

CURRICULUM VITAE  
**CINDY POREMBA, PhD**

<http://shinyspinning.com>

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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<br>(Interdisciplinary)  | Concordia University,<br>Montréal, Quebec, CA            | 2011               |
| Master of Applied<br>Science    | Interactive Arts   | Simon Fraser University,<br>Surrey, British Columbia, CA | 2003               |
| Bachelor of Arts                | English Rhetoric<br>& Professional Writing<br>(New Media Specialization) | University of Waterloo, Waterloo,<br>ON, 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><br>Committee: Bart Simon (Supervisor), Lynn Hughes, Martin Allor |
| MASc                 | Thesis: <i>Player as Author: Digital Games and Agency (2003)</i><br>Committee: Ron Wakkary (Supervisor), Jim Bizocchi                                     |

**ACADEMIC POSITIONS HELD**

| <u><i>Date(s)</i></u> | <u><i>Title, Institution</i></u>   |
|-----------------------|--|
| Aug 2022-<br>present  | Graduate Program Director, Digital Futures<br>School of Graduate Studies<br>OCAD University, Toronto, ON                               |
| Aug 2016-<br>present  | Associate Professor, Digital Futures<br>Co-Director, <i>game:play Lab</i><br>Faculty of Arts & Science<br>OCAD University, Toronto, ON |

|                              |   |
|------------------------------|---|
| Aug 2013-<br>Jul 2016        | Professor, Game Design<br>Faculty of Animation, Arts and Design,<br>Sheridan College Institute of Technology and Advanced Learning, Oakville, ON    |
| Jan 2013-<br>Jun 2013        | FQRSC Postdoctoral Research-Creation Fellow<br>School of Image Arts, Ryerson University, Toronto, ON  |
| Feb 2012-<br>Dec 2012        | FQRSC Postdoctoral Research-Creation Fellow<br>School of Literature, Media and Communication,<br>Georgia Institute of Technology, Atlanta, GA       |
| Oct 2011-<br>Jan 2012        | Designer-in-Residence<br>Centre for Technoculture, Art and Games (TAG),<br>Concordia University, Montreal, QC                                       |
| Winter 2010 -<br>Winter 2011 | Sessional Lecturer<br>English, Faculty of Arts and Science, Concordia University, Montréal, QC  |
| Winter 2010                  | Sessional Lecturer<br>Computational Arts and Design, Faculty of Fine Arts,<br>Concordia University, Montréal, QC                                    |
| Spring 2007-<br>Winter 2008  | Research Assistant<br><i>Technoculture, Art and Games</i> (TAG) Research Centre Proposal, Concordia University,<br>Montréal, QC                     |
| Aug 2003-<br>Jun 2006        | Faculty Lecturer, Interactive Arts<br>Faculty of Applied Science, School of Interactive Arts and Technology,<br>Simon Fraser University, Surrey, BC |
| Winter 2003                  | Teaching Assistant, TechOne<br>Faculty of Applied Science, School of Interactive Arts and Technology,<br>Simon Fraser University, Surrey, BC        |

#### **MAJOR AREA(S) OF SCHOLARLY OR PROFESSIONAL INTEREST**

- Art and independent videogames
- Experimental non-fiction and documentary
- Emerging artistic/cultural practice related to digital capture technologies

## COMMERCIAL WORK

| <u>Date(s)</u> | <u>Information</u>  |
|----------------|---|
| 2016           | <i>SUPERHYPERCUBE</i> (2016, for Sony Playstation VR)<br>Co-designer with kokoromi. Published by Polytron.  |
| 2013           | <i>A Series of Tubes</i> (unreleased, Sifteo)<br>Co-designer with kokoromi  |
| 2001           | Interface Designer, Ardesic Technologies, Waterloo, ON  |
| 1999-2001      | Online Experience Designer/Development Coordinator (Learnware),<br>Centre for Learning and Teaching Through Technology (LT3),<br>University of Waterloo, Waterloo, ON |

## SCHOLARSHIPS, FELLOWSHIPS, HONOURS, AWARDS, GRANTS

| <u>Date(s)</u> | <u>Details</u>   |
|----------------|--|
| 2023           | SSHRC Connection Grant, <i>Speaking Volumes: Cultivating an Inclusive Volumetric Creator Community</i> (Co-Investigator with Andrew Hogue; \$9 076)  |
| 2021           | CFI John R. Evans Leaders Fund, <i>Using hybrid images to address COVID-19 shadow pandemics in vulnerable communities</i> (Co-Applicant with Immony Men; \$74 772)   |
| 2021           | 2021-2023 SSHRC Partnership Development Grant, <i>Bodies in Play: Inclusive Co-Creation for Wearables and VR</i> (Co-Investigator with Emma Westecott, Kate Hartman, and Dames Making Games; \$198 295)            |
| 2021           | eCampus Ontario VLS EOI Initiative, <i>Capturing Volumetric Video Content for Remote Learning in the Studio Arts</i> (Lead applicant Andrew Hogue (Ontario Tech); co-applicant with Veronika Szkudlarek; \$40 000) |
| 2018           | 2018-20 SSHRC Insight Grant, <i>Volumetric Video in Videogames</i> (Primary Investigator, with Carl Therrien (Co-Investigator), Nicholas Hesler and Scatter; \$85 100)   |
| 2017           | Ontario Arts Council, Exhibition Assistance (\$1500)   |
| 2017           | Canada Council for the Arts, Travel Grant (\$1500)   |
| 2017           | OCAD Research Support Grant (\$2000)   |

|           |   |
|-----------|---|
| 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; \$54 000)             |
| 2014-2015 | 2014-15 SSHRC Insight Development Grant (Collaborator, with Jane Tingley (Primary Investigator), and Marius Kintel; \$75 000)     |
| 2011-2013 | Fonds québécois de la recherche sur la société et la culture (FQRSC) Postdoctoral Research-Creation Fellowship (\$70 000/2 years) |
| 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      | Concordia University Faculty of Arts and Science Travel Grant (\$2 500)   |
| 2006-2009 | Concordia University Graduate Fellowship (\$35 000/9 terms)   |
| 2003      | Simon Fraser University Graduate Fellowship (\$4 000)   |
| 2002      | TechBC University Graduate Academic Scholarship 2001-2002 (\$6 000)   |

## **SCHOLARLY, PROFESSIONAL, AND SERVICE ACHIEVEMENTS**

### **Books, Chapters, etc.**

Poremba, Cindy. "Ansel and the (T/M)aking of Amateur Game Photography," in *Screen Images: In-Game Photography, Screenshot, Screencast*. eds. Winfried Gerling, Sebastian Möring and Marco De Mutiis. Kadmos Berlin, 2023 (forthcoming).

Poremba, Cindy. "Wing Commander III: Heart of the Tiger," in *50 Key Video Games*, eds. Bernard Perron, Kelly Boudreau, Mark J. P. Wolf, and Dominic Arsenault. Routledge. July 2022. 293-298.

Poremba, Cindy. "Fiction Façade and the Zero Player Game," in *Art After Dark: 10 Years of Urban Screen*, Surrey Art Gallery, 2019. 44-47.

Poremba, Cindy. "Motori discorsivi per mod artistici." *Machinima: dal videogioco alla videoarte*. Eds. Gianni Canova and Matteo Bittanti. Trans. Matteo Bittanti. Milan: Edizioni Unicopli, 2017. 67-90.

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 Publications and Proceedings**

Hogue, Andrew, Cindy Poremba, Veronika Szkudlarek, Nick Fox-Gieg, Alvaro Quevedo, Colin Orian, Jakob Anderson. "A Visual Programming Interface for Experimenting with Volumetric Video," *2022 IEEE Games, Entertainment, Media Conference (GEM)*, St. Michael, Barbados, 2022, pp. 1-6.

Poremba, Cindy and Maxwell Lander, "As the End Drew Near: Exploring Volumetric Video in Videogames," *2022 IEEE Games, Entertainment, Media Conference (GEM)*, St. Michael, Barbados, 2022, pp. 1-3.

Aycock, John, Cindy Poremba and Carl Therrien. 2020. "Remediation of Cinema Images in Videogames." In *Encyclopedia of Film Techniques and Technologies*, edited by Andre Gaudreault, Laurent Le Forestier and Gilles Mouellic. <https://encyclo-technes.org/en/parcours/all/remediation-cinema-video-games>

Therrien, Carl, Cindy Poremba, and Jean-Charles Ray. "From Dead-end to Cutting Edge: Using FMV Design Patterns to Jumpstart a Video Revival," *Game Studies*, Vol 20 (4) December 2020.

Poremba, Cindy. "VVV: Volumetric Video in Videogames" Poster, *Proceedings of the 26th International Symposium of Electronic Art (ISEA 2020)*, October 13-18th 2020, Montreal, QC, 683-685.

Tingley, Jane and Cindy Poremba, "Anyone, anyWare: Perceiving Sentience and Embodiment in a Distributed Sculpture." Short Paper. *Proceedings of the 26th International Symposium of Electronic Art (ISEA 2020)*, October 13-18th 2020, Montreal, QC, 539-542.

Poremba, Cindy. "Games, Performative Inquiry and the Sublime." *Games and Culture*. Vol 8 (5), Sage Publications, Sep 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*. Vol 3 (4), 2009.

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

Poremba, Cindy. "Play with Me: Exploring the Autobiographical in Digital Games." *Proceedings of Situated Play: Digital Games Research Conference 2007*, Tokyo, JP, 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." *Proceedings of Level Up: Digital Games Research Conference*, University of Utrecht, The Netherlands, 4-6 Nov 2003. CD-ROM.

### **Other Papers and Presentations**

Poremba, Cindy. "How to Make a Videogame Photography." Keynote. Capturing the (Game) World: Computer Games as New Places for Photographic Practice. September 22, 2022. C/O Berlin, Germany.

Westecott, Emma, Kate Hartman, Cindy Poremba, Ellie Huang, Santo Aveiro-Ojeda, and Izzie Colpitts-Campbell. "Bodies in Play Zine." In *DIY Methods 2022 Conference Proceedings*. Online: Low-Carbon Research Methods Group, 2022. <https://doi.org/10.17613/dq0x-gs49>.

Hogue, Andrew, Alvaro Quevedo, Cindy Poremba, Veronika Szkudlarek, and Nick Fox-Gieg. "Capturing Volumetric Video for Remote Learning in the Studio Arts." eCampus Ontario, March 31, 2022. <https://openlibrary-repo.ecampusontario.ca/jspui/handle/123456789/1405>.

Poremba, Cindy and Maxwell Lander. "As the End Drew Near: Prototyping Volumetric Video in XR Videogames" (Demo). 17th International Conference on the Foundations of Digital Games, Athens, GR, Sept 5-8, 2022.

Westecott, Emma, Cindy Poremba, and Kara Stone. "Research Creation in Games." Panel. DiGRA 2022: The 14<sup>th</sup> Digital Games Research Association Conference, Krakow, PO, July 7-11, 2022.

Poremba, Cindy. "What FMV Can Teach Us about Volumetric Videogames." Future Realities Summit, Game Developers Conference (GDC) 2022, San Francisco, CA, Mar 22, 2022.

Therrien, Carl, Cindy Poremba, and Jean-Charles Ray. "Return of the "video" game: Extracting FMV design knowledge for future games." DiGRA 2019: The 12th Digital Games Research Association Conference, Kyoto, JP, Aug 7-10, 2019.

Boudreau, Kelly and Cindy Poremba. "Rock Stars and Plastic Guitars: Designing & Playing with Captured Experiences in Music Videogames." DiGRA 2019: The 12th Digital Games Research Association Conference, Kyoto, JP, Aug 7-10, 2019.

Poremba, Cindy. "Going Deep: Volumetric Images in Canadian Documentary." 2019 FSAC/ACÉC Annual Conference, Vancouver, BC, Jun 4-6, 2019.

Poremba, Cindy. "Points for Realism: the eclectic role of capture in videogames." Invited Speaker. ITU Copenhagen, 6 Dec 2018.

Poremba, Cindy. "Present and Playable: An Ethics of Hybrid Captured People." From Facts to Insights: Wisdom in the Digital Age (CFC Enterprising Culture 2018), Toronto, ON, Oct 12, 2018.

Poremba, Cindy. "Ansel and In-game Photography." Invited participant, Screen-Images Reloaded workshop, Lucerne, SZ, Sept 4-6, 2018.

Poremba, Cindy. "Going Deep: Volumetric Images in Documentary." Visible Evidence XXIV, Buenos Aires, AR, 1-6 Aug 2017.

Poremba, Cindy. "Funding Art Games." Panel. Damage Camp 2017. 30 Sept 2017.

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. 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. "Beyond Games." ArtSci salon/LASER Toronto, Toronto, ON, 30 Mar 2016.

Poremba, Cindy. "Anti-Hype Inspired Design." Keynote (Invited). Game Design Camp. University of Waterloo, Stratford, ON, 26 Feb 2016.

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

Poremba, Cindy. "Curating Games and Game-based Artworks," 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 40<sup>th</sup> 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, 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, Game Art International Network (GAIN) (2019-present)

Member, Playful Arts Collective (2019-present)

Selection Committee, DMG Mayhem (2022)

Reviewer, MIT Press (2017-2022)

Guest Editor, "Special issue: 10 Years of Digital Futures," Virtual Creativity, Vol 10 (1), Spring 2020.

Reviewer, Bloomsbury Publishing (2019)

Program Committee, Computer games and artistic expression, DiGRA 2019.

Reviewer, SIGGRAPH 2018

Jury, Media Artists: Emerging, Ontario Arts Council (OAC), 2017

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)

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

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)

### **Graduate Supervision**

#### **Primary**

Bijun Chen, MDes Digital Futures (completed 2018)

Max Lander, MDes Digital Futures (completed 2019)

Tyson Moll, MDes Digital Futures (completed 2020)

Carisa Antariksa, MDes Digital Futures (completed 2020)

Sebastian Pines, MFA IAMD (completed 2021)

Krishnokoli Roy Chakraborty, MDes Digital Futures (completed 2022)

Casper Sutton-Fosman, MDes IAMD (expected 2023)

Asabe Mamza, MDes IAMD (expected 2023)

#### **Secondary**

Manik Perera Gunatilleke, MDes Digital Futures (completed 2018)

Michael Keoshkarian, MDes Strategic Foresight and Innovation (completed 2019)

Tommy Ting, MFA Digital Futures (completed 2019)

Lauren Connell-Whitney (completed 2020)

Priya Bandodkar, MDes Digital Futures (completed 2021)

Lilian Leung, MDes Digital Futures (completed 2021)

Achal Shah, MDes Digital Futures (completed 2022)

Patricia Mwenda, MDes Digital Futures (completed 2022)

Joanne John, MDes Digital Futures (expected 2023)

Milena Lija (expected 2023)

Young Chang (expected 2023)

#### **Graduate Mentorship**

Egill Runar Vidarsson (MDes Digital Futures)

### **Conferences, Symposia and Workshops**

Organizer, *Speaking Volumes* symposium, OCAD University (virtual) (Feb 11, 2022)

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

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

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

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)

### **Professional Development**

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 Apr 2015.

Participant. *Teaching and Learning Academy (TLA)*. Sheridan College (2013-2015)

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

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

### **ARTISTIC AND CURATORIAL ACHIEVEMENTS**

| <b><u>Work</u></b>   | <b><u>Professional Context(s)</u></b>  | <b><u>Date(s)</u></b>        |
|--|--|------------------------------|
| <b><i>As the End Drew Near</i></b>                                   | <i>A MAZE. / SPACE (virtual exhibition)</i>  | May 13, 2022                 |
| VR videogame   | Honourable Mention, <i>A MAZE Festival 2022</i> (Berlin, DE)   |                              |
| Lead Artist (with Maxwell Lander)                                    | <i>Open Show</i> , OCAD U X-Fab Space (Toronto, ON)  | Dec 13, 2022                 |
| <b><i>anyWare</i></b>  | <i>CodeX: playable &amp; disruptive futurist eArt</i> , Onsite Gallery (Toronto, ON)                 | January 22 to April 25, 2020 |
| Networked playable sculpture   | New Adventures in Sound Art, NAISA North Media Arts Centre, (South River, ON)                        | Jan 17 – April 1, 2019       |
| Supporting Artist, Game Design (with Jane Tingley and Marius Kintel) | Artengine/Ottawa Art Gallery (Ottawa, ON)/Eastern Bloc (Montréal, QC)/Electric Perfume (Toronto, ON) | Jun 28 – July 4, 2018        |
| <b><i>superHYPERCUBE</i></b><br>(also credited as                    | <i>LikeLike: Eye Attack</i> . (Pittsburgh, PA)   | 3 May 2019                   |

|  |  |                                   |
|--|--|-----------------------------------|
| SUPERHYPERCUBE)  | <i>Gamebox</i> (by OUTPUT), (Shanghai, CN)   | 28 Dec 2018- 28 Feb 2019          |
| VR videogame   |  |                                   |
| Artist (kokoromi)  | <i>InterAction</i> . THEMUSEUM (Kitchener, ON)   | 26 Jan-13 Mar 2018                |
|  | <i>GlitchCon festival</i> . (Minneapolis, MN)  | 5-7 May 2017                      |
| <i>Adapted commercial version released October 2016 for Sony Playstation VR.</i> | Honourable Mention, Best AR/VR Game, <i>Game Developer Choice Awards (GDC)</i>                               | Mar 2017                          |
|  | <i>Open Show</i> , OCAD U Open Space Gallery (Toronto, ON)   | Mar 2017                          |
|  | <i>PULSE Art + Technology festival</i> . Telefair museum (Savannah, GA)                                      | 12 Jan–26 Mar, 2017               |
|  | <i>Strange Arcade</i> . Changing Exhibitions Gallery. New York City. Museum of the Moving Image (Queens, NY) | 26 Apr- 1 May 2016                |
|  | <i>Refraction</i> exhibition, Gray Area Festival (San Francisco, CA)   | 21-28 Apr 2016                    |
|  | <i>POP 01</i> exhibition, TIFF Bell Lightbox. (Toronto, ON)<br><i>Fantastic Arcade</i> . (Austin, TX)        | 24-26 Jun 2016-<br>27-29 Sep 2016 |
|  | Finalist, <i>Indiecade Festival of Independent Games</i> , 2011 (Culver City, CA)                            | 6-9 Oct 2011                      |
|  | <i>Carte blanche à kokoromi et TAG</i> , La Gaîté Lyrique (Paris, FR)  | 29 Sep -13 Nov, 2011              |
|  | <i>FILE - Electronic Language International Festival</i> (São Paulo, BR)                                     | Jul 27-Aug 29, 2010               |
|  | <i>VIA Audio / Visual Festival</i> , (Pittsburgh, PA)  | 01-03 Oct 2010                    |

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**Street Screen Sprouting Scene.** *NVRNMNT: Communicating Sustainability*. University of Toronto Art Centre. (Toronto, ON) 16 Oct – 7 Nov 2008

Digital + Mixed-Media.

Artist  
(with Lone Koefoed Hansen)

#### **Other Independent Artworks and Artistic Collaborations**

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

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

### **Academic Artworks and Artistic Collaborations**

Artist. *Grime*. Videogame (research creation prototype). Published as part of doctoral dissertation, June 2011.

### **Curation, Curatorial Artwork, Juries etc.**

Awards Jury (Nuovo), *Independent Game Festival* (IGF) 2021

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

Organizer, "Us and the Game Industry" with invited guest Douglas Wilson. Screening + Discussion. TIFF Higher Learning, TIFF Bell Lightbox, Toronto, ON, 21 Feb 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 Jul – 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 Sep -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)

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

Producer and Curator. *Canadian Game Studies Association ARTcade*. 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)

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