

# Jesse Fox

Associate Professor, School of Communication  
Associated Faculty, Department of Women's, Gender, & Sexuality Studies  
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## Appointments

2017-present Associate Professor, School of Communication, The Ohio State University  
2019 Visiting Professor, Dept. of Communication Science, Vrije Universiteit  
2010-2017 Assistant Professor, School of Communication, The Ohio State University

## Education

Doctor of Philosophy (Communication), Stanford University, Stanford, CA, June 2010  
Master of Arts (Communication), Stanford University, Stanford, CA, December 2009  
Master of Arts (Communication), University of Arizona, Tucson, AZ, August 2006  
Bachelor of Arts (Communication), University of Kentucky, Lexington, KY, May 2000  
Bachelor of Arts (English), University of Kentucky, Lexington, KY, May 2000

## Research Interests

Representations of sex, gender, and sexuality in media and their effects  
Social media use and its effects on relationships, social interaction, and well-being  
Immersive virtual environments (virtual reality), video games, avatars, and agents  
Online harassment, hostility, marginalization, and intergroup communication  
Science communication (e.g., health, environmental) using communication technologies

## Peer-Reviewed Publications

Gambino, A., Fox, J., & Ratan, R. (in press). Building a stronger CASA: Extending the computers are social actors paradigm after three decades of change. *Human-Machine Communication*.

Fox, J., McKnight, J., Sun, Y., Maung, D., & Crawfis, R. (2020). Using a virtual environment to communicate risk and minimize psychological distance regarding environmental pollution. *Telematics & Informatics*, 46, article 101320. doi:

10.1016/j.tele.2019.101320

Fox, J., & Holt, L. F. (2018). Fear of isolation and perceived affordances: The spiral of silence on social networking sites regarding police discrimination. *Mass Communication & Society, 21*, 533-554. doi: 10.1080/15205436.2018.1442480

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. doi: 10.1177/1461444818767102

Frampton, J. R., & Fox, J. (2018). Social media's role in romantic partners' retroactive jealousy: Social comparison, uncertainty, and information seeking. *Social Media & Society, 4*(3), 1-12. doi: 10.1177/2056305118800317

Nowak, K. L., & Fox, J. (2018). Avatars and computer-mediated communication: A review of the definitions, uses, and effects of digital representations. *Review of Communication Research, 6*, 30-53. doi: 10.12840/issn.2255-4165.2018.06.01.015

Fox, J., & Tang, W. Y. (2017). Women's experiences with harassment in online video games: Rumination, organizational responsiveness, withdrawal, and coping strategies. *New Media & Society, 19*, 1290-1307. doi: 10.1177/1461444816635778

Fox, J., & McEwan, B. (2017). Distinguishing technologies for social interaction: The Perceived Social Affordances of Communication Channels Scale. *Communication Monographs, 84*, 298-318. doi: 10.1080/03637751.2017.1332418

Hanus, M. D., & Fox, J. (2017). Source customization reduces psychological reactance to a persuasive message via user control and identity perceptions. *Journal of Interactive Advertising, 17*, 1-12. doi: 10.1080/15252019.2017.1287023

Cruz, C., Hanus, M. D., & Fox, J. (2017). The need to achieve: Players' uses perceptions and uses of extrinsic meta-game reward systems for video game consoles. *Computers in*

- Human Behavior*, 71, 516-524. doi: 10.1016/j.chb.2015.08.017
- Fox, J., & Vendemia, M. A. (2016). Selective self-presentation and social comparison through photographs on social networking sites. *CyberPsychology, Behavior, & Social Networking*, 19, 593-600. doi: 10.1089/cyber.2016.0248
- Fox, J., & Ralston, R. A. (2016). Queer identity online: Informal learning and teaching experiences of LGBTQ individuals on social media. *Computers in Human Behavior*, 65, 635-642. doi: 10.1016/j.chb.2016.06.009
- Tang, W. Y., & Fox, J. (2016). Men's harassment behavior in online video games: Personality traits and game factors. *Aggressive Behavior*, 42, 513-521. doi: 10.1002/ab.21646
- Song, W., & Fox, J.\* (2016). Playing for love in a romantic video game: Avatar identification, parasocial interaction, and motivations for use predict Chinese women's romantic beliefs. *Mass Communication & Society*, 19, 197-215. \*Authors contributed equally to this manuscript. doi: 10.1080/15205436.2015.1077972
- Fox, J., & Potocki, B. (2016). Lifetime video game consumption, interpersonal aggression, hostile sexism, and rape myth acceptance: A cultivation perspective. *Journal of Interpersonal Violence*, 31, 1912-1931. doi: 10.1177/0886260515570747
- Christy, K. R., & Fox, J. (2016). Transportability and presence as predictors of avatar identification within narrative video games. *CyberPsychology, Behavior, & Social Networking*, 19, 283-287. doi: 10.1089/cyber.2015.0474
- Fox, J., & Tokunaga, R. S. (2015). Romantic partner monitoring after breakups: Attachment, dependence, distress, and post-dissolution surveillance on social networking sites. *CyberPsychology, Behavior, & Social Networking*, 18, 491-498. doi: 10.1089/cyber.2015.0123
- Hanus, M. D., & Fox, J. (2015). Persuasive avatars: The effects of customizing a virtual

- salesperson's appearance on brand liking and purchase intentions. *International Journal of Human-Computer Studies*, 84, 33-40. doi: 10.1016/j.ijhcs.2015.07.004
- Nowak, K. L., Fox, J., & Ranjit, Y. (2015). Inferences about avatars: Sexism, appropriateness, anthropomorphism, and the objectification of female virtual representations. *Journal of Computer-Mediated Communication*, 20, 554-569. doi: 10.1111/jcc4.12130
- Ahn, S. J., Fox, J., Dale, K. R., & Avant, J. A. (2015). Framing virtual experiences: Effects on environmental efficacy and behavior over time. *Communication Research*, 42, 839-863. doi: 10.1177/0093650214534973
- Fox, J., Cruz, C., & Lee, J. Y. (2015). Perpetuating online sexism offline: Anonymity, interactivity, and the effects of sexist hashtags on social media. *Computers in Human Behavior*, 52, 436-442. doi: 10.1016/j.chb.2015.06.024
- Fox, J., Ralston, R. A., Cooper, C. K., & Jones, K. A. (2015). Sexualized avatars lead to women's self-objectification and acceptance of rape myths. *Psychology of Women Quarterly*, 39, 349-362. doi: 10.1177/0361684314553578
- Fox, J., & Warber, K. M. (2015). Queer identity management and political self-expression on social networking sites: A co-cultural approach to the spiral of silence. *Journal of Communication*, 65, 79-100. doi: 10.1111/jcom.12137
- Fox, J., Ahn, S. J., Janssen, J. H., Yeykelis, L., Segovia, K. Y., & Bailenson, J. N. (2015). Avatars versus agents: A meta-analysis quantifying the effects of agency on social influence. *Human-Computer Interaction*, 30, 401-432. doi: 10.1080/07370024.2014.921494
- Fox, J., & Rooney, M. C. (2015). The Dark Triad and trait self-objectification as predictors of men's use and self-presentation behaviors on social networking sites. *Personality &*

*Individual Differences*, 76, 161-165. doi: 10.1016/j.paid.2014.12.017

Fox, J., & Moreland, J. J. (2015). The dark side of social networking sites: An exploration of the relational and psychological stressors associated with Facebook use and affordances.

*Computers in Human Behavior*, 45, 168-176. doi: 10.1016/j.chb.2014.11.083

Hanus, M. D., & Fox, J. (2015). Assessing the effects of gamification in the classroom: A longitudinal study on intrinsic motivation, social comparison, satisfaction, effort, and academic performance. *Computers & Education*, 80, 152-161. doi:

10.1016/j.compedu.2014.08.019

Fox, J., & Anderegg, C. (2014). Romantic relationship stages and social networking sites: Uncertainty reduction strategies and perceived relational norms on Facebook.

*CyberPsychology, Behavior, & Social Networking*, 17, 685-691. doi:

10.1089/cyber.2014.0232

Anderegg, C., Dale, K. R., & Fox, J. (2014). Media portrayals of romantic relationship maintenance: A content analysis of relational maintenance behaviors on prime time television. *Mass Communication & Society*, 17, 733-753. doi:

10.1080/15205436.2013.846383

Fox, J., & Ahn, S. J. (2014). Recommendations for designing maximally effective and persuasive health agents. *Lecture Notes in Computer Science*, 8637, 178-181. doi:

10.1007/978-3-319-09767-1\_21

Ahn, S. J., Fox, J., & Hahm, J. M. (2014). Using virtual doppelgangers to increase personal relevance of health risk communication. *Lecture Notes in Computer Science*, 8637, 1-12.

doi: 10.1007/978-3-319-09767-1\_1

Christy, K. R., & Fox, J. (2014). Leaderboards in a virtual classroom: A test of stereotype threat and social comparison explanations for women's math performance. *Computers &*

*Education*, 78, 66-77. doi: 10.1016/j.compedu.2014.05.005

Holz Ivory, A., Fox, J., Waddell, T. F., & Ivory, J. D. (2014). Sex-role stereotyping is hard to kill: A field experiment measuring social responses to user characteristics and behavior in an online multiplayer first-person shooter game. *Computers in Human Behavior*, 35, 148-156. doi: 10.1016/j.chb.2014.02.026

Fox, J., & Tang, W. Y. (2014). Sexism in online video games: The role of conformity to masculine norms and social dominance orientation. *Computers in Human Behavior*, 33, 314-320. doi: 10.1016/j.chb.2013.07.014

Vang, M. H., & Fox, J. (2014). Race in virtual environments: Competitive versus cooperative games with black or white avatars. *CyberPsychology, Behavior, & Social Networking*, 17, 235-240. doi: 10.1089/cyber.2013.0289

Fox, J., & Warber, K. M. (2014). Social networking sites in romantic relationships: Attachment, uncertainty, and partner surveillance on Facebook. *CyberPsychology, Behavior, & Social Networking*, 17, 3-7. doi: 10.1089/cyber.2012.0667

Fox, J., Warber, K. M., & Makstaller, D. C. (2013). The role of Facebook in romantic relationship development: An exploration of Knapp's relational stage model. *Journal of Social & Personal Relationships*, 30, 772-795. doi:10.1177/0265407512468370

Fox, J., & Warber, K. M. (2013). Romantic relationship development in the age of Facebook: An exploratory study of emerging adults' perceptions, motives, and behaviors. *CyberPsychology, Behavior, & Social Networking*, 16, 3-7. doi:10.1089/cyber.2012.0288

Fox, J., Bailenson, J. N., & Tricase, L. (2013). The embodiment of sexualized virtual selves: The Proteus effect and experiences of self-objectification via avatars. *Computers in Human Behavior*, 29, 930-938. doi: 10.1016/j.chb.2012.12.027

Fox, J., Bailenson, J. N., & Ricciardi, T. (2012). Physiological responses to virtual selves and

virtual others. *Journal of CyberTherapy & Rehabilitation*, 5(1), 69-73.

Hershfield, H. E., Goldstein, D. G., Sharpe, W. F., Fox, J., Yeykelis, L., Carstensen, L. L., & Bailenson, J. N. (2011). Increasing saving behavior through age-progressed renderings of the future self. *Journal of Marketing Research*, 48, S23-S37. doi:

10.1509/jmkr.48.SPL.S23

Fox, J., & Bailenson, J. N. (2009). Virtual self-modeling: The effects of vicarious reinforcement and identification on exercise behaviors. *Media Psychology*, 12, 1-25. doi:

10.1080/15213260802669474

Fox, J., & Bailenson, J. N. (2009). Virtual virgins and vamps: The effects of exposure to female characters' sexualized appearance and gaze in an immersive virtual environment. *Sex Roles*, 61, 147-157. doi: 10.1007/s11199-009-9599-3

Fox, J., Bailenson, J. N., & Binney, J. (2009). Virtual experiences, physical behaviors: The effect of presence on imitation of an eating avatar. *PRESENCE: Teleoperators & Virtual Environments*, 18, 294-303. doi:10.1162/pres.18.4.294

### **Invited Journal Publications**

Fox, J., Osborn, J. L., & Warber, K. M. (2014). Relational dialectics and social networking sites: The role of Facebook in romantic relationship escalation, maintenance, conflict, and dissolution. *Computers in Human Behavior*, 35, 527-534. doi: 10.1016/j.chb.2014.02.031

Fox, J., & Bailenson, J. N. (2010). The use of doppelgängers to promote health and behavior change. *Cybertherapy & Rehabilitation*, 3(2), 16-17.

Fox, J., Arena, D., & Bailenson, J. N. (2009). Virtual reality: A survival guide for the social scientist. *Journal of Media Psychology*, 21(3), 95-113. doi: 10.1027/1864-1105.21.3.95

### **Book Contributions**

Hartmann, T., & Fox, J. (in press). Entertainment in virtual reality and beyond: The influence of

- embodiment, co-location, and cognitive distancing on users' entertainment experience. In P. Vorderer & C. Klimmt (Eds.), *Oxford handbook of entertainment theory*. Oxford.
- Zhang, G., & Fox, J. (2020). Communicating loneliness on social networking sites: Challenges to emotional disclosure and online support seeking. In N. Egbert & K. Wright (Eds.), *Social support and health in the digital age*. Lexington.
- Fox, J., & McEwan, B. (2020). Social media. In M. B. Oliver, A. Raney, & J. Bryant (Eds.), *Media effects: Advances in theory and research* (4<sup>th</sup> ed., pp. 373-388). New York, NY: Routledge.
- Fox, J., & Martin, J. M. (2019). Relational stage model. In J. J. Ponzetti, Jr., M. Blankemeyer, S. M. Horan, H. Lyons, & A. Shigeto (Eds.), *Macmillan encyclopedia of families, marriages, and intimate relationships* (pp. 705-708). New York, NY: Macmillan.
- Fox, J., Zhang, G., & Frampton, J. (2019). The dark side of social networking sites. In E. Downs (Ed.), *Dark side of media and technology: A 21<sup>st</sup> century guide to technological literacy* (p. 118-129). New York, NY: Peter Lang.
- McEwan, B., Fox, J., & Lindsey, N. J. (in process). Seeking, searching, creeping: Interpersonal electronic surveillance. *Computer-mediated communication in personal relationships* (2<sup>nd</sup> ed.). New York, NY: Peter Lang.
- Ahn, S. J., & Fox, J. (2018). Immersive virtual environments, avatars, and agents for health. In R. Parrott (Ed.), *Oxford encyclopedia of health and risk message design and processing*. New York, NY: Oxford.
- Fox, J. (2017). Boobs and butts: The babes get the gaze. In J. Banks (Ed.), *Avatars, assembled: The social and technical anatomy of digital bodies* (pp. 43-52). New York, NY: Peter Lang.
- Fox, J., & Frampton, J. (2017). Social media stressors in romantic relationships. In N.



- Punyanunt-Carter & J. S. Wrench (Eds.), *Swipe right for love: The impact of social media in modern romantic relationships* (p. 181-196). New York, NY: Lexington Books.
- Fox, J., & Tang, W. Y. (2017). Sexism in video games and the gaming community. In R. Kowert & T. Quandt (Eds.), *New perspectives on the social aspects of digital gaming: Multiplayer 2* (pp. 115-135). New York, NY: Routledge.
- Fox, J., & Anderegg, C. (2016). Turbulence, turmoil, and termination: The dark side of social networking sites for romantic relationships. In E. Gilchrist & S. Long (Eds.), *Contexts for dark side communication* (pp. 269-280). New York, NY: Peter Lang.
- Ahn, S. J., & Fox, J. (2016). Persuasive avatars: Extending the self through new media advertising. In R. E. Brown, V. K. Jones, & M. Wang (Eds.), *The new advertising: Branding, content, and consumer relationships in the data-driven social media era*. Santa Barbara, CA: Praeger.
- Fox, J. (2016). The dark side of social networking sites in romantic relationships. In B. K. Wiederhold, G. Riva, & P. Cipresso (Eds.), *The psychology of social networking: Communication, presence, identity, and relationships in online communities*. Berlin, Germany: DeGruyter Open.
- Fox, J. (2015). Models of relationship development. In C. Berger & M. Roloff (Eds.), *International encyclopedia of interpersonal communication*. Malden, MA: Wiley-Blackwell. doi: 10.1002/9781118540190.wbeic028
- Fox, J., Christy, K. R., & Vang, M. H. (2014). The experience of presence in persuasive virtual environments. In G. Riva, J. Waterworth, & D. Murray (Eds.), *Interacting with presence: HCI and the sense of presence in computer-mediated environments* (pp. 164-178). Berlin, Germany: DeGruyter Open. doi: 10.2478/9783110409697.11
- Fox, J., & Potocki, B. (2014). Technology and culture: Sociocultural explanations for sexting. In

- T. C. Heistand & W. J. Weins (Eds.), *Sexting and youth: A multidisciplinary examination of research, theory, and law* (pp. 95-122). Durham, NC: Carolina Academic Press.
- Fox, J. (2014). Virtual reality environments. In T. L. Thompson (Ed.), *Encyclopedia of health communication* (pp. 1451-1452). Thousand Oaks, CA: Sage.
- Fox, J., & Ahn, S. J. (2013). Avatars: Portraying, exploring, and changing online and offline identities. In R. Luppigini (Ed.), *Handbook of research on technoself: Identity in a technological society* (pp. 255-271). Hershey, PA: IGI Global. doi: 10.4018/978-1-4666-2211-1.ch014
- Fox, J. (2012). Avatar. In M. Kosut & J. G. Golson (Eds.), *Encyclopedia of gender in media*. Thousand Oaks, CA: Sage.
- Fox, J. (2012). Avatars in health communication contexts. In S. M. Noar & N. G. Harrington (Eds.), *eHealth applications: Promising strategies for behavior change* (pp. 96-109). New York, NY: Routledge.
- Ahn, S. J., Fox, J., & Bailenson, J. N. (2011). Avatars. In W. S. Bainbridge (Ed.), *Leadership in science and technology: A reference handbook*. Thousand Oaks, CA: Sage. doi: 10.4135/9781412994231.n79
- Ahn, S. J., Bailenson, J. N., Fox, J., & Jabon, M. (2010). Using automated facial expression analysis for emotion and behavior prediction. In K. Doevelling, C. von Scheve, & E. A. Konijn (Eds.), *The handbook of emotions and the mass media* (pp. 349-369). New York, NY: Routledge.
- Bailenson, J. N., & Fox, J. (2008). Cognitive science. In W. Donsbach (Ed.), *The international encyclopedia of communication* (Vol. 2, pp. 548-551). Malden, MA: Wiley-Blackwell.

### **Conference Presentations**

- Fox, J., & Merrill, K. M., Jr. (2020, May). Extending co-cultural theory: An affordances

perspective on co-cultural communication and responses to discrimination. Extended abstract to be presented at the 70th Annual Conference of the International Communication Association, Gold Coast, Australia.

Fox, J., & Wing, H. (2020, May). Self-disclosure, audience reactions, and the iterative shaping of survivors' accounts of sexual assault. Extended abstract to be presented at the 70th Annual Conference of the International Communication Association, Gold Coast, Australia.

Gambino, A., Fox, J., & Ratan, R. (2020, May). Building a stronger CASA: Extending the computers are social actors paradigm after three decades of change. Paper to be presented at the 70th Annual Conference of the International Communication Association, Gold Coast, Australia.

Vendemia, M. A., & Fox, J. (2020, May). Effects of men's exposure to sexually objectified photos of women on social media. Extended abstract to be presented at the 70th Annual Conference of the International Communication Association, Gold Coast, Australia.

Pearce, K., Fox, J., Vitak, J., (2020, May). Open science and additional concerns when working with marginalized populations. Panel to be presented at the 70th Annual Conference of the International Communication Association, Gold Coast, Australia.

Merrill, K., Jr., & Fox, J. (2020, April). Why do patients deceive their providers? Judgment, punishment, and marginalizing experiences. Abstract to be presented at the 2020 Kentucky Conference on Health Communication, Lexington, KY.

Fox, J., & Vendemia, M. A. (2019, May). Effects of women's exposure to peers' sexually objectified social media posts. Paper to be presented at the 69th Annual Conference of the International Communication Association, Washington, DC.

Coduto, K., & Fox, J. (2018, November). Relationship escalation from dating apps to IRL:

- Affordances, modality switching, and paradoxical beliefs. Paper presented at the 103<sup>rd</sup> Annual Conference of the National Communication Association, Salt Lake City, UT.
- Ahn, S. J., & Fox, J. (2018, May). 'Til (virtual) death do us apart: The impact of virtual near-death experiences on interpersonal interactions. Paper presented at the 68<sup>th</sup> Annual Conference of the International Communication Association, Prague, Czech Republic.
- Fox, J., Gilbert, M., & 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> Annual Conference of the International Communication Association, Prague, Czech Republic.
- Fox, J., McKnight, J., & Sun, Y. (2018, May). Cleaning up the (virtual) environment: Communicating risk and minimizing psychological distance with a serious game. Paper presented at the 68<sup>th</sup> Annual Conference of the International Communication Association, Prague, Czech Republic.
- Anderegg, C. M., Luong, T., & Fox, J. (2017, November). Theoretical and methodological approaches to media content analyses: A case study of romantic movies. Paper presented at the 103<sup>rd</sup> Annual Conference of the National Communication Association, Dallas, TX.
- Fox, J. (2017, November). LGBT identities and social media self-expression: Implications of outness for communication strategies. Paper presented at the 103<sup>rd</sup> Annual Conference of the National Communication Association, Dallas, TX.
- Fox, J., Horan, S., Bodie, G., Booth-Butterfield, M., McEwan, B., & Merolla, A. (2017, November). Our methodological legacy and relevance: Issues and advancements in interpersonal communication research. Panel presented at the 103<sup>rd</sup> Annual Conference of the National Communication Association, Dallas, TX.
- Fox, J., & Wing, H. (2017, November). Effects of positive and negative appearance commentary

- on social media on women's self-objectification, self-esteem, and rumination. Paper presented at the 103<sup>rd</sup> Annual Conference of the National Communication Association, Dallas, TX.
- Fox, J., & Holt, L. F. (2017, May). Fear of isolation and perceived affordances: The spiral of silence on social networking sites. Paper presented at the 67<sup>th</sup> Annual Conference of the International Communication Association, San Diego, CA.
- Pearce, K. E., Rice, R. E., McEwan, B., Fox, J., Sivunen, A., Vitak, J., & Evans, S. K. (2017, May). Debating affordances: Defining and refining the contours of affordance measurement and theory. Panel presented at the 67<sup>th</sup> Annual Conference of the International Communication Association, San Diego, CA.
- Fox, J., & Ralston, R. (2016, November). Learning and teaching via social media: Informal educational experiences of LGBTQ+ individuals online. Paper presented at the 102<sup>nd</sup> Annual Conference of the National Communication Association, Philadelphia, PA.
- Frampton, J. R., & Fox, J. (2016, November). Scrolling through the past: Social media's role in retroactive jealousy. Paper presented at the 102<sup>nd</sup> Annual Conference of the National Communication Association, Philadelphia, PA.
- Hanus, M. D., & Fox, J. (2016, November). Source customization reduces psychological reactance to a persuasive message via user control and identity perceptions. Poster presented at the 102<sup>nd</sup> Annual Conference of the National Communication Association, Philadelphia, PA.
- McEwan, B., & Fox, J. (2016, November). Don't talk to me that way: Perceived appropriateness of multiple channels for relational communication. Paper presented at the 102<sup>nd</sup> Annual Conference of the National Communication Association, Philadelphia, PA.
- Zhang, G., & Fox, J. (2016, November). Understanding loneliness disclosure management on

social networking sites: Context collapse, attachment avoidance, and attachment anxiety as antecedents. Paper presented at the 102<sup>nd</sup> Annual Conference of the National Communication Association, Philadelphia, PA.

Fox, J., & Vendemia, M. A. (2016, June). Selective self-presentation and social comparison differences among women and men via photographs on social networking sites. Paper to be presented at the 66th Annual Conference of the International Communication Association, Fukuoka, Japan.

Fox, J., Vendemia, M. A., Smith, M. A., & Brehm, N. (2015, November). Effects of private and public selfies on women's self-objectification, mood, self-esteem, endorsement of beauty ideals, and social aggression. Paper presented at the 101<sup>st</sup> Annual Conference of the National Communication Association, Las Vegas, NV.

Fox, J., & Lee-Won, J. E. R. (2015, November). The Dark Triad, attachment, self-objectification, and social rewards predict women posting selfies to social networking sites. Paper presented at the 101<sup>st</sup> Annual Conference of the National Communication Association, Las Vegas, NV.

Hanus, M. D., & Fox, J. (2015, November). The consequences of too many choices in online dating: More potential partners leads to less attraction, commitment, and desire to date. Paper presented at the 101<sup>st</sup> Annual Conference of the National Communication Association, Las Vegas, NV.

Hanus, M. D., & Fox, J. (2015, November). Persuasive avatars: The effects of customizing a virtual salesperson's appearance on brand liking and purchase intentions. Paper presented at the 101<sup>st</sup> Annual Conference of the National Communication Association, Las Vegas, NV. *Top Four Paper in Human Communication and Technology Division.*

McEwan, B., & Fox, J. (2015, November). Why communication technologies matter:

Developing a scale to assess the perceived social affordances of communication channels.  
Paper presented at the 101<sup>st</sup> Annual Conference of the National Communication Association, Las Vegas, NV. *Top Paper in Human Communication and Technology Division.*

Potocki, B., & Fox, J. (2015, November). Technology and revenge: The impact of affordances and accessibility on the outcomes of revenge. Paper presented at the 101<sup>st</sup> Annual Conference of the National Communication Association, Las Vegas, NV.

Fox, J., Cruz, C., & Lee, J. Y. (2015, August). Perpetuating online sexism offline: Anonymity, interactivity, and the effects of sexist hashtags on social media. Poster presented at the Annual Conference of the Association for Education in Journalism and Mass Communication, San Francisco, CA.

Fox, J., & Tang, W. Y. (2015, June). Women's experiences with harassment in online video games: Rumination, organizational responsiveness, withdrawal, and coping strategies. Paper presented at the 65<sup>th</sup> Annual Conference of the International Communication Association, San Juan, PR. *Top Paper in Games Division.*

Fox, J., & Tokunaga, R. S. (2015, June). Romantic partner monitoring after breakups: Attachment, dependence, distress, and post-dissolution surveillance on social networking sites. Paper presented at the 65<sup>th</sup> Annual Conference of the International Communication Association, San Juan, PR.

Fox, J., & Anderegg, C. (2014, November). Romantic relationship stages and social networking sites: Uncertainty reduction strategies and perceived norms on Facebook. Paper presented at the 100<sup>th</sup> Annual Conference of the National Communication Association, Chicago, IL.

Ahn, S. J., Fox, J., Shan, Y., & Dale, K. R. (2014, November). When social activism on Facebook backfires: Unintended transgressionary effects of slacktivism with

- environmental social networking sites. Paper presented at the 100<sup>th</sup> Annual Conference of the National Communication Association, Chicago, IL.
- Christy, K. R., & Fox, J. (2014, November). Video games and persuasion: Transportability as a predictor of identification and presence within narrative video games. Paper presented at the 100<sup>th</sup> Annual Conference of the National Communication Association, Chicago, IL.
- Moreland, J. J., & Fox, J. (2014, November). The dark side of social networking sites: A qualitative exploration of the relational and psychological stressors associated with Facebook use and affordances. Paper presented at the 100<sup>th</sup> Annual Conference of the National Communication Association, Chicago, IL.
- Ranjit, Y., Nowak, K. N., & Fox, J. (2014, November). Perceived self-expertise and its influence on source expertise and message clarity in online communication. Poster presented at the 100<sup>th</sup> Annual Conference of the National Communication Association, Chicago, IL.
- Fox, J., & Ahn, S. J. (2014, August). Recommendations for designing maximally effective and persuasive health agents. Poster presented at the 14<sup>th</sup> International Conference on Intelligent Virtual Agents, Boston, MA.
- Ahn, S. J., Fox, J., & Hahm, J. M. (2014, August). Using virtual doppelgangers to increase personal relevance of health risk communication. Paper presented at the 14<sup>th</sup> International Conference on Intelligent Virtual Agents, Boston, MA.
- Cruz, C., Hanus, M. D., & Fox, J. (2014, August). The need to achieve: Players' perceptions and uses of meta-game rewards for video game consoles. Poster presented at the Annual Conference of the Association for Education in Journalism and Mass Communication, Montreal, QC.
- Tang, W. Y., & Fox, J. (2014, August). Predictors of male players' harassment behavior in online video games. Paper presented at the Annual Conference of the Association for



Education in Journalism and Mass Communication, Montreal, QC.

Ahn, S. J., Fox, J., & Park, D. (2014, June). Immersive virtual environments that promote environmental behaviors also encourage indulgent eating via the licensing effect. Paper presented at the 64<sup>th</sup> Annual Conference of the International Communication Association, Seattle, WA. *Top Four Paper in Communication and Technology division.*

Christy, K. R., & Fox, J. (2014, June). Educational gamification in the virtual classroom: The effect of leaderboards on women's math performance. Paper presented at the 64<sup>th</sup> Annual Conference of the International Communication Association, Seattle, WA.

Fox, J., & Warber, K. M. (2014, June). Sexual minorities' identity management on social networking sites: A co-cultural approach to the spiral of silence. Paper presented at the 64<sup>th</sup> Annual Conference of the International Communication Association, Seattle, WA.

Nowak, K. L., Fox, J., & Ranjit, Y. (2014, June). Examining the role of sexism in perceptions of female virtual representations. Paper presented at the 64<sup>th</sup> Annual Conference of the International Communication Association, Seattle, WA.

Fox, J., & Tang, W. Y. (2013, November). Harassment in online video games and predictors of video game sexism. Poster presented at the 99<sup>th</sup> Annual Conference of the National Communication Association, Washington, D.C.

Rooney, M. C., & Fox, J. (2013, November). The influence of competence on support, satisfaction, equity, and investment in friendships. Paper presented at the 99<sup>th</sup> Annual Conference of the National Communication Association, Washington, D.C. *Top Four Paper in Communication Apprehension and Competence division.*

Song, W., & Fox, J. (2013, November). Playing for love in a romantic video game: Avatar identification, parasocial interaction, and motivations for use predict Chinese women's romantic beliefs. Paper presented at the 99<sup>th</sup> Annual Conference of the National

Communication Association, Washington, D.C.

Anderegg, C., & Fox, J. (2013, October). Romantic relationship communication: Expectations and behaviors on social media. Paper presented at the Multi-Level Motivations in Close Relationship Dynamics Conference of the International Association for Relationship Research, Louisville, KY.

Fox, J., Peterson, A., & Warber, K. M. (2013, October). Attachment style, sex, and the use of secret tests via social networking sites in romantic relationships. Paper presented at the Multi-Level Motivations in Close Relationship Dynamics Conference of the International Association for Relationship Research, Louisville, KY.

Fox, J., & Warber, K. M. (2013, October). Social networking sites in romantic relationships: The role of attachment in partner surveillance on Facebook. Paper presented at the Multi-Level Motivations in Close Relationship Dynamics Conference of the International Association for Relationship Research, Louisville, KY.

Waddell, T. F., Fox, J., Ivory, J. D., & Holz Ivory, A. (2013, August). Sex-role stereotyping is hard to kill: A field experiment measuring responses to user characteristics and behavior in an online multiplayer first-person shooter game. Paper presented at the Annual Conference of the Association for Education in Journalism and Mass Communication, Washington, D.C.

Vang, M. H., & Fox, J. (2013, August). Race in virtual environments: Competitive versus cooperative games with black or white avatars. Paper presented at the Annual Conference of the Association for Education in Journalism and Mass Communication, Washington, D.C.

Ahn, S. J., Fox, J., Dale, K., & Avant, A. (2013, June). Framing embodied experiences in virtual environments: Effects on environmental self-efficacy and behavior over time.

Paper presented at the 63<sup>rd</sup> Annual Conference of the International Communication Association, London, UK.

Anderegg, C., Dale, K., & Fox, J. (2013, June). Maintaining you and me: A content analysis of relational maintenance behaviors on primetime television. Paper presented at the 63<sup>rd</sup> Annual Conference of the International Communication Association, London, UK.

Dickinson, T., Hanus, M. D., & Fox, J. (2013, June). You got coffee in my racing game: Brand congruity and reality in video game advertising. Paper presented at the 63<sup>rd</sup> Annual Conference of the International Communication Association, London, UK.

Fox, J., Jones, E. B., & Lookadoo, K. (2013, June). Romantic relationship dissolution on social networking sites: Social support, coping, and rituals on Facebook. Paper presented at the 63<sup>rd</sup> Annual Conference of the International Communication Association, London, UK.

Fox, J., & Ralston, R. (2013, June). Sexualized avatars and women's experiences of self-objectification and identification in a virtual environment. Paper presented at the 63<sup>rd</sup> Annual Conference of the International Communication Association, London, UK.

Osborn, J., Fox, J., & Warber, K. M. (2012, November). Balancing the benefits and drawbacks of social networks: A dialectical analysis of the role of Facebook in romantic relationships. Paper presented at the 98<sup>th</sup> Annual Conference of the National Communication Association, Orlando, FL.

Fox, J., Warber, K. M., & Makstaller, D. C. (2012, May). The role of Facebook in romantic relationship development: An exploration of Knapp's relational stage model. Paper presented at the 62<sup>nd</sup> Annual Conference of the International Communication Association, Phoenix, AZ.

Fox, J., & Bailenson, J. N. (2011, November). Manipulating virtual representations to promote sunscreen use. Paper presented at the 97<sup>th</sup> Annual Conference of the National

Communication Association, New Orleans, LA.

Fox, J., Warber, K. M., & Moreland, J. J. (2011, October). An exploration of the relational health implications of Facebook use on romantic relationships. Paper presented at the Health, Emotion, and Relationship Conference of the International Association for Relationship Research, Tucson, AZ.

Warber, K. M., & Fox, J. (2011, October). Gossip as catharsis: Exploring the use of biological indicators of physiological stress in mate competition. Paper presented at the Health, Emotion, and Relationship Conference of the International Association for Relationship Research, Tucson, AZ.

Fox, J. (2011, June). The impact of exposure to and embodiment of sexualized virtual representations. Paper presented at the 6<sup>th</sup> Annual Conference on Persuasive Technology, Columbus, OH.

Fox, J. (2011, April). Presence in immersive virtual environments. Panel presented at the Telepresence Conference of the International Society for Presence Research, Las Vegas, NV.

Fox, J., Bailenson, J. N., & Tricase, L. (2010, November). Sexualizing the virtual self: The effects of wearing sexualized avatars. Paper presented at the 96<sup>th</sup> Annual Conference of the National Communication Association, San Francisco, CA.

Fox, J., Ahn, S. J., Janssen, J., Yeykelis, L., Segovia, K. Y., & Bailenson, J. N. (2010, November). A meta-analysis quantifying the effects of avatars and agents on social influence. Paper presented at the 96<sup>th</sup> Annual Conference of the National Communication Association, San Francisco, CA.

Fox, J. (2010, March). The effects of sexualized representations in interactive media environments. Paper presented at the 13<sup>th</sup> Biennial Meeting of the Society for Research

on Adolescence, Philadelphia, PA.

Ahn, S. J., Bailenson, J. N., Fox, J., & Jabon, M. (2009, November). Using automated facial expression analysis for emotion and behavior prediction. Poster presented at the 95<sup>th</sup> Annual Conference of the National Communication Association, Chicago, IL. *Top Four Paper in Nonverbal Communication division.*

Fox, J., & Bailenson, J. N. (2009, May). Virtual experiences, physical behaviors: The effect of presence on imitation of an eating avatar. Paper presented at the 59<sup>th</sup> Annual Conference of the International Communication Association, Chicago, IL.

Fox, J., & Bailenson, J. N. (2009, May). Effects of exposure to agents' sexualized appearance and gaze in an immersive virtual environment. Paper presented at the 59<sup>th</sup> Annual Conference of the International Communication Association, Chicago, IL.

Fox, J. (2009, March). Virtual health applications and the role of presence. Paper presented at the Conference for Real Action, Virtual Environments, Barcelona, Spain.

Fox, J. (2009, February). Sex differences in college students' Internet pornography consumption. Paper presented at the 80<sup>th</sup> Annual Conference of the Western States Communication Association, Phoenix, AZ.

Fox, J., & Bailenson, J. N. (2008, May). Virtual exercise in the third person: Identification, physical similarity, and behavioral modeling. Paper presented at the 58<sup>th</sup> Annual Conference of the International Communication Association, Montreal, Quebec, Canada.

Eyal, K., & Fox, J. (2005, April). A relationship between television exposure and young adults' perceptions of sexual behaviors. Paper presented at the 54<sup>th</sup> Annual Conference of the Broadcast Education Association, Las Vegas, NV.

### **Invited Research Talks**

Online Experiences of Marginalized Individuals. *Department of Communication Distinguished*

*Lecture at Virginia Tech University, Blacksburg, VA, October 2019.*

*Online Experiences of Marginalized Individuals. Pockrass Memorial Lecture at Pennsylvania State University, State College, PA, September 2019.*

*A Skeptic's Guide to Virtual Reality Research. Invited talk for the University of Münster Department of Communication, Münster, Germany, May 2019.*

*A Skeptic's Guide to Virtual Reality Research. Invited talk for the Vrije Universiteit Department of Communication, Amsterdam, Netherlands, March 2019.*

*Online Experiences of Marginalized Individuals. Invited talk for the University of California Santa Barbara Department of Communication, Santa Barbara, CA, November 2018.*

*The Dark Side of Social Networking Sites for Romantic Relationships. Invited talk for the Psychology of Media & Technology preconference for the Society of Personality and Social Psychology, Atlanta, GA, March 2018.*

*Issues of Sex, Gender, and Sexual Orientation in Online Settings. Invited talk for Northwestern University Media, Technology, & Society Speaker Series, Evanston, IL, September 2015.*

*Virtual Environments for Prosocial Behavior Change. Invited talk for University of North Carolina School of Journalism & Communication, Chapel Hill, NC, August 2015.*

*The Dark Side of Social Media. Invited talk for The Pennsylvania State University Media Effects Research Lab, College Park, PA, February 2015.*

*The Future of Identity. Invited panelist for the Office of the Director of National Intelligence sponsored by the Institute for the Future, Washington, DC, February 2014.*

*The Promotion and Perpetuation of Sexism in New Media Environments. Invited talk for OSU Mansfield Arts & Lecture series, Mansfield, OH, November 2013.*

*The Case for Robot Exceptionalism. Invited discussant for the Fordham Center on Law & Information Policy, New York, NY, October 2013.*

Sexism and Harassment in Video Games and Virtual Worlds. *Invited talk for Indiana University Department of Telecommunications*, Bloomington, IN, September 2013.

Social Media and Relationship Research. *Invited talk for Ohio University Study of the United States Institute*, Athens, OH, July 2012.

Virtual Selves: Agents (and Avatars) of Attitude and Behavior Change in Health and Other Realms. *Invited talk for Virginia Tech G.A.M.E.R. Lab*, Blacksburg, VA, March 2012.

The Impact of Communication Technologies: How Facebook, Video Games, & the Internet Affect Our Selves and Our Relationships. *Invited talk for Wittenberg University sponsored by The New York Times*, Springfield, OH, September 2011.

Through the Looking Glass: The Effects of Encountering and Embodying Sexualized Avatars. *Invited lecture for Stanford Women's Community Center*, Stanford, CA, April 2010.

The Psychology of Avatars and Virtual Worlds. *Invited lecture for Stanford University Symbolic Systems Forum*, Stanford, CA, January 2010.

Deception in Patient-Provider Communication. *Invited lecture for Stanford Research Experience Program Homecoming*, Stanford, CA, October 2008.

Virtual Self-Models: Health Applications and Beyond. *Invited lecture for Institute for the Future*, San Francisco, CA, November 2008.

### **Pedagogy, Academic Professionalism, and Instructional Research Talks & Workshops**

Academic Networking. *Invited talk for the University of Missouri Department of Communication*, Columbia, MO, November 2018.

Preparing for the Academic Job Market. *Invited talk and workshop for the University of Arizona Department of Communication*, Tucson, AZ, November 2015.

Do This, Not That: Time-Saving Tips and Tricks for Surviving the IRB Process. *Invited talk for OSU School of Communication*, Columbus, OH, October 2015.

Implementing Mixed Methods in Communication Research. *Invited talk for graduate students at University of North Carolina School of Journalism & Communication, Chapel Hill, NC, August 2015.*

Divisive Devices. *Invited talk for Wittenberg University First Year Seminar Retreat, Yellow Springs, OH, December 2014.*

Conducting Sound Survey Research with Online Tools. *Workshop presented with Dr. Katie Warber at the Annual Conference of the Ohio Communication Association, Springfield, OH, October 2010.*

### **Awards**

- 2015 Top Paper Award, Human Communication & Technology Division, National Communication Association (with B. McEwan)
- 2015 Top Four Paper Award, Human Communication & Technology Division, National Communication Association (with M. D. Hanus)
- 2015 Top Paper Award, Games Division, International Communication Association
- 2014 Top Four Paper Award, Communication and Technology Division, International Communication Association
- 2013 Top Four Paper Award, Communication Apprehension and Competence Division, National Communication Association
- 2012 OSU School of Communication Top Faculty Award
- 2009 Top Four Paper Award, Nonverbal Communication Division, National Communication Association
- 2009 Karen Cooper Memorial MENSA Scholarship
- 2006-2007 Department of Communication Fellowship, Stanford University
- 2005-2006 Graduate College Fellowship, University of Arizona
- 2004-2006 Graduate Registration Scholarship, University of Arizona
- 2004 Diana Mossip Memorial MENSA Scholarship
- 1996-2000 Otis A. Singletary Scholarship, University of Kentucky



1996-2000 National Merit Scholarship, University of Kentucky

### **Grants and Research Funding**

Collaborative Research Grant, Ohio State University School of Communication, 2019, \$50,000

National Science Foundation, Advancing Informal STEM Learning (AISL). Virtual Ice Explorer:

Immersively Experiencing Changing Glacial Landscapes (Award #1713537; My role: Co-PI), 2017, \$299,140

Coca-Cola Critical Difference for Women Grant, 2017, \$4,000

National Science Foundation, Advancing Informal STEM Learning (AISL). Enhancing Weather

and Climate Learning with Fluid Earth Viewer (Award #1612741; PI: Jason Cervenc; My role: Consultant), 2016, \$304,688

Mattox Faculty Research Award, Ohio State University School of Communication, 2016, \$10,000

Social & Behavioral Science Small Grant, Ohio State University, 2015, \$2,000

Miller Research Award, Ohio State University School of Communication, 2014, \$14,059

Time Sharing Experiments for the School of Communication (TESoC) Grant, Ohio State University School of Communication, 2014.

International Travel Grant, Ohio State University Social & Behavioral Sciences, 2013, \$1,000.

Coca-Cola Critical Difference for Women Grant, 2012, \$3,400.

### **Teaching Experience**

*Assistant & Associate Professor, The Ohio State University*

#### **Undergraduate Courses**

Communication 240/2540: Introduction to Communication Technology, Fall 2011, Spring 2014

Communication 450/3545: Principles of Human-Computer Interaction, Winter 2011, Fall

2011, Fall 2015, Spring 2016, Fall 2016, Spring 2016, Fall 2017

Communication 513/3513: Video Games and the Individual, Winter 2012, Fall 2012,

Spring 2013, Fall 2013, Spring 2015

Communication 4554: Social Media, Spring 2013

Communication 629: Social Networking Sites, Fall 2010

Communication 654/3554: Social Implications of Communication Technology, Winter

2011, Fall 2013, Spring 2014, Spring 2015, Spring 2016, Fall 2017

### **Graduate Courses**

Communication 7820: Foundations of Interpersonal Communication, Spring 2016

Communication 7850: Communication Technologies, Fall 2012, Fall 2015

Communication 940: Media and Relationships, Winter 2012

Communication 8970: Human-Computer Interaction, Fall 2016

*Teaching Assistant/Section Leader Courses, Stanford University*

Communication 1A: Introduction to Media Technologies, Fall 2007

Communication 166: Virtual People, Spring 2008

*Independent Courses, University of Arizona*

Communication 101: Introduction to Communication, Spring 2005 & Fall 2005

Communication 228: Research Methods and Statistics, Summer 2005

Communication 300: Introduction to Communication Theory, Spring 2006 & Summer

2006

*Teaching Assistant/Section Leader Courses, University of Arizona*

Communication 101: Introduction to Communication, Fall 2004

Communication 119: Public Speaking, Spring 2005

Communication 318: Persuasion, Fall 2005

## **Service**

### **Journals**

Associate Editor, *Journal of Media Psychology* (2016- )

Editorial Board, *Journal of Computer-Mediated Communication* (2017- )

Editorial Board, *Journal of Interactive Advertising* (2019- )

Editorial Board, *Human Communication & Technology* (2019- )

Editorial Board, *Journal of Media Psychology* (2015-2016)

Editorial Board, *Mass Communication & Society* (2013-2017)

Editorial Board, *Sex Roles* (2015-2017)

### **Journal Ad Hoc Reviewing Positions**

*Body Image*

*Communication Methods & Measures*

*Communication Teacher*

*CyberPsychology, Behavior, & Social Networking*

*Emerging Adulthood*

*Games & Culture*

*Games for Health*

*Human Communication Research*

*International Journal of Communication*

*International Journal of Human-Computer Studies*

*Journal of Communication*

*Journal of Computer-Mediated Communication*

*Journal of Health Communication*

*Journal of Human-Computer Interaction*

*Journal of Media Psychology*

*Journal of Nonverbal Behavior*

*Journal of Social & Personal Relationships*

*Mass Communication & Society*

*Media Psychology*

*New Media & Society*

*Personality & Social Psychology Review*

*PLOS ONE*

*PRESENCE: Teleoperators & Virtual Environments*

*Psychology of Women Quarterly*

*Psychological Reports*

*Sex Roles*

### **Conference Service and Reviewing**

- |       |  |
|-------|--|
| 2007- | International Communication Association Conference                               |
| 2007- | National Communication Association Conference                                    |
| 2017  | Program Committee, CyberPsychology, CyberTherapy, & Social Networking Conference |
| 2011  | Persuasive Technologies Conference   |
| 2010  | CHI ACM Conference on Human Factors in Computing Systems                         |
| 2009  | Program Committee, International Symposium on Visual Computing                   |
| 2009  | IEEE Virtual Reality Conference  |

### **Association & Discipline Service**

- |                     |  |
|---------------------|--|
| 2015, 2017,<br>2018 | ICA CAT Doctoral Consortium Faculty Participant  |
| 2015-2016           | Society for the Psychological Study of Social Issues (SPSSI)<br>Committee on Common Rule Revisions |

2015- ICA Games Division Scholar Office Hours Coordinator

2013- ICA Games Division Social Media Coordinator

2013- ICA CAT Division Social Media Coordinator

2013-2014 NCA HCTD Nominating Committee

2013 IARR Mini-Conference Hospitality Coordinator

**University and Department Service**

2019- Co-Chair, School of Communication Search Committee, UX position

2019- Co-Coordinator, OSU School of Communication UX certificate

2019- Liaison for School of Communication, OSU Esports/Game Studies Major

2017- Vice Chair, OSU Social & Behavioral Sciences Institutional Review  
Board

2017- Member, OSU Institutional Review Board Policy Committee

2017-2018 Member, Game Studies Major Curriculum Committee

2016 Member, Game Studies Minor Curriculum Committee

2015-2016 School of Communication Director's Advisory Committee

2015 Organizer, School of Communication Symposium on Communication  
Technology

2014-2018 School of Communication Graduate Student Organization Faculty  
Advisor

2014- Job Market Preparation Summer Workshops for Graduate Students

2013 School of Communication Search Committee

2012- Member, Social & Behavioral Sciences Institutional Review Board

2012-2018 School of Communication Research Committee

2011-2015 College of Arts & Sciences Undergraduate Recruitment

2011-2012 School of Communication Undergraduate Studies Committee

## **Community Service and Public Outreach**

Columbus Science Pub. Public talk & discussion: Trolls, trolls, trolls: Why people are terrible online. December 2018.

Columbus Startup Week. Public talk & discussion: Why gaming needs women. May 2018.

Columbus Startup Week. Moderator: Preparation and careers in the gaming industry. May 2018.

Ohio Game Developers Expo. Panelist to discuss women's issues in the video game industry and community for audience of industry members and general public. October 2015.

Columbus Science Pub. Public talk & discussion: Predictors and consequences of selfies. August 2015.

Social media service learning course. Course design matches students with local nonprofit partners to assist with their social media presence. Students worked with organizations including Goodwill Columbus, Rwandan Women In Action, Community Research Partners, and Concord Counseling Services. Spring 2013.

Applications of Avatars and Virtual Environments for Education. Invited talk for Hilliard City Public Schools, Hilliard, OH, February 2012.

## **Graduate Student Advisees**

Burridge, Sean. (Ph.D.)

Coduto, Katy. (Ph.D.)

Gilbert, Michael. (Ph.D.)

Merrill, Kelly. (Ph.D.)

## **Former Graduate Student Advisees**

- Anderegg, Courtney. (Ph.D., 2017). Dissertation: *The role of interpersonal experiences and media use on perceptions of romantic relationship stages: Cognitive representations of dating, cohabitation, and marriage cultural models.*
- Christy, Katheryn. (Ph.D., 2016). Dissertation: *Investigating the use of interactive narratives for changing health beliefs: A test of the model of interactive narrative effects.*
- Dickinson, Ted. (M.A., 2012). Thesis: *An inefficient choice: An empirical test of media richness and electronic propinquity.*
- Frampton, Jessica. (Ph.D., 2019) Dissertation: *Rethinking jealousy experience and expression: Clarification of the nature of threat and identification of retroactive jealousy responses.*
- Hanus, Michael. (Ph.D., 2016). Dissertation: *The impact of source and message customization on reactance to a persuasive message: A revised model of interactive media effects.*
- Monroy, José. (M.A., 2016). Thesis: *Affecting racial bias via perspective-taking in a virtual environment.*
- Potocki, Bridget. (M.A., 2012; Ph.D., 2016). Thesis: *Preventing sexual assault: Applying the theory of motivated information management.* Dissertation: *Exploring STI screening intentions and behaviors in developing relationships: Integrating the theory of planned behavior and the investment model of commitment processes.*
- Rooney, Margaret. (Ph.D., 2015). Dissertation: *An actor-partner interdependence model of relationship turbulence and channel selection in cross-sex friendships.*
- Vang, Mao. (M.A., 2012; Ph.D., 2016). Thesis: *The effect of avatar behaviors in health interventions: Examining immediacy and communicator reward value through expectancy violations theory in virtual environments.* Dissertation: *Death and identity threats: An investigation of terror management and social identity processes in online*

*news.*

Zhang, Guanjin. (Ph.D., 2019). Dissertation: *Loneliness disclosures on social networking sites.*

### **Graduate Student Thesis & Dissertation Committee Membership**

Anderegg, Courtney Matisko. (M.A., 2013)

Cruz, Carlos. (Ph.D., 2015)

D'Angelo, Jonathan. (M.A., 2011)

Dickinson, Ted. (Ph.D., 2016)

Dillon, Kelly. (Ph.D., 2016)

Hanus, Michael. (M.A., 2012)

Hollonquest, Jetney. (M.A., 2014)

Jeong, Min Seon. (Ph.D., expected 2020)

Jones, Elizabeth. (Ph.D., 2014)

Jones, Kaitlyn. (M.A., 2013)

Lookadoo, Kathryn. (M.A., 2012)

Morr, Lindsey. (M.A., 2018)

Rader, Kara. (Ph.D., expected 2020)

Song, Wen. (Ph.D., 2015)

Sungur, Hande. (Ph.D., 2019; Vrije Universiteit)

Tang, Wai Yen. (Ph.D., 2016)

Thomas, Sarah. (Ph.D., expected 2020)

Vendemia, Megan. (Ph.D., 2019)

### **Professional Affiliations**

Affiliate, STEAM Factory, Columbus, OH

Associate, Media & Diversity Center, University of Missouri



International Communication Association

National Communication Association

National Academy of Sports Medicine (Certified Personal Trainer)