

# Michael Gilbert

## Curriculum Vitae

Doctoral Candidate

School of Communication

The Ohio State University

[Gilbert.611@osu.edu](mailto:Gilbert.611@osu.edu); 313-682-4594

## Education

---

### Ph. D. Communication

**Expected 2022**

*The Ohio State University*

*Columbus, OH*

Committee: Dr. Jesse Fox, Dr. Teresa Lynch, & Dr. Emily Moyer-Gusé

### M.A. Communication

**2021**

*The Ohio State University*

Committee: Dr. Teresa Lynch, Dr. Jesse Fox, Dr. Emily Moyer-Gusé, & Dr. Jason Coronel

### B.S. Psychology

**2015**

University of Michigan

Ann Arbor, MI

Mentor: Dr. L. Monique Ward

## Research Interests

Intragroup and intergroup processes

Intergroup contact and mediated intergroup contact

Engagement with media characters, identification, parasocial interaction

Video games, immersive virtual environments (virtual reality), & avatars.

Online trash talk, flaming, & harassment

## Academic Papers

---

**Gilbert, M. A.**, Ward, L. M., & Giaccardi, S. (2018). Contributions of game genre and masculinity ideologies to associations between video game play and men's risk-taking behavior. *Media Psychology*, 3, 437-456.

<https://doi.org/10.1080/15213269.2018.1450153>

Fox, J., **Gilbert, M.**, & Tang, W. Y. (2018). Player experiences in a massively multiplayer online game: A diary study of performance, motivation, and social interaction. *New Media & Society*, 20, 4056-4073. <https://doi.org/10.1177/1461444818767102>

Bond, R. M., Shulman, H. C., & **Gilbert, M.** (2018). Does having a political discussion help or hurt intergroup perceptions? Drawing guidance from social identity theory and the

contact hypothesis. *International Journal of Communication*, 12, 4332-4352.  
<https://doi.org/1932-8036/20180005>

## Papers Under Review

---

**Gilbert, M.**, Lynch, T., Burrridge, S., & Archipley, A. (under review) *Manuscript under blind review at Information, Communication, & Society*.

Lynch, T., Matthews, N. L., **Gilbert, M.**, Jones, S., & Freiburger, N. (revise and resubmit) *Manuscript under blind review at Frontiers in Psychology*.

## Academic Presentations

---

Lynch, T. Burrridge, S. & **Gilbert, M.** (2021, May) *Agentic Objects: Perceptions of Powerful, Sexualized Female Video Game Characters*. Paper presented at the 71<sup>st</sup> meeting of ICA, Virtual Conference.

**Gilbert, M.**, Lynch, T. Burrridge, S. Archipley, L. & Merrill, K. (2020, May) *Muscles and Might? A Content Analysis of Male Formidability in 45 Years of Video Games*. Paper presented at the 70<sup>th</sup> meeting of ICA, Melbourne, Australia.

**Gilbert, M.**, Lynch, T. & Matthews, N. L. (2020, May). *A Part of Us? Using Video Games to Observe Identification with Characters Longitudinally*. Paper presented at the 70<sup>th</sup> meeting of ICA, Melbourne, Australia.

**Gilbert, M.**, Burrridge, S., Tompkins, J., & Lynch, T. (2019, May) *Does ambivalent sexism emerge in the design of female video game characters?* Paper presented at the 69<sup>th</sup> meeting of ICA, Washington D.C.

Burrridge, S., **Gilbert, M.**, & Fox, J. (2019, May) *Rethinking Content Analysis in Games*. Paper presented at the Games + Communication Ante-Conference, Washington D.C.

**Gilbert, M.**, Fox, J., & Tang, W.Y. (2018, May) *Player experiences in a massively multiplayer online game: A diary study of performance, motivation, and social interaction*. Paper presented at the 68<sup>th</sup> meeting of ICA, Prague, Czech Republic.

Ward, L.M. & **Gilbert M.** (2017, May). *Music's portrayals of femininity and young women's beliefs about gender*. Paper presented at the 67<sup>th</sup> meeting of ICA, San Diego, CA.

**Gilbert, M. A.,** Ward, L.M., & Giaccardi, S. (2016, November). *Video game use, objectification, and rape myth acceptance*. Paper presented at the meeting of SSSS, Phoenix, AZ, 2016.

## Encyclopedia Contributions

---

**Gilbert, M.** & Bushman, B. (2017) The frustration-aggression hypothesis. In Zeigler-Hill, V. & Shackelford, T. (Eds.) *Encyclopedia of Personality and Individual Differences*. New York, NY: Springer.

## Teaching Appointments

---

COMM 2367: Persuasive Communication (Online) SU 21

*Instructor*

Required writing course

Teach students about attitudes, beliefs, behaviors, core communication theories, and rhetoric. Also focused on teaching students how to publicly speak and write persuasively.

COMM 3513: Video Games & the Individual SP 20

*Instructor of record*

Specialty Course

Teach students about how video games influence players, how video games differ from other entertainment media, and how these differences lead to unique outcomes.

COMM 2367: Persuasive Communication (In-Person; x2) AU 19

*Instructor*

Required writing course

Teach students about attitudes, beliefs, behaviors, core communication theories, and rhetoric. Also focused on teaching students how to publicly speak and write persuasively.

COMM 4445: Stereotypes in Media SP 21

*Teaching Assistant*

Advanced undergraduate course

Responsible for maintaining the class website, grading papers, grading discussion board posts, and grading exams.

COMM 3513: Video Games & the Individual SP 19, AU 20

*Teaching Assistant*

Specialty Course

Responsible for maintaining the class website, grading papers, grading discussion board posts, and grading exams.

COMM 3333: Crisis Communication

SP 17

*Teaching Assistant*

Advanced undergraduate course

Responsible for grading exams, taking attendance, and asking students questions during their public crisis speeches.

COMM 1100: Communication in Society

AU 16

*Teaching Assistant*

Introductory course

Responsible for grading all papers (1 paper/week), grading exams, helping students with questions on coursework, and writing quiz questions for lecture.

## Campus Talks

---

**Gilbert, M.** (2020, October). *Game bodies and objectification*. Lecture presented at The Ohio State University in COMM 3513, Columbus, OH.

**Gilbert, M.** (2019, March). *Playing with the enemy... but who's the enemy? Social interaction in online games*. Lecture presented at The Ohio State University in COMM 3513, Columbus, OH.

**Gilbert, M.** (2019, February) *Representations in Games*. Lecture presented at The Ohio State University in COMM 3513, Columbus, OH.

**Gilbert, M.** (2019, April). *Avatars, Users, & Technology*. Lecture presented at The Ohio State University in COMM 2540, Columbus, OH.

**Gilbert, M.** (2018, January) *Gaming: Culture and Consequences*. Talk presented at The Ohio State University in COMM 7890: Colloquium Series

## Service

---

### Elected/Appointed Positions

President, Graduate Student Organization

Sept. 2020 – Present

Lab Manager, Chronos Lab

May 2019 – Present

Social Chair, Graduate Student Organization

Sept. 2019 - Sept. 2020

Social Chair, Graduate Student Organization

Sept. 2018 - Sept. 2019

## Reviews

Reviewer at *New Media & Society*

Reviewer at *Psychology of Women Quarterly*

Reviewer at *International Communication Association*, Game studies division

## **Relevant Professional Experience**

---

Lab Manager for L. Monique Ward *2015 – 2016*

Responsible for managing all study's subject pools, coordinating RAs, scheduling lab time, assisting with any research-relevant task (e.g., compiling references), and transcribing qualitative interviews

## **Professional Memberships**

---

International Communication Association *2016 – Present*

ICA Games Studies Division *2017 – Present*