

Michael Lahey

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Education

Indiana University, Bloomington, IN (December 21, 2013)

Ph.D., Communication and Culture; Minor, American Studies

Dissertation: Soft Control: Television's Relationship to Digital Micromedia

Committee: Ted Striphas (Director), Mary Gray, Paul Gutjahr, Barbara Klinger

Indiana University, Bloomington, IN (May 2006)

M.A., Communication and Culture

The University of Florida, Gainesville, FL (August 2001)

B.A., Interdisciplinary Studies

Academic Positions

Associate Professor, Kennesaw State University's Tech. Comm. & Interactive Design Department (2018 –)

Assistant Professor, Kennesaw State University's Tech. Comm. & Interactive Design Department (2014 – 2018)

Assistant Professor, Colby-Sawyer College's Humanities Department (2012 – 2014)

Associate Instructor, Indiana University's Department of Communication and Culture (2004 – 2012)

Managerial Positions

Coordinator, Interactive Design, Kennesaw State University (2014 –)

Duties include: founding the Interactive Design degree, overseeing program and course revision, addressing retention and growth, student mentorship, point of contact for new students, conducting exit surveys, representing major at Open House, coordinating with KSU advising, regular meeting with faculty, hiring recommendations, annual teaching evaluations

Manager, Colby-Sawyer College's Media Studio (2012 – 2014)

Duties included: managing assistants, scheduling time in the studio, updating software

Teaching and Research Interests

Applied Ethnography, Cultural studies, Infrastructure, Interaction design, Systems Thinking

Classes Taught

Advertising and Consumer Culture, Ethnography for Designers, History of Design, Interaction Design I & II, Introduction to Digital Media & Culture, Media Theory and Practice, Professional Development, Public Speaking, Senior Project & Portfolio, Systems Thinking for Designers

Grants

Kennesaw State University CHSS Teaching Incentive Grant (w/Leslie Hankey). \$5000. 2018-2019.

Used to create a student-focused partnership with the Design Museum of Atlanta

Refereed Articles

“Uncovering the importance of soft skills in user interface design-related fields.” (w/ Aaron Ganci) *Communication Design: Interdisciplinary and Graphic Design Research*. February 2018 (Issue 1-2: 5-20)

“The Framing of Value: Television, user-generated content, and interactive involvement.” *Convergence: The International Journal of Research into New Media Technologies*. December 2016 (22: 633-646)

“Invisible Actors: Web application programming interfaces, television, and social media.” *Convergence: The International Journal of Research into New Media Technologies*. August 2016 (22: 426-439)

“Everyday Life as a Text: Soft Control, Television, and Twitter.” *Sage Open*. February 2016, 6 (1)

Conference Proceedings

“Design Research and the Borrowing of Methodologies.” AIGA DEC Decipher Conference (Ann Arbor, MI, September 27-30, 2018) (*forthcoming*)

“Competing Agendas: Applying Actor-Network Theory to Design Education.” AIGA DEC Makers Conference (Indianapolis, IN, June 7-19, 2018) (*forthcoming*)

“Design as a Form of Soft Control: Television in Digital Spaces.” *Design Evolution: Education and Practice* (Karachi, Pakistan, February 20-22, 2017) Indus Valley School of Art and Architecture and Kennesaw State University, ISBN 978-969-9343-03-2

Book Reviews

Reverse engineering social media: software, culture, and political economy in new media capitalism. Robert Gehl. *Cultural Studies*. Vol. 31, Issue 6, 2017: 980-982

Evocative Objects: Things We Think With. Sherry Turkle. *Cultural Studies*. Vol. 23, Issue 5-6, 2009: 889-901

Other Writing

“Blips on the Radar: Vine and Consumer Attention.” *In Media Res*, November 4-8 2013

"Data Collection, Television, and Twitter." *In Media Res*, August 5-9 2013

Conference Presentations

“Multiple Stakeholders: Applying Actor-Network Theory to Design Education,” AIGA Design Educators Conference, Indianapolis, IN, June 2018

“Intermedial Flow: Micromedia and Designing Digital Experiences,” Popular Culture Association, San Diego, CA, March 2017

“Everyday Life as a Text: Soft Control, Television, and Twitter,” Popular Culture Association, Seattle, WA, March 2016

“Invisible Actors: Application Programming Interfaces in Television’s Social Media Efforts,” Society of Cinema and Media Studies, Montreal, QC, March 2015

“Psych and Gamification: Design, Control, and Active Audiences,” Popular Culture Association, New Orleans, LA, March 2015

“Remapping Everyday Interactions: Television and Social Media,” Society of Cinema and Media Studies, Boston, MA, March 2012

“A Rhetoric of Empowerment in NBC's You Do the Promo Contest,” Popular Culture Association, New Orleans, LA, March 2009

Software Skills

After Effects, C4D, Illustrator, Sketch, XD

Academic Service

CHSS Promotion and Tenure committee member, Kennesaw State University (2018 –)

Department Promotion and Tenure committee member, Kennesaw State University (2018 –)

CHSS Faculty Awards committee member, Kennesaw State University (2017 –)

Department Faculty Awards committee chair, Kennesaw State University (2017 –)

CHSS Student Scholarship committee member, Kennesaw State University (2016 –)

CHSS Summer Research Grant Review committee member, Kennesaw State University (2016 –)

Department Curriculum committee chair, Kennesaw State University (2016 –)

Department Curriculum committee member, Kennesaw State University (2015 – 2016)

Judge for Future City student competition—Georgia region, Kennesaw State University (2015 – 2017)

Information Resources Liaison, Colby-Sawyer College (2012 – 2014)

Professional Service

Peer Reviewer for *Cultural Studies* Journal (2016)

Peer Reviewer for *New Media & Society* Journal (2015)

Professional Affiliations

AIGA

Interaction Design Association