Jesse Fox

Associate Professor, School of Communication

Associated Faculty, Department of Women's, Gender, & Sexuality Studies

The Ohio State University

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Education

Doctor of Philosophy (Communication), June 2010

Master of Arts (Communication), December 2009

Stanford University, Stanford, CA

Dissertation: The Use of Virtual Self Models to Promote Self-Efficacy and

Exercise

Advisor: Dr. Jeremy Bailenson

Master of Arts (Communication), August 2006

University of Arizona, Tucson, AZ

Thesis: Sex Differences in College Students' Internet Pornography Consumption

Advisor: Dr. Keren Eyal

Bachelor of Arts (Communication), May 2000

Bachelor of Arts (English), May 2000

University of Kentucky, Lexington, KY

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

Representations in virtual environments: agents and avatars

Prosocial communication (e.g., health, environmental) using communication technologies

Peer-Reviewed Publications

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

Fox, J., Zhang, G., & Frampton, J. (in process). The dark side of social networking sites. In E. Downs (Ed.), *Dark side of media and technology: A 21ˢᵗ century guide to technological literacy*. 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* (2ⁿᵈ

ed.). New York, NY: Peter Lang.

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.

Ahn, S. J., & Fox, J. (2017). Immersive virtual environments, avatars, and agents for health. In R. Parrott (Ed.), *Oxford encyclopedia of health and risk message design and processing*. New York: Oxford.

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. Luppicini (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. Doeveling, 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

Anderegg, C. M., Luong, T., & Fox, J. (2017, November). Theoretical and methodological

    approaches to media content analyses: A case study of romantic movies. Paper to be

    presented at the 103rd 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 to be presented at the 103rd 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 to be presented at the 103rd 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 to be

    presented at the 103rd 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 67th Annual Conference of the

International Communication Association, San Diego, CA.

Pearce, K. E., Treem, J. W., Rice, R. E., McEwan, B., Fox, J., Sivunen, A., Gibbs, J. L., Vitak, J., & Evans, S. K. (2017, May). Debating affordances: Defining and refining the contours of affordance measurement and theory. Panel presented at the 67th 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 102nd 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 102nd 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 102nd 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 102nd 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 102nd 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 101st 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 101st 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 101st 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 101st 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 101st 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 101st 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 65th 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 65th 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 to be

presented at the 100th 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 to be presented at the 100th 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 to be

presented at the 100th 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 to be presented at the 100th 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 to be presented at the 100th 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 to be presented at the 14th 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 to be presented at the 14th 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 to be 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 to be 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 64th 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 64th 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

64th 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 64th 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 99th 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 99th 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 99th 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 63rd 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 63rd 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 63rd 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 63rd 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 63rd 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 98th 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 62nd 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 97th 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 6th 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 96th 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 96th 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 13th 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 95th

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 59th 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 59th 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 80th 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 58th 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 54th Annual Conference of the Broadcast Education Association, Las Vegas, NV.

Invited Research Talks

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

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

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 Cervenec;

       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 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

International Communication Association Conference (2007-present)

National Communication Association Conference (2007-present)

2011 Persuasive Technologies Conference

2010 CHI ACM Conference on Human Factors in Computing Systems

2009 International Program Committee, International Symposium on Visual Computing

2009 IEEE Virtual Reality Conference

Association & Discipline Service

2015, 2017   ICA CAT Doctoral Consortium Faculty Participant

2015-2016   Society for the Psychological Study of Social Issues (SPSSI)

Committee on Common Rule Revisions

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 Departmental Service

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

Board

2015-   School of Communication Director's Advisory Committee

2015   Organizer, School of Communication Symposium on Communication

Technology

2014-   School of Communication Graduate Student Organization Faculty

Advisor

2014-2015   Job Market Preparation Summer Workshops for Graduate Students

2013   School of Communication Search Committee [Environmental/Risk

position]

2012-   Member, Social & Behavioral Sciences Institutional Review Board

2012-   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

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. Gave public talk and had discussion on selfies and social media.

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.)

Frampton, Jessica. (Ph.D.)

Zhang, Guanjin. (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.

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.*

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)

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

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

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

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

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

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

Vendemia, Megan. (Ph.D., expected 2018)

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)