

# YASHENG SHE

## CURRICULUM VITAE

Last Update: July 28, 2024

SYASHENG@GMAIL.COM  
YASHENG.SHE.COM

## CURRENT EMPLOYMENT

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2024 - **Postdoctoral Fellow in East Asian Cinema and Media Studies**  
University of Idaho, The Habib Institute for Asian Studies  
Design and teach courses on Japanese anime and video games.  
Assist with the Institute's administrative and outreach functions.

## EDUCATION

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June 2024 **University of California, Santa Cruz**  
Ph.D. in Film and Digital Media with Designated Emphasis in Computational Media  
Dissertation: "The Giant Woman at the End of the World: Japan's Post-Postwar Sublime Melancholia in Popular Media"  
Committee: Soraya Murray (chair), Yiman Wang, Noriko Aso, Nathan Altice, and Michael M. Chemers

May 2017 **Georgetown University**  
M.A. in Communication Culture & Technology (Awarded with Distinction)  
Master Thesis: "Televised Feminism and Consumable Solutions: Japanese Feminism Through the Lens of Female-Oriented Workplace Dramas"  
Committee: Michael Macovski (chair), Haru Yamada, Anne Imamura

May 2014 **The George Washington University**  
B.A. in Psychology and Japanese Literature and Language

## RESEARCH & TEACHING INTERESTS

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Cultural Studies, Visual Studies, Critical Theory, Gender & Queer Theory, Asian and Asian American Studies, Media Studies, Game Studies, Japanese Popular Culture

## PUBLICATIONS

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### Journal Articles

### *Forthcoming*

Braun, Lajjana, Mirek Stolee, Yasheng She, and Devi Acharya.  
"Examining the Interplay between Roleplay and Hybridity through Detective: A Modern Crime Board Game." *PAIDIA*:

*Monsters, Magic, Mediality – The Tabletop Role-Playing Game as a Link between Analog and Digital Game Studies.*

Altice, Nathan, and Yasheng She. "An Analysis of the Japanese Board Game Documentary." *Analog Game Studies*.

### **Published**

She, Yasheng. "A Cure for Woundless Pain: Consumption of Innocence in Japanese Idol Culture." *Journal of Asian Pacific Communication* 33, no. 1 (October 8, 2021).

<https://doi.org/10.1075/japc.00072.she>.

———. "Melancholic Vortex and Postwar Pacifism in NieR: Automata." *REPLAYING JAPAN 2* (March 2020): 147-55.

<https://doi.org/10.34382/00013371>.

———. "What Is Lost Moving from 'Shanzhai' to Global: On the Video Game Genshin Impact (2020)." *ACAS*, September 29, 2022. <https://acas.world/2022/09/29/what-is-lost-moving-from-shanzhai-to-global-on-the-video-game-genshin-impact-2020/>.

## **Book Chapters**

### **Forthcoming**

She, Yasheng. "Transnational Galatea: Racializing Anime-Esque Character Design in Genshin Impact." In *Antiracist Futures: Games, Play, and the Speculative Imagination*, edited by TreaAndrea M. Russworm and Soraya Murray. Duke University Press.

### **Published**

She, Yasheng. "Designing the Global Body: Japan's Postwar Modernity in Death Stranding." In *Made in Asia/America*, edited by Tara Fickle and Christopher B. Patterson. Duke University Press, 2023.

———. "The Death of Aerith: Traumatic Femininity and Japan's Postwar Modernity." In *The World of Final Fantasy VII: Essays on the Game and Its Legacy*, edited by Jason C. Cash and Craig T. Olsen. Jefferson, North Carolina: McFarland, 2023.

## **Conference Proceedings**

### **Published**

Al Jammaz, Rehaf, Yasheng She, and Michael Mateas. "Argument Box." In EXAG 2021 Workshop.

She, Yasheng. "Finding the Post-Postwar Japan in Death Stranding's Sublime Ruins." In *DiGRA '23 - Proceedings of the 2023 DiGRA International Conference*, 2023.

<https://dl.digra.org/index.php/dl/article/view/1910>.

———. "Working Through Weightlessness in Postwar Japanese Tactical Wargames." In *DiGRA '20 - Proceedings of the 2020 DiGRA International Conference: Play Everywhere*, 2020.

[http://www.digra.org/wp-content/uploads/digital-library/DiGRA\\_2020\\_paper\\_128.pdf](http://www.digra.org/wp-content/uploads/digital-library/DiGRA_2020_paper_128.pdf).

## GRANTS, FELLOWSHIPS, AND AWARDS

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2023 - 2024	Chancellor's Dissertation Year Fellowship, \$29,150
2023	Florence French Financial Aid Fund for Art, \$1,600
2023	Corday GROW Fellowship-PhD Fellowship, \$6,000
2021 - 2022	Florence French Financial Aid Fund for Art, \$1,900
2021 - 2022	Dean's Fellowship for Contributions to Student Success, \$1,500
2020	The Social Science Research Council's Dissertation Proposal Development Program, 2020, \$5,000
2020	SWPACA Travel Fellowship, \$200
2020	UCSC Sammy Award for work on Arts Student Success
2020	Florence French Financial Aid Fund for Art, \$1,100
2019	Florence French Financial Aid Fund for Art, \$1,100
2019	Department of Film and Digital Media Travel Award, \$500
2019	Arts Dean's Fund for Excellence, \$1,875
2019	Florence French Financial Aid Fund for Art, \$5,034
2019	DANM Fund for Excellence, \$13,573
2019	Graduate International Regents Fellowship, \$1,105
2019	Florence French Financial Aid Fund for Art, \$5,034

## TEACHING EXPERIENCE

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### Instructor

#### **Asia through Video Games (Proposed) | Spring 2025**

Habib Institute for Asian Studies, University of Idaho

Through the study of video games, this course provides a nuanced and concentrated look at Asia and the Asian Diaspora.

#### **Japanese Anime | Fall 2024**

Habib Institute for Asian Studies, University of Idaho

This course recognizes Japanese anime as a critical object of study to consider its role in visual culture, globalization, racial and gender discourse, and media studies.

#### **Video Games as Visual Culture | Summer 2023**

Dept. Film and Digital Media, University of California, Santa Cruz

Designed curriculums for asynchronous instructions and recorded and created video essays to accommodate 200 students.

#### **Advanced Topics in Television Studies | Summer 2019**

Dept. Film and Digital Media, University of California, Santa Cruz

The seminar is titled "Dissecting and Problematics," It caters to advanced undergraduate students' desire to implement critical theories into their research projects.

## **Teaching Assistant**

### **Film Authors: Female Filmmakers | Fall 2021**

Dept. Film and Digital Media, University of California, Santa Cruz,  
taught by Dr. Shelley Stamps

### **Film, Video, and Gender | Spring 2021**

Dept. Film and Digital Media, University of California, Santa Cruz,  
taught by Dr. Topiary Landberg

### **A History of Animation | Winter 2021**

Dept. Film and Digital Media, University of California, Santa Cruz,  
taught by Dr. Susana Ruiz

### **Understanding Media | Fall 2020**

Dept. Film and Digital Media, University of California, Santa Cruz,  
taught by Dr. Jamie Lyons

### **Visual Culture and Technology: History of New Media | Summer 2020**

Dept. Film and Digital Media, University of California, Santa Cruz,  
taught by Dr. Chris Kerich

### **International Cinema, 1960 to Present | Spring 2020**

Dept. Film and Digital Media, University of California, Santa Cruz,  
taught by Dr. Christina Corfield

I taught two discussion sections (35 students)

### **Video Games as Visual Culture | Winter 2020**

University of California, Santa Cruz

Dept. Film and Digital Media, University of California, Santa Cruz,  
taught by Dr. Soraya Murray

### **Video Games as Visual Culture | Winter 2020**

University of California, Santa Cruz

Dept. Film and Digital Media, University of California, Santa Cruz,  
taught by Logan Walker

I taught two discussion sections (40 students)

## PREVIOUS WORK EXPERIENCE

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- Program Coordinator**     **Arts Professional Pathways, 2019, 2021 - 24**  
University of California, Santa Cruz, Arts Division & Dean's Office  
Developed professional events and sourced funding to support student success.
- Program Coordinator**     **UCSC ArtsBridge, 2022 - 24**  
University of California, Santa Cruz, ArtsBridge  
Created infrastructure for recruitment, training, and reporting. Helped to source private and state funding (\$30,000 annually) to support the program,
- Development Specialist**     **The Rothkopf Group 2017 - 2018**  
Washington, D.C.  
Curated, created, and maintained the database for audience development for an international conference, "CultureSummit, Abu Dhabi 2017." Oversaw daily functions during the event.
- Producer**     **TV ASAHI America, Inc. 2014 - 2015**  
Washington, D.C.  
Covered daily briefings at the U.S. State Department and analyzed political and social events for broadcast.

## CONFERENCE PRESENTATIONS

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- 2024     **The Association for Asian American Studies (AAAS)**  
Seattle, WS, US, April 25 - 27  
"GAMES AND ASIA/AMERICA: A ROUNDTABLE"  
Pre-constituted panel with Edmond Y. Chang, Matthew Jungsuk Howard, Miyoko Conley, Takeo Rivera, and Christopher B. Patterson.
- 2024     **Society for Cinema and Media Studies (SCMS)**  
Boston, MA, US, March 14 - 17  
"Understanding Post-postwar Japan through the Giant Woman at the End of the World"
- 2024     **Southwest Popular/American Culture Association (SWPACA)**  
Albuquerque, NM, US, February 21 - 24  
"Destruction, Rebirth, and Ambivalence: Nuclear Power in Japanese Video Games"  
Pre-constituted panel with Rachael Hutchinson, Ryan Scheiding, and Keita Moore.
- 2023     **UCSC Festival of Monsters**  
Santa Cruz, CA, US, October 13 - 15

- 2023 "Conjuring Precarity through the Sublime Bodies of Japanese Giant Monsters"  
**Digital Games Research Association (DiGRA)**  
 Sevilla, Spain, June 19 - 23
- 2023 "Finding the Post-Postwar Japan in Death Stranding's Sublime Ruins"  
**Transnational Turns and the Future of China Studies**  
 Santa Cruz, CA, US, May 12 - 13
- 2023 **Society for Cinema and Media Studies (SCMS)**  
 Denver, CO, US, April 12 - 15  
 "Transnational Galatea: Erasure of Asian Bodies in Globalized Media"
- 2023 **Southwest Popular/American Culture Association (SWPACA)**  
 Albuquerque, NM, US, February 22 - 25  
 "Designing the Global Body: Japan's Postwar Modernity in *Death Stranding*"
- 2021 **Southwest Popular/American Culture Association (SWPACA)**  
 Albuquerque, NM, US, February 22 - 27  
 "Traumatic Femininity and Remediated Postwar Japan in FFVII
- 2020 **Society for Cinema and Media Studies (SCMS)**  
 Online  
 "A Different Kind of Pleasure: Recontextualization of a Japanese Femme Fatale for the Female Audience"
- 2020/21 **Digital Games Research Association (DiGRA)**  
 Cancelled and Rescheduled due to the COVID-19 Pandemic  
 "Working Through Weightlessness in Postwar Japanese Tactical Wargames"
- 2020 **Southwest Popular/American Culture Association (SWPACA)**  
 Albuquerque, NM, US, February 19 - 22  
 "Materialized Trauma and Masked Desire"
- 2019 **Mechademia Conference**  
 Minneapolis, MN, September 27-29  
 "Pure Love and Fruitless Union: Reframing Queerness as Feminist Liberation in CLAMP's Works."
- 2019 **Replaying Japan**  
 Kyoto, Japan, August 9 - 11  
 "NieR: Automata as a Postcolonialist Intervention"

- 2019 **Anime Expo Academic Symposium**  
Los Angeles, CA, US, July 4-7  
"Feminist Recontextualization of Nostalgia in Lupin the Third: The Woman Called Mine Fujiko"
- 2019 **International Communication Association (ICA)**  
Washington, DC, US, May 24 - 28  
"Fetishized Innocence and Sexualized Healing: Consumption of Innocence in Japanese Idol Culture"
- 2019 **Games + Communication Ante-Conference**  
Washington, DC, US, May 23  
"Methods of Power"

## **PUBLIC EVENTS**

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- 2024 **Arts Professional Pathways: Find YOUR Path! 2024**  
UC Santa Cruz, May 8  
Presenter
- 2024 **"Art of Change" Immersion Event**  
San Mateo, CA, May 5  
Presenter
- 2024 **Alok Vaid-Menon in Person**  
**Comedy Performance & Panel Discussion**  
UC Santa Cruz, April 9  
Development
- 2023 **Arts & Activism: A Conversation with**  
**Shepard Fairey, Frank Abe, and Andrew Aydin**  
Online, May 22  
Programming, production, and moderation
- 2023 **A Conversation with POSE Co-Creator Steven Canals:**  
**Redefining Diversity through Creative Interventions**  
UC Santa Cruz, May 19  
Programming and production
- 2023 **A Conversation with Award-winning Pixar Editor**  
**Kevin Nolting & Disney Historian Don Peri:**  
**Directing and Editing Feelings**  
UC Santa Cruz, May 10  
Programming and production

- 2023 **Santa Cruz COE & UCSC ArtsBridge Celebration**  
UC Santa Cruz, May 9  
Programming
- 2023 **Arts Professional Pathways: Find YOUR Path! 2023**  
UC Santa Cruz, April 19  
Development, programming, production, and moderation
- 2023 **Seminar on the Relations of Theory and Practice  
with Visiting Scholar McKenzie Wark**  
UC Santa Cruz, April 13  
Development
- 2023 **A Conversation with Screenwriter/Producer  
Nicole Jefferson Asher**  
UC Santa Cruz, February 10  
Programming, production, and moderation
- 2022 **A Conversation about Curatorial Practices and Internships at  
the National Museum of African American History & Culture**  
Online, Postponed  
Development and programming
- 2022 **A Conversation with Ken Corday**  
UC Santa Cruz, May 20  
Development and programming
- 2022 **Arts Professional Pathways: Find YOUR Path! 2022**  
UC Santa Cruz, April 15  
Development, programming, production, and moderation
- 2022 **Navigating Success, Creative Possibility, and Ethics in the  
Entertainment Industry: A Conversation with  
Sandino Moya-Smith, VP of Production at MGM**  
UC Santa Cruz, April 8  
Programming, production, and moderation
- 2020 **Arts Professional Pathways: Find YOUR Path! 2020**  
UC Santa Cruz, January 10  
Development, programming, production, and moderation



## **LANGUAGE SKILLS**

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Chinese	Native speaker
English	Fluent (C2 in understanding, speaking, and writing)
Japanese	Near fluency (C1 in understanding, speaking, and writing)
Coding Languages	C++, C#, JAVA (proficient)

## **MEMBERSHIPS**

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Since 2019	International Communication Association (ICA)
Since 2020	Southwest Popular/American Culture Association (SWPACA)
Since 2020	Digital Games Research Association (DiGRA)
Since 2020	Society for Cinema and Media Studies (SCMS)
Since 2024	The Association for Asian American Studies (AAAS)