About the Contributors

**Julie Prescott** (CPsychol, PhD, MA, BSc, AFHEA) is a Lecturer in Psychology at The University of Bolton, UK. Julie has a research career spanning over ten years in academic and public sector environments. Julie’s background is in psychology and women’s studies; she has a particular interest in women’s careers, especially in terms of barriers and drivers, occupational segregation, and the experiences of women working in male dominated occupations/industries, in particular the computer games industry. Julie has co-authored two books published by IGI Global ‘Gendered Occupational Differences in Science, Engineering, and Technology Careers’ and ‘Gender Divide and the Computer Gaming Industry’.

**Julie Elizabeth McGurren** (BA, MSc) has worked in the UK games industry since 1999 where following studying a Masters in Computer Graphics at Teesside University she joined the Liverpool based games company Bizarre Creations. After working as an artist on Metropolis Street Racer and PGR1/2 she moved in an art management role on PGR3 and continued to work in this position on PGR4 and BLUR. These games have sold millions of copies across the globe and are rated highly amongst critics and gamers alike. After Bizarre closed in 2011 she moved to Codemasters and has worked as an Art Producer on DIRT Showdown and GRID2, the sequel to the critically acclaimed and BAFTA awarding winning GRID. She continues to work at Codemasters as an Art Producer on an unannounced title.

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**Jan Bogg** (BA, M.Sc, Ph.D, C. Psych, FHEA) is a senior lecturer in the Faculty of Health and Life Sciences, at the University of Liverpool, UK. Her Breaking Barriers research addresses career progression, barriers and drivers for women in science and equity and diversity issues in the workplace. Jan is an organizational psychologist, her research focuses on workforce issues, leadership and gender in the workplace; she is a member of the United Kingdom Athena Swan Steering Committee, The Athena SWAN Charter (http://www.athenaswan.org.uk) recognises commitment to advancing women’s careers in science, technology, engineering, maths and medicine (STEMM).

**Adrienne Decker**, PhD is an assistant professor at Rochester Institute of Technology’s School of Interactive Games and Media and a member of the RIT Laboratory for Media, Arts, Games, Interaction and Creativity (MAGIC). Her research interests involve using games and other motivating examples for teaching computing concepts as well as development of better tools and methodologies for teaching computing in the first year of university education. She is also interested in efforts to broaden participation in computing, gaming, and other related disciplines. Her work has led to a focus on development and assessment of interventions in the educational process. Most recently, she has begun explorations in the area of development and assessment of educational and learning games.
About the Contributors

Jill Denner is Senior Research Scientist at ETR (Education, Training, Research), a non-profit organization in California. She does applied research, with a focus on increasing the number of women and Latino/a students in computer science and information technology. Her current focus is on how middle school students learn while creating computer games, the role of peers and families in children’s educational pathways, and increasing diversity in community college computer science classes. Dr. Denner has been a Principal Investigator (PI) on several NSF grants, published numerous peer-reviewed articles, and co-edited two books: Beyond Barbie and Mortal Kombat: New Perspectives on Gender and Gaming, published by MIT Press in 2008, and Latina Girls: Voices of Adolescent Strength in the U.S., published by NYU Press in 2006. Dr. Denner has a PhD in Developmental Psychology from Teachers College, Columbia University.

Aziz Douai (Ph.D in Mass Communications, Pennsylvania State University) is an Assistant Professor of Communication at the University of Ontario Institute of Technology, Canada. His research focuses on new media and activism, Arab media and democracy, global media and international conflict, among other areas of international communications. He is the co-editor of New media influence on social and political change in Africa (IGI-Global, 2013), and the Managing Editor of the American Communication Journal. In addition to contributing to several books, Dr. Douai’s other publications have appeared in the Journal of International Communication, Global Media Journal, First Monday, Journal of Arab & Muslim Media Research, Arab Reform Bulletin, International Communication Research Journal, The Westminster Papers in Communication and Culture, and Journal of Computer Mediated Communication.

Lauren Elliott is a third year undergraduate student at the University of Bolton, studying psychology with a keen interest in Cyberpsychology, in particular online gaming. She is due to graduate in July 2014 and hopes to eventually pursue a career in research as well as obtaining her masters and PhD.

Masahito Fujihara is a Lecturer in School of Network and Information at Senshu University, and a Visiting Researcher in Interfaculty Initiative in Information Studies at the University of Tokyo. His research interests and publications are in the areas of career development of Japanese game developers.

Anitza Geneve (PhD, MPC, BA, AssocDegAppSc, GradDipAdultVocEd.) is Head of Department in the School of Digital Design and IT, at the Southbank Institute of Technology, Brisbane, Australia. Anitza has worked in the digital content industry as a developer and industry trainer. She has over 15 years' experience teaching digital media-related content at vocational and university level in both Australia and the UK. Her research interest lies in the participation of minority groups in the digital content industry workforce in Australia. She actively promotes the digital content industry as a career option for women.

Edeltraud Hanappi-Egger is from her educational background a computer scientist and an experienced researcher and head of interdisciplinary teams. Since 2002 she is full professor for “gender and diversity in organizations” at WU. She was at various national and international research institutions guest researcher (e.g. 2011 at LSE) and her work was awarded several times. Prof. Hanappi-Egger is an expert on organization studies and gender topics, and as such she is in great demand as reviewer in international conferences and journals as well as a member of national and international advisory boards and juries. Her research focus is on management myths, feminist economics, gender and diversity management in organizations. Edeltraud Hanappi-Egger has published more than 250 articles, books and book chapters on gender and diversity, organization studies and diversity management.
Alyson E. King, Ph.D., is an Assistant Professor in the Faculty of Social Science & Humanities at the University of Ontario Institute of Technology (UOIT). She conducts interdisciplinary research in multiliteracies, higher education, and gender history. Recent research and publications include: graphic novels and multiliteracies, autoethnographic narratives by university students, literacies and the knowledge economy, literacies and mental health issues, women and higher education, and oral history interviews about the founding of UOIT. She teaches in the Community Development and Policy Studies program.

Monica M. McGill is an Assistant Professor at Bradley University in the Department of Interactive Media, where she serves as the Game Design Lead. She holds a B.S. in computer science and mathematics, an M.S. in computer science, and an Ed.D. in Curriculum and Instruction. Her research includes serious games, with a particular interest in games for health and motivational design. Additional research areas include diversity in the game industry, skills required by the game industry, and educational research in computer science. She facilitates the design and development of games by integrated teams of undergraduate students and is the producer for two upcoming serious games, one for Type II Diabetic patients and the other for wastewater treatment.

Eloy Ortiz has been a Research Associate at Education, Training, Research (ETR) since 2006, where he plans, develops, and coordinates evaluation and data collection activities in a variety of settings. Mr. Ortiz has served as the research coordinator for three National Science Foundation funded projects focused on improving female and minority middle school students’ interest in computer science and STEM coursework focusing on Latino populations. Mr. Ortiz holds a Bachelor of Arts in Psychology from the University of California at Santa Cruz and a Masters of Urban and Regional Planning from the University of California at Irvine. His previous professional experience includes positions working in education, public health and community-focused nonprofit organizations.

Vachon Pugh, M.S. is a Development Manager for the Madden gameplay team at Electronic Arts, Tiburon in Orlando, FL. Vachon received her BS in Game Software Development from Westwood College, and also holds a Master’s Degree in Game Design and Production from Full Sail University. Her master’s thesis focused on methods to increase the number of women in the game industry, a topic which she still continues to research. She also is an active member of the Diversity and Inclusion Guild for Electronic Arts, and participates in lectures surrounding increasing the diversity of the game industry.

Amber Settle is a Vincent de Paul Associate Professor in the School of Computing at DePaul University and has been on the full-time faculty since September 1996. She earned a B.S. in mathematics and a B.A. in German from the University of Arizona, and a M.S. and Ph.D. in computer science from the University of Chicago. Her research interests include information technology and computer science education and theoretical computer science. She has served on the Advisory Board for the ACM Special Interest Group for Computer Science Education (SIGCSE) since 2010. Recently Dr. Settle has been involved in the organization of the Conference on Innovation and Technology in Computer Science Education (ITiCSE) and the Conference on Information Technology Education (SIGITE). She is a member of the Editorial Advisory Board for ACM Inroads.
Gloria Warmuth is research associate and doctoral candidate at the Department of Management, Gender and Diversity Management Group, Vienna University of Economics and Business (WU). Gloria Warmuth studied Business Administration at the Vienna University of Economics and Business and the Copenhagen Business School (CBS). In addition she holds a master's degree in Mediation and Conflict Resolution. The main focus of her research is diversity in organizations, gendered organizations and gender and diversity in SET (science, engineering and technology) field and research. Moreover, she lectures on basic topics of gender and diversity and strategic diversity management.

Linda Werner (PhD) is an Adjunct Professor and Lecturer of Computer Science at the Jack Baskin School of Engineering at the University of California, Santa Cruz. Dr. Werner has extensive experience as an educator and researcher in both K-12 and higher education. She has published research on effective pair programming practices to aide in the retention of female students and on computational thinking. Dr. Werner's research areas include software engineering, computer science education, children and computer game creation, testing, increasing diversity in the computer science field, and social issues. Dr. Werner is affiliated with the UCSC Center for Games and Playable Media and with the Center for Information Technology in the Interest of Society.