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Shaw is author of [Gaming at the Edge: Sexuality and Gender at the Margins of Gamer Culture](#) (winner of the 2016 International Communication Association's Popular Communications Division's Book Award). She has co-edited four anthologies: [Queer Game Studies](#) (2017, University of Minnesota Press), [Queer Technologies: Affordances, Affect, Ambivalence](#) (2017, Routledge), [Interventions: Communication Research and Practice](#) (2018, Peter Lang), and *Planet Digital: A Global Media Cultures Reader* (2026, NYU Press), as well as a special issue in the [Journal of Communication on Open Research practices \(2021, Vol 71 Issue 5\)](#). A full list of her publications is available via [Google Scholar](#).

In 2021 she became a member of [GLAAD's Gaming Advisory Council](#), and has served as a judge for the [Gayming Awards since 2021](#). She is the founder of the [LGBTQ Game Archive](#) and co-curator of [Rainbow Arcade](#), the world's first exhibit of LGBTQ game history (Dec 2018-May 2019 in Berlin, Germany). From 2011 to 2015 she was also part of the multi-million dollar and [award winning CYCLES project](#), which developed games to train users to identify and mitigate cognitive biases.

Shaw received her PhD in 2010 from the [Annenberg School for Communication](#) at the University of Pennsylvania, where she studied the intersections of new media, minority representation, and qualitative audience research.