Game Studies* 18, no. 3 (December 2018), gamestudies.org/1803/articles/pozo.

as Diana Pozo and Diana Mari Pozo

“In Practice: Queerness and Games.” *Camera Obscura* 32, no. 2 (2017): 153–63.

“Trigger Warnings and the Porn Studies Classroom,” *Porn Studies* 2, nos. 2–3 (2015): dx.doi.org/10.1080/23268743.2015.1054683.

“Water Color: Radical Color Aesthetics in Julie Dash’s *Daughters of the Dust*.” *New Review of Film and Television Studies* 11, no. 4 (December 2013): dx.doi.org/10.1080/17400309.2013.812707.

“War Games at Home, Home Games at War: The Geography of Multiplayer Military First-Person Shooting Games.” *Mediascape* (Winter 2012): tft.ucla.edu/mediascape/Winter2012_WarGames.html.

Book Chapters

“Visualizing Data for Pleasure: Heather Kelley on Game Design, Sexuality, and User Interfaces.” In *Digital Love: Romance and Sexuality in Video Games*, edited by Heidi McDonald. New York: Focal Press, 2017.

as Diana Pozo

“Counter gaming’s Porn Parodies, Hard Core and Soft.” in *Rated M for Mature: Sex and Sexuality in Video Games*, edited by Matthew Wysocki and Evan W. Lauteria. New York: Bloomsbury Academic, 2015, 133–46.

Encyclopedia Articles

as Diana Pozo

Routledge Encyclopedia of Film Theory, edited by Edward Branigan and Warren Buckland. New York: Routledge, 2014.

“History of Feminist Film Theory”

“Feminist Film Theory, Core Concepts”

Encyclopedia of Video Games: The Culture, Technology, and Art of Gaming edited by Mark J. P. Wolf. Santa Barbara, CA: Greenwood, 2012.

“Beating a Game”

“Non-Player Character”

“*Portal* (Valve, 2007)”

Other Publications

as Diana Pozo

“*Curtain: Queer Video Games, Identity, and Realism.*” *In Media Res* November 11, 2014.
<http://mediacommons.org/imr/2014/11/04/curtain-queer-video-games-identity-and-realism>.

“Visualizing Data for Pleasure: Heather Kelley on Game Design, Sexuality and User Interfaces.” *Media Fields Journal* no. 6 (2013): mediafieldsjournal.org/visualizing-data-for-pleasure/author/mediafieldsjournal.

TEACHING

Honors Theses Advised

Finch Collins, “Trans at the Table: Queer Oral Histories of Actual Play Podcast Fandom” (Brown University 2020-2021) [[link](#)]

JD Calvelli, *Apophenia* alternate-reality game (Brown University, 2020-2021)

Jeff Katz, *LACUNA* worldbuilding for a long-form graphic novel (Brown University, 2020-2021)

Cass Zegura, “Gay Engines: Imagining a Queer Development Platform for Videogames” (Brown University, 2019-2020)

Nina Goetzen, “How Do You Do, Fellow Kids?: Corporate Memes and Youth Resistance”
(Brown University, 2018-2019)

Occidental College Department of Computer Science

Digital Worldmaking (FYS 1), Fall 2021, multidisciplinary first-year seminar bringing together video game studies, game design, and systems thinking for social change, co-taught with Sheldon Schiffer (COMP)

Haptic Media (COMP 271/MAC 271), Spring 2021, multidisciplinary course on haptic technologies and the sense of touch in media including film and video games, co-taught with guest artists Ryan Rose Aceae, Eugenia Barbuc, Robin LoBuglio and Heather Flowers, and cross-listed in Media Arts and Culture (MAC)

Brown University Department of Modern Culture and Media

Critical Video Game Studies (MCM 1204F), Spring 2019, Spring 2020. First video game studies course at the institution. Included game design projects and academic writing.

Digital Media (MCM 0230), Fall 2018. Introductory course.

Queerness and Games (MCM 1505W), Fall 2018. Advanced seminar. First advanced video game studies seminar at the institution. Included game design projects and academic writing.

Representing Sexuality and Gender on Screen (MCM 1506J), Fall 2019. Advanced Seminar.

Small Screens (MCM 1506L), Spring 2020. Advanced Seminar.

TRANS/MEDIA: Transgender Studies and Transmedia Narratives (MCM 1505X), Spring 2019. Advanced seminar.

TV and/as Popular Culture (MCM 1204N), Fall 2019. Intermediate Course.

University of California Berkeley Center for New Media

Queerness and Games Design Workshop, Summer 2015. Co-Facilitator.

University of California Santa Barbara Department of Film and Media Studies

Critical and Cultural Theory (FLMST 192B), Summer 2013. Advanced course.

Introduction to Film and Media Studies (FLMST 46), Summer 2012. Introductory course.

Teaching Assistant and Course Reader Positions

Critical and Cultural Theory (FLMST 192B), Spring 2013. Teaching Assistant to Professor Greg Siegel, University of California Santa Barbara Department of Film and Media Studies.

Classical Film Theory (FLMST 192A), Summer 2011, Winter 2011, Winter 2010. Teaching Assistant to Professors Allan Langdale, Daniel Reynolds, Lucia Riccardelli. University Of California Santa Barbara Department of Film and Media Studies.

History of Electronic Media 1, Telegraphy and TV (FLMST 101D), Fall 2012. Teaching Assistant to Professor Michael Curtin, University of California Santa Barbara Department of Film and Media Studies.

History of Television (FLMST 101T), Spring 2011. Teaching Assistant to Professor Jennifer Holt, University of California Santa Barbara Department of Film and Media Studies.

Introduction to Film and Media Studies (FLMST 46), Summer 2010. Teaching Assistant to Professor Anna Brusutti, University of California Santa Barbara Department of Film and Media Studies.

Introduction to Media Criticism (FLMST 70), Winter 2012. Teaching Assistant to Professor Jennifer Holt, University of California Santa Barbara Department of Film and Media Studies.

Topics in Film and Popular Culture: Pornography (FLMST 154PG), Spring 2012. Course Reader for Professor Constance Penley, University of California Santa Barbara Department of Film and Media Studies.

Women, Media and Cultural Production (FEMST 40), Fall 2010. Teaching Assistant to Professor Jacqueline Bobo, University of California Santa Barbara Department of Feminist Studies.

PUBLIC SCHOLARSHIP

Invited Talks

“Teledildonics: Hacker Culture and the Future of Sex,” UCLA Game Lab, Los Angeles, CA, May 2021.

“Softcore Gaming and the Texture of Gender.” Public Lecture. Swarthmore College Queer Games Day, Swarthmore, PA, November 2019.

“Queer Games After Empathy.” Public Lecture. Williams College Sawyer Library Forum, Williams, MA, February 2019.

Guest Lectures

“Representation in Gaming Culture,” Guest Lecture for Professor Oscar Moralde. Occidental College, Los Angeles, CA, April 2021.

“Prison Abolition and Trans* YouTube.” Guest Lecture for Professor Rox Samer. Clark University, Worcester, MA, November 2019.

“Queerness and Games.” Guest Lecture for Professor Jennifer Malkowski. Smith College, Northampton, MA, April 2019.

Conference Participation

“The Haptic Aesthetics of Control in Video Game Design.” Multimedia Presentation. Society for Literature, Science, and the Arts (SLSA) Conference, 2019, Irvine, CA, November 2019.

“Queer Erasure, Transformation, and the Disappearing Archive in Video Game Studies.” Multimedia Presentation. Society for Cinema and Media Studies (SCMS) International conference, Seattle, WA, March 2019.

“The History and Geography of Queer Game Studies: Recovering and Imagining LGBTQ Spaces in Video Game Design.” Multimedia Presentation. Playing the Past Conference, Brown University Center for Digital Scholarship, Providence, RI, January 2019.

“Radical Softcore Games: Haptic Game Controllers, Conductive Textiles, and Femme Hacking Histories in Queer Game Design.” Multimedia Presentation. Society for Cinema and Media Studies (SCMS) International Conference, Toronto, ON, March 2018.

“The Trouble With ‘Empathy Games’: Queer Game Design as Haptic Media.” Multimedia Presentation. Society for Cinema and Media Studies (SCMS) International Conference, Chicago, IL, March 2017.

“Haptics and Counterhaptics in the History of Internet-Connected Adult Novelty.” Multimedia Presentation, What is Media International Conference, Portland, OR, March 2016.

“‘You Used to Think It Was Just a Myth’: *The Crash Pad*, Queer Fantasy, and Queer Communities in the Bay Area.” Multimedia Presentation, Society for Cinema and Media Studies (SCMS) International Conference, Montréal, QC, March 2015.

Queer Femme-ininities Research: Creating Justice Within LGBTQ, Feminist, and Gender Studies. Workshop Panelist. National Women’s Studies Association (NWSA) International Conference, San Juan, PR, November 2014.

The Pedagogy of Pornography, the Current and Future Status of Porn Studies in Academia. Workshop Panelist. Society for Cinema and Media Studies (SCMS) International Conference, Seattle, WA, March 2014.

“No Borders: Queering the Pornography/Non-Pornography Distinction.” Multimedia Presentation, Queering Spaces, Queering Borders Conference, Asheville, NC, April 2013.

“Taking Control: RealTouch and the Politics of Webcam Performance.” Multimedia Presentation, National Women’s Studies Association (NWSA) International Conference, Oakland, CA, November 2012.

“Wii Fit: Gaming, Scientific Measurement, and the Enlightenment.” Multimedia Presentation. Console-ing Passions International Conference, Boston, MA, July 2012.

“Water Color: Radical Color Aesthetics in Julie Dash’s *Daughters of the Dust*.” Multimedia Presentation, Society for Cinema and Media Studies (SCMS) International Conference, Boston, MA, March 2012.

“War Games at Home, Home Games at War: Spatial Theory and Military First-Person Shooting Games.” Multimedia Presentation, Society for Cinema and Media Studies (SCMS) International Conference, New Orleans, LA, March 2011.

“Passing Through Pain: Trans Women’s Visual Narratives of Facial Feminization Surgery on YouTube.” Multimedia Presentation, Console-ing Passions International Conference, Eugene, OR, April 2010.

“Hergé and Casterman in the Congo: A Comparative Reading of Two Editions of *Tintin in the Congo*.” Multimedia Presentation, International Bande Dessinée Society (IBDS) Conference, London, England, June 2009.

Colloquia

Race Matters Series: Sh*t Girls Say and the Social Media Generation. Colloquium Panelist. University of California Santa Barbara Multicultural Center, Santa Barbara, CA, April 2012.

“My Lovely Assistant, ME!: Register Switching, and the Creation of a Trans Femme Voice Through YouTube Voice Training Videos.” Multimedia Presentation, Consortium for Literature, Theory and Culture (CLTC) graduate student conference, Santa Barbara, CA, May 2010.

SERVICE AND LEADERSHIP

2020- Co-organizer, Andrew W. Mellon Summer Faculty Institute for Computational Creativity and Interactive Arts, Occidental College

2017–2018 Co-lead Organizer, Queerness and Games Conference

2015–2017 Co-Organizer, Queerness and Games Conference

- 2014–2017 Graduate Student Representative, Video Game Studies Scholarly Interest Group, Society for Cinema and Media Studies
- 2012 Lead TA, UCSB Department of Film and Media Studies, Santa Barbara, CA
- 2012 Graduate Representative, UCSB Department of Film and Media Studies, Santa Barbara, CA

WORK EXPERIENCE

- 2017–2019 *Film Quarterly*, Proofreader. Updated style guide in 2018.
- 2014–2018 Freelance Academic Manuscript Editor. Projects include:
- *A Taste for Brown Sugar: Black Women in Pornography*, by Mireille Miller-Young (Durham, NC: Duke University Press: 2014)
 - Edited and translated articles for an issue of *Arab Studies Journal*
 - Worked closely with professors and graduate students at Stanford University and UC Santa Barbara on articles, book manuscripts, book proposals, edited collections, dissertations, and *curriculum vitae*.
- 2010–2014 *Camera Obscura: Feminism, Culture and Media Studies*, Editorial Assistant.