

Curriculum vitae
Sonja Sapach
sapach@ualberta.ca

EDUCATION

- 2013 – Present** **Ph.D, Sociology & Digital Humanities**
University of Alberta, Edmonton AB.
Supervisors: Geoffrey Rockwell & Sara Dorow
Dissertation Title: "Alienation, Solidarity, and Video Games: An Autoethnographic Exploration of the Resolution of Alienation and C-PTSD through Participation in Video Game Culture."
Candidacy Completed: December 2016
GPA: 4.0
- 2011 – 2013** **MA, Social and Political Thought**
Acadia University, Wolfville, NS.
Thesis Title: "The WoW Factor: The Development of Social Solidarity in Azeroth."
GPA: 3.87
- 2005 – 2006** **Human Services Diploma (Honours), Addictions Counselling**
Nova Scotia Community College, Kentville, NS.
- 2000 – 2004** **BA (Honours), Psychology**
Queen's University, Kingston, ON.
Thesis Title: "The Usefulness of Tattoo Classification in Predicting Risk-Taking Activities and Social Behaviours."

PEER-REVIEWED PUBLICATIONS

Under Review

- 2018/2019** Sapach, Sonja. "Tagging My Tears and Fears: Text-Mining the Autoethnography." Submitted to *Digital Studies*. Oct 18, 2018.

Articles

- 2017** Sapach, Sonja. Review of "Culture in Networks." *Information, Communication and Society*. 21.12 (2017): 1749-1750.
- 2017** Sapach, Sonja. "Gotta Catch Em' All: The Compelling Act of Creature Collection in Pokémon, Ni No Kuni, Shin Megami Tensei, and World of Warcraft." *Loading... The Journal of the Canadian Game Studies Association*. 10.16 (2017): 53-74.
- 2016** Saklofske, Jon, Jentery Sayers, Nina Belojevic, Alex Christie, Sonja Sapach, John Simpson, and the INKE Research Team. "Gaming the Scholarly Edition: Modelling Scholarly Editions through Videogame Frameworks." *Digital Literary Studies*. 1 (2016): 15-39.
- 2015** Sapach, Sonja. "The WoW Factor: A Virtual Ethnographic Study of Sacred Things and Rituals in World of Warcraft." *Gamevironments*. 2 (2015): 1-24.
- 2013** Sapach, Sonja, Jon Saklofske, and the INKE Modelling and Prototyping Team. "Gaming the Scholarly Edition: Opening the Private Arena of Academic Scholarly Editing to Public Apprenticeship via Digital Game Paradigms." *Media in Transition 8 Conference Proceedings*. Cambridge: MIT Website <http://web.mit.edu/comm-forum/legacy/mit8/papers/SapachandSaklofske.pdf>

Other Papers and Publications

- 2018** Sapach, Sonja. "Let's Play with Research Methodologies." *First Person Scholar*. Jan 3, 2018. Available online at: <http://www.firstpersonscholar.com/lets-play-with-research-methodologies/>
- 2015** Sapach, Sonja, Geoffrey Rockwell, and Catherine Middleton. "Data Management Plan Recommendation for Social Science and Humanities Funding Agencies." A report that came out of the 2014 Digital Infrastructure Leadership Council summit (42 pages). Online <https://era.library.ualberta.ca/items/96a04175-4da9-4af1-87ec-90d96b8bd22c/download/9499730a-c77b-428b-8fc5-540a3b80630d>
- 2012** A series of 8 blog entries published online through the INKE research initiative. Example can be found here: <http://inke.ca/2012/12/03/question-what-makes-the-quest-for-end-game-max-level-status-so-appealing/>

AWARDS & DISTINCTIONS

- 2018** **Queen Elizabeth II Graduate Scholarship – Doctoral Level**
University of Alberta, Edmonton, AB. (\$7,500)
- 2018** **CSDH-SCHN Ian Lancashire Award for Graduate Student Promise**
Canadian Society for Digital Humanities (\$300)
- 2018** **Queen Elizabeth II Graduate Scholarship – Doctoral Level**
University of Alberta, Edmonton, AB. (\$15,000)
- 2014** **Governor General's Academic Gold Medal**
Acadia University, Wolfville, NS.
- 2013** **Doctoral Prize of Distinction**
University of Alberta, Edmonton, AB. (~\$15,000)
- 2013** **Doctoral Recruitment Scholarship**
University of Alberta, Edmonton, AB. (\$10,000)
- 2013** **SSHRC Joseph-Armand Bombardier Doctoral Graduate
Scholarship**
University of Alberta, Edmonton, AB. (\$105,000)
- 2012** **SSHRC Joseph-Armand Bombardier Master's Graduate
Scholarship**
Acadia University, Wolfville, NS. (\$17,500)
- 1997** **Royal Canadian Legion Cadet Medal of Excellence**
513 Squadron Royal Canadian Air Cadets, New Westminster, BC.

CONFERENCE PARTICIPATION

- 2019** **Upcoming Paper Presentation:** "*Let's Play* with Relational Sociology: Autoethnographically Exploring the Resolution of Alienation through participation in Video Game Culture." Canadian Sociological Association AGM. University of British Columbia, Vancouver, BC.
- 2019** **Upcoming Paper Presentation:** "Forms of Interaction in Azeroth: Advancing a Theory of Online Game Interaction through an Investigation of Hearthstone." Canadian Game Studies Association AGM. University of British Columbia, Vancouver, BC.
- 2018** **Paper Presentation:** "Tagging My Tears and Fears: Text-Mining the Autoethnography." Canadian Society for Digital Humanities AGM. University of Regina, Regina, SK.

- 2018** **Paper Presentation:** "Let's Play with Data Analysis: Objective and Subjective Interpretation of Autoethnographic Let's Play Videos." Canadian Game Studies Association AGM. University of Regina, Regina, SK.
- 2017** **Paper Presentation:** "Education Reloaded: A Survey of Canadian Post-Secondary Education in Video Games." Refiguring Innovation in Games Conference, Edmonton, AB.
- 2017** **Paper Presentation:** "How Mario Gave Me Meaning and Skyrim Gave Me Structure: Exploring the Resolution of Trauma and Alienation through Participation in Video Game Culture." Canadian Sociological Association AGM. Ryerson University, Toronto, ON.
- 2017** **Paper Presentation:** "Let's Play with Research Methodologies: Autoethnographic Memory Work and Critical Theory Development through a "Let's Play" of *TRAUMA*." Canadian Game Studies Association AGM. Ryerson University, Toronto, ON.
- 2017** **Co-Authored Paper Presentation:** "Education Reloaded: A Survey of Canadian Post-Secondary Education in Video Games." Canadian Game Studies Association AGM. Ryerson University, Toronto, ON.
- 2017** **5 Minute Invited Video Talk:** "Learning to be Human in the "Post-Truth-ish" Worlds of Video Games." KIAS Around the World Conference. Online.
- 2016** **Participant/Discussant:** Identity: Annual NovelTM Workshop 2016. Banff, AB.
- 2016** **Paper Presentation:** "Let's Play Through the Pain: Dissociation, Isolation, and the Quest for Meaning Through Video Game Play." Canadian Game Studies Association AGM. University of Calgary, AB.
- 2015** **Paper Presentation:** "Class Complexity: Why the Ability to 'pay- your-way' to Level 90 in World of Warcraft Has Minimal Impact on In-Game Symbolic Capital." Canadian Game Studies Association AGM. University of Ottawa, ON.
- 2015** **Co-Authored Paper Presentation:** "Data Stewardship in the Digital Humanities." Canadian Society for Digital Humanities AGM. University of Ottawa, ON.
- 2015** **Paper Presentation:** "Democracy Through a Mathematical Database of Unconscious Desires?" SPT Graduate Student Conference. Acadia University, Wolfville, NS.
- 2015** **5 Minute Invited Video Talk:** "Developing a Culture of Digital Scholarly Stewardship." KIAS Around the World Conference. Online.
- 2015** **Paper Presentation:** "Narrative and Postmodernism in Gaming." HUCON. University of Alberta, Edmonton, AB.

- 2014** **Paper Presentation:** "Distant Reading and Text Mining: Implications for Sociology." David Pierce Colloquium. University of Alberta, Edmonton, AB.
- 2014** **Panel Chair/Organizer:** "A Cross-Cultural and Interdisciplinary Study of Japanese Video Games." Canadian Game Studies Association AGM. Brock University, On.
- 2014** **Paper Presentation:** "Gotta Catch Em' All: The Compelling Act of Creature Collection in Pokémon, Ni No Kuni, Shin Megami Tensei, and World of Warcraft." Canadian Game Studies Association AGM. Brock University, ON.
- 2014** **Paper Presentation:** "The WoW Factor: The Development of Social Solidarity in Azeroth." Canadian Game Studies Association AGM. Brock University, ON.
- 2013** **Paper Presentation:** "Forms of Interaction in Azeroth." Canadian Sociological Association AGM. University of Victoria, BC.
- 2013** **Paper Presentation:** "On the Edge of Fear: Can MMORPG's Help in the Treatment of Anxiety Disorders?" Canadian Game Studies Association AGM. University of Victoria, BC.
- 2013** **Co-Authored Paper Presentation:** "Gaming the Scholarly Edition: Opening the Private Arena of Academic Scholarly Editing to Public Apprenticeship via Digital Game Paradigms." Media in Transition 8. MIT, Cambridge, MA.
- 2013** **Paper Presentation:** "Being a Stranger in Azeroth: Learning Mutual Indifference?" SPT Graduate Student Conference. Acadia University, Wolfville, NS.
- 2012** **Paper Presentation:** "A Transdisciplinary Assessment of Azeroth and Tamriel." Canadian Game Studies Association AGM. University of Waterloo, ON.
- 2012** **Guided Discussion Leader:** "Rituals and Virtual Spaces." Great Lakes THATCamp. London, ON.

TEACHING EXPERIENCE

- Winter 2019** **SOC 210 – Introduction to Social Statistics (Department of Sociology)** Teaching Assistant – Responsible for running 2 labs and marking assignments and exams. 12 hours/week at the University of Alberta.
- Fall 2018** **SOC 241 – Social Psychology (Department of Sociology)** Primary Instructor at the University of Alberta.

- Fall 2018** **SOC 210 – Introduction to Social Statistics (Department of Sociology)** Teaching Assistant – Responsible for running 2 labs and marking assignments and exams. 12 hours/week at the University of Alberta.
- Summer 2018** **SOC 241 – Social Psychology (Department of Sociology)** Primary Instructor at the University of Alberta.
- Winter 2018** **SOC 315 – Introduction to Social Methodology (Department of Sociology)** Teaching Assistant – Responsible for teaching and marking assignments for Lab Section B2 (3 hours/week) at the University of Alberta.
- Winter 2018** **SOC 241 – Social Psychology (Department of Sociology)** Primary Instructor at the University of Alberta. Participated in a teaching mentorship program.
- Summer 2017** **SOC 241 - Social Psychology (Department of Sociology)** Primary Instructor at the University of Alberta. Participated in a teaching mentorship program.
- 2014** **Social Science Applications of Text Mining Methods**
90-minute guest lecture presented to graduate students and faculty members at the University of Alberta. Edmonton, AB.
- 2014** **Transhumanism in Religion** 90-minute guest lecture presented to a 400/500 level sociology of religion course at the University of Alberta. Edmonton, AB.
- 2008** **Communication Skills Workshop** Developed and facilitated a series of five, one hour long seminars with a group of individuals diagnosed with mental health/developmental disorders. Middleton, NS.
- 2007** **Drug and Alcohol Workshop** Co-Developed and facilitated three, two hour long seminars at a secondary school for 'high-risk' students. Lawrencetown, NS.

RESEARCH EXPERIENCE

- 2019 – Present** **Research Assistant – University of Alberta/ReFIG/HEGVA**
Consulting researcher responsible for statistical analysis and report writing for the 2018/2019 Higher Education Video Game Alliance Survey of Program Graduates. Under the supervision of Dr. Sean Gouglas.

- 2018 - 2019** **Research Assistant – Memorial University/On The Move Research Partnership** Responsible for planning, designing, and creating a website (utilizing WordPress) to disseminate findings from research on employment-related mobility. Participated in content/story planning meetings, prepared composite story creation guidelines, and assisted with meeting planning. Under the supervision of Dr. Sara Dorow.
- 2017** **Research Assistant – University of Alberta/ReFIG** Conducted research to determine the status and details of post secondary programs and courses involved with the study and/or design of video games. This project is part of the larger ReFIG (Refiguring Innovation in Games) SSHRC funded project. Under the supervision of Dr. Sean Gouglas.
- 2016-2017** **Research Assistant – University of Alberta** Acquired republishing permissions for an upcoming book, booked travel for visiting scholars, responsible for updating and improving Canada Research Chair web presence. Under the supervision of Dr. George Pavlich.
- Sept 2014** **Understanding Video Games MOOC – University of Alberta** Researched and gathered online materials to be used as part of the massive open online course, 'Understanding Video Games.' Under the supervision of Dr. Sean Gouglas.
- 2014 - 2015** **Evaluating Data Management Plans – RDC Metrics Group** Prepared a recommendation report for research funding agencies outlining the importance of the inclusion of data management plans in applications for funding, with an emphasis on the importance of digital data stewardship. Under the supervision of Dr. Geoffrey Rockwell.
- 2012 – 2013** **Gaming the Scholarly Edition – INKE** Prepared a detailed document that compiled and critically explored game-related features in light of editorial practices, collected and collaborated three annotated bibliographies, assisted in the development of proof-of-concept prototypes, and populated a blog space with research considerations. Under the supervision of Dr. Jon Saklofske.

DEPARTMENTAL/UNIVERSITY SERVICE

- 2018 - Present** **Member-at-Large: Canadian Game Studies Association (Elected Position).**
- 2017 - 2018** **Post-Candidacy Representative on the Undergraduate Teaching Committee** Department of Sociology, University of Alberta, Edmonton, AB.
- 2017** **Reviewer: *Journal of Gaming and Virtual Worlds***

- 2017 - 2018** **Local Area Coordinator: Canadian Game Studies Association 2018 Annual Conference (Congress)** University of Saskatchewan, Regina, Sk.
- 2017 - 2018** **Reviewer and Conference Planner: Canadian Game Studies Association 2017 Annual Conference (Congress)** Ryerson University, Toronto, ON.
- 2016 - Present** **Reviewer: *Loading...The Journal of the Canadian Game Studies Association***
- 2015 - 2017** **Reviewer: Acadia SPT Interdisciplinary Student-run Journal: *To Be Decided****
- 2015** **Graduate Student Representative on Sociology Department Chair Selection Committee** University of Alberta, Edmonton, AB.
- 2015** **Co-Organizer – Department of Sociology Spring Research Day** University of Alberta, Edmonton, AB.
- 2013 - 2015** **VP Research and Pedagogy – Sociology Graduate Students Association** University of Alberta, Edmonton, AB.
- 2014** **Co-Organizer – David Pierce Research Colloquium** University of Alberta, Edmonton, AB.
- 2013** **Co-Organizer – David Pierce Research Colloquium** University of Alberta, Edmonton, AB.
- 2013** **Wiki Organizer – Sociology Department Teaching Symposium** University of Alberta, Edmonton, AB.
- 2011 – 2013** **Conference Co-Organizer – Acadia SPT Graduate Conference** Acadia University, Wolfville, NS.

NON-ACADEMIC WORK

- 2007** **Gambling Addiction Recovery Program Developer (Contract)** Annapolis Valley Health (AVH) – Addiction Services, Kentville, NS
- 2006 – 2010** **Community Support Worker/Small Options Counsellor** Annapolis Valley Adult Residential Centre, Bridgetown, NS.
- 2006 – 2008** **Detox/Addictions Counsellor** AVH – Soldier's Memorial Hospital, Middleton, NS.

PROFESSIONAL MEMBERSHIPS

2012 – Present	Canadian Sociological Association
2011 – Present	Canadian Game Studies Association
2015 – Present	Canadian Society for Digital Humanities

LANGUAGES

English: Native Language

French: Basic (Speaking, Reading)

HTML: Intermediate

CSS: Intermediate

PHP: Intermediate

Python: Intermediate

R: Intermediate

Javascript: Basic