

CV

Emma Witkowski
ewitkowski {@} gmail.com
emmawitkowski.com

Emma Witkowski is an ethnographer, athlete, artist and Lecturer in the Games Program at RMIT. The relationships between gender and play are explored in her ethnographic and performative inquiries. These studies are outlined in performances (below) and the following research, *Eventful Masculinities: Negotiations of hegemonic sporting masculinities at LANs*, (In Sports Videogames, Routledge, 2013), *Running with Zombies*, (Games and Culture, 2015 - under review), *On the Digital Playing Field: How We 'Do Sport' with Networked Computer Games* (Games and Culture, 2012).

The works presented in the following are taken beyond ethnographic inquiry; they are concluding statements or works-in-progress which reframe the relationships between people, cultures, technologies and events through making and performance.

Education

PhD in Game Studies, IT University of Copenhagen, Denmark. 2012.
M.A., Design, Communication & Media, IT University of Copenhagen, Denmark. 2004.
B.A., Studio Art, Arizona State University, USA. 1997.

Specialization

Professional athlete (basketball) & coach: 1997 – 2008, Denmark.

Performances & cultural projects:

“Grib Kontrollen!” – 8th of March, 2006. Edu-art happening. Takeover of the game consoles by Edu-art collective at the Danish IT giant “FONA”.

“LetzPlay Boomtown” – Hosted netcafe event for women who want to play (and their + 1’s), offering the participants “an opportunity that they were not aware they had” 2006.

LetzPlay initiative – Co-founder of the Letzplay Initiative: An initiative aimed towards improving young women and girls access to, exploration of, and engagement with play and making through computer games. Established 2006. Cultural grants and funding (government and corporate) received: 400,000 DKK.

CV – cont.

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Selected panels:

“Sportspersonship”. Panel with TL Taylor (MIT), Todd Harper (MIT), Simon Ferrari (Georgia Tech), Davin Pavlas (Riot Games), and Emma Witkowski (RMIT University) at *Digital Games Research Association Conference*. Atlanta, GA. USA. (August 2013).

“Out of Bounds: Exploring the Boundaries of Sports and Games”. Contributing on “LAN Masculinities: online/offline/local/tournament”. *Association of Internet Research Conference*. Manchester, UK. (October 2012).

“Theory and Practice: A Panel on Nordic Gaming Initiatives for Women”, *Women in Games Conference*, Middlesbrough, UK. (July 2006).

“Thinking Past Pink: Critical Considerations of Women and Gaming”, *Women in Games Conference*. Dundee, Scotland. (August 2005).

Selected talks:

“Girl Gamer? Player and institutional orientations towards women’s participation in and around e-sports.” *Association of Internet Research Conference* – Daegu, Korea. (October 2014).

“Running from Zombies”, *Interactive Entertainment Conference*, Melbourne, Australia. (September 2013).

“Following Ms_Fabulous: Women, Live-Streaming, and DIY Visibility in E-sports”. *Digital Games Research Association Conference*. Atlanta, GA. USA (August 2013).

“Serious E-sporting Leisure”: Invited talk for the Swedish National Institute for Public Health on *Gaming, Gambling and Gender*. Lund, Sweden. (December 2010).