

MaLone, Lauren, and Bremen Vance. "Playing out social action: Game-based learning and visual rhetorical analysis." *CEA critic* 80.1 (2018): 21-29. :
<https://lmaloneonline.com/production/>.

Vance, Bremen, and Lauren Malone. "Review of" Rhetoric technology and the virtues by Jared S. Colton and Steve Holmes," Colton, JS, & Holmes, S.(2018). Rhetoric, technology, and the virtues. Utah State University Press." *Communication Design Quarterly Review* 8.4 (2021): 29-30.

. Spring 2019.

. Spring 2019. Service award for work with/for LGBT+ student community. Awarded for redesigning first year composition curriculum for inclusion, and for designing online resources for instructors to help trans students.

. Spring 2019. Research award for excellence in rhetoric and professional communication. Awarded for research paper on Black American rhetoric and Twitter discourse.

Spring 2019.

"YA Literature and Media Adaptation" – Central College, 2014 and 2015

"Innovation and Gamification: A Workshop on Designing Game Courses," Association & U L W € p

“Black Girl Podcasting: Platforms, Pop Culture, and African-American Rhetoric,”
Communication and Media Studies Conference, November 2017.

“Expanding the Classroom Landscape: Designing Business Communication Courses as Games,” International Association for Business Communication Conference, October 2017.

“Developing Interactive Pedagogical Tools in the Age of Austerity,” Council of Writing Program Administrators, July 2017.

“Writing Program Administration and Campus Inclusion: Perceptions and Possibilities,” Council of Writing Program Administrators, July 2017.

“Building Good Robots,” Computers and Writing Conference, June 2017.

“Technology and Simulations in Advanced Composition,” National Pop & American Culture Association Conference, April 2017.

“Visualizing Inclusion: A Study of College Admissions Viewbooks,” Guiding the Way to Inclusion Conference, July 2016.

“Exploring Corporate Twitter Controversies,” Southwest Pop & American Culture Association, February 2016.

“Gamification of Large STEM Courses”, Department of Human & Computer Interaction/School of Education, Iowa State University, 2019-2020

Academic Technologist – Trinity University, 2020 to Present

Online Learning Team – Iowa State University, 2016-2018

ISUComm Writing Program Administration, Curriculum Development – 2018

Educational Research & Technology Committee

[Iowa State University, Preparing Future Faculty Program](#)
Reviewed and revised "Diversity Statement" workshop materials

Iowa State University, English Department

Assisted with English 150 and 250 test out scoring

Assisted with revisions to the test out scoring process

Iowa State University, Graduate Minority Assistantship Program

Mentored incoming graduate students in the English department

Mentored junior and senior undergraduates in the McNair Scholars Program

Iowa State University, English Department

Took minutes at graduate organization (Phorum) meetings.