

E R G İ N B U L U T

Assistant Professor, Media and Visual Arts Department
Koç University, Rumelifeneri Yolu, Sarıyer, 34450, İstanbul, Turkey

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EDUCATION

- 2014 Ph.D. in Communication, Institute of Communications Research, **University of Illinois at Urbana-Champaign**
- 2007 M.A. History of the Turkish Republic, **Boğaziçi University**
- 2004 B.A. in Translation and Interpreting, **Boğaziçi University**

RESEARCH AND TEACHING INTERESTS

Media industries and labor, video game industry, popular culture and politics, global media and ethnography, philosophy of technology

EMPLOYMENT HISTORY

- 2019 Visiting Researcher, **Institute for Advanced Study**
- 2019 Faculty Fellow, Center for Advanced Research in Global Communication, Annenberg School for Communication, **University of Pennsylvania**
- 2017 Research Fellow at **Westminster University**.
- 2014- Assistant Professor, Media and Visual Arts Department, **Koç University**, İstanbul, Turkey.
- 2014 Summer Instructor, Sociology Department, **Boğaziçi University**, İstanbul, Turkey.
- 2008-2014 Graduate Assistant, Department of Media and Cinema Studies, **University of Illinois at Urbana Champaign**, USA.
- 2004-2008 Translator and Foreign News Desk Editor, **NTV News Channel**, İstanbul, Turkey.

TEACHING EXPERIENCE

- 2014- **Koç University, İstanbul, Turkey**
Media Industries and Cultural Production, Sociology of Communication and Information, Video Game Studies, Media and Populism, Identity, Culture and Power, Media and Visual Arts Project
- 2014 **Boğaziçi University, İstanbul, Turkey**
Globalization of Communication and Culture
- 2008-2014 **University of Illinois at Urbana-Champaign**
Introduction to Media Studies, New Media, Culture and Society, Introduction to Global Studies, Globalization and Education

PEER REVIEWED PUBLICATIONS

BOOKS

Forthcoming

A Precarious Game: The Illusion of Dream Jobs in the Video Game Industry. Ithaca: Cornell University Press.

JOURNAL ARTICLES

Submitted

- Racializing and Gendering the Desiring Machines, Theorizing Fun in the Video Game Industry. *Games and Culture*.
- 2019 The Neocolonial Practice of Casual Games. *Critical Studies in Media Communication* (with Robert Mejia).
- 2019 Turkey's Failed Coup as an Ongoing Media Event and the Formation of Public Affect. *Media, Culture & Society* 41 (1): 149-157 (with Başak Can).
- 2018 One-Dimensional Creativity: A Marcusean Critique of Work and Play in the Video Game Industry. *Triple C: Communication, Capitalism & Critique: Journal for a Global Sustainable Society* 16 (2): 757-771.
- 2017 Digital Populism: Trolls and Political Polarization of Twitter in Turkey. *International Journal of Communication* 11: 4093-4117 (with Erdem Yörük).
- 2017 Can the Intern Resist? Precarity of Blue Collar Labor and the Fragmented Resistance of the White-Collar Intern in Lauren Cantet's *Human Resources*. *Journal of Communication Inquiry* 41 (1): 42-59.
- 2016 Beğeniyorum Öyleyse Varım: Sosyal Medyada İçerik Üretimi, Yabancılaşma ve Sömürü. [I like therefore I am: Content Generation, Exploitation and Alienation in Social Media] *İktisat ve Toplum Dergisi* 71: 20-28 [*Journal of Economics and Society*].
- 2016 Social Media and the Nation State: Of Revolution and Collaboration. *Media, Culture and Society* 38 (4): 606-618.
- 2016 Video Oyun Test Odasında *Playboring*: Video Oyun Test İşinde Güvencesizlik ve Eğlencenin Değersizleşmesinin Çakışması [Turkish translation of 'Playboring in the Tester Pit: The Convergence of Precarity and the Degradation of Fun in Video Game Testing']. *Modus Operandi: İlişkisel Sosyal Bilimler Dergisi* 3: 111-137.
- 2016 Representations of Disability in Turkish Television Health Shows: Neoliberal Articulations of Family, Religion and the Medical Approach. *Interactions: Studies in Communication and Culture* 7 (2): 137-54 (with Dikmen Bezmez).
- 2015 Glamor Above, Precarity Below: Immaterial Labor in the Video Game Industry. *Critical Studies in Media Communication* 32 (3): 193-207.
- 2015 Playboring in the Tester Pit: The Convergence of Precarity and the Degradation of Fun in Video Game Testing. *Television and New Media* 16 (3): 240-258.
- 2014 Governance through Philitainment: Playing the Benevolent Subject. *Communication and Critical-Cultural Studies* 11 (4): 342-361 (with Robert Mejia and Cameron McCarthy).
- 2013 Seeing as Labor: Walter Benjamin, Pedagogy, and Video Games. *Review of Education, Pedagogy, and Cultural Studies* 35 (5): 408-425.

- 2013 Gezi Parkı Eylemleri ve Türkiye’de Haber Medyası [Gezi Parki Protests and Electronic News Media in Turkey]. *Kampfplatz* 2(4): 273-291.
- 2010 Transformation of the Turkish Vocational Training System: Capitalization, Modularization and Learning unto Death. *The Journal for Critical Education Policy Studies* 8 (1): 362–388.
- 2009 Cybernetic Capitalism, Informationalism and Cognitive Labor. *Geopolitics, History, and International Relations* 1: 11-39. (third author, with Michael Peters and Rodrigo Brites).

EDITED VOLUMES & GUEST-EDITED JOURNAL ISSUES

Forthcoming

Spaces of New Colonialism: Reading Schools, Museums, and Cities in the Tumult of Globalization. New York: Peter Lang (with Cameron McCarthy, Koeli Goel, Warren Crichlow, Brenda Sanya, and Bryce Henson)

- 2018 Creative Industries and Creative Labor. *Moment Journal of Cultural Studies*. Vol 5, No 2 (with Serhat Kaymas and Mutlu Binark).
- 2018 Academic Labor, Digital Media, and Capitalism. *Communication, Capitalism, and Critique* 16(1) (with Thomas Allmer).
- 2016 Dijital Emek, Dijital Kultur, *Toplum ve Bilim* 135 (with Ayhan Ayteş).
- 2011 *Cognitive Capitalism, Education and Digital Labor*. New York: Peter Lang (with Michael Peters).

BOOK CHAPTERS

Forthcoming

Cementing Hegemony in New Turkey: The Construction of Spectacle of Istanbul and the Rise of Right-Wing Masculine Populism. In Cameron McCarthy, Koeli Goel, Warren Crichlow et. al (ed.) *Spaces of New Colonialism: Reading Schools, Museums, and Cities in the Tumult of Globalization*. New York: Peter Lang.

Forthcoming

Screening Right-Wing Populism in ‘New Turkey’: Neo-Ottomanism, Historical Dramas and the Case of *Payitaht Abdulhamid*. In Shawn Shimpach (ed.) *Routledge Companion to Global Television* (with Nurçin İleri).

Forthcoming

Processes of Friction in Digital Game Production: Corporatization, Financialization and Precarization. In C. S. Watkins (ed.), *Remaking the Creative Economy: Exploring the Future of Technology, Social Inequality, and Creative Labor*. New York: Routledge.

- 2018 The Diverging Trajectories of Alternative/Citizen Media in Turkey: A Comparative Analysis of *Çapul TV* and *140journos* (pp. 15-39). In Murat Akser (ed.) *Social Media and Political Activism in Turkey*. Rowman and Littlefield (second author, with Haluk Mert Bal and Lemi Baruh).

- 2017 Disrupting the Spectacle: The Case of *Capul TV* During and After Turkey's Gezi Uprising. In M. Briziarelli and E. Armano (eds.), *The Spectacle of Free Labor* (pp. 209-223). London: Westminster University Press (with Haluk Mert Bal).
- 2016 The Nation State in Intersectional Internet: Turkey's Encounters with Facebook and Twitter. In S. Noble & B. Tynes (eds.), *The Intersectional Internet: Race, Sex, Class and Culture Online* (pp. 179-195). New York: Peter Lang Publishing.
- 2016 Labor in the Digital Age. In Michael Peters (ed.). *Encyclopedia of Educational Philosophy and Theory*. Springer.
- 2016 Designing Emotions: *Deliver the Nets*, Eradicate Malaria in Africa and Feel Good? In S. Noble & S. Tettegah (eds.), *Emotions, Technology and Design* (pp. 213-227). Amsterdam: Elsevier Publishing (with Robert Mejia).
- 2013 Mediation of Financial Crisis on Film: Keeping the American Dream as the Big Other Alive. In C. McCarthy & K. Palma & A. Kozma (eds.), *Mobilized Identities: Mediated Subjectivity and Cultural Crisis in the Neoliberal Era* (pp.105-123). Common Ground Publishing. (with Evren Dinçer).
- 2013 Labor, Aesthetics, and Cultural Studies in the Age of Digital Capitalism. In M. Peters & D. Araya & T. Besley & (eds.), *The New Development Paradigm: Education, Knowledge Economy, and Digital Futures* (pp. 66-94). New York: Peter Lang Publishing.
- 2013 Race and Education in the Age of Digital Capitalism. In W. Pinar ed., *International Handbook of Curriculum Research 2nd Edition* (pp. 32-44). New York and London: Routledge (second author, with Cameron McCarthy and Rushika Patel).
- 2012 Learning to FlexLabor: How Working Class Kids Train for Flexible Labor Markets. In K. Inal & G. Akkaymak (eds.), *Neoliberal Transformation of Education in Turkey: Political and Ideological Analysis of Educational Reforms in the Age of AKP* (pp. 71-82). MacMillan.
- 2011 Creative Economy: Seeds of Social Collaboration or Capital's Hunt for General Intellect and Imagination? In M. Peters & E. Bulut (eds.), *Cognitive Capitalism, Education and Digital Labor* (pp. 151-168), New York: Peter Lang.
- 2011 Labor and Totality in 'Participatory' Digital Capitalism. In C. McCarthy, H. Greenhalgh-Spencer, & R. Mejia (eds.), *New Times: Making Sense of Critical/Cultural Theory in a Digital Age* (pp. 51-70). New York: Peter Lang.
- 2010 Türkiye'de Mesleki Eğitimin Dönüşümü: Sermayeleşme, Modülerleşme ve Ölümüne Öğrenme in K. Inal (ed.) *Türkiye'de Çocuk Emegi [Child Labor in Turkey]*, Ütopya Publishing: Ankara.
- 2010 Cybernetic Capitalism, Informationalism and Cognitive Labor. In Z. Leonardo (ed.). *Handbook of Cultural Politics and Education* (303-325), New York: Peter Lang. (third author, with Michael Peters and Rodrigo Brites).
- 2009 Education and Culture. In J. Arthur and Ian Davies (eds.) *Routledge Textbook on Educational Studies*, New York: Routledge. (second author, with Michael Peters).

TRANSLATIONS, REVIEWS AND OTHER

- 2019 Çalışmanın Geleceği: Platform Kapitalizmi ve Robotlar (The Future of Work: Platform Capitalism and Robots). *Varlık* (Ocak-January).
- 2018 Dijital Oyun Endüstrisinde Çalışma Aşkı ve Güvencesizlik (Labor of Love and Precarity in Digital Game Industry). *Varlık* (Ocak-January):18-22.
- 2017 One-Dimensional Creativity in the Video Game Industry: Towards a Marcusean Critique of Play. Westminster Institute for Advanced Studies Working Paper Series. Issue 7.
- 2016 Book Review: *Media in Turkey: The Origins of an Authoritarianism Neoliberal State*. By, Bilge Yeşil. *Middle East Journal of Culture and Communication*, Vol 9 (3): 371-374.
- 2015 Translation of “Free Labor” by Tiziana Terranova. Bedava Emek: Dijital Ekonomide Kültür Üretimi. *Folklor ve Edebiyat*. Cilt 21, Sayı 83: 343-363 (co-translated with Ayhan Ayteş).
- 2014 Translation of *The Precariat*, by Guy Standing. *Prekarya: Yeni Tehlikeli Sınıf*. İstanbul: İletişim Publishing.
- 2014 Role Model Turkey’s Bankrupt News Media: Lessons from Gezi Parki Protests. In *The Political Economy of Communication*, 1 (2): 102-113.
- 2012 Book Review: *Work’s Intimacy*, by Melissa Gregg, co-authored with Cameron McCarthy, in *Canadian Journal of Communication*, 37 (2).
- 2012 Book Review: *The Material Child*, by David Buckingham, co-authored with Cameron McCarthy., *British Journal of Sociology of Education*, vol. 33, no 6: 913-925.
- 2011 Book Review: *Creative Labour: Media Work in Three Cultural Industries*, by David Hesmondhalgh and Sarah Baker. *European Journal of Communication*, September, vol. 26, no. 3: 264-267.
- 2011 In Brief Review of *The Craftsman*, by Richard Sennett. A Holistic Approach Towards Creativity, Labor and Education in Digital Capitalism. *Curriculum Inquiry*, 41 (1): 31-33
- 2009 Book Review: *Marx and Education* (by Robin Small), *Policy Futures in Education*, Volume 7, Number 3: 362-363.
- 2006 Translation of *Education and Power*, by Michael Apple. *Eğitim ve İktidar*, İstanbul: Kalkedon Publishing.
- 2005 Translation of “Postcolonialism: What’s in a Name?” by Aijaz Ahmad. Postkolonyalizm: Bir ad neyi ifade eder? *Felsefelogos*. 27/28
- 2004 Translation of *Fools' Crusade: Yugoslavia, NATO and Western Delusions*, by Diana Johnstone. *Ahmakların Seferi: Yugoslavya, NATO ve Batının Aldatmacaları*, İstanbul: Bağlam Publishing (co-translated with Emre Ergüven).
- 2004 Translation of “Imperialism of Our Time”, by Aijaz Ahmad. Günümüzde Emperyalizm: Yeni Emperyal Tehdit. *Socialist Register 2004* (pp. 56-74), İstanbul: Alaz Publishing.

FELLOWSHIPS AND AWARDS

- 2018 *New Philosopher's* Writing Award for "Matters of Play" co-authored with Robert Mejia (\$ 700).
- 2018 **Koç University**, Seed Fund for Researching Turkey's Soap Opera Industry (\$ 5000).
- 2017 **University of Western Ontario**, Asper Fellowship, (declined due to lack of mobility during political turmoil in Turkey, \$ 20,000).
- 2017 **Westminster Institute for Advanced Studies**, Fellowship in Critical Digital/Social Media (£ 5,000).
- 2013 **University of Illinois-Urbana Champaign**, Graduate College Dissertation Completion Fellowship (\$ 20,000).
- 2013 **University of Illinois-Urbana Champaign**, Institute of Communications Research Mini Summer Fellowship (\$ 1,000).
- 2013 **International Communication Association**, Travel Grant (\$ 400).
- 2012 **University of Illinois-Urbana Champaign**, Conference Travel Grant (\$ 300).
- 2012 **University of Illinois-Urbana Champaign**, Graduate College Focal Point Grant for *Transnational Communications Research* (\$ 15,000).
- 2012 **University of Illinois-Urbana Champaign**, Institute of Communications Research Mini Summer Fellowship (\$ 1,000).
- 2012 **University of Illinois-Urbana Champaign**, Unit for Criticism and Interpretive Theory, Travel Grant.
- 2012 **University of Illinois-Urbana Champaign**, Charles Dunn Hardie Conference Travel Award (\$ 500).
- 2011 **University of Illinois-Urbana Champaign**, International Forum for US Studies, Graduate Scholar Affiliate (\$ 500).
- 2011 **UNICEF** – Turkey Grant for participation at IAMCR, Istanbul (€ 150).
- 2010 **Cornell University** School of Criticism and Theory Fellow; Unit for Criticism and Interpretive Theory's Nicholson Graduate Student Fellowship (\$ 1,400).
- 2010 **University of Illinois-Urbana Champaign**, **HASTAC** (Humanities, Arts, Science and Technology Advanced Collaboratory) Scholar Award (\$ 300).
- 2008 **University of Illinois-Urbana Champaign**, Conference Travel Award (\$ 300).
- 2008 **Fulbright** Travel Award, Turkey (\$ 1,200).

INVITED TALKS

- 2019 The Limits of Play and the Ludic Contract: Game Production and Electronic Sports in an Era of Hopeful Inequalities. **School of Communication, Simon Fraser University.**
- 2019 Games and Inequality: Reimagining Work and Love in the Creative Industries. **Kadir Has University, Istanbul.**
- 2017 Frictions of Love: Materializing Production in the Digital Game Industry. **Annenberg School for Communication, University of Pennsylvania.**
- 2017 One Dimensional Creativity in the Video Game Industry: Towards a Marcusean Critique of Play. **Westminster Institute for Advanced Studies, London.**
- 2016 A Precarious Game: Work in the Digital Game Industry. **Rutgers University.**
- 2016 Working and Playing with Love in the “New Hidden Abode” of Production. **Galatasaray University Media Talks, Istanbul, Turkey.**
- 2015 Processes of Friction in the Digital Game Production: Corporatization, Financialization and Precarization. **University of Texas, Austin.**

CONFERENCE TALKS/WORKSHOP PRESENTATIONS

- 2019 “We Need Chemotherapy for the Industry”: Recomposition of Turkish TV Series Workers Against Precarity. International Association for Media and Communication Research. Madrid, Spain, 7-12 July.
- 2018 “Rumor Bombs and Popular Cultural Sources of Populist Propaganda in Turkey.” International Communication Association. Prague, Czech Republic, 24-29 May.
- “Screening Right-Wing Populism in New Turkey: Neo-Ottomanism, Historical Dramas, and the Case of *Payitaht Abdulhamid*.” International Communication Association Preconference on Global Perspectives on Populism and the Media. Budapest, Hungary, 22-23 May (with Nurçin İleri).
- “World’s Most Colorful Screen? Precarious Bodies and Constrained Schedules in Turkish TV Series Industry.” Media Industries: Current Debates and Future Directions. London, UK, 18-20 April.
- “Constructing the People Through a Confessional Political Culture in Turkey’s Crisis of Hegemony.” InterAsian Conversations: Media and Politics in India and Turkey Workshop. Delhi, India, 16 March (with Başak Can).
- “Populist Aesthetics and Turkey’s Failed Coup: Seducing the Public through Televised Confessions.” Politics of Emotions in Turkey and Its Connected Geographies Conference. London, UK, 11-12 January (with Başak Can).
- 2017 “Emotions of Game Developers at Work: Towards a Non-Media Centric Media Ethnography through Photo Elicitation and Preliminary Thoughts on a Materialist Media Studies.” Media Anthropology Workshop. Istanbul, Turkey, 8-10 September.

- “Media Internships as a Critical Pedagogical Practice: Negotiating Exploitation, Criticizing Curriculum, and Resisting the Creative Work Ethic.” European Sociological Association. Athens, Greece, 29 August-1 September (with Önder Can and Melike Aslı Sim).
- “Laboring with Love in the Digital Game Industry: Production of Communicative Subjectivities in the Affective Workplace.” Canadian Communication Association. Toronto, Canada, 30 May-2 June.
- “Performing Populism on Twitter: ‘Trolls, Political Polarization’ and Lynching in Turkey.” International Communication Association. San Diego, USA, 25-29 May (with Erdem Yörük).
- “Turkey’s Failed Coup and the Declaration of New Turkey as a ‘Weird Global Media Event’: Performing Confession and the Post-Coup Aesthetics of Populism.” Society for Cinema & Media Studies. Chicago, USA, 22-27 March (with Başak Can).
- 2016 “Beğeniyorum Öyleyse Varım: Sosyal Medyada İçerik Üretimi, Yabancılaşma ve Sömürü” [I like therefore I am: Content Generation, Exploitation and Alienation in Social Media], INET-TR: Türkiye’de İnternet Konferansları (İnternet in Turkey Conference Series). Ankara, 3-5 November.
- “Contentious Politics and Trolling in Turkey.” InterAsian Connections V: Seoul – Mediated Populism, Seoul, S. Korea. 26-30 April (with Erdem Yörük).
- 2015 “Labor Behind the Drama: Class Divisions and Precarity in Turkish Soap Opera Industry.” Capitalism, Culture, and Media. Leeds, UK, 7-8 September.
- “Hard Labor Under ‘Soft Power’: Labor Conditions of Turkish Soap Opera Workers.” European Sociological Association. Prague, Czech Republic, 25-28 August.
- “Dijital Oyun Endüstrisinde Güvencesiz Çalışma: Arzu Ekonomisinde Hazzın Azalması ve Kontrol İşçilerinin Deneyimi.” 2. Ulusal Yeni Medya Kongresi, Kadir Has Üniversitesi, İstanbul. 26-27 February.
- 2014 “The Tradeoff Between Financial Security and Autonomy in the Video Game Industry: A Discussion on Corporatization, Financialization and Precarization.” Digital Labor: Sweatshops, Picket Lines, Barricades Conference. New York City, 14-16 November.
- “Media Activism as Multitude’s Voluntary Labor: The Case of *Çapul TV*.” Media and/as Activism: International Workshop. Delhi, India, 4-5 October.
- “Facebook and Nation State: ‘Of Revolution and Collaboration.’” SSRC’s Infrastructures of Empire Workshop. New York City, 25-26 April.
- 2013 “Is daddy gonna come to our house tonight?”: The Dialectics of Unpaid Labor at Home and Cool Play at Work in the Gaming Industry.” National Communication Association, Washington, DC.: November 21-24.
- “Crunch at the Fraternity House, Mandatory Dinner at Home, Lunch at Parks: Women’s Invisible Domestic Labor in the Gaming Industry.” International Association for Media and Communication Research. Dublin, Ireland, 25-29 June.

- “Production of The Micro-Urban Space: Understanding Spatial Dynamics in The Gaming Industry.” International Communication Association. London, UK, 17-21 June.
- “Mediation of the crisis in America: Hollywood’s pendulum between individualism and evil corporations.” International Communication Association, London, UK, 17-21 June (with Evren Dincer).
- “When Multiculturalism Meets Neoliberalism: An Analysis of Two Turkish Universities in Constructing Uneven Geographies and Imaginaries in the Age of Digital Capitalism.” American Educational Research Association. San Francisco, California, USA, 27 April-1 May (with Bora Erdağı).
- “Seeing and Playing as Labor: Towards a Visual Materialist Pedagogy of Video Games Through Walter Benjamin.” Extending Play: Rutgers University Media Studies Conference. New Jersey, USA, 19-20 April.
- “Immaterial Labor Along the Pleasure/Pain Axis: Precarious Experience of Video Game Testers.” Society for Cinema & Media Studies. Chicago, USA, 6-10 March.
- 2012 “Basically, I am a Single Mom When He is Crunching”: Women’s Invisible Labor in Sustaining the Game Industry. National Communication Association. Orlando, Florida, USA, 15-18 November.
- “Visualizing Work in Video Game Industry: Revealing Affect through Photography.” National Communication Association, Orlando, Florida, USA, 15-18 November.
- “Dream or Dead-End Job? Precarious ‘Playbor’ in Video Game Testing.” National Communication Association. Orlando, Florida, USA, 15-18 November.
- “What is a Casual Gamer? The Historical and Political Economic Amnesia of Defining Gaming Practices.” User-Public-Audience: An Interdisciplinary Conference. Urbana-Champaign. Illinois, USA, 5-6 October (with Robert Mejia).
- “Philitainment: Simulating Poverty, Playing Development.” International Communication Association. Phoenix, Arizona, USA, 24-28 May.
- “Seeing as Labor: Visual Pedagogy, Walter Benjamin, and Video Games.” International Communication Association. Phoenix, Arizona, USA, 24-28 May.
- “Visualizing Subjectivity in Video Game Production: Towards a Methodology of the Immaterial and the Aesthetic.” Union for Democratic Communications (UDC). Florida, USA, 10-12 May.
- “Will Work for Fun: Precarious Labor in the Video Game Industry.” Union for Democratic Communications (UDC). Florida, USA, 10-12 May.
- 2011 “Raising Awareness Through Philitainment: Solve Hunger, Eradicate Malaria and Have Fun.” International Association for Media and Communication Research. İstanbul, Turkey, 13-17 July.
- “Politics of Video Game Labor: Precarity and Commodification of Information in the ‘New’ Economy.” International Association for Media and Communication Research. İstanbul, Turkey, 13-17 July.

“Digital Philanthropy: Governing Through Fun.” 7th International Congress of Qualitative Inquiry. Urbana-Champaign, USA, 17-21 May.

“Ambivalence of Creativity and Commerce: Labor Processes in Video Game Programming and Outsourced Art.” Technologies of Migration Conference. Urbana-Champaign, USA, 21-22 April.

“Walter Benjamin, Video Games and Visual Pedagogy.” American Association for the Advancement of Curriculum Studies. New Orleans, 5-8 April.

2008 “The Transformation of the Turkish Vocational Training System: Creation of Lifelong Learning Loyal Technicians.” Historical Materialism Fifth Annual Conference. London, UK, 7-9 November.

GRADUATE STUDENT ADVISING

Melike Aslı Sim, Design, Technology and Society, Koç University. (MA completed in 2016, PhD in progress)

Önder Can, Design, Technology and Society, Koç University. (MA completed in 2018, PhD in progress)

PROFESSIONAL SERVICE

“Write to Publish: Turning qualitative research writing into publishable work” workshop with Prof. Niko Besnier, Koç University (Co-Organized with Dr. Başak Can) (2018).

Organizer, Precarious Cultural Work Conference, Koç University (2015).

Organizer, Transnational Cultural Communications Conference on “Neoliberalism 2.0: Technologies, Power and Resistance Across Borders, UIUC, (2013).

Manuscript reviews: *Critical Studies in Media Communication, Communication, Culture and Critique, European Journal of Cultural Studies. Television and New Media, Galatasaray İletişim, Triple C, New Perspectives on Turkey, Communication and Critical Cultural Studies*, Sage Publications.

PROFESSIONAL AFFILIATIONS

Member International Communication Association
International Association for Media and Communication Research
Union for Democratic Communication

PROFESSIONAL MEDIA WORK

2013-2014 Freelance Documentary Translator, **Al Jazeera Turkish**, Istanbul, Turkey

2004-2018 Simultaneous Interpreter and Foreign News Editor, **Doğuş Media Group (NTV)**, Istanbul, Turkey

REFERENCES

Cameron McCarthy

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