

Dr. Stephanie Orme

Associate UX Researcher

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Digital media expert with over 10 years of experience conducting studies on media user experiences, with a focus on video games. Current Board Member of the international research group, the Esports Research Network, and co-chair of the Games and Gaming mini-track for the Hawaii International Conference on System Sciences and formerly served as Chair of the Game Studies Division through the National Communication Association. Member of editorial board for *The Journal of Electronic Gaming and Esports*.

EXPERIENCE & QUALIFICATIONS

Research

- Expert on digital media industries, specifically gaming and social media
- User-focused understanding of media consumption
- Experienced with developing research plans, study protocols, and participant recruitment materials
- Skilled qualitative researcher, adept in conducting interviews, focus groups, ethnographic/observational studies, diary studies, and thematic/content analysis
- Strong time management skills, as evidence by ability to conduct multiple research projects simultaneously under tight deadlines

Leadership & Management

- Experienced Lead Researcher on UXR projects, overseeing study design and implementation, analysis, and final reports
- Organized and ran several well-attended conferences, pre-conferences, meetings, and events, receiving very positive feedback from attendees
- Spearheaded organizational initiatives, including a Diversity and Inclusivity bibliography project for games researchers and partnerships with industry
- Mentored and trained a graduate student teaching assistant for a large-lecture course
- Advised several student organizations on governance, publications, and event planning

Esports Research Network
Founding Board Member

August 2018 - present

Hawaii International Conference on System Sciences
Co-chair: Games and Gaming minitrack
Co-chair: Gamification minitrack

January 2022 - present

National Communication Association: Game Studies Division
Vice Chair-Elect, Vice-Chair, Chair, Outgoing Chair

Jan 2017 – Dec 2021

Communication Skills

- Effective written communication skills, demonstrated through published research
- Engaging presenter of complex information for diverse audiences, translating technical language into clear takeaways and actionable items
- Energetic team player with experience collaborating on short- and long-term projects

EMPLOYMENT HISTORY

Key Lime Interactive, Remote	May 2022 - Present
Emmanuel College, Boston	Aug 2019 – May 2022
Emerson College, Boston	Aug 2018 - Dec 2019
Suffolk University, Boston	Sep 2017 – May 2019
Curry College, Milton, MA	Sep 2017 - May 2019
Penn State University, University Park, PA	Aug 2014 - May 2018

EDUCATION

Doctor of Philosophy (Ph.D.) - Mass Communication Aug 2014 - May 2018

Penn State University, University Park, PA

- **Concentration:** Game Studies
- Graduate minor: Women's, Gender, and Sexuality Studies
- Dissertation: "Growing up gamers: Female leisure in digital games culture"

Master of Arts (M.A.) - Communication Aug 2010 - Dec 2011

Suffolk University, Boston, MA

Bachelor of Science (B.S.) - Communication Aug 2006 - May 2010

Illinois State University, Normal, IL

SKILLS & COMPETENCIES

Research Methods	Soft Skills
Interviews	Written communication skills
Focus groups	Presentation skills
Observational studies	Interpersonal skills
Ethnography	Leadership skills
Diary studies	Critical thinking
Surveys	Time management
Content analysis	Adaptability