

SHORT BLURB (feel free to trim down as needed)

Tom Boellstorff is Professor in the Department of Anthropology at the University of California, Irvine. A Fellow of the American Association for the Advancement of Science, he is the author of many articles and the books *The Gay Archipelago*, *A Coincidence of Desires*, and *Coming of Age in Second Life*. He is also coauthor of *Ethnography and Virtual Worlds: A Handbook of Method* and coeditor of *Data, Now Bigger and Better!* A former Editor-in-Chief of *American Anthropologist*, the flagship journal of the American Anthropological Association, he coedits the Princeton University Press book series “Princeton Studies in Culture and Technology.”

LONGER BLURB (feel free to trim down as needed)

Tom Boellstorff is Professor in the Department of Anthropology at the University of California, Irvine. A Fellow of the American Association for the Advancement of Science, he is the author of many articles and the books *The Gay Archipelago* (Princeton University Press, 2005); *A Coincidence of Desires* (Duke University Press, 2007); and *Coming of Age in Second Life* (Princeton University Press, new edition 2015). He is also the coauthor of *Ethnography and Virtual Worlds: A Handbook of Method* (Princeton University Press, 2012), and the coeditor of *Data, Now Bigger and Better* (Prickly Paradigm Press, 2015). With Bill Maurer, he is Series Editor for the Princeton Studies in Culture and Technology (Princeton University Press). A former Editor-in-Chief of *American Anthropologist*, the flagship journal of the American Anthropological Association, he currently sits on the editorial boards of many journals, including *Cultural Anthropology*, *Games and Culture*, and *Sexualities*.

LONG BLURB (feel free to trim down as needed)

Tom Boellstorff (Ph.D., Anthropology, Stanford) is Professor in the Department of Anthropology at the University of California, Irvine. A Fellow of the American Association for the Advancement of Science and former Editor-in-Chief of *American Anthropologist*, the flagship journal of the American Anthropological Association, he currently sits on the editorial boards of many journals including *Cultural Anthropology*, *Games and Culture*, and *Sexualities*. With Bill Maurer, he is Series Editor for the Princeton Studies in Culture and Technology (Princeton University Press). His research projects have focused on questions of digital culture, sexuality, globalization, nationalism, language, and HIV/AIDS. He is the author of *The Gay Archipelago: Sexuality and Nation in Indonesia* (Princeton University Press, 2005), winner of the 2005 Ruth Benedict Award from the Society of Lesbian and Gay Anthropologists; *A Coincidence of Desires: Anthropology, Queer Studies, Indonesia* (Duke University Press, 2007); and *Coming of Age in Second Life: An Anthropologist Explores the Virtually Human* (Princeton University Press, new edition 2015), winner of the Media Ecology Association’s 2009 Dorothy Lee Award for Outstanding Scholarship in the Ecology of Culture, and Honorable Mention for the 2008 PROSE Award for Professional and Scholarly Excellence in Media and Cultural Studies, Association of American Publishers. He is also the coauthor of *Ethnography and Virtual Worlds: A Handbook of Method* (Princeton University Press, 2012), co-editor of *Data, Now Bigger and Better!* (Prickly Paradigm Press, 2015) and *Speaking in Queer Tongues: Globalization and Gay Language* (University of Illinois Press, 2004), co-editor of a theme issue of *Ethnos*, “Bodies of Emotion: Rethinking Culture and Emotion through

Southeast Asia” (Volume 69:4, 2004) and co-editor of a theme issue of *Anthropological Forum*, “East Indies/West Indies: Comparative Archipelagos” (Volume 16:3, 2006).

He is the author of publications in many edited volumes and a range of journals, including *American Anthropologist*, *American Ethnologist* (twice), *Annual Review of Anthropology*, *Cultural Anthropology* (twice), *Current Anthropology*, *Disability Studies Quarterly*, *Environment and Planning D*, *First Monday*, *Games and Culture*, *International Journal of Communication*, *Journal of Asian Studies*, *Law and Society Review*, *PoLAR: The Political and Legal Anthropology Review*, *Journal of Linguistic Anthropology*, *Journal of Virtual Worlds Research* (twice), *Games and Culture*, and *GLQ: A Journal of Lesbian and Gay Studies* (three times). He has worked as a consultant for the Intel Corporation and Microsoft Research, and advised several community-based HIV/AIDS organizations in Indonesia.