

Curriculum Vitae

Adriana de Souza e Silva, Ph.D.

Professor, Department of Communication
University Faculty Scholar

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I have been studying mobile communication and locative media for almost 20 years. My research focuses on the creative uses and appropriations of mobile technologies and location-based media, particularly in the contexts of mobile media art and location-based games. I investigate how mobile and locative interfaces transform our experience of urban mobility, our interactions with public spaces, and our urban sociability, with a specific focus on the so-called Global South. I look at mobile communication as practices that allow people to more deeply connect to the cities in which they live and to others nearby. More specifically, I have investigated (a) how low-income communities adopt and appropriate technologies, (b) how artists and the research community creatively study and develop mobile media art, and (c) how location-based game play is intertwined with urban mobility. I am deeply interested in understanding how mobile infrastructures support urban mobilities and help digital inclusion in large urban centers in the Global South.

Degrees

- 2004:** Ph.D., Communication and Culture
Federal University of Rio de Janeiro (UFRJ/Brazil)
- 1999:** M.A., Communication and Image Technology
Federal University of Rio de Janeiro (UFRJ/Brazil)
- 1996:** B.A. (*cum laude*). Journalism, Social Communication
Federal University of Rio de Janeiro (UFRJ/Brazil)

Professional Experience

- 2018-present:** Professor of Communication
North Carolina State University (NCSU).
- 2011-2018:** Associate Professor of Communication
North Carolina State University (NCSU).

2013: Visiting Professor
National Institute of Science and Technology (INCT) / Web Science Project.
Department of Psychology, Pontifical Catholic University, Rio de Janeiro (PUC-Rio),
Brazil (May-July).

2010-2011: Associate Professor, Digital Culture and Mobile Communication group.
IT University of Copenhagen, Denmark.

2005-2011: Assistant Professor of Communication.
North Carolina State University (NCSSU).

2004-2005: Senior Researcher
CRESST (National Center for Research on Evaluation, Standards, and Student
Testing), Graduate School of Education & Information Studies, UCLA.

2002-2004: Interface designer as a graduate student researcher (GSR)
CRESST (National Center for Research on Evaluation, Standards, and Student
Testing). Graduate School of Education & Information Studies, UCLA.

2001-2002: Visiting Scholar.
UCLA Department of Design | Media Arts.

1998: Graphic Designer at Editora Abril (Abril Publisher), VIP magazine. São Paulo,
Brazil.

Awards and Honors

2020: CHASS Outstanding Researcher Award
North Carolina State University, College of Humanities and Social Sciences (CHASS).

2015: [University Faculty Scholar Award](#)
North Carolina State University.

2013: CHASS Outstanding Researcher Award
North Carolina State University, College of Humanities and Social Sciences (CHASS).

2007: Robert Entman Award for Excellence in Communication Research
North Carolina State University, Department of Communication.

2005: Intercom Dissertation Award in Information and Communication
Technologies.
The Brazilian Society for Interdisciplinary Studies in Communication.

2004: trAce New Media Writing Competition Award
trAce Online Writing Centre. The Nottingham Trent University (England).

'Opinion' category with the article: "Are cell phones new media? Hybrid communities and collective authorship".

2003: Japan Media Arts Festival Honorary Mention

Japanese Agency of Cultural Affairs

For the interactive installation **database** (in collaboration with Fabian Winkler) in the category Digital Art – Interactive.

2002: Digital Design Exhibition (DDE)

ACADIA (Association for Computer Aided Design in Architecture).

in the category New Media (student) for the installation **database** (in collaboration with Fabian Winkler).

nominations

2020: Top Paper at the 2020 ICA (International Communication Association) Mobile Communication Interest Group (Nominee).

de Souza e Silva, A., & Xiong, M. *Mobile Networked Creativity: Understanding creativity as open communication.*

2018: NCA Charles H. Woolbert Research Award (Nominee)

National Communication Association.

2015: Outstanding Graduate Faculty Mentor Award (Nominee)

North Carolina State University Graduate School.

2013: NCSU Alumni Association Outstanding Research Award (Nominee).

North Carolina State University.

2010: CHASS Outstanding Junior Faculty Award (Nominee).

North Carolina State University, College of Humanities and Social Sciences (CHASS).

2010: ICA Young Scholar Award (Nominee).

International **Communication** Association.

2008: CHASS Outstanding Junior Faculty Award (Nominee).

North Carolina State University, College of Humanities and Social Sciences (CHASS).

funded research

2018: The James W. Cary Urban Communication Foundation Grant.

Urban Communication Foundation (UCF). US\$ 2,500.

2018-2019: DELTA Rapid Design Grant.

NCSU Distance Education and Learning Technology Applications. 1,000 USD.

2018: International Travel Assistance Fund.

NCSU Office of Global Engagement. 1,000 USD (+ 1,000 USD match from CHASS).

2012: CHASS Instructional Grant.

NCSU Interdisciplinary Studies Proposal. 1,000 USD.

2009: UNC Renaissance Computing Institute (RENCI) research grant. 5,000 USD.

2006, 2010-2012: Summer Research Grant.

NCSU College of Humanities and Social Sciences. 5,000 USD.

2001-2002: Ph.D. scholarship to study abroad.

Comissão de Aperfeiçoamento de Pessoal de Nível Superior (Capes), Brazil. Approx. 13,200 USD/year.

1999: Deutschland Kundliches Winterkurs.

Deutsches Akademisches Austauschdienst (DAAD), Germany. Approx. 2,300 USD.

Publications

* indicates co-authors who are my current or former students.

peer-reviewed
books

2020: Hjorth, L., de Souza e Silva, A., & Lanson, K. (Editors). **The Routledge Companion to Mobile Media Art.** New York: Routledge.

2020: de Souza e Silva, A. & *Glover-Rijkse, R. (Editors). **Hybrid Play: Crossing boundaries in game design, player identities, and hybrid spaces.** New York: Routledge.

2016: de Souza e Silva, A. (Editor). **Dialogues on Mobile Communication.** New York: Routledge.

2014: de Souza e Silva, A., & Sheller, M. (Editors). **Mobility and Locative Media: Mobile communication in hybrid spaces.** New York: Routledge.

Review: Review: Buccitelli, A. B. (2016). [Mobility and Locative Media: Mobile communication in hybrid spaces, by A. de Souza e Silva and M. Sheller], *New Media & Society*, 18 (4), 669-672.

2012: de Souza e Silva, A., & *Frith, J. **Mobile Interfaces in public spaces: Locational privacy, control, and urban sociability.** New York: Routledge.

2016: de Souza e Silva, A., & *Frith, J. (2016). **Locational privacy.** In J. Farman (Ed.). *Foundations of Mobile Media Studies: Essential texts on the formation of a field* (pp.171-193). New York: Routledge [Reprint from Mobile Interfaces in Public Spaces].

Review: Schrock, A. R. (2012). Mobile interface theory: Location-aware mobile devices in public spaces. *International Journal of Communication*, 6, 2082-2089.

2011: Gordon, E., & de Souza e Silva, A. **Net-locality: Why location matters in a networked world.** Malden, MA: Wiley Blackwell.

peer-reviewed
journal articles

2009: de Souza e Silva, A., & *Sutko, D. M. (Editors). **Digital Cityscapes: Merging digital and urban play spaces**. New York: Peter Lang Publishing.

Review: Bunting, B. (2010). [Digital Cityscapes: Merging digital and urban playscapes, by A. de Souza e Silva & D. M. Sutko]. *New Media & Society*, 12 (8), 1396-1398.

2021: Souza e Silva, A., *Glover-Rijkse, R., *Njathi, A., & De Cunto Bueno, D. (2021). **Exploring the material conditions of Pokémon Go play in Rio de Janeiro and Nairobi**. *Information, Communication and Society*. DOI:

10.1080/1369118X.2021.1909098.

2020: de Souza e Silva, A., & *Xiong, M. N. **Mobile Networked Creativity: A theoretical framework for understanding creativity as survival**. *Communication Theory*. DOI: 10.1093/ct/qtaa006.

2017: de Souza e Silva, A., *Duarte, F., & *Damasceno, C. **Creative appropriations in hybrid spaces: Mobile interfaces in art and games in Brazil**. *International Journal of Communication*, 11, 1705-1728.

2016: de Souza e Silva, A. **Pokémon Go as an HRG: Mobility, sociability, and surveillance in hybrid spaces**. *Mobile Media & Communication*, 5 (1), 20-23. DOI: 10.1177/2050157916676232.

2013: de Souza e Silva, A. **Location-aware mobile technologies: Historical, social, and spatial approaches**. *Mobile Media & Communication*, 1 (1), 116-121. DOI: 10.1177/2050157912459492.

2013: de Souza e Silva, A. **Tecnologias móveis de posicionamento: Abordagens históricas, sociais e espaciais**. *Verso e Reverso*, XXVII (64), 19-23. doi: 10.4013/ver.2013.27.64.03 [Portuguese translation].

2013: Shklovski, I., & de Souza e Silva, A. **An Urban Encounter: Realizing Online Connectedness Through Local Urban Play**. *Information, Communication and Society*. 16 (3), 340-361. DOI: 10.1080/1369118X.2012.756049.

2011: *Sutko, D. M., & de Souza e Silva, A. **Location-aware mobile media and urban sociability**. *New Media & Society*, 13 (5), 807-823, DOI: 10.1177/1461444810385202.

2011: de Souza e Silva, A., *Sutko, D. M., Salis, F. A., & de Souza e Silva, C. **Mobile phone appropriation in the favelas of Rio de Janeiro, Brazil**. *New Media & Society*, 13 (3), 411-423. DOI: 10.1177/1461444810393901.

2011: de Souza e Silva, A., & *Sutko, D. M. **Theorizing locative media through philosophies of the virtual**. *Communication Theory*, 21 (1), 23-42. DOI: 10.1111/j.1468-2885.2010.01374.x.

2010: de Souza e Silva, A., & *Frith, J. **Locational privacy in public spaces: Media discourses on location-aware mobile technologies.** *Communication, Culture, & Critique*, 3 (4), 503-525. DOI: 10.1111/j.1753-9137.2010.01083.x.

2010: de Souza e Silva, A., & *Frith, J. **Locative mobile social networks: Mapping communication and location in urban spaces.** *Mobilities*, 5 (4), 485-506.

2009: de Souza e Silva, A., & Hjorth, L. **Playful urban spaces: A historical approach to mobile games.** *Simulation & Gaming*. 40 (5), 602-625. DOI: 10.1177/1046878109333723.

2015: de Souza e Silva, A., & Hjorth, L. **Playful urban spaces: A historical approach to mobile games.** In G. Goggin, R. Ling, & L. Hjorth (Eds.). *Mobile Technologies, 4-vol. set. Volume III: Mobile Media – Technologies, Networks, and Intimacies*. (pp. 81-105). New York: Routledge. [Reprint].

2009: de Souza e Silva, A. **Hybrid reality and location-based gaming: Redefining mobility and game spaces in urban environments.** *Simulation & Gaming*, 40 (3), 404-424. DOI: 10.1177/1046878108314643.

2008: de Souza e Silva, A., & *Sutko, D. **Playing life and living play: How hybrid reality games reframe space, play, and the ordinary.** *Critical Studies in Media Communication*, 25 (5), 447-465. DOI: 10.1080/15295030802468081.

2008: De Souza e Silva, A. **Alien-Revolt: A case study of a location-based mobile game in Brazil.** *IEEE Technology and Society Magazine*, 27 (1), 18-28. DOI: 10.1109/MTS.2008.918036.

2006: de Souza e Silva, A. **Re-conceptualizing the mobile phone – From telephone to collective interfaces.** *Australian Journal of Emerging Technologies and Society*, 4 (2), 108-127.

2006: de Souza e Silva, A., & Delacruz, G. **Hybrid Reality Games reframed: potential uses in educational contexts.** *Games & Culture*, 1 (3), 231-251.

2006: de Souza e Silva, A. **From cyber to hybrid: Mobile technologies as interfaces of hybrid spaces.** *Space & Culture*, 9 (3), 261-278.

2015: de Souza e Silva, A. **From cyber to hybrid: Mobile technologies as interfaces of hybrid spaces.** In G. Goggin, R. Ling, & L. Hjorth (Eds.). *Mobile Technologies, 4-vol. set. Volume III: Mobile Media – Technologies, Networks, and Intimacies*. (pp. 18-39). New York: Routledge. [Reprint].

2007: de Souza e Silva, A. **From cyber to hybrid: Mobile technologies as interfaces of hybrid spaces.** In D. Bell & B. Kennedy (Eds.). *The Cybercultures Reader 2.0* (pp. 757-772). London, New York: Routledge [Reprint].

2006: de Souza e Silva, A. **Do ciber ao híbrido: Tecnologias móveis como interfaces de espaços híbridos.** In D. Araujo, (Ed.), *Imagem (IR)Realidade* (pp. 21-51). Porto Alegre: Editora Sulinas [Portuguese translation].

2004: de Souza e Silva, A. **Arte, interfaces gráficas e espaços virtuais.** *Ars: Journal of the Arts Department the Arts and Communication School at the University of São Paulo*, 2(4), 78-97.

2004: de Souza e Silva, A. **Art by telephone: From static to mobile interfaces.** *Leonardo Electronic Almanac*, 12 (10).

2011: de Souza e Silva, A. **Art by telephone: From static to mobile interfaces.** In M. Rieser (Ed.), *The Mobile Audience: Media art and mobile technologies* (pp.67-80). Amsterdam: Rodopi [Reprint].

2004: de Souza e Silva, A. **Mobile networks and public spaces: Bringing multiuser environments into the physical space.** *Convergence. The journal of research into new media technologies*, 10 (2), 15-25.

2004: de Souza e Silva, A. **From simulations to hybrid space: How nomadic technologies change the real.** *Technoetic Arts: An international journal of speculative research*, 1 (3), 209-221.

2003: de Souza e Silva, A. **Hybrid spaces in art and science fiction: From cyberspace to mobile interfaces.** *Contemporânea: Journal of the graduate program in communications and contemporary cultures of the Federal University of Bahia, Brazil*, 1 (1), 225-250.

2001-2002: de Souza e Silva, A. **De redes sociais na Internet para redes móveis no espaço híbrido: Um estudo sobre telefones celulares** [From online social networks to mobile networks in hybrid space: A study about cell phones]. *Série Documenta: Journal of the graduate program in psycho-sociology and social ecology at the Federal University of Rio de Janeiro, Brazil*, 8 (12-13), 111-130.

2001: de Souza e Silva, A., & Ferreira, L. **Z – ou como estar imerso no espaço digital** [Z – or how to be immersed in digital space]. *404nOFound: Journal of Ciberpesquisa*, Center of Studies and Research on Cybercultures, 1(6).

peer-reviewed
book chapters

Forthcoming: de Souza e Silva, A., & *Glover-Rijkse, R. **Location-based Traffic Apps in Rio de Janeiro: Rethinking micromobility as mobilities justice.** In B. Kredell, G. Haleboua, & E. Stein (Eds.) *The Routledge Companion to Media and the City* (pp. xx-xx). New York: Routledge.

Forthcoming: *Glover-Rijkse, R., & de Souza e Silva, A. **Evolving Geographies of Mobile Communication.** In P. Adams & B. Warf (Eds.), *The Routledge Handbook on Media Geographies* (pp. xx-xx). New York: Routledge.

2020: de Souza e Silva, A., *Damasceno, C. S., Bueno, D. M. C., & *Grandinetti, J. **Urban Mobility in Context: A study about early adopters of location-based taxi hailing apps in Rio de Janeiro.** In R. Ling, G. Goggin, L. Fortunati, S. S. Lim, & Li, Y. (Eds.), *Oxford Handbook of Mobile Communication* (pp. 487-500). Oxford, MA: Oxford

University Press. DOI: 10.1093/oxfordhb/9780190864385.013.32.

2019: de Souza e Silva, A., *Damasceno, C. S., & Bueno, D. **Generic Phones in Context: The circulation and social practices of mobile devices in Rio de Janeiro.** In R. Wilken, G. Goggin & H. Horst (Eds.), *Location Technologies in International Context*. (pp. 158-172). London: Routledge.

2017: de Souza e Silva, A., Matos-Silva, M., & Nicolaci-da-Costa, A. **Location-based services in Brazil: Reframing privacy, mobility, and location.** In C. Marvin & S. Hong (Eds.). *Place, Space, and Mediated Communication: Exploring context collapse* (pp. 29-44). New York: Routledge.

2015: de Souza e Silva, A., & *Frith, J. **Location-based mobile games: Interfaces to urban spaces.** In V. Frissen, S. Lammes, M. De Lange, J. De Mul, & J. Raessens (Eds.). *Playful Identities: The ludification of digital media cultures* (pp.169-180). Amsterdam: Amsterdam University Press.

2014: *Duarte, F., & de Souza e Silva, A. **Arte.mov, Mobilefest and the emergence of a mobile culture in Brazil.** In G. Goggin, & Hjorth, L. (Eds.). *The Routledge Companion to Mobile Media* (pp. 206-215). New York: Routledge.

2017: *Duarte, F., & de Souza e Silva, A. **Arte.mov, Mobilefest e o surgimento de uma cultura da mobilidade no Brasil.** In F. Santos & R. Câmara (Eds.), *Urbanidade / Mediações* (pp. 119-139). Brasília: Estereográfica Editorial [Portuguese translation].

2014: de Souza e Silva, A., & Gordon, E. **Net Locality.** In Peter Adey, David Bissell, Kevin Hannam, Peter Merriman & Mimi Sheller. (Eds.). *The Routledge Handbook of Mobilities* (pp: 134-142). New York: Routledge.

2014: de Souza e Silva, A., & *Frith, J. **Re-narrating the city through the presentation of location.** In J. Farman (Ed.). *The Mobile Story: Narrative practices with locative technologies* (pp. 34-49). New York: Routledge.

2013: de Souza e Silva, A. **Mobile Narratives: Reading and writing urban space with location-based technologies.** In N. K. Hayles, & J. Pressman (Eds.). *Comparative Textual Media: Transforming humanities in the postprint era* (pp. 33-52). Minneapolis: University of Minnesota Press.

2012: Gordon, E., & de Souza e Silva, A. **The urban dynamics of net localities: How location-aware technologies are transforming places.** In R. Wilken & G. Goggin (Eds.), *Mobile Technology and Place* (pp. 89-103). New York: Routledge.

2011: de Souza e Silva, A., & *Frith, J. **Location-aware technologies: Control and privacy in hybrid spaces.** In J. Packer, & S. Wiley (Eds.), *Communication Matters: Materialist approaches to media, networks, and mobilities* (pp. 265-275). New York: Routledge.

2011: de Souza e Silva, A., & *Sutko, D. M. **Placing location-aware media in a history of the virtual.** In D. W. Park, S. Jones, & N. W. Jankowski (Eds.), *The Long*

History of New Media: Technology, historiography, and newness in context (299-316). New York: Peter Lang Publishers.

2009: Dannels, D. P., & de Souza e Silva, A. ***OnSite and engaged: Hybrid reality games in communication across the curriculum***. In A. de Souza e Silva, & D. M. Sutko (Eds.), *Digital Cityscapes: Merging digital and urban playspaces* (pp. 321-338). New York: Peter Lang Publishers.

2009: de Souza e Silva, A., & Sutko, D. M. ***Merging digital and urban playspaces: An introduction to the field***. In A. de Souza e Silva, & D. M. Sutko (Eds.), *Digital Cityscapes: Merging digital and urban playspaces* (pp. 1-20). New York: Peter Lang Publishers.

2007: de Souza e Silva, A. ***eXistenZ: From fiction to reality***. In F. Borries, S. Walz, & M. Böttger (Eds.), *Space-Time-Play: Computer games, architecture and urbanism -- the next level* (pp. 316-317). Basel/Berlin/Boston: Birkhäuser Publishers for Architecture.

2007: de Souza e Silva, A. ***Cell phones and places: The use of mobile technologies in Brazil***. In H. Miller, (Ed.), *Societies and Cities in the Age of Instant Access* (pp. 295-310). Dordrecht, The Netherlands: Springer.

2006: de Souza e Silva, A. ***Interfaces of hybrid spaces***. In: A. Kavoori & N. Arceneaux, (Eds.), *The Cell Phone Reader: Essays in Social Transformation* (pp.19-44). New York: Peter Lang Publishing.

2004: de Souza e Silva, A. ***Arte e tecnologias móveis: Hibridizando espaços públicos*** [Art and mobile technologies: The hybridization of public spaces]. In A. Parente, (Ed.), *Tramas da Rede: Novas dimensões filosóficas, estéticas e políticas da comunicação* [Network trams: New philosophical, aesthetical, and political dimensions of communication] (pp. 282-297). Porto Alegre: Editora Sulinas.

2004: de Souza e Silva, A. ***The invisible imaginary: Museum spaces, hybrid reality and nanotechnology***, In: N. K. Hayles, (Ed.), *NanoCulture: Implications of the new technoscience* (pp. 27-46). Bristol, UK: Intellect Books.

encyclopedia
entries

2016: de Souza e Silva, A., Ling, R., & Humphreys, L. (2016). ***Location-based communication***. In K. B. Jensen, R. T. Craig, J. D. Pooley, & E. W. Rothenbuhler (Eds.). *The International Encyclopedia of Communication Theory and Philosophy* (pp. 1-11). New York: Blackwell Wiley.

2013: de Souza e Silva, A., & Gordon, E. ***The waning distinction between private and public: Net-Locality and the restructuring of place***. In K. Gates (Ed.), *The International Encyclopedia of Media Studies, Volume VI: Media Studies Futures* (pp. 195-214). Boston: Blackwell.

conference
proceedings

2003: de Souza e Silva, A. **From MUDs as space to space as a MUD: Cell phones in art and public spaces.** *Consciousness Reframed 5: Art and consciousness in the post-biological era*, 5, 26. Caerleon, Wales.

2003: de Souza e Silva, A. **From MUDs as space to space as a MUDs: A study about cell phones.** In J. Cahill, U. Christensen, H. Cooley, T. Crockett, D. Hodapp, N. Phillips, et. al., (Eds.), *Life by design: Everyday digital culture conference proceedings* (pp. 115-123). Irvine: University of California, Irvine.

2002: de Souza e Silva, A., & Winkler, F. **database.** *SIGraDi: VI Ibero-American Congress of Digital Graphics*, 6, 204-207. Caracas, Venezuela.

2000: de Souza e Silva, A. **Habitar o digital** [Inhabiting the digital]. *SIGraDi: IV Ibero-American Congress of Digital Graphics*, 4, 307-309. Rio de Janeiro, Brazil.

popular press
articles

2008: de Souza e Silva, A., & *Sutko, D. M. **Using cities as game boards.** *Communication Currents*, 3 (5).

2008: de Souza e Silva, A. **Technology appropriation and social change: A study of the use of cell phones among low-income communities in Rio de Janeiro.** *Vodafone Receiver magazine*, 20.

2005: de Souza e Silva, A. **Posicionamento: criando novos significados para a tecnologia celular** [Location-awareness: creating new meanings for cellular technology]. *Meio&Mensagem (Mídia&Mercado)*, XXVII (1176), 13.

2005: de Souza e Silva, A. **Entre o real e o virtual** [In between the real and the virtual]. *Mobilidade Brasil Newsletter*, 3 (23).

2004: de Souza e Silva, A. **Are cell phones new media? Hybrid communities and collective authorship**, Award Winning Article. *trAce Online Writing Centre*. Nottingham: The Nottingham Trent University.

Presentations

* indicates co-presenters who are my current or former students.

keynote
speeches

2020: de Souza e Silva, A. *Urban Mobility as a Creative Practice. **Doubling of Reality: Everyday Lives in Post-Mobile Society.*** Kansai University. Osaka, Japan. October 2-16.

2011: de Souza e Silva, A. *Location-aware interfaces in hybrid spaces: Locational privacy, control, and urban sociability. **Transforming Audiences 3: Online & Mobile***

Media, everyday creativity and DIY culture. University of Westminster. London, UK. September 1-2.

2011: de Souza e Silva, A. *Location-aware technologies as interfaces of hybrid spaces: Beyond networks and mobilities.* **Mobilities in Motion: New Approaches to Emergent and Future Mobilities.** International conference of the Pan-American Mobilities Network and the Cosmobilities Network. Center for Mobilities Research and Policy at Drexel University in Philadelphia, PA. March 21-23.

invited research
presentations

2021: Discussant for keynote speaker; Johnson, S. Race, Cyborgs, and Weaponized AI: How will algorithmic security impact multiracial democracy? **Embedding AI in Society online symposium.** NC State University, Raleigh, NC. Feb. 19th.

2020: de Souza e Silva, A. Mobilidade Urbana como Prática Criativa. **HUB Eventos 2020.** Media Lab / PUC-SP / Universidade Anhembi-Morumbi. São Paulo, Brazil. October 17-23.

2017: de Souza e Silva, A. Pokémon Go as an HRG: Mobility, sociability and surveillance. **Webinar Geothink&Learn 1: Pokémon Go.** McGill University. Montréal: Canada: October 04.

2017: de Souza e Silva, A. Mobile Culture in Brazil: Creative uses of mobile technologies in art, games, and low-income communities. **TAG Research Center and SSHRC IG Project.** Concordia University, Montréal: Canada: March 31.

2016: de Souza e Silva, A. Creative appropriations: Mobile interfaces in art, games, and education. **Aisthesis and the Common: Reconfiguring the public sphere. Media@McGill International Colloquium.** McGill University, Montréal: Canada: March 18-19.

2014: de Souza e Silva, A. Interview with Lizzy Bleumers (via Skype). **Ludic City 3: SMIT Lecture Series.** iMinds-SMIT-VUB and DIGRA Flanders. University of Brussels, Belgium. December 2.

2013: de Souza e Silva, A. Mobile communication, mobility, and locative media: Mapping the fields, methods and challenges (via skype). **International Ph.D. course: Methodologies—Mobile Media & Mobility.** Aarhus University, Denmark. April 1.

2013: de Souza e Silva, A., Matos-Silva, M., & Nicolaci-da-Costa, A. Location-based services in Brazil: Reframing privacy, mobility, and location. **Context Collapse: Reassembling the Spatial Symposium.** Annenberg School for Communication, University of Pennsylvania. Organized by Carolyn Marvin and Barbie Zelizer. Philadelphia, December 6.

2013: de Souza e Silva, A. Interfaces móveis em espaços híbridos: Sociabilidade, privacidade e vigilância [Mobile interfaces in hybrid spaces: Sociability, privacy, and surveillance]. **National Institute of Science and Web Technology (INCT) / Program**

of Engineering Systems and Computer Science. Federal University of Rio de Janeiro (UFRJ), Brazil. June 21, 2013.

2013: de Souza e Silva, A. Interfaces móveis em espaços híbridos: Sociabilidade, privacidade e vigilância [Mobile interfaces in hybrid spaces: Sociability, privacy, and surveillance]. **National Institute of Science and Web Technology (INCT) / Department of Communication.** Pontifical Catholic University (PUC), Rio de Janeiro, Brazil. June 20, 2013.

2013: de Souza e Silva, A. Interfaces móveis em espaços híbridos: Sociabilidade, privacidade e vigilância [Mobile interfaces in hybrid spaces: Sociability, privacy, and surveillance]. **National Institute of Science and Web Technology (INCT) / Department of Psychology.** Pontifical Catholic University (PUC), Rio de Janeiro, Brazil. May 21, 2013.

2013: de Souza e Silva, A. (2013). Round table: Arte e mídias locativas [Art and locative media]. **Department of Arts, School of Communication and Arts (ECA).** University of São Paulo (USP). June 13.

2011: de Souza e Silva, A. Net Locality: Mobile interfaces in hybrid space. **Mobile Processing Conference.** University of Illinois, Chicago. November 10, 2011.

2010: de Souza e Silva, A., & Frith, J. Location-based mobile games: Interfaces to urban spaces. **Homo Ludens 2.0.** University of Utrecht, The Netherlands. November 17-18.

2010: de Souza e Silva, A. Network locality: Reconfiguring surveillance, privacy, exclusion and public spaces in contemporary society. **Series of talks in Digital Humanities, Media and Culture.** University of Maryland. College Park, MD. March 05.

2010: de Souza e Silva, A. Location-based mobile games: Interfaces to social spaces. **CHAT Festival.** Organized by the UNC Institute of Arts and Humanities. Chapel Hill, Feb. 19.

2009: de Souza e Silva, A. On the social implications of Network Locality: Privacy, surveillance, control and exclusion. **George Washington University.** Organized by the Department of Media and Public Affairs. Washington D.C., Oct. 29.

2009: de Souza e Silva, A. Playing life and living play: How hybrid reality games reconfigure space, play, and the ordinary. **Floating Points 6: Games of Culture | Art of Games.** Organized by Emerson College, New Radio and Performing arts, Inc., and Turbulence.org. Boston, Mar. 21.

2009: de Souza e Silva, A. Hybrid reality and location-based mobile gaming: Potential uses in educational contexts. **Is Learning a Serious Game?. Panel at the Teaching, Learning & Technology Roundtable (TRTL).** NCSU, Raleigh, NC. Feb. 04.

2008: de Souza e Silva, A. Camera-phones: The role of mobile pictures. **Block Blink:**

Camera phone photography exhibition. Miriam Preston Block Gallery, City of Raleigh Arts Commission, May 08.

2007: de Souza e Silva, A., Young, M. R., Buie, T., & Stein, S. (2007). Interdisciplinary perspectives on gaming and communication. Panel at the **Department of Communication Research Colloquium.** North Carolina State University, December.

2006: de Souza e Silva, A. *Tecnologias Móveis e Sociedade Contemporânea* [Mobile technologies and contemporary society]. **University of Tuiuti in Paraná. Graduate Program in Cybermedia and Digital Media.** June 22-23.

2006: de Souza e Silva, A. Hybrid reality gaming: Embedding games in public spaces. **North Carolina Serious Game Space Workshop.** NCSU Computer Science Department's Center for Digital Entertainment and the North Carolina Serious Games Initiative, May 02.

2006: de Souza e Silva, A. From MUDs as (virtual) spaces to (hybrid) spaces as MUDs: Mobile technologies as interfaces of hybrid spaces. **Benjamin Franklin Scholars Spring Lecture Series.** North Carolina State University. March 29.

2006: de Souza e Silva, A., & Winkler, F. database. **Association for Computer Aided Design in Architecture (ACADIA) / Digital Design Exhibition (DDE),** Pomona, CA. October.

Peer-reviewed
conferences

2021: de Souza e Silva, A. (2021). *Mapping the COVID-19 Pandemic.* **International Communication Association (ICA) conference,** Mobile Communication Interest Group. Virtual. May.

2021: de Souza e Silva, A., *Glover-Rijkse, R., *Njathi, A., & de Cunto Bueno, D. (2021). *Exploring the Material Conditions of Location-based Gameplay in the Global South.* **International Communication Association (ICA) conference,** Mobile Communication Interest Group. Virtual. May.

2020: de Souza e Silva, A., *Glover-Rijkse, R., & *Njathi, A. *Playful Mobilities in the Global South: A comparative study of Pokémon Go play between Rio de Janeiro and Nairobi.* **Association of Internet Researchers (AoIR) Annual Conference.** Virtual. October.

2020: de Souza e Silva, A., & *Xiong, M.* (2020). *Mobile Networked Creativity: Understanding creativity as open communication.* **International Communication Association (ICA) conference,** Mobile Communication Interest Group. May. Top paper nominee.

2019: de Souza e Silva, A. *Location-based Urban Mobile Apps in Rio de Janeiro: Towards a Model that Supports Perpetual Contact for Sustainable Mobilities.* **International Communication Association (ICA) conference.** Washington, DC. May 24.

2018: de Souza e Silva, A., & *Damasceno, C. S. *The history of mobile telephony in Brazil: Privatization, regulation, and access.* #AoIR2018, **Association of Internet Researchers (AoIR) Annual Conference.** Montréal, Canada: October 10-13.

2015: Farman, J., & de Souza e Silva, A. *Mobile media origins: Rare earth minerals and the ecological impact of a mobile device.* **Society for Social Studies of Sciences 4S 40th Annual Meeting.** Denver, CO: November 14.

2015: de Souza e Silva, A., Farman, J., & Bueno, D. M. C. *The life cycle of a mobile phone: Material cultures of manufacturing and consumption in Brazil.* **Association of Internet Researchers (AoIR) 16.0 Annual Conference.** Phoenix, AZ: October 21-24.

2013: de Souza e Silva, A., & Froes, I. *Urban Jamification: Gincanas as location-based mobile games in Brazil.* **Association of Internet Researchers (AoIR) 14.0 Annual Conference.** Denver, CO. October, 24-27.

2013: de Souza e Silva, A., & Froes, I. *Urban Jamification: Gincanas as location-based mobile games in Brazil.* **6th Digital Games Research Association (DIGRA) Conference.** Atlanta, GA. August, 26-29.

2012: Shklovski, I., & de Souza e Silva, A. *An Urban Encounter: Realizing global connectedness through local urban play.* **Association of Internet Researchers (AoIR) 13.0 Annual Conference.** Salford: UK: October, 18-21.

2011: de Souza e Silva, A. *The dawn of location-based services in Brazil.* **Association of Internet Researchers (AoIR) 12.0 Annual Conference.** Seattle, WA: October, 10-13.

2010: de Souza e Silva, A., & Gordon, E. (2010). *The Net-Local paradox: The waning distinction between private and public.* **National Communication Association (NCA) Urban Communication Foundation pre-conference.** Chicago, IL: November 13.

2010: de Souza e Silva, A., & *Frith, J. *Locational privacy: Control and personalization in location-based social networks.* **National Communication Association (NCA) Annual Convention.** San Francisco, CA. November 15.

2009: de Souza e Silva, A., & *Frith, J. *Locative media in hybrid spaces: Media discourses on the creation of individualized urban spaces.* **National Communication Association (NCA) Annual Convention.** Chicago, IL. November.

2009: de Souza e Silva, A., & Gordon, E. (2009). *Net-local public spaces: Towards a culture of location.* **National Communication Association (NCA) Urban Communication pre-conference.** Chicago, IL: November 11.

2009: de Souza e Silva, A. & Swarts, J. *Constructing Location: How Location-Based Mobile Applications Articulate Location.* **Society for Social Studies of Science (4S) Annual Meeting.** Washington D.C.: October 28-November 1.

2009: Gordon, E., & de Souza e Silva, A. *From Mobile Culture to Location Culture: A New Paradigm for Networked Interactions*. **Association of Internet Researchers (AoIR) 10.0 Annual Conference**. Milwaukee, WI: October, 8-11.

2009: de Souza e Silva, A., *Sutko, D. M., Salis, F. A., & de Souza e Silva, C. *Cell phone appropriation and social mobile use in the favelas of Rio de Janeiro, Brazil*. **Association of Internet Researchers (AoIR) 10.0 Annual Conference—Mobile Pre-conference**. Milwaukee, WI: October, 7.

2009: de Souza e Silva, A., & *Frith, J. *Locational privacy in public spaces: Media discourses on the personalization and control of space by location aware technologies*. **I Communication, Rhetoric & Digital Media (CRDM) Annual Symposium**. Raleigh. September 25-26.

2009: *Sutko, D. M., & de Souza e Silva, A. *Locative social media: Challenging the alleatory and the social in the urban landscape*. **International Communication Association (ICA) conference**. Chicago. May 23.

2009: de Souza e Silva, A., & *Sutko, D. M. *Mobile locative interfaces as potentiality: Actualizing information in space and space as information*. **ICA Preconference: The Future is Prologue: New Media, New Histories?** Chicago. May 21.

2008: de Souza e Silva, A., & Dannels, D. *OnSite: A hybrid reality game on a University campus*. **National Communication Association (NCA) Annual Convention**. San Diego, CA. Nov. 21-24.

2008: de Souza e Silva, A., & Hjörth, L. *The place of being mobile: Transforming urban spaces via location-based gaming*. **National Communication Association (NCA) Annual Convention, Urban Communication pre-conference**. San Diego, CA. Nov. 21-24.

2008: de Souza e Silva, A., & Salis, F. *Mobile Technologies in low-income communities: Rethinking the digital divide from the favelas of Rio de Janeiro*. **International Communication Association (ICA) Annual Convention**. Montréal, CA. May 22-26.

2008: Johnson, M., Gallagher, V., de Souza e Silva, A., & *Sutko, D. *Developing websites to influence graduate admissions and external funding*. **Southern States Communication Association Convention (SSCA)**. Savannah, GA. April 7-6.

2007: de Souza e Silva, A. *Conceptualizing social mobile networks via the use of locative media: A brief look into Smart Mobs, location-based games and interpersonal aware applications*. **Annual Conference of the Association of Internet Researchers (AoIR)**. Vancouver, Canada. October 17-20.

2006: de Souza e Silva, A. *Alien Revolt: A location-based mobile game in the context of Latin American urban space*. **2006 National Communication Association (NCA) Annual Convention**. San Antonio, TX. November 15-18.

2005: de Souza e Silva, A. *Cell phones and places: the use of mobile technologies in Brazil*. **Symposium on Societies and Cities in the Age of Instant Access**. University of Utah, Salt Lake City, UT. Nov. 10-12.

2005: de Souza e Silva, A. *Hybrid reality games: Transforming gaming, sociability and urban spaces via mobile technologies*. **Society for Social Studies of Science (4S) 2005 Conference**. Pasadena, CA. October 20-22.

2005: de Souza e Silva, A., Delacruz, G., & Kaplan, D. *Games as assessment: Using mobile and ubiquitous interfaces to measure learning*, **Annual Meeting of the American Education Research Association (AERA)**. Montréal, Canada. Apr. 12.

2004: de Souza e Silva, A. *Mobile and pervasive gaming: Creating a hybrid reality by blurring the borders between the physical and the virtual*. **Narr@tive: Digital Storytelling: UC Digital Cultures Graduate Conference**. Los Angeles, CA. April 22-23.

2003: de Souza e Silva, A. *From MUDs as space to space as a MUD: Cell phones in art and public spaces*, **Consciousness Reframed 5: Art and Consciousness in the post-biological era**. Caerleon, Wales, UK. July 2-6.

2003: de Souza e Silva, A. *From simulations to hybrid space: How new technologies change the real*, **The Infrastructures of Digital design: Thinking/building/living conference**. San Diego, CA. February 01-03.

2002: de Souza e Silva, A., & Winkler, F. *database*. **ACADIA / DDE (Association for Computer Aided Design in Architecture / Digital Design Exhibition)**. University of Pomona, CA: October 26.

2002: de Souza e Silva, A., & Winkler, F. *database*. **File Symposium (III International Festival of Electronic Language)**. São Paulo, Brazil. August 7.

2001: de Souza e Silva, A. *Interface, conexão, liberdade: Construindo e imaginando espaços na rede digital* [Interface, connection, liberty: Constructing and imagining spaces on the digital network]. **Intercom: XXIV Brazilian Congress of Communication Sciences**. Campo Grande, Brazil. September.

2001: de Souza e Silva, A., & Ferreira, L. Z — *Ou como estar imerso no espaço digital* [Z – Or how to be immersed in the digital space]. **Compós: X Annual Meeting of the National Communication Graduate Programs' Association**. Brasília, Brazil. June.

2000: de Souza e Silva, A. *Habitar o digital* [Inhabiting the digital]. **SIGraDi: IV Ibero-American Congress of Digital Graphics**, 4, 307-309. Rio de Janeiro, Brazil.

posters
sessions

2018: Rogers, A., Burke, A., de Souza e Silva, A., & Nickels, C. *Challenging Communication Students to Design the Library of the Future*. **Teaching and Learning Symposium: Inspiring Student Success**. NC State University, McKimmon Center.

Raleigh, NC. February 22.

Courses
Taught

CRD701: History and Theory of Communication Technology (Fall 2008).
Ph.D. program in Communication, Rhetoric, and Digital Media, North Carolina State University.

CRD 703: Communication Networks (Spring 2021, Spring 2019, Spring 2018, Spring 2016)
Ph.D. program in Communication, Rhetoric, and Digital Media, North Carolina State University.

CRD893: Directed Research (Spring 2019, Fall 2018, Spring 2018, Fall 2017, Fall 2015, Spring 2012, Fall 2011)

CRD809: Colloquium in Communication, Rhetoric, and Digital Media (Fall 2015, Fall 2014).
Ph.D. program in Communication, Rhetoric, and Digital Media, North Carolina State University.

COM810: Directed Readings (Fall 2018, Spring 2018, Spring 2016, Spring 2012)
Department of Communication, North Carolina State University.

COM587: Internet & Society (Fall 2018, Spring 2017, Fall 2015, Fall 2014).
Department of Communication, North Carolina State University.

COM537: Gaming & Social Networks (Fall 2007, Spring 2007).
Department of Communication, North Carolina State University.

COM547: Mobile Media and Communication (Spring 2020, Fall 2017, Fall 2013, Spring 2012, Fall 2009, Fall 2006).
Department of Communication, North Carolina State University.

COM427: Game Studies (Fall 2007).
Department of Communication, North Carolina State University.

COM477: Mobile Communication (Fall 2017, Fall 2013, Spring 2012, Fall 2009, Fall 2006).
Department of Communication, North Carolina State University.

COM487: Internet & Society (Spring 2021, Spring 2020, Spring 2019, Fall 2018, Spring 2015, Fall 2014, Spring 2010, Spring 2008, Spring 2007, Spring 2006, Fall 2005).
Department of Communication, North Carolina State University.

COM327: Critical Analysis of Communication Media (Fall 2005).
Department of Communication, North Carolina State University.

COM257: Media History and Theory (Fall 2011, Spring 2009, Fall 2008).

Department of Communication, North Carolina State University.

COM250: Communication and Technology (Fall 2020, Fall 2019).

Department of Communication, North Carolina State University.

DMKO: Mobile Communication – Technical Issues and Methods of Study (Spring 2011).

Digital Design and Communication (MS) program. IT University of Copenhagen.

BMMS: Mobile Media and Social IT (Fall 2010).

Digital Media and Design (BS) program. IT University of Copenhagen.

Graphic-Visual Communication (Fall 1999, Spring 1999).

School of Communications, Federal University of Rio de Janeiro, Brazil (sole instructor)

Mentoring

graduate
students

Ph.D. completed as chair

1. Mai Xiong (NCSU CRDM): Spring 2020
 - a. “Distributed Agency in Hybrid Space: Understanding media practices of forced migrants and hybrid mobilities.”
2. Justin Grandinetti (NCSU CRDM): Spring 2019
 - a. “Streaming Locality: Mobile Streaming and the Production of Space and Subjectivity.”
3. Fernanda Duarte (NCSU CRDM): Fall 2015
 - a. “openAnalogInput(): Hybrid spaces, self-making and power in the Internet of Things.”
4. Nathan Hulseley (NCSU CRDM): Fall 2015
 - a. “For Play: Gamification and everyday life.”
5. Jordan Frith (NCSU CRDM): Fall 2012
 - a. “*Constructing Location, One Check-in at a Time: Examining the Practices of Foursquare Users*”

Ph.D.s completed as committee member

1. Ana Rita Morais (Ryeson U, Communication and Culture): Fall 2020
2. Cristiane Damasceno (NCSU CRDM): Spring 2017
3. Tabita Moreno-Becerra (NCSU CRDM): Spring 2015
4. Daniel M. Sutko (NCSU CRDM): Fall 2013
5. Derek Sollenberger (NCSU Computer Science): Fall 2010
6. Shaun Cashman (NCSU CRDM): Spring 2010

Ph.D.s in progress as chair

1. Thaara Bayazid (NCSU CRDM)

2. Tyler DeAtley (NCSU CRDM)
3. Judith Darling (NCSU CRDM)
4. Charles Ecenbarger (NCSU CRDM)
5. Ragan Glover (NCSU-CRDM)
6. Anne Njathi (NCSU CRDM)

Ph.D.s in progress as committee member

1. Danisha Baker-Whittaker (NCSU CRDM)
2. James Harr (NCSU CRDM)
3. Nupoor Jalindre (NCSU CRDM)

Masters completed as chair

1. Alvine Kapitako (NCSU MALS): Fall 2020
2. Nora Suren (NCSU Communication): Spring 2019
3. Louise McHenry (ITU): Summer 2011
4. Marlene Ahrens (ITU): Summer 2011
5. Willa Nipper (NCSU MALS): Fall 2009
6. Daniel M. Sutko (NCSU Communication): Spring 2008
7. Peg Lawler (NCSU Technical Communication): Spring 2006
8. Heather Brauman (NCSU Technical Communication): Spring 2006
9. Jeremy Miller (NCSU Technical Communication): Spring 2006

Masters completed as committee member

1. Caroline Funkhouser (NCSU Communication): Spring 2020
2. Michelle Hunzaker (NCSU Communication): Spring 2016
3. Melissa Church (NCSU Design): Spring 2010
4. Jean Wang (NCSU Communication): Spring 2010

faculty

2020-present: Dr. Noura Howell (NCSU Dept. of Communication)

2017-present: Dr. Yang Cheng (NCSU Dept. of Communication)

2016-2018: Dr. Chris Ingraham (NCSU Dept. of Communication)

Professional
Service

conferences
and symposia
organization

2019: International Scientific Advisory Board,

International Symposium, "Should Robots be our Friends?", Boston University.

2018: Lead organizer. *Hybrid Play. 2018 CRDM Research Symposium.* NC State University, Raleigh, NC, March 26-27.

2012: Lead organizer. *ICA Mobile Communication preconference. Mobile communication, community and locative media: From the everyday to the revolutionary.* Phoenix, AZ. May 23-24.

2014: Organizing committee. *Uneven Mobilities: 5th International Conference of the Pan-American Mobilities Network.* Santiago, Chile. October 13-16, 2014

2012: Lead organizer. *Local and Mobile 2012: Linking mobilities, mobile communication and locative media. The 3rd CRDM Research Symposium and the 3rd joint international conference of the Cosmobilities Network and the Pan-American Mobilities Network.* NC State University, Raleigh, NC, March 16-18.

2011: Lead organizer. *Net-cultures: Mobility and Location in Social Networks. Research Symposium of the Centre for Network Culture.* IT University of Copenhagen. Copenhagen, Denmark. April 29.

2011: Organizing committee. *Mobilities in Motion* conference. Center for Mobilities Research, Drexel University. Philadelphia, March 21-23, 2011.

editorial board
memberships

2020-present: Review of Communication.

2014-present: Journal of Computer Games and Communication.

2011-present: Mobile Media & Communication.

2012-present: Mobilities.

2015-2016: Journal of Social Media Studies.

2011-2016: Simulation & Gaming.

ad-hoc reviewer

Academic Journals

- Communication Theory (2010)
- Communication, Culture and Critique (2013)
- Communication and Critical, Cultural Studies (2010)
- Convergence: The International Journal of Research into New Media Technologies (2013, 2015, 2018)
- Critical Studies in Media Communication (2006, 2007, 2008, 2009, 2012, 2014, 2016, 2017)
- IEEE Technology and Society Magazine
- Information Technologies & International Development (2011, 2015, 2017)
- International Journal of Communication (2010, 2014, 2015, 2016, 2017)
- International Journal of Cultural Studies (2013)
- Media and Communication (2018)
- New Media and Society (2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2019)
- The Social Science Journal (2018)
- Southern Communication Journal (2009)
- Space and Culture (2015)
- Surveillance & Society (2013, 2014, 2015)
- The Information Society (2011)

Research Foundations

- National Science Foundation (USA) (2013, 2014, 2015, 2018, 2019)

- National Science Centre (Poland) (2014)
- University of Macau Research Committee (China) (2014, 2015)
- Dutch Research Council (2017)

Professional Societies

- Association of Internet Researchers (AoIR) (2014-present)
- International Communication Association (ICA) (2018)
- Pan-American Mobilities Network (2012, 2013, 2014, 2015, 2016)

Academic Publishers

- MIT Press (2009, 2010, 2011, 2016, 2018)
- Routledge (2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2018, 2019)
- Oxford University Press (2013, 2014, 2015, 2016, 2018)

NC State
Service

University

2019-present: Advisor, Brazilian Student Association (BRASA).

2017: Building Future Faculty program organizer at the Dept. of Communication.

2016: Panelist in Office of Faculty Development Workshop, “Responding to Reviewers,” organized by Marcia Gumpertz.

2011-2014: Hunt Library, Technology Development Advisory Board.

2005-2016: Digital Games Research Center (DGRC) faculty member.

College

2020-present: Reappointment Promotion and Tenure Committee.

2017-2019: University Faculty Scholars Committee.

2018: CRDM Research Symposium “Hybrid Play” main organizer.

2014-2017: Director, Communication Rhetoric and Digital Media (CRDM) Ph.D. Program at NCSU.

2015, 2017: Thesis and Dissertation Awards Committee.

2016: Search Committee, Program Associate for CRDM /MALS Programs.

2016: Alumni Distinguished Graduate Professor Award Committee.

2011-2013: Associate Director, Communication Rhetoric and Digital Media (CRDM) Ph.D. Program at NCSU.

2007-2010: CHASS International Program Committee.

2006-2007/2010: Communication Rhetoric and Digital Media (CRDM) Ph.D. Program committee.

Department

2006-present: Director, Mobile Gaming Research Lab (MGRL).

2019-2020: Search Committee Chair, Critical Making & Media Production Assistant/Associate Professor Position.

2014-2017: Awards Committee Chair.

2008-2009, 2018-present: Media Concentration Coordinator.

2013-present: Scheduling Committee.

2008, 2017-present: Undergraduate Committee.

2007-2009, 2011-2017: MS program in Communication Committee.

2014-2017: Annual Faculty Evaluation Committee.

2011-2012: Search Committee Chair
Digital Media Assistant Professor Position.

2008: Curriculum committee.

Languages

Portuguese (native language)

English (fluent reading, writing, and speaking)

German (good reading, writing and speaking abilities)

French (good reading ability)

Spanish (good reading and listening comprehension ability)