

# SANELA OSMANOVIC MAGGS

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## Education

- 08/2012 – 07/2017 **Louisiana State University, Baton Rouge, LA**  
PhD in Communication Studies
- 01/2003 – 05/2004 **Southeastern Louisiana University, Hammond, LA**  
MA in Organizational Communication  
First Outstanding Graduate Award recipient
- 08/2000 – 12/2002 **Southeastern Louisiana University, Hammond, LA**  
BA in Communication  
Graduated Summa Cum Laude

## Teaching Experience

- 08/2017 – present **Dept. of Communication Studies, Louisiana State University, Baton Rouge, LA**  
*Instructor*  
Developing and teaching four to five classes, per Department's needs, comprising approximately 160 students per semester, focusing on hands-on learning and application of communication concepts in everyday communication, in relationships, and in groups. Continuing developing, teaching, and improving online classes, engaging students through streaming and weekly projects. Continuing academic research in digital media.
- 08/2012 – 05/2017 **Dept. of Communication Studies, Louisiana State University, Baton Rouge, LA**  
*Graduate Assistant*  
Developed and independently taught two communication courses of 26-90 students each semester per Department's needs, with the focus on interpersonal, digital, and small group communication. Created a special curriculum for two successful pilot digital communication classes focusing on STEM students and topics relevant to their fields. Designed and taught a 50-75% online course in public speaking.

### Courses taught at Louisiana State University as Graduate Assistant

CMST 1061: Fundamentals of Communication  
CMST 2010: Interpersonal Communication  
CMST 2060: Public Speaking  
CMST 2064: Small Group Communication

### Courses taught at Louisiana State University as Instructor

CMST 2060: Public Speaking  
CMST 2010: Interpersonal Communication  
CMST 3112: Social Networks and Personal Relationships  
CMST 3210: Computer Mediated Communication  
CMST 3900: Special Topics—Communication in Digital Spaces  
CMST 3900: Special Topics—Social Interaction in Virtual Environments  
CMST 4111: Intrapersonal Communication  
CMST 4113: Intercultural Communication  
CMST 4118: Family and Martial Communication

## Work Experience

- 08/2017 – Present **Louisiana State University, Baton Rouge, LA**  
Instructor, Department of Communication Studies
- 08/2012 – 06/2017 **Louisiana State University, Baton Rouge, LA**  
Graduate Assistant, Department of Communication Studies
- 06/2005 – 06/2012 **European Union Police Mission (EUPM), Sarajevo, Bosnia and Herzegovina**  
Assistant Director, Public Relations and Internal Communications Department

## Research Experience

- 08/2013 – present **Dept. of Communication Studies, Louisiana State University, Baton Rouge, LA**  
Research focusing on the potential of video games and shared activities as a tool in the maintenance and strengthening of intergenerational relationships, particularly among family members on the opposite ends of the age spectrum. Continuing research into how older adults consume digital content, and effect of redefining the term “older”, and the addition of perceived productivity in the later age.

## Publications

- Osmanovic, S. & Pecchioni, L. L. (2022). Playing with Emotions: Online Games as Source of Social Support for Older Adults. Proceedings of HCI International 2022, Virtual Conference. Switzerland: Springer.
- Osmanovic, S. & Pecchioni, L. L. (2019). Playing with Words: The Experience of Self-Disclosure in Intergenerational Gaming. Proceedings of HCI International 2019, Orlando, US. Switzerland: Springer.
- Osmanovic, S. & Pecchioni, L. L. (2018). Play it Again, Grandma: Effect of Intergenerational Video Gaming on Family Closeness. Proceedings of HCI International 2018, Las Vegas, US. Switzerland: Springer.
- Osmanovic, S. & Pecchioni, L. L. (2017). Pass the control(ler): Shifting of power in families through intergenerational gaming. Proceedings of HCI International 2017, Vancouver, Canada. Switzerland: Springer.
- Osmanovic, S., & Pecchioni, L. L. (2016). Beyond entertainment: motivations and outcomes of video game playing by older adults and their younger family members. *Games & Culture*, 11(1-2), 130-149. doi: 10.1177/1555412015602819
- Osmanovic, S. & Pecchioni, L. L. (2016). Family matters: The role of intergenerational gameplay in successful aging. Proceedings of HCI International 2015, Toronto. Berlin: Springer.

## Manuscripts under Review

- Osmanovic, S. & Pecchioni, L.L. (under review). Questing with Grandma: Building Closer Families Through Intergenerational Gaming. *Journal of Computer-Mediated Communication*
- Osmanovic, S. & Pecchioni, L.L. (under review). Family Secrets: The Reciprocal Relationship between Intergenerational Gaming and Disposition for Self-Disclosure. *Journal of Social and Personal Relationships*

## Conference Presentations

- Osmanovic, S. & Pecchioni, L. L. (2022). Playing with Emotions: Online Games as Source of Social Support for Older Adults. Paper presented at the Human-Computer Interaction International Conference. Virtual.
- Osmanovic, S. & Pecchioni, L. L. (2019). Playing with Words: The Experience of Self-Disclosure in Intergenerational Gaming. **\*Top conference paper award** Paper presented at the Human-Computer Interaction International Conference, Orlando, FL, USA
- Osmanovic, S. & Pecchioni, L. L. (2018). Playing with Words: The Experience of Self-Disclosure in Intergenerational Gaming. **\*Top conference paper award** Paper presented at the Human-Computer Interaction International Conference, Orlando, FL, USA
- Osmanovic, S. & Pecchioni, L. L. (2018). Play it Again, Grandma: Effect of Intergenerational Video Gaming on Family Closeness. **\*Top conference paper award** Paper presented at the Human-Computer Interaction International Conference, Las Vegas, NV, USA
- Osmanovic, S. & Pecchioni, L. L. (2018). The Effects of Intergenerational Video Gaming on Family Closeness. Paper presented at the International Association for Relationship Research Conference, Fort Collins, CO
- Osmanovic, S. & Pecchioni, L. L. (2018). The Experience of Self-Disclosure in Intergenerational Gaming. Paper presented at the International Communication Association Conference, Prague, Czech Republic.
- Osmanovic, S. (2017). Families at Play. Paper presented at the National Communication Association Annual Convention, Dallas, TX
- Osmanovic, S. & Pecchioni, L. L. (2017). Pass the control(ler): Shifting boundaries of power and leadership through intergenerational family gaming. Paper presented at the Human-Computer Interaction International Conference, Vancouver, Canada
- Osmanovic, S. & Pecchioni, L. L. (2017). Grandparents and grandchildren at play: Video games as conduit for family communication. Paper presented at the Southern States Communication Association Annual Convention, Greenville, SC
- Osmanovic, S. & Pecchioni, L. L. (2016). Family matters: The role of intergenerational gameplay in successful aging. Paper presented at the Human-Computer Interaction International Conference, Toronto, Canada
- Osmanovic, S. (2016). Keep calm and play on: The efficacy of video games in the process of recovery. Paper presented at the Southern States Communication Association Annual Convention, Austin, TX
- Osmanovic, S. (2016). Stuck in a moment: The effect of video gaming on mindfulness. Paper presented at the SSCA Annual Convention, Austin, TX
- Osmanovic, S. (2015). Playing with emotions: Social support in MMORPGs. Paper presented at the National Communication Association Annual Convention, Las Vegas, NV
- Osmanovic, S. (2015). Mindfulness through video gaming. Project presented at the Game Studies Preconference at National Communication Association Convention, Las Vegas, NV
- Osmanovic, S., & Pecchioni, L. (2015). Video games as an instrument in successful aging. Paper presented at the National Communication Association Convention, Las Vegas, NV
- Osmanovic, S. (2015). Beyond the screen name: Repositioning relationships formed in online games. **\*Top student paper in the interpersonal communication** division presented at the Southern States Communication Association Annual Convention, Tampa, FL

Osmanovic, S. & Shimek, C. (2015). I, gamer: A study of the effects of video games on self-schemata and relational message interpretation. **\*Top paper in interpersonal communication** presented at the Southern States Communication Association Annual Convention, Tampa, FL

Osmanovic, S. (2014). My game, my own, my precious: The mass effect of player ownership. Paper presented at the National Communication Association Annual Convention, Chicago, IL

### **Professional Memberships**

International Association for Relationship Research  
International Communication Association  
National Communication Association

### **Other Relevant Training**

01/2011 – 04/2011

**Quadriga University, Berlin, Germany**  
Certificate in Online Communication

11/2011

**Pinnacle PR, Brussels, Belgium**  
Certificate in Strategic and Crisis Communication