

**TERESA LYNCH**  
**curriculum vita**

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**| EDUCATION**

Ph.D., Mass Communication, 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

AU 2022 – current     Affiliated Faculty  
American Indian Studies, The Ohio State University

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

FA 2011 – SP 2016     Graduate Assistantship (Instructor of Record, Associate Instructor,  
Research Assistant duties)  
Dept. of Telecommunications/The Media School, Indiana  
University

## | RESEARCH INTERESTS

Emotion and video games  
 Social identity, stereotyping and media (sex/gender focus)  
 Intergroup processes in video games (sex/gender focus)  
 Dynamic approaches in communication science

## | PEER-REVIEWED PUBLICATIONS

*Coauthors classified according to the following system:*

<sup>a</sup> *mentor: anyone who was a faculty member at degree granting institution (or post-doc places); at other institutions (including OSU), any collaborator who was at a faculty rank above me at the time of data collection;*

<sup>b</sup> *peer: collaborators at the same rank as me (including fellow students during graduate program) at the time of data collection;*

<sup>c</sup> *student: a student at the time of data collection (former students who were assistant professors at the time of data collection would be considered peer);*

<sup>d</sup> *other: Non-academic collaborators or those who otherwise do not regularly publish research.*

1. **Lynch, T.**, Erxleben, M. R. <sup>c</sup>, & Perreault, G. P. <sup>b</sup> (advance online publication 16 May 2023). Threat and enhancement: Strength of gamer identity moderates affective response to messages about gaming. *Journal of Media Psychology*. <https://doi.org/10.1027/1864-1105/a000382> (Impact factor at publication: 2.310; 5 Year IF: 3.479; rank 57 (of 95) in Communication)
2. Perreault, G. P. <sup>b</sup> & **Lynch, T.** (2022). Discourse of gaming: A conceptual framework of how gamers act as an interpretative community. *Journal of Broadcasting & Electronic Media*, 66, 401-419. <https://doi.org/10.1080/08838151.2022.2093355> (Impact Factor at publication: 2.985; 5 Year IF: 3.601; rank 40 (of 95) in Communication)
3. **Lynch, T.**, Matthews, N. L. <sup>b</sup>, Gilbert, M., <sup>c</sup> Jones, S., <sup>c</sup> & Freiberger, N. <sup>c</sup> (2022). Explicating how skill determines the qualities of user-avatar bonds. *Frontiers in Psychology*. 13:713678. <https://doi.org/10.3389/fpsyg.2022.713678> (Impact Factor at publication: 4.232; 5 Year IF: 4.426; rank 35 (of 148) in Psychology, Multidisciplinary)
4. Bonus, J. A., <sup>b</sup> **Lynch, T.**, Nathanson, A. I. <sup>a</sup>, & Watts, J. <sup>c</sup> (2022). Counter-stereotypical, yet counterproductive? Investigating children's responses to narratives that defy gender stereotypes. *Media Psychology*, 25, 469-498. <https://doi.org/10.1080/15213269.2021.1971093> (Impact Factor at publication: 3.824; 5 Year IF: 5.042; rank 21 (of 94) in Communication)

5. Gilbert, M. <sup>c</sup>, **Lynch, T.**, Burrige, S. <sup>c</sup>, & Archipley, L. <sup>c</sup> (2021). Formidability of male video game characters over 45 years. *Information, Communication and Society*. <https://doi.org/10.1080/1369118X.2021.2013921> (Electronic Journal; Impact Factor at publication: 5.422; 5 Year IF: 7.130; rank 11 (of 94) in Communication)
6. Fox, J. <sup>a</sup>, Pearce, K. E. <sup>a</sup>, Massanari, A. L., Riles, J. M., Szulc, Ł. <sup>b</sup>, Ranjit, Y. S., Trevisan, F., Soriano, C. R. R., Vitak, J., Arora, P., Ahn, S. J. <sup>a</sup>, Alper, M., Gambino, A. <sup>b</sup>, Gonzalez, C., **Lynch, T.**, Williamson, L. D., & Gonzales, A. L. <sup>a</sup> (2021). Open science, closed doors? Countering marginalization through an agenda for ethical, inclusive research in Communication. *Journal of Communication*, 71, 764-784. <https://doi.org/10.1093/joc/jqab029> (Impact Factor at publication: 7.270; 5 Year IF: 9.539; rank 6 (of 94) in Communication)
7. Gonzales, A. <sup>a</sup>, Calarco, J. M. <sup>a</sup>, & **Lynch, T.** (2020). Technology problems and student achievement gaps: A validation and extension of technology maintenance theory. *Communication Research*, 47, 750-770. <https://doi.org/10.1177/0093650218796366> (Impact Factor at publication: 3.758; 5 Year IF: 4.498; rank 8 (of 92) in Communication)
8. Tompkins, J. E. <sup>b</sup>, **Lynch, T.**, van Driel, I. I. <sup>b</sup>, & Fritz, N. <sup>b</sup> (2020). Kawaii killers and femme fatales: A textual analysis of female characters signifying benevolent and hostile sexism in video games. *Journal of Broadcasting & Electronic Media*, 64, 236-254. <https://doi.org/10.1080/08838151.2020.1718960> (Impact Factor at publication: 1.917; 5 Year IF: 2.885)
9. Read, G. L. <sup>b</sup>, **Lynch, T.**, & Matthews, N. L. <sup>b</sup> (2018). Increased cognitive load during video game play reduces rape myth acceptance and hostile sexism after exposure to sexualized female avatars. *Sex Roles*, 11-12, 683-698. <https://doi.org/10.1007/s11199-018-0905-9> (Impact Factor at publication: 1.954; 5 Year IF: 2.742; rank 24 (of 64) in Social Psychology and 5 (of 42) in Women's Studies)
10. Martins, N. <sup>a</sup>, Weaver, A. J. <sup>a</sup>, & **Lynch, T.** (2018). What the public "knows" about media effects research: The influence of news frames on perceived credibility and belief change. *Journal of Communication*, 68, 98-119. <https://doi.org/10.1093/joc/jqx004> (Impact Factor at publication: 3.914; 5 Year IF: 6.478; rank 2 (of 84) in Communication)
11. Gonzales, A. L. <sup>a</sup>, Kwon, E. Y. <sup>b</sup>, **Lynch, T.**, & Fritz, N. <sup>b</sup> (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*, 20, 641-658.

- <https://doi.org/10.1177/1461444816667723> (Impact Factor at publication: 3.11; 5 Year IF: 4.422; rank 1 (of 79) in Communication)
12. **Lynch, T.**, Tompkins, J. E. <sup>b</sup>, van Driel, I. <sup>b</sup>, & Fritz, N. <sup>b</sup> (2016) Sexy, strong, and secondary: An analysis of female videogame characters from 1983 to 2014. *Journal of Communication*, 66, 564-584. <https://doi.org/10.1111/jcom.12237> (Impact Factor at publication: 3.16; 5 Year IF: 6.478; rank 3 (of 79) in Communication)
  13. Matthews, N. L. <sup>b</sup>, **Lynch, T.**, & Martins, N. <sup>a</sup> (2016). Real ideal: Investigating how normal and ideal video game bodies affect men and women. *Computers in Human Behavior*, 59, 155-164. <https://doi.org/10.1016/j.chb.2016.01.026> (Impact Factor at publication: 2.694; 5 Year IF: 4.417; rank 8 (of 85) in Experimental Psychology)
  14. Potter, R. F. <sup>a</sup>, Jamison-Koenig, E. J. <sup>b</sup>, **Lynch, T.**, & Sites, J. <sup>b</sup> (2019; advance online publication 2016) Effect of vocal-pitch difference on automatic attention to voice changes in audio messages. *Communication Research*, 46, 1008-1025. <https://doi.org/10.1177/0093650215623835> (Impact Factor at 2016 publication: 2.493; 5 Year IF: 4.024; rank 5 (of 79) in Communication)
  15. **Lynch, T.** & Martins, N. <sup>a</sup> (2015). Nothing to fear? An analysis of college students' fear experiences with video games. *Journal of Broadcasting & Electronic Media*, 59(2), 298-317. <https://doi.org/10.1080/08838151.2015.1029128> (Impact Factor at publication: 1.352; 5 Year IF: 2.885; rank 26 (of 79) in Communication)
  16. Potter, R. F. <sup>a</sup>, **Lynch, T.**, & Kraus, A. <sup>b</sup> (2015). I've heard *that* before: Habituation of the orienting response follows repeated presentation of auditory structural features in radio. *Communication Monographs*, 82, 359-378. <https://doi.org/10.1080/03637751.2015.1019529> (Impact Factor at publication: 2.029; 5 Year IF: 2.422, rank 21 (of 84) in Communication)

## | PEER-REVIEWED PUBLISHED ABSTRACTS

1. Potter, R. F. <sup>a</sup>, Falk, M., <sup>b</sup> Bae, S., <sup>b</sup> **Lynch, T.**, Matthews, N. L., <sup>b</sup> Kraus, A., <sup>b</sup> Mayell, S. <sup>d</sup> (2012). Does the orienting response habituate to repeating auditory structural features that vary in semantic content? Society for Psychological Research. *Psychophysiology*, 49, S74. <https://doi.org/10.1111/j.1469-8986.2012.01440.x> (Impact Factor at publication: 3.118; 5 Year IF: 3.628; rank 16 (of 78) in Psychology)

## | BOOK CONTRIBUTIONS

1. Burridge, S. <sup>c</sup> & Lynch, T. (2020) Validity. In J. Van den Bulck (Ed.), *The International Encyclopedia of Media Psychology*. Wiley-Blackwell.
2. **Lynch, T.** (2018). Evolutionary formidability mechanisms as moderators of fear experience. In J. Breuer, D. Pietschmann, B. Liebold, & B. P. Lange (Eds.), *Evolutionary Psychology and Digital Games: Digital Hunter-Gatherers*. Abingdon, UK: Routledge.
3. Lang, A. <sup>a</sup>, Han, J. <sup>b</sup>, Zheng, X. <sup>b</sup>, Almond, A. <sup>b</sup>, **Lynch, T.**, & Matthews, N. L. <sup>b</sup> (2018). Learning to play: How virtual world affordances drive adaptation and learning 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.
4. Tompkins, J. E. <sup>b</sup> & **Lynch, T.** (2018). The concerns surrounding sexist content in digital games. In C. Ferguson (Ed.), *Video Game Influences on Aggression, Cognition, and Attention*. New York: Springer.
5. **Lynch, T.** & Matthews, N. L. <sup>b</sup> (2017). Life and death. In J. Banks (Ed.), *Avatars, Assembled: The Sociotechnical Anatomy of Digital Bodies*. New York, NY: Peter Lang Publishing.
6. **Lynch, T.** (2017) Validity. In J. Matthes (Ed.), *International Encyclopedia of Communication Research Methods*. Hoboken, NJ: John Wiley & Sons, Inc.

## | REFEREED CONFERENCE PRESENTATIONS

1. Riggs, E. E. <sup>c</sup>, Huskey, R. W. <sup>b</sup>, Shulman, H. C. <sup>a</sup>, **Lynch, T.**, & Fisher, J. T. <sup>b</sup> (2023, May). The impact of cognitive load on recognition for health narrative information. Paper accepted for presentation at the 73<sup>rd</sup> Annual Conference of the International Communication Association, Toronto, Canada. \*TOP PAPER DESIGNATION.
2. **Lynch, T.**, Erxleben, M. R. <sup>c</sup>, & Perreault, G. P. <sup>b</sup> (2022, November). Gamer identity exhibits characteristics of other social identities. Paper accepted for presentation at the 108<sup>th</sup> Annual Conference of the National Communication Association, New Orleans, LA.
3. Henry, C. M. <sup>c</sup>, **Lynch, T.**, & Grizzard, M. <sup>b</sup> (2022, May). On feeling *with* others: Lay definitions, experiences, and beliefs about empathy. Paper accepted for presentation

- at the 72nd Annual Conference of the International Communication Association, Paris, France.
4. Jones, S. <sup>c</sup> & **Lynch, T.** (2022, May). Flirting with danger: Negotiating fear and romance with horror dating simulators. Paper accepted for presentation at the 72nd Annual Conference of the International Communication Association, Paris, France.
  5. Gilbert, M. <sup>c</sup>, **Lynch, T.**, & Blouin, A. <sup>c</sup> (2022, May). Audience evaluations of character masculinity & risk-taking behavior. Abstract accepted for presentation at the 72nd Annual Conference of the International Communication Association, Paris, France.
  6. Freiburger, N. M. <sup>c</sup>, **Lynch, T.**, Read, G. L. <sup>b</sup>, & Blouin, A. <sup>c</sup> (2022, May). Processing depression: Effects of gender stereotypical information in DTC ads. Abstract accepted for presentation at the 72nd Annual Conference of the International Communication Association, Paris, France.
  7. Freiburger, N. <sup>c</sup>, **Lynch, T.**, Read, G. L. <sup>b</sup>, & Blouin, A. <sup>c</sup> (2021, November). (Men)tal health: Perceptions of depression in men and women. Paper accepted for presentation at the 107th Annual Conference of the National Communication Association, Seattle, WA.
  8. **Lynch, T.** (2021, August). Gender in games over time. “History of Video Gaming: Moral Panics and News Controversy in the storytelling medium” panel presentation with W. Mari, G. Perreault, & D. Williams at the Annual Conference of the Association for Education in Journalism and Mass Communication, New Orleans, LA.
  9. **Lynch, T.**, Burrige, S. <sup>c</sup>, & Gilbert, M. <sup>c</sup> (2021, May). Agentic objects: Perceptions of powerful, sexualized female video game characters. Paper accepted for presentation at the 71st Annual Conference of the International Communication Association, virtual conference [originally planned for Denver, CO].
  10. Bonus, J. A. <sup>b</sup>, **Lynch, T.**, Nathanson, A. I. <sup>a</sup>, Watts, J. <sup>c</sup> (2021, May) Counter-stereotypical, yet counterproductive: Investigating children’s responses to narratives that defy gender stereotypes. Paper accepted for presentation at the 71st Annual Conference of the International Communication Association, virtual conference [originally planned for Denver, CO].
  11. **Lynch, T.**, Burrige, S., & Burgett, A. V. (2020, November). Empowered by the experience: Women’s experiences taking on powerful roles in video games. “Understanding entertainment media’s influence on individuals’ well-being” panel

- presentation with A. L. Eden et al., M. S. Sanders et al., & S. L. Whitenack at the 106<sup>th</sup> Annual Conference of the National Communication Association, Indianapolis, IN.
12. Gilbert, M. <sup>c</sup>, **Lynch, T.**, & Matthews, N. L. <sup>b</sup> (2020, May). A part of us? Using video games to observe identification with characters longitudinally. Poster session accepted for presentation at the 70<sup>th</sup> Annual Conference of the International Communication Association [planned for Gold Coast, Australia].
  13. **Lynch, T.**, Almond, A. <sup>b</sup>, & Hu, X. <sup>c</sup> (2020, May). Masculine display rules influence fear. Accepted for presentation at the 70<sup>th</sup> Annual Conference of the International Communication Association [planned for Gold Coast, Australia].
  14. Perreault, G. <sup>b</sup> & **Lynch, T.** (2020, May). Discourse of gaming theory: How gamers act as an interpretive community. Paper accepted for presentation at the 70<sup>th</sup> Annual Conference of the International Communication Association [planned for Gold Coast, Australia].
  15. Gilbert, M. <sup>c</sup>, **Lynch, T.**, Burrige, S. <sup>c</sup>, Archipley, L. <sup>c</sup>, & Merrill, Jr., K. <sup>c</sup> (2020, May). Muscles and might? A content analysis of male formidability in 45 years of video games. Paper accepted for presentation at the 70<sup>th</sup> Annual Conference of the International Communication Association [planned for Gold Coast, Australia].
  16. Gilbert, M., Burrige, S., Tompkins, J. E., & **Lynch, T.** (2019, May). Does Ambivalent Sexism Emerge in the Design of Female Video Game Characters? Paper accepted for the 69<sup>th</sup> Annual Conference of the International Communication Association, Washington D.C.
  17. **Lynch, T.** & Lang, A. (2018, May). The relevance of formidability in subjective feelings of fear in a digital world. Paper presented at the 68<sup>th</sup> Annual Conference of the International Communication Association, Prague, Czech Republic.
  18. **Lynch, T.** & Murphy, M. C. (2017, November) Outcomes of men's competition with high and low skill women gamers. Paper presented at the 103<sup>rd</sup> Annual Conference of the National Communication Association, Dallas, TX.
  19. **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.*

20. **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.
21. 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 102<sup>nd</sup> Annual Conference of the National Communication Association, Philadelphia, PA.
22. 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 102<sup>nd</sup> Annual Conference of the National Communication Association conference, Philadelphia, PA.
23. **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 102<sup>nd</sup> Annual Conference of the National Communication Association, Philadelphia, PA.
24. 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 66<sup>th</sup> Annual Conference of the International Communication Association, Fukuoka, Japan.
25. 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 66<sup>th</sup> Annual Conference of the International Communication Association, Fukuoka, Japan.
26. 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 66<sup>th</sup> Annual Conference of the International Communication Association, Fukuoka, Japan.



27. **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 66<sup>th</sup> Annual Conference of the International Communication Association, Fukuoka, Japan.
  
28. **Lynch, T.** (2015, November). Exploring the paradox of intragroup hostility in intergroup competition. Paper presented at the Games Division pre-conference at the 101<sup>st</sup> Annual Conference of the National Communication Association, Las Vegas, NV.
  
29. **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 101<sup>st</sup> Annual Conference of the National Communication Association, Las Vegas, NV.
  
30. **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 101<sup>st</sup> Annual Convention of the National Communication Association, Las Vegas, NV. *Top Four Student Paper – Mass Communication Division*
  
31. **Lynch, T.** (2015, May). Fight, flight, or just feasting your eyes? Poster presented at the 65<sup>th</sup> Annual Conference of the International Communication Association, San Juan, Puerto Rico.
  
32. Read, G. L. & **Lynch, T.** (2015, May). Does cognitive capacity affect self-objectification after exposure to sexualized videogame characters? Paper presented at the 65<sup>th</sup> Annual Conference of the International Communication Association, San Juan, Puerto Rico.
  
33. **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 100<sup>th</sup> Annual Convention of the National Communication Association, Chicago, IL.
  
34. **Lynch, T. &** Weaver, A. J. (2014, August). A look of horror: Perceptions of frightening content based on character presentation. Poster presented at the 97<sup>th</sup>

- Annual Conference of the Association for Education in Journalism and Mass Communication, Montreal, Canada.
35. **Lynch, T.** & Martins, N. (2014, May). Nothing to fear? Fright reactions to video games. Poster presented at the 64<sup>th</sup> Annual Conference of the International Communication Association, Seattle, WA.
  36. Matthews, N. L. & **Lynch, T.** (2013, November). Reconstruing violence: Using construal level theory to investigate the effects of narrative and avatar similarity on aggression, hostility, and prosocial outcomes. Paper presented at the 99<sup>th</sup> Annual Conference of the National Communication Association, Washington D.C.
  37. 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 96<sup>th</sup> Annual Conference of the Association for Education in Journalism and Mass Communication, Washington D.C.
  38. 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 63<sup>rd</sup> Annual Conference of the International Communication Association, London, UK.
  39. **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.
  40. 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 52<sup>nd</sup> Annual Conference for the Society for Psychological Research, New Orleans, LA.
  41. 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 95<sup>th</sup> Annual Conference of the Association for Education in Journalism and Mass Communication, Chicago, IL.

## | INVITED RESEARCH TALKS

- Lynch, T.** More than witnesses to horror: Players' self-extensions into horror game avatars. *Invited speaker for When Fear is Fun 2022: Second Annual Aarhus Workshop on Recreational Fear, Recreational Fear Lab of the Institute for Kommunikation og Kultur at Aarhus University, Aarhus, Denmark [virtually delivered], June 2022.*
- Lynch, T.** Agentic objects: Advancing theory on video game representations of gender. *Invited speaker at the Grady College of Journalism and Mass Communication, University of Georgia, Athens, Georgia, October, 2021.*
- Lynch, T.** Affording insights into fear: Using highly interactive media to study fear processes. *Invited speaker for When Fear is Fun 2021: First Annual Aarhus Workshop on Recreational Fear, Recreational Fear Lab of the Institute for Kommunikation og Kultur at Aarhus University, Aarhus, Denmark [virtually delivered], August 2021.*
- Lynch, T.** Justifying critique of video game representation of gender using social science. *Invited speaker for Media and Arts Criticism in the Mountains, East Tennessee State University, Johnson City, Tennessee [virtually delivered], March 2021.*
- Lynch, T.** Gender rendered: Advancing theory-based research on video game representations of gender and audience processing. *Invited speaker for Florida State University's School of Communication Colloquium series, Tallahassee, Florida [virtually delivered], February, 2021.*
- Lynch, T.** GameDev Round Table Forum. *Invited speaker for 2019 GameDev Round Table Forum hosted by Central Ohio Gamedev Group and Columbus College of Art & Design, Columbus, Ohio, August 2019.*
- Lynch, T.** Sociotechnological Aspects of Trust in Digital Gaming. *Invited speaker for the 4<sup>th</sup> Annual International Summer School, Münster, Germany, May 2018.*
- Lynch, T.** Portrayals and depersonalization of religion in video games. *Invited speaker for the Perceptions of Religion Symposium at Indiana University, Bloomington, IN, April 2018.*
- Lynch, T.** Virtual bodies and gendered processes. *Invited speaker 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 2<sup>nd</sup> 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.** (2020, September). Gender at play in video game character portrayals. Research presentation at The Ohio State University School of Communication Colloquium, Columbus, OH.

**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 1<sup>st</sup> 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 14<sup>th</sup> Annual Conference of the Women in Science Program at Indiana University, Bloomington, IN.

## | 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

School of Communication Seed Grant, The Ohio State University, 2018, \$49,943 (Co-PI with Dr. James A. Bonus and collaborators Dr. Amy I. Nathanson, Dr. Susan L. Kline, and Dr. Glenna L. Read)

Social and Behavioral Sciences International Travel Grant, The Ohio State University, 2018, \$2000

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

### **Graduate Courses**

*Assistant Professor, The Ohio State University*

Communication 6806: Contemporary Theories of Communication, AU18, AU22

### **Undergraduate Courses**

*Assistant Professor, The Ohio State University*

Communication 3558: Social Media, SP20, AU20, SP21, SP22

Communication 3513: Video Games & the Individual/Society, SP18, SP19, AU21

Communication 2540: Introduction to Communication Technology, AU17, SP18, AU18, SP19, AU20, AU21, AU22, SP23

*Instructor of Record, Indiana University*

C216: Social Scientific Perspectives on Gender and Media, SP16

T340: Electronic Media Advertising, FA13

*Associate Instructor (Teaching Assistant)*

S317: Children and Media, FA15

T340: Electronic Media Advertising, SP12

T343: Electronic Media Sales, FA11

*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*

### **Workshop Organizer**

New Technologies and Virtual Reality. *Thematic workshop organized with N. L. Matthews for the 4<sup>th</sup> Annual International Summer School, Münster, Germany, May 2018.*

## **| SERVICE**

### **Journals**

2021 – current      Editorial Board, *Journal of Broadcasting & Electronic Media*

2017 – current      Editorial Board, *Communication Research Reports*

2015 – 2017      Managing Editor, *The Information Society*

### **Journal Ad Hoc Reviewing**

*Communication Monographs*

*Communication Quarterly*

*Communication Research*

*Communication Research Reports*

*Computers in Human Behavior*

*Frontiers in Psychology*



*Human Communication Research*

*Information, Communication, & Society*

*International Journal of Human Computer Interaction*

*Journal of Broadcasting and Electronic Media*

*Journal of Children and Media*

*Journal of Communication*

*Journal of Experimental Social Psychology*

*Journal of Gaming and Virtual Worlds*

*Journal of Media Psychology*

*Journalism*

*Media Psychology*

*Nature Reviews Psychology*

*New Media & Society*

*POETICS*

*SAGE Open*

*Sex Roles*

*Simulation & Gaming*

*Social Science Computer Review*

*Virtual Reality*

*Western Journal of Communication*

### **Conference Reviewing**

2012 – present National Communication Association

2012 – present International Communication Association

### **Association & Discipline Service**

2018 Poster Judge  
*Trust in Mediated Communication*. 4<sup>th</sup> Annual International Summer School, Münster, Germany.

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

### **University & Departmental Service**

#### ***The Ohio State University***

2021 – 2023 School of Communication, Graduate Studies Elected Representative

2020 – 2023 School of Communication, Diversity Committee Elected Representative

2020 – 2021 School of Communication, Research Committee Appointed Representative

2018 – 2022 Faculty Advisor on Indigenous Student Recruitment and Retention Initiatives to the Office of Diversity and Inclusion

2018 – 2019 School of Communication, Diversity Committee Elected Representative

2018 – 2019 School of Communication, Research Committee Appointed Representative (Diversity Rep)

#### ***Graduate Student Advisees***

Dooley, Anne (Ph.D., Advisor AU22 - current)

Erxleben, Matthew (Ph.D., Advisor SP23)  
Freiberger, Nina (Ph.D. – co-advised with Dr. Shelly Hovick through AU22)  
Gilbert, Michael (Ph.D., 2022; Dissertation: Parasocial Presence: How the Affordances of Contingency and Personalization Influence Prejudice-Reducing Interventions)  
Jones, Stacey (M.A., 2022; Thesis: Flirting with Danger: Negotiating Fear and Romance with Horror Dating Simulators)

*Graduate Student Committee Membership (Other Advising)*

Dissertation Committee Member

Drouin, Erin (in progress expected 2023)  
Freiberger, Nina (in progress; expected 2023)  
Vendemia, Megan (Ph.D., 2019)  
Zhang, Guanjin (Ph.D., 2019)

Candidacy Examination Committee Chair

Freiberger, Nina (defended 2022) – co-chaired with Dr. Shelly Hovick

Candidacy Examination Committee Member

Henry, Christina M. (defended 2023)  
Brathwaite, Kyla (defended 2022)  
Riggs, Elizabeth (defended 2022)  
Ross, Morgan (defended 2022)  
Rhee, Lisa (defended 2022)  
Drouin, Erin (defended 2021)  
Zhang, Guanjin (defended 2018)

Thesis Committee Member

Sharma, Rojika (in progress; expected 2024)  
Brathwaite, Kyla (M.A., 2020)  
Burrige, Sage (M.A., 2021)

*Undergraduate Student Committee Membership*

Research Thesis Committee Chair

Srinivasan, Sanjana (B.A., 2022)

Research Thesis Committee Member

Toon, Kayla (B.A., 2019)

***Indiana University***

- 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*

**Community Service and Public Outreach**

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

**| DIVERSITY INITIATIVES & CONTRIBUTIONS**

- 2023 May 2 invited expert presenter on gender and gaming for AAA game development company’s workshop organized by Center for Scholars and Storytellers (UCLA)
- 2022 February 15 presented to ODI Diversity Leaders Group on matters DEI leaders/units can consider in supporting OSU Indigenous community
- 2022 January 12 collaboratively presented on Indigenous student and faculty recruitment in meeting with Drs. Alicia Bertone and Trevon Logan
- 2019 February 28 attended *Addressing Equity and Inclusion in Your Research Mentoring* workshop by The Ohio State NRMN-CAN Team (Office of Postdoctoral Affairs) – OSU
- 2018 September 7 attended *Better Science through Better Mentoring* workshop by the Office of Postdoctoral Affairs - OSU
- 2017 October 16 attended *Allyship for Minority Students in the Classroom* workshop by the Department of Psychology - OSU
- 2017 September 21 attended *Diversity in Graduate Education through Admissions Practices* session by The College of Arts and Sciences, The College of Engineering, and The College of Food, Agricultural, and Environmental Sciences - OSU

**| PROFESSIONAL AFFILIATIONS**

- 2019 – current Center of Science and Industry (COSI) Labs in Life researcher
- 2012 – current International Communication Association
- 2012 – current National Communication Association
- 2014 – 2015; 2021 Association for Education in Journalism and Mass Communication
- 2013 – 2017 Broadcast Education Association

**| SELECT 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](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, PsychCentral, 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/>

## | SELECT INVITED COMMENTARY

Featured expert on portrayal of women in video games. For NPR’s Marketplace Tech “Women don’t wear bikinis to battle, and other things the gaming industry is learning.” Originally broadcast Thursday 8/11/2022. <https://www.marketplace.org/shows/marketplace-tech/women-dont-wear-bikinis-to-battle-and-other-things-the-gaming-industry-is-learning/>

Featured expert on history, culture, and communities of gaming for BBC Radio program “Raise Your Game.” Originally broadcast Saturday 9/12/20 at 3pm EST.

<https://www.bbc.co.uk/programmes/m000mhxh>

Featured expert on scientific research on fear for Canadian Broadcasting Channel’s *The Nature of Things* episode “Be Afraid: The Science of Fear.” Originally aired Friday 11/1/19 at 9pm. <https://www.cbc.ca/natureofthings/episodes/be-afraid-the-science-of-fear>

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>