

Curriculum Vitae

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I. Relevant courses taught

(see <http://www.souzaesilva.com/teaching.php> for a complete list)

- COM487: Internet and Society (Spring 2007, Spring 2006, Fall 2005)
(<http://www.chass.ncsu.edu/com487002/>)
- COM598A: Gaming and Social Networks (Spring 2007, Fall 2007)
(<http://www.chass.ncsu.edu/com598A/>)
- COM498M-004: Mobile Technologies and Cultures (Fall 2006)
(<http://www.chass.ncsu.edu/com498M/>)
- COM598M-003: Mobile Technologies and Social Practices (Fall 2006)
(<http://www.chass.ncsu.edu/com598M/>)
- COM327-002: Critical Analysis of Communication Media (Fall 2005)

II. Relevant publications

(see <http://www.souzaesilva.com/publications.php> for a complete list)

1. Peer-reviewed journals

- de Souza e Silva, A. (2008). Alien-Revolt: A case study of a location-based mobile game in Brazil. *IEEE Technology and Society*.
- de Souza e Silva, A., & Delacruz, G. (2006). Hybrid Reality Games reframed: potential uses in educational contexts. *Games & Culture*, 1 (3), 231-251.
- de Souza e Silva, A. (2006). From cyber to hybrid: mobile technologies as interfaces of hybrid spaces. *Space & Culture*, 9 (3), 261-278.
- de Souza e Silva, A. (2004, October 29). Are cell phones new media? Hybrid communities and collective authorship. *trAce Online Writing Centre*.
- de Souza e Silva, A. (2004). Mobile networks and public spaces: bringing multiuser environments into the physical space. *Convergence: The journal of research into new media technologies*, 10(1), 15-25.

2. Book chapters

- de Souza e Silva, A. (2006). eXistenZ: From fiction to reality. Submitted to F. Borries, S. Walz, & M. Böttger (Eds.), *Space Time Play*. Basel/Berlin/Boston: Birkhäuser Publishers for Architecture. (under review)
- de Souza e Silva, A. (2006). Hybrid Reality Gaming: Using mobile technologies to bring multiuser environments into public spaces Submitted to G. Creeber & R. Martin (Eds.), *Digital Cultures: Understanding New Media*. Open University Press (McGraw-Hill): London, UK. (under review)
- de Souza e Silva, A. (2007). Cell phones and places: The use of mobile technologies in Brazil. In: H. Miller, (Ed.), *Societies and cities in the age of instant access*. Springer-Verlag.
- de Souza e Silva, A. (2006). Interfaces of hybrid spaces. In A. P., Kavori & N. Arceneaux, (Eds.), *The Cell Phone Reader: Essays in Social Transformation* (pp. 19-44). New York: Peter Lang.

3. Conference papers

- de Souza e Silva, A. (2007). *Conceptualizing social mobile networks via the use of locative media: A brief look into Smart Mobs, location-based games and interpersonal aware applications*. Paper submitted to the International HASTAC Conference – Humanities, Arts, Science and Technology Advanced Collaboration, Durham, NC. (under review)

- de Souza e Silva, A., & Sutko, D. (2007). *Redefining mobility in hybrid spaces: A comparison between The Day of the Figurines and I like Frank*. Paper submitted to the annual conference of the Association of Internet Researchers (AoIR). (under review)
- de Souza e Silva, A. (2006, November). *Alien Revolt: A location-based mobile game in the context of Latin American urban space*. Paper submitted to the 2006 National Communication Association (NCA) Annual Convention, San Antonio, TX.
- de Souza e Silva, A. (2005, October). Hybrid Reality Games: Transforming gaming, sociability and urban spaces via mobile technologies. In M. Ito (Chair), *New Media Studies Meets STS*. Panel at the Society for Social Studies of Science (4S) Conference 2005. Pasadena, CA.
- de Souza e Silva, A. (2005, April). Games as assessment: Using mobile and ubiquitous interfaces to measure learning. Paper presented at the *American Educational Research Association Conference (AERA) Annual Meeting 2005*. Montréal, Canada.
- de Souza e Silva, A. (2004, April). Mobile and pervasive gaming: *Creating a hybrid reality by blurring the borders between the physical and the virtual*. Paper presented at the Narr@tive Digital Storytelling: UC Digital Cultures Graduate Conference. Los Angeles, CA.
- de Souza e Silva, A. (2003). From MUDs as space to space as a MUD: Cell phones in art and public spaces [abstract]. *Consciousness Reframed 5: Art and consciousness in the post-biological era*, 5, 26.
- de Souza e Silva, A. (2003). From MUDs as space to space as a MUDs: A study about cell phones. In J. Cahill, U. Christensen, H. Cooley, T. Crockett, D. Hodapp, N. Phillips, et. al., (Eds.), *Life by design: Everyday digital culture conference proceedings* (pp. 115-123). Irvine: University of California, Irvine.

4. Invited research presentations

- de Souza e Silva, A. (2006). Hybrid reality gaming: embedding games in public spaces. *Collaboration in the North Carolina Serious Game Space Workshop*. NCSU Computer Science Department's Center for Digital Entertainment and the North Carolina Serious Games Initiative, May 02.
- de Souza e Silva, A. (2006). From MUDs as (virtual) spaces to (hybrid) spaces as MUDs: Mobile technologies as interfaces of hybrid spaces. *Benjamin Franklin Scholars Spring Lecture Series*. North Carolina State University. March 29.

III. Selected Awards and honors

(see <http://www.souzaesilva.com/awards.php> for a complete list)

- de Souza e Silva, A. (2005, September). *From Cyber to Hybrid -- Relocating our imaginary spaces through mobile interfaces*. Intercom Award 2005, for the best PhD Dissertation in Communication and in Information and Communication Technologies, organized by the Brazilian Society of Interdisciplinary Studies in Communication, Rio de Janeiro, Brazil.
- de Souza e Silva, A. (2004, October). *Are cell phones new media? Hybrid communities and collective authorship*. Award winning article at the trace New Media Writing Competition, organized by the trAce Online Writing Centre. Nottingham, England.

IV. Participation in Centers, Multidisciplinary Activities

- Mobile Gaming Research Lab. Department of Communication, North Carolina State University. (director and lead developer).
- Center for research and development of educational and entertainment gaming. North Carolina State University. (participation in the discussion for the creation of an interdisciplinary University-wide gaming center among the departments of Communication, Computer Science, Design and Education).