

TERESA LYNCH

curriculum vita

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| EDUCATION

Ph.D., Mass Communications, 2017

Indiana University, Bloomington, IN

Dissertation: Assessing the Relevance of Formidability on Fear in Playful Simulations of Predation

Advisor: Nicole Martins, Ph.D.

Minor: Psychology

M.A., Telecommunications, 2013

Indiana University, Bloomington, IN

Thesis: Nothing to fear? College students' fear responses to video games

Advisor: Nicole Martins, Ph.D.

B.A., Music, 2008

Armstrong Atlantic State University, Savannah, GA

Advisor: Stephen Primatec, Ph.D.

| ACADEMIC APPOINTMENTS

AU 2017 – current Assistant Professor of Communication Technology
School of Communication, The Ohio State University

FA 2016 – SP 2017 Graduate Scholars Fellow
University Graduate School, Indiana University

FA 2011 – SP 2016 Graduate Assistantship
Dept. of Telecommunications/The Media School, Indiana University

| RESEARCH INTERESTS

Emotion and video games

Social identity, stereotyping and media

Intergroup processes in video games

Dynamic, complex systems approaches in communication science

| PEER-REVIEWED PUBLICATIONS

Martins, N., Weaver, A. J., & **Lynch, T.** (accepted for publication). What the public "knows" about media effects research: The influence of news frames on perceived credibility and belief change. *Journal of Communication*.

Gonzales, A. L., Kwon, E. Y., **Lynch, T.**, & Fritz, N. (2016). 'Better everyone should know our business than we lose our house': Costs and benefits of medical crowdfunding for support, privacy, and identity. *New Media & Society*. doi: 10.1177/1461444816667723

Lynch, T., Tompkins, J. E., van Driel, I., & Fritz, N. (2016) Sexy, strong, and secondary: An analysis of female videogame characters from 1983 to 2014. *Journal of Communication*. doi: 10.1111/jcom.12237

Matthews, N. L., **Lynch, T.**, & Martins, N. (2016). Real ideal: Investigating how normal and ideal video game bodies affect men and women. *Computers in Human Behavior*, 59, 155-164. doi:10.1016/j.chb.2016.01.026

Potter, R. F., Jamison-Koenig, E. J., **Lynch, T.**, & Sites, J. (advance online publication 2016) Effect of vocal-pitch difference on automatic attention to voice changes in audio messages. *Communication Research*. doi: 10.1177/0093650215623835

Lynch, T. & Martins, N. (2015). Nothing to fear? An analysis of college students' fear experiences with video games. *Journal of Broadcasting & Electronic Media*, 59(2), 298-317. doi: 10.1080/08838151.2015.1029128

Potter, R. F., **Lynch, T.**, & Kraus, A. (2015). I've heard *that* before: Habituation of the orienting response follows repeated presentation of auditory structural features in radio. *Communication Monographs*, 1-20. doi: 10.1080/03637751.2015.1019529

| PEER-REVIEWED PUBLISHED ABSTRACTS

Potter, R. F., Falk, M., Bae, S., **Lynch, T.**, Matthews, N. L., Kraus, A., Mayell, S. (2012). Does the orienting response habituate to repeating auditory structural features that vary in semantic content? Society for Psychological Research. *Psychophysiology*, 49, S74. doi: 10.1111/j.1469-8986.2012.01440.x

| BOOK CONTRIBUTIONS

Lynch, T. (forthcoming). Controlling your fear. In J. Breuer, D. Pietschmann, B. Liebold, & B. P. Lange (Eds.), *Evolutionary Psychology and Digital Games: Digital Hunter-Gatherers*. Abingdon, UK: Routledge.

Lang, A., Han, J., Zheng, X., Almond, A., **Lynch, T.**, & Matthews, N. L. (forthcoming) Driving, dating, and dying: The destabilization of real world behaviors in Grand Theft Auto. In J. Breuer, D. Pietschmann, B. Liebold, & B. P. Lange (Eds.), *Evolutionary Psychology and Digital Games: Digital Hunter-Gatherers*. Abingdon, UK: Routledge.

Lynch, T. & Matthews, N. L. (2017). Life and death. In S. Jones (Ed.), *Avatars, Assembled: The Sociotechnical Anatomy of Digital Bodies*. New York, NY: Peter Lang Publishing.

Lynch, T. (2017) Validity. In J. Matthes (Ed.), *International Encyclopedia of Communication Research Methods*. Hoboken, NJ: John Wiley & Sons, Inc.

| REFEREED CONFERENCE PRESENTATIONS

Lynch, T. & Murphy, M. C. (2017, November) Outcomes of men's competition with high and low skill women gamers. Paper presented at the 103rd Annual Conference of the National Communication Association, Dallas, TX.

Lynch, T. (2017, April). Playing with emotion: A framework for investigating emotion in video games. Paper presented at the Video Games: A Medium that Demands Our Attention Research Symposium for the Annual Broadcast Education Association Annual Conference, Las Vegas, NV. *Top Symposium Paper, Top Track Paper (Games as Emotional Demand), Top Student Paper.*

Lynch, T. (2017, April). From subtle to not so subtle: Using the cues hypothesis to facilitate student understanding about identity-based inequity and bias. "Work smarter, not harder: Examples and tips for how research and teaching can complement one another" panel presentation with B. Rubenking (respondent), K. Coronado, & N. L. Matthews at the 2017 Annual Conference of the Broadcast Education Association, Las Vegas, NV.

Tompkins, J. E., **Lynch, T.**, van Driel, I. I., & Fritz, N. (2016, November). Virtual vixens and virgins in Japanese and U.S. video games. Paper presented at the 102nd Annual Conference of the National Communication Association, Philadelphia, PA.

- Martins, N., Weaver, A. J., & **Lynch, T.** (2016, November). What the public “knows” about media effects research: The influence of news story characteristics on perceived credibility and belief change. Paper presented at the 102nd Annual Conference of the National Communication Association conference, Philadelphia, PA.
- Lynch, T.** (2016, November). Embeddedness and considering how environments serve as part of systems’ initial conditions. "Applying Dynamic, Complex Systems Approaches in Communication Research" panel presentation with J. L. Sherry (Chair), A. Lang, A. Boyan, N. L. Matthews, & A. Almond at the 102nd Annual Conference of the National Communication Association, Philadelphia, PA.
- Read, G. L., **Lynch, T.**, & Matthews, N. L. (2016, June). Playing versus watching a sexualized female avatar under varied cognitive load. Poster presented at the 66th Annual Conference of the International Communication Association, Fukuoka, Japan.
- Tompkins, J. E., **Lynch, T.**, van Driel, I. I., & Fritz, N. (2016, June). Kawaii Killers and Femme Fatales: How Japanese and U.S. video game firms communicate the power of female characters. Paper presented at the 66th Annual Conference of the International Communication Association, Fukuoka, Japan.
- Matthews, N. L., **Lynch, T.**, & Read, G. L. (2016, June). Experiencing games: Investigating what influences the adverse effects of game violence. Paper presented at the 66th Annual Conference of the International Communication Association, Fukuoka, Japan.
- Lynch, T.** (2016, June) Power and inexperience as challenges for graduate students in supporting open science. “Communicating Open Science: What the Communication Field Has to Offer to the Next Scientific Revolution” panel presentation with M. Elson, J. D. Ivory, S. Kalyanaraman, N. L. Matthews, & M. A. Sarge at the 66th Annual Conference of the International Communication Association, Fukuoka, Japan.
- Lynch, T.** (2015, November). Exploring the paradox of intragroup hostility in intergroup competition. Paper presented at the Games Division pre-conference at the 101st Annual Conference of the National Communication Association, Las Vegas, NV.
- Lynch, T.**, Martins, N., & Falender, J. M. (2015, November). Are women bad for the box office? The role of actor sex in anticipated enjoyment of films. Paper presented at the 101st Annual Conference of the National Communication Association, Las Vegas, NV.

- Lynch, T.**, Tompkins, J. E., van Driel, I. I., & Fritz, N. (2015, November). Sexy, strong, and secondary: An analysis of the portrayal of female video game characters from 1983 to 2014. Paper presented at the 101st Annual Convention of the National Communication Association, Las Vegas, NV. *Top Four Student Paper – Mass Communication Division*
- Lynch, T.** (2015, May). Fight, flight, or just feasting your eyes? Poster presented at the 65th Annual Conference of the International Communication Association, San Juan, Puerto Rico.
- Read, G. L. & **Lynch, T.** (2015, May). Does cognitive capacity affect self-objectification after exposure to sexualized videogame characters? Paper presented at the 65th Annual Conference of the International Communication Association, San Juan, Puerto Rico.
- Lynch, T.** (2014, November). The role of others' bodily expression in fright experience. "Psycho/biological Considerations for Human Interactions within Video Games" panel presentation with N. D. Bowman (Chair), J. Cummings, M. Grizzard, R. Husky, & N. L. Matthews at the 100th Annual Convention of the National Communication Association, Chicago, IL.
- Lynch, T.** & Weaver, A. J. (2014, August). A look of horror: Perceptions of frightening content based on character presentation. Poster presented at the 97th Annual Conference of the Association for Education in Journalism and Mass Communication, Montreal, Canada.
- Lynch, T.** & Martins, N. (2014, May). Nothing to fear? Fright reactions to video games. Poster presented at the 64th Annual Conference of the International Communication Association, Seattle, WA.
- Matthews, N. L. & **Lynch, T.** (2013, November). Reconstructing violence: Using construal level theory to investigate the effects of narrative and avatar similarity on aggression, hostility, and prosocial outcomes. Paper presented at the 99th Annual Conference of the National Communication Association, Washington D.C.
- Potter, R. F., Jamison-Koenig, T., **Lynch, T.**, Mayell, S., & Falk, M. (2013, August). Change deafness: Deafness to voice changes during the processing of radio messages. Paper

presented at the 96th Annual Conference of the Association for Education in Journalism and Mass Communication, Washington D.C.

Matthews, N. L., **Lynch, T.**, & Martins, N. (2013, June). The real ideal: The effects of attainable and unattainable video game bodies on users' body-image disturbance. Paper presented at the 63rd Annual Conference of the International Communication Association, London, UK.

Lynch, T. (2013, April). Assessing individual differences: An analysis of females in male dominated online video games. "Methods and Considerations for Measuring Media Responses" panel presentation with R. Bailey (Chair), J. R. Keene, N. Lewis, N. L. Matthews, & A. Westcott-Baker at the 2013 Annual Conference of the Broadcast Education Association, Las Vegas, NV.

Potter, R. F., Falk, M., Bae, S., **Lynch, T.**, Matthews, N. L., Kraus, A., & Mayell, S. (2012, September). Does the orienting response habituate to repeating auditory structural features that vary in semantic content? Paper presented at the 52nd Annual Conference for the Society for Psychological Research, New Orleans, LA.

Potter, R. F., Falk, M., Bae, S., **Lynch, T.**, Matthews, N. L., Kraus, A., & Mayell, S. (2012, August). Does automatic attention allocation to auditory structural features habituate? Paper presented at the 95th Annual Conference of the Association for Education in Journalism and Mass Communication, Chicago, IL.

| INVITED RESEARCH TALKS

Lynch, T. Trust in VR and virtual worlds. *Invited speaker and respondent for the 4th Annual International Summer School, Münster, Germany, May 2018.*

Lynch, T. Virtual bodies and gendered processes. *Invited talk for the East Coast Game Conference, Raleigh, NC, April 2017.*

Lynch, T. The significance of sexualized virtual bodies. *Invited panelist for the Expert's Panel "Sexism and Gender Inequality in Video Games" with Jeffrey Goldstein (Utrecht U.), Jeroen Jansz (Erasmus U. Rotterdam), Aphra Kerr (Maynooth U.), Anne Mette Thorhauge (U. of Copenhagen, Danish Media Council). 2016 Pan European Game Information (PEGI) Congress, Warsaw, Poland, November 2016.*

Martins, N., **Lynch, T.**, Read, G. L., Kraus, A., Malacane, M., & Tompkins, J. E. (April 2015). Social media, body image, and identity. *Representation of Girls in the Media and Toys sponsored by The White House Council on Women and Girls and the U.S. Department of Education.*

Lynch, T. Gaming under fire: Unraveling #GamerGate. *Invited panel presentation at the 2nd Annual Techie Women Have More Event of the Center of Excellence for Women in Technology*, Bloomington, IN, March 2015.

| NON-REFEREED SCHOLARLY PRESENTATIONS

Lynch, T. (2017, October). Gender glitches: Processing of gender cues in video game contexts. Research presentation at The Ohio State University School of Communication Colloquium, Columbus, OH.

Lynch, T., Tompkins, J. E., van Driel, I. I., & Fritz, N. (2015, April). An analysis of female videogame protagonists from 1984 to 2014. Paper presented at the Indiana University Media Arts and Sciences Speakers Series, Bloomington, IN.

Lynch, T. (2014, April). Nothing to fear? Paper presented at the Indiana University Media Arts and Sciences Speakers Series, Bloomington, IN.

Lynch, T. (2012, November). It's a man's (virtual) world: Analyzing female gamers' participation in male-dominated games. Research presentation at the Indiana University 1st Annual Conference of Media@IU, Bloomington, IN.

Lynch, T. & Martins, N. (2012, February). Just a game: Analyzing fright reactions to video games. Poster presented at the 14th Annual Conference of the Women in Science Program at Indiana University, Bloomington, IN.

| SUBMITTED WORK

Lynch, T. & Lang, A. (under review). *Abstract under blind review for the 68th Annual Conference of the International Communication Association, Prague, Czech Republic.*

Read, G. L, **Lynch, T.,** & Matthews, N. L. (revised & resubmitted). *Manuscript under blind review at Sex Roles.*

Gonzales, A., Calarco, J. M., & **Lynch, T.** (revised & resubmitted). *Manuscript under blind review at Communication Research.*

| AWARDS

2017 Top Paper Award, Video Games: A Medium that Demands Our Attention
Research Symposium, Broadcast Education Association

- 2017 Top Track Paper (Games as Emotional Demand), Video Games: A Medium that Demands Our Attention Research Symposium, Broadcast Education Association
- 2017 Top Student Paper, Video Games: A Medium that Demands Our Attention Research Symposium, Broadcast Education Association
- 2015 Top Four Student Paper, Mass Communication Division, National Communication Association (with J. E. Tompkins, I. I. van Driel, & N. Fritz)
- 2016 Preconference Dungeon Master, Game Studies Division, International Communication Association
- 2013 – 2017 Graduate Scholars Fellowship, Indiana University
- 2007 The Presser Faculty Award, Armstrong Atlantic State University
- 2007 Annie Allman Percussion Scholar, Armstrong Atlantic State University
- 2007 The Persse Composition Award, Armstrong Atlantic State University
- 2006 – 2008 Phi Kappa Phi Honor Fraternity
- 2003 – 2007 Presidential Honor Scholar, Armstrong Atlantic State University
- 2003 – 2007 Governor’s Honor Scholar, Armstrong Atlantic State University

| GRANTS

- The Tom and Jay Darragh Travel Award, The Media School, Indiana University, 2017, \$400
- Research Travel Grant, College of Arts & Sciences, Indiana University, Fall 2015, \$500
- Research Travel Grant, College of Arts & Sciences, Indiana University, Spring 2015, \$500
- Student Travel Grant, International Communication Association, 2015, \$400
- Student Travel Grant, International Communication Association, 2014, \$400
- Student Travel Grant, International Communication Association, 2013, \$200

| TEACHING EXPERIENCE

Undergraduate Courses

Assistant Professor, The Ohio State University

Communication 2540: Introduction to Communication Technology, Autumn 2017, Spring 2018

Communication 3513: Video Games & the Individual, Spring 2018

Instructor of Record, Indiana University

C216: Social Scientific Perspectives on Gender and Media, Spring 2016

T340: Electronic Media Advertising, Fall 2013

Associate Instructor (Teaching Assistant)

S317: Children and Media, Fall 2015

T340: Electronic Media Advertising, Spring 2012

T343: Electronic Media Sales, Fall 2011

Invited Lectures

Hands on horror: Fear and video games. *Invited lecture for COM150 Introduction to Communication & SOC190 Psychology of Popular Culture, Dept. of Humanities and Social Sciences, DigiPen Institute of Technology, Fall 2016.*

Just a bucha sexy pixels? *Invited lecture for SPHF255 Human Sexuality, School of Public Health, Indiana University, Fall 2015.*

Reclaiming Indigenous identity through new media. *Invited lecture for ORG358 Communication and Social Responsibility, College of Communication, Butler University, Spring 2016, Fall 2015.*

Fear and digital games. *Invited virtual lecture for CS8005 The Power of Media: Myth and Reality Wee Kim Wee School of Communication, Nanyang University, Fall 2015.*

The state of research on play. *Invited lecture for G310 Game Design I: Concepts, The Media School, Indiana University, Fall 2015.*

Oh the horror! Designing to elicit fear. *Invited lecture for C223 Introduction to Design and Production, The Media School, Indiana University, Fall 2015.*

Child's play: A look at children and video games. *Invited lecture for T317 Children and the Media, Department of Telecommunications, Indiana University, Fall 2015, Spring 2015.*

Video games: For the individual and society. *Invited lecture for T205 Media and Society, Department of Telecommunications, Indiana University, Spring 2014, Spring 2013.*

Fear in children's media. *Invited lecture for T317 Children and the Media, Department of Telecommunications, Indiana University, Fall 2015, Spring 2014, Fall 2013, Summer 2013, Fall 2012.*

Designing women: Women in games and women making games. *Invited lecture for T192 Women in (and) the Media, Department of Telecommunications, Indiana University, Fall 2014, Fall 2013.*

Creative execution in advertising. *Invited lecture for T340 Electronic Media Advertising, Department of Telecommunications, Indiana University, Spring 2012*

| SERVICE

Journals

2017 – current Editorial Board, *Communication Research Reports*

2015 – 2017 Managing Editor, *The Information Society*

Journal Ad Hoc Reviewing

Communication Monographs

Communication Quarterly

Journal of Broadcasting and Electronic Media

SAGE Open

Simulation & Gaming

Conference Reviewing

2012 – present National Communications Association

2012 – present International Communications Association

Association & Discipline Service

2016 Chair, Preconference Committee
Just Games? Considering Digital Games as more than Entertainment. Game Studies Division. International Communication Association, Tokyo, Japan.

University and Departmental Service

Indiana University

Fall 2015 Invited speaker on conference/colloquia presentations by The Media School Graduate Learning Co-op

2015 Pow-wow Volunteer for the First Nations Educational and Cultural Center

2015 Graphic Designer for The Media School Colloquium Series
Designed promotional materials for the Director of Graduate Services

2013 – 2014 Graduate Student Representative for the Department of Telecommunications

2012 – 2013 Department of Telecommunications Graduate Representative to the IU Graduate & Professional Student Organization

2012 – 2013 Conservation Subcommittee Representative for the Graduate & Professional Student Organization

2011 – 2015 Department of Telecommunications Graduate Ambassador

2012 – 2015 Department of Telecommunications Peer Trainer for Associate Instruction

2012 – 2013 Contributor to Department of Telecommunications graduate student blog

Graduate Student Committee Membership

Doctoral Qualifying Exams Committee Member

Zhang, Guanjin

Community Service and Public Outreach

Community cultural speaker on Indigenous American culture, art, and affairs from both historic and contemporary vantage with a specific focus on the Lakota Oyate.

Volunteer Presenter at Wonderlab. Demonstrated aspects of psychophysiological measurement in communication research to youth at a children's science museum event. Spring 2015.

| PROFESSIONAL AFFILIATIONS

2012 – current	International Communication Association
2012 – current	National Communication Association
2014 – 2015	Association for Education in Journalism and Mass Communication
2013 – 2017	Broadcast Education Association

| MEDIA COVERAGE OF RESEARCH

Press in reference to Lynch et al. (2016) “Sexy, strong, and secondary” appears in Huffington Post, International Business Times, PBS Newshour, Revelist, Develop, Playstation Lifestyle, VICE, Gamasutra, Games Tribute (Spain), Beritagar (Indonesia), etc.

Selected coverage:

http://www.huffingtonpost.com/entry/women-sexualized-video-games-study_us_579b61cde4b08a8e8b5da7cd

Press in reference to Lynch & Martins (2015) “Nothing to fear?” appears in Daily Mail (UK), Science 2.0, PscyhCentral, Medical Daily, Computer Graphics World, Global News (Canada), Newsroom America.

Selected coverage:

<https://www.sciencedaily.com/releases/2015/06/150629124506.htm>

The Media School Report (2014) Interview regarding #GamerGate and the state of communication research relevant to hostility toward women in gaming.

<http://mediaschool.indiana.edu/news/game-design-faculty-researchers-respond-to-gamergate/>

| INVITED COMMENTARY

Solicited expert commentary on fear and video game environments appears in Rolling Stone.

<http://www.rollingstone.com/glixel/features/why-video-games-scare-us-and-why-we-like-it-w509983>

Invited for comment on why people enjoy media featuring aversive content for The Outline podcast. <https://theoutline.com/post/505/hear-people-die>