

**Christopher M. Bingham, Ph.D.**  
**Curriculum Vitae**

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**Appointment**

2016-present: Lecturer, Department of Film and Media Studies, University of Oklahoma

**Education**

Ph.D., 2017, University of Oklahoma, Department of Communication.

Dissertation: An ethnography of Twitch streamers: Negotiating professionalism in new media content creation.

M.A., 2011, Washington State University, Edward R. Murrow College of Communication.

Thesis: Psychological examination of audience engagement in video game play: Identification, enjoyment, and role-playing

B.A., 2006, Indiana University, Department of Telecommunications

B.A., 2004, Indiana University, Department of Communication & Culture

**Publications and Presentations**

**Refereed Journal Articles**

Bingham, C. M. (November, 2017). Talking about Twitch: *Dropped Frames* and a normative theory of new media production. *Convergence: The International Journal of Research into New Media Technologies*. <https://doi.org/10.1177/1354856517736974>.

**Book Chapters**

Bingham, C. M. (2017). Atlas. In J. Banks, R. Mejia, and A. Adams [Ed.s], *100 Greatest Video Game Characters*, 12-14. Lanham, MD: Rowman and Littlefield.

Bingham, C. M. and Kramer, E. (2016). Neoliberalism and the production of enemies: The commercial logic of *Yahoo! News*. In V. Berdayes and J. W. Murphy [Ed.s], *Neoliberalism, Economic Radicalism, and the Normalization of Violence*, 53-69. New York, NY: Springer.

**Books / Articles in Progress**

Consumption space: TwitchCon and the neoliberal subject. Under review for *Critical Studies in Media Communication*.

*Twitch Professionalism: Negotiating Value and Ethics under Neoliberalism*. Target presses: Minnesota, Polity, MIT, NYU.

What's for sale on Twitch: Community as commodity in the new media economy. Target journal: *New Media & Society*.

**Conference Papers / Presentations**

Bingham, C. M. (April, 2020). "*The worst of this junk*": *The 1993 congressional hearing on videogame violence and the plurality of game culture*. Paper accepted to the Society for Cinema and Media Studies Annual Conference, Denver, CO. [Paper not presented due to Coronavirus precautions].

Bingham, C. M. (November, 2019). *Twitch streaming and the audience commodity*. Paper presented at the National Communication Association Annual Convention, Baltimore, MD.

- Bingham, C. M. (March, 2019). *Voyeuristic survival: Surveillance as game mechanic*. Paper presented at the Society for Cinema & Media Studies Annual Conference, Seattle, WA.
- Bingham, C. M. (November, 2018). *Playing for money: TwitchCon and the neoliberal subject*. Paper presented at the National Communication Association Annual Convention, Salt Lake City, UT.
- Bingham, C. M. (February, 2018). *Leadership and live-streaming: How professional Twitch streamers articulate value*. Paper presented at the Western States Communication Association Annual Convention, Santa Clara, CA.
- Bingham, C. M. (March, 2017). *What's for sale on Twitch*. Paper presented at the Society for Cinema & Media Studies Annual Conference, Chicago, IL.
- Bingham, C. M. (February, 2017). *Talking about Twitch: Dropped Frames and a normative theory of new media professionalism*. Paper presented at the Western States Communication Association Annual Convention, Salt Lake City, UT. **\*Top student paper in Language and Social Interaction.**
- Bingham, C. M. (February, 2016). *Discursive features in economics literature: Capitalist and Communist paradigms, 1969-1970*. Paper presented at the Western States Communication Association Annual Convention, San Diego, CA. **\*Top student paper in Language and Social Interaction.**
- Bingham, C. M. (November, 2015). *Investing in boycotting and the meaning of money's (non) movement*. Paper presented at the National Communication Association Annual Convention, Las Vegas, NV.
- Bingham, C. M. (August, 2015). *The role of the producer in unboxing videos*. Paper presented at the Association for Education in Journalism and Mass Communication Annual Conference, San Francisco, CA.
- Bingham, C. M. (May, 2015). *These empty old halls: Online education's visual criticism of the traditional university*. Paper presented at the Cultural Studies Association Annual Meeting, Riverside, CA.
- Bingham, C. M. (October, 2014). *Corporate personhood and the individual/collective paradox*. Paper presented at the Semiotic Society of America Annual Meeting, Seattle, WA.
- Bingham, C. M. (September, 2014). *Money talks: A semiotic analysis of money as communication*. Paper presented at the International Association for Semiotic Studies World Congress, Sofia, Bulgaria.
- Bingham, C. M. (May, 2014). *Abandoned monuments and the aesthetics of decay: Searching for new rhetorics among the Spomeniks of the Balkans*. Paper presented at the Rhetoric Society of America Conference, San Antonio, TX.
- Bingham, C. M. (October, 2013). *What "\$250,000 a year" means: A semiotic analysis of tax policy discourse*. Paper accepted to the Semiotic Society of America Annual Meeting, Dayton, OH. [Unable to attend].
- Bingham, C. M. (March, 2010). *Star Wars fan films and the definition of fandom*. Paper presented at the Western States Communication Association Annual Meeting, Anchorage, AK.

#### Invited Lectures

- Bingham, C. M. (September, 2014). *Primer on public speaking*. Lecture delivered to the College of Engineering capstone class, University of Oklahoma, Norman, OK.
- Bingham, C. M. (April, 2013). *A cognitive approach to videogame research*. Lecture delivered to the Principles of Communication mass lecture section, University of Oklahoma, Norman, OK.

## **Teaching Experience**

### **Courses Developed**

Film and Media Studies 1113: Introduction to New Media, University of Oklahoma. (Including Approval for Social Science General Education Requirement)  
Film and Media Studies 1123: History of Video Games, University of Oklahoma. (Including Approval for Artistic Forms General Education Requirement)  
Film and Media Studies 3810: New Media and the Market, University of Oklahoma.  
Film and Media Studies 3810: Video Gaming and Culture, University of Oklahoma.  
Film and Media Studies 3810: Participatory Media, University of Oklahoma.  
Film and Media Studies 3810: Media Controversies, University of Oklahoma.  
Film and Media Studies 3810: Video Game Analysis and Critique, University of Oklahoma.

### **Online Courses Developed**

Film and Media Studies 1013: Introduction to Film and Media Studies  
Film and Media Studies 1113: Introduction to New Media  
Film and Media Studies 1123: History of Video Games  
Film and Media Studies 2033: Writing About Film

### **Courses Taught**

Film and Media Studies 1013: Introduction to Film and Media Studies. University of Oklahoma. (2020-Present)  
Film and Media Studies 1113: Introduction to New Media, University of Oklahoma. (2017-Present)  
Film and Media Studies 1123: History of Video Games, University of Oklahoma. (2016 - Present)  
Film and Media Studies 2033: Writing about Film, University of Oklahoma. (2016-Present)  
Film and Media Studies 3810: Media Controversies, University of Oklahoma. (2018-Present)  
Film and Media Studies 3810: Video Game Analysis and Critique, University of Oklahoma. (2019- Present)  
Film and Media Studies 3810: Video Gaming and Culture, University of Oklahoma. (2015-Present)  
Film and Media Studies 3810: Participatory Media, University of Oklahoma. (2018) Taught as a Study Abroad course in Brazil.  
Film and Media Studies 3810: New Media and the Market, University of Oklahoma. (2016)  
Communication 2613: Public Speaking, University of Oklahoma. (2013-2016)  
Film and Media Studies 2023: Film and Media History, 1960 to Present, University of Oklahoma (as teaching assistant). (2016)  
Communication 1113: Principles of Communication, University of Oklahoma (as discussion leader). (2012-2016)  
Film and Media Studies 3213: Media Theories and Methodologies, University of Oklahoma (as teaching assistant). (2013)  
Communication Studies 102: Public Speaking, Washington State University. (2008-2010)

## **Grants and Awards**

### **Top Paper Awards**

2017 WSCA Top Student Paper in Language & Social Interaction, \$50.00  
2016 WSCA Top Student Paper in Language & Social Interaction, \$100.00

### Research Grants

2016 Graduate Student Senate, \$750.00

### Travel Grants

2016 Communication Graduate Student Association, \$208.00  
2016 Graduate Student Senate, \$250.00  
2016 Communication Graduate Student Association, \$577.85  
2016 Graduate Student Senate, \$525.00  
2015 Communication Graduate Student Association, \$366.79  
2015 Graduate Student Senate, \$750.00  
2015 Communication Graduate Student Association, \$312.50  
2014 Communication Graduate Student Association, \$285.80  
2014 College of Arts & Sciences, \$500.00  
2014 Graduate Student Senate, \$525.00  
2014 Robberson Travel Grant, \$500.00  
2013 Communication Graduate Student Association, \$100.00  
2013 Graduate Student Senate, \$196.00

### Teaching Fellowships and Assistantships

2016 Summer Graduate Teaching Assistantship, \$3,500.00  
2015-2016 Graduate Teaching Assistantship, \$16,000.00  
2015 Summer Graduate Teaching Assistantship, \$3,000.00  
2014-2015 Graduate Teaching Assistantship, \$16,000.00  
2013-2014 Graduate Teaching Assistantship, \$16,000.00  
2012-2013 Graduate Teaching Assistantship, \$15,500.00  
2009-2010 Graduate Teaching Assistantship, \$12,000.00  
2008-2009 Graduate Teaching Assistantship, \$12,000.00

### Service

#### Committees served

2020-Present Curriculum Committee, Film and Media Studies  
2017-Present Technology Committee, Film and Media Studies  
2012-2017 OU Communication Graduate Student Association  
2013-2017 NCA/Recruitment Committee, CGSA  
2012-2015 Sooner Communication Conference Committee, CGSA

#### Professional Affiliations

Society for Cinema and Media Studies (2016-Present)  
National Communication Association (2012-Present)  
Western States Communication Association (2009-2010, 2013-Present)  
Association for Education in Journalism and Mass Communication (2013-2016)  
International Association for Semiotic Studies (2013-2016)  
International Communication Association (2012-2016)  
Semiotic Society of America (2012-2016)  
Cultural Studies Association (2013-2016)