

CURRICULUM VITAE
CINDY POREMBA, PhD

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DEGREES AND DIPLOMAS

<u><i>Degree or Diploma</i></u>	<u><i>Field</i></u>	<u><i>Institution</i></u>	<u><i>Year</i></u>
Doctor of Philosophy	Humanities (Interdisciplinary)	Concordia University, Montréal, Quebec, CA	2011
Master of Applied Science	Interactive Arts	Simon Fraser University, Surrey, British Columbia, CA	2003
Bachelor of Arts	English Rhetoric & Professional Writing (New Media Specialization)	University of Waterloo, Waterloo, Ontario, CA	1998

Titles of Thesis and Dissertation

<u><i>Degree</i></u>	<u><i>Title</i></u>
PhD	Dissertation: <i>Real Unreal: Crafting Actuality in the Documentary Videogame (2011)</i> Committee: Bart Simon (Supervisor), Lynn Hughes, Martin Allor
MASc	Thesis: <i>Player as Author: Digital Games and Agency (2003)</i> Committee: Ron Wakkary (Supervisor), Jim Bizzocchi

ACADEMIC POSITIONS HELD

<u><i>Date(s)</i></u>	<u><i>Title, Institution</i></u>
Aug 2016-present	Assistant Professor (Digital Entertainment), Digital Futures Faculty of Liberal Arts & Sciences and the School of Interdisciplinary Studies OCAD University, Toronto, ON
Aug 2013- Jul 2016	Professor, Game Design Faculty of Animation, Arts and Design, Sheridan College Institute of Technology and Advanced Learning, Oakville, ON
Jan 2013- Jun 2013	FQRSC Postdoctoral Research-Creation Fellow School of Image Arts, Ryerson University, Toronto, ON

Feb 2012- Dec 2012	FQRSC Postdoctoral Research-Creation Fellow School of Literature, Media and Communication, Georgia Institute of Technology, Atlanta, GA
Oct 2011- Jan 2012	Designer-in-Residence Centre for Technoculture, Art and Games (TAG), Concordia University, Montreal, QC
Winter 2010 - Winter 2011	Sessional Lecturer English, Faculty of Arts and Science, Concordia University, Montréal, QC
Winter 2010	Sessional Lecturer Computational Arts and Design, Faculty of Fine Arts, Concordia University, Montréal, QC
Spring 2007- Winter 2008	Research Assistant <i>Technoculture, Art and Games</i> Proposal, Concordia University, Montréal, QC
Aug 2003- Jun 2006	Lecturer, Interactive Arts (FT Faculty) Faculty of Applied Science, School of Interactive Arts and Technology Simon Fraser University, Surrey, BC
Winter 2003	Teaching Assistant, TechOne Faculty of Applied Science, School of Interactive Arts and Technology, Simon Fraser University, Surrey, BC

MAJOR AREA(S) OF SCHOLARLY OR PROFESSIONAL INTEREST

- Art and independent videogames
- Documentary and indexicality in digital media
- Emerging artistic/cultural practice related to media technologies
- Interdisciplinarity and research-creation methodology in interactive art and design

COMMERCIAL WORK

<u>Date(s)</u>	<u>Information</u>
2014-2016	<i>SUPERHYPERCUBE</i> (2016, for Sony Playstation VR) Co-designer with kokoromi
2013	<i>A Series of Tubes</i> (unreleased, Sifteo) Co-designer with kokoromi
2001	Interface Designer, Ardesic Technologies, Waterloo, ON

1999-2001 Online Experience Designer/Development Coordinator (Learnware),
Centre for Learning and Teaching Through Technology (LT3),
University of Waterloo, Waterloo, ON

SCHOLARSHIPS, FELLOWSHIPS, HONOURS, AWARDS, GRANTS

<u>Date(s)</u>	<u>Details</u>
2016	OCAD Research Seed Grant (\$3000)
2016	Canada Council for the Arts, Travel Grant (\$1500)
2014-2015	Canada Council for the Arts, New Media and Audio Artists Production Grant (Co-applicant, with Jane Tingley, Department of Fine Arts, UW; \$54 000)
2014-2015	2014-15 SSHRC Insight Development Grant (Collaborator, with Jane Tingley, Department of Fine Arts, UW; \$75 000)
2011-2013	Fonds québécois de la recherche sur la société et la culture (FQRSC) Postdoctoral Research-Creation Fellowship (\$70 000/2 years)
2013	Canada Council for the Arts, Travel Grant (\$750)
2011	Canada Council for the Arts, Travel Grant (\$2 500)
2010	Concordia University Doctoral Thesis Completion Award (\$4 000)
2010	Canada Council for the Arts, Travel Grant (\$2 000)
2009	Conseil des arts et des lettres du Québec (CALQ), Travel Grant (\$1 000)
2009	Finalist, <i>NFB New Media Pitch</i>
2008-2010	Social Sciences and Humanities Research Council (SSHRC) Doctoral Fellowship (\$40 000/2 years)
2007	Canada Council for the Arts, Travel Grant (\$2 500)
2007	Concordia University Faculty of Arts and Science Travel Grant (\$2 500)
2006-2009	Concordia University Graduate Fellowship (\$35 000/9 terms)
2004	Canada Council for the Arts, Travel Grant (\$2 000)
2003	Simon Fraser University Graduate Fellowship (\$4 000)

SCHOLARLY, PROFESSIONAL, AND SERVICE ACHIEVEMENTS

Books, Chapters, etc.

Poremba, Cindy. "Motori discorsivi per mod artistici." *Machinima: dal videogioco alla videoarte*. Eds. Gianni Canova and Matteo Bittanti. Milan: Edizioni Unicopli (forthcoming 2017).

Bogost, Ian and Cindy Poremba. "Can Games get Real? A Closer Look at 'Documentary' Digital Games." *Computer Games as a Sociocultural Phenomenon: Games Without Frontiers - War Without Tears*. Eds. Andreas Jahn-Sudmann and Ralf Stockman. Basingstoke: Palgrave Macmillan, 2008. 12-21.

Poremba, Cindy. "Tennis for Two/Pong: Spatiality in Abstract 2D Environments," *Space Time Play: Games, Architecture and Urbanism*. Ed. Steffen P. Walz. Basel: Birkhäuser Publishing, 2007. 32-33.

Poremba, Cindy. "Against Embedded Agency: Subversion and Emergence in GTA3." *Meaning and Culture of Grand Theft Auto: Critical Essays*. Ed. Nate Garrelts. Jefferson, NC: McFarland and Company, 2006. 199-209.

Peer Reviewed Papers and Proceedings

Poremba, Cindy. "Games, Performative Inquiry and the Sublime." *Games and Culture*. Volume 8 Number 5, Sage Publications, Sept 2013. 354-367.

Poremba, Cindy. "Discourse Engines for Art Mods." *Eludamos. Journal for Computer Game Culture*. 2010, Volume 4, Issue 1. 41-56.

Poremba, Cindy. "Frames and Simulated Documents: Indexicality in Documentary Videogames," *Loading... Journal of the Canadian Game Studies Association*. 2009; Volume 3, Issue 4.

Poremba, Cindy. "On the Brink of the Magic Circle." *Situated Play: Digital Games Research Conference 2007*, Tokyo, Japan, 24-28 Sept 2007. 772-778.

Poremba, Cindy. "Play with Me: Exploring the Autobiographical in Digital Games." *Situated Play: Digital Games Research Conference 2007*, Tokyo, Japan, 24-28 Sept 2007. 703-707.

Poremba, Cindy. "Point and Shoot: Remediating Photography in Gamespace." *Games and Culture*. Volume 2, Number 1, Sage Publications, Jan 2007. 49-58.

Poremba, Cindy. "Patches of Peace: Tiny Signs of Agency in Digital Games." *Level Up: Digital Games Research Conference*, University of Utrecht, The Netherlands, 4-6 Nov 2003. CD-ROM.

Other Papers and Presentations

Westecott, Emma and Cindy Poremba. "Future Games: Expressive Game Development as Research-Creation." *Canadian Game Studies Association Conference 2017*, Toronto, ON, 31 May – 2 June 2017.

Poremba, Cindy, Matteo Bittanti, Sebastian Möring, Marco di Mutiis. "Camera Ludica: Reflections on Artistic In-Game Photography." Panel. *DiGRA-IT*. IULM, Milan, IT. 12 May 2017.

Poremba, Cindy. "Videogames: An Emerged Art." Keynote Presentation. *DiGRA-IT*. IULM, Milan, IT. 12 May 2017.

Kelley, Heather and Cindy Poremba. "Artist Talk: SUPERHYPERCUBE," *Weird Reality: Head-Mounted Art & Code*. Carnegie Mellon, Pittsburgh, PA, Oct 6-9, 2016.

Poremba, Cindy. "Art, Games...and new Art Games," *Convergence Art + Technology Summit*. Banff, AB, 27-29 Nov 2014.

Poremba, Cindy. "Game Art Curation." Panel (Invited). *Vector Game Art Festival, 2014*. Toronto, ON.

Poremba, Cindy. "Telling History" Panel (invited). *History of Games International Conference*. Montréal, QC, 21 Jun 2013.

Poremba, Cindy. *Indie Tech Talks 05: Cindy Poremba*, Babycastles/NYU Poly, New York, NY, 28 Nov 2012.

Hughes, Lynn, Heather Kelley and Cindy Poremba. "Paris Plays Along: Curating a playable exhibition." *Indiecade 2012*, Los Angeles, 7 Oct 2012.

Poremba, Cindy. "Videogames as Documentary Animation." *24th annual Society for Animation Studies conference*, Melbourne, VA, Australia, 25-27 Jun 2012.

Poremba, Cindy. "Designing Games for Documentary." Panel. *SXSW Interactive*, Austin, TX, 12 Mar 2012.

Poremba, Cindy. "Why Documentary Videogames Don't Work." Georgia Institute of Technology, Atlanta, GA, 1 Mar 2012.

Poremba, Cindy. Artist Talk (en français). *Marché international de l'art numérique (MIAN), Québec numérique/Festival Némó*. La Gaîté Lyrique, 7 Oct 2011.

Poremba, Cindy. "Promiscuous Spaces: Play, Performance and Aesthetic Experience in the New Arcade," Games Betwixt and Between Panel (Emma Westecott, Lynn Hughes, Heather Kelley), *ISEA 2011*, Istanbul, TR, 14-21 Sept 2011.

Boudreau, Kelly and Cindy Poremba. "Animated Reality: Re-defining Indexicality in Videogames." *Canadian Game Studies Annual Conference*, Concordia University, Montreal, Canada, May 28-29, 2010.

Poremba, Cindy. "Game Art on a Dematerialized Web." *Centre international d'art contemporain de Montréal (CIAC) electronic magazine*. Dec 2009, No 35.

- Poremba, Cindy. "Documentary Games: Playing with the Truth" Panel. *Sheffield Doc/Fest*, Sheffield, UK, 5 Nov 2009.
- Poremba, Cindy. Artist Talk. *New York Electronic Arts Festival*, Harvestworks, New York City, NY, 9 Oct, 2009.
- Poremba, Cindy. "Frames and Simulated Documents: Indexicality in Documentary Videogames," *Canadian Game Studies Association Symposium*. Ottawa, ON, 23-24 May 2009.
- Poremba, Cindy. "Interactive Games and Factual Content" Panel. *DOC IT 2009*, 19 Apr 2009.
- Poremba, Cindy. "Play belongs to Everybody: An Interview with the Ludica Collective." *Eludamos. Journal for Computer Game Culture*. 2008, Volume 2, Issue 2. 261-287.
- Poremba, Cindy. "Ludo-Pravda: In Search of the Documentary Digital Game." *Kodak Lecture Series*. Ryerson University, Toronto ON, 30 Oct 2008.
- Poremba, Cindy. "Games of Life." Keynote Presentation. *Interactive Screen 0.8: Sustain*. Banff New Media Institute (BNMI). Banff, AB, 24-29 Aug 2008.
- Poremba, Cindy. "Documentary Games (Games for Change does TED)" Panel. *Games for Change*, Parsons, The New School for Design. New York, NY. 2-3 June 2008.
- Poremba, Cindy. "Discourse Engines for Game Mods." *Canadian Game Studies Association 2008 Symposium*, Vancouver, BC, 31 May 2008.
- Poremba, Cindy. "Let's Put it This Way: Interpreting Research-Practice in Interactive Arts." *iMatter Workshop*, McMaster University, Hamilton, ON, 6-7 May 2008.
- Poremba, Cindy. "ARTcade: A Canadian Game Studies Association Symposium Vignette." *Loading... Journal of the Canadian Game Studies Association* Volume 1, Issue 1, 2007.
- Poremba, Cindy. "Playing with Reality: Defining Documentary & Nonfiction Games." Panel. *Living Game Worlds III*, Georgia Institute of Technology, Atlanta, Georgia, 30 Mar 2007.
- Poremba, Cindy. "The Princess is in Another Castle: A Women and Gaming Update." Invited Speaker. SFU 40th Anniversary Open House. 2 Jun, 2006.
- Poremba, Cindy. "Ludo-Pravda: Documentary Digital Games." IMAGINE Network Symposium, Banff, Alberta. March 25-26, 2006.
- Poremba, Cindy. "Point and Shoot: In Game Photography (short paper)." *Entermultimediale 2*, Prague, Czech Republic, 9-12 May 2005.
- Poremba, Cindy. "Remaking Each Other's Dreams: Player Authors in Digital Games." *New Forms Festival 2003*, Vancouver, British Columbia, 30-1 Jul/Aug 2003.

Poremba, Cindy. "Beyond Boy's Toys: Women, Play and Mindstorms Robotics." Life by Design: Everyday Digital Culture Symposium, University of California, Irvine, 10 -12 Apr 2003.

Committee, Community and Service Activities

Member, kokoromi (2006 - present)

Board of Directors, Hand Eye Society (2015-2017)

Journal Reviewer, VIEW Journal of European Television History and Culture (2016)

Consultant, Bell Temple Law (Summer-Winter 2015)

Advisory Board, Concordia Centre for Technoculture, Art and Games (2010 – 2011)

Journal Reviewer, Loading... Journal of the Canadian Game Studies Association (2007-2012, 2016)

Journal Reviewer, Eludamos. Journal for Computer Game Culture (2008-2009)

Board of Directors, Canadian Game Studies Association (2007)

Board of Directors, The Escape Artists Society (TEAS) digital performance collective (2005-2008)

Member, TechOne Foundations Committee (Simon Fraser University) (2003-2006)

Conferences and Symposia

Track Chair, Research and Experimental Games, Foundations of Digital Games Conference 2012, Raleigh, NC (30 May – 1 Jun, 2012)

Organizing Committee, "Changing Views: Worlds in Play" 2005 Digital Games Research Association (DiGRA) Conference, Vancouver, BC (17-20 Jun 2005)

Conference Coordinator (with Camille Baker), *New Forms Festival 2003: Inter[sec/ac]tion* (Vancouver, BC, 31 Jul - 2 Aug 2003)

ARTISTIC AND CURATORIAL ACHIEVEMENTS

Artworks and Artistic Collaborations

Artist (with kokoromi). *Live Game Code: Love Letters*. Videogame + Livecode Performance. (15-16 May, Montreal Biennale 2009)

Artist (with kokoromi and Polytron). superHYPERCUBE . Videogame installation.

Finalist, Indiecade , 2011 (Culver City, CA, 6-9 Oct 2011).
Carte blanche à kokoromi et TAG , La Gaîté Lyrique, Paris, FR, 29 Sept -13 Nov, 2011.
VIA Audio / Visual Festival , Pittsburgh PA, 01-03 Oct 2010
Babycastles, Brooklyn NY, August 5, 2010
FILE - Electronic Language International Festival , São Paolo, Brazil, July 27-Aug 29, 2010
GAMMA 3D , La Société des arts technologiques [SAT], 14 Nov 2008
Parisian Laundry, Montréal, QC (BNL MTL event; non-curated), 1 May 1 2009

Artist (with Lone Koefoed Hansen). *Street Screen Sprouting Scene*. Digital + Mixed-Media. NVRNMNT:
Communicating Sustainability. University of Toronto Sustainability Office/University of Toronto Art
Centre. (Toronto, ON, 16 Oct – 7 Nov 2008)

Curation, Curatorial Artwork, Juries etc.

Jury Co-Chair (with Drew Davidson), *Indiecade Festival of Independent Games*, 2015

Jury Co-Chair (with Drew Davidson), *Indiecade Festival of Independent Games*, 2014

Awards Jury (Nuovo), *Independent Game Festival (IGF) 2014*

Awards Jury, *Indiecade 2013*

Co-Curator (with Celia Pearce, John Sharp, Akira Thompson and Adam Rafinski), *XYZ: Alternative Voices in
Game Design*. Museum of Design Atlanta (MODA), 12 July – 25 Aug, 2013

Awards Jury (Design), *Independent Game Festival (IGF) 2013*

Co-Curator (with Heather Kelley and Lynn Hughes). *Joue le jeu / Play along*, La Gaîté Lyrique, Paris, FR (21
Jun – 12 Aug 2012)

Co-Curator (with Heather Kelley and Lynn Hughes). *Carte blanche à kokoromi et TAG* , La Gaîté Lyrique (Espace
Jeux Video), Paris, FR, 29 Sept -13 Nov, 2011.

Co-Curator (with Emilie Grenier), *Digital Ludology*. HTMLles Festival 2010. (Studio XX, Montréal, QC, 17-19,
2010)

Producer and Curator (with kokoromi). *Gamma IV* Exhibition. Mezzanine (San Francisco, CA, 10 Mar 2010)

Jury, *The Sandbox*, SIGGRAPH 2009 (New Orleans, LA, 3-7 Aug 2009)

Producer and Curator (with kokoromi). *GAMMA 3D*. Exhibition. Société des arts technologiques [SAT]
(Montréal, QC, 19 Nov 2008)

Curator/Designer. *The Sustainable Forest: A LAN Soiree. Interactive Screen 0.8: Sustain*. Banff New Media
Institute (BNMI), Banff, AB, 24-29 Aug 2008.

Peer Advisor. *Corus / CWC New Media Career Accelerator*, Banff New Media Institute (Banff, AB, Apr 07- 13, 2008)

Curator (with kokoromi). *The Art of Play Arcade*. Ellis Gallery (Pittsburgh, PA, 31 Mar - 1 Apr 2008)

Producer and Curator (with kokoromi). *gamma 256*. Exhibition. Société des arts technologiques [SAT] (Montreal, QC, 28 Nov 2007)

Event Producer (in association with kokoromi and Hugues Monfroy). Canadian premiere: *8 BIT: A documentary about art and videogames*. Screening. Société des arts technologiques [SAT] (Montreal, QC, Feb 17, 2007)

Producer and Curator. *Canadian Game Studies Association Arcade*. York University (Toronto, ON, Sep 21- 23, 2006)

Designer and Curator (with TEAS), *Eyeteasers: Art Podified*, Foundation (Vancouver, BC, Jun 22, 2006)

Producer and Curator (Curatorial Committee Lead), *PoV (Point of View) Alternative Games Exhibition* (Vancouver, BC, 17-20 Jun 2005)

Jury (Net Art), *New Forms Festival 2003: Inter[sec/ac]tion*, Vancouver, BC

Professional Workshops

Participant. *Experimental Capture workshop*. Anderson Ranch Arts Center (Snowmass, CO, Jul 18-22 2016)

Invited Participant. "Teaching Games in Co-Op Mode: An Interdisciplinary Curriculum Workshop," UCLA Game Lab, Los Angeles. 10 April 2015.

Participant. RGBD Toolkit workshop. Eyebeam, New York, NY. 9-10 Mar 2013.

Co-organizer (with Amanda Williams and Adrian Freed). *Bizarro Controllers*, Hexagram- Concordia (Montréal, QC, 28-29 Oct 2011)

Mentor. docXchange (Hot Docs, Toronto, ON, 1-3 May 2011)

Organizer. Creative Game Controller workshop. Studio XX (Montréal, QC, 20 Nov 2010)

Participant. Hacking as a Way of Knowing workshop. InterAccess (Toronto, ON, 1-3 May 2009)

Peer Advisor. *Corus / CWC New Media Career Accelerator*, Banff New Media Institute (Banff, AB, Apr 07- 13, 2008)

COURSES DEVELOPED / DELIVERED

<u>Year(s)</u>	<u>Institution</u>	<u>Courses</u>	<u>Developed/ Delivered</u>	<u>Type</u>	<u>Level</u>
W2016	OCADU	Transmedia Storytelling	No/Yes	Seminar	MFA/ MDes
W2016	OCADU	Digital Game Engines	Yes/Yes	Studio/ Lecture	BDes, BFA
F2016	OCADU	Atelier III	Yes/Yes (with M. Martinez, A.Tindale, N.Puckett)	Studio	BDes, BFA
F2013- W2016	Sheridan	Foundations of Game Design and Development	Yes/Yes	Studio/ Lecture	BA
	Sheridan	Game History and Theory	Yes/Yes (with D. Epstein)	Studio/ Lecture	BA
	Sheridan	2D Level Design	Yes/Yes	Studio/ Lecture	BA
	Sheridan	Introduction to Media Computation	Yes/ Yes (with N. Hesler)	Lecture	BA
	Sheridan	Game Mechanics	Yes/Yes	Studio/ Lecture	BA
	Sheridan	Advanced Game Mechanics	Yes/TBD	Studio/ Lecture	BA
	Sheridan	Game Documentation	Yes/No	Online	BA
S2013	Ryerson	DM8108 Graduate Production III: New Media	Yes/Yes	Studio	MFA
F 2012	Georgia Tech	LMC 4738/LMC 6318 Experimental Media and Digital Art	Yes/Yes	Studio/ Lecture	BA + MA
W 2010, F 2010, W 2011	Concordia	ENGL 398D Videogames and/as Literature	Yes/Yes	Lecture	BA
W 2010	Concordia	DART 492/04 Discursive Design Research II	Yes/Yes	Studio/ Lecture	BA

2003-2006	Simon Fraser	IAT 101 New Media Images	Yes (with S. Clements-Vivian & Y. Dancer)/Yes	Studio/ Lecture	BA
2003-2005	Simon Fraser	IAT 100 Systems of Media Representation	Yes (with S. Clements-Vivian & Y. Dancer)/Yes	Studio/ Lecture	BA