

## STEPHANIE L. PATRIDGE

*Emerita* Professor of Philosophy  
Otterbein University

Visiting Research Faculty, College of Law  
Co-Director, UI Center for Law and Philosophy  
University of Iowa

### ACADEMIC EMPLOYMENT

2025-present	Visiting Research Faculty, College of Law, University of Iowa
2024	Visiting Scholar, Department of Philosophy, University of Washington
2023	<i>Emerita</i> Professor of Philosophy, Otterbein University
2018-2022	Professor, Department of Philosophy, Otterbein University, Westerville, OH <ul style="list-style-type: none"><li>• Coordinator Liaison to the Arts and Humanities (2020-2022): <i>develop and implement initiatives to increase undergraduate enrollment and departmental funding</i></li><li>• Chair, Department of Religion and Philosophy (2015-2020)</li></ul>
2011-2017	Associate Professor, Otterbein University, Westerville, OH
2005-2011	Assistant Professor, Otterbein University, Westerville, OH
1997-2005	Teaching Fellow, Department of Philosophy, University of Washington

### AREAS of SPECIALIZATION

Social Philosophy, Aesthetics, Ethics, Philosophy of Race and Gender, Digital Art and Games

### EDUCATION

B.A., <i>magna cum laude</i>	The Ohio State University (philosophy)
M.A.	University of Washington (philosophy)
Ph.D.	University of Washington (philosophy)

### PUBLICATIONS

#### Books

	<i>Snobbery: What It Is. What It Isn't. And Why It Matters</i> (under contract, Oxford University Press)
2018	<i>Aesthetics: A Reader in Philosophy of the Arts</i> , 4 <sup>th</sup> edition, Routledge, New York: NY

#### Articles

Forth.	"On Gender and Race in Videogames," in eds., Thi Nguyen and John Sageng, <i>The Routledge Handbook of Philosophy of Games</i> , Routledge, New York: NY.
2023	"Aesthetic Snobbery" <i>Philosophy Compass</i> , 18:9, <a href="https://doi.org/10.1111/phc3.12940">https://doi.org/10.1111/phc3.12940</a>
2021	"Games, Motives, and Virtue," <i>Journal of Philosophy of Sport: Special Issue on C. Thi Nguyen's Games: Agency as Art</i> , 48:3, 369-79.
2021	" <i>Eutrapelia</i> and the Normativity of Social Humor," in ed., Brian Robinson, <i>The Moral Psychology of Amusement</i> , Rowan and Littlefield, New York: NY (w/Andrew Jordan).
2018	"Snobbery in Appreciative Contexts," <i>British Journal of Aesthetics</i> , 58, 241-253.
2018	"Joking About Race and Ethnicity," in eds, Linda Martin Alcoff, Luve Anderson, and Paul Taylor, <i>Routledge Companion to Philosophy of Race</i> , Routledge, New York: NY, 380-391.
2018	"Gender in Videogames," in eds., Jon Robson and Grant Tavinor, <i>The Aesthetics of Videogames</i> , Routledge, New York: NY, 161-180.
2018	"Fitting Attitude Theory and the Normativity of Jokes," <i>Erkenntnis</i> , 83:6, 1303-1320 (w/ A. Jordan).
2017	"Videogames and Imaginative Identification," <i>The Journal of Aesthetics and Art Criticism</i> , 75:2, 181-184.
2013	"Pornography, Ethics, and the Gamer's Dilemma," <i>Ethics and Information Technology</i> , 15:1, 25-34.
2013	"Exclusivism and Evaluation: Art, Erotica, and Pornography" in ed. Hans Maes, <i>Pornographic Art and the Aesthetics of Pornography</i> , Basingstoke: Palgrave Macmillan, 43-57.

- 2012 “Against the Moralistic Fallacy: A Modest Proposal for a Modest Sentimentalism about Humor,” *Ethical Theory and Moral Practice*, 15:1, 83-94 (w/ A. Jordan).
- 2011 “The Incurable Social Meaning of Video Game Imagery: Making Ethical Sense of Single-Player Video Games,” *Ethics and Information Technology*, 14: 4, 303-12.
- 2011 “Ethics and Video Games,” in Lee Brown and David Goldblatt, eds., *Aesthetics: A Reader in the Philosophy of the Arts* (New Jersey: Prentice Hall), pp. 386-390.
- 2009 “Default Social Meaning: An Ethics of Video Game Play,” in M. Bottis ed., *Proceedings of the 8<sup>th</sup> Annual Conference Computer Ethics: Philosophical Enquiry*. Athens: Nomiki Vivliothiki, 2009.
- 2008 “Monstrous Thoughts and the Moral Identity Thesis,” *The Journal of Value Inquiry*, 36:2, 181–193.
- 2008 “Moral Vices and Artistic Virtues: *Eugene Onegin* and *Alice*,” *Philosophia*, 42:2, 187–201.

## IN PROGRESS

- Article: “Shifting the Burden: Reasonable Hearers not Reasonable Speakers,” with A. Jordan
- Article: “Joking and Playing Together: *Entrapelia* as a Social-Aesthetic Virtue,” with A. Jordan
- Article: “Centering Sociality: Games and in Play in Social Contexts,” with S. Moser
- Article: “Digital Fictions, Interactivity, and Somaesthetics”

## RECENT BOOK REVIEWS and PUBLIC PHILOSOPHY

- 2024 “On Snobbery” [Polite Conversations](#) (podcast series on philosophers of art).
- 2024 Review of J. D’Arms and D. Jacobson [Rational Sentimentalism](#), *Journal of Aesthetics and Art Criticism*, w/ Andrew Jordan
- 2024 Review: S. E. Kidd [Play and Aesthetics in Ancient Greece](#), *British Journal of Aesthetics*, w/ Shelby Moser.
- 2019 “[Colonial/ist Board Games](#),” in roundtable “Playing Games with History: Philosophers on the Ethics of Historical Board Games,” *Aesthetics for the Birds*.
- 2018 Review: Sarah Worth [In Defense of Reading](#), *Journal of Aesthetics and Art Criticism*, 76:3, 359-62.
- 2017 “[Some thoughts on art, appreciation, and masturbation—for Louis C.K.](#)” *Daily Nous*, revised and reprinted on [Aesthetics for the Birds](#).

## RECENT CONFERENCES and PRESENTATIONS

- 2026 “Snobbish Institutions: Law Review, A Case Study” University of Iowa College of Law
- 2026 “Posers, Sneerers, and Signalers” AFK in Florida, Florida Atlantic University
- 2025 “Thoughts About *Aesthetics and Video Games*” ASA: Annual Meeting, Baltimore, MD.
- 2025 “Two Evaluative Errors of the Snob,” Dept. of Philosophy, University of Iowa
- 2024 “Moral Snobbery,” Dept of Philosophy: Works in Progress, University of Washington
- 2024 “Social Goods of Play,” Utah Humanities Symposium, Snowbird, UT, w/Shelby Moser
- 2024 “Play, Playfulness, and Flourishing,” Dept. of Philosophy & Games Division, *University of Utah*
- 2024 “Centering Sociality: Playing Games in Friendly Contexts” APA, Portland, OR
- 2024 “The Child’s Right to Play,” Center for Human Rights, University of Iowa (webinar)
- 2023 “Parvenues and Social Climbers: On Snobbery and Social Location” ASA: Arlington, VA
- 2023 Against the Achievement View of Games, Southern Aesthetics Workshop, Greenville, SC
- 2021 “Games, Motives, and Virtue” panel on C. Thi Nguyen’s *Games: Agency as Art*, ASA: Annual Meeting, Montreal, Canada; and the International Association of Philosophy of Sport: Annual Meeting (on-line)
- 2020 “Digital Fictions, Interactivity, and Somaesthetics,” ASA, Berkeley, CA (cancelled, COVID-19); and Philosophy of Games Workshop (on-line)
- 2019 “Social Humor,” Camp Aesthetics, Capital Reef National Park, UT
- 2018 “Digital Fictions and Metaphorical Interactivity,” ASA, Toronto, CA
- 2017 “Character Selection and Gender Ideology,” Videogames and Ethics, London, England
- 2016 “Gender Inclusivity in Videogames,” APA: Pacific Division, Seattle, WA
- 2016 “The Many Faces of Appreciative Snobbery,” ASA: Annual Meeting, Seattle, WA
- 2016 “Videogames and Imaginative Identification,” Philosophy of Games Workshop, Orem, UT
- 2016 “Where Are All the Women? On Videogames, Gender, and Invisibility,” Just a Game? The Aesthetics and Ethics of Video Games Conference, University of Kent, England

## RECENT SERVICE

- 2026-27 Program Committee, American Society for Aesthetics, Salt Lake City, UT
- 2025-26 *Philosophy at Trial* (symposium: philosophical issues in recent Supreme Court decisions), co-organizer
- 2024- Center for Law and Philosophy, UI College of Law, Co-Director & founding member
- 2014- Feminist Caucus, American Society for Aesthetics
- 2014- Diversity Committee, American Society for Aesthetics
- 2020-2022 Diversity and Inclusion Committee, Otterbein University
- 2018-2022 Faculty Senator, Otterbein University
- 2014-2022 Race and Ethnic Studies Advisory, Otterbein University (co-founder)
- 2014-2022 Film Studies Advisory Committee, Otterbein University
- 2014-2022 Humanities Advisory Committee, Otterbein University
- 2013-2022 Faculty Advisor, *Aegis: Otterbein's Humanities Journal*, Otterbein University
- 2010-2022 Honors Advisory Committee, Otterbein University
- 2007-2022 IRB Committee, Otterbein University
- 2019-2020 Panel Organizer: Digital Art and Analog Bodies, ASA Annual Meeting, Washington, D.C.
- 2019-2020 Program Committee, American Society for Aesthetics, Washington, D.C. (on-line)
- 2019-2020 Philosophy of Video Games Workshop Advisory Committee, Edmond, OK
- 2018 Program Committee, 2018 Philosophy of Computer Games Conference, Copenhagen, Denmark.
- 2016-2018 American Society for Aesthetics: Session Coordinator for APA, Central Division Meetings
- 2016 Philosophy of Video Games Workshop Advisory, Salt Lake City, Utah

## TEACHING

### Aesthetics

- Aesthetics and Philosophy of Art
- Philosophy in/of Film
- History, Theory, and Philosophy of Film
- Art and Ethics
- Seminar: Philosophy of Humor
- Seminar: Ethics and Videogames
- Travel Course: Spanish Art and Culture w/ Art History

### Ethics

- Philosophy of Race and Ethnicity
- Contemporary Ethics and Metaethics
- Ethics in the Era of COVID-19
- Ethics and *The Good Place*
- Ethical Theory
- Contemporary Moral Problems
- Seminar: The Emotions
- Seminar: Virtue Theory
- Travel Course: Do Animals Matter? Philosophical, Legal, and Political Perspectives w/ Equine Science

### Human Rights

- Human Rights, Art, and Cultural Heritage
- Human Rights: Games and Play
- Thinking About Human Rights with the Stanley Collection
- Philosophy of Human Rights
- Seminar: Human Rights Theory
- Seminar: Ethics of Warfare