

Andrea Braithwaite, Ph.D.
Associate Teaching Professor • Communication and Digital Media Studies
University of Ontario Institute of Technology

Education

- DOCTOR OF PHILOSOPHY IN COMMUNICATION STUDIES
McGill University
- MASTER OF ARTS IN POPULAR CULTURE
Brock University
- BACHELOR OF ARTS (HONOURS) IN COMMUNICATION STUDIES
Carleton University

Recent Awards and Distinctions

- SSHRC Insight Grant (\$202,800), *Frozen Justice: A Century of Canadian Crime Film*. Co-Investigator (2016-2020)
- The Strong Museum of Play [Research Fellowship](#) (Summer 2015)
- University of Ontario Institute of Technology: Teaching Excellence Award (2014)

Select Publications and Projects

BOOKS

- (In progress) Co-Editor, *Things That Go Bump in the North: Canadian Horror Media*. Edited collection.
- (In progress) *Just a Girl: The Chick Detective in Popular Culture*. Monograph proposal.

PEER-REVIEWED JOURNAL ARTICLES

- (Accepted) "Fae-minism: *Lost Girl*, Urban Fantasy, and Fables." *MAI: Feminism & Visual Culture*. Special Issue: The Female Detective on Television.
- (Accepted) "Janet Evanovich and the Rise of the Chick Detective." *Mean Streets: A Journal of American Crime and Detective Fiction*.
- "WoW-ing Alone: The Evolution of 'Multiplayer' in *World of Warcraft*." *Games and Culture*. 13:2 (2018). 119-135. Online 8 Oct 2015. doi: [10.1177/1555412015610246](https://doi.org/10.1177/1555412015610246)
- "'It's about ethics in game journalism'? Gamergaters and Geek Masculinity." *Social Media + Society* special issue: Making Digital Cultures of Gender and Sexuality with Social Media. 2:4 (2016). 1-10. doi: [10.1177/2056305116672484](https://doi.org/10.1177/2056305116672484)
- "'Seriously, get out!': Feminists on the Forums and the War(craft) on Women." *New Media & Society*. 16:5 (2014). 703-718. Online 12 June 2013. doi: [10.1177/1461444813489503](https://doi.org/10.1177/1461444813489503)
- "'It's the beast thing': Victimization, Violence, and Popular Masculine Crises." *Feminist Media Studies*. 11:4 (2011). 417-432. doi: [10.1080/14680777.2011.555959](https://doi.org/10.1080/14680777.2011.555959)

BOOK CHAPTERS

- (In progress) "Toronto the Gory: Tanya Huff's Blood Series." In *Things That Go Bump in the North: Canadian Horror Media*. Eds. Andrea Braithwaite and Pauline Greenhill.
- "The Case of the Missing Detectives: Canadian Crime Films and the Absent Female Sleuth." With Olga Marques. *Women in Popular Culture in Canada*. Ed. Laine Zisman Newman. Canadian Scholars Press and Women's Press. (Forthcoming, 2019).

- “The Canadian Genre Film as Cultural Commentary.” *The Spaces and Places of Canadian Popular Culture*. Eds. Victoria Kannen and Neil Shyminsky. Canadian Scholars Press. (Forthcoming, 2019).
- “Nancy Drew and the Case of Girl Games.” *Woke Gaming: Digital Challenges to Oppression and Social Injustice*. Eds. Kishonna Gray and David J. Leonard. Seattle: University of Washington Press (2018). 139-154.
- “Bon Cop, Bad Cop: Fighting Crime Across the Two Solitudes.” In *Screening Justice: Canadian Crime Films, Culture and Society*. Eds. Steven Kohm, Sonia Bookman, and Pauline Greenhill. Halifax and Winnipeg: Fernwood Publishing (2017). 132-148.
- “That girl of yours, she’s pretty hardboiled, huh?: Detecting Feminism in *Veronica Mars*.” In *Teen Television: Essays on Programming and Fandom*. Eds. Sharon Ross and Louisa Stein. North Carolina: McFarland (2008). 132-149.

COMMENTARY AND ANALYSIS

- “The Case of the Made-for-TV-Movie.” *Frozen Justice* episode 3 (20 March 2019).
- (Book Review) Masculinity, Media, and the American Presidency. *Canadian Review of Comparative Literature*. 45:3 (2018). 515-517.
- “The Canadian Good Life in *Gunless*.” New Visions of the Old West. *In Media Res* (2 May 2018).
- “Between the Lines: Finding Feminist Possibility Spaces in *Kathy Rain: A Detective is Born*.” Videogame Stories. *In Media Res* (7 September 2017).
- “Nancy Drew and the Case of the Neoliberal College.” *First Person Scholar* (19 July 2017).
- “Nancy Drew and the Case of the Girl Gamers.” museumofplay.org/blog/play-stuff. (25 May 2016).
- (Book Review) Feminist Surveillance Studies. *New Media & Society*. 18:7 (2016). 1198-1200.
- Flowjournal.org contributing columnist 2014-2015:
 - “‘Buckle up, bitches. Nothing is as it seems’: Gothic conventions in *Pretty Little Liars*.” flowjournal.org. 21:5 (2015).
 - “Epic Win: *The Guild* and Communities of Play.” flowjournal.org. 21:3 (2015).
 - “Streets Behind: Nostalgia in *Community*.” flowjournal.org. 21:1 (2014).

Select Invited Talks and Presentations

- (Forthcoming) “Truths Universally Acknowledged: Jane Austen, Women’s Culture, and *Ever, Jane*.” Cultural Legitimation and Affect in Gaming Culture panelist. Canadian Games Studies Association at the Congress of the Humanities and Social Sciences, University of British Columbia. June 2019.
- (Forthcoming) “Tanya Huff and the Horrors of Hogtown.” Canadian Communication Association at the Congress of the Humanities and Social Sciences, University of British Columbia. June 2019.
- (Forthcoming) “Ghosts in the Machine: *Pretty Little Liars* and the Technogothic.” Digitizing Justice: Law, Crime, and Order in an Online World. University of Winnipeg, May 2019.
- “Spectres of Surveillance: Uncannimedia in Contemporary Teen TV.” Society for Cinema and Media Studies, Seattle. 13 March 2019.
- “Mass Market Detective Fiction, Hallmark Mystery Movies, and Canada’s Cultural Industries.” Literature/Film Association: Space, Place, and Adaptation. New Orleans. 30 November.
- “Ethics and Access in eSports.” Invited panelist. Centre for Critical Sport Studies, University of Colorado, Colorado Springs. 27 October 2018.

- “Seeing the Seens: The Work of Visibility in Hidden Object Games.” Canadian Game Studies Association at the Congress of the Humanities and Social Sciences, University of Regina. 31 May 2018.
- “Rolling a Social Justice Warrior: #Gamergate as Alt-Right Prelude.” International Hate Studies Conference, UOIT. 31 May 2018.
- “The Crime Solving Chicks of the Hallmark Channel.” Canadian Communication Association at the Congress of the Humanities and Social Sciences, University of Regina. 30 May 2018
- “Farewell, My Zombie: Chick Detectives on the Supernatural Mean Streets.” Embodiment in Science Fiction and Fantasy Interdisciplinary Conference, McMaster University. 18 May 2018
- “Playing the *Flâneuse*: Space and Movement in Female Detective Games.” Society for Cinema and Media Studies, Toronto ON. 18 March 2018.
- #MeToo: Reckoning and Recovery. Panel discussion, Conversation Café, UOIT. 2 February 2018.
- “‘A girl needs closure’: Technologies of Surveillance and Vengeance in Teen TV.” Technologies of Justice, Canadian Law & Society Association, UOIT. 27 January 2018.
- “Bon Cop, Bad Cop, Buddy Cop: The Genre Film as Cultural Commentary.” Association for Canadian Studies in the United States, Las Vegas NV. 20 October 2017.
- “Fae-minism: *Lost Girl*, Urban Fantasy, and Fables.” Institute for Women’s and Gender Studies, University of Winnipeg. 5 October 2017.
- “Digital Mean Streets: Girl Detectives and Playable Feminism.” Console-ing Passions, East Carolina University. 29 July 2017.
- “Nancy Drew and the Case of the Neoliberal College.” Canadian Game Studies Association at the Congress of the Humanities and Social Sciences, Ryerson University. 1 June 2017.
- “When Hosers Do Hollywood: Canadian Crime Genre Films.” Canadian Communication Association at the Congress of the Humanities and Social Sciences, Ryerson University. 31 May 2017.
- “An Unsuitable Job for a Woman? Canadian Crime Films and the Absent Female Detective.” Critical Criminology / Representing Justice, University of Ottawa. 4 May 2017.
- “Nancy Drew and the Case of the Girl Gamers.” Canadian Communication Association at the Congress of the Humanities and Social Sciences, University of Calgary. 30 May 2016.
- “MMO Gaming and Virtual Worlds Ethnography.” Qualitative Analysis Conference, Brock University. 12 May 2016.

Teaching Experience

UNIVERSITY OF ONTARIO INSTITUTE OF TECHNOLOGY

(2011-PRESENT)

Communication and Digital Media Studies

- Advanced Professional Writing
- Communication Research Methods in Practice
- Communication Theory: Key Works
- Digital Literacies
- Digital Games Studies
- History of Communication Technology
- Intercultural Communication
- Introduction to Communication Studies

- Introduction to Digital Humanities
- The Media in Canada
- New Media Theory and Practice
- Oral Communication and Public Speaking
- Pop Culture
- Researching Communication and Digital Culture
- Television
- Understanding Social Media

Research Expertise

Feminist Production and Backlash Discourses.
Gender and Sociability in Gaming Communities
Representations of Sexualized Violence

Cultural Studies and TV Studies
Virtual Public Spheres
Digital Media and Feminist Activism

Teaching Expertise

Cultural Studies of Communication
Feminist Theory and Criticism

Television Studies
Digital Media Studies