

## Curriculum Vitae

Ilya Brookwell

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### EDUCATION

DATE	DEGREE	MAJOR	INSTITUTION
2018	Ph.D.	Media Culture and Communication Studies	Goldsmith's College, University of London
2011	M.A.	History and Philosophy of Education	University of Toronto
2007	B.A.	Philosophy and Political Science	University of Toronto

### TRAINING

DATE	CERTIFICATE	SPECIALIZATION	INSTITUTION
2016	Post-Graduate Certificate	Management of Learning and Teaching in Higher Education (FHEA accredited)	Goldsmith's College, University of London
2013	Certificate	Foundations of eBusiness / eCommerce	University of Toronto
2008	Certificate	English Language Teaching to Adults	University of Cambridge

### PROFESSIONAL AND ACADEMIC POSITIONS

2019-present	Assistant Professor, Dept. of Media and Cultural Studies, University of California Riverside		
2018	Visiting Scholar, Dept. of Film, Television & Digital Media, University of California Los Angeles.		
2015-2017	Associate Lecturer, Dept. of Media, Culture, and Communications, Goldsmith's College, University of London		
2014	Instructor, Dept. of English Language Learning, Centennial College		
2012-2013	Instructor, Dept. of English Language and Culture, McGill University		
2011	Teacher, International House, SOL Group Toronto		
2011	Field Researcher for the study "Sociable Media in the Hands of Young Citizens: Evolving Forms of Participatory Democracy". P.I: Dr. Megan Boler		
2009-2010	Teacher, Language Studies Canada		

2008-2009 Teacher, International School of English Aobadai Yokohama  
2005-2006 Research Assistant for the study “Rethinking Media and Democracy”. P.I:  
Dr. Megan Boler

### **DIRECTORSHIP AND FOUNDINGS**

2020-present Founder and Director of the Live-VR Lab, Dept. of Media and Cultural Studies, University of California Riverside. URL:  
<https://news.ucr.edu/articles/2021/05/17/new-livestreaming-and-virtual-reality-lab-bringing-vr-masses>  
2015-2018 Founding member, the Screen and Audio-Visual Research Unit, Goldsmith’s College, University of London. URL:  
<https://www.facebook.com/screenandaudiovisualresearchunit/>

### **AWARDS AND GRANTS**

2025-2026 \$5,000 Center for Ideas and Society (CIS) National Conference Grant  
2024-2026 \$3,050 UC Regents Faculty Development Award  
2022 \$1,500 Center for Ideas and Society Workshop Grant  
2022 \$15,000 CHASS Faculty development fund (Covid relief)  
2021 \$1,500 Innovative Teaching Award from the Academy of Distinguished Teaching  
2021 \$10,000 CHASS Lottery funds and Lab Grant  
2020 \$7,500 Media and Cultural Studies Lab Grant  
2019-2020 \$1,500 Faculty Advisor Research Grant  
2019 \$20,000 CHASS Lab Start-Up Grant

### **PUBLISHED MATERIALS**

#### **Book Manuscript**

2024 Brookwell, I. Gamer Citizens: Live Video Politics in a Digital Age. London: Routledge

#### **Peer-reviewed Scholarly Articles**

2025 Brookwell, I. (In-Press 2025) “‘Evocative HCI’: Multiple Senses from the Gaming and ‘Social VR’ Metaverse.” In: Fang, X. (Ed.) HCI in Games 2025. Springer, Gothenburg, Sweden.  
2024 Brookwell, I. & Shanbaum, P. (Submitted) “The Normalized Body: Agency Change and Implants.” Body and Society. Sage Journals.

- 2023 Brookwell, I. (2023). “Discomforting VR: Listening, Feeling, Contacting Virtual Reality Community.” In: Visual Resources, 37(3), 223–244. Taylor & Francis Group
- 2022 Brookwell, I. (2022). “Gamer Citizens: Emojis as civic duty”. In: Visual Resources 36:4, 360-381. Taylor & Francis Group
- 2013 Brookwell, Ilya (2013) “From Critical Content to Critical Pedagogy in ELT”. in Meeting on English Language Teaching 2012 Eds. Springer, Suzanne et al. UQAM: Montreal, Quebec.

### **Other Publications**

- 2020 Brookwell, Ilya (2020) "Chess is taking over the online video game world – and both are changing from this unlikely pairing" in The Conversation: Arts & Culture

### **MEDIA PRODUCTIONS & PROJECTS**

- 2025 Brookwell, I. (In Production 2025) “Empathy Machine” a production from the Live-VR Lab. (Ed.) Marvin Choi Fugitive Frames Productions URL: <https://youtu.be/gUTBAW2pVNw>
- 2022 Wildes, N. and Ilya Brookwell (2022). "Professor Brookwell Innovative Teaching Promotion" on Professor VR. URL: [https://youtu.be/uXXWYR-Bs1Y?si=\\_bA9HANyd7D8i35w](https://youtu.be/uXXWYR-Bs1Y?si=_bA9HANyd7D8i35w)
- 2021 Weber, J. and Ilya Brookwell (2021). "Virtual Reality Lab is Bringing VR To The Masses" in UCR Magazine and on YouTube. URL: <https://www.youtube.com/watch?v=Upy6OzLkflA>
- 2020 Brookwell, I. “Professor\_VR Twitch classroom” and “theorycrafting” on Twitch.tv URL: [https://www.twitch.tv/professor\\_vr/videos](https://www.twitch.tv/professor_vr/videos)

### **INVITED LECTURES AND CONFERENCE PRESENTATIONS**

- 2025 “Gamer Citizens: Emojis as Civic Duty in a Circuit of Visual Culture” (forthcoming) 10th International Conference on Communication & Media Studies (Paris, France)  
Conference Speaker at ‘From Democratic Aesthetics to Digital Culture,’ September 11th.
- 2025 “‘Evocative HCI’: Multiple Senses from the Gaming and ‘Social VR’ Metaverse” (forthcoming) HCI International 2025 (Gothenburg, Sweden)  
Conference Speaker at HCI-Games 2025, June 23<sup>rd</sup>.
- 2025 “Undoing Virtuous Media Making: Lessons from the Live-VR Lab” (forthcoming) Media & Migration in a Digital Age (Berkeley, California)  
Conference Speaker at Media Studies Program, UC Berkeley, April 17<sup>th</sup>.

- 2025 “Empathy Machines: VR Lab Findings” (*invited speaker*) 2nd Conference of Ludo-Critical Studies: The Political Component of Games (Riverside, California). Conference Speaker at *Ludocritica*, January 9<sup>th</sup>.
- 2024 “Magical Feeling Place”: Findings from the Live-VR Lab” (*invited speaker*) CSE@UCR Colloquium (Riverside, California), Conference Speaker at Computer Science and Engineering UCR, November 22<sup>nd</sup>.
- 2024 “How does AI impact Higher Education?” (*invited speaker*) Disciplines in Dialogue: implications of Artificial Intelligence (AI) in higher education at Center for Ideas and Society UCR, March 3<sup>rd</sup>.
- 2023 “Virtual Reality Beyond Images: Introducing a Pedagogy of Discomfort” (*honored speaker*) Innovative Teaching Series, Academy of Distinguished Teachers (Riverside, California), May 11<sup>th</sup>.
- 2023 “Augmented Reality and Virtual Reality Experiences: Lessons from Museums” in Implanting the Archive an International Conference (Coventry, United Kingdom), March 23<sup>rd</sup>.
- 2022 “Discomforting VR: Can we deploy VR for change?” at Implanting the Archive Workshop Center for Ideas and Society UCR, October 1<sup>st</sup>.
- 2019 “Gamer Citizens: Race, celebrity and the case of 'The Young Sumail” at Celebrities of Gaming Conference, University of Jyväskylä (Jyväskylä, Finland), October 19<sup>th</sup>.
- 2017 “Not a Game: Gamer or Citizen? Live Video Politics in a ‘Digital Age” (*invited speaker*) Westminster Workshop, University of Westminster (London, U.K.)
- 2016 “Virtual Encounters: Bringing dominant and subordinate subjects into contact on Live-streams” Panel Speaker at the Feminist Post-Graduate Forum, Goldsmiths, University of London (London, U.K.)
- 2012 “From Critical Content to Critical Pedagogy in ELT” Conference Speaker at M.E.L.T (Meeting on English Language Teaching 2012), UQAM | Université du Québec à Montréal

**LIVE-VR LAB (select)**

- 2025 Project Pheonix of Gaza XR event collaboration UCR, April (forthcoming)  
URL: <https://www.gazaxr.com/>
- 2024 Stem Cell and Biomanufacturing Center UCR Grant collaboration for VR training in the Live-VR Lab, Co-Pi: Benjamin Stewart, Prue Talbot, Huinan Lui, Rachel Behar, Martin Garcia-Castro, May 1<sup>st</sup>.

- 2024 - Present Game Creator and CEO of Dimensional Dilemma Inc. partnered with the Live-VR Lab for games testing and end-user responses to the game SWIVEL. 15 participants to date. URL: <http://www.swivelvr.com/>
- 2023 Media and Cultural Studies Open House – 26 participants, March 2<sup>nd</sup>.
- 2023-2024 Special Studies Research Assistant Nicholas Atmore – 8 units
- 2022 Special Studies Graduate Research Assistant Nicolas Valdivia Hennig – 4 units
- 2022 Xcite UCR grant collaboration and VR for education meeting. Attendees: Nathaniel Wildes, Richard L. Edwards, Israel Fletes, May 22<sup>nd</sup>.
- 2021-2022 Special Studies Research Assistant Terron Buffington – 4 units
- 2021-2024 VR Project for Physics and Astronomy collaboration. VR Particle accelerator visualizing game and simulation VIRTUE URL: <https://store.steampowered.com/app/2728380/VIRTUE/>
- 2020 Viewsonic corporate equipment donation contract – 4 lab displays and 2 gaming monitors

## **PROFESSIONAL ORGANIZATIONS AND SERVICE**

### **News Press Interviews and Outreach**

- 2024 Interview NBC - Villarreal, P and Kai Beech interview Brookwell, I. (2024). The Dragon’s Den brings board game options to Coachella Valley. NBC Palm Springs. URL: <https://www.nbcpalmsprings.com/2024/02/12/the-dragons-den-brings-board-game-options-to-coachella-valley>
- 2022 The Conversation Technology Editor, Daniel Merino, request for comments on streamers, activism and relief efforts for Ukraine, March 14<sup>th</sup>.
- 2021 UCR Magazine Public Information Officer, Sandra Baltazar Martinez, request for comments on vaccine passports becoming NFTs (non-fungible tokens), March 25<sup>th</sup>.
- 2020 Southern California News Group Entertainment Reporter, Alex Groves, request for comments on the growing use of video games during pandemic lockdowns, November 3<sup>rd</sup>.
- 2020 The Conversation Technology Editor, Daniel Merino, request for comments on streamers and chess, July 23<sup>rd</sup>.
- 2020 UCR Magazine Public Information Officer, Sandra Baltazar Martinez, request for coverage on the Virtual Reality Research Lab, January 14<sup>th</sup>.

### **Meetings Attended (select)**

- 2024 University of California Chief Information Officer Council, March 4-5<sup>th</sup>.

- 2024 Academic Congress on Artificial Intelligence, UC Office of the President, UCLA Luskin Center for Innovation, February 29<sup>th</sup>.
- 2022 XR Working Group, UCLA in coordination with National 3D day, March 22<sup>nd</sup>.
- 2019 Bridging the Gap from Education to Employment (BGEE) for first-generation UCR students.

### **Conference Organizing**

- 2025-26 “National Game Studies Conference” (forthcoming), supported by the Center for Ideas Society UCR.
- 2022 “Implanting the Archive,” organized a workshop including international scholars from the U.K. as well as industry representatives from Netflix and local medical practitioners from Dignity Health and Kaiser Permanente. Supported by the Center for Ideas Society UCR.
- 2020 Digital games Research Association DiGRA 2020. Panel lead and organizer on the panel ‘Gamer Citizens’ (Accepted), Tampere Finland.
- 2016 “Speeding and Braking: Navigating Acceleration Conference, Exhibition and Performances.” Partnered Organizer at the inaugural international conference consisting of 5 panels, 2 screenings and an exhibition in partnership with Goldsmith’s College and the Screen and Audio-Visual Research Unit.

### **Reviewer of Manuscripts**

Games and Culture  
 Critique of Anthropology  
 Visual resources: An International Journal on Images and their Uses  
 Communication and Democracy

### **UNIVERSITY CALIFORNIA SENATE SERVICE**

- 2022-Present Chair Information Technology Academic Senate, UCR  
 2022-Present Member Executive Council, UCR  
 2023-Present Member Student Technology Fee Advisory Board, UCR  
 2024-Present Member Information Technology Strategy Council, UCR  
 2022-Present UC-Systemwide Member, University Committee on Academic Computing and Communications (UCACC)

### **Requests and Nominations**

- 2025 UC Press Editorial Board Nominee for Academic Senate Editorial Committee (technology studies).  
 2025 College of Humanities, Arts and Social Sciences Nominee for Executive Committee member.  
 2024 Committee on Committees Nominee for UC Unmanned Aircraft Systems Advisory Board.

### **DEPARTMENTAL SERVICE (Dept. Media and Cultural Studies)**

- 2021-present  
2023 Member, faculty committee on curriculum assessment  
Member, faculty committee on personnel file and career review for promotion to the rank of distinguished professor. Emphasis on teaching record.
- 2022 Member, faculty committee on personnel file and career review for merit and tenure appraisal.
- 2022-2023 Lead faculty audit on departmental website. Update and maintain content.
- 2021 Member, faculty committee on personnel file and career review for promotion to the rank of full professor. Emphasis on service record.
- 2021 Member, faculty committee on personnel file for merit.
- 2020 Video Game Studies departmental promotion and open house.
- 2020 Workshop for online instruction. Breaking the Meta: a framework for online instruction.
- 2019-2021 Faculty Undergraduate Advisor. Advisor to the major and minor of media and cultural studies.

### **SUPERVISION AND MENTORSHIP**

- 2020-2024 Laura Hertanu, PhD dissertation committee member: Typologies of Twitch. Faculty of letters Doctoral School, Center of Excellence in Image Study, The University of Bucharest (*completed*)
- 2024 Nicolas Valdivia, PhD Qualifying Exam member: Dept. of Spanish, UCR
- 2021-2024 Nicholas Atmore, Undergraduate Capstone supervisor: The Shared Fantasy of Eve Online. Dept. of English, UCR. (*completed*)
- 2023 Samia Alkam, PhD Qualifying Exam member: Dept. of Education Policy Analysis and Leadership, UCR
- 2021-2022 Stefanie Foerch, Master of Arts thesis committee member: Self-Praise in Digital Discourse. Applied Linguistics, Birkbeck University of London (*completed*)
- 2020-2021 Fausto Ramirez, Undergraduate Capstone supervisor: YouTube: Let's Create Content. Business School, UCR. (*completed*)

### **PROFESSIONAL MEMBERSHIPS**

- Fellow of the Higher Education Academy (HEA), United Kingdom  
Fellow of the Academy of Distinguished Teachers, UCR