

## Benjamin G. Stokes

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American University School of Communication  
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### Education

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University of Southern California Annenberg School for Communication and Journalism, 2009-2014,  
Doctor of Philosophy in Communication  
Dissertation: *Civic games with 'local fit': Embedding with real-world neighborhoods and place-based networks*  
Committee: Henry Jenkins, François Bar, Sandra Ball-Rokeach, Tracy Fullerton

University of Southern California Annenberg School for Communication and Journalism, 2009-2012,  
Masters in Communication Sciences  
Qualifying Committee: Henry Jenkins, François Bar, Sandra Ball-Rokeach, William Tierney, Tracy Fullerton

Haverford College, Haverford, Pennsylvania, 1996-2000  
B.A. in Physics, Minor in French Literature  
Study Abroad, Université Gaston-Berger, Senegal

### Publications

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#### **Refereed Journal Articles and Peer-Reviewed Proceedings**

Baumann, K., Stokes, B., Bar, F., & Caldwell, B. (forthcoming). Infrastructures of the Imagination: Community Design for Speculative Urban Technologies. In *Proceedings of C&T 2017*. Université de Technologie de Troyes, France.

Baumann, K., Stokes, B., Bar, F., & Caldwell, B. (2016). Designing in “Constellations”: Sustaining participatory design for neighborhoods. In *Proceedings of the 14th Participatory Design Conference: Short Papers, Interactive Exhibitions, Workshops* (Vol. 2, pp. 5–8). Aarhus, Denmark: ACM Press.  
<https://doi.org/10.1145/2948076.2948083>

Stokes, B., & Williams, D. (2015). Gamers Who Protest: Small-Group Play and Social Resources for Civic Action. *Games and Culture*, 22(1).

Stokes, B., Villanueva, G., Bar, F., & Ball-Rokeach, S. (2015). Mobile Design as Neighborhood Acupuncture: Activating the Storytelling Networks of South Los Angeles. *Journal of Urban Technology*, 22(3: Special issue on Urban Acupuncture), 55–77.

Stokes, B., Baumann, K., Caldwell, B., & Bar, F. (2014). Payphone Redesign as Neighborhood Planning: Physical Meets Digital City from the Bottom Up with Aging Payphones. *Journal of Community Informatics: Special Issue on Community Planning*, 10(3). <http://ci-journal.net/index.php/ciej/article/view/1090/1114>

Baumann, K., Stokes, B., Bar, F., & Caldwell, B. (2014) The Leimert Phone Company. *New American Notes Online (NANO)*, 5. <http://www.nanocrit.com/issues/5/leimert-phone-company>

Broad, G., Ball-Rokeach, S. J., Ognyanova, K., Picasso, T., Stokes, B., & Villanueva, G. (2013). Understanding Communication Ecologies to Bridge Communication Research and Community Action. *Journal of Applied Communication Research*.

Stokes, B., Watson, J., Fullerton, T., & Wiscombe, S. (2013). A Reality Game to Cross Disciplines: Fostering Networks and Collaboration. In *Defragging Game Studies: Proceedings of DiGRA 2013 International Conference*. Atlanta, GA.

Dhebar, B. B., & Stokes, B. (2008). A nonprofit manager's guide to online volunteering. *Nonprofit Management and Leadership*, 18(4), 497–506.

Stokes, B. (2005). Videogames have changed: time to consider "Serious Games"? *Development Education Journal*, 11(3), 12.

### **Book Chapters**

Stokes, B. (2012). Restructuring Civic Engagement: Meaningful Choice and Game Design Thinking. In A. Delwiche & J. J. Henderson (Eds.), *The Participatory Cultures Handbook*. New York, NY: Routledge.

Bar, F., Bayne, T., Khera, O., Stokes, B., & Villanueva, G. (2012). Fold, Ride, Share and Rebrand: a Low Tech Crowdmap for Social Change and Biking in South Los Angeles. In G. Hertz (Ed.), *Critical Making -- Places*. Hollywood, CA: Telharmonium Press.

### **Additional Journal Publications**

Ruiz, S., Stokes, B., & Watson, J. (2012). Mobile and Locative Games in the "Civic Tripod:" Activism, Art and Learning. *International Journal of Learning and Media*, 3(3). Interactive portion at: <http://civictripod.com/> doi:10.1162/IJLM\_a\_00078

### **Under Review**

Brough, M., Lapsansky, C., Gonzalez, C., Stokes, B., & Bar, F. (forthcoming). Participatory Design of a Mobile Platform for Social Justice? Learning from the development of VozMob. *International Journal of Learning and Media*.

### **Published Reports and Invited Essays**

Stokes, B., Walden, N., O'Shea, G., Nasso, F., Mariutto, G., & Burak, A. (2016). Impact with Games: A Fragmented Field. In *Impact with Games*. New York, NY: ETC Press with Games for Change. Retrieved from <http://gameimpact.net/reports/>

Stokes, B., & Watson, J. (2012). *Games for Direct Action: Local Scale and Social Impact*. White House National Conversation on Games: Arizona State University Center for Games and Impact.

Ruiz, S., Stokes, B., & Watson, J. (2011). *Mobile, Games and Civics: State of the Field*. Commissioned by Intel Labs' Interactions and Experiences Research (IXR) Group.

Stokes, B. (2010). Peter Packet Challenge: Featuring a Videogame, Corporate Partnership Trade-offs, and Pre-Teen Activists. In *From Participatory Culture to Public Participation*. Los Angeles, CA: USC Civic Engagement Research Group.

Stokes, B., Seggerman, S., & Rejeski, D. (2006). *For a better world: Digital games and the social change sector*. Whitepaper funded by the MacArthur Foundation.

## **Teaching & Facilitation**

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**Instructor in Game Design (MA program) and Communication Studies – 2015-Present**

*American University School of Communication*

Ongoing teaching, from “Understanding Media” for undergraduate freshmen to “Game Research Methods” for graduate students.

**Instructor for Masters of Data Science – 2014-2015**

*UC Berkeley School of Information, MA Program in Data Science*

Taught the fundamentals of research design and research applications (mixed methods) to data scientists

**Instructor for the Leimert-Annenberg Design Studio – Spring 2013**

*Annenberg X-School Prototype Course, with Prof. François Bar, USC*

For a blend of graduate students, community artists and technologists. One of two primary instructors.

**Instructor for the Knight-Annenberg “Mobile News Incubator” – Summer 2012**

*USC Annenberg School for Communication and Journalism*

Taught teams of USC undergraduates balanced across schools of engineering, business and communication; served as one of several instructors/mentors.

**Teaching Assistant for “Introduction to Communications Technology” Course – Spring 2011, with Prof.**

*Henry Jenkins, USC Annenberg School for Communication & Journalism*

Facilitated two discussion sections; taught an hour-long guest lecture to the 140+ students

**Co-Designer and Workshop Facilitator of “Rethinking Educational Assessment with Games” – January**

*2011, with Prof. USC School of Cinematic Arts, with Prof. Tracy Fullerton, USC*

Two-day workshop with grantees of the Gates and MacArthur Foundations and leading industry designers

**Teacher for Physical Computing Course (for 6<sup>th</sup> and 7<sup>th</sup> grade students) – Summer 2000**

*Exploration Summer Programs, St. Mark’s School, Southborough, MA*

Designed the curriculum and was the sole instructor

***Guest Teaching and Invited Course Lectures (Selected)***

Collaborative Guest Lecture: “Healthy Living through Participatory Mapping in South Los Angeles” (Spring 2013). In “PPDE 630: Community Health Planning,” instructed by Dr. David Sloane at the USC Price School of Public Policy. Los Angeles, CA.

Guest Lecture: “ParTour: Mobile Storytelling and Bicycles in South L.A.” (2012). Hosted by the Experimental Game Lab led by Dr. Celia Pearce, Georgia Tech, Ivan Allen College of Liberal Arts. Atlanta, GA.

Co-Instructor of Record: “Rapid Prototyping of a Mobile App for Situated Engagement” (Fall 2012). A half-day micro-seminar with Dr. François Bar at the Graduate School of the University of Southern California. Los Angeles, CA.

Guest Lecture: “Participatory Urban Mapping with Low-End Technology” (Spring 2012). In “PPDE 631 Public Space: Theory, Policy, and Design,” instructed by Dr. Meredith Drake Reitan at the USC Price School of Public Policy. Los Angeles, CA.

Guest Lecture: “Direct Action Games to Restructure Civic Participation” (Spring 2011). For the Center for Embedded Network Sensing, led by Dr. Deborah Estrin at the UCLA school of Computer Science. Los Angeles, CA.

Guest Lecture: “Designing Social Issue Games” (2006). In “Contemporary Voices,” instructed by Kathy Brew, for the School of Visual Arts, Department of Computer Arts. New York, NY.

Guest Lecture: "Developing Civic Games" (2006). In "Tools and Techniques of Digital Production," at Hunter College, Department of Film and Media Studies. New York, NY.

## Design and Media Practice

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**Sankofa RED** installation in "SKIN," a group exhibit at the Los Angeles Municipal Art Gallery. (February 7 – April 17, 2016). Our installation featured a rebuilt payphone, alongside a storytelling system for mobile phones. Attendees were invited to contribute audio stories about the moment they first realized their skin had a color. Created as a project of the Leimert Phone Company (see below).

**Sankofa Says.** (October, 2014). Urban game to discover local history and build a sense of place. Official selection of the *IndieCade Festival* of independent games. Teams competed to draw a crowd at local monuments, retelling city myths for social media. Involved a rebuilt payphone and the city historian.

**Guggenheim Exhibit on New Media and Urbanism.** (October, 2013). Video commissioned to address "Collaborative Urban Mapping" as one of their *100 Urban Trends*, based on Los Angeles action research with RideSouthLA. Created with Karl Baumann. Available online at: <https://vimeo.com/70599469>

**Re:Activism Atlanta** (August, 2013). With a team led by Colleen Macklin, I adapted this civic activist game for play in Atlanta; merged the game with Vojo, a mobile platform for grassroots reporting

**The Leimert Phone Company** (2012-2013). I co-founded this community-based initiative to re-imagine the phonebooth as a civic structure for neighborhoods, connecting digital to physical. Prototypes include hyper-local storytelling and connecting to city services. At the Detroit Allied Media Conference we trained organizers from other cities on how to use the approach. The project was born in South Los Angeles from a series of workshops I co-taught, joining USC technologists with artists from historic Leimert Park. <http://LeimertPhoneCompany.net>

**RideSouthLA** (2011-2013). Co-founded this community-based initiative for participatory mapping in South Los Angeles, using a blend of paper maps, game mechanics and basic cameraphones. Received the Innovation Diploma at USC in recognition of this work. One map involved informal bicycle clubs in rebranding their neighborhood, while another addressed healthy living and community gardens. Significant local press coverage. <http://RideSouthLA.com>

**NearByUs** (2011). Co-designed and built this framework for crowd-sourced mapping. Includes a native Android application to gather sensor data (GPS, accelerometer, WiFi radio), and server-side storage and APIs to analyze and report on the data in real time (geoRSS xml). The premise is that spatial mapping often benefits from a "group perspective" that is broader than what one person can provide with their own phone. Privacy is a central concern, however prior research was limited by universal approaches to anonymity. By contrast our design borrows from principles of associational life in a democracy, and implements a privacy framework that isolates delicate personal data into servers managed by local nonprofit organizations, with group-level accountability. A prototype was successfully tested.

**StreetClaims** (2011-2013). Co-founded this design research project with iPads to investigate how assessment might be democratized and made more meaningful, especially for students. Blends the statistical rigor of Evidence-Centered Design with face-to-face shifts in power that empower students to claim agency over their own learning assessments. Draws on lessons from games about mediating feedback and gathering data as part of player engagement. Funded by the Arizona State University Center for Games and Impact.

**VozMob/Mobile Voices** (2009-2011, with IDEPSCA/USC). VozMob is a mobile and open-source storytelling platform for low-wage immigrants in Los Angeles. Winner of the United Nations-sponsored

World Summit Award for innovative mobile applications. All participants seek to share power in the design process. VozMob amplifies the voices of the excluded by appropriating mobile phones for popular communication. The platform is now available as the Vojo service. <http://vozmob.net/en>

**World Game Concept** (2005, with NetAid/Mercy Corps). Executive producer for a multiplayer game concept to teach principles of global interdependence in the fight on extreme poverty. Developed curriculum, worked with NY-based GameLab on early design prototypes, and helped raise a quarter million dollars in funding commitments.

**E-Learning Community for Student Activists** (2005, with NetAid/Mercy Corps). Chief architect of an online learning community for training high school activists. Known as the Global Citizen Corps, this program combined online and face-to-face training to help leaders reach 150,000 of their peers.

**Peter Packet Game Challenge** (2004, with NetAid/Mercy Corps). Lead designer on pioneering civic game with real-world fundraising for middle school students. The prototype was attached to the larger Peter Packet game that reached 150,000 youth; for my portion, participants competed to raise money and fight global poverty, learning about schools in Mexico, India and Zimbabwe. First known example of youth competing in online fundraising. Supported by Cisco Systems.

**VolunteerGuru** (2003, with NetAid/Mercy Corps). Designer of a character-based intelligent dialogue tutor to guide potential international volunteers in the fight on global poverty. Ran as a service of the NetAid Foundation for several years, reaching tens of thousands of users with personalized volunteering advice.

**Manatees in Belize** (2002, with ProQuest/Bigchalk). Produced and co-wrote one of the first educational virtual field trip for students at the more than 43,000 schools served by ProQuest/bigchalk.

## Competitive Appointments

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**Assistant Professor** – Fall 2015-Present  
*American University School of Communication, Washington, D.C.*

**Postdoctoral Scholar and Instructor** – 2014-2015  
*UC Berkeley School of Information, Berkeley, CA.*

**Civic Media Research Fellow at the Center for Media and Social Impact** – May, 2014  
*American University, Washington, D.C.*

**Summer Doctoral Program at the Oxford Internet Institute** – July, 2013.  
*University of Oxford, Oxford, England*

**Innovation Diploma** – 2012-2013.  
*University of Southern California, Los Angeles, CA.*

**Fellow and Young Scholar on the Future of Assessment** – 2012-2013.  
*Edmund Gordon Commission on the Future of Assessment in Education, United States.*

**Emerging Scholars on Digital Media and Assessment** – 2010-2012.  
*Center for Games and Impact, Arizona State University, Phoenix, AZ. Led by Dr. James Paul Gee.*

**Advisory to the Knight Foundation on the Civic Games Portfolio** – 2010-2012.  
*Knight Foundation, United States.*

**Advisory of the Engagement Game Lab – 2010-2013.**  
*Emerson College, Boston, MA. Research group led by Dr. Eric Gordon.*

## Grants and Program Funding

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Co-Investigator: **“Identifying Impact Categories for Civic Games”**, 2014-2015.  
David and Lucile Packard Foundation award to Games for Change  
Chaired the research advisory board to Games for Change on this award, after proposing the idea and collaborating on the funding proposal

Fellowship: **Morkovin Doctoral Fellowship** (\$30,000 over one year), 2013-2014.  
*Graduate School of the University of Southern California*

Prototype funding: **“Participatory Mapping for Civic Engagement and City Government Planning”**  
(\$5,000 over one year; Co-PI), 2012.  
*Innovation Diploma Fund, University of Southern California*

Prototype funding: **“Assessment Democratized”** (\$10,000; co-pi), 2012.  
*Center for Games and Impact, Arizona State University*

Research funding: **Annenberg Fellows Symposium** (\$500 each), 2010, 2012, 2014.  
*Graduate School of the University of Southern California*  
Funds to support research and travel based on competitive research proposals.

Collaboration grant: **“Mobile Learning Meets Social Change”** (\$15,000), 2010.  
*HASTAC / MacArthur Foundation*  
Initiated and wrote the application for a competitive collaboration grant to gather scholars from around the country on the topic of education, games and civic engagement. Faculty PI was Dr. François Bar.

Fellowship: **Annenberg Doctoral Fellowship** (\$25,000 per academic year), 2009-2013.  
*Graduate School of the University of Southern California*

Organizational Funding: **Games for Change**, 2004-2007.  
Raised more than \$300,000 in funding from the Ford Foundation, MacArthur Foundation, and Robert Wood Johnson Foundations while serving as the co-director of the nonprofit.

## Work Experience

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**Games Education Program Evaluator, Abu Dhabi – Summer, 2011**  
*Parsons The New School for Design, Abu Dhabi, U.A.E.*  
Traveled to the United Arab Emirates to design and implement an evaluation of the learning outcomes for high school students, with a focus on gender dynamics and the local teacher development model. Students were learning to make videogames using the GameMaker platform as part of the Activate! program developed by Colleen Macklin and John Sharp.

**Program Officer for Digital Media and Learning – 2007-2009**  
*MacArthur Foundation, Chicago, Illinois*  
Managed approximately one third of all new grants in the \$50 million portfolio, including the first \$2 million “open call” competition with HASTAC which received more than 1000 applications; helped develop one of the most cutting-edge funding strategies in education grantmaking

**Co-Founder and Co-Executive Director – 2004-2007**

**Games for Change (G4C), New York, New York**

Co-founded the leading international organization advancing the use of digital games for positive social change; national conferences drew 300 academics and practitioners; organization discussed in the New York Times, Washington Post, NPR, Reuters, BBC, CBC, Newsweek, The Daily Telegraph, etc.; grew an online community to more than 500 nonprofits, designers and academics from via an active email listserv; organized an invite-only briefing for funders; raised more than \$300,000 in funding from the Ford Foundation, MacArthur Foundation, and Robert Wood Johnson Foundation; partnered with Parsons The New School for Design to launch a new game design prototyping program called PETLAB; partnered with MTV to review digital games with civic themes on their social justice web community

**E-Learning Architect for Student Activist Community, Global Citizen Corps – 2005-2006**

**NetAid/Mercy Corps, New York, New York**

Engineered an innovative online learning and action community used by high school activists to reach 150,000 of their peers; campaigns included World AIDS and Hunger Days; features included an extensive activist toolkit, regional group planning blogs, social networking via profiles and instant messenger, e-training lessons and conference calls; managed a team of more than 10 graduate researchers, software developers and instructional designers

**Civic Gaming Program Manager – 2004-2005**

**NetAid/Mercy Corps, New York, New York**

Reached more than 100,000 youth educational games designed in collaboration with Cisco Systems to teach about extreme poverty; managed the concept development for new educational games addressing global interdependence; helped secure \$150,000 in funding

**Online Volunteering Program Manager and Researcher – 2003-2004**

**NetAid/Mercy Corps, New York, New York**

Managed the online volunteering service developed jointly by the United Nations and NetAid which has served more than 10,000 potential volunteers since its 1999 launch; oversaw a research evaluation of the service; supervised the transfer of the service to the UN, and the creation of a digital media replacement

**Digital Content Producer and Developer – 2001-2003**

**ProQuest/Bigchalk Education Publishers, New York, New York**

Led the technical team that supported a web portal serving millions of K-12 visitors monthly; co-engineered a new content management system

**Digital Video Editor – Nov. 2000-Jan. 2001**

**Full Circle Communications, Ashland, Oregon**

Deployed streaming video solutions; developed special effects graphics and animations; assisted with on-set filming

**Social Policy Intern – Sept.-Oct. 2000**

**Center for Reflection, Education, and Action, Inc., Hartford, Connecticut**

Lived with and researched alongside a team of four Catholic nun scholars; helped draft a report for the University of Notre Dame recommending an approach to living wage standards for the US/Mexico border region

**Middle School Teacher – Jun.-Aug. 2000**

**Exploration Summer Programs, St. Mark's School, Southborough, Massachusetts**

Designed and taught two diverse curricula for sixth and seventh grade students

**Nanophysics Researcher / Engineer – 1998-May 2000**

**Physics Department, Haverford College, Haverford, Pennsylvania**

Developed numerous experiments in nanophysics and materials science; co-authored an article on high-vacuum methods; thesis examined the one atom wire

**Co-Founder, Campus Political Leader** – 1996-May 2000

**Left Out**, Haverford College, Haverford, Pennsylvania

Started an umbrella student organization for political discussion and action; drafted an anti-sweatshop code of conduct that was approved by the college's Board of Managers; joined with several other universities to rally students and successfully pressure the City of Philadelphia to adopt an anti-sweatshop resolution

**Union Summer Community Organizer** – July-Aug. 1998

*A.F.L.C.I.O. Union Summer Program*, Chicago, Illinois

Immersive training on picket lines and grassroots petition drives in Chicago; studied labor history in organizer-led classes; recruited home health care workers

**Independent Software Developer** – 1995-1996

**Softwave Studios**, Ashland, Oregon

Launched a company to develop and self-publish software, most notably an early interface for digital music prior to MP3 technology (MOD/STM/S3M/669)

## Lectures, Panels and Symposium

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[For the most recent lectures, see <http://BenjaminStokes.net>]

Organizer, Invited Presentation: Stokes, B., Fullerton, T., O'Shea, G., Pasnik, S. (2014) Impact from Games? Pick the Right Field First. Games for Change Annual Conference. New York, NY.

Invited Presentation: Stokes, B., Baumann, K., Schrock, A. (2014) Reimagining Payphones: Urban Planning via the Leimert Phone Company. Annenberg Fellows Symposium. Los Angeles, CA.

Invited Presentation: Stokes, B. (2014) A Reality Game to Cross Disciplines. School of Information at the University of California at Berkeley. Berkeley, CA.

Invited Presentation: Stokes, B., Villanueva, G., Bar, F., Ball-Rokeach, S. (2013) Embedding Literacy in the Neighborhood: Mobile Media in South LA, and Reducing the Participation Gap. As part of a session on The Efficacy of Digital Communication Channels to Improve Lives. 99th Annual Convention of the National Communications Association. Washington, D.C.

Invited Presentation: Stokes, B., Watson, J., Fullerton, T., Wiscombe, S. (2013) A Reality Game to Cross Disciplines? Building Human Capital, Passion and Offline Networks with Reality Ends Here. Digital Games Research Association (DiGRA). Atlanta, GA.

Organizer of the peer-reviewed workshop: Stokes, B., Baumann, K., Bar, F., Caldwell, B. (2013) Phone Booths Against Gentrification. Allied Media Conference. Detroit, MI.

Invited Presentation: Stokes, B., Watson, J. (2013) Teaching College Students to Build Networks: The "Reality" Game. International Communications Association. London, UK.

Invited Presentation: Stokes, B. (2013) A Game to Build Human Networks. Games for Change Annual Conference. New York, NY.



Organizer, Invited Presentation: Stokes, B., Villanueva, G., & Bar, F. (2013) Mapping as Strategy for Youth Engagement: Contributing Data to Real City Problems as Civic Learning. Digital Media and Learning Conference. Chicago, IL. With Eric Gordon, Akili Lee, Elisabeth Soep and Nigel Jacob.

Invited Presentation: Stokes, B. (2013). Social Connectedness through Games. LA2050 Public Forum. West Hollywood Library, Los Angeles, CA.

Invited Panelist: Stokes, B. (2013). Games and Social Media. Philanthropic Leadership Forum. University of Southern California. Los Angeles, CA.

Invited Panelist: Stokes, B. (2013). Culinary Cartography. L.A. County Museum of Art. Los Angeles, CA.

Invited Presentation: Stokes, B. & Williams, D. (2012). Gamers with a Civic Life? Research Findings on League of Legends, from Protest to Volunteerism. Games for Change. New York, NY.

Invited Presentation: Stokes, B. & Williams, D. (2012). Civic Beyond Play: Ties to Public Life for Small-Group Gamers. Games, Learning and Society 8<sup>th</sup> Annual Conference. Madison, WI.

Invited Presentation: Fullerton, T., Ruiz, S., & Stokes, B. (2012). Hands on Innovation: Game Theory and Mechanics for Social Impact. Council on Foundations 63<sup>rd</sup> Annual Conference. Los Angeles, CA.

Invited Panelist: Bar, F., Gonzalez, C., Khera, O., Stokes, B., Villanueva, G. (2012). ParTour: Leveraging the Dual Mobilities of Cellphones and Bicycles for Urban Change. Local and Mobile Conference. Raleigh, NC.

Invited Panelist: Watson, J., Fullerton, T., Stokes, B. (2012). Gameful Layers for the Freshman Experience. Game Developers Conference. San Francisco, CA.

Invited Workshop: Stokes, B., Bar, F., Villanueva, G., Khera, O. (2012). Mobile Quests that Remix Public Events for Social Change. Digital Media and Learning Annual Conference. San Francisco, CA.

Invited Panelist: Watson, J., Fullerton, T., Stokes, B. (2012). Gameful Layers for the Freshman Experience. Digital Media and Learning Annual Conference. San Francisco, CA.

Invited Panelist: Stokes, B. (2011). Thinking Outside the Xbox. USC Graduate School Fellows Forum Lecture, Respondent: R. Maheswaran. Los Angeles, CA.

Invited Panelist: Stokes, B., & Watson, J. (2011). Games for Learning and Civics, Especially Mobile. Presented at the speaks VOLUMes: Virtual, Online Learning Conference, Virtual/Houston, TX.

Co-Organizer, Panelist: Stokes, B., Verclas, K. (2011). Trends in Gaming: Rethinking Mobile. Presented at the Games for Change, New York, NY.

Invited Paper and Panelist: Stokes, B. (2011). Oriented to Help: Connecting Civic Engagement to Videogame Roles. Paper presented at Teamwork in Group Play Panel at the International Communication Association World Conference. Boston, MA.

Invited Paper and Panelist: Gonzalez, C., Robbins, C., Bar, F., Brough, M., Lapsansky, C., Stokes, B. (2011). Storytelling Across the Mobile Divide. International Communications Association Mobile Pre-Conference. Boston, MA.

Invited Panelist: Stokes, B., Ruiz, S., & Flanagan, M. (2011). Real World Games for Civic Action Platforms. Presented at the DML2011, Long Beach, CA.

Invited Panelist: Fullerton, T., & Stokes, B. (2011). Connecting User Research to Game Design for Learning. Presented at the Games User Research, San Francisco, CA.

Invited Panelist: Swartz, L., & Stokes, B. (2010). Unexpected Civic Platforms and Participatory Culture. Presented at the DIY Citizenship, Toronto, Canada.

Invited Panelist: Stokes, B., Fullerton, T., & Duncombe, S. (2010). Direct Action Games. Presented at the Games for Change, New York, NY.

Invited Panelist: Chen, N. & Moreno, E. & Moran, M. & Stokes, B. & Villanueva, G. (2009). Participatory Research and Social Change: Case Studies of Partnerships with Community Organizations. National Communication Association Annual Convention. Chicago, IL.

Invited Panelist: Shresthova, S. & van Someren, A. & Chau, C. & Schwartz, L. & Vichot, R. & Stokes, B. & Mehta, R. & Lori Kido, L. & Klink, M. F. & Driscoll, K. & McVeigh-Schultz, J. & Brough, M. (2010). From Fan Activism to Political Activism: Participatory Democracy around Popular Media Affinity Groups. Digital Media and Learning Conference: Diversifying Participation. University of California, San Diego.

Invited Panelist: de Strulle, A. & Goldfin, J. & Stokes, B. & Callanan, L. (2009). Funders' Perspective on Social Issue Games. Games for Change Annual Conference. New York, NY.

Panelist: Poole, M. & Golding, P. & Meszaros, J. & Heinderyckx, F. & Jamieson, K., & Verhulst, S. & Storey, D. & Stokes, B. & Ang, P. H. (2009). Funding for Research. International Communications Association Annual Meeting. Chicago, IL.

Convener and Panelist: Ferriero, D. & Livingston, T. & Whitney, P. & Stokes, B. (2009). Chasing the Edge and Maintaining the Core. WebWise Conference. Washington, D.C.

Invited Panelist: Stokes, B. (2008). "Designing Social Media for Service Learning and the Millennial Generation." Corporation on National and Community Service. Washington, D.C.

Invited Panelist: Stokes, B. (2008). "Games and Funding." Fellow panelists included Phoenix Wang, Alex Chisholm, Dan Laughlin. Games Learning and Society Conference, Madison, Wisconsin. July 11, 2008.

Invited Panelist: Stokes, B. (2008). "Funding Perspectives on Games." Fellow panelists included Arlene de Strulle, Jessica Goldfin and Lucy Bernholz. Games for Change Conference, Parsons the New School for Design, New York, New York.

Co-Organizer, Panelist: Stokes, B. (2008). "Real World Games with Real World Impact." Fellow panelists included Eric Zimmerman, Chris Swain, Suzanne Seggerman, and Mary Flanagan. South by Southwest Interactive, Austin, Texas.

Invited Panel Talk: Stokes, B. (2007). "Building Collaborative Funding Networks." National Center for Technology Innovation Conference, Washington, D.C.

Invited Panelist: Stokes, B. (2007). "Brain, Behavior, Cognition and Gaming." Fellow panelists included Christoph Hoffmann, Alice Robison, William Watson. Serious Game Research Forum at Purdue University, West Lafayette, Indiana.

Co-Organizer, Panelist: Stokes, B. (2007) "The Role of Philanthropy in Virtual Worlds." Fellow panelists included Brad Lewis, Chinwe Onyekere, Allyson Knox and Barry Joseph. Second Life Community Conference. September 26, 2007.

Co-Organizer, Panel Chair: Stokes, B. (2007). "Games in Civic Education and Engagement: New Research, New Learning, New Approaches to Old Problems." Fellow panelists included Douglas Thomas, Joseph Kahne, Mary Flanagan. Games for Change Conference, Parsons the New School for Design, New York, New York.

Organizer, Panelist: Stokes, B. (2007). "Videogames for Social Change: a New Movement." Fellow panelists included Heidi Boisvert, Barry Joseph, Karen Michaelson. NTEN: The Nonprofit Technology Network Conference, Washington, D.C.

Invited Lecture: Stokes, B. (2007). "Social and Immersive Media for Civic Learning", Invitation-only colloquium on "Building a Smarter, Stronger and Broader Youth Constituency in the United States to Fight Global Poverty" at the Rockefeller Brothers Fund Pocantico Center, New York.

Invited Speaker: Stokes, B. (2007). "Games in the Public Interest." Funded by the Ford Foundation. Fellow speakers included: Suzanne Seggerman. Session at the National Media Reform Conference, Memphis, Tennessee.

Invited Panelist: Stokes, B. (2006). "Games and Civic Literacy." Fellow panelist was Jean Miller. Games, Learning and Society Conference, Madison, Wisconsin. July 16, 2006.

Co-Chaired and Organized the third annual "Games for Change" conference. Speakers included: Stephen Johnson, Raph Koster, Bob Kerrey, Sandra Shulberg, Douglas Thomas, Lauren Gelman, Ellen LaPointe, Carl Goodman, Rob O'Neil, Bill Tomlinson, Cornelia Brunner, Hardy Merriman, Kate Connally, Heather Chaplin, David Williamson Shaffer, and Doug Nelson. Parsons the New School for Design, New York, New York. June 27-28, 2006.

Invited Lecture: Seggerman, S., Bogost, I., and Stokes, B. (2006). "Social Change Videogames." Hollywood Hill speaker series at the home of Lawrence Bender, Los Angeles, CA.

Co-Organized and Co-Chaired the second annual "Games for Change" conference. Speakers included: Clay Shirky, Ben Sawyer, Katie Salen, Beth Noveck, Ian Bogost, Brad Lewis, Stephen Friedman, Cathy Fischer, Medard Gabel, Nick Fortugno, Marc Prensky, Kris Soumas, and Jerry Paffendorf. City University of New York, New York, New York. October 21-22, 2005.

Organizer, Panelist: Stokes, B. (2005). "Behind the Scenes of the United Nation's Game Food Force." Public Salon with fellow speaker Trevor Rowe. Fund of the City of New York, New York, New York.

Refereed Talk: Stokes, B. (2005). "Combining Play with Service Learning." Games Learning and Society Conference, Madison, Wisconsin.

Organized Public Forum: Stokes, B. (2005). "Analyzing Two Social Issue Games." Fellow presenter: Alex Kopelman. Fund of the City of New York, New York, New York.

Organizer, Speaker: Stokes, B., Fernandez, A. (2005). "Leveraging Global Campaigns in your Fight on Extreme Poverty." COOL Idealist National Conference, University of California Berkeley, Berkeley, California.

Organized Workshop, Panelist: Stokes, B. (2005). "Online Service Learning: Toward Global Citizenship." Annual National Service-Learning Conference, Long Beach, California.

Co-Organized Workshop Panel: Stokes, B., Seggerman, S. (2005). "How Games Benefit the Public at Large." Game Developers Conference, San Francisco, California.

Co-Organized the first annual “Games for Change” conference, June 2004. Panelists included: Beth Noveck, Ian Bogost, Theresa Riley, Eric Zimmerman, Jessica Irish, Connie Yowell, Brian Loubé, Jee Kim, Lenny Lai, Drew Ann Wake, Alex Kopelman. New York Academy of Sciences, New York City, New York.