

# Laine Nooney

## Curriculum vitae

Department of Media, Culture, and Communication  
New York University  
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### POSITIONS

- 2017 — Assistant Professor of Media and Information Industries  
Department of Media, Culture, and Communication
- 2015 — 2017 Assistant Professor of Digital Media  
School of Literature, Media, and Communication, Georgia Institute of Technology
- 2014 — 2015 Postdoctoral Researcher, Intel Science and Technology Center for Social Computing  
Department of Media, Culture and Communication, New York University

### EDUCATION

- 2014 Ph.D. Cultural Studies, Women's and Gender Studies Graduate Certificate  
Department of Cultural Analysis and Theory, Stony Brook University  
Dissertation Title: "Sierra On-Line and the Archaeology of Video Game History"
- 2006 M.A. English—Cultural Studies, Department of English, Kansas State University
- 2004 B.F.A., University of Dayton, Graphic Design, Minor in History

### PUBLICATIONS

#### Refereed Journal Articles

- 2017 "Let's Begin Again: Sierra On-Line and the 'Origins' of the Graphical Adventure Game."  
*American Journal of Play*. 9(1). [forthcoming]
- 2013 "A Pedestal, A Table, A Love Letter: Archaeologies of Gender in Video Game History." *Game Studies*. 13(2).

#### Guest-Edited Journal Issues

- 2014 Laine Nooney and Laura Portwood-Stacer, eds. *Journal of Visual Culture*. Special Issue: Internet Memes and Visual Culture. 13(3).

### **Book Chapters, Short Essays and Encyclopedia Entries**

- 2016 “Menu.” In *Debugging Game History: A Critical Lexicon*. Eds. Raiford Guins and Henry Lowood. Cambridge, MA: MIT Press.
- 2014 Laine Nooney and Laura Portwood-Stacer. “One Does Not Simply Write About Memes: Introduction to the Special Issue.” *Journal of Visual Culture*. Special Issue, Internet Memes and Visual Culture. 13(3).
- 2013 “Easter Eggs.” In *Johns Hopkins Guide to Digital Media and Textuality*. Eds. Lori Emerson, Marie-Laure Ryan and Benjamin Robertson. Johns Hopkins University Press.
- 2011 Laine Nooney and Raiford Guins. “Videogames.” In *Oxford Bibliographies Online: Film and Media Studies*. Ed. Krin Gabbard. New York: Oxford University Press.

### **In Preparation**

- 2016 — “On Footwork: Finding the Local in American Video Game History.” *Game History and the Local*. Ed. Melaine Swalwell. [essay in edited collection]
- 2016 — When Indie Games Came in Ziploc Bags: The Rise and Fall of “Indie” Games, 1979- 1984 [for submission to *Games and Culture*]
- 2015 — *Before We Were Gamers: Forgetting and Remembering an Industry’s Dawn*. [book manuscript]

### **Web and Editorial Publications**

- 2014 “The Odd History of the First Erotic Computer Game.” *The Atlantic*. 2 December. URL: <http://www.theatlantic.com/technology/archive/2014/12/the-odd-history-of-the-first-erotic-computer-game/383114/>
- 2012 “1980s Lifehacking Software for Ladies, Gloria Steinem-Approved.” *The Vault @ Slate.com*. 14 November. URL: [http://www.slate.com/blogs/the\\_vault/2012/12/14/lifehacking\\_for\\_ladies\\_1980s\\_era\\_software\\_was\\_approved\\_by\\_gloria\\_steinem.html](http://www.slate.com/blogs/the_vault/2012/12/14/lifehacking_for_ladies_1980s_era_software_was_approved_by_gloria_steinem.html)
- 2010 “Screening Her Out: Computer, Gaming, History.” *Paperweight: A Newspaper of Visual and Material Culture*. 1(1). <http://www.paperweightnewspaper.com/screening-her-out/>

### **AWARDS, GRANTS AND HONORS**

- 2016 GT-Mini Fire Grant for “Digital Pasts, Digital Futures Speaker Series.” Georgia Tech Office of Sponsored Programs. Atlanta, GA. Co-submitted with GT Libraries retroTECH. \$1250.
- 2016 Association for Computing Machinery Oral History Workshop (Competitive Honor). University of North Carolina, Chapel Hill. 11 – 13 May.
- 2015 Conference Grants-in-Aid Proposal. NYU Center for the Humanities. New York, NY. Co-submitted with Erica Robles-Anderson and Shari Wolk. \$4,000.
- 2014 Softalk Apple Project Researcher of the Year Award.
- 2014 Strong Research Fellowship. Strong Museum of Play, Rochester, NY. \$1,000.
- 2013 Faculty-Staff Dissertation Fellowship Award, Stony Brook University Graduate School. \$10,000.
- 2012 Distinguished Travel Award, The Graduate Student Organization at Stony Brook University. \$975.
- 2012 Graduate Student Employees Union Professional Development Award. \$750.

- 2012 Provost's Graduate Student Lecture Series (Competitive Honor). Stony Brook University.
- 2012 National Meeting Travel Grant, Society for the History of Technology. \$700.
- 2012 2nd annual Princeton-Weimar Summer School for Media Studies (Competitive Honor).  
Princeton University. 17 – 23 June.
- 2012 Douglas A. Noverr Grant for Collection Enhancement for Institutions to Build Popular Culture  
and American Culture Research Collections, Popular Culture Association. Co-  
submitted with Raiford Guins and Kristen Nyitray for the William A. Higinbotham  
Video Game Collection. \$5,000.
- 2011 Michael Schoenecke Travel Grant for Graduate Students to the National Conference, Popular  
Culture Association. \$300.
- 2007 2nd Annual Winterhouse International Student Award for Design Writing & Criticism,  
sponsored by the American Institute of Graphic Arts. \$1000.
- 2007 Graduate Fellowship (6 years), Stony Brook University Comparative Literary and Cultural  
Studies Department.
- 2005 Cultural Studies Essay Award, Kansas State University English Department.
- 2004 Graduate Fellowship (2 years), Kansas State University English Department.

## INVITED LECTURES, PRESENTATIONS AND WORKSHOPS

### Invited Keynotes and Independent Lectures

- 2017 Techniques of the Corporation. University of Toronto. Toronto, Canada. “On Footwork:  
How to Get People Talking in a Town that Wants to Forget.” 5 May.
- 2017 Game Developer’s Conference. Moscone Center. San Francisco, CA. “Save Yourself: Game  
History is in Your Hands.” 1 March.
- 2016 PRACTICE: Game Design in Detail. New York University. New York, NY. “On the Politics of  
Tools.” 13 November.
- 2016 NYU Game Center Speaker Series. New York University. New York, NY. “When Indie Games  
Came in Ziploc Bags.” 14 April.
- 2015 Institute for Public Knowledge. New York University. New York, NY. “Video Game History at  
the Kitchen Table.” 30 October.
- 2014 School for Poetic Computation. New York, NY. “How the Computer Became Personal.”  
3 December.
- 2014 Umea University. Umea, Sweden. “The Long Now of Gamergate: How Game History Became  
Game Culture.” 25 November.
- 2013 Michigan Technical University. Houghton, MI. “How We Compute History: Women,  
Computers and Gaming in the 1980s Household.” 5 November.
- 2013 K-State Book Network: Ernest Cline’s *Ready Player One*. Kansas State University. Manhattan,  
KS. “Girls Had Game: Locating a History of Women's Play We Forgot to Remember.”  
27 September.
- 2013 Personal Best: A Series on Feminist Game Design Practices. Game Center, New York University.  
New York, NY. “Before We Were 'Gamers': Roberta Williams, Sierra On-Line and How  
We Write Women into Video Game History.” 26 March.
- 2011 Women's Week. Suffolk County Community College. Selden, NY “The Mythic Function of Lady  
Gaga: Playing the Witch in Popular Music and Culture.” 29 March.

### **Invited Panels and Responses**

- 2015 "Tables, Teapots, and a Tartan Couch: Media Archaeology and Computer Histories." Invited Speaker. Babycastles, New York, New York. 8 May.
- 2015 "Technology as Art and Digital Curation." Invited Panelist. FACETS. 2 May.
- 2015 WordHack X. Invited Speaker. Babycastles, New York, New York. 16 April.
- 2014 *Introduction to Game Analysis* Book Launch. Invited Respondent. Game Center, New York University. Brooklyn, NY. 6 November.
- 2014 Indiecade. Invited Speaker. Culver City, CA. "The Lost History of *Softporn Adventure*." 12 October.
- 2014 Yellow Thread Society. Invited Speaker. New York, New York. 27 May.
- 2013 Grassroots Game Conference. Invited Panelist. Philadelphia, PA. "Remembering Play Differently." 16 October.
- 2013 Hack'n Jill Build N' Play. Invited Panelist. New York, NY. "Game Culture, Game History." 10 September.

### **Workshop Participation**

- 2015 "Diversifying Barbie and Mortal Kombat." Invited Participant. University of Pennsylvania. Philadelphia, PA. 24-25 April.

## **CONFERENCES AND PRESENTATIONS**

### **Panels Organized**

- 2017 Command Lines: Software, Power and Performance. Computer History Museum. Mountain View, CA. "Tools, Techniques and Communities: Oral History in Software History." 18 March.
- 2016 Society for the History of Technology. Singapore. "Making Games Go: Hardware and Software at the Intersection of Computer and Game History." Co-organized with Jacob Gaboury. 24 June.
- 2015 Theorizing the Web. New York, New York. "Meme, Medium, Mode." Co-organized with Laura Portwood-Stacer. 18 April.
- 2015 Society for Cinema and Media Studies Annual Conference. Montreal, Canada. "How Computing Became Personal: Genealogies of Computer Culture." Co-organized with Joy Rankin. 29 March.
- 2013 American Studies Association. Washington, DC. "Producing Play: Labor and Leisure in Early Video Game Culture." 24 November.
- 2013 Society for the History of Technology. Portland, MA. "Gaming the History of Technology." Co-organized with Jacob Gaboury. 11 October.
- 2013 Society for Cinema and Media Studies Annual Conference. Chicago, IL. "New/Media/Archaeologies: Extensions and Interventions in Media Archaeology Methods." 7 March.

### **Conference Presentations and Workshops**

- 2016 Society for Literature, Science and the Arts. Atlanta, GA. "On Footwork: How to Get People Talking in a Town that Wants to Forget." 3 November.

- 2016 Extending Play 3. Rutgers University. New Brunswick, NJ. "In the Beginning the World was Flat: Notes on the Sierra On-Line Game Engine." 31 September.
- 2016 SIGCIS Annual Workshop. Singapore. "Local Data, Local Users: A Case Study in Data Visualization for Computer History with Softalk." Co-written with Kevin Driscoll. 26 June.
- 2016 Society for the History of Technology. Singapore. "Puzzling Engines: Game Design and Software Innovation at Sierra On-Line in the 1980s." 24 June.
- 2016 Society for Cinema and Media Studies. Atlanta, GA. "What the Engine Can't Reveal: The Other Lives of Sierra On-Line's AGI Development Software." 31 March.
- 2016 Hands On History. London, England. "Re-Circulating Softalk: Cross-Sector Collaboration for the Visualization and Re-enactment of American Apple II Culture." Co-presented with Kevin Driscoll. 8 February.
- 2015 SIGCIS Annual Workshop. Albuquerque, NM. "The Infrastructure of Expertise, or What Game Engines Allow." 11 October.
- 2015 Extending Play. Rutgers University, New Brunswick, NJ. "Destined to Repeat Itself: The Rise and Fall of "Indie" Games, 1979-1984." 18 April.
- 2014 Society for Cinema and Media Studies. Seattle, WA. "Queer and Feminist Platform Studies Workshop." 20 March.
- 2014 IndieCade East. Museum of the Moving Image, Astoria, NY. "When Indie Games Came in Ziploc Bags." 15 February.
- 2013 American Studies Association. Washington, DC. "Home Productivity: Domestic Labor, Game Development, and the Making of Sierra On-Line." 24 November.
- 2013 Society for the History of Technology Annual Meeting. Portland, MA. "Competition or Camaraderie?: A Cultural History of the Early 1980s West Coast Microcomputer Game Software Industry." 10 October.
- 2013 First International History of Games Conference. Montreal, Canada. "More Games for Mother: Roberta Williams, Sierra On-Line, and the Domestic Contexts of 1980s Computer Gaming." 22 June.
- 2013 Society for Cinema and Media Studies Annual Conference. Chicago, IL. "Materialist Methods for Mystery House(s): A Feminist Media Archaeology of Video Games." 7 March.
- 2012 Society for the History of Technology Annual Meeting. Copenhagen, Denmark. "Home is Where the Game Is: A Cultural History of Sierra On-Line and Women's Computer Gaming." 5 October.
- 2012 Critical Themes in Media Studies Graduate Student Conference. New School for Social Research. New York, NY. "Between Cold Gazes and Vital Bodies: Considering Neomaterial Feminist Media Archaeology." 14 April.
- 2012 Society for Cinema and Media Studies Annual Conference. Boston, MA. "Calculating the Kitchen: Domestic Space as Computer History." 25 March.
- 2011 Stony Brook Graduate Conference. Stony Brook University. New York, NY. "When the Digital Never Looked So Analog: A Media Archaeology of Retro Camera Cell Phone Apps." Co-presented with David Smucker. 11 March.
- 2011 Popular Culture Association National Conference. San Antonio, TX. "On the Edge of Her Screen: A New Domestic History of Computers and Computer Games." 21 April.

- 2010 Women and Gender Studies Graduate Conference: Cycles. Stony Brook University, New York, New York. "Mobile Women, Bipedal Bodies: Women and Technology in 1890s *Ladies' Home Journal* Advertisements." 13 March.
- 2009 Popular Culture Association Conference National Conference. New Orleans, LA. "Speaking the Parser: Disordered Language and the Adventure-Game." 9 April.
- 2008 Queer Symposium. Stony Brook University. Stony Brook, NY. "Welcome to the Genderfuck: Sex, Gender and Video Games." 14 March.
- 2007 Cultural Studies Conference: Entertainment! Kansas State University. Manhattan, KS. "Have You Ever Tried Not Being a Mutant?: Queer Negativity and the Question of Citizenship in the *X-Men* Films." 8 March.
- 2006 American Institute of Graphic Arts Design Education Conference: Design Frontier. Denver, CO. "Marking Territory in a Lonely Frontier: Graphic Design Research in an English Department" and "Guns, Gays and Swastikas: Questions of Design Power." Co-presented with Prof. Jayne Matlack-Whitaker and Emily Wallace. 2 December.
- 2006 English Department Graduate Student Colloquium. Kansas State University, Manhattan, KS. "No Comment: The Silence of the Swastika in Graphic Design History." 8 April.
- 2005 English Graduate Organization Conference. University of Florida. Gainesville, FL. "Dead Silence: Cultural Theory, Graphic Design History and the Silence of the Swastika." 27 October.
- 2005 Cultural Studies Association. Tucson, AZ. "Consuming the Head: Mind, Body, and Gender Reproduction in Jonathan Demme's *The Silence of the Lambs*." 22 April.
- 2005 Cultural Studies Conference: Visual Culture. Kansas State University. Manhattan, KS. "Low Resolution, No Resolution: Power, Responsibility, and Experiments in Graphic Design Masochism." 10 March.
- 2005 Cultural Studies Conference. Emporia State University. Emporia, KS. "Baudry Visits the Satellite of Love: Cinema, Ideology and Apparatus in *Mystery Science Theater 3000*." 11 February.

### Conference and Event Organization

- 2017 Conference Co-Organizer. "Command Lines: Software, Power and Performance." Computer History Museum. Co-Organized as part of SIGCIS Conferences Committee. 18 – 19 March.
- 2016 — 2017 Speaker Series Co-Organizer. "Digital Pasts, Digital Futures." Georgia Tech. Co-organized with GT Libraries retroTECH.
- 2015 — 2016 Designer and Producer. "Mistakes Were Made: Computer History, Decompiled." Department of Media, Culture and Communication, New York University. 17 April 2015; 15 April 2016.
- 2013 Conference Assistant. "International Video Game History Conference." Montreal, Canada. 21 – 23 June.
- 2013 Conference Co-Organizer. "Different Games: A Conference on Diversity, Difference and Inclusivity in Games and Culture." Co-organized with Sarah Schoemann. NYU PolyTech. Brooklyn, NY. 26 – 27 April.
- 2011 Chief Conference Organizer. "GRIDLOCK: Cultural Analysis and Theory 2nd Annual Graduate Student Conference." Stony Brook University. New York, NY. 14 – 15 October.
- 2011 Co-Organizer. "4th Annual Queer Symposium." Co-organized with Jennifer Carter. Stony Brook University. Stony Brook, NY. 17 March.

2010 Keynote Coordinator. "Recycling: The Comparative Literary and Cultural Studies 1st Annual Graduate Student Conference." Stony Brook University. New York, NY. 24 – 25 September.

### **EDITORIAL POSITIONS, RESEARCH POSITIONS AND ADVISORY BOARDS**

2017 — Vice-Chair of Meetings, Special Interest Group in Computing, Information and Society.  
2016 — Co-founding and Managing Editor, *ROMchip: A Journal of Game Histories*.  
2015 — 2017 Co-founder, *Game Archaeology Lab*, Georgia Tech.  
2015 — 2017 Managing Editor, *Journal of Visual Culture*.  
2014 — Advisory Board Member. Softalk Apple Preservation Project.  
2008 — 2014 Editorial Assistant, *Journal of Visual Culture*.  
2010 — 2014 Collection Assistant, William A. Higinbotham Game Studies Collection, Stony Brook University Special Collections.

### **TEACHING EXPERIENCE**

#### **Georgia Institute of Technology**

Graduate Project Studio: Visualizing Computer History (Fall 2016)  
Media Archaeology (Graduate Level: Spring 2016, Fall 2017)  
Principles of Information Design (Spring 2016, Spring 2017)  
Game Design as Cultural Practice (Fall 2015, Fall 2016, Spring 2017, Fall 2017)

#### **New York University**

Video Games: Culture and Industry (Spring 2014, Fall 2014, Spring 2015)

#### **Stony Brook University**

Introduction to Cinema and Cultural Studies (Summer 2009, Summer 2011, Summer 2012)  
Gender and Genre in Film (Summer 2010)  
Video Games and Culture, co-taught with Raiford Guins (Spring 2011)

#### **William Paterson University**

Publication and Design (Fall 2012)  
History of Modern Design (Spring 2012)

#### **Kansas State University**

Introduction to Argumentative Writing (Spring 2005)  
Introduction to Expository Writing (Fall 2004, Fall 2005, Spring 2006)

#### **Suffolk County Community College**

Mythology (Spring 2009, Fall 2009, Spring 2010, Spring 2013)

## DESIGN, MULTIMEDIA AND PRINT PROJECTS

- 2016 “Welcome to The Print Shop.” Interactive Art Installation, *Where Tech Meets Art*. Eyedrum. Atlanta, GA. 30 April.
- 2014 “Inventory Objects.” Series Curator, *Video Game Art Archive*, Tumblr-based image archive.
- 2009 — 2014 *pulsations: the journal of new african writing*, literary journal. Design and Production Manager, Stony Brook University.
- 2012 *When Games Went Click: The Tennis for Two Story*, short documentary, Production Assistant, Stony Brook University and Brookhaven National Labs.

## MEDIA COVERAGE

- 2017 “History at GDC: Laine Nooney on Sierra On-Line and Video Game History.” Interviewed by Robert Whitaker. *History Respawned*. 8 March. <https://soundcloud.com/historyrespawned/history-at-gdc-laine-nooney-on-sierra-on-line-and-video-game-history>
- 2016 “The History of Sierra On-Line.” Interviewed by Brian McCollough. *Internet History Podcast*. 5 June. <http://www.internethistorypodcast.com/2016/06/the-history-of-sierra-online-with-laine-nooney/>
- 2016 “How Early Computer Games Influenced Internet Culture.” Interviewed by Adrienne LaFrance. *The Atlantic*. 14 April. <http://www.theatlantic.com/technology/archive/2016/04/how-early-computer-games-influenced-internet-culture/478167/>
- 2015 “Open Apple #49.” Interviewed by Quinn Dunki and Mike MaGinnis. *Open Apple*. <http://www.open-apple.net/2015/08/02/show-049-laine-nooney-tecnowarp-4am-computer-furniture/>
- 2015 “Here's Why We Banned the Internet.” Interviewed by Rose Eveleth. *Meanwhile in the Future*. 23 June. <http://gizmodo.com/meanwhile-in-the-future-we-banned-the-internet-and-he-1713352776>
- 2013 “Dad? Where's Mom? I Can't Find Her in this Videogame.” Interviewed by Nina Freeman. *Killscreen*. 7 August. <http://killscreendaily.com/articles/articles/dad-wheres-mom/>
- 2013 “The Mother of Computer Video Games.” Interviewed by David Brancaccio. *Marketplace Tech Report*. 6 March. <http://www.marketplace.org/topics/tech/who-tech/roberta-williams-mother-computer-video-games>
- 2012 “The Anatomy of a Meme.” Interviewed by Cassandra Khaw. *TechHive*. 23 August. <http://www.techhive.com/article/2000335/the-anatomy-of-a-meme.html>

## SERVICE AND PROFESSIONALIZATION

### Peer Review Referee

Kinephanos

Well Played

Feminist Media History

Feminist Media Studies



IEEE Annals of the History of Computing  
Technology and Culture

### **Professional Committees and Departmental Service**

2016 M.S Admissions Committee, Program in Digital Media, Georgia Tech. Atlanta, GA.  
2015 Ph.D. Admissions Committee, Program in Digital Media, Georgia Tech. Atlanta, GA.  
2015 SIGCIS Executive Committee.  
2012 Hiring Committee Graduate Student Representative. Stony Brook University. Stony Brook, NY.  
2008 Co-Organizer. Comparative Literary and Cultural Studies Colloquium. Co-organized with  
Lyudmila Razumova. Stony Brook University. Stony Brook, NY.

### **LANGUAGES AND PROGRAMS**

Read and Translate: German, Old English.  
Software Familiarity: Photoshop (Advanced), InDesign (Advanced), QuarkXPress (Advanced), Illustrator  
(Intermediate), Javascript (Beginner), HTML (Beginner)

### **PROFESSIONAL AFFILIATIONS**

Society for Cinema and Media Studies  
Society for the History of Technology  
Special Interest Group for Computing, Information and Society  
Society for Literature, Science and the Arts

### **REFERENCES**

#### **Raiford Guins**

Professor  
The Media School  
Indiana University  
Bloomington, IN 47405  
[rgun81@gmail.com](mailto:rgun81@gmail.com)

#### **Matthew Kirschenbaum**

Associate Professor  
Department of English  
University of Maryland  
College Park, MD 20742  
[mkirschenbaum@gmail.com](mailto:mkirschenbaum@gmail.com)

#### **Henry Lowood**

Curator for History of Science & Technology Collections; Germanic Collections; Film & Media Collections

Stanford University Libraries  
Stanford, CA 94305-6004  
[lowood@stanford.edu](mailto:lowood@stanford.edu)

**Erica Robles-Anderson**

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Department of Media, Culture and Communications  
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