

## Erica L. Neely

### EDUCATION

Ph.D. Philosophy, University of Illinois at Urbana-Champaign, 2005

M.A. Philosophy, University of Illinois at Urbana-Champaign, 2000

B.A. Mathematical Sciences, University of Oxford, 1997

### AREAS OF SPECIALIZATION

Technology Ethics, Philosophy of Technology, Computer Ethics, Social Philosophy

### AREAS OF COMPETENCE

Epistemology, Philosophy of Language, Ethics, Logic, Philosophy of Mathematics

### PROFESSIONAL EMPLOYMENT

2015-2020 Associate Professor, Ohio Northern University

2008-2015 Assistant Professor, Ohio Northern University

2005-2008 Visiting Lecturer, University of Illinois at Urbana-Champaign

### PUBLICATIONS

#### Peer-Reviewed Journal Articles

2021 “Come for the game, stay for the cash grab: the ethics of loot boxes, microtransactions, and freemium games.” *Games and Culture* 16(2), 228-247.

2019 “Augmented Reality, Augmented Ethics: Who Has the Right to Augment a Particular Physical Space?” *Ethics and Information Technology* 21(1), 11-18.

2016 “The Risks of Revolution: Ethical Dilemmas in 3D Printing from a US Perspective,” *Journal of Science and Engineering Ethics* 22(5), 1285-1297.

2013 “Machines and the Moral Community,” *Philosophy and Technology* 27(1), 97-111.

2012 “Two Concepts of Community,” *Social Philosophy Today* 28, 147-158.

### Peer-Reviewed Book Chapters

- 2014 “The Care of the Reaper Man: Death, the Auditors, and the Importance of Individuality.” In J. Held & J. South (Eds.) *Philosophy and Terry Pratchett*. (pp. 228-248) Palgrave MacMillan.

### Invited Book Chapters

- 2021 “Avatars.” In D. Edmonds (Ed.) *Future Ethics*. Oxford University Press. (forthcoming)

### Conference Proceedings

- 2019 “The Ethics of Choice in Single-Player Video Games.” In D. Berkich and M. V. d’Alfonso (Eds.) *On the Cognitive, Ethical, and Scientific Dimensions of Artificial Intelligence: Themes from IACAP 2016*. (pp. 341-355) Springer.
- 2017 “No Player is Ideal: Why Video Game Designers Cannot Ethically Ignore Players’ Real-World Identities,” *ACM Computers and Society* 47(3), 98-111.

### WORKS IN PROGRESS

“Adding to the Robot Ethics vs. Machine Ethics Debate” (co-author), undergoing major revisions for *Journal of Science and Engineering Ethics*

“Digitally Disabled: Accessibility and Inclusion in Video Games and Virtual Worlds,” revising for submission

“Video Games, Power, and Social Responsibility,” revising for submission

*Heeding the Call of Duty: Ethical Issues in Video Game Design*, manuscript near completion

### RELEVANT NON-ACADEMIC PUBLICATIONS

- 2019 “Are you allowed to augment my reality?” *LSE Business Review*, August 21
- 2016 “Bodies Printed on Demand,” *The Times Literary Supplement*, November 18
- 2016 “Ethically, must game designers respond to all player requests?” *The Conversation*, July 20

### INVITED TALKS

- 2019 “Digitally Disabled: Accessibility and Inclusion in Video Games and Virtual Worlds”: Ethics and Broader Considerations of Technology Conference, Lincoln, Nebraska, October 31-November 2

- 2019 “Actual Reality vs. Augmented Reality: At the Crossroads”: IEEE TechEthics online panel, August 20
- 2018 “Choose Your Own Morality: Using Video Games to Promote Moral Reflection”: University of Minnesota Duluth, March 15
- 2018 “Game Design and Real World Identities: A Panel Discussion of Videogame Ethics”: University of Minnesota Duluth, March 14
- 2013 “Moor Food for Thought: 5 Key Issues in Computer Ethics”: Symposium, IACAP Annual Meeting, University of Maryland at College Park, College Park, Maryland, July 15-17

## CONFERENCE ACTIVITY

### Refereed Presentations

- 2018 “Come for the game, stay for the cash grab: the ethics of loot boxes, microtransactions, and freemium games”: ETHICOMP, SWPS University of Social Sciences and Humanities, Sopot, Poland, September 24-26
- 2018 “Digitally Disabled: Accessibility and Inclusion in Video Games and Virtual Worlds”: NASSP (North American Society for Social Philosophy) Conference, Oakland University, Rochester, Michigan, July 19-21
- 2017 “Augmented Reality, Augmented Ethics: Who Has the Right to Augment a Particular Physical Space?”: IACAP (International Association for Computing and Philosophy) Annual Meeting, Stanford University, Stanford, California, June 26-28
- 2017 “No Player is Ideal: Why Video Game Designers Cannot Ethically Ignore Players’ Real-World Identities”: Computer Ethics/Philosophical Enquiry (CEPE)/ETHICOMP Joint Conference, University of Turin, Turin, Italy, June 5-8
- 2016 “Video Games, Power, and Social Responsibility”: NASSP Conference, Carleton University, Ottawa, Canada, July 21-23
- 2016 “The Ethics of Choice in Single-Player Video Games”: IACAP Annual Meeting, University of Ferrara, Ferrara, Italy, June 14-17
- 2014 “The Risks of Revolution: Ethical Dilemmas in 3D Printing”: CEPE/ETHICOMP Joint Conference, Université Pierre-et-Marie-Curie, Paris, France, June 26-28
- 2013 Intertwining Identities: Why There is No Escaping Physical Identity in the Virtual World”: IACAP Annual Meeting, University of Maryland at College Park, College Park, Maryland, July 15-17

- 2013 “Virtuous Salads and Sinful Desserts: How the Rhetoric of Morality Taints our Relationship to Food”: NASSP Conference, Quinnipiac University, Hamden, Connecticut, July 11-13
- 2012 “Machines and the Moral Community”: AISB (The Society for the Study of Artificial Intelligence and Simulation of Behavior)/IACAP World Congress, University of Birmingham, Birmingham, England, July 2-6
- 2011 “Two Concepts of Community”: NASSP Conference, Marquette University, Milwaukee, Wisconsin, July 21-23
- 2011 “Pointing Out the Experts”: Ohio Philosophical Association, University of Dayton, Dayton, Ohio
- 2003 “Knowledge, Authority, and Expertise”: Illinois Philosophical Association

**Session Chair**

- 2018 “Tracking Individuals”: ETHICOMP, SWPS University of Social Sciences and Humanities, Sopot, Poland, September 24-26
- 2018 “Complications for Health Care Ethics”: NASSP Conference, Oakland University, Rochester, Michigan, July 19-21
- 2017 Chair, “Metaphysics Session,” Ohio Philosophical Association Annual Conference, Ohio Northern University, Ada, Ohio, April 8
- 2016 Chair, “Memory and Forgiveness,” NASSP Conference, Carleton University, Ottawa, Canada, July 21-23
- 2013 Chair, “Aristotle and Food,”: NASSP Conference, Quinnipiac University, Hamden, Connecticut, July 11-13
- 2013 Chair, “Sure the Emperor Has No Clothes, But You Shouldn't Say That”: APA Central Division Meeting, New Orleans, Louisiana, February 20-23
- 2011 Chair, “Recognition, Rights, and Global Justice”: NASSP Conference, Marquette University, Milwaukee, Wisconsin, July 21-23
- 2011 Chair, “The Semantic Naturalist Fallacy”: APA Central Division Meeting, Minneapolis, Minnesota, March 30-April 2
- 2009 Chair, “Restoration and the Sacred”: Recreate, Replace, Restore: Exploring the Intersections between Meanings and Environments, Ohio Northern University, Ada, Ohio, April 17-19

2005 Chair, “Is Understanding a Species of Knowledge”: APA Central Division Meeting, Chicago, Illinois, April 27-30

### **FUNDING, AWARDS, & HONORS**

2016 Sara A. Ridenour Endowed Chair in the Humanities, Ohio Northern University

2014 Dean’s Research Award, Ohio Northern University

2013 Summer Faculty Development Grant, Ohio Northern University

### **PUBLIC PHILOSOPHY**

2019 Podcast: “Neely on Augmented Reality,” Philosophical Disquisitions, April 25

2019 Podcast: “Episode 14: Twinkle Ponies – with Erica Neely on Ethics of Lootboxes,” Not Just a Game, October 13

2018 Presentation: “Choose Your Own Morality: Using Video Games to Promote Moral Reflection”: MARCON, Columbus, Ohio May 11-13

2017 Panelist, “Is Gaming Addiction Real?”: Windycon, Lombard, Illinois November 10-12

2017 Presentation: “No Player is Ideal: Why Video Game Designers Cannot Ethically Ignore Players’ Real-World Identities”: MARCON, Columbus, Ohio, May 12-14

2017 Presentation: “Video Games, Power, and Social Responsibility”: MARCON, Columbus, Ohio, May 12-14

2016 Interview: “Pokémon Go Craze Benefits,” *Noon Edition*, WLIO, September 7

2016 Interviewed for “Ohio Northern professors study benefits of Pokémon Go”, *Lima News*, September 3

2016 Interview on video game ethics, *All Sides with Ann Fisher*, WOSU, July 26

2015 Panelist, “Empowering Women to be Comfortable in Gaming”: MARCON, Columbus, Ohio, May 8-10

2015 Panelist, “Girls & Gaming”: MARCON, Columbus, Ohio, May 8-10

2015 Panelist, “Visions of Freedom in a Science Fiction Future”: MARCON, Columbus, Ohio, May 8-10

- 2012 Panelist, “The Role of Science Fiction for Teaching Critical Thinking”: Chicon 7, Chicago, Illinois, August 30-September 3
- 2012 Chair and Panelist, “Explore the Philosophical Side of Science Fiction”: Chicon 7, Chicago, Illinois, August 30-September 3
- 2012 Chair and Panelist, “Ethics and Video Games”: MARCON, Columbus, Ohio, April 6-8
- 2006 Chair and Panelist, “The Nature of Consciousness”: Confluence, Pittsburgh, Pennsylvania, July 28-30

## **TEACHING EXPERIENCE**

### **Ohio Northern University**

Aesthetics (Fall 2010)

Epistemology (Spring 2012, Spring 2015, Fall 2018)

Introduction to Philosophy (every term, Fall 2008 - Summer 2010)

Logic (Fall: 2013, 2014, 2016, 2018, 2019; Spring 2008-2020)

The Nature and Value of Communities (Fall: 2013, 2014, 2015, 2016; Spring: 2013)

Philosophy of Art and Literature Honors Seminar (Fall 2011, Spring 2016)

Philosophy of Identity (Fall: 2011, 2012, 2015, 2019; Spring: 2011, 2014, 2017, 2020)

Philosophy of Literature (Fall 2009, Spring 2019)

Professional Ethics (every term, Fall 2008 – Spring 2020)

Senior Thesis (2012, 2013 (x2), 2015, 2019, 2020)

### **University of Illinois at Urbana-Champaign**

Ethical Theory (Fall 2006, Fall 2007, Fall 2008)

Introduction to Ethics (Fall 2005, Fall 2006, Spring 2007, Fall 2007, Spring 2008)

Normativity and Community (Spring 2006, Spring 2007, Spring 2008)

Senior Thesis (2007, 2008)

## **PROFESSIONAL SERVICE**

### **Peer Reviews**

*Ethics and Information Technology*

*Frontiers in Robotics and AI*

*Information Technology & People*

*Journal of Information, Communication & Ethics in Society*

*Journal of Science and Engineering Ethics*

*Philosophy & Technology*

*Scientometrics*

*Techné*

Conference abstracts, CEPE: 2019, 2021

Conference abstracts, ETHICOMP: 2018, 2021

Conference abstracts, IEEE Ethics Conference: 2013

Conference papers, Ohio Philosophical Association: 2016, 2017, 2018

Book proposal, MIT Press: 2018

Textbook, Oxford University Press: 2010, 2014

Book, MIT Press: 2010

### **Service to Profession**

Organizing Committee, ETHICOMP 2020 Conference

Steering Committee, ETHICOMP, October 2017-present

Program Committee, CEPE, 2019, 2021

Selection Adviser for logic textbook online exercises, W. W. Norton & Company, 2014

### **Selected Service to University, College, and Department**

Chair, PPE Steering Committee, Fall 2019-Spring 2020

Chair, Committee for Post-Tenure Evaluation, Fall 2019-Spring 2020

Member, Committee for Post-Tenure Evaluation, Fall 2018-Fall 2019

Secretary, University Council, Fall 2015-Spring 2017

Member, College of A&S Accommodations Appeal Committee, Fall 2014-Fall 2017

Member, Pre-Law Advisory Committee, Fall 2010-Spring 2012; Fall 2015-Spring 2016

Secretary, Department of Philosophy and Religion, Fall 2009-Spring 2015

Co-Chair, Pre-Law Advisory Committee, Spring 2012-Spring 2014

### **PROFESSIONAL MEMBERSHIPS**

American Philosophical Association

ETHICOMP

International Association for Computing and Philosophy

International Society for Ethics and Information Technology

North American Society for Social Philosophy

### **CONTACT INFORMATION**

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