

Sarah Evans, PhD

Associate Professor of Communication
 Program Director of Digital Humanities & New Media B.S.
 Program Director of Game Studies B.S.
 Molloy University

Education

North Carolina State University • July 2018
 Ph.D. Communication, Rhetoric, and Digital Media

Syracuse University • June 2014
 M.A. Communication and Rhetorical Studies

The University of Scranton • May 2012
 B.A. English, Communication minor
Summa Cum Laude

Northampton Community College
 A.A. Liberal Arts
Honors

Peer-Reviewed Journal Articles

- Evans, S., & Llano, S. M. (2023). Tryhard With a Vengeance: Meaning Making and Boundary Keeping on Twitch. *Journal of Electronic Gaming and Esports*, 1(1), jege.2022-0042.
<https://doi.org/10.1123/jege.2022-0042>
- Evans, S. & Janish, E. (2015). #INeedDiverseGames: How the queer backlash to Gamergate enables non-binary coalition. *QED: A Journal in GLBTQ Worldmaking*, 2(2), 125-150.
- Handloff, J., Luurs, G. & Evans, S. (2015). The ambient sole: A digital engagement project. *Hyperrhiz: New Media Cultures 13 Kits, Plans, Schematics*.

Peer-Reviewed Book Chapters

- Evans, S. (2025). Spirited Play: Analyzing the Ouija Board's Gamification. In Schmidt, K. (Ed.), *Ouija: Conjuring American Culture*. New York: Routledge.
- Engels, K.S., & Evans, S. (2022). Detroit Become Human as Philosophy: Moral Reasoning Through Gameplay. In: *The Palgrave Handbook of Popular Culture as Philosophy*. Palgrave Macmillan, Cham. https://doi.org/10.1007/978-3-319-97134-6_83-1
- Evans, S. (2020). En(Twine)d. In S. de Souza e Silva & R. Glover-Rijkse (Eds.), *Hybrid Play: Crossing Boundaries in Game Design, Players Identities and Play Spaces*. New York: Routledge.
- Evans, S. & Taylor, N. (2020). Re-assembling gender. In N. Taylor & C. Ingraham (Eds.), *LEGOified: Building Blocks as Media*. New York: Bloomsbury Academic.

- Evans, S. (2018). Queer(ing) game studies: Reviewing research on digital play and non-normativity. In T. Harper, M. Blythe Adams & N. Taylor (Eds.), *Queerness in Play*. NY: Palgrave-Macmillan.
- Craig, L., Evans, S., & Taylor, N. (2018). Couples who slay together, stay together: Examining the relational processes of romantic couples who game. In K. Lakkaraju & G. Sukthankar (Eds.), *Social Interaction in Virtual Worlds*. Cambridge, England: Cambridge University Press.
- Humphreys, L. & Evans, S. Mobile social networks. (2016). In A. de Souza e Silva (Ed.), *Debates on Mobile Communication*. New York: Routledge.

Conference Presentations

- Applegate, M. & **Evans, S.** Ethical Leadership in AI Policy, Governance, and Literacy Initiatives in Higher Education. AAC&U Conference on AI and Higher Education, October 28–30, 2026.
- Evans, S. & Applegate, M. AI Ethics, Intellectual Theft, and Knowledge Production in Liberal Arts Higher Education. Reimagining the Liberal Arts in the Age of AI Conference, July 21-23, 2026. Fredericksburg, Virginia.
- Evans, S. Play, games, and the reality dating competition show *Love Island*. Canadian Game Studies Association Conference. Montreal, Canada. June 11-14, 2026.
- Evans, S. The Gendered Gamification of Ouija: Who Gets to Play with Power? National Communication Association Convention. Denver, Colorado. Nov 20-23, 2025.
- Evans, S. We're All in This Together: An Interdisciplinary Roundtable Discussion on DEIA Futures in the Classroom and the Importance of Community panel. Academic Center for Equity and Inclusion (ACEI) Summer Conference. St. John's University. June 30-July 1, 2025.
- Schmidt, K. & **Evans, S.** Exploring Playful Pedagogy: Theology and Digital Humanities Social Justice Education. College Theology Society. Dayton, Ohio. May 29-June 1, 2025.
- Evans, S. Communicating Ethical Considerations of Virtual Reality and Immersive Experiences panelist. National Communication Association Convention. New Orleans, Louisiana. Nov 20-24, 2024.
- Evans, S. Spirited Play: Analyzing the Ouija Board's Gamification. Canadian Game Studies Association Conference. Montreal, Canada. June 15-18, 2024.
- Evans, S. & Applegate, M. VR in the Classroom: From Immersion Experiences to Creating 360° Video. Digital Humanities Conference. Poster Session. Graz, Austria. July 10-14, 2023.
- Applegate, M., **Evans, S.** & Schmidt, K. Student-Focused Digital Projects in Short-Term Study Abroad Experiences. Digital Humanities Conference. Graz, Austria. July 10-14, 2023.
- Evans, S. & Engels, K. Detroit Become Human as Philosophy. Virtually Human: Philosophizing through games and virtual worlds conference. Molloy University. April 22, 2023.
- Evans, S. "Expectations vs. Reality: Technology Challenges for First-generation College Students" as part of the panel: Honoring First-generation Faculty Teaching First-generation Students: The Challenges and Opportunities Presented by People, Community, and Environment at the National Communication Association Convention. New Orleans, Louisiana. Nov 17-20, 2022.
- Lohmeyer, E. & **Evans, S.** Queer Bodies, Kinky Machines: Pain as Meaningful Play. Digital Games Research Association. Tampere, Finland. June 2-5, 2020. *Canceled due to Covid-19*
- Evans, S. Expectation vs Reality: Feminist Game Studies in the IRL Academy. Refiguring Innovation in Games Conference. Toronto, Canada. Nov. 7-9, 2019.
- Applegate, M., **Evans, S.** & Cohen, J. Locating absence with narrative digital maps. Digital Humanities Conference. Utrecht, Netherlands. July 9-12, 2019.

- Applegate, M., **Evans, S.** & Cohen, J. VR Video Production for Interactive Digital Maps. Digital Humanities Conference. Utrecht, Netherlands. July 9-12, 2019.
- Evans, S. Crafting Feminist Care in Game Design: Beginnings, Endings, and the In-between. Refiguring Innovation in Games Conference. Vancouver, Canada. Oct. 25-27, 2018.
- Evans, S. Outside Game Design: Crafting Feminist Care Beyond Industry Norms. Digital Frontiers. Lawrence, Kansas. Oct. 4-6, 2018.
- Jenson, J., Taylor, N. **Evans, S.**, de Castell, S., Kennedy, H., Gouglas, S., Gordon, K., Atkinson, S., Perks, M., & Westecott, E. Refuse, Remediate, ReFIGure: Making games sustainable for women. Digital Games Research Association. Turin, Italy. July 2018.
- Evans, S. Power failure: The promise and perils of informal game design in an institutional setting. Refiguring Innovation in Games Conference. Edmonton, Canada. October 11-13, 2017.
- Evans, S. For better or for worse: Problematizing a union with software. Society for Social Studies of Science. Boston, Massachusetts. Aug. 30-Sept. 2, 2017.
- Evans, S. Teaching game studies as a woman: A case study in gender, technology, and credibility. Console-ing Passions: International Conference on Television, Video, Audio, New Media, and Feminism. Greenville, North Carolina. July 27-29, 2017.
- Castro, N., Black, A., **Evans, S.** & Melton, E. "Gendering in the Field": A performance & roundtable discussion about field work and bodies. Feminist Geography. Chapel Hill, North Carolina. May 18-20, 2017.
- Evans, S. Build it up/Break it down: The (re)mediation of gender in LEGO fandom. Pop Culture Association/American Culture Association National Conference. San Diego, California. April 12-15, 2017.
- Evans, S. Hurry up and wait: Time, bodies, play. Extending Play 3. New Brunswick, New Jersey. Sept. 30-Oct. 1, 2016.
- Barr, M., Murray, L., Berry, L., Butt, M., Dunne, D., Scott, M., de Wildt, L., Ecenbarger, C. & **Evans, S.** Press start and press on—Navigating postgraduate research in game studies. Digital Games Research Association/ Foundations of Digital Games conference. Dundee, Scotland. Aug. 1-6, 2016.
- Craig, L., Taylor, N. & **Evans, S.** Couples who slay together, stay together: Examining the relational processes of romantic couples who game. National Communication Association National Conference. Las Vegas, Nevada. Nov. 19-22, 2015.
- Evans, S. The Personal is Playful: Games we make for ourselves. Refiguring Innovation in Games Workshop. Toronto, Canada. Nov. 7-8, 2015.
- Evans, S. & Taylor, N. Queer(ing) game studies: Reviewing research on digital play and non-normativity. Game History Annual Symposium: History of Gender in Games. Montreal, Canada. June 26-27, 2015.
- Evans, S. & Janish, E. #INeedDiverseGames and gamergate: Toward a non-binary coalition. Digital Games Research Association. Luneburg, Germany. May 14-17, 2015.
- Handloff, J. **Evans, S.** & Luurs, G. The ambient sole: Embodiment, attunement, and reciprocity in the act of moving through space. Pop Culture Association/American Culture Association National Conference. New Orleans, Louisiana. April 1-4, 2015.
- Evans, S. Death as a way of life: The polysemy of failure in online games. Rhetoric Society of America National Conference. San Antonio, Texas. May 22-26, 2014.

- Evans, S. Witnessing in *Half the Sky Movement* the game. International Communication Association Pre-Conference: Beyond the Pixels: A Look at Digital Games. University of Washington, Seattle. May 21-22, 2014.
- Osur, L. & Evans, S. Defiance: An experiment in transmedia storytelling. Pop Culture Association/American Culture Association National Conference. Chicago, Illinois. April 16-19, 2014.
- Evans, S. 'Clementine will remember that': Witnessing in Telltale's *The Walking Dead* game. National Communication Association Convention Washington, D.C. November 21-24, 2013.
- Evans, S. The lawyer's conflict in Herman Melville's 'Bartleby, the Scrivener, A Story of Wall-Street. Sigma Tau Delta English Honor Society Convention. New Orleans. February 29 - March 3, 2012.

Guest Lectures & Campus Talks

- Evans, S. & Renner, M. Essential Facts for Critical AI Literacy UNIT lecture. August 21, 2026. Tiradentes University. Aracaju, Brazil.
- Evans, S. "Is Ouija a Board Game?" Guest Lecture in CMDS1000: Introduction to Communication & Media. January 22, 2025. York University. Markham, Ontario.
- Evans, S. "Games and Gender." Guest Lecture in FYI 102 Film and Difference. March 15, 2022. Augustana College.
- Taylor, N. & **Evans, S.** Making Space: LEGOified. Online, for NCSU Library Makerspace lecture series. March 14, 2021.
- Applegate, M., **Evans, S.** & Cohen, J. Q&A with David Wrisley and Randa El Khatib for "Humanities Data and Mapping Environments Workshop." European Summer University in DH. Leipzig, Germany. July 31, 2019.
- Evans, S. Insights into contemporary issues in video gaming. SUNY Oswego Mass Communication course. Oswego, New York. Oct. 17, 2016.
- Evans, S. Game design is for everyone: Beginner game design tools. NCSU Libraries Peer Scholars Program. Sept. 22, 2017.
- Evans, S. & Snyder, R. Twine: A tool for storytelling, teaching, and research. HASTAC webinar. May 31, 2017.
- Evans, S. Twine Workshop. NCSU Multimedia Production course. Raleigh, North Carolina. March 21, 2017.
- Evans, S. Twine for Game Design. NCSU Multimedia Production course. Raleigh, North Carolina. Nov. 17, 2016.
- Evans, S. Skills-based learning and a turn to tabletop. North Carolina State University Campus Writing & Speaking Program Brown Bag Lunch Series. Raleigh, North Carolina March 14, 2016.
- Evans S. & Kampe, C. On videogames: Stereotypes, harassment, targets, and bystanders. North Carolina State University Peace and Justice Forum series. Raleigh, North Carolina. Sept. 24, 2015.

Conference Workshops Organized

- Vossen, E., **Evans, S.** & Janish, E. A field of our Own: Toward a Millennial Feminist Game Studies. Canadian Game Studies Association Conference. Vancouver, Canada. June 4-5, 2019.
- Evans, S. & de Castell, S. Building ReFIG's community programming kit: A workshop. Refiguring Innovation in Games. Edmonton, Canada. October 11-13, 2017.

Evans, S. & Hedrick, M.K. Twine workshop for research, teaching, and expression. CRDM Annual Symposium (Critical Intervention: Media, Engagement, Practice). North Carolina State University, March 19-20, 2016.

Evans, S. An argument for argumentation in games. North American Simulation and Gaming Association Conference. Baltimore, Maryland. October 8-11, 2014.

Conferences Organized

Virtually Human: Philosophizing through games and virtual worlds conference. Molloy University. April 21-22, 2023.

The ReMIX: Multimedia and Intersectionality in Culture, Communication, Identity, and the Academy. (2017). The 7th Annual Communication Rhetoric and Digital Media Symposium. (Planning Committee).

Critical Invention: Media, Engagement, Practice. (2016). The 6th Annual Communication Rhetoric and Digital Media Symposium. (Planning Committee).

Teaching Experience

Molloy University (*all courses listed are standard 3-credit courses unless otherwise noted*)

COR 3530: Virtually Human (4 credits)

COR 3480: Playful Media & Civil Discourse (4 credits)

COR 3590: Future Nostalgia: Memorials & Memory (Rome, 4 credits)

COR 3900: (Honors) Global Citizenship (4 credits)

ENG 1100: College Composition

ENG 2870: Technical Writing

ENG 3540: Blogs, Zines, and E-books

COM 2100: Public Speaking

COM 2260: History of Media

COM 2440: Online Content Production

COM 2460: Civic Engagement with New Media

COM 2510: Introduction to Game Studies

COM 2515: Game Design for Social Good

COM 2700: Memes in Digital Culture (1 credit)

COM 2800: Theme Channels (1 credit)

COM 2850: Playful Media

COM 2860: Gaming & Identity

COM 3101: Video Storytelling for the Web

COM 3400: Research Methods for Game Studies

COM 3540: Foundations of Media Theory

COM 3700: VR Storytelling (1 credit)

COM 3810: Digital Applications for New Media

COM 3920: Advanced Online Content Production

COM 4350: Professionalization of Play

COM 4440: Critical Making for New Media

COM 4900: Communications Capstone

NMD 4600: New Media Internship I
 NMD 4610: New Media Internship II
 SAP 2630: Rome Media Archaeology

North Carolina State University

COM 110: Public Speaking
 COM 327: Multimedia Production & Theory
 COM 427: Game Studies

Syracuse University

CRS: 325 Public Speaking
Academic Tutor: CRS: 183 Concepts & Perspectives in Rhetoric & CRS: 225 Public Advocacy.

Certifications & Microcredentials

ACUE • November 2024 • Cultivating a Culture of Belonging Microcredential
 Syracuse University • June 2014 • Advanced Certification in University Teaching

Book Reviews

Evans, S. (2025). Facing the Unseen: Josie Williams's *eye to eye* and the Human Cost of Cobalt Mining. *Dialogues on Digital Society*, 1(1), January 2025.
 Evans, S. (2018). Review of Lowood, H. & Guins, R. (2016). *Debugging Game History: A Critical Lexicon*. Cambridge, MA: The MIT Press. *Hyperrhiz: New Media Cultures*.
 Evans, S. (2016). Review of Gitelman, L. (2014). *Paper Knowledge*. Duke University Press. *Technoculture: An Online Journal of Technology and Society* 5.
 Evans, S. (2016). Review of Miller, P. & Matviyenko, S. (2014). *The Imaginary App*. MIT Press. *Mobile Media & Communication* 4(1).

Non-refereed Publications

Barr, M., Berry, L., Butt, M., Dunne, D., Ecenbarger, C., Evans, S. Murray, L., Scott, M., and de Wildt, L. (2016). Editorial: Conflicts. *Press Start*, 3(2). i-iii.
 Barr, M., Berry, L., Butt, M., Dunne, D., Ecenbarger, C., Evans, S. Murray, L., Scott, M., and de Wildt, L. (2016). Editorial: Negotiating gamer identities. *Press Start*, 3(1). i-iii.

Research Projects

Demystifying AI for Humanizing Education, 2026-present: Working in collaboration with Tiradentes University in Aracaju Brazil, this project brings critical AI literacy workshops and lectures to faculty and students. These workshops provide information and facilitate dialogues between faculty and students with the end goal of creating a transnational code of AI ethics.
Virtual Edgar Allan Poe Project, 2023-present: Digital humanities project that archives artifacts and seeks to provide 360° digital accessibility for the Edgar Allan Poe house in the Bronx, NY.
Center for Family and Community Engagement (CFFACE), May-June 2017: Developing teaching modules for the interactive storytelling tool Twine for social workers working with victims of domestic abuse.

Research Assistant, Circuit Studio, January-May 2016: Overseeing the Maker/Critical Media Practice space. Planning events, coordinating scheduling of the space, general maintenance.

Research Assistant, August 2014-August 2015: Working with Drs. Nicholas Taylor (North Carolina State University) and Elizabeth Craig (North Carolina State University) on a mixed-methods study considering the relational effects of gaming in romantic couples. Responsibilities include: research for literature review, survey design, recruit participants, organize and code data, analyze data for desired outcomes, write up final research findings.

Research Assistant, QED: A Journal in GLBTQ Worldmaking, August 2013- May 2014: Working with Editors Drs. Charles Morris III (Syracuse University) and Thomas K. Nakayama (Northeastern University) to construct issue topics, themes, and contributors. Researched content and sought contributors for 2014 “Queer Gaming” special issue. Other responsibilities include monitoring e-mails, social media management, and moving submissions through review management system.

Research Assistant, VISIOS: Visual Interaction in Online Settings project, February 2013-March 2014: Working with Drs. Jennifer Stromer-Galley (Syracuse University) and Rosa Mikael Martey (Colorado State University) examining the impact of different visual settings in virtual worlds on interpersonal interaction. Responsibilities include: contribute to experiment design, create protocols for running experiment, survey design, recruit participants, run experiment sessions, organize and code data, analyze data for desired outcomes, write portions of conference paper.

Grants, Fellowships, Scholarships

FSAAC Grant: Demystifying AI for Humanizing Education (\$6000)

Refiguring Innovation in Games Grant: Building a feminist game dev community at NC State 2017 (\$19,330)

HASTAC Scholar 2016-2018, (\$300)

Provost Fellowship 2014-2015, North Carolina State University (\$20,000)

Graduate Student Association Competitive Conference Travel Grant 2015, NC State (\$1,210)

National Communication Association Student Travel Award 2015, (\$295)

International Communication Association Student Travel Award 2014, (\$400)

Creative Opportunity Grant 2013, Syracuse University (\$800)

Graduate Assistantship 2013-2014, Syracuse University

Summer Session Research Grant 2013, Syracuse University (\$1,200)

Tuition scholarship 2012-2013, Syracuse University

Loyola Scholarship 2010-2012, The University of Scranton

NCC General College Scholarship Spring 2010, Northampton Community College

Bill and Barbara Cramer Scholarship 2009-2010, Northampton Community College

Academic Competitiveness Grant 2008-2010, Northampton Community College

Awards

Winner, 2015 North Carolina State University Annual Graduate Research Symposium

Top Thesis Award 2014, National Communication Association Master’s Education Section

Professional Service

Reviewer, Canadian Game Studies Association Annual Conference, 2024, 2026

Reviewer, *Critical Studies in Media Communication*, 2025

Reviewer, National Communication Association Game Studies Interest Group, 2025
 Reviewer, National Communication Association Game Studies Interest Group, 2024
 External Dissertation Committee Member for Stephanie Fisher's PhD Dissertation "*Lady Game Club: The Popular Feminist Politics of Women-in-Games Organizations*" York University (2024)
 Research management committee, Social Science and Humanities Research Council Partnership grant (2.5 million CAD), 2015-2019
 Editorial Board Member, international peer-reviewed student journal *Press Start*, 2015-2017
 Reviewer, *Gender & Games Trilogy: Masculinities Studies Volume*, 2016
 Reviewer, National Communication Association Student Division, 2015
 Reviewer, International Communication Association Game Studies Interest Group, 2014
 Reviewer, peer-reviewed student journal *Press Start*, 2014-2015

Program Development and Revision at Molloy University

Developed flexible Communications B.S. degree program 2024
 Contributed to Communication B.A. degree concentration revision 2023-2024
 Developed the Art & Media Innovation minor 2023
 Contributed to New Media B.S. degree program revision 2020
 Developed the Game Studies B.S. degree and minor 2019

College & University Service

Molloy University

University President's A.I. Task Force committee member, 2025-present
 Program Director for the New Media B.S. degree 2022-present
 Program Director for the Game Studies B.S. degree 2019-present
 Common Read Committee Member 2022-present
 Disability Awareness Month Planning Committee 2024-present
 College of Arts and Sciences Bylaws and Elections Committee chair
 Attend Open House and Accepted Students Day annually
 "Rest, Repair, & Disability Justice" Event for Disability Awareness Month, Dec 2, 2024
 New Media department Instagram account Content Manager 2020-2024
 Art Advisory Committee 2023
 Faculty chaperone 2023 study abroad to Rome, Italy
 Facilitator Arts & Sciences Summer Gaming Academy 2022
 Faculty chaperone 2022 study abroad to Rome, Italy
 Faculty Professional Center Committee 2022
 Hiring Committee member, Theology dept. 2022
 Hiring Committee member, Theology dept. 2021
 Hiring Committee member, Sociology dept. 2021
 Hiring Committee member New Media dept. 2020
Get Out film screening event for Black History Month 2022
Geek Girls documentary screening event for Women's History Month 2022
 Co-facilitator Arts & Sciences Summer Gaming Academy 2021
 Heritage Month calendar committee 2021-2022

Classroom Revitalization Committee 2020
 Program Director for the Game Studies minor 2020-present
 Co-facilitator Arts & Sciences Summer Gaming Academy 2020
 Faculty chaperone 2019 study abroad to Rome, Italy
 Student Media Showcase organizer, facilitator 2019
 Humanities Assessment Subcommittee 2019
 Interdisciplinary Curriculum Committee Member 2019
 Video Games Live, E-sports competition 2019
 Masculinity Expert-justice Grant 2019

North Carolina State University

Circuit Studio Liaison, Communication, Rhetoric, and Digital Media Student Association, Spring 2016
 Assistant to Chair of CRDM program, 2015

Syracuse University

Judge, White Denison Undergraduate Speech Contest, 2014
 Graduate Liaison, Leadership for Democracy Fellows (LDF) Program, 2014
 Part of the Middle Eastern Partnership Initiative (MEPI), sponsored by US State Department/Maxwell School

Creative Work

Risograph Printing Residency. August 11–17, 2024. Directangle Press 270 Agassiz Street, Bethlehem, NH 03574 <https://www.directanglepress.com/residency>
 Designer (Spring 2017): *Nostalgia Machine*. A digital game designed in Stencyl with novelty peripherals powered by Makey Makey. Featured at CRDM Symposium, March 2017.
 Designer (Spring 2016): *Exams List: The Game*. A digital game designed in RPG Maker.
 Designer (Fall 2014): *The Ambient Sole*. A digital engagement project (pressure-sensitive floor mat that triggers sound effects. Programmed via Arduino) that explores concepts of ambient rhetorics, with Jessica Elam-Handloff and Geoffrey Luurs. Featured at Rutgers University-Camden Digital Studies Center, Fall 2015.
 Designer (Spring 2014): *Proof It!* A card-based argumentation game teaching the roles of ethos, logos, and pathos, in persuasion. Featured at NASAGA, October 2014.