

# Karen Ann Stewart

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108 Ravine Parkway, IRC B-11D, Oneonta, NY 13820  
Office: 607-436-2372 • Karen.Stewart@oneonta.edu

## EDUCATION

### **PhD in Visual Communication / Media Studies**

Hugh Downs School of Human Communication • Arizona State University • August, 2010  
Dissertation: *In Dust We Trust: A Narrative Journey in the Communal Heart of Public Art at the Burning Man Festival* (H.L. Goodall and Eric Margolis, Co-Chairs, Sarah J. Tracy, Member)  
Winner of the IVSA Jon Rieger Award for Excellent Graduate Work in Visual Sociology 2012

### **MSPR in Public Relations / Visual Communication**

Montana State University-Billings • August, 2003

### **BA in Studio Art**

Montana State University-Bozeman • May, 1994

## AREAS OF SPECIALIZATION

- Video Game Design and Video Game Culture
- New Media and Virtual Expression
- Visual Narratives as Strategic Communication
- Visual Communities, Cultures, and Countercultures

## PRIMARY RESEARCH METHODS

- Digital Production as a Method of Inquiry
- Narrative / Creative Non-Fiction / Writing as a Method of Inquiry
- Critical Textual Analysis / Rhetorical Analysis
- Performance as Method of Inquiry
- Qualitative Inquiry utilizing visual ethnography, participant observation, interactive interviews, re-photography, photo elicitation, and photography and videography as data collection

## ACADEMIC APPOINTMENTS

SUNY Oneonta, Department of Communication & Media  
Assistant Professor of Media Studies • August, 2015 to Present

Montana State University-Billings, Department of Communication and Theatre  
Lecturer • 2014 to 2015

Arizona State University, Hugh Downs School of Human Communication  
Instructor • August, 2009 to 2014

Arizona State University, Hugh Downs School of Human Communication  
Teaching Associate • August, 2005 to July, 2009

Montana State University-Billings, Department of Communication and Theatre  
University Lecturer / Online Instructor • August, 2003 to December, 2005

## **COURSES TAUGHT**

### **Introductory Undergraduate Courses**

- Understanding Media (SUNY Oneonta)
- Media Inquiry (SUNY Oneonta)
- Introduction to Communication (SUNY Oneonta)
- Perspectives on Communication (SUNY Oneonta)
- Public Speaking (SUNY Oneonta)
- Intercultural Communication
- Introduction to World Cinema
- Introduction to Theatre
- Elements of Interpersonal Communication
- Introduction to Communication Inquiry
- Creativity and Communication
- Introduction to Adobe Creative Cloud

### **Advanced Undergraduate Courses**

- Senior Seminar in Media Studies (SUNY Oneonta)
- Video Game Design (SUNY Oneonta) \*created course
- Visual Communication (SUNY Oneonta) \*created course
- Research Methods in Media Studies (SUNY Oneonta)
- Art of the Motion Picture (SUNY Oneonta)
- Video Blogging
- New Media
- Media, Advertising, and Culture
- Visual Rhetoric
- The Digital Sphere Communication Lab
- Visual Narratives
- Advanced Critical Methods in Communication
- Communication Approaches to Popular Culture
- Language, Culture and Communication
- Communication and Consumerism
- Rhetorical Theory and Research
- Communication Technology in Everyday Life
- Public Relations

### **Independent Studies and Teaching Assistants – SUNY Oneonta**

- Video Game Design (Samuel Kaufer, Alexis Becker, Wingman Lee, Joseph Tagarelli, Ryan Rook, )
- Media and Fashion (Lauren Barber, Megan O'Hara)
- Visual Theory and Arts Based Learning (Alyssa Brault, Alexandra Andres)
- TAs (Alexandra Andres, Samantha Klipstein, Tali Papadakos, Malina Bahr, Matt Garland)

### **Online Courses**

- Communicating Online
- Communication Technology in Everyday Life
- Leadership Group Communication
- Communication Training and Development
- Visual Rhetoric; Media Advertising
- Introduction to Human Communication
- Global Cinema
- Introduction to Theatre

## UNDERGRADUATE MENTORING

### Research Assistants for my Video Game Research Project

- 16 Total Spring 2019 to Present: Alexis Becker, Gabby Betts, Derek Chin, Karel Hrdlicka, Imani Johnson, Samuel Kaufer, Cameron Kuhn, Sara LaPell, Wingman Lee, Tavon Martin, Aurora Parkinson, Ryan Rook, Aubrey Scrubbs, Christopher Turnbull, Sam VanDemark, Torre Weinstein

### Student Club Advising

- OPOP – Oneonta Pop Culture Club (2016-2017)

### Thesis Committees – Arizona State University

- Darcy Fuller: *Women in the Media – An Interactive Gallery Exhibit* (March, 2014)
- Tyler Fleck and William Cawthon: *Means to an End – A Graphic Novel* (May, 2013)
- Grace Rolland: *A Moving Picture of Subjectivity: Exploring Discursive Identity Formation of What It Means to be a Man through Contemporary American Film – A Performance* (May, 2011)

## GRADUATE MENTORING

### PhD Committee Outside Member (Visual Sociology)

- Petina Powers, The Graduate School, Texas Woman's University (2019 to present)

## GUEST LECTURES

2019	SUNY Oneonta	Visual Novels and Playing Romance (B. Ashbaugh's WHIS 250 class)
2019	Cooperstown Graduate	Images + Words (A. E. Stengler's SMUS 575 class)
2017	SUNY Oneonta	Working in a Creative Team (OPOP RedTed Talk)
2016	SUNY Oneonta	So You Want to Social Media? #MorethanSelfies (CAS Talk)
2015	MSU-Billings	Performance Studies and New Media
2014	Arizona State University	Beyond the Iconic Image: Photography in the Age of Social Media
2013	Arizona State University	Challenging the Iconic Image: The Social Power of Photo Elicitation
2010	Arizona State University	Looking at Our Visual Culture
2010	Arizona State University	New Media / New Pedagogy: Blackboard and the Classroom
2010	Arizona State University	Images+Words: Communication and Visual Experiences
2009	Arizona State University	Practical Pedagogy and New Technology
2009	Arizona State University	Visual Analysis: Qualitative Methods and Visual Data
2007	Arizona State University	You Think You Need a Web Site? Public Scholarship and New Media

## INVITED TALKS

Fainting, Flirting, & Fighting: Nonverbal Communication and the Art of Storytelling  
September, 2019 – Central New York Romance Writers, Syracuse, NY

Follow Me into the World of Video Games, Applied Pedagogies, and Arts-Based Learning  
October, 2017 – SUNY Oneonta Faculty Convivium (GAMER Lab presentation)

All or Nothing Grading to Encourage Risk Taking in the Classroom  
Spring, 2017 – SUNY Oneonta Faculty Center Great Ideas Meet Up

Social Media for Writers  
September, 2016 – Central New York Romance Writers, Syracuse, NY

## ACADEMIC SERVICE

### **SUNY Oneonta Department**

Media Studies Area Coordinator / Course Scheduling and Planning (2017-2018)  
Media Studies Tenure Track Search Committee Chair (2017-2018)  
Student Grievance Committee (2017 to present)  
Department Search Committee for two tenure-track Media Studies positions (2015-2016)  
Department Search Committee Member for tenure-track Media Studies position (2017 – 2018))  
Promoted department and position openings at the National Communication Association Job Fair (2015)  
Media Studies Representative for Fall Orientation (2016)  
Department Curriculum Committee for revising Media Studies major (2015 to 2018)  
Program Assessment planning (2019 to present)  
Department Representative for College Senate (2015 - 2018)

### **SUNY Oneonta Campus**

College Senate Secretary (2018 to present)  
College Steering Committee (2018 to present)  
College Senate Web Site manager with Brendan Aucoin (2018 to present)  
RTP Open Forum Host with Brendan Aucoin for Junior Faculty (2019)  
Grant Reviewer for the Grants Development Office (2017)  
Coordinating Interdisciplinary Exploration into Possible Video Game Major (2016 to present)  
Created Stage 1 Feasibility Study for Potential Video Game Major (2019)  
Orchestrated RIT Magic Studios Program Fact-Finding Visit for Video Game Studies (2019)

### **National / International**

Journal Reviewer: *Sociological Review*  
Journal Reviewer: *Qualitative Inquiry* and *Critical Studies* <=> *Critical Methodologies*  
Journal Reviewer: *Text and Performance Quarterly*  
Chairperson: National Communication Association Ethnography Division awards committee (2016)  
International Visual Sociology Association: Board Member / Web Master (2012-2014)

### **Communication and Theatre Department – MSU-Billings**

Revised the Theatre curriculum and catalog course descriptions for major and minor  
Point person for department public relations planning  
Faculty mentor for part time theatre instructors  
Faculty advisor for ASMSUB Drama Committee

### **Arizona State University**

Crockett Elementary Mural Artist for Department Service-Learning Project (2012-2013)  
New Graduate Instructor Orientation (NGIO) Training Coordinator (2008)  
Research grant reviewer for the Graduate and Professional Student Organization (2006-2009)  
Western States Communication Association conference planning (2009)

## ARTS-BASED COMMUNITY PROJECTS

- Crockett Elementary: Campus Mural Artist
- Free Arts of Arizona Artist Mentor for at-risk youth
- Yellowstone Art Museum Beaux Arts Ball Advertising / Marketing Coordinator
- Burning Man Festival Media Mecca Public Relations Volunteer
- Billings Arts Association *Images* Newsletter Editor / Board Member
- Yellowstone River Parks Association Board Member / *Trails Day* Painted Cows Fundraiser Coordinator / Jim Haughey Art Print Fundraiser Coordinator / *Riverfest* Triathlon Director

## CREATIVE WORKS

### Current Project: G.A.M.E.R. Lab

In 2016, I established a video game learning space called the GAMER Lab (the Gaming and Media Experiential Learning and Research Lab) which uses the production of a professional-grade visual novel video game called *Leap of Faith* as a conduit for producing creative media works and applied learning opportunities for undergraduate research assistants. A variety of successful outcomes have emerged from this project over the past five years (see below.) Intertest in the lab continue to grow, and I anticipate many more years of projects emerging from this creative learning environment.

### Creative Production

Stage 1: Game Concept Design and Market Research Plan –2016

Stage 2: Creation of Character Sprites – 2017-2018

Stage 3: Composing Original Theme Music and creating original Logo Design – 2018-2019

Stage 4: Background Art Research and Creation – 2019-2020

Stage 5: Script Writing and Coding Game – starting Spring 2020

### Successful Grant Awards

Total Grant Funding \$13,100 (see AWARDS section for details)

### Academic Invited Talks / Presentation

Five national academic presentations, and three campus scholarly presentations emerged from this project (see SCHOLARLY PRESENTATIONS and the INVITED TALKS sections for details)

## AWARDS, FELLOWSHIPS and GRANTS

- 2019 Student Research Grant Award – sponsor and co-author with student Torre Weinstein (\$1500)
- 2019 SUNY Oneonta – Faculty Professional Development Funding (\$650)
- 2018 SUNY Oneonta – Faculty Professional Development Funding (\$750)
- 2017 SUNY Oneonta – Faculty Professional Development Funding (\$1400)
- 2017 SUNY Oneonta – Creative Projects Grant (\$3000)
- 2017 SUNY Oneonta – Applied Learning Grant (\$1500)
- 2016 SUNY Oneonta – Creative Projects Grant (\$3500)
- 2015 SUNY Oneonta – Faculty Professional Development Funding (\$800)

*\*NOTE: Grants and Funding listed above all support the Leap of Faith creative works project = \$13,100*

- 2015 Online Learning Course Development Grant (media and performance)
- 2012 IVSA Jon Rieger Dissertation Award for Excellence in Visual Sociology (inaugural winner)
- 2010 Graduate and Professional Student Association Research Travel Grant
- 2010 Northwestern Summer Institute Learning and Travel Award: Walter Benjamin Symposium
- 2009 Top Three Paper – WSCA – Media Studies Division
- 2009 ASU Graduate College Degree Completion Fellowship
- 2010 Graduate and Professional Student Association Dissertation Research Development Grant
- 2009 ASU Office of the Vice President for Research and Economic Affairs Grant
- 2009 Graduate and Professional Student Association Research Travel Grant
- 2007 Graduate and Professional Student Association Research Travel Grant
- 2007 Herberger Professor Endowment Research Grant (with Aaron Hess)
- 2005 Graduate and Professional Student Association Research Travel Grant

## SCHOLARY PRESENTATIONS

### Conference Presentations (\* denotes GAMER Lab projects)

- \*Video Games and Visual Storytelling: Finding Voice and Agency Through Creation and Play  
*Invited Speaker for the ASA President's Visual Sociology Thematic Session featuring the theme "Engaging Social Justice for a Better World"*  
August, 2019 – American Sociological Association
- \*Otome Visual Novel Video Games and the Global Art of Visual Storytelling  
June, 2019 – International Visual Sociology Association (Co-Presented with Student Alyssa Brault)
- \*Is it working or is it broken? Pilot Testing an Undergraduate Course in Visual Novel Video Game Design  
February, 2019 – Southwest Popular / American Culture Association
- \*Leap of Faith: Building a Visual Novel Video Game with Undergraduate Research Assistants  
November, 2018 – SUNY Oneonta Life of the Mind Faculty Showcase
- \*I Choose to Kiss You: Romantic Agency and Otome Gaming  
March 2018 – Society for Cinema and Media Studies
- \*More Than a Kiss: Agency-Inspiring Narratives in Otome Video Games  
February, 2018 – Southwest Popular / American Culture Association
- \*I Choose to Kiss You: Otome Games and Romantic Agency  
October, 2016 – SUNY Oneonta Life of the Mind Faculty Showcase
- Temporary City / Perpetual Home: Art and Civility at the Burning Man Festival  
July, 2012 – International Visual Sociology Association
- (WWJDD) What Would John Dewey Do? A Slightly Irreverent Arts-Based Narrative about Becoming a Teacher of Qualitative Inquiry  
May, 2012 – International Conference for Qualitative Inquiry
- Touch  
May, 2012 – International Conference for Qualitative Inquiry
- The Buddy System: Celebrating H. L. (Bud) Goodall (video presentation)  
November, 2011 – National Communication Association
- Activist Impulses in Qualitative Inquiry  
May, 2011 – International Congress of Qualitative Inquiry
- Ethnography in Pandora: *Avatar* and the Politics of Qualitative Research  
November, 2010 – National Communication Association
- Desert Space / Desert Place: The Promise of the Playa at the Burning Man Festival  
November, 2009 – National Communication Association
- Finding Islands of Communities in a Sea of Commodification: A Rhetorical and Ludologic Analysis of the Public and Private Character of Second Life (Presented with Co-Author Aaron Hess)  
February, 2009 – Western States Communication Association
  - *Top Three Paper Media Studies Division*

### **Presentations continued**

- Repackaging an Iconic Hero: James Bond for the 21<sup>st</sup> Century  
February, 2009 – Western States Communication Association
- Creative Hierarchies: Elevating the Practical in an Analytic Field  
November, 2008 – National Communication Association
- Don't Take My Picture! Photography as Risky Data  
May, 2008 – International Conference for Qualitative Inquiry
- Prankster Art or Act of Terror? Paul Addis and the Premature Burn  
April, 2008 – William A. Kern Conference Visual Communication: Rhetorics and Technology
- Preserving Democracy Without Circulation: Dorothea Lange's War Relocation Authority Photographs  
November, 2007 – Visual Democracy Conference  
Presented with Co-Author Christina Smith
- One Site Does Not Fit All: Comparing and Contrasting Attitudes towards Online Education  
November, 2006 – National Communication Association Conference
- On the Theory of Visual Argument Field  
June, 2006 – ISSA International Conference on Argumentation  
Presented with Co-Author Susan Balter-Reitz
- Instructor Anxiety and Online Learning: Joining a Department that Requires Online Instruction  
November, 2005 – National Communication Association Conference
- Feminist Rhetoric: A Model for Contemporary Art Criticism  
February, 2005 – Western States Communication Association Conference
- Living the West: The Buffalo Bill Museum as Mythic Shrine  
November, 2004 – National Communication Association Conference  
Presented with Co-Author Susan Balter-Reitz
- Burning Man: Vision and Theory  
November, 2003 – Montana State University-Billings

### **Short Courses**

- Fear and Writing in Las Vegas: A Journey into the Heart of Gonzo Ethnography (short course)  
November, 2015 – National Communication Association  
Presented with Kristen Blinne, Christina Ceisel, Andrew Hermann, Nathan Hodges, Jeni Hunnicutt and Daniel Makagon

### **Respondent**

- Round Table: Video Games Studies Scholarly Interest Group Special Topic: Teaching Game Design  
March 2018 – Society for Cinema and Media Studies
- Panel: The Rhetorical Image: War, Weight Watchers, and Ollie  
November, 2008 – National Communication Association – Visual Division

## PUBLICATIONS

### Forthcoming

Justified: Transitioning the Old Television Cowboy into a New Television Protagonist  
Accepted for publication in a special issue of *The Canadian Review of American Studies* exploring Martin Shuster's concept of "new television." Expected publication Fall 2020

### Published

Stewart, K. (2017). Social media and the politics of forgetting. *Journal of Media Ethics*, 32(2), 137-138.

Stewart, K. A. (2012). Word play: Show don't tell. In Scarduzio, Eger, and Tracy, *Qualitative research methods: Collecting evidence, crafting analysis, and communicating impact, instructor's manual*. Hoboken, NJ. Wiley-Blackwell Publishing.

Stewart, K. A. (2009). How do I remember you? A narrative of memory, loss, and Alzheimer's disease. *Qualitative Inquiry*, 15, 201-215.

Stewart, K. A., Hess, A., Tracy, S. J., & Goodall, H. L. (2009). Risky research: Investigating the "perils" of ethnography. In N. K. Denzin and M. D. Giardina (Eds.), *Qualitative Inquiry and Social Justice*. Walnut Creek, CA: Left Coast Press.

Balter-Reitz, S. J., & Stewart, K. A. (2007). On the theory of visual argument field. In F. van Eemeren, A. J. Blair, C. A. Willard, & B. Garssen (Eds.), *Proceedings of the 6<sup>th</sup> Annual ISSA International Conference on Argumentation June 27-30, 2006: General Session on Visual Argumentation Theory and Practice*. Amsterdam: International Society for the Study of Argumentation.

Balter-Reitz, S. J., & Stewart, K. A. (2006). Looking for Matthew Shepherd: Visual rhetoric, iconography, and argument topoi. In D. Hope (Ed.), *Visual Communication: Rhetorics and Technologies*. Cresskill, NJ: Hampton Press.

### Book Reviews

Stewart, K. A. (2014). Book review: Power to the people: The graphic design of the radical press and the rise of the counter-culture, 1964-1974. *Visual Studies*, 29, 108-109.

Stewart, K. A. (2012). Book review: Brian injury survivors: Narratives of rehabilitation and healing. *Visual Studies*, 27, 217-218.

## ACADEMIC ORGANIZATIONS / MEMBERSHIPS

- Society for Cinema and Media Studies
- Southwest Popular / American Culture Studies
- American Sociological Association
- International Visual Sociology Association
- International Association for the Study of Popular Romance



## **APPLIED SOCIAL MEDIA RESEARCH PROJECTS**

- International Visual Sociology Association: Online Membership Drive (2014)
- CRE Report – Atlanta: News Aggregation for Commercial Real Estate Professionals (2014)
- Ranch Express: A Website Co-Op Service for Rural Farmers and Ranchers (2014-2017)
- Ink on the Brink: An Online Writing Group (2014)

## **CONTINUING DEVELOPMENT**

I am an active member of the Central New York Romance Writers, a regional affiliate group of the Romance Writers of America. I attend monthly meetings for writing workshops, writing critiques, and information about the publishing industry. (2015 to present)

- 2018 Vis;Conf – an online training conference for visual novel game developers
- 2017 Applied Learning Workshop sponsored by SUNY Oneonta's new Faculty Center
- 2016 Why Grants? Grant writing workshop sponsored by SUNY Oneonta's Grant Development Office
- 2016 Vis;Conf – an online training conference for visual novel game developers

## **RELATED TECHNICAL and PROFESSIONAL EXPERIENCE**

### **Ren'Py Visual Novel Game Engine Software**

### **Graphic Design and Web Design Software**

Expertise in Adobe Photoshop, Illustrator, InDesign, Dreamweaver  
A variety of web content management systems including Joomla and WordPress  
A variety of ePublishing software

### **Digital Film and Sound Recording Software**

Wide variety of editing software including Adobe Premier and platform-specific editing systems

### **20+ Years Professional Experience as a Digital Artist and Media Designer including:**

Digital Artist • 1990 to present  
Public Relations and Marketing Consultant • 1990 to present  
Art Director / Production Coordinator – H2O Advertising • November, 2000 to February, 2003  
Graphic Artist / Prepress Technician – Artcraft Printers • December, 1997 to November, 2000  
Commercial Artist – Insty Prints • March, 1995 to December, 1997