Stanford

Alice Fox

Lecturer, Science, Technology and Society

Bio

BIO

I study the interrelational dynamics of socio-technical systems and artifacts. I frequently rely upon new and emerging theories and methods within and between post-phenomenology, post-humanism, Constructed Grounded Theory, and Thinking with Theory. I often work collaboratively and seek to merge ideas across various disciplines to generate creative and novel approaches to multi-dimensional problems.

I focus on critical pedagogy approaches in the classroom, and I strive to cultivate sharp and compassionate students. I have taught Introduction to STS, Adventures in Video Games and Society, Technology & Disability, amongst others.

In my free time, I can be found playing games (digital and analog), quilting, gardening, or hanging out with my dog, Nightshade.

ACADEMIC APPOINTMENTS

- Lecturer, Science, Technology and Society

BOARDS, ADVISORY COMMITTEES, PROFESSIONAL ORGANIZATIONS

- Member, Society for Philosophy and Technology (SPT) (2017 - present)
- Member, Association for Internet Researchers (AoIR) (2019 - present)

PROFESSIONAL EDUCATION

- Ph.D, Virginia Tech , Science, Technology, and Society (STS) (2023)
- M.Sc., University of Twente , Philosophy of Science, Technology, and Society (2018)
- B.A., Ohio Northern University , Philosophy (2015)

Research & Scholarship

CURRENT RESEARCH AND SCHOLARLY INTERESTS

Interplay of video games and society, ethics, and philosophy of technology

Teaching

COURSES

2023-24

- Adventures in Video Gaming and Society: STS 144 (Aut)

- Ecosystems of Power: The Ethics and Influence of AI: STS 164 (Win)

- Preventing Human Extinction: COLLEGE 107 (Spr)

Publications

PUBLICATIONS

- **Videogame Sanity Systems and Mad Representation**
  Fox, A.
  Harvard Law. Bill of Health.
  2023 ; Infrastructure and Disability Representation

- **Creating Space for Critical Participation Practices with the Google Suite** *Journal of Interactive Technology and Pedagogy*
  Olson, C., Fox, A., Moore, M.
  2023

- **Game Over: Reframing Ethical Decision-Making through Failure for Engineering Education** *ASEE Annual Conference & Exposition*
  Fox, A., Beiter, B.
  2023: 20

- **The (Possible) Future of Cyborg Healthcare: Depictions of Disability in Cyberpunk 2077** *SCIENCE AS CULTURE*
  Fox, A.
  2021; 30 (4): 591-597