

# Elizabeth Watanabe

Phone # | email | LinkedIn/Website

## Research Interests

Digital Cultures  
Social Media Studies  
Feminist Methodologies and Ethics  
New Media Narratives

## Teaching Interests

Digital Communications Theory  
Feminist Methodologies  
Digital Cultures and Activism  
Game Studies

## Summary of Qualifications

- 5+ years research experience exploring the intersections between new media and literature, as proven by dissertation, publications, and comprehensive exams
- Strong interdisciplinary publication and presentation record in the fields of new media and autobiography as proven by publication in X
- Awarded for scholarly excellence, such as the SSHRC Joseph-Armand Bombardier CGS Doctoral award for dissertation research
- Developed various research methodologies involving python, C++, web scraping, Arduino, HTML, CSS, and blog software through Research Creation Projects
- Committed to interdepartmental collaborations and public scholarship, as shown by professional activity, teaching, and graduate academic service

## Educational Background

**Doctor of Philosophy, English** 20XX – 20XX  
University of Waterloo, Waterloo, ON  
Dissertation: “[Title]”  
Supervisor: Dr. Who

**Master’s of Communication and Culture** 20XX-20XX  
York University, Toronto, ON  
Major Research Project: “[Title]”  
Supervisor: Dr. Watts

**Bachelor of Communication Studies (Honours)** 20XX-20XX  
McMaster University, Hamilton, ON  
Supervisor: Dr. Strange

## Research Experience

**Research Assistant** | University of Waterloo

Aug 20XX– April 20XX

Supervisor: Dr. Xavier

- Developed feminist methods and practices for researching social media and published our findings in X journal
- Organized panel that addresses unethical and problematic practices within the field of Big Data
- Collected....

**Doctoral Researcher** | University Of Waterloo

Sept 20XX – Sept 20XX

- What + how + why
- What + how + why
- What + how + why

**Research Assistant** | McMaster University

20XX-20XX

Supervisor: Dr. Watts

- What + how + why
- What + how + why

**Research Assistant** | York

20XX

Supervisor: Dr. Strange

- What + how + why
- What + how + why

**Master's Researcher** | York

- What + how + why
- What + how + why

## Publications

### Articles in Refereed Journals [Choose a consistent citation format]

1. **MLA:** Watanabe, Elizabeth. "Article Title." *Journal Title*, vol. 38, no. 2, 2015, pp. 155–80, doi:
2. **APA:** Watanabe, E. (2015). Article Title. *Journal Title*, 38(2), 155–180. <https://doi.org/>
3. **CHICAGO:** Watanabe, Elizabeth. "Article Title." *Journal Title* 38, no. 2 (2015): 155–80. <https://doi.org/>

### Manuscripts Under Review [Choose a consistent citation format]

1. Most recent article submitted
2. Second most recent article submitted etc.

### Selected Reviews [Choose a consistent citation format]

1. Most recent review
2. Second most recent review

## Research Creation

Experimental Art Group. "Mobile Relationships." Contemporary Art Form Kitchener and Area (CAFKA). Kitchener. June 2018. URL:

- Designed the participatory art installation with group members to have participants reflect on their relationships to their mobile devices
- Co-hosted the majority of the installation, receiving participants and taking them through the required steps of the installation
- Co-ran the 3D scanning and printing of participants' mobile devices

Watanabe, Elizabeth and Steven Byers. "Chance." *XDM Exhibition*. Critical Media Lab. University of Waterloo. April 2018.

- What + how + why
- What + how + why

Watanabe, Elizabeth and Steven Byers. "Gram." *XDM Exhibition*. Critical Media Lab. University of Waterloo. May 2017.

- What + how + why
- What + how + why

Watanabe, Elizabeth. "My life, my blog: an experiment." *url*. May – September, 20XX.

- What + how + why
- What + how + why

Watanabe, Elizabeth and Steven Byers. "Radio Autobiographies." *XDM Exhibition*. Critical Media Lab. University of Waterloo. May 20XX. URL:

- What + how + why
- What + how + why

## Presentations

1. Watanabe, Elizabeth. "Title." *Name of Conference*. Toronto (ON). Canada. November 20XX.
2. Watanabe, Elizabeth. "Title." *Name of Conference*. Toronto (ON). Canada. June 20XX.
3. Watanabe, Elizabeth. "Title." *Name of Conference*. Toronto (ON). Canada. May 20XX.
4. Williams, Alicia and **Elizabeth Watanabe**. "Title]." *Name of Conference*. Toronto (ON). Canada. July 20XX.

## Panels Organized

Williams, Alicia and **Elizabeth Watanabe** . "[Title]." *Name of Conference*. Pittsburgh (PA). US. July 20XX.

Watanabe, Elizabeth. "[Title]." *Name of Conference*. Camden (NJ). US. April 20XX.

## Teaching Experience

### Independent Instruction

#### **Digital Lives**

(Fall 20XX, 20XX, 20XX; Winter 20XX)

University of Waterloo, ON

- Designed syllabus to offer an examination of how digital communication technologies create and promote online identities and social spaces
- Modelled lessons and scaffolded assignments to build core competency in the fields of rhetoric and medium-specific analysis
- Integrated experiential learning into instruction, group work, and assignments to elicit authentic self-reflection in regards to media consumption and online presence
- Encouraged students to creatively investigate and communicate the historical and cultural contexts of media and media use through presentations and assignments
- Offered students to participate in local campus or city events related to the class, such as Kitchener's Night\Shift placehacking festival

#### **The Super Hero**

(Winter 20XX)

University of Waterloo, ON

- Designed...
- Created...
- Developed...
- Provided...

#### **Introduction to Academic Writing**

(Winter 20XX; Fall 20XX; Fall 20XX)

University of Waterloo, ON

- Customized...
- Fostered...
- Evaluated...
- Implemented...

### Teaching Assistant

#### **Professional Communication Skills**

(Winter 20XX)

- What + how + why
- What + how + why

#### **Introduction to Academic Writing**

(Winter 20XX, online ; Fall 20XX)

University of Waterloo, ON

- What + how + why
- What + how + why

#### **Communications in Math and Computer Science**

(Fall 20XX)

University of Waterloo, ON

- What + how + why
- What + how + why

## Forms, Themes, and Approaches

(Sept. 2011 – April 2012; Sept. 2012 – April 2013)

Brock University, ON

- What + how + why
- What + how + why

## Professional Activity

**Exec Member**, Company | Waterloo, ON

20XX-20XX

- Planned, organized, and ran community-oriented digital art projects in downtown Kitchener with fellow exec members and the Lab Director
- Collaborated on designing and making weekly workshops and talks around the topics of thinking critically about media and maker culture

**Book Reviews Editor**, *Company* | University of Waterloo

20XX-20XX

- Established communications with prominent academic publishers in order to receive advance copies of books that reflected publication's interests
- What + How + Why
- What + How + Why

**Associate Editor of Commentaries**, *Company* | University of Waterloo

20XX-20XX

- What + how + why
- What + how + why

## Academic Service

Vice President for Student Associate of Graduates in English (SAGE)

20XX – 20XX

Internal Communications Officer for SAGE

20XX – 20XX

Graduate Student Association Representative for SAGE

20XX – 20XX

## Professional Development

"Workshop title." *DH@Guelph Summer Workshops*. University of Guelph, Ontario. May 20XX.

"Fundamentals of University Teaching." *Centre for Teaching in Excellence*. University of Waterloo, Ontario. Completed May 20XX.

"Workshop Title." *DH@Guelph Summer Workshops*. University of Guelph, Ontario. May 20XX.

"Workshop Title." *Digital Humanities Summer Institute*. University of Victoria, British Columbia. June 20XX.

## Selected Awards

SSHRC Joseph-Armand Bombardier CGS - Doctoral Award (\$105,000) University of Waterloo	20XX-20XX
President's Graduate Scholarship (\$10,000 per anum) University of Waterloo	20XX
DHSI Tuition Scholarship (\$800) University of Victoria	20XX
English Graduate Senate Award (\$500) University of Waterloo	20XX

## Professional Affiliations

ACCUTE  
MSA  
CGSA

## Technical Skills

**Programming Languages:** Python, C++, Arduino

**Creative Software:** Unity, Godot, Twine

**Web Development and Platforms:** Wordpress, GitHub, HTML5, CSS

**Graphic Design:** Adobe Photoshop