Alenda Y. Chang is an Assistant Professor in Film and Media Studies at UC Santa Barbara. With a multidisciplinary background in biology, literature, and film, she specializes in merging ecocritical theory with the analysis of contemporary media. Her current book project develops ecological frameworks for understanding and designing digital games. She also maintains the Growing Games blog as a resource for researchers in game and ecomedia studies and the environmental humanities.

This talk explores varying conceptions of the environmental humanities: what work it entails, who does it, and why. Professor Chang’s work specifically engages with the ecologies of computer and video games, asking how these playful artifacts demonstrate the appeals and limitations of environmental humanities approaches during a time of urgent global environmental change.