Important Context for this Collective Statement:
- Mahli-Ann's resignation letter: Available on request
- Diversity Officers resignation letter: 📄 Copy of Diversity Resignation Letter
- Darshana's resignation letter: 📄 Darshana's resignation letter

Additional Resources and Information:
- DiGRA Code of Conduct: https://digra.org/about/code-of-conduct/
- DiGRA Bylaws: 🅦 Copy of DiGRABy-Laws2013Revision.docx
- Finnish Associations Act: https://www.prh.fi/en/yhdistysrekisteri/act.html
- DiGRA Membership: https://digra.org/join-digra/

To <u>sign</u>, please submit your name and affiliation information via this Google Form: https://forms.gle/NtU8UnDYD2euj7wG8

To the DiGRA community and Executive Board:

We the undersigned are present and former members of DiGRA, people who have left the organization due to negative or harmful experiences with it, people who stand in solidarity with those who have resigned, and people who have never attended DiGRA or actively avoided it due to its bad reputation among diverse, marginalized, and early career scholars. We share this statement with you as a call to action and as a warning to people who are not familiar with the longstanding issues with DiGRA.

DiGRA has long sidelined and dismissed game studies work focusing on race, gender, sexuality, disability, class, caste, and other intersecting identities and systems of power, and many scholars who have presented on these topics at DiGRA no longer attend the conference. People submitting such work to the conference have commonly experienced being rejected not on the quality of their work but on the topic and content of their work. People presenting at the conference have often had negative experiences with DiGRA members (including established, senior scholars) treating them badly at the conference, including dismissing others' ideas and concerns, claiming early career researchers' ideas as their own, or using DiGRA as a platform to share work that has been colonial, racist, transphobic, sexist, and more. The DiGRA listserv, GamesNetwork, has developed a reputation as being an unsafe and antagonistic environment that allows members of the community to bully, belittle, and harass others, especially more junior members of the community.

The recent events at DiGRA 2024, including a case involving abuse, are the latest, glaring examples of longstanding exclusionary trends in the organization. We emphasize that the concerns of individuals who have recently resigned are not just the fabrications of a few disgruntled DiGRA members, but are representative of the feelings and concerns of many diverse scholars working in game studies.

To the DiGRA community and its Executive Boards current and future, we issue these points as a call to action:

1. Put the Code of Conduct into practice, and enforce procedures to make the Code meaningful. Live up to your stated values, beyond just paying lip service to them.
2. Ensure that any diversity committee in DiGRA is actually diverse, and implement policies and practices that ensure the organization actually listens to the people doing diversity work.
3. Support the DiGRA Ombuds program in whatever form it takes, and consider paying professional ombuds for their time and expertise if possible.
4. Develop structures for centering and promoting students and early career scholars, and give them meaningful shared governance of the organization.
5. Platform and highlight the diversity of scholarship within DiGRA, ensuring that at least one keynote is offered to a junior scholar and that current and former DiGRA board members are not overrepresented in these sessions.
6. Be vigilant in protecting and supporting marginalized people in the organization. Look out for predators and abusers who remain a part of it and hold them accountable.
7. Actively engage with, cite, and support scholars working in issues of diversity and social justice in games. These are not special interest topics for a few specialists, they are broad concerns for anyone sincere about building diverse, inclusive, just organizations.
8. Establish and enforce regular order for Board meetings. This should include agendas circulated, minutes taken and regular reporting from treasurer and ombuds. Members should be able to find how and why decisions have been taken.
9. Consider restructuring the organization and board to give regional/local chapters more agency (e.g. chapters co-hosting annual conferences). As an association formed in 2003, it may be time to find new ways for greater – and more genuine – forms of international collaboration.

Many of us will no longer be part of DiGRA. To those who remain, we urge you to put these points into action and to look out for each other and for new people who enter the organization. To those considering joining or attending your first DiGRA, be careful, and if you have a negative experience then know you are not alone and it isn't just you. If you see or experience injustice, please consider sharing it safely and/or anonymously with people you trust.

In Solidarity,

Resigned (listed alphabetically):

1. Cody Mejeur, Assistant Professor of Media Study, University at Buffalo. [Resigned: Inaugural DiGRA Ombuds Member (2020-2024); DiGRA Diversity Officer (2019-2023)].

2. Darshana Jayemanne, Reader in Digital Cultures, Abertay University. [Resigned: DiGRA Open Seat].

3. Madeleine Antonellos, PhD Candidate and Research Assistant, School of Computing and Information Systems (Engineering), The University of Melbourne, Australia.

[Resigned: DiGRA Ombuds Assistant (2020-2024); DiGRAA Board Member (former Treasurer/Secretary, 2020-2024)].

4. Mahli-Ann Butt, Lecturer in Cultural Studies, School of Culture and Communication, University of Melbourne. [Resigned: DiGRA Chapter Officer (2023-2024); DiGRA Open Seat (2019-2023); Inaugural DiGRA Diversity Officer (2018-2019); DiGRA Student Officer (2016-2017); Former President of DiGRA Australia (2023-2024)].

5. Poonam Chowdhury, PhD candidate, The English and Foreign Languages University, Hyderabad, India. [Resigned: DiGRA Diversity Officer (2023-2024), Founding-member DiGRA India (2020-2024)]

6. Premeet Sidhu, Research Assistant, The University of Sydney. [Resigned: DiGRA Student Officer 2023-2024].

7. Souvik Mukherjee, Associate Professor, Centre for Studies in Social Sciences, Calcutta, Kolkata, India. [Resigned DiGRA Open Seat on 31 July 2024].

Signed Collectives (listed alphabetically):

8. Games Symposium for Oceania and the Asia Pacific (GSOAP) Chairs.

9. Labor Tech Research Network.

10. Melbourne Academic Games, Play, and Interactive Entertainment (MAGPIE), Executive Committee.

11. Queerness and Games Conference, Organizing Committee.

12. The Center for Transformational Play, Carnegie Mellon University.

Signed (listed alphabetically):

13. Aaron Trammell, Associate Professor of Informatics with affiliations in Media Studies, Visual Studies, Culture and Theory, and African American Studies, UC Irvine.

14. Aasa Timonen, PhD Student, Game Research Lab, Tampere University.

15. Adam Jerrett, Senior Lecturer, University of Portsmouth.

16. Adrianna Burton, Ph.D. Candidate in Informatics, UC, Irvine.

17. Adrienne Massanari, Associate Professor, School of Communication and affiliate faculty with the AU Game Center, American University.

18. Adrienne Shaw, Associate Professor, Media Studies and Production, Temple University.

19. Aleena L. Chia, Lecturer in Media, Communications and Cultural Studies, Goldsmiths, University of London.

20. Alesha Serada, University of Vaasa.

21. Alex Habgood, Postgraduate Student, Department of Information Studies, University College London.

22. Alex P. Leith, Assistant Professor, Mass Communications, SIU Edwardsville, USA.

23. Alexander Muscat, Lecturer, School of Business and Creative Industries, University of the Sunshine Coast, Queensland, Australia.

24. Alicia Byrnes, Lecturer in Screen Studies, University of Melbourne.

25. Alison Harvey, Associate Professor of Communications, Glendon College, York University.

26. Amanda Cote, Associate Professor of Media & Information, Michigan State University.

27. Amanda Phillips, Associate Professor, Georgetown University.

28. Ana Valeria Rodriguez, PhD Sociocultural Studies, DiGRA 2023, and 2024 attendee and Independent Game Researcher.

29. Andra Ivănescu, Senior Lecturer, Brunel University London.

30. Andrea Andiloro, Lecturer in Games and Interactivity, Swinburne University of Technology, Melbourne, Australia.

31. Andrei Zanescu, Assistant Professor of Communication Studies, Concordia University.

32. Anne Sullivan, Associate Professor, Digital Media, Georgia Institute of Technology.

33. Annika Waern, Professor, Human Computer Interaction, Uppsala University.

34. Annisa R. Beta, Senior Lecturer in Cultural Studies, The University of Melbourne.

35. Antonia Hargreaves, Lecturer in Psychology, Universidad Andrés Bello.

36. Antranig Arek Sarian, Ph.D. Candidate, Swinburne University of Technology.

37. Aphra Kerr, Professor of Sociology, Maynooth University.

38. Ari Gass, Assistant Professor of Digital Media, Drexel University.

39. Ariel Grez Valdenegro, PhD Candidate, Universidad de Santiago de Chile.

40. Aritro Bhattacharya, independent researcher, Narrative Designer at Flogames [DiGRA India founder, DiGRA India Board Member (2020-present)]

41. Aska Mayer, Doctoral Researcher, Tampere University.

42. Azul Romo Flores, Södertörn University.

43. Beatriz Blanco, PhD Candidate, Universidade do Vale do Rio dos Sinos.

44. Ben Abraham, Research and Standard Lead, Sustainable Games Alliance, author Digital Games After Climate Change.

45. Ben Egliston, Lecturer in Digital Cultures, University of Sydney.

46. Ben Gook, Senior Lecturer in Cultural Studies, The University of Melbourne.

47. Bernard Perron, Full professor in film and game studies, Université de Montréal.

48. Betsy Brey, Faculty University of Waterloo.

49. Bettina Bódi, Assistant Professor in Digital Media, University of Birmingham.

50. Blanca Estela López Pérez, President of DIGRA México chapter, research professor Universidad Autónoma Metropolitana, head researcher of the Research Program Ludic Culture and Digital Humanities, DEVHOUR Foro Internacional del Juego.

51. Bo Ruberg, Professor, Department of Film and Media Studies, University of California, Irvine.

52. Braxton Soderman, Associate Professor, Film and Media Studies, University of California, Irvine.

53. Brendan Keogh, Senior Lecturer, Communication, Queensland University of Technology.

54. Bridget Blodgett, Associate Professor of Game and Interaction Design, University of Baltimore.

55. Bruno de Paula, Lecturer in Digital Media Production, University College London.

56. Caighlan Smith, PhD Candidate, Memorial University of Newfoundland.

57. Cameron Kunzelman, Assistant Professor of Communication Studies, Mercer University.

58. Carly A. Kocurek, Professor of Digital Humanities and Media Studies, Associate Dean of Lewis College of Science and Letters, Illinois Institute of Technology.

59. Caroline Choong, Research Assistant, School of Design, RMIT University, Melbourne, Australia.

60. Casey O'Donnell, Associate Professor of Media & Information, Michigan State University. Research Affiliate, Game Research Lab and Centre of Excellence in Game Culture Studies, Tampere University.

61. Cassandra Barkman, Senior Tutor, Media & Communications, The University of Melbourne.

62. Cass Zegura, PhD Student in Film, Television, and Media Studies, University of Michigan.

63. Catherine Driscoll, Professor of Gender and Cultural Studies, University of Sydney, Australia.

64. Charlotte Courtois, PhD Candidate, Department of Art History, Cinema, and Audiovisual Media, University of Montreal.

65. Charly Harbord, PhD candidate, School of Design and Informatics, Abertay University.

66. Chelsea Brtis, Assistant Professor of Digital Illustration, University of North Carolina at Charlotte.

67. Chris Healy, FAHA, Professor of Cultural Studies, The University of Melbourne.

68. Chris J. Young, Librarian, University of Toronto Mississauga.

69. Christine H. Tran, Assistant Professor of Game Studies, Teaching Stream, University of Toronto.

70. Christopher A. Paul, Professor of Communication and Media, Seattle University.

71. Christopher B. Patterson, Associate Professor, Institute for Gender, Race, Sexuality & Social Justice, The University of British Columbia.

72. Christopher Hanson, Associate Professor, Film and Screen Studies, Syracuse University.

73. Christoffer Mitch C. Cerda, PhD, Assistant Professor, Ateneo de Manila University, Philippines.

74. Cindy Poremba, Associate Professor, Digital Futures, OCAD University.

75. Cristóbal Escobar, Lecturer in Screen Studies, University of Melbourne.

76. Cuauhtemoc Moreno, DiGRA 2024 attendee and Independent Game Designer.

77. Daeana Paula Bourscheid, Master's student, Federal University of Santa Catarina, Brazil.

78. Dahlia Jovic, Research Assistant, School of Culture and Communication, University of Melbourne.

79. Daniela De Angeli, Lecturer, Department of Computer Science, University of Bath.

80. Daniel Gardner, Lecturer in Computing and Game Design, Robert Gordon University; DiGRA Diversity Working Group.

81. Dan Golding, Associate Professor, Swinburne University of Technology, and local host, DiGRA 2017.

82. Dany Guay-Bélanger, PhD Candidate, Department of Art History, Cinema, and Audiovisual Media, University of Montreal.

83. Dave Lyons, Lecturer of Media Design, Department of Games And Art, Abertay University, Dundee Scotland.

84. David B. Nieborg, Associate Professor of Media Studies, University of Toronto.

85. David Cumming, Senior Lecturer Media Practice Ethnography, London College of Fashion, University of the Arts London.

86. David Matencio Durán, PhD, University of Murcia.

87. David Murphy, Senior Lecturer, Staffordshire University.

88. David ten Cate. PhD Candidate, Queensland University of Technology. Lecturer, Utrecht University.

89. Denise Krepki, Phd in Anthropology. Postdoctoral Researcher at Centro de Estudios e Investigaciones Laborales, CONICET Argentina. Professor at University of Buenos Aires, Faculty of Social Sciences.

90. Dennis Jansen, PhD Candidate, Utrecht University.

91. Dominic Arsenault, Full Professor, Department of Art History, Cinema and Audiovisual Media, Université de Montréal.

92. Dorothy Kim, Assistant Professor of English and WGS, Brandeis University.

93. Douglas Brown, Dean of Screen, Technology and Performance, Falmouth University UK.

94. Elena Benthaus, Lecturer in Cultural Studies, University of Melbourne.

95. Eliane Bettocchi, adjunct faculty, University of Cincinnati.

96. Elisa Wiik, doctoral researcher, Game Research Lab & The Centre of Excellence in Game Culture Studies, Tampere University.

97. Emil Hammar, Postdoctoral researcher, Royal Danish Academy.

98. Emily Flynn-Jones, Independent Game Developer, Former attendee (2009-2017) and consultant on developing Inclusivity Statement/Guidelines for DiGRA 2017 conference.

99. Emma Reay, Senior Lecturer in Emerging Media, University of Southampton.

100.   Emma Vossen, Knowledge Mobilization and Research Impact Officer, Games Institute, University of Waterloo.

101.   Emma Westecott, Associate Professor Game Design, OCAD University.

102.   Esther MacCallum-Stewart, Professor of Games Studies, Staffordshire University and Chair, Glasgow 2024, A Worldcon for Our Futures.

103.   Esther Wright, Senior Lecturer in Digital History, Cardiff University, UK.

104.   Evan Torner, Associate Professor of German and Film & Media Studies, University of Cincinnati.

105.   Felix Raczkowski, Assistant Professor, Media Studies, University of Bayreuth.

106. Feng Zhu, Senior Lecturer in Digital Games and Culture, Department of Digital Humanities, King's College London.

107. Finn Dawson, PhD candidate, University of Sydney.

108. Fran Martin, Professor of Cultural Studies, The University of Melbourne.

109. Frank J. Lee, Professor, Digital Media Department, Drexel University.

110. Gawain Lucian Lax, independent scholar and former DiGRA Australia board member (2021-2023).

111. Geoffrey Lee, PhD Candidate, Discipline of Media and Communications, University of Sydney.

112. Gerald Voorhees, Associate Professor, University of Waterloo (DiGRA Board Member 2012-2013).

113. Gillian Smith, Associate Professor and Director, Interactive Media and Game Development, Worcester Polytechnic Institute.

114. Greg Mc Guinness, PhD Student, University College London.

115. Gregory Blomquist, Assistant Lecturer, University of Alberta.

116. Guillaume Roux-Girard, Professor, Université du Québec en Abitibi-Témiscamingue.

117. Hannah McCann, Senior Lecturer in Cultural Studies, University of Melbourne.

118. Hanli Geyser, Lecturer, University of the Witwatersrand.

119. Homeira Baghbanmoshiri, Researcher, Kobe University.

120. Hugo Montembeault, Professor in game studies and research-creation, Université du Québec en Abitibi-Témiscamingue.

121. Ian Larson, PhD and Associate Lecturer, University of California Irvine.

122. Ian Sturrock, Senior Lecturer, Teesside University.

123. Iain Donald, Lecturer, Edinburgh Napier University, UK.

124. Iván Flores Obregón. Lecturer, Universidad Iberoamericana Puebla.

125. Ivan Girina, Senior Lecturer in Game Studies, Brunel University London.

126. Jacqueline Burgess, Lecturer, School of Business and Creative Industries, University of the Sunshine Coast, Queensland, Australia.

127. Jacqueline Moran, Academic Tutor, Department of Film, Games, and Animation, Swinburne University of Technology, Melbourne, Australia.

128. James Manning, Lecturer, School of Design, RMIT University, Melbourne, Australia.

129. Jane Mavoa, Senior Research Consultant, private consultancy.

130. Janice Loreck, Senior Lecturer in Screen Studies, The University of Melbourne.

131. Jan Švelch (Research Fellow, Faculty of Social Sciences, Charles University).

132. Jasper van Vught, Assistant Professor, Department of Media and Culture studies, Utrecht University.

133. Jason Hawreliak, Associate Professor, Brock University.

134. Jennifer deWinter, Dean of Science and Letters, Illinois Institute of Technology.

135. Jennifer R Whitson, Associate Professor, University of Waterloo.

136. Jessica Hammer, Associate Professor, Carnegie Mellon University.

137. Jing Yang, PhD candidate, City University of Hong Kong/ Journalist and Game Curator.

138. Jim Malazita, Associate Professor of Games & Simulation Arts & Sciences, Science & Technology Studies, Rensselaer Polytechnic Institute.

139. Joleen Blom, University Lecturer, Game Research Lab & The Centre of Excellence in Game Culture Studies, Tampere University.

140. John Tonkin, Lecturer in Contemporary Art, Sydney College of Arts, The University of Sydney.

141. Jonathon Hutchinson, Chair of Discipline Media and Communication, University of Sydney.

142. Jon Dale, Senior Tutor in Cultural Studies, University of Melbourne.

143. Jon Stone, Senior Lecturer in Creative Writing, Anglia Ruskin University.

144. Jonne Arjoranta, Senior Lecturer, The Centre of Excellence in Game Culture Studies, University of Jyväskylä.

145. Josef Nguyen, Associate Professor, The University of Texas at Dallas.

146. Josh Jarrett, Senior Lecturer, Staffordshire University.

147. Josiah Lulham, PhD Candidate in the School of Social and Political Sciences, University of Melbourne; live game maker, larp researcher, and theatre artist.

148. J. Patrick Williams, Associate Professor of Sociology, Nanyang Technological University, Singapore.

149. Juan F. Belmonte Ávila, Associate Professor at the Department of English Studies, University of Murcia, Spain.

150. Justin Keever, Lecturer, Otis College of Art and Design.

151. Kaelan Doyle-Myerscough, PhD Student, Department of Cinema and Media Studies, University of Chicago.

152. Kate Clark, PhD candidate, Monash University.

153. Kateryna Barnes, University of Alberta.

154. Katherine Buse, Assistant Professor of Cinema and Media Studies, University of Chicago.

155. Kara Stone, Assistant Professor of Design, Alberta University of the Arts.

156. Katrin Becker, Adjunct Professor, Mount Royal University.

157. Katta Spiel, Assistant Professor, Vienna University of Technology (TU Wien), Austria.

158. Keerthi Sridharan, PhD Candidate, Leiden University.

159. Kelly Bergstrom, Assistant Professor, Communication & Media Studies, York University.

160. Ken S. McAllister, Professor of Public & Applied Humanities, University of Arizona; Co-founder and Co-Director, Learning Games Initiative Research Archive.

161.   Kenzie Gordon, PhD Candidate & Academic Teaching Staff, University of Alberta.

162.   Kevin Moberly, Associate Professor of Rhetoric, Digital Media, and Game Studies, Old Dominion University. Program Director, Monarch Institute for Game Design and Development.

163.   Kevin Veale, Senior Lecturer, School of Humanities, Media and Creative Communication, Massey University, Aotearoa.

164.   Kishonna Gray, Professor, School of Information, University of Michigan.

165.   Kyle Moore, Lecturer in Digital Media, Swinburne University of Technology.

166.   Laine Nooney, Associate Professor of Media and Information Industries, Department of Media, Culture, and Communication, New York University.

167.   Laura Goudet, Junior Professor at the University of Rouen-Normandy and the Academic Institute of France.

168.   Lawrence May, Lecturer, University of Auckland, New Zealand. DiGRA Australia board member.

169.   Leandro Augusto Borges Lima, Adjunct Professor, Departamento de Comunicação Social, Universidade Federal de Minas Gerais, Brasil.

170.   Lillian McIntyre, PhD student, Yale University.

171.   Lobna Hassan, LUT University.

172.   Lorraine Quinn, The University of Glasgow, DiGRA member.

173.   Lucy Sparrow, Associate Lecturer in Human-Computer Interaction, The University of Melbourne.

174.   Lukas Daniel Klausner, Researcher, St. Pölten University of Applied Sciences.

175.   Madison Schmalzer, Interdisciplinary Instructor of Literature and Media, Ringling College of Art and Design.

176.   Malcolm Ryan, Senior Lecturer, School of Computing, Macquarie University, Sydney, Australia.

177.   Marcus Carter, Professor in Human-Computer Interaction, The University of Sydney.

178. Mark Chen, Independent Bum interested in games studies, most recently appointed at University of Washington Bothell, editor of esotericgaming.com.

179. Mark R. Johnson, Senior Lecturer in Digital Cultures, Department of Media and Communications, University of Sydney (DiGRA Board Member 2019-2022).

180. Mark Maletska, Doctoral Researcher, Game Research Lab & The Centre of Excellence in Game Culture Studies, Tampere University.

181. Maria O'Brien, Lecturer, University of Galway.

182. Maria Ruotsalainen, Postdoctoral Research Fellow, Centre of Excellence in Game Culture Studies, University of Jyväskylä.

183. Marco Jaramillo, PhD candidate in Communication Science, Pontificia Universidad Católica de Chile.

184. Mary Anne Argo Chávez, independent researcher. DiGRA attendee 2023-2024.

185. Matt Horrigan, PhD Candidate, Simon Fraser University.

186. Matt Knutson, Assistant Professor, University of North Dakota.

187. Matthew Barr, Senior Lecturer, University of Glasgow.

188. Matthew Jungsuk Howard, Assistant Professor of Communication Studies, Loyola University Chicago.

189. Matthew Thomas Payne, Associate Professor, University of Notre Dame.

190. Maxime Deslongchamps-Gagnon, Lecturer, Université du Québec en Abitibi-Témiscamingue.

191. Maxwell Foxman, Assistant Professor, Media Studies, University of Oregon, USA.

192. Meghan Blythe Adams, Assistant Teaching Professor, Faculty of Business and Information Technology, Ontario Tech University. Oshawa, ON, Canada. (DiGRA Attendee 2014).

193. Melissa J. Rogerson, Senior Lecturer in Human-Computer Interaction and DECRA Fellow, The University of Melbourne, Australia.

194. Merlyn Seller, Lecturer in Design and Screen Cultures, University of Edinburgh, UK.

195. Michael Iantorno, PhD Candidate, Concordia University.

196. Michael Lutz, Independent scholar and game designer, Boston, MA.

197. Michel Maksimova, PhD Student, Communication, University of Illinois at Chicago.

198. Michelle Westerlaken, Postdoctoral Researcher, University of Cambridge.

199. Mikael D. Sebag, PhD Candidate, Department of Informatics, University of California, Irvine.

200. Mikko Meriläinen, Postdoctoral Research Fellow, Tampere University.

201. Mimi Okabe, assistant professor, Baruch College.

202. Morgan Pinder, researcher, Deakin university.

203. Nellie Seale, PhD Candidate, The University of Melbourne.

204. Nick Taylor, Associate Professor, Department of Communication and Media Studies, York University, Toronto, ON, Canada.

205. Nick Webber, Associate Professor in Media, Birmingham City University, UK.

206. Nico Valdivia Hennig, PhD Candidate, University of California, Riverside. Co-Founder, Niebla Games.

207. Noel Brett, PhD Candidate, McMaster University.

208. Nonie May, Lecturer in Screen Studies, University of Melbourne.

209. Olli Sotamaa, Professor in Game Culture Studies, Tampere University.

210. Outi Kaarina Laiti, Indigenous gamedev & Postdoctoral researcher, University of Helsinki Indigenous Studies, Finland.

211. Pascale Thériault, Adjunct Professor, Université du Québec en Abitibi-Témiscamingue.

212. Paolo Ruffino, Senior Lecturer at the Department of Digital Humanities, King's College London.

213. Patrick Fiorilli, Visiting Assistant Professor, Radio/Television/Film, Northwestern University.

214. Patrick LeMieux, Associate Professor, Cinema and Digital Media, University of California, Davis.

215. Peter McDonald, Assistant Professor of Curriculum & Instruction, University of Wisconsin-Madison.

216. Phillip Penix-Tadsen, Chair of Game Studies & eSports, Associate Professor of Spanish, University of Delaware.

217. Phoenix Perry, Reader in Games and Computational Technologies, University of the Arts London.

218. Poppy Wilde, Senior Lecturer in Media and Communication, Birmingham City University, UK.

219. Prabhash Tripathi, PhD Candidate, Jawaharlal Nehru University, New Delhi, India.

220. PS Berge, Assistant Professor of Experimental Games Design, Media & Technology Studies, University of Alberta.

221. Rachael Hutchinson, Elias Ahuja Professor in Japanese and Game Studies at University of Delaware, USA.

222. Rachel Kowert, Research Director, Take This.

223. Radha O'Meara, Senior Lecturer in Screenwriting, School of Culture and Communication, University of Melbourne.

224. Rafael Fajardo, Professor of Emergent Digital Practices, University of Denver.

225. Rainforest Scully-Blaker, Postdoctoral Research Fellow, Centre of Excellence in Game Culture Studies, Tampere University.

226. Rebecca Waldie, PhD student, Department of Communications, Concordia University.

227. René Glas, Assistant Professor, Dep. Media and Culture Studies, Utrecht University.

228. Ren Galwey, PhD Candidate, School of Education Deakin University.

229. Rob Gallagher, Lecturer in Digital Media Industries, King's College London.

230. Rogelio E. Cardona-Rivera, Ph.D., Assistant Professor and Founding Faculty, Division of Games, University of Utah.

231. Rosalie Osman, Lecturer in Animation, School of Film & Television, The University of Melbourne.

232. Rory Graham, DiGRA Australia Organising Committee (2024).

233. Roxanne Chartrand, PhD Candidate and Lecturer, Université de Montréal.

234. Ruby Edwards, Ph.D. candidate, Computing and Information Systems, University of Melbourne.

235. Ruud Jacobs, Assistant Professor in Communication Science, University of Twente, the Netherlands.

236. Ryan Stanton, PhD Candidate, Department of Media and Communications, The University of Sydney.

237. Sal Humphreys, former Senior Lecturer, Media Studies, University of Adelaide, South Australia [Working group for the establishment of DiGRA, 2002].

238. Sabine Harrer, Senior Lecturer/Associate Professor, Department of Game Design, Uppsala University, Gotland Campus.

239. Samantha Blackmon, Associate Professor of Rhetoric and Composition, Purdue University.

240. Sam Srauy, Associate Professor of Communication, Digital Media and Production Coordinator, Oakland University.

241. Samuel Poirier-Poulin, PhD candidate, Department of Art History, Cinema, and Audiovisual Media, Université de Montréal, Canada.

242. Samuel Tobin, Professor, Fitchburg State University.

243. Sandra Danilovic, PhD, Assistant Professor, Game Design & Development, Affiliate Graduate Faculty, Community Psychology, Wilfrid Laurier University, Brantford, ON, Canada.

244. Sarah Evans, Associate Professor, Molloy University.

245. Sarah Schoemann, Assistant Professor of Computer Science, College of Charleston.

246.   Sarah Stang, Assistant Professor of Game Studies, Digital Humanities, Brock University.

247.   Sarah Thorne, Associate Professor of Communication and Media Studies, Memorial University of Newfoundland.

248.   Scott Dejong, PhD Candidate, Concordia University.

249.   Seán Cubitt, Professor of Screen Studies, University of Melbourne.

250.   Shira Chess, Associate Professor of Entertainment and Media Studies, The University of Georgia.

251.   Simon Dor, Associate Professor, Université du Québec en Abitibi-Témiscamingue.

252.   Stephanie Boluk, Associate Professor, Cinema and Digital Media, University of California, Davis.

253.   Stephanie Harkin, current DiGRA Australia board member & Lecturer, RMIT University, School of Design, Melbourne, Australia.

254.   Stephen Russell Mallory, Assistant Professor of Game Design, College of Architecture and Design, Lawrence Technological University.

255.   Steven Dashiell, Assistant Research Professor, Morgan State University.

256.   Tama Leaver, Professor of Internet Studies, Curtin University.

257.   Tara Fickle, Associate Professor of Asian American Studies, Northwestern University.

258.   Taylor Hardwick, Postdoctoral Research Fellow in Architecture, Planning and Design, The University of Sydney.

259.   Theresa Jean Tanenbaum, Independent Scholar.

260.   Tianyi ZhangShao, PhD candidate, University of Sydney.

261.   Tingting Liu, Associate Professor, School of Journalism and Communication, Jinan University, China.

262.   Tom Apperley, Senior Research Fellow, Center of Excellence in Game Culture Studies, Tampere University. DiGRA attendee 2015-2017, 2022-2023.

263. Tom Boylston, Senior Lecturer in Anthropology, University of Edinburgh.

264. Tom Brock, Senior Lecturer, Department Sociology, Manchester Metropolitan University. (DiGRA Board Member 2019-2022).

265. Tom Willma, Academic Tutor, University of Sydney, Australia.

266. TreaAndrea M. Russworm, Microsoft Endowed Chair and Professor of Interactive Media and Games, Professor of Cinema and Media Studies, Associate Dean of Research, University of Southern California.

267. Troy Innocent, Director, RMIT future play lab.

268. Usva Friman, Postdoctoral Research Fellow, Game Research Lab & The Centre of Excellence in Game Culture Studies, Tampere University.

269. Victoria L. Braegger, Assistant Professor of English and Technical Communication, Missouri University of Science and Technology.

270. Victoria McArthur, Associate Professor, School of Journalism and Communication, Carleton University, Ottawa, Canada.

271. Vincenzo Idone Cassone, Adjunct Professor, eCampus University.

272. Wendi Li, Senior Tutor, the University of Melbourne.

273. Will Mu, PhD student, University of Sydney.

274. Xavier Ho, Lecturer in Interaction Design, Monash Art Design and Architecture, Monash University.

275. Yifat Shaik, Assistant Professor Digital Media, York University.

276. Yisong Han, PhD Candidate, Monash Art, Design and Architecture, Monash University.

277. Yuqian Sun, PhD Candidate, Royal College of Art.

278. Zahra Rizvi, PhD Candidate, Jamia Millia Islamia, New Delhi, India.

279. Zainab Darbas, Master's student, Monash University.

280. Zoyander Street, independent artist-researcher, Critical Distance board of directors, DiGRA attendee 2013, 2014, 2016.

And many more who have privately expressed support but cannot publicly sign for fear of reprisal.