# Gejun Huang, PhD

## Curriculum Vitae

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Department of Media and Communication, School of Humanities and Social Sciences

Xi'an Jiaotong-Liverpool University

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## **Education**

Ph.D.	Media Studies, Department of Radio-Television-Film The University of Texas at Austin, May 2020 Dissertation: "New Frontier of Digital Media and Entertainment: Exploring Entrepreneurship in the Chinese Digital Game Industry." Committee Chair: Wenhong Chen
M.A.	Media Studies, Department of Radio-Television-Film The University of Texas at Austin, August 2014
B.A.	Journalism, School of Journalism and Communication Sichuan International Studies University, June 2012

## **University Appointments**

2023-Present	<b>Assistant Professor</b> , Department of Media and Communication Xi'an Jiaotong-Liverpool University
2020-2022	Lecturer, Department of Journalism, School of Communication Soochow University
2021	Adjunct Lecturer, School of Film and TV Arts Xi'an Jiaotong-Liverpool University
2019-2020	Research Fellow, Center for Entertainment & Media Industries Fellowship The University of Texas at Austin
2013-2019	<b>Graduate Research Assistant</b> , Department of Radio-TV-Film The University of Texas at Austin
2014-2019	<b>Teaching Assistant</b> , Department of Radio-TV-Film The University of Texas at Austin

### **Publications**

#### **Peer-Reviewed Journal Articles**

Huang, G., Hu, A., & Chen, W. (2022). Privacy at risk? Understanding the perceived privacy protection of health code apps in China. *Big Data & Society*, 9(2). <a href="https://doi.org/10.1177/20539517221135132">https://doi.org/10.1177/20539517221135132</a>

Chen, W., Huang, G., & Hu, A. (2022). Red, yellow, green or golden: the post-pandemic future of China's health code apps. *Information, Communication & Society*. https://doi.org/10.1080/1369118X.2022.2027502

Huang, G. (2021). The impacts of cultural policy on gaming entrepreneurs in Shanghai: an entrepreneurial ecosystem approach. *Cultural Trends*, 1–21. https://doi.org/10.1080/09548963.2021.1978815

Huang, G. (2021). Social Capital and Venture Creation: Identifying Entrepreneurial Opportunities in the Chinese Digital Game Industry. *International Journal of Communication*, 15, 2355-2377.

Chen, W., Li, X., Huang, G., & Straubhaar, J. (2021). If you built a sandbox: How children, network diversity, and community interventions are related to Google Fiber signup in disadvantaged urban communities. *Telematics and Informatics*, 60. https://doi.org/10.1016/j.tele.2021.101580

Robinson, L., Schulz, J., Khilnani, A., Ono, H., Cotten, S. R., McClain, N., Levine, L., Chen, W., Huang, G., Casilli, A. A., Tubaro, P., Dodel, M., Quan-Haase, A., Ruiu, M. L., Ragnedda, M., Aikat, D., & Tolentino, N. (2020). Digital inequalities in time of pandemic: COVID-19 exposure risk profiles and new forms of vulnerability. *First Monday*, 25(7). https://doi.org/10.5210/fm.v25i7.10845

Huang, G. (2020). Social Capital and Financial Capital Acquisition: Creating Gaming Ventures in Shanghai's Entrepreneurial Ecosystem. *Chinese Journal of Communication*. doi:10.1080/17544750.2020.1762686

Huang, G., Li, X., Chen, W., & Straubhaar, J. D. (2018). Fall-behind parents? The influential factors on digital parenting self-efficacy in disadvantaged communities. *American Behavioral Scientist*, 62(9), 1186-1206. doi:10.1177/0002764218773820

Chen, W., Huang, G., Miller, J., Lee, K., Mauro, D., Stephens, B., & Li, X. (2018). "As we grow, it will become a priority": American mobile start-ups' privacy practices. *American Behavioral Scientist*. doi:10.1177/0002764218787867

Chen, W., Shen, C., & Huang, G. (2016). In game we trust? Coplay and generalized trust in and beyond a Chinese MMOG world. *Information, Communication & Society*, 19(5), 639. doi:10.1080/1369118X.2016.1139612

Alan César Belo Angeluci, & Huang, G. (2015). Rethinking media displacement: The tensions between mobile media and face-to-face interaction/ repensando o deslocamento da mídia: As tensões entre as mídias móveis e a interação face-a-face. *Revista FAMECOS*, 22(4), 173.

## **Book Chapters**

Huang, G. (2023). Exploring Cultural Policy and Gaming Entrepreneurship in Shanghai: An Entrepreneurial Ecosystem Perspective. *The Onlooker Sees: The Chinese Video Game Industry*. Palgrave Macmillan.

Straubhaar, J.D., & Huang, G. (2015, March). Conclusion to IGI Collection. *Comparative Approaches of the IGI-Global Collection*. IGI Global.

## Reports

Chen, W., Straubhaar, J.D., Li, X., Mora, A., Crocker, T., Huang, G., Sinta, V., & Spence, J. (2016). *Deep Digital Divides in Austin's Public Housing Communities. Unlocking the Connections Series Part I.* 79 pp.

Chen, W., Huang, G., Miller, J., Lee, K-Y., Mauro, D., Stephens, B., & Li, X (2015). *Mobile Ventures' Identity and Privacy Management*. 40 pp.

## **Awards and Honors**

2021	Mass Innovation and Entrepreneurship Doctoral Fellowship, Jiangsu Province, RMB150,000
2020	Excellent Young Scholar, Soochow University
2020	Center for Entertainment & Media Industries Fellowship, UT Austin
2019	Kyun Hur Fellowship, UT Austin
2019	Academic Enrichment Fund, UT Austin
2018	Doctoral Fellowship, Chiang Ching-kuo Foundation for International Scholarly Exchange, USD18,000
2018	Graduate Dean's Prestigious Fellowship Supplement, UT Austin
2014-18	Moody Fellowship, UT Austin
Grants	
2023	Seed Fund, Department of Media and Communication, Xi'an Jiaotong-Liverpool University, RMB10,000
2022	Jiangsu Colleges' Philosophy and Social Science Research Fund, Jiangsu Education Department, RMB10,000
2020	Startup Research Grant, Soochow University, RMB100,000

## **Research Experience**

2022	Principle Investigator, The Going Out Pathway of Digital and Creative
	SMEs in Jiangsu, Soochow University
2021-2022	Principle Investigator, Digital Parenting in Contemporary Chinese Families,
	Soochow University
2020-21	Principle Investigator (Co-PI: Wenhong Chen, UT Austin), Health Code
	and Digital Privacy in China, Soochow University
2019-20	Graduate Research Assistant, Media and Entrepreneurship in Rural and
	Small Town Texas, UT Austin
2016-17	Graduate Research Assistant, GamiLearning, UT Austin
2015-2018	Graduate Research Assistant, Mobile Media Entrepreneurships in Austin
	and Lisbon, UT Austin
2015	Graduate Research Assistant, Mobile Ventures' Identity and Privacy
	Management, UT Austin
2014-15	Graduate Research Assistant, Unlocking the Connection: Bridging the
	Digital Divide for Austin's Low-Income Residents, UT Austin
2013	Graduate Research Assistant, The Network is the Medium: Search,
	Discovery, and Connected Viewing among Global Youths, UT Austin

## **Selected Scholarly Presentations**

Huang, G., Hu, A., & Chen, W. (2022, July). *Privacy Concerns and Knowledge toward Health Code Apps in China*. Presented at International Association for Media and Communication Research 2022 (online). Beijing.

Huang, G., Li, C., Deng, W., & Lu, W. (2022, July). *Platformizing cultural creativity: The power relation between gaming entrepreneurs and Tencent in China*. Presented at International Association for Media and Communication Research 2022 (online). Beijing.

Huang, G. (2021, Dec). *Platformizing creativity in the Chinese digital game industry:* A case study of Tencent's gaming entrepreneurship scheme. Presented at Chinese Digital Game Research 2021 Conference (online). Hong Kong.

Huang, G. (2021, May). *Strategies of Globalization among China's Digital Game Entrepreneurs*. Presented at the 18<sup>th</sup> Chinese Internet Research Conference (online). Melbourne, Australia.

Huang, G. (2020, May). Social Capital and Venture Creation: Identifying Entrepreneurial Opportunities in the Chinese Digital Game Industry. Presented at International Communication Association 2020 (online). Gold Coast, Australia.

Huang, G. (2019, Aug). *Exploring Cultural Policy and Gaming Entrepreneurship in Shanghai*. Presented at Chinese Digital Game Research 2019 Conference. Beijing, China.

Huang, G. (2019, June). Social capital, financial resource access, and entrepreneurial ecosystem: Exploring the creation of gaming ventures in Shanghai. Presented at Chinese Internet Research Conference 2019. Singapore.

- Huang, G. (2019, March). A Small Fish in a Big Pond: Understanding Entrepreneurship in Chinese Game Industry. Presented at Society for Cinema and Media Studies 2019. Seattle, USA.
- Huang, G., Chen, W., & Stephens, B. (2018, May). The digital linchpin for mobile startup? Exploring the social media knowledge and managerial skills of mobile entrepreneurs. Presented at Association for Education in Journalism and Mass Communication 2018. Washington DC, USA.
- Huang, G., Chen, W., Li, X., & Straubhaar, D.J. (2017, May). *Digital Parenting Skills on the Margin*. Presented at International Communication Association 2017. San Diego, USA.
- Chen, W., Huang, G., Miller, J., Lee, K., Mauro, D., Stephens, B., & Li, X. (2016, June)." *Your Privacy is Very Important to Us": American Mobile Ventures' Privacy Management*. Presented at International Communication Association 2016. Fukuoka, Japan.
- Huang, G. & Chen, W. (2016, June). *Understanding the Production and Distribution Sectors of China's Online Game Industry*. Presented at International Communication Association Preconference 2016: Willing Collaborators: The Rise of China, and Changing Networks of Asian Media Production. Tokyo, Japan.
- Huang, G. (2015, August). From Global to Local: *Mapping the Production and Distribution Sectors of Online Game Industry in China*. Presented at Media Sociology Preconference 2015. Chicago, IL.

Chen, W., Shen, C., & Huang, G. (2015, August). *The Implications of Coplay for Generalized Trust in and beyond a Chinese MMOG World*. Presented at American Sociological Association 2015. Chicago, IL.

## **Teaching Experience**

2023	Instructor, Introduction to Digital Media and Communication, Xi'an
	Jiaotong-Liverpool University
	Instructor, Quantitative Research Methods, Xi'an Jiaotong-Liverpool
	University
2022	Co-instructor, Research Methods for Cultural and Creative Industries, Xi'an
	Jiaotong-Liverpool University
	Co-instructor, Final Year Project: Moving Image, Xi'an Jiaotong-Liverpool
	University
	Instructor, Introduction to Internet and New Media, Suzhou City University
	Instructor, Media and Social Change, Suzhou City University
	Instructor, Introduction to Media Literacy, Soochow University
2021	Instructor, Game Industry and Game Culture, Soochow University

	Instructor, Introduction to New Media, Soochow University
	Instructor, Introduction to Media Literacy, Soochow University
	Instructor, History of Broadcasting, Xi'an Jiaotong-Liverpool University
2019	Teaching Assistant, Introduction to Media and Entertainment Industries,
	UT Austin
2018	Teaching Assistant, Introduction to Media and Entertainment Industries,
	UT Austin
	Teaching Assistant, Media and Society, UT Austin
2017	Teaching Assistant, Introduction to Media Studies, UT Austin
	Teaching Assistant, Exploring Children's Media, UT Austin
2016	Teaching Assistant, Race, Internet and Social Media, UT Austin
2015	Teaching Assistant, Media Industries and Entrepreneurship, UT Austin
	Teaching Assistant, Introduction to Media Studies, UT Austin
2014	Teaching Assistant, Introduction to Digital Media, UT Austin

# **Student Advising and Mentoring**

Undergraduate Thesis (34)	2 in the Department of Media and Communication, Xi'an Jiaotong-Liverpool University; 22 in the School of
	Communication, Soochow University; 12 in the Department of
	Literature and Communication, Suzhou City University (formerly
	Wenzheng College of Soochow University)
Student Research Mentoring (3)	3 in the School of Communication, Soochow University
Research Project Advising (1)	Undergraduate Extracurricular Research, Soochow University
	(2022)

# **University Service**

2023	Disability Officier, Department of Media and Communication, Xi'an
2022	Jiaotong-Liverpool University  Panel Coordinator and Past Paner Award Committee Member
2022	Panel Coordinator and Best Paper Award Committee Member, IAMCR 2022 Suzhou Pre-conference, Soochow University
2021	· · · · · · · · · · · · · · · · · · ·
2021	Panel Coordinator, "Mr. Science" Science Communication Forum in Suzhou,
	Soochow University
2021	Graduate Student Recruitement Interview Coordinator,
	School of Communication, Soochow University
2020	Forum Host, Science Literacy and Public Health Crisis Forum,
	World Conference on Science Literacy, Beijing Jiaotong University
2017-2020	Student Organizor, Global Media Industries Speaker Series, UT Austin
2013-14	Column Editor, Flow Volume 19, Department of Radio-TV-Film,
	UT Austin
2012	Panel Coordinator, Flow Conference 2012, UT Austin

#### **Ad-Hoc Peer Review**

Journals Big Data & Society; Journal of Chinese Sociology; International Journal

of Business Communication; Global Media and China; International Journal of Communication; Environmental Communication; Information Processing and Management; Information, Communication & Society; Simulation & Gaming; Telematics and Informatics; Chinese Journal of

Communication

### **Professional Affiliation**

2022-Present Secretary, Chinese Digital Games Research Association (DiGRA)

2018-Present National Communication Association

2016-Present International Association for Media and Communication Research

2015-Present International Communication Association

2014-Present American Sociological Association

### References

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