

Tom van Nuenen

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EDUCATION

TILBURG UNIVERSITY	Tilburg, Netherlands
<i>Ph.D. in Culture Studies</i>	2016
<i>M.A. cum laude in Culture Studies</i>	2011
<i>B.A. with honors in Culture Studies</i>	2009

ACADEMIC APPOINTMENTS

UNIVERSITY OF CALIFORNIA, BERKELEY	Berkeley, CA
<i>Academic Coordinator, Master of Computational Social Science</i>	2026 – Present
<i>Lecturer in Advanced Computing, Master of Computational Social Science</i>	2025 – Present
<i>Associate Project Scientist, Social Sciences Data Lab</i>	2026 – Present
<i>Assistant Project Scientist, Social Sciences Data Lab</i>	2022 – 2026
<i>Lecturer in Digital Humanities</i>	2018 – Present
<i>Lecturer in Computational Social Sciences, Department of Sociology</i>	2022 – 2023
KING'S COLLEGE LONDON	London, England
<i>Research Associate in Digital Discrimination, Department of Informatics</i>	2019 – 2022
<i>Lecturer, Department of Digital Humanities</i>	2019 – 2022
<i>Teaching Fellow in Digital Media and Culture</i>	2018 – 2019
TILBURG UNIVERSITY	Tilburg, Netherlands
<i>Assistant Professor in Online Culture</i>	2017 – 2018

Visiting Positions

<i>University of Shandong, Jinan (Invited Visiting Scholar)</i>	2019
<i>University of Copenhagen (Erasmus+ Teaching Grant)</i>	2018
<i>Shanghai International Studies University (Erasmus Staff Mobility)</i>	2017, 2021
<i>Western Sydney University (Prince Bernhard Culture Foundation)</i>	2015

PUBLICATIONS

Monographs

Van Nuenen, T. (2023). *Traveling Through Video Games*. London: Routledge.

Van Nuenen, T. (2021). *Scripted Journeys: The Pursuit of Authenticity in Hypermediated Tourism*. Berlin: De Gruyter.

Refereed Conference Proceedings

Sachdeva, P., and Van Nuenen, T. (2026). Interaction Protocol Shapes Moral Judgment in Multi-Agent Debate. *COLM '26: Conference on Language Modeling*. <https://arxiv.org/html/2510.10002v3>

van Nuenen, T. and Sachdeva, P. (2026). The Fragility Of Moral Judgment In Large Language Models. *FAccT '26: Proceedings of the 2026 ACM Conference on Fairness, Accountability, and Transparency*. <https://dl.acm.org/doi/10.1145/3805689.3806447>

van Nuenen, T., Sachdeva, P., and Chopra, S. (2026). The Fabricated Front: GenAI and the Social Organization of Workplace Legibility. *PCAIDE '26: The Paris Conference on AI & Digital Ethics* (forthcoming).

Sachdeva, P., and Van Nuenen, T. (2025). Conformity, Inertia, and Value Alignment in Multi-Turn LLM Deliberation. First Workshop on Multi-Turn Interactions in Large Language Models, NeurIPS 2025. <https://arxiv.org/abs/2510.10002>

Sachdeva, P., and Van Nuenen, T. (2025). Normative Evaluation of Large Language Models with Everyday Moral Dilemmas. FAccT '25: Proceedings of the 2025 ACM Conference on Fairness, Accountability, and Transparency. <https://dl.acm.org/doi/10.1145/3715275.3732044>

Van Nuenen, T., Such, J., and Coté, M. (2022). Intersectional Experiences of Unfair Treatment Caused by Automated Computational Systems. *CSCW '22: ACM Conference on Computer Supported Cooperative Work and Social Computing*. <https://doi.org/10.1145/3555546>

Ferrer-Aran, X., Van Nuenen, T., Such, J., and Criado, N. (2021). Discovering Language Biases in Reddit. *ICWSM '21: International AAAI Conference on Web and Social Media*. <https://ojs.aaai.org/index.php/ICWSM/article/view/18048/17851>

Roth, C., Van Nuenen, T., and Koenitz, H. (2018). Ludonarrative Hermeneutics: *A Way Out* and the Narrative Paradox. In: Rouse, R., Koenitz, H., Haahr, M. (eds) *Interactive Storytelling. ICIDS 2018. Lecture Notes in Computer Science*, vol 11318. Springer, Cham. https://doi.org/10.1007/978-3-030-04028-4_7

Refereed Journal Articles

Lehman, B., and Van Nuenen, T. (2025). Infrastructural Fragility in European Digital Scholarship. *GlobalEurope* 1(25).

Ferrer Aran, X., Van Nuenen, T., Criado, N., and Such, J. (2021). Discovering and Interpreting Biased Concepts in Online Communities. *IEEE Transactions on Knowledge and Data Engineering*.

Van de Ven, I., and Van Nuenen, T. (2021). Digital Hermeneutics: Scaled Readings of Online Depression Discourses. *Medical Humanities*. doi: 10.1136/medhum-2020-012104.

Ferrer-Aran, X., Van Nuenen, T., Such, J. M., Coté, M., and Criado Pacheco, N. (2021). Bias and Discrimination in AI: a cross-disciplinary perspective. *IEEE Technology and Society Magazine* 40(2).

Van Nuenen, T., and Scarles, C. (2021). Advancements in Technology and Digital Media in Tourism. *Tourist Studies* 21(1), pp. 119–132.

Van Nuenen, T., Ferrer-Aran, X., Such, J., and Coté, M. (2020). Transparency for whom? Explaining discriminatory AI. *Computer Magazine* 11, pp. 36–44.

Van Nuenen, T. (2019). Algorithmic authenticity: Sociotechnical Authentication Processes on Online Travel Platforms. *Tourist Studies* 19(3).

Van Nuenen, T. (2017). Touring the Animus: Assassin's Creed and Ludotopical Movement. *Loading...* 10(17).

Van Nuenen, T. (2016). Procedural (E)motion: Journey as Emerging Pilgrimage. *The Journal of Popular Culture* 49(3), pp. 466–491.

Van Nuenen, T., and Van der Beek, S. (2016). Tourist or Pilgrim? Modelling Two Types of Travel Bloggers. *Heidelberg Journal of Religions on the Internet* 11.

Van Nuenen, T. (2016). Playing the Panopticon: Procedural Punishment in Dark Souls. *Games and Culture* 11(5), pp. 510-527.

Van Nuenen, T. (2016). The Production of Locality on Peer-to-peer Platforms. *Cogent Social Sciences* 1, pp. 1–16.

Van Nuenen, T. (2015). Here I am: Authenticity and Self-branding on Travel Blogs. *Tourist Studies* 16(2), pp. 192–212.

Book Chapters

Mutsaers, P., and Van Nuenen, T. (2023). Predictively policed: The Dutch CAS case and its forerunners. In *Policing Race, Ethnicity and Culture*. Manchester University Press.

Van Nuenen, T. (2022). Video Games as Travel Writing. In Korte & Sennefelder (eds.), *Travel, Writing and the Media*. Routledge.

Arthur, P.L., and Van Nuenen, T. (2018). Travel in the Digital Age. In Das & Youngs (eds.), *The Cambridge History of Travel Writing*. Cambridge University Press, pp. 504-518.

Van Nuenen, T. (2018). Text Research on Online Platforms: Heuristic Steps. In Condie & Costa (eds.), *Doing research in and on the digital*. Routledge, pp. 81-101.

Mutsaers, P., and Van Nuenen, T. (2018). Protesting Police. In Karpiak & Garriott (eds.), *The Anthropology of Police*. Routledge, pp. 153-171.

Varis, P., and Van Nuenen, T. (2017). The Internet, Language and Virtual Interactions. In García et al. (eds.), *Oxford Handbook of Language and Society*. Oxford University Press, pp. 473-488.

Van Nuenen, T., and Varis, P. (2017). There is no I in team: The Co-construction of Expertise on the Nomadic Matt Travel Blog. In Leppänen et al. (eds.), *Discourse and identification*. Routledge, pp. 125-149.

Heynders, O.M., and Van Nuenen, T. (2014). Tourist Imagination and Modernist Poetics: The Case of Cees Nooteboom. In Lean et al. (eds.), *Travel and Imagination*. Ashgate, pp. 103-118.

GRANTS AND FELLOWSHIPS

Researcher-in-Residence, REPHRAIN (UKRI Funded), King's College London	2022
L&S Professional Development Award, UC Berkeley	2025
Research Associate, EPSRC "Discovering and Attesting Digital Discrimination"	2019 – 2022
Research Associate, ICO "After Third-Party Cookies" project	2021
Visiting Scholarship, Shanghai International Studies University	2021
Invited Visiting Scholar, Shandong University	2019
Erasmus+ Teaching Grant, University of Copenhagen	2018
Erasmus Staff Training Mobility Grant, SISU	2017
Prince Bernhard Culture Foundation Grant, Western Sydney University	2015

TEACHING AND MENTORSHIP EXPERIENCE

Primary Instructor

UC Berkeley - COMPSS 211: Advanced Computing 1	2025 – Present
UC Berkeley - SOC 5: Computational Social Sciences	2022 – 2023
UC Berkeley - DIGHUM 160: Critical Digital Humanities: Digital Hermeneutics	2018 – Present
King's College London - Theorising Big Data	2019 – 2022
King's College London - Big Data in Practice	2019 – 2022
King's College London - Introduction to Programming	2018 – 2022
Shandong University - Digital Hermeneutics	2019
University of Copenhagen - Knowledge Culture and Knowledge Critique	2018
Shanghai International Studies University - Digital Humanities	2017 – 2021
Tilburg University - Media, Globalization and Popular Culture	2014 – 2018

Workshop Instructor

Social Sciences Data Lab, UC Berkeley (2022 – Present): 40+ workshops on Python, NLP, Data Visualization, SQL, Geospatial Analysis, LLMs for Research, Bash/Git

Curriculum Development

Curriculum Lead, Digital Humanities Summer Minor, UC Berkeley (2022 – Present): Developed syllabi for all programme courses, including DIGHUM 100: Theory and Methods in the Digital Humanities (200 students) and DIGHUM 160: Critical Digital Humanities.

CONFERENCES AND INVITED TALKS

Invited Lectures

Panelist, Language & AI Conference, UC Berkeley	February 2026
"Prompt Engineering for Legal Issues" - Global Rights Innovation Lab, UC Berkeley	October 2025
"Vibe Coding for Research" - LLM Working Group, UC Berkeley	September 2024
"Teaching Bias through Word Embeddings" - UC Berkeley	May 2022
"Digital Hermeneutics" - Tsinghua University, Beijing (Keynote)	October 2020
"Using digital tools to study online discourse" - Shandong University	November 2019
"What games can teach us about travel" - IT University of Copenhagen	April 2018

Conference Presentations

ACM FAccT 2025, Athens, Greece	June 2025
Presenter: "Normative Evaluation of Large Language Models with Everyday Moral Dilemmas"	
NeurIPS 2025, Workshop on Multi-Turn LLM Interactions	December 2025
Presenter: "Conformity, Inertia, and Value Alignment in Multi-Turn LLM Deliberation"	
12th International Conference on Social Informatics	October 2020
Workshop: "Discovering gender bias and discrimination in language"	
ICIDS 2018, Dublin	December 2018
Presenter: "Ludonarrative Hermeneutics: A Way Out and the Narrative Paradox"	
Digital Games Research Association, Melbourne	July 2017
Presenter: "ExTraVid: Exploring Travel in Videogames"	

ACADEMIC SERVICE

Organization

Large Language Model Working Group, UC Berkeley (200+ participants)	2024 – Present
Digital Humanities Working Group, UC Berkeley (100+ participants)	2024 – present
Conference "Interpretation Today", Tilburg (100+ participants)	May 2018

Editorial Roles

Reviewer, Editorial Board, Game Studies	2026 – Present
Editor, Editorial Board, Tourist Studies	2020 – Present
Manager, Social Media Coordinator, Tourist Studies	2021 – 2022

Peer Review

ACM Conference on Fairness, Accountability, and Transparency (FAccT), ACM Transactions on Interactive Intelligent Systems (TiiS), Annals of Tourism Research, Behaviour & Information

Van Nuenen, CV

Technology, Computers in Human Behavior Reports, Digital Humanities Quarterly, Game Studies, Health Communication, IEEE Access, IEEE Transactions on Artificial Intelligence, IEEE Transactions on Computational Social Systems, IEEE Transactions on Technology and Society, Information Systems Frontiers, International Journal of Human-Computer Interaction, Journal of Psychology and AI, Journal of Trust Research, Legal and Criminological Psychology, Medical Humanities, Psychiatry and Clinical Neurosciences, Royal Society Open Science, Strategic Organization, Tourist Studies

Grant Review

Singapore Ministry of Education, Tertiary Education Research Fund (2025)

Professional Memberships

Berkeley AI Community (2024–), Coalition for Independent Technology Research (2025–), European Association for Digital Humanities (2018–), Digital Research Infrastructure for the Arts and Humanities (2017–), Association of Internet Researchers (2015–)