

# Stanford

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## Andrew Austin Anderson

Lecturer  
English

### Bio

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#### BIO

Austin Anderson (he/him) is a Provostial Fellow at Stanford University who studies video games, race, and class. His first book project, *Racial Recursivity: Play, Race, and Neoliberalism in Contemporary Video Games*, creates a ludic-textual framework for reading video games as racial cultural projects. His work has appeared in the *Journal of Gaming & Virtual Worlds*, *The Comparatist*, *Popular Culture Review*, and other outlets. He is currently co-organizing a volume (with David Hall) that explores Japanese videogame perspectives on Western aesthetics. He received his PhD in English from Howard University in 2025.

#### ACADEMIC APPOINTMENTS

- Lecturer, English

### Teaching

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#### COURSES

##### 2025-26

- Critical Game Studies: What Video Games Tell Us About Us: ENGLISH 182 (Spr, Sum)