

Marina Fontolan, Ph.D.

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Web Curriculum/Portfolio: <https://marinafontolan.com/>

EDUCATION

University of Campinas - Unicamp

Ph.D. in Science and Technology Policy, 2020

M.A. in Cultural History, 2015 (M.A. program)

Bachelor and Teaching License in History, 2011

ACADEMIC APPOINTMENTS

University of Texas, Austin (2023 –)

Visiting Assistant Professor, Moody College of Communication, Department of Radio-Television-Film

University of Campinas - Unicamp (2022-2023)

Postdoc Researcher and Volunteer Lecturer, Department of Science and Technology Policy

Freie Universität (2022)

International Fellow, Osteuropa Institut

Robert Morris University (2022)

International Visiting Scholar - Rooney Scholar Award

University of Campinas - Unicamp (2020-2022)

Volunteer Researcher and Volunteer Lecturer, Department of Science and Technology Policy

Rensselaer Polytechnic Institute (2018-2019)

International Visiting Student Scholar, Department of Science and Technology Studies

Stanford University (2013)

International Visiting Student Scholar, Department of Archaeology

PUBLICATIONS

Articles Accepted to be Published

Buzzeli, A.; Buxton, G.; **Fontolan, M.**; Gagnon, A. “Get Behind the Wheel: Esports and Physics Misconceptions”. *The Physics Teacher*.

Published Special Issue

Repair and Maintenance in Video Games. Co-edited with Alexander Mirowski and Logan Donner Brown. *ROMChip: A Journal of Game Histories*, 5(1) July 2023. <https://romchip.org/index.php/romchip-journal/issue/view/11>

Peer-Reviewed Journal Articles

Faria, L.; **Fontolan, M.**; Pinheiro, D. A. “Discussões sobre Expertise e o Papel do Expert em decisões: contribuições de Dorothy Nelkin and Helga Nowotny” (English title:

- “Discussions on Expertise and Expert’s role in Decision-Making: contributions from Dorothy Nelkin and Helga Nowotny”). *Revista Temáticas*, 30 (60), 2022. <https://econtents.bc.unicamp.br/inpec/index.php/tematicas/article/view/16201/12895>
- Fontolan, M.**; Malazita, J. W.; Costa, J. P. “Language, Identity, and Games: discussing the role of players in videogame localization”. *Game Studies the international journal of computer game research*, 22 (3), 2022. https://gamestudies.org/2203/articles/fontolan_malazita_dacosta
- Fontolan, M.** “Fus Ro Dah! Skyrim 10th Anniversary Edition, Subtitles, and Digital Humanities”. *E-Tramas*, v.11, pp. 19–36, 2022. <http://e-tramas.fi.mdp.edu.ar/index.php/e-tramas/article/view/96>
- De March, N.; **Fontolan, M.**; Gitahy, L.; Peron, A. E. R. “Redes, pânico e a “Bruxa do Guarujá” (English title: “Networks, Moral Panic, and the “Guarujá’s Witch”). *Observatório de Imprensa*, edition number 1171, 2022. <https://www.observatoriodaimprensa.com.br/desinformacao/redes-panico-e-a-bruxa-do-guaruja/>
- Fontolan, M.** “Why always male bodies? 2.0 revisiting underwater archaeology”. *Revista Arqueologia Pública*, v. 16, n. 1, p. 269–284, 2021. <https://doi.org/10.20396/rap.v16i1.8662106>
- Fontolan, M.**; Costa, J. P.; Monteiro, M. S.; Velho, L. M. S. ““Rockstar e controvérsias sobre violência nos videogames” (English title: “Rockstar and video game violence controversies”). *Revista UNINTER de Comunicação*, v. 8, n. 15, pp. 3-17, 2020. <https://doi.org/10.21882/ruc.v8i15.842>
- Fontolan, M.** “Pensando o Mediterrâneo Antigo nos Videogames: Discursos, Representações e Narrativas” (English title: “Ancient Mediterranean in Video Games: discourses, representations, and narratives”). *NEARCO Revista Eletrônica de Antiguidade*, v. VIII, p. 208-222, 2015. <http://www.neauerj.com/Nearco/arquivos/numero16/11.pdf>
- Fontolan, M.** “História Antiga e seus Pesquisadores nos Videogames: Uma Leitura” (English title: “Ancient History and its Researchers in Video Games: a reading”). *NEARCO Revista Eletrônica de Antiguidade*, v. VII, p. 80-89, 2014. <http://www.neauerj.com/Nearco/arquivos/numero14/5.pdf>
- Fontolan, M.** “Arqueologia Subaquática, Arqueologia Pública e o Brasil” (English title: “Underwater Archaeology, Public Archaeology, and Brazil”). *Revista de Arqueologia Pública*, v. 6, p. 30-38, 2012. <https://doi.org/10.20396/rap.v6i1.8635732>
- Fontolan, M.** “A Arqueologia Subaquática sob uma Perspectiva Teórica” (English title: “Underwater Archaeology in a Theoretical Approach”). *Cadernos de Clio*, v. 2, p. 99-123, 2011. <https://doi.org/10.20396/rap.v6i1.8635732>
- Fontolan, M.** “Archaeology under water: the role of George Fletcher Bass”. *Antiquity*, v. 084, 2010. <http://www.antiquity.ac.uk/projgall/fontolan324/>

Fontolan, M. “Uma Entrevista com George Fletcher Bass” (English title: “An Interview with George Fletcher Bass”). *Vestígios Revista Latino-Americana de Arqueologia Histórica*, v. 4, p. 93-110, 2010. <http://dx.doi.org/10.5380/cli.v2i1.40500>

Other Journal Articles

Fontolan, M. “Why Always Male Bodies? Gender and Underwater Archaeology”. *História E-História*, v. 1, 2013.

Fontolan, M. “A Representação de Embarcações em Vasos Áticos” (English title: “Ship Representations in Greek Vases”). *História E-História*, v. 1, 2010.

Fontolan, M. “Arqueologia Subaquática, Caça ao Tesouro e publicações: Um Estudo de Caso do Journal of Field Archaeology” (English title: “Underwater Archaeology, Treasure Hunting, and Publications: a Journal of Field Archaeology case study”). *História E-História*, v. 1, 2009.

Fontolan, M. “O Lago Nemi e a Identidade Fascista” (English title: “Lake Nemi and Fascist Identity”). *História E-História*, v. 1, 2008.

Book Chapters

Fontolan, M.; Machado, D.; Gitahy, L.; Tessler, L. “From Chloroquine to the Covid Kit: disinformation as a government’s strategy and propaganda”. In: Pôrto Jr, F. G. R.; Alves, M. A. B. (Org.) *Transformation and challenges in the 21st century: work, disinformation, educational technologies, and Covid-19*. Palmas, TO: Editora EdUFT, 2021.

Fontolan, M.; Menezes, V. H. S. “LAP with schools: actions and research in Public Archaeology”. In: Funari, P. P. A.; Campos, J. B.; Campos, M. H. S. C. (Org.) *Public Archaeology and Heritage: current issues*. 1ed.Criciúma: UNESCO, 2015, p. 273-311.

Book and Seminar Reviews

Fontolan, M. “Seminar Review: I Online Internacional Seminar: Experiences in Digital Humanities from the Global South”. *Tapuya: Latin American Science, Technology and Society*, v. 3, 2020. <https://doi.org/10.1080/25729861.2020.1795495>

Fontolan, M. “Book Review: Approaches to Science, Technology, and Society”. *Tapuya: Latin American Science, Technology and Society*, v. 3, 2020. <https://doi.org/10.1080/25729861.2020.1843871>

Published Papers in Conference Proceedings

Fontolan, M. “Dinâmicas Colaborativas e Co-Produção do Conhecimento nos Serious Games - Uma revisão de literatura” (English title: “Collaborative Dynamics and Knowledge Co-Production in Serious Games: a literature review”). *Anais do IX Simpósio Nacional de Ciência, Tecnologia e Sociedade - Esocite.br*, 2022. p. 713-717.

Fontolan, M.; Costa, J. P.; Malazita, J. W. “Clusters na Indústria de Videogames e as Cidades um estudo de caso sobre o Brasil” (English title: “Video Game Industry

Clustering: a Brazilian case study”). *Anais do III Simpósio Internacional de Geografia do Conhecimento e da Inovação*, 2019.

Fontolan, M.; Velho, L. M. S.; Costa, J. P. “Videogames sob uma perspectiva de Sociologia da Ciência e da Tecnologia” (English title: “Video Games under a perspective of Sociology of Science and Technology”). *Anais do VII Esocite.br/tecsoc 2017*, 2017.

Fontolan, M. “Arqueologia Subaquática e Poder Questões sobre a Ciência Arqueológica” (English title: “Underwater Archaeology and Power: questions on archaeology”). *Anais da I Semana de Arqueologia - Unicamp*, 2013.

Fontolan, M. “Arqueologia Subaquática e Caça ao Tesouro: Um Estudo de Caso” (English title: “Underwater Archaeology and Treasure Hunting: a case study”). *Anais do IV Encontro de Pesquisa em Graduação em História – Unicamp*, 2012.

Fontolan, M. “Arqueologia Subaquática: Um Estudo de caso sobre George Fletcher Bass” (English title: “Underwater Archaeology: a case study about George Fletcher Bass”). *Anais do III Encontro de Pesquisa em Graduação em História – Unicamp*, 2010.

Other Materials: Science Communication Texts

Arnt, A. M.; **Fontolan, M.** “Passaporte Nacional de Imunização e Segurança Sanitária - Faz sentido isso? - Updated” (English title: “National Immunization Passport – does that make sense? – Updated”). *Blogs de Ciência Unicamp, especial Covid-19*, 2021.

Fontolan, M.; Machado, D. “Vacinação e Pandemia de Covid-19: desencontros narrativos” (English title: “Vaccination and Covid-19 pandemic: narrative mismatches”). *Blogs de Ciência da Unicamp Especial Covid-19*, 2021.

Fontolan, M.; Machado, D. “Do movimento antivacina ao Zé Gotinha” (English title: “From the antivaxx movement to Zé Gotinha”). *Blogs de Ciência da Unicamp Especial Covid-19*, 2021.

Arnt, A. M.; Ramos, B.; Carneiro, E. M.; Ferrari, F.; **Fontolan, M.**; Fontes-Dutra, M. “As informações e a responsabilidade dos dados em nossas mãos: o caso das vacinas vencidas” (English title: Information and data responsibility is in our hands: the case of expired vaccines). *Blogs de Ciência da Unicamp Especial Covid-19*, 2021.

Arnt, A. M.; **Fontolan, M.** “Passaporte Nacional de Imunização e Segurança Sanitária - Faz sentido isso?” (English title: “National Immunization Passport – does that make sense?”). *Blogs de Ciência Unicamp, especial Covid-19*, 2021.

Fontolan, M.; Gitahy, L.; Machado, D.; Tessler, L. “Covid-19: Cloroquina e o uso político da desinformação”. *Portal Unicamp*, 2020.

Other Materials: Press and Interviews

Fontolan, M.; Drezza, M. Participation on the Podcast *Elas na Ciência*. Episode #7 Marina Fontolan.

Fontolan, M. “Arqueologia Subaquática, em busca dos mistérios dos sete mares”.
Mistérios da Arqueologia, VP Editora, São Paulo, v. 1, p. 12 - 25.

TEACHING

University of Campinas - Unicamp

Lecturer (Volunteer)

- Course title: Science, Technology and Society
 - Course description: This course aims to introduce the student to the theme of science and technology studies and science and technology policy. It presents the relationship between science, technology and society both in the past and in the present.
 - Undergrad course of the Institute of Geosciences (in-person), Department of Science and Technology Policy
 - Course taught with Postdoc Researcher Ana Maria Nunes Gimenez
 - Course lectured in 15 weeks, with a total of 30hs for 45 students, Mar-Jun 2023

- Course title: Brazilian Political, Economic and Social History
 - Course description: Present and discuss relevant economic, social and political issues in the Brazilian history from sociological and historical approaches, articulating them in order to allow an understanding of the construction of the country and the current moment.
 - Undergrad course of the Institute of Geosciences (online), Department of Science and Technology Policy
 - Course taught with Postdoc Researcher Carla Pimentel Águas
 - Course lectured in 15 weeks, with a total of 30hs for 38 students, Aug-Nov 2021

Teaching Assistant

- Course title: Science, Technology and Society
 - Course description: This course aims to introduce the student to the theme of science and technology studies and science and technology policy. It presents the relationship between science, technology and society both in the past and in the present.
 - Undergrad course of the Institute of Geosciences (in-person), Department of Science and Technology Policy
 - Course lectured in 15 weeks, with a total of 30hs for 46 students, Mar-Jun 2018
 - Supervisor: Assistant Professor Janaina Pamplona da Costa

- Course title: Science, Technology and Society
 - Course description: This course aims to introduce the student to the theme of science and technology studies and science and technology policy. It presents the relationship between science, technology and society both in the past and in the present.
 - Undergrad course of the Institute of Geosciences (in-person), Department of Science and Technology Policy

- Course lectured in 15 weeks, with a total of 30hs for 39 students, Mar-Jun 2017
- Supervisor: Assistant Professor Maria Beatriz Bonacceli
- Course title: Special Topics in History - Introduction to Archaeology
 - Course description: The goal of this course is to introduce students to the most current literature about Archaeology, exploring the discipline's history and current discussions and study themes. This course includes theoretical discussions about research methods in Archaeology.
 - Undergrad course of the Institute of Philosophy and Human Sciences (in-person), Department of History
 - Course lectured in 15 weeks, with a total of 60hs for 19 students, Aug-Nov 2014
 - Supervisor: Professor Pedro Paulo Abreu Funari
- Course title: Ancient History
 - Course description: The goal of this course is to introduce students to the most current literature about Ancient History. The course covers from pre-history to the end of the Roman Empire and students explores different themes and research methods, including material culture.
 - Undergrad course of the Institute of Philosophy and Human Sciences (in-person), Department of History
 - Course lectured in 15 weeks, with a total of 60hs for 42 students, Mar-Jun 2013
 - Supervisor: Professor Pedro Paulo Abreu Funari

Tutor

- Course title: Special Topics in History - Roman Empire under a Post-modern Perspective
 - Course description: This advanced undergrad course that focus on the Roman Empire. It requires students to read the most recent discussions on Ancient Rome studies, focused on material culture and written document analysis.
 - Undergrad course of the Institute of Philosophy and Human Sciences (in-person), Department of History
 - Course lectured in 15 weeks, with a total of 60hs, Aug-Nov 2010
 - Supervisors: Professor Pedro Paulo Abreu Funari and Postdoc Researcher Renato Pinto
- Course title: Special Topics in History - Uses of the Past and History Teaching
 - Course description: This advanced undergrad course provides students with advanced tools to provide an effective history teaching. The course is focused on middle and high school situations to students willing to become history teachers.
 - Undergrad course of the Institute of Philosophy and Human Sciences (in-person), Department of History
 - Course lectured in 15 weeks, with a total of 60hs, Aug-Nov 2010

- Supervisors: Professor Pedro Paulo Abreu Funari and PhD Candidate Raquel Funari
- Course title: Special Topics in History - Material Culture and Written Documents in Ancient Greece's Historical Archaeology
 - Course description: This advanced undergrad course that focus on Ancient Greece's Historical Archaeology. It requires students to read the most recent discussions on Ancient Greece studies, focused on material culture and written document analysis.
 - Undergrad course of the Institute of Philosophy and Human Sciences (in-person), Department of History
 - Course lectured in 15 weeks, with a total of 60hs, Aug-Nov 2009
 - Supervisors: Professor Pedro Paulo Abreu Funari and Postdoc Researcher José Grillo
- Course title: Ancient History
 - Undergrad course of the Institute of Philosophy and Human Sciences (in-person), Department of History
 - Course description: The goal of this course is to introduce students to the most current literature about Ancient History. The course covers from pre-history to the end of the Roman Empire and students explores different themes and research methods, including material culture.
 - Course lectured in 15 weeks, with a total of 60hs, Mar-Jun 2008
 - Supervisors: Professor Pedro Paulo Abreu Funari

Universidade Federal do Tocantins - UFT

Lecturer (volunteer)

- Course title: Public Policy in Science, Technology, and Innovation in Brazil
 - Course description: This course aims at presenting the students with the most current discussions on science, technology, and innovation in Brazil, focusing on the public policy role. This course explores the development and institutionalization of science, the relationship between knowledge production – including its context of Global North dependency – and use, and the relationship between governments, universities, and private companies.
 - Specialization course of the Observatório de Pesquisas Aplicadas ao Jornalismo e ao Ensino (Opaje)
 - Course taught with Lecturer Marco Antonio Baleeiro Alves, Apr-May 2021
 - Condensed course lectured in 4 weeks (online), with a total of 30hs for 270 students

Escola de Idiomas - Atlética Acadêmica XV de Julho

English Teacher

- Course title: TOEFL Preparation Course
 - Course description: The course designed to prepare students to apply for the TOEFL exam. The goal of the course is to present and train students on the four TOEFL's sections (reading, listening, speaking, and writing).
 - Courses of 40hours each, lectured in 13 weeks

- Courses given: Mar-Jun 2020 (online - 5 students); Aug-Nov 2020 (online - 10 students); Mar-Jun 2021 (online - 12 students); Aug-Nov 2021 (online - 11 students); Aug-Nov 2023 (in-person 10 students)
- Course title: English III (Pre-Intermediate)
 - Course description: The goal is to continue student's education of English as a second language. The course's major themes are: comparatives and superlatives, different verb tenses for expressing future intentions, past continuous, and present perfect.
 - Courses of 40hours each, lectured in 13 weeks
 - Courses given: Aug-Nov 2020 (online - 10 students); Mar-Jun 2021 (online - 14 students); Aug-Nov 2021 (online - 16 students)

PRESENTATIONS

Invited Keynotes and Workshops

"Redes e Organização na Ciência: um estudo de caso do projeto Endure".
University of Campinas - Unicamp, June 2023.

The Whirl of Knowledge Polarisation and Cultural Populism in Europe and Beyond
Freie Universität, November 2022
Invited to open the seminar

Allies in Esports: A Discussion of Diversity and Inclusion in Esports and Gaming
Robert Morris University, April 2022
Panelist

"Localization, Games, and Authenticity: Perceptions from Localizers"
Rooney International Visiting Scholar Program
Robert Morris University, March 2022

"Game Studies and Diversity: beyond traditional approaches"
Women's Leadership and Mentorship Program March Coffee Hour Women's History
Month programming
Robert Morris University, March 2022

"Gaming in Brazil: a History"
Rooney International Visiting Scholar Program
Robert Morris University, February 2022

"Videogame Localization, a historical take on the US and Brazil"
Association for Research in Digital Interactive Narratives (Online), November 2021

"A Volta do Movimento Antivacina"
Fórum Permanente: Os desafios de comunicar ciência em tempos sombrios.
University of Campinas (Online), May 2021

"Dinámicas colaborativas y co-producción del conocimiento en América Latina: El caso de los serious games" (English title: Dynamic collaborations and knowledge co-production in Latin America: the serious games case")

Seminário do Instituto de Estudios en Ciencia, Tecnología, Cultura y Desarrollo
Río Negro National University (Online), March 2021

“Video Game Localization and STS: Theoretical Approaches”
Colloquium/Brownbag Series Science and Technology Studies Department.
Rensselaer Polytechnic Institute, March 2019

“Arqueologia Subaquática e Gênero em Imagens: uma Leitura”
Federal University of Pelotas, June 2014

“Arqueologia: fonte histórica e usos na sala de aula”
Workshop taught
Public Archaeology Lab, University of Campinas, May 2014

“Arqueologia Subaquática, Imagens e Gênero: Possíveis Relações”
Sextas da Arqueologia lecture series
Public Archaeology Lab, University of Campinas, March 2014

Conference Papers and Panels

Locating Media Industries: Cities, Spaces, Places – London, 2023.

Accepted paper: “Video Game Industry and Clusters in Brazil”

Co-author: Janaina Pamplona da Costa

Society for Cinema and Media Studies – Denver, 2023

Accepted Paper: “Debates on Video game Localization and Authenticity”

Co-authors: Janaina Pamplona da Costa and James Wilson Malazita

Science Fiction and Fantasy Gaming Conference – online, 2023

Paper: “Hacking, fun, and videogames: representing hacking on games”

4S/ESOCITE Meeting – hybrid conference (Cholula and Online), 2023.

Paper: “An introduction on collaborative dynamics and knowledge co-production in Serious Games”

Co-author: Luciano Guillermo Levin

Panel and chair: “Repair and Maintenance of Media Technologies: A Hybrid Approach”

Co-organizers: Alexander John Daniel Mirowski and Logan Donner Brown

Panel and chair: “Knowledge production and Cultural Media: Reconfiguring STS”

Co-organizer: Luciano Guillermo Levin

Chinese Digital Games Research Association Conference – online, 2022

Paper: “Localization Practices, Video Games, and Authenticities”

Co-authors: Janaina Pamplona da Costa and James Wilson Malazita

VIII REACT (Reunião de Antropologia da Ciência e da Tecnologia) – online, 2021

Paper: “Jogos digitais e trabalho digital: construindo novos mundos sem custos” (English title: “Digital Games and Digital Work: building new worlds with no costs”)

Co-authors: Daniela Albini Pinheiro and Manuela Rocha

IX Simpósio Nacional de Ciência, Tecnologia e Sociedade (ESOCITE.BR) – online, 2021

Paper: “Dinâmicas Colaborativas e co-produção do conhecimento nos Serious Games: uma revisão de literatura” (English title: “Serious Games’ Collaborative Dynamics and Knowledge Co-Production: a literature review)

Panel and Chair: “Ciência, Tecnologia e Autoritarismos”

Co-organizer: Alcides Eduardo dos Reis Perón

4S Annual Meeting – online, 2021

Paper: “Histories of Game Localization Practices”

Co-authors: Janaina Pamplona da Costa, James Wilson Malazita, and Léa Maria Leme Velho

Paper: “Repairing Media Technologies: Toward a Hybrid Methodology”

Co-authors: Alexander John Daniel Mirowski and Logan Donner Brown

Panel and Chair: “Practices and Methods of Repair and Maintenance of Cultural Media”

Co-organizers: Alexander John Daniel Mirowski and Logan Donner Brown

STGlobal 2021 Virtual Conference – online, 2021

Paper: “Building Communities in Games: Romhacking, Modding, and Videogame Localization”

2021 Annual Meeting of the American Association of Geographers – online, 2021

Paper: “Digital Games and Digital Labor: building new worlds, no costs involved”

Co-authors: Daniela Albini Pinheiro and Manuela Rocha

Trust in Expertise in a Changing Media Landscape – online, 2021

Paper: “COVID-19, (Hydroxy)chloroquine, Expertise and the Political Uses of Disinformation in Brazil”

Co-authors: Dayane Machado, Leda Gitahy, and Leandro R. Tessler

III Simpósio de Geografia do Conhecimento e da Inovação – University of Campinas, 2019

Paper: “Clusters na Indústria de Videogames e as Cidades um estudo de caso sobre o Brasil” (English title: “Videogame Industry’s Clusters and Cities: a Brazilian case study”)

Co-authors: Janaina Pamplona da Costa and James Wilson Malazita

4S Annual Meeting – New Orleans, 2019

Paper: “STS Theoretical Approaches and Video Game Localization: Innovating ideas”

Co-authors: Janaina Pamplona da Costa and James Wilson Malazita

4º Encontro de Grupos de Pesquisa em Ciência, Tecnologia e Sociedade da UNICAMP – University of Campinas, 2017

Paper: “Dublagem Localizada e Indústria Brasileira de Videogames” (English title: “Localized Dubbing and the Brazilian Video Game Industry”)

Co-authors: Janaina Pamplona da Costa and Léa Maria Leme Velho

VII Simpósio Nacional de Ciência, Tecnologia e Sociedade /VII ESOCITE.BR – Universidade de Brasília, 2017

Paper: “Videogames sob uma perspectiva de Sociologia da Ciência e da Tecnologia” (English title: “Video Games in a Sociology of Science and Technology Perspective”)

Co-authors: Janaina Pamplona da Costa and Léa Maria Leme Velho

XIII Jornada de História Antiga – Universidade Estadual do Rio de Janeiro, 2016
Paper: “Jogos Antigos e Atuais: Ritos e Poder nos Videogames sobre a Antiguidade” (English title: “Ancient and Current Games: rites and power in video games about antiquity”)

XII Jornada de História Antiga – Universidade Estadual do Rio de Janeiro, 2015
Paper: “Pensando o Mediterrâneo Antigo nos Videogames: Discursos, Representações e Narrativas” (English title: “Thinking about the Ancient Mediterranean in Video Games: discourses, representations, and narratives”)

XXV Ciclo de Debates em História Antiga – Universidade Federal do Rio de Janeiro, 2015
Paper: “Cidades Antigas nos Videogames: uma leitura” (English title: “Ancient Cities in Video Games: a reading”)

VIII Encontro Nacional do GTHA – Universidade Federal do Rio Grande do Norte, 2014
Paper: “História Antiga e Videogames: Identidades e Apropriações” (English title: “Ancient History and Video Games: identities and appropriations”)

XI Jornada de História Antiga – Universidade Estadual do Rio de Janeiro, 2014
Paper: “História Antiga e seus Pesquisadores nos Videogames: Uma Leitura” (English title: “Ancient History and its Researchers in Video Games: a reading”)

I Semana de Arqueologia – University of Campinas, 2013
Paper: “Arqueologia Subaquática e Poder: questões sobre a ciência arqueológica”

XVII Congresso da SAB – Universidade Federal de Sergipe, 2013
Paper: “Arqueologia Subaquática e Divulgação Científica”
Poster: “Diálogos Patrimoniais, um novo projeto do LAP”

IV Encontro de Pesquisa em Graduação em História – University of Campinas, 2012
Paper: “Arqueologia Subaquática e Caça ao Tesouro: Um Estudo de Caso”

VI Reunión de Teoría Arqueológica de América del Sur – Pontificia Universidade Católica de Goiás, 2012
Paper: “Imagens da Arqueologia Subaquática: Discursos sobre a Caça ao Tesouro”

XI Colóquio do CPA/ II Semana de Estudos Clássicos do CEC – University of Campinas, 2011
Paper: “Diálogos: Cultura Material, Fontes Escritas e as Representações de Embarcações em Vasos Áticos dos séculos VI e V a.C.”

XIV Congresso SAB/XVI Congress UISPP – Universidade Federal de Santa Catarina, 2011
Paper: “Underwater Archaeology and Treasure Hunting: A Case Study”

XIX Congresso Interno de Iniciação Científica da Unicamp – University of Campinas, 2011
Poster: “Arqueologia Subaquática: Um Estudo de Caso Sobre George Fletcher Bass”

Arqueologia, Cultura Material e Patrimônio – Universidade Federal de Alfenas, 2010
Paper: “História e Ciência: A Trajetória da Arqueologia Subaquática”

III Encontro de Graduação em História – University of Campinas, 2010
Paper: “Arqueologia Subaquática: Um Estudo de Caso sobre George Fletcher Bass”

XVIII Congresso Interno de Iniciação Científica da UNICAMP – University of Campinas, 2010
Poster: “Arqueologia Subaquática: Um Estudo de Caso sobre George Fletcher Bass”

The Thirty First Annual Conference Of The Theoretical Archaeological Group – Durham University, 2009
Poster: “Underwater Archaeology As A Theoretical Endeavour: A Case Study Of George Fletcher Bass”

X Colóquio do CPA – University of Campinas, 2009
Paper: “O Lago Nemi e a Identidade Fascista”

XVII Congresso Interno de Iniciação Científica da UNICAMP CPA – University of Campinas, 2009
Poster: “Arqueologia Subaquática: Um Estudo De Caso Sobre George Fletcher Bass”

Invited Talks in Classes

“Ecossistemas de Desinformação”. Lectured at the course: Ciência, Tecnologia e Movimentos Sociais with Giselle Soares and Nicole de March. Institute of Geosciences, University of Campinas - Unicamp, 2022.

“Videogames, Players, and Localization”. Lectured at the course: Intro to Game Studies. LaRoche University, 2022.

“Localization and Identity at Play: the role of players in localization efforts according to localizers”. Lectured at the course: Game Design, Prototyping, and Production. Carnegie Mellon University, 2022.

“Videogame Industry Clusters: A case study about Brazil”. Lectured at the course: Business Model Innovation Lab. Robert Morris University, 2022.

“Brazilian Modern Art History, an introduction”. Lectured at the course: Survey Of Art History I. Robert Morris University, 2022.

“Disinformation and COVID-19 in Brazil”. Lectured at the honors course: Year 2020: A Moment in Time: Intersections of Race, Class, and Gender. Robert Morris University, 2022.

“Covid-19 in Brazil and the Political Uses of Disinformation”. Lectured at the course: Communication Seminar. Robert Morris University, 2022.

“Language, Identity, and Games”. Lectured at the course: Interactive Media, Culture, and the Future. Robert Morris University, 2022.

“Narrative Branching in Videogames”. Lectured at the course: Interactive Animation. Robert Morris University, 2022.

“On Games, History, Society, and Values”. Lectured at the course: World Civilizations II. Robert Morris University, 2022.

“A Tale of 2 Games: society, values, and ideologies”. Lectured at the course: 4D Studio. Robert Morris University, 2022.

“Video Game Localization: Studying Methods”. Lectured at the course: History and Culture of Games. Rensselaer Polytechnic Institute, 2019.

“From Piracy to Game Development: the video game industry in Brazil”. Lectured at the course: History and Culture of Games. Rensselaer Polytechnic Institute, 2018.

“Percepções de Harry Potter no cinema: o filme Harry Potter e o Prisioneiro de Azkaban (2004)” (English title: Harry Potter perceptions in the movies: Harry Potter and the Prisoner of Azkaban (2004)). Lectured at the course: Harry Potter: História, Cultura e Relações de Gênero nos livros e nos filmes. Course given at the Programa UniversIDADE, University of Campinas, 2017.

“A History of Underwater Archaeology”. Lectured at the course: Sailing the Wine-Dark Sea Maritime Archaeology of the Ancient Mediterranean. Stanford University, Palo Alto-CA, 2013.

Conference Organization

IV Simpósio de Geografia do Conhecimento e da Inovação

Online Symposium, November 10th to 12th 2021

III Simpósio de Geografia do Conhecimento e da Inovação

Universidade Estadual de Campinas, November 6th to 8th 2019

I Seminário Internacional do LIPAC: Patrimônios, Construções Participativas e Multivocais

Universidade Estadual de Campinas, 2015

Short-term course entitled Values-Based Heritage Approach For Sustainable Development

Course lectured by Neil Silberman and Angela Labrador (University of Massachusetts – Amherst).

Universidade Estadual de Campinas, September 29th to October 10th, 2014

I Semana de Arqueologia - "Arqueologia e Poder"

Universidade Estadual de Campinas, 2013

XII Colóquio do CPA e III Semana de Estudos Clássicos do IEL

Universidade Estadual de Campinas, 2013

XI Colóquio do CPA/II Semana de Estudos Clássicos do CEC

Universidade Estadual de Campinas, 2011

GRANTS, FELLOWSHIPS, AND AWARDS

Fundação de Amparo à Pesquisa do Estado de São Paulo (FAPESP)

2022 - present	Postdoc Research Grant
2015 - 2016	Technical Training Grant
2013 - 2013	Scholar In-Training Research Grant to Study Abroad
2012 - 2015	M.A. Grant
2009 - 2010	Undergrad Research Grant
2007 - 2008	Technical Training Grant

Berlin Center for Global Engagement

2022	Fellowship – Flexible Travel Funds to foster cooperation and research on, in, and with the ‘Global South’
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Robert Morris University

2022	Rooney Scholar Award, with Visiting International fellowship
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Consejo Nacional de Investigaciones Científicas y Técnicas (Conicet)

2021-2023	Postdoc Research Grant (Cancelled due to Covid-19 pandemic)
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Coordenação de Aperfeiçoamento de Pessoal de Nível Superior (CAPES)

2019 – 2020	PhD Grant
2018 – 2019	Scholar In-Training Research Grant to Study Abroad
2016 – 2018	PhD Grant

The Strong Museum of Play

2018	Fellowship for Archival Research
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The National Science Foundation (NSF)

2016	Associate researcher in the project “Conhecimento Social e Prontidão para o Zika” (Grant given to Assistant Professor André Sica). Research Project done in partnership between Unicamp and Louisiana State University
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Conselho Nacional de Desenvolvimento Científico e Tecnológico (CNPq)

2008 - 2009 Undergrad Research Grant

SERVICE

University

- 2020- Volunteer researcher: Technology and Social Transformations Lab (Laboratório de Tecnologias e Transformações Sociais - LABTTS), at the Department of Science and Technology Policy (DPCT), Unicamp
- 2018- Volunteer researcher: Public Policy, Geography of Innovation, and Governance Research Lab (Laboratório de Pesquisas em Políticas Públicas, Geografia da Inovação e Governança – Lab GOING), at the Faculdade de Ciências Aplicadas (FCA), Unicamp
- 2020-2022 Social Media Manager for Grupo InfoVid (dedicated to science disclosure and counter disinformation on Covid-19)
- 2011-2014 Producer of the show ‘Dialog Without Borders’ (Diálogo Sem Fronteira), at the RTV Unicamp
- 2009-2014 Volunteer researcher: Public Archaeology Lab Paulo Duarte (Public Archaeology Lab Paulo Duarte – LAP), at the Núcleo de Estudos e Pesquisas Ambientais (Nepam), Unicamp

Journal Editorial Boards and Organization Leadership Positions

Book Review Editor, *Tapuya: Latin American Science, Technology and Society* (2019—)

Ad Hoc project evaluator, Fundação de Amparo à Pesquisa do Estado de São Paulo (2023—)

Co-Chair, Society for Cinema and Media Studies (SCMS), Precarious Labor Organization (2023—)

Peer Reviewer

Provided endorsements for:

- Revista de Arqueologia Pública: 1 paper

Committees

- M.A. Qualification Exam (surrogate): Pedro Neres, 2023
- Ph.D. Defense: Manuela de Carvalho Rodrigues, 2022
- Ph.D. Qualification Exam: Manuela de Carvalho Rodrigues, 2021

LANGUAGES

Portuguese: Native; English: Fluent; Spanish: Advanced; French: Intermediate

OTHER SKILLS

Project writing and application; project management; in-person and online classes; paper and special issue editing; Office package; Adobe Illustrator and Photoshop; NVivo; Vantage Point; Moodle and Google Classroom;