

Emma Reay

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Interdisciplinary researcher and dedicated educator whose work is located at the nexus of digital game design, new media, childhood studies, and education research.

Personal Details

Name: Emma Reay
Date of Birth: 19/07/1991
Nationality: British
Sex: Female

Education

2017 - Present Ph.D. in Education – ‘The Child in Games’
University of Cambridge
2015 - 2016 MPhil in Children’s Literature (Distinction, 91)
University of Cambridge
2012-2013 MA in English Literature
University of Oxford
2009-2012 BA Hons in English Literature
University of Oxford

Awards

2023 AHRC IAA (£10,000)
2017 – 2022 Arts and Humanities Research Council (Full Scholarship & Stipend)
Digital Humanities Fellowship (9-months Scholarship & Stipend, £11,500)
AHRC Colloquium Fund (£2,000)
University Diversity Fund (£1,000)
British Association for American Studies (£1,000)
Jean Rudduck Memorial Bursary
Vice Chancellors Award
Pigott Award
2016 Jacqueline Wilson Award (£1,000)
Graduate Tutors Prize for Distinction (Fitzwilliam College)

Publications

Forthcoming:

1. Reay, E. (2024) ‘The Child in Games’, *Palgrave MacMillan*
2. Reay, E. (2023) ‘The-Kid-in-the-Fridge’, *Journal of Games Criticism*
3. Reay, E. (2023) ‘Stones in our Pockets: Grief in Mobile Games’, *Games and Culture*
4. Reay, E. (2023) ‘Playfulness in Mobile Apps for Mental Health’, *Simulation and Games*

Published:

1. Reay, E. (2022) 'Immateriality and Immortality: Digital Toys in Games', chapter in edited anthology *Playful Materialities*, Bielefeld
2. Reay, E. (2022) 'Skins in the Game: Fashion Brands and Videogames', chapter in edited anthology *Reinventing Fashion Retailing*, Springer
3. Reay, E. (2021) 'The Silent Child in *Little Nightmares* and *INSIDE*' chapter in edited anthology *Silence and Silencing in Children's Literature*, Makadam
4. Reay, E. (2021) 'Cute, Cuddly, and Completely Crushable: Toys as Avatars in Games', *Journal of Gaming and Virtual Worlds*, 13:2
5. Reay, E. (2021) 'The Child in Games: Representations of Children in Contemporary Video Games', *Game Studies*, 21:1
6. Reay, E. (2020) 'Empathy Puzzles: Resolving Intergenerational Conflict in Young Adult Video Games', *International Journal of Young Adult Literature*
7. Reay, E. (2020) 'Who Thinks Beating a Child is Entertainment?': Ideological Constructions of the Child in *Detroit: Become Human* DiGRA Conference Proceedings
8. Reay, E. (2020) 'Secrets, Stealth, and Survival: The Silent Child in Video Games', *Barnböken*
9. Reay, E. (2020) 'Hands Up! Close Reading of the Book and Interview with Breanna J. McDaniel', *Bookbird*
10. Reay, E. (2019) 'Kideogames: Reimagining the Fringe of Literary Studies as the Forefront' in *Games and Culture*
11. Reay, E. (2018) 'Appraising the Poetic Power of Children's Videogames' in *International Research Society for Children's Literature*

Employment

2022 – 2023	Senior Lecturer in Emerging Media Winchester School of Art <i>University of Southampton</i>
2022	Research Fellow ATTUNE Mobile Games for Mental Health <i>Falmouth University</i>
2022	Lecturer in Youth Culture and Digital Media Studies Undergraduate Course in Media and Communication <i>Anglia Ruskin University</i>
2021 - 2022	Research Assistant RA for 'A Good Death' project in Faculty of English <i>University of Cambridge</i>

2021 - Present **Game Design Consultant**

Narrative Consultant for Forthcoming Project
Ninja Theory, Cambridge

Game Design Lead for 'Crewel Work' feature film
Unquiet Skull, London

Lead Narrative Consultant for 'Paradise Hacked' television series
Treehouse Digital, Bournemouth

2020 Design Consultant and Developer for 'Sustainable Futures Academy'
University of Berlin x University of Cambridge

2019 Narrative Designer and Research Lead for 'Cenotaph: Voices of WWI'
Table Flip Games, Cambridge

2019 - 2020 **Associate Lecturer in 'Critical Approaches to Video Games'**
Undergraduate course in Media Studies
Anglia Ruskin University

Associate Lecturer in 'Children's Literature Studies'
Undergraduate course and Masters Course
Anglia Ruskin University

2017 - 2021 Supervisor for 'Poetics, Aesthetics, and Criticism'
Undergraduate course, Faculty of Education
University of Cambridge

Supervisor for 'Research Design in Education'
Undergraduate course, Faculty of Education
University of Cambridge

Supervisor for 'Play, Imagination, and Creativities'
Undergraduate course, Faculty of Education
University of Cambridge

Supervisor for 8 Undergraduate Dissertations in Game Studies
Undergraduate course, Faculty of English
University of Cambridge

Guest Lecturer for 'Critical Approaches to Children's Literature'
Masters course, Faculty of Education

University of Cambridge

Guest Lecturer for 'Beyond the Book'
Undergraduate course, Faculty of Education
University of Cambridge

Guest Lecturer for 'Games Studies' (2 lectures, 2 seminars / term)
Undergraduate course, Film and Media Studies
Anglia Ruskin University

2015 - 2017 Teacher, Key Stage 2-5,
Literacy, Numeracy, Arts & Humanities, Physical Education
Enjoy Education, London

2012 - 2014 Overseas Supervisor, Tutor, and Mentor
Higher Ground Education, Utah

Committees and Industry Collectives

2022 – Present Video Game Ambassador with UKIE

2022 – Present UKIE Education Group Member

2020 – Present Board Member of REIYL (Researchers Exploring Inclusive Youth Literature -
www.reiyl.com)

2020 – Present **Co-founder of STARYL (Striving Towards Antiracist Research in Youth Literature – www.staryl.org)**

2020 – Present **DiGRA Diversity Working Group (member)**

2020 – Present Writers Guild of Great Britain (member)

2020 – Present Research Associate at Cambridge Digital Humanities Centre

2020 – Present **Women in Games (member)**

2020 – 2021 Welfare Officer, Faculty of Education

2019 – 2020 Research Committee Representative, Faculty of Education

2018 - 2019 Astrid Lindgren Memorial Award Committee
MCR Entertainment Officer for Homerton College

Volunteering

2021 – 2022	Co-founder and host of ‘Press Pause’, a weekly live podcast about Game Studies and Game Design
2020 – 2022	Lead Organiser of STARYL’s open research seminars
2018 – 2019	Designed, delivered, and assessed an 8-week course for KS4 ‘Introduction to Critical Game Studies’, Tutor <i>The Brilliant Club</i> , Peterborough & Impington

Selected Talks

2021	Invited Speaker for <i>Zones of Connection</i> , ‘Cardboard Stories: Mechanics as Metaphors in Board Games’
2021	<i>ChLA</i> , ‘How are children represented in video games?’
2021	<i>CGSA</i> , ‘What is the silent child in video games trying to say?’
2021	<i>Let’s Talk About Sex in YA</i> , University of Cambridge, ‘Playing with Yourself: Sexuality and Consent in Single Player Narrative Games’
2019	Invited Speaker for CamBrain Network Public Lectures, <i>Gaming the Brain</i>
2019	Invited Speaker for <i>The British Library</i> , ‘Game Rats: Off the Page’
2019	Invited Speaker for Critical Approaches to Children’s Literature, ‘Digital Children’s Media’
2019	Invited Speaker for <i>Cambridge Game Devs</i> , ‘You have to be kidding me...The Child in Games’
2019	<i>Being Human in YA</i> , University of Roehampton, ‘Empathy Puzzles in YA Video Games’
2019	<i>In Pursuit of Sound</i> , University of Cambridge, ‘Wordless Video Games’
2019	<i>IRSCL Croatia</i> , ‘Gaming at the Margins’
2019	<i>IRSCL Sweden</i> , ‘That Was Close! Silence as Survival’
2018	<i>ICFA</i> , ‘Trolley Problems and Digital Children’

Additional Skills

Proficient in Twine, Ink, Bitsy, RPG Maker, GameMaker, Love2D

Basic familiarity with Unity and Ren'Py

Experience creating and running courses via Blackboard, Panopto, MS Teams, Canvas, Moodle