

# NOTES ON THE AUTHORS

**ARBEEN R. ACUÑA** is an instructor and graduate student of Araling Pilipino at the Departamento ng Filipino at Panitikan ng Pilipinas, University of the Philippines. He received fellowships and awards for creative and critical writing. *Kritika Kultura*, *Humanities Diliman*, *Likhaan*, *Ani*, *Entrada*, *Pingkian* and other journals, anthologies, and zines have published his works. For *DavaoToday*, he writes the column “Materials, for Preposterity.”

**MARIA RHODORA ANCHETA** is a professor at the Department of English and Comparative Literature at the University of the Philippines Diliman. Her areas of interest are humor studies, everyday life and domestic cultures, sociology of the body, and the Bakhtinian carnivalesque. She was past research fellow at the Center for Popular Cultural Studies at Bowling Green State University at Bowling Green, Ohio, and was fellow of the USIS Summer Institute at the University of California at Santa Barbara. She was also Visiting Professor at the National Huaqiao University in Quanzhou, China. Ancheta has published on humor and Philippine and American cultures in national and international publications, and has contributed book chapters for international book anthologies. Her latest publications include the book, *Halakhak: National Humor in Filipino Popular Cultural Forms* (2017) and chapters in the books *Philippine Modernities: Music, Performing Arts, and Language, 1880-1941* (2018) and *Saysay Himig: A Sourcebook on Philippine Music History 1880-1941* (2018).

**MYRTLE JOY A. ANTIOQUIA** is a Comparative Literature student at the University of the Philippines Diliman. Her research interests include Dutch literature, warrior culture and war propaganda, questions on intellectual property, and jokes. Her first video game experience was playing *Diablo II* when she was 7-years-old. She now mainly plays single-player role-playing games and sometimes contributes to visual novel projects made on the Twine or Ren'py game engines.

**CATHERINE REGINA HANOPOL BORLAZA** is a Comparative Literature student at the University of the Philippines Diliman focusing on Asian literature. She has authored a book of poems published by her alma mater, the Philippine High School for the Arts, and has poems published in *Danas: mga pag-aakda ng babae ngayon*. Her research interests include cultural studies, adaptation studies, poetry, and gender studies, particularly women's writing.

**SARAH CHRISTINA GANZON** is a PhD candidate in Communication Studies at Concordia University. Her research broadly revolves around the areas of game studies and digital fandoms. Currently, she is writing her thesis on Japanese maiden games (otome games) in English, and their players. She holds an MA in English Literature from Cardiff University and a BA in English Studies from the University of the Philippines, Diliman. Prior to starting her doctorate, she taught courses in literature and the humanities at the University of the Philippines, University of Santo Tomas and Far Eastern University. Aside from spending countless hours playing visual novels and RPGs, she enjoys dressing up as a Jedi, watching an unhealthy amount of Let's Play videos, reading out-of-print nineteenth century novels, looking for well-written fan fiction, and keeping an eye out for disappearing blue police boxes.

**MARGARITA LABRADOR** is a senior undergraduate student of Comparative Literature at the University of the Philippines Diliman. She specializes in Asian literature, with particular interest in Japan and its literature, culture, and history, especially as viewed through the lens of popular media genres such as animation, manga, and video games. In 2017, she participated in UP Diliman's International Student Exchange Program. Hosted by the University of Shizuoka, she lived in a Japanese household and attended classes on Japanese culture and linguistics for four months. She is an avid fan of Japanese video games, including *Pokemon*, *Animal Crossing*, *Fire Emblem*, and *The Legend of Zelda*.

**JOSE MONFRED C. SY** is a graduate student at the University of the Philippines. He received his Bachelor of Arts (Comparative Literature), *summa cum laude*, from the Department of English and Comparative Literature of the same university. His research

interests include the intersections between digital humanities and video game studies; ecocriticism and nature writing; spatiality and travel writing; and Marxism and children's literature. He is also a students' and human rights activist, and a coffee connoisseur in training

**MOLINIA VELASCO-WANSOM** is a multimedia artist and faculty of the Multimedia Arts Department of De La Salle College of Saint Benilde and of the Fine Arts Department in the Ateneo De Manila University, both in the Philippines. She received her undergraduate degree in Multimedia Arts at De La Salle-College of Saint Benilde and is pursuing a graduate degree in Art History at the Arts Studies Department of the University of the Philippines Diliman. She has exhibited her multimedia art in *To Differ, Digitally; Calls for Change Through New Media*, an exhibit by the De La Salle-College of Saint Benilde's Center for Campus Art, and in *ArtVan Tatsulok Art Exhibit 2018*, a Woman's Month exhibit by the Art Ventures and Advocacy Network (ARTVAN), Philippine Art Educators Association (PAEA), and Miriam College High School. She presented "The Life Histories of Filipino Short Film Animators", "The Art of Making do: Exploring the Aesthetics of Filipino short film animation", and "Animation of Dissent in the time of a Dictatorship: Exploring Protest Animation in the Philippines" in the Society for Animation Studies Conferences. Her research interests include animation, media art, popular culture, and contemporary art.