

# PATRICK LEMIEUX

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Cinema and Digital Media  
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## POSITION

**Associate Professor** (2021)  
Cinema and Digital Media, University of California, Davis

**Assistant Professor** (2015)  
Cinema and Digital Media, University of California, Davis

## EDUCATION

**Ph.D.**, Media Arts and Sciences (2015)  
Department of Art, Art History, and Visual Studies, Duke University

**MFA**, Digital Media Art (2010)  
School of Art + Art History, University of Florida

**BED**, Visualization Science (2007)  
College of Architecture, Texas A&M University

## PEER-REVIEWED PUBLICATIONS

### BOOK MANUSCRIPTS

*Secret Shop: Money Games In, On, Around, and Through Valve's Dota 2.* Minneapolis, MN: University of Minnesota Press. Co-authored with Stephanie Boluk. (In contract.)

*Metagaming: Playing, Competing, Spectating, Cheating, Trading, Making, and Breaking Videogames.* Minneapolis, MN: University of Minnesota Press (April 2017). Co-authored with Stephanie Boluk.

<https://www.upress.umn.edu/9780816687169/metagaming/>,  
<https://manifold.umn.edu/projects/metagaming>

### BOOK CHAPTERS

"Breaking the Shopkeeper Covenant: Cosmetic Gambling, NFT Minting, and Esports Matchfixing in *Dota 2*." *Money, Games, Power: The Money Turn in Games Studies*. Eds. Ben Egliston, Marcus Carter, and Taylor Hardwick. (Forthcoming 2027.) Co-authored with Stephanie Boluk.

"Metagame." *Keywords in Game Studies*. Eds. Christopher Patterson and Amanda Phillips. New York, NY: NYU Press (Forthcoming 2026). Co-authored with Stephanie Boluk.

"Gaming." *Finance Aesthetics: A Critical Glossary*. Eds. Torsten Andreasen, Emma Sofie Brogaard, Mikkel Krause Frantze, Nick Huber, and Frederik Tygstrup. London, UK: Goldsmiths University Press. (2024). Co-authored with Stephanie Boluk. <https://mitpress.mit.edu/9781915983190/finance-aesthetics/>.

"Sudoku Between Banality and Terror." *New Rules: Play During the Pandemic*. Ed. Holly Gramazio. (2021). Co-authored with Stephanie Boluk. <https://newrules.itch.io/new-rules-play-during-the-pandemic>.

"Metagame." *Debugging Game History: A Critical Lexicon*. Eds. Raiford Guins and Henry Lowood. Cambridge, MA: MIT Press (Fall 2015). Co-authored with Stephanie Boluk. <https://mitpress.mit.edu/9780262551106/debugging-game-history/>.

"Speculation: Financial Games and Derivative Worlding in a Transmedia Era." *Comics & Media: A Special Issue of Critical Inquiry*. 40.3 (Spring 2014). Chicago, IL: University of Chicago Press. Co-authored with N. Katherine Hayles and Patrick Jagoda. [http://criticalinquiry.uchicago.edu/uploads/pdf/Hayles\\_Jagoda\\_LeMieux.pdf](http://criticalinquiry.uchicago.edu/uploads/pdf/Hayles_Jagoda_LeMieux.pdf).

"Dwarven Epitaphs: Procedurally-Generated Storytelling in Videogames." *Comparative Textual Media: Interplays Between Making and Critique*. Eds. N. Katherine Hayles and Jessica Pressman. Minneapolis, MN: University of Minnesota Press (2013). Co-authored with Stephanie Boluk. <https://www.upress.umn.edu/9780816680047/comparative-textual-media/>.

## JOURNAL ARTICLES

“One Quarter, One Game: Approaches to Teaching a Single-Game Seminar” In Focus Special Theme: Teaching Games. *Journal of Cinema and Digital Media Studies* 6.5. Pages forthcoming. (Forthcoming 2026.) Co-authored with Stephanie Boluk. [https://quod.lib.umich.edu/j/cjms/18261332\\_0064\\_902/-one-quarter-one-game-approaches-to-teaching-a-single-game?rgn=main;view=fulltext](https://quod.lib.umich.edu/j/cjms/18261332_0064_902/-one-quarter-one-game-approaches-to-teaching-a-single-game?rgn=main;view=fulltext).

“I Can’t Hear You: Gestures, Stereotypes, and Brushings against the Player in Dota 2.” *Configurations* 32.2, 145–176. (Spring 2024). Co-authored with Stephanie Boluk. <https://muse.jhu.edu/pub/1/article/924127/pdf>.

“Playing at SLISA: A Game Studies Stream Retrospective.” *Configurations* 31.4, 351–65 (2023). Co-authored with Edmond Y. Chang, Patrick Jagoda, Julianne Grasso, Peter D. McDonald, Ranjodh Singh Dhaliwal, Stephanie Boluk, Patrick LeMieux, Alenda Y. Chang, Doug Stark, Timothy J. Welsh, Jamal Russell, and Ashlee Bird. <https://muse.jhu.edu/article/912115/pdf/pdf>.

“Golden Ticket: Money Games at the International Dota2 Championship in China.” ROMChip 3.1. (2021) Co-authored with Stephanie Boluk. <https://romchip.org/index.php/romchip-journal/article/view/137>.

“NES-4021 to moSMB3.wmv: Speedrunning the Serial Interface.” *Eludamos: Journal for Computer Game Culture* 8.1, 7-13. (Fall 2014). <http://www.eludamos.org/index.php/eludamos/article/view/vol8no1-2>.

“Histories of the Future.” *Electronic Book Review*. (March 2014). <http://www.electronicbookreview.com/thread/electropoetics/Historicizing>.

“Stretched Skulls: Anamorphic Games and the Memento Mortem Mortis.” *Digital Humanities Quarterly* 6.2 (Fall 2012). Co-authored with Stephanie Boluk. <http://www.digitalhumanities.org/dhq/vol/6/2/000122/000122.html>.

“Hundred Thousand Billion Fingers: Seriality and Critical Game Practices.” *Leonardo Electronic Almanac* 17.2, 10-31 (Spring 2012). Co-authored with Stephanie Boluk. <http://www.leoalmanac.org/vol17-no2-hundred-thousand-billion-fingers/>.

“Annotating Adventure.” *Electronic Book Review*. (May 2011). Co-authored with Stephanie Boluk. <http://www.electronicbookreview.com/thread/firstperson/colossalintro>.

“Open House.” *Leonardo* 44.4, 374-375. (August 2011). Co-authored with Jack Stenner. [http://www.mitpressjournals.org/doi/abs/10.1162/LEON\\_a\\_00224](http://www.mitpressjournals.org/doi/abs/10.1162/LEON_a_00224).

## PROCEEDINGS

“Open House: Interaction as Critical Reflection.” *Proceedings of the 8<sup>th</sup> ACM conference on Creativity and Cognition*, 431-432. (November 2011.) Co-authored with Jack Stenner. <http://dl.acm.org/citation.cfm?id=2069733>.

“Eccentric Spaces and Filmic Traces: Portals in Aperture Laboratories and NYC.” *Proceedings of the 8<sup>th</sup> Digital Arts and Culture Conference*. (December 2009.) Co-authored with Stephanie Boluk. <http://www.escholarship.org/uc/item/95b6t1cm>.

“Game-Space: Unfolding Experiments in Subjectivity.” *Proceedings of the 8<sup>th</sup> Digital Arts and Culture Conference*. (December 2009.) Co-authored with Jack Stenner. <http://www.escholarship.org/uc/item/52n83029>.

## PUBLISHED ART

“Triforce.” *Itch.io, GameJolt*. November 10, 2018. <https://alt254.itch.io/triforce>, <https://alt254.gamejolt.io/triforce>

“Footnotes.” *Itch.io, GameJolt*. October 6, 2018. <https://alt254.itch.io/footnotes>, <https://alt254.gamejolt.io/footnotes>.

“What Should We Do With Our Games?” *Itch.io*. February 14, 2018. <https://alt254.itch.io/what-should-we-do-with-our-games>.

“Triforce Demo.” *Manifold*; University of Minnesota Press. April 1, 2017. <https://manifold.umn.edu/project/metagaming>.

“Memento Mortem Mortis Demo.” *Manifold*; University of Minnesota Press. April 1, 2017. <https://manifold.umn.edu/project/metagaming>.

"It Is Pitch Black Demo." *Manifold*; University of Minnesota Press. April 1, 2017. <https://manifold.umn.edu/project/metagaming>.

"99 Exercises in Style Demo." *Manifold*; University of Minnesota Press. April 1, 2017-. <https://manifold.umn.edu/project/metagaming>.

"Tide Hunter Demo." *Manifold*; University of Minnesota Press. April 1, 2017. <https://manifold.umn.edu/project/metagaming>.

"Speculation." Electronic Literature Collection, Vol. 3. Electronic Literature Organization. February 19, 2016. Co-authored with N. Katherine Hayles and Patrick Jagoda. <http://collection.eliterature.org/3/work.html?work=speculation>.

"Nexus X: An Alternate Archive." Critical Inquiry; University of Chicago Press. April 1, 2014. Co-authored with N. Katherine Hayles and Patrick Jagoda. [http://criticalinquiry.uchicago.edu/nexus\\_x\\_an\\_alternate\\_archive/](http://criticalinquiry.uchicago.edu/nexus_x_an_alternate_archive/).

"Every Icon Editor v1.0." Electronic Book Review. March 30, 2014. <http://www.electronicbookreview.com/thread/electropoetics/Historicizing>.

## INVITED KEYNOTES

"Skin in the Game." Winter School 2024: Money, Money, Money! University of Sydney, Games and Play Lab. Sydney, Australia. July 16-17. Co-authored with Stephanie Boluk. <https://www.sydney.edu.au/arts/our-research/research-projects/sydney-games-and-play-lab/winter-school.html>.

"In, On, Around, and Through *Metagaming*." Spring Seminar 2024: Meta. Tampere University, Game Research Lab. Tampere, Finland. May 7-8. Co-authored with Stephanie Boluk. <https://springseminar.org/2024-programme/>.

"ALT CTRLS: Breaking the Metagame." iDMAa 2022: Weird Media. Winona State University. Winona, SD. June 24-26. Co-authored with Stephanie Boluk. <http://idmaa.org/conferences/idmaa-2022-weird-media/>.

"Golden Ticket: Money Games at the International Dota 2 Championships in 2019." Chinese DiGRA 2021. Academy of Visual Arts at Hong Kong Baptist University. Hong Kong. December 4. Co-authored with Stephanie Boluk. <http://www.chinesedigra.org/conferences/chinese-digra-2021/>, <https://www.youtube.com/watch?v=ldW3aCDitBE>.

"ALT CTRLS: Metagaming the Standard Interface." Progression Mechanics 2. Northwestern University; Chicago, IL. April 20, 2019. Co-authored with Stephanie Boluk. <http://progressionmechanics.northwestern.edu/>.

"To Look is to Play is to Labor: 17 Seconds of *Dota 2*." Cinema De-Centered: 19th Annual Cinema Studies Graduate Student Conference. San Francisco State University; San Francisco, CA. October 12, 2017. Co-authored with Stephanie Boluk. <https://www.cinema.sfsu.edu/events/2017/10/19/766-cinema-de-centered>.

"Everything but the Clouds: Cory Arcangel's Super Mario Clouds and Digital Art History." Graduate Student Symposium. Duke University; Durham, NC. February 23, 2017. <https://aahvs.duke.edu/events/everything-clouds-digital-art-history-and-cory-arcangels-super-mario-clouds-gss-keynote>.

## INVITED PRESENTATIONS

2025

"Hands Free: A History of Accessible Controls." Rensselaer Polytechnic Institute (RPI). Troy, New York. Sept 23, 2025. With Stephanie Boluk. <https://hass.rpi.edu/announcements/stephanie-boluk-and-patrick-lemieux-hands-free-history-accessible-alt-ctrls>.

2024

"ALT CTRLS: A History of Accessible Controllers" F&M 135: Game Art and Art Games. University of California, Berkeley. September 12, 2024. <https://static1.squarespace.com/static/56675ef925981d4412e0a14e/t/6882a5273e9c8312460528a6/1753392423991/Gaboury+-+FM135+Game+Art+Art+Games.pdf>.

2023

"ALT CTRLS: A History of Accessible Controllers" The ATLAS Institute Fall 2023 Colloquia. University of Colorado, Boulder. October 23, 2023. With Stephanie Boluk. <https://www.colorado.edu/atlas/fall-2023-colloquia>.

## 2022

"Everything but the Clouds: Digital Art History and Cory Arcangel's *Super Mario Clouds*." Weston Games Lab at University of Chicago; Chicago, IL. April 29, 2022. (Cancelled due to Covid).

## 2021

"Every Game in This City: From Escape Rooms to Esports." Melbourne International Games Week 2021. Melbourne. Co-authored with Alexandra Lee, Chad Toprak, Goldie Bartlett, Lee Shang Lun, Patrick LeMieux, Stephanie Boluk, Will Partin, Yang Jing. <https://store.steampowered.com/news/group/41054038/view/4937623885489584982>.

## 2020

"A Link to the Past: Remaking The Legend of Zelda in 2020." Researching Game-making. December 7-12, 2020. Digital Media Research Centre at Queensland University of Technology. Queensland. Co-authored with Stephanie Boluk. <https://www.youtube.com/watch?v=hbxIxLuZMhs>.

"Skin in the Game: Greymarket Gambling and Virtual Currencies in Counter-Strike." The Berkeley Film & Media Seminar. University of California, Berkeley; Berkeley, CA. October 29, 2020. Co-authored with Stephanie Boluk. <https://filmmedia.berkeley.edu/events/the-berkeley-film-media-seminar-presents-skin-in-the-game/>.

"Sudoku between Boredom and Terror." Free Play 2020. Melbourne, Australia and Online. June 13, 2020. Co-authored with Stephanie Boluk. <https://www.youtube.com/watch?v=jVKWhrs1SEM&feature=youtu.be&t=4648>.

"Welcome to Flattywood." Mod Theory 2020. City University of Hong Kong, Hong Kong and Online. May 27, 2020. Co-authored with Stephanie Boluk. <https://www.youtube.com/watch?v=9sJIUzj11HA&feature=youtu.be&t=1492>.

"Skin in the Game: Greymarket Gambling and Virtual Currencies in *Counter-Strike*." The Berkeley Film & Media Seminar. University of California, Berkeley; Berkeley, CA. March 12, 2020. Co-authored with Stephanie Boluk. (Postponed due to COVID-19).

"Let's Play Triforce." Histories of Games. University of Virginia; Richmond, VA and Online. March 4, 2020. <https://www.twitch.tv/videos/561952856>

## 2019

"Alt Ctrl: From the NES Hands Free to the *Octopad*." Technocultures Workbench: Making and Thinking Futures. September 19, 2019. University of California, Berkeley; Berkeley, CA. Co-authored with Stephanie Boluk.

"ALT CTRLS: Metagaming the Standard Interface." Weston Game Lab Dedication. University of Chicago; Chicago, CA. November 15–18, 2019. Co-authored with Stephanie Boluk.

"Making Metagames." Scholars Symposium. University of Tampa; Tampa, FL. March 29, 2019. Co-authored with Stephanie Boluk.

"Skin in the Game: Greymarket Gambling and Virtual Economies in *Counter-Strike*." Digital Aesthetics: Critical Approaches to Computational Culture. Stanford University; Stanford, CA. January 14, 2019. Co-Authored with Stephanie Boluk.

## 2018

"From Metagames to Moneygames 2: Skin in the Game." Scholars Lab, University of Virginia; Charlottesville, VA. April 26, 2018. Co-authored with Stephanie Boluk. <http://scholarslab.org/events/metagaming-talk-workshop/>.

"From Metagames to Moneygames 1: Welcome to Flatland." Digital Humanities Lab, Washington and Lee University; Lexington, VA. April 25, 2018. Co-authored with Stephanie Boluk. <https://digitalhumanities.wlu.edu/blog/2018/04/16/dh-speaker-series-stephanie-boluk-and-patrick-lemieux-on-metagaming/>.

"Metagaming the Digital Humanities" E-Lit as DH. University of California, Berkeley; Berkeley, CA. April 5-6, 2018. Co-authored with Stephanie Boluk.

"Metagaming" DHI Brown Bag Book Chats. Digital Humanities Institute, University of California, Davis; Davis, CA. April 3, 2018. Co-authored with Stephanie Boluk. <http://dhi.ucdavis.edu/events-section/book-chats>.

## 2017

"From Metagames to Moneygames." Taking Play Seriously. Penn Warren Center for the Humanities, Vanderbilt University; Nashville, TN. Dec. 6, 2017. Co-authored with Stephanie Boluk. <http://boomert.info/taking-play-seriously/>.

"Making Metagames." University of Texas; Dallas. Dallas, TX. December 4, 2017. Co-authored with Stephanie Boluk.

"Making Metagames: Media Archaeology, Media Art, and Mario." Scripps College; Claremont, CA. Nov 31, 2017. Co-authored with Stephanie Boluk.

"From Metagames to Moneygames." Digital Media and Culture Lecture Series. Penn State University; State College, PA. October 12, 2017. Co-authored with Stephanie Boluk. <http://dcmi.la.psu.edu/2017/10/12/stephanie-boluk-from-metagames-to-moneygames/>.

"17 Seconds of Dota 2." Irvine E-Sports. University of California, Irvine; Irvine, CA. May 2, 2016. Co-authored with Stephanie Boluk.

## 2016

"Fuck Golf: Privileged Play within Donald Trump's Magic Circles." Cultural Studies Graduate Group Fall 2016 Colloquium Series. University of California, Davis; Davis, CA. November 17, 2016.

"This is Not *Super Mario Bros*." Critical Game Studies. University of California, Irvine; Irvine, CA. May 2, 2016.

"Breaking the Metagame: Seventeen Seconds of *Dota 2*." MediaX. Stanford University; Stanford, CA. January 12, 2016. Co-authored with Stephanie Boluk.

## 2015

"The Face of the Game Boy Camera." Rutgers-Camden Archive of Digital Ephemera (R-CADE), Rutgers University-Camden; Camden, NJ. May 1, 2015. <http://digitalstudies.camden.rutgers.edu/>.

Invited IRQ Respondent. Interrupt 3. Brown University, Rhode Island School of Design, and the Granoff Center for the Creative Arts; Providence, RI. March 12-15, 2015. <http://www.irq3.interrupt.xyz/>.

"Metagaming Super Mario Clouds." Digital Assembly; University of Florida; Gainesville, FL. February 19, 2015. Co-authored with Stephanie Boluk. [english.ufl.edu/da/2015workshop/da.html](http://english.ufl.edu/da/2015workshop/da.html).

## 2014

"Two Metagames: *99 Exercises in Play* and *It Is Pitch Black*." Babycastles. New York, NY. November 20, 2014. Co-authored with Stephanie Boluk. <https://www.facebook.com/events/1546474875585758>.

"Breaking the Metagame: 17 Seconds of *Dota 2*." RePlay Game Lab, ExCITE Center, Drexel University; Philadelphia, PA. October 21, 2014. Co-authored with Stephanie Boluk. <http://drexel.edu/excite/news/events/2014/October/metagame/>.

"Game Spaces: Six Projects by Patrick LeMieux." School of Architecture, Yale University; New Haven, CT. April 30, 2014.

Invited Participant. Critical Code Studies Working Group 2014 (CCSWG 2014). Online. February 23-March 23, 2014.

## 2013

"Networking the NES: Four Projects by Patrick LeMieux." Graduate Program in Media Studies, Pratt Institution; Brooklyn, NY. November 6, 2013.

"Networking the NES: Beyond the Dark Age of Digital Games" Network\_Ecologies Symposium. Duke University; Durham, NC. October 18-19, 2013.

## 2012

"Mechanics, Metagames, and Mario." New Media Workshop. University of Chicago, Chicago, IL. November 13, 2012.

"Stretched Skulls: Anamorphic Games and the *Memento Mortem Mortis*." Exploring the [Digital] Medium Symposium (E[D]M 2012). Uppsala University; Uppsala, Sweden. May 28, 2012. Co-authored with Stephanie Boluk.

"Hundred Thousand Billion Fingers: Seriality and Critical Game Practices." Exploring the [Digital] Medium Symposium (E[D]M 2012). Uppsala University; Uppsala, Sweden. May 28, 2012. Co-authored with Stephanie Boluk.

"Speculation: Collapsing Realities and Alternative Futures." University of Waterloo; Kitchener, ON. March 6, 2012.

Invited Thread Leader. Critical Code Studies Working Group 2012 (CCSWG 2012). Online. February 14-21, 2012.

Invited IRQ Respondent. Interrupt 2. Brown University, Rhode Island School of Design, and the Granoff Center for the Creative Arts; Providence, RI. February 10-12, 2012. <http://www irq2.interrupt.xyz/>.

## 2010

Invited Participant. Critical Code Studies Working Group 2010 (CCSWG 2010). Online. February 1-March 14, 2010.

"Minimal, Abstract, Eccentric, and Procedural: Game Genres." University of Central Florida; Orlando, FL. April 7, 2010.

## CONFERENCE PRESENTATIONS

### 2026

"Teaching Games with Games X: Artificial Intelligence." Game Developer's Conference (GDC 2026). Moscone Center, San Francisco, CA. 2026. Co-authored with Stephanie Boluk. <https://schedule.gdconf.com/session/teaching-games-with-games-x-artificial-intelligence/915769>.

### 2025

"Hands Free: A History of Accessible Control." Playtopia. Homecoming Centre, Cape Town, South Africa. Dec 5-6, 2025. Co-authored with Stephanie Boluk. <https://playtopiafestival.co.za/>.

"Wager, Wage, Wager." Marxism and Games Online Symposium. Queensland University of Technology, Brisbane, Australia. June 23, 2025. Co-authored with Stephanie Boluk. [https://docs.google.com/spreadsheets/d/1RQs8T3cjinEg1hZDZYUIUsHoN-5ctVgolF1\\_fJjfwG4/edit?gid=665462320#gid=665462320](https://docs.google.com/spreadsheets/d/1RQs8T3cjinEg1hZDZYUIUsHoN-5ctVgolF1_fJjfwG4/edit?gid=665462320#gid=665462320).

"Teaching Games with Games IX: Climate Crisis." Game Developer's Conference (GDC 2025). Moscone Center, San Francisco, CA. March 17-March 22, 2025. Co-authored with Stephanie Boluk. <https://schedule.gdconf.com/session/educators-summit-teaching-games-with-games-ix-climate-crisis/909915>.

### 2024

"Playing (with) Degrowth Roundtable." Society for Literature, Science & the Arts (SLSA). Dallas, Texas, November 7-10, 2024. With Stephanie Boluk (UC Davis), Katherine Buse (U Chicago), Ranjodh Singh Dhaliwal (University of Basel), Bret Hart (University of Chicago), Sam Pizelo (University of Toronto Missisauga), and Zach Yost (University of Chicago). <https://litsciarts.org/slsa24/wp-content/uploads/2024/10/SLSA-2024-Conference-Schedule-1.pdf>.

"In the Dust of this Ancient: Playing in the Ruins of Artifact's Speculative Economy." Digital Games Research Association (DiGRA). University of Guadalajara, Guadalajara, Mexico. July 1-July 5, 2024. Co-authored with Stephanie Boluk. <https://easychair.org/smart-program/DiGRA2024/2024-07-02.html#talk:256497>.

Teaching Games with Games VIII: Face to Face. Game Developer's Conference (GDC 2024). Moscone Center, San Francisco, CA. March 18-March 22, 2024. Co-

authored with Stephanie Boluk. <https://gdcvault.com/play/1034924/Educators-Summit-Teaching-Games-with>.

## 2023

“One Quarter, One Games: Approaches to Teaching a Single Game Seminar.” Game Developer’s Conference (GDC 2023). Moscone Center, San Francisco, CA. March 20–24. Co-authored with Stephanie Boluk. <https://www.gdcvault.com/play/1029040/Educators-Summit-One-Quarter-One>.

## 2022

“Shell Name: A History of ‘Meta’ Games.” Digital Games Research Association Conference (DiGRA 2022). Jagiellonian University; Kraków, Poland. July 7-11, 2022. Co-authored with Stephanie Boluk. <https://digra2022.org/>.

## 2021

“From Artifact to Auto Chess: Dota 2’s Expanded Ecologies.” Mechademia Asia Conference: Ecologies (Mechademia 2020). Manga Museum and Kyoto Seika University; Kytoto, Japan. June 5–6, 2021. Co-authored with Stephanie Boluk. <https://www.mechademia.net/conferences/asian-conference/>.

## 2020

“Cash, Cards, Candies, Chesses: Dota 2’s Money Metagames.” Society for Cinema and Media Studies (SCMS 2020). Denver, CO. June 1–June 5, 2020. Co-authored with Stephanie Boluk. (Cancelled due to COVID-19).

## 2019

Game Arts International Assembly (GAIA) Think Tank participant: Primer Think Tank Internacional de curadores y productores de eventos culturales de videojuegos. 22-30, 2019. Buenos Aires, Argentina. <http://www.gameon2019.com/participantes/>

“Alt Ctrl: Metagaming the Standard Interface.” Society for Literature, Science, and the Arts (SLSA 2019). November 8–10, 2019. UC Irvine. <https://easychair.org/smart-program/SLSA2019/>. Co-authored with Stephanie Boluk.

“From *Artifact* to *Auto Chess*: Valve’s Growing Ecology of *Dota 2* Esports.” UCI Esports Conference (UCIES 2019). UC Irvine. Irvine, CA. October 10–11, 2019. <https://esc2019.uciesc.org/program-schedule>. Co-authored with Stephanie Boluk.

“Translating Chinese Game Studies Roundtable.” Chinese Digital Games Research Conference 2019. Beijing Normal University, Beijing, China. August 17–18, 2019. Co-authored with Stephanie Boluk, Felania MengFei Liu, and Peter Nelson. <http://cdgr19.ohmymedia.com/?wjxsafari=1>

“Every Escape Room in this City: In Search of A Well-Played Game.” Digital Games Research Association Conference (DiGRA 2019). Ritsumeikan University; Kyoto, Japan. August 6–10, 2019. <http://www.digra2019.org/>. Co-authored with Marigold Bartlett (Ghost Pattern, Australia), Jey Biddulph (Meridian Adventure Co, United States), Teddy Diefenbach (Independent, United States), Leeying Foo (Kaigan Games, Malaysia), Laura E. Hall (Timberview Productions/Meridian Adventure Co, United States), Alexandra Lee (PlayReactive, Australia), Clarissa Ai Ling Lee (Jeffrey Sachs Center on Sustainable Development, Sunway University, Malaysia), Lee Shang Lun (PlayReactive, Australia), Patrick LeMieux (University of California, Davis, United States), Amani Naseem (PlayReactive, Maldives), Chad Toprak (Freeplay Independent Games Festival, Australia), and Douglas Wilson (RMIT University).

“From *Artifact* to *Auto Chess*: *Dota 2*’s Meta Media Mix.” Digital Games Research Association Conference (DiGRA 2019). Ritsumeikan University; Kyoto, Japan. August 6–10, 2019. <http://www.digra2019.org/>. Co-authored with Stephanie Boluk.

“Hands Free: A History of Alternative Videogame Interfaces.” Society for Cinema and Media Studies (SCMS 2019). Seattle, WA. March 13-17, 2019. Co-authored with Stephanie Boluk.

“Triforce, Conference Edition.” Performance Studies. University of California, Davis; Davis, CA. November 15–18, 2019. Co-authored with Stephanie Boluk.

"Under the Sky(box): Doom in China and China in Doom." Futurity Factory: Speculative Meida, Science, Technology; University of California, Davis; Davis, CA February 22, 2019. Co-authored with Stephanie Boluk.

"Three Futurity Factories: Every Icon, @everyword, and Mario Clock." Futurity Factory: Speculative Meida, Science, Technology; University of California, Davis; Davis, CA. February 22, 2019.

## 2018

"Triforce, Conference Edition." 32<sup>nd</sup> Annual Conference of the Society for Literature, Science, and the Arts: Out of Mind (SLSA 2018). Toronto, Ontario. November 15–18, 2018. Co-authored with Stephanie Boluk.

"Clicks, Coins, and Cookies: The Serial Horror of Idle Games." International Symposium Comics/Games: Aesthetic, Ludic, and Narrative Strategies. Convention Center Schloss Herrenhausen. Hanover, Germany. November 5-8, 2018. Co-authored with Stephanie Boluk. [http://www.uni-siegen.de/phil/comics\\_games/](http://www.uni-siegen.de/phil/comics_games/).

"Skin in the Game: From Skin Gambling to the Affective Economies of Bodies at Play" UCI Esports Conference (UCIES 2018). University of California, Irvine; Irvine, CA. October 12-14, 2018. Co-authored with Stephanie Boluk. <https://uciesc.org/>.

"Yangshuo.WAD: Doom in China and China in Doom." Digital Games Research Association Conference (DiGRA 2018). University of Turin; Turin, Italy. July 25–28, 2018. <http://digra2018.com>.

"#CloudGate: Does it Matter What Media Do?" Digital Games Research Association Conference (DiGRA 2018). University of Turin; Turin, Italy. July 25–28, 2018. <http://digra2018.com>.

"Skin in the Game: From Skin Gambling to the Affective Economies of Bodies at Play" Digital Games Research Association Conference (DiGRA 2018). University of Turin; Turin, Italy. July 25–28, 2018. Co-authored with Stephanie Boluk. <http://digra2018.com>.

"Think of the Children: The Psychotechnics of Babycams, Backchannels, and Betting with Attention." American Comparative Literature Association (ACLA 2018). UCLA, Los Angeles, CA. March 29–April 1, 2018. Co-authored with Stephanie Boluk. <http://www.acla.org/program-guide#/seminars/all/17325>.

"Teaching Games with Games: Metagaming Writing through Audioreviews of Audiogames." Game Developer's Conference (GDC 2018). Co-authored with Stephanie Boluk. San Francisco, CA. March 19–23, 2018. <http://schedule.gdconf.com/>.

"Dial M for Murder." The C and the M in SCMS Roundtable. Society for Cinema and Media Studies 2018 (SCMS 2018). Toronto, Canada. March 14–18, 2018. Co-authored with Stephanie Boluk. [http://c.ymcdn.com/sites/www.cmstudies.org/resource/resmgr/2018\\_conference/SCMS2018Iprogram-no\\_rooms.pdf](http://c.ymcdn.com/sites/www.cmstudies.org/resource/resmgr/2018_conference/SCMS2018Iprogram-no_rooms.pdf)

## 2017

"Metagaming." The Play's the Thing. University of California, Davis; Davis, CA. December 7, 2017. Co-authored with Stephanie Boluk. <http://arts.ucdavis.edu/event/plays-thing-new-games-books-expo>.

"Making Media Art and Metagames." Game Studies I: Roundtable with Ian Bogost. 31<sup>st</sup> Annual Conference of the Society for Literature, Science, and the Arts: Out of Time (SLSA 2017). University of Arizona; Tempe, Arizona. November 9–12, 2017. <https://litsciarts.org/slsa17/wp-content/uploads/2017/11/SLSA-2017-Program-11-2-condensed.pdf>

"No More Tigers, No More Woods: Playing Against Donald Trump's Green Worlds." Game Studies VI: Risky Business. 31<sup>st</sup> Annual Conference of the Society for Literature, Science, and the Arts: Out of Time (SLSA 2017). University of Arizona; Tempe, Arizona. November 9–12, 2017. Co-authored with Stephanie Boluk. <https://litsciarts.org/slsa17/wp-content/uploads/2017/11/SLSA-2017-Program-11-2-condensed.pdf>.

"Wager. Wage. Wager: Money as Mechanic in the Gambling Economies of Twitch TV." Game Studies VI: Risky Business. 31<sup>st</sup> Annual Conference of the Society for Literature, Science, and the Arts: Out of Time (SLSA 2017). University of Arizona; Tempe, Arizona. November 9–12, 2017. Co-authored with Stephanie Boluk.

<https://litsciarts.org/slsa17/wp-content/uploads/2017/11/SLSA-2017-Program-11-2-condensed.pdf>.

“Plane Games and Pyramid Schemes.” Propositions for a New Art Economy. Association for the Arts of the Present (ASAP 2017); Oakland, CA. Co-authored with Stephanie Boluk. October 26–28, 2017. [http://asap9.org/wp-content/uploads/2017/10/ASAP9-interior\\_web5.pdf](http://asap9.org/wp-content/uploads/2017/10/ASAP9-interior_web5.pdf).

“A Procedurally Generated Book Talk.” Metagaming. Bar SK; Melbourne, Australia. July 1, 2017. Co-authored with Stephanie Boluk. <http://digra2017.com/social-events/>.

“Use and Art Game as an Ironing Board.” Digital Games and Research Association Conference (DiGRA 2017). Swinburne University; Melbourne: Australia. July 1–5, 2017. <http://digra2017.com/program/>.

“Metagaming: Videogames and the Practice of Play.” Digital Games and Research Association Conference (DiGRA 2017). Swinburne University; Melbourne: Australia. July 1–5, 2017. Co-authored with Stephanie Boluk. <http://digra2017.com/program/>.

“Feminist Killjoys and Magic Circle Jerks” The Queerness and Games Conference (QGCon 2017). University of Southern California; Los Angeles, CA. May 31–April 2, 2017. Co-authored with Stephanie Boluk. <http://qgcon.com/qgcon-2017-schedule/>.

“Deformative Criticism and Digital Experimentations in Film and Media Studies” Society for Cinema and Media Studies (SCMS 2017). Chicago, IL. March 21–26, 2017. Co-authored with Stephanie Boluk.

## 2016

“Metagaming.” 30<sup>th</sup> Annual Conference of the Society for Literature, Science, and the Arts: Creativity (SLSA 2016). Atlanta, GA. November 3–6, 2016. Co-authored with Stephanie Boluk.

“Breaking the Metagame: Feminist Killjoys and Magic Circle Jerks.” 30<sup>th</sup> Annual Conference of the Society for Literature, Science, and the Arts: Creativity (SLSA 2016). Atlanta, GA. November 3–6, 2016. Co-authored with Stephanie Boluk.

“How to Lose: Forensic Reconstructions of How to Win *Super Mario Bros.*” 30<sup>th</sup> Annual Conference of the Society for Literature, Science, and the Arts: Creativity (SLSA 2016). Atlanta, GA. November 3–6, 2016.

“CookieCoin: The Financial Imaginary and the Horror of *Cookie Clicker.*” 30<sup>th</sup> Annual Conference of the Society for Literature, Science, and the Arts: Creativity (SLSA 2016). Atlanta, GA. November 3–6, 2016. Co-authored with Stephanie Boluk.

“Real Time Attacks: The Microtemporal Histories of *Super Mario Bros.*” Extending Play. Rutgers University; New Brunswick, NJ. September 30–October 1.

“CookieCoin: The Financial Imaginary and the Horror of *Cookie Clicker.*” Extending Play. Rutgers University; New Brunswick, NJ. September 30–October 1. Co-authored with Stephanie Boluk.

“ALT CTRL: Alternative Interface Design and Critical Disability Studies at UC Davis.” Electronic Literature Organization (ELO 2016). University of Victoria; Victoria, BC. June 19–21, 2016. Co-authored with Stephanie Boluk.

“Losing Time: The Microtemporal Histories of Speedrunning.” Society for Cinema and Media Studies (SCMS 2016). Atlanta, GA. March 30–April 3, 2016.

“Hands Free: Critical Disability, Alternative Interfaces, and a History of Quadriplegic Play.” Hands on History. Royal Academy of the Arts; London, England. February 9–10. Co-authored with Stephanie Boluk.

## 2015

“White Hand, Black Box: The Manicure from Mickey to Mario to Mac OS.” 29<sup>th</sup> Annual Conference of the Society for Literature, Science, and the Arts: After Biopolitics (SLSA 2015). Rice University, Houston, TX. November 12–15, 2015. Co-authored with Stephanie Boluk.

“Games Research in the University: A Community Conversation Hosted by the ModLab at UC Davis.” The Queerness and Games Conference (QGCon 2015).

University of California; Berkely, Berkley, CA. October 17–18, 2015. Co-presented with Stephanie Boluk, Evan Lauteria, Colin Milburn, and Amanda Phillips.

“This is Not Mario: ROM Hacking Cory Arcangel’s *Super Mario Clouds*.” Tables, Teapots, and a Tartan Couch: Media Archaeology and Computer Histories. Babycastles; New York, NY. May 8, 2015.

## 2014

“This is Not Super Mario Bros.: Super Mario Clouds and Coin Heaven.” 28<sup>th</sup> Annual Conference of the Society for Literature, Science, and the Arts: Fluid (SLSA 2014). University of Dallas; Dallas, TX. October 9–12, 2014.

“Networking the NES: The Nonhuman Play of Two Brothers.” 28<sup>th</sup> Annual Conference of the Society for Literature, Science, and the Arts: Fluid (SLSA 2014). University of Dallas; Dallas, TX. October 9–12, 2014.

“It is Pitch Black.” 28<sup>th</sup> Annual Conference of the Society for Literature, Science, and the Arts: Fluid (SLSA 2014). University of Dallas; Dallas, TX. October 9–12, 2014. Co-authored with Stephanie Boluk.

“Echo Chambers: The Colossal Cave Adventure within House of Leaves.” Electronic Literature Organization (ELO 2014). University of Wisconsin-Milwaukee; Madison, WI. June 19–21, 2014. Co-authored with Stephanie Boluk.

## 2013

“What Should We Do With Our [Metagames]?” 27<sup>th</sup> Annual Conference of the Society for Literature, Science and the Arts: Postnatural (SLSA 2013). Notre Dame; South Bend, IN. October 3–6, 2013. Co-authored with Stephanie Boluk.

“Blind Spots: The Phantom Pain, The Helen Keller Simulator, and Disability in Games.” 27<sup>th</sup> Annual Conference of the Society for Literature, Science and the Arts: Postnatural (SLSA 2013). Notre Dame; South Bend, IN. October 3–6, 2013. Co-authored with Stephanie Boluk.

“Blind Spots: Blind Running and Blindfolded Running.” Chercher le texte: manifestation internationale de littérature numérique. Electronic Literature Organization. Paris, France. September 23–28, 2013.

“Lens Caps: The Dark Side of Digital Games.” The Dark Side of the Digital. A Center for 21<sup>st</sup> Century Studies Conference. University of Wisconsin-Milwaukee; Milwaukee, WI. May 2–4, 2013. Co-authored with Stephanie Boluk.

“Speculation: An Alternate Reality Game.” Humanities, Arts, Science, and Technology Advanced Collaboratory (HASTAC 2013). York University; Toronto, ON. April 25–28, 2013. Co-authored with Stephanie Boluk and Patrick Jagoda.

“The GreaterThanGames Lab: Speculation.” The Duke Center for Instructional Technology Showcase (CIT Showcase 2013). Duke University; Durham NC. April 26, 2013. Co-authored with N. Katherine Hayles and Luke Caldwell.

“What Should We Do With Our Games?” Modern Language Association (MLA 2013). Boston, Mass. January 3–7 2013. Co-authored with Stephanie Boluk.

## 2012

“The Turn of the Tide: From Moneyball to Metagames.” 26<sup>th</sup> Annual Conference of the Society for Literature, Science, and the Arts: Nonhuman (SLSA 2012). University of Wisconsin-Milwaukee; Milwaukee, WI. September 27–30, 2012. Co-authored with Stephanie Boluk.

“Dwarven Epitaphs: Microtemporal Histories in Dwarf Fortress.” 26<sup>th</sup> Annual Conference of the Society for Literature, Science, and the Arts: Nonhuman (SLSA 2012). University of Wisconsin-Milwaukee; Milwaukee, WI. September 27–30, 2012.

“The Future of the Electronic Literature Organization.” 5<sup>th</sup> International Conference and Festival of the Electronic Literature Organization, Electrifying Literature (ELO 2012). West Virginia University; Morgantown, WV. June 20–23, 2012.

“Dwarven Epitaphs: Procedurally-Generated Storytelling in Dwarf Fortress.” 5<sup>th</sup> International Conference and Festival of the Electronic Literature Organization, Electrifying Literature (ELO 2012). West Virginia University; Morgantown, WV. June 20–23, 2012. Co-authored with Stephanie Boluk.

“Stretched Skulls: Anamorphic Games and the Memento Mortem Mortis.” The Nonhuman Turn Conference. Center for 21<sup>st</sup> Century Studies. University of

Wisconsin-Milwaukee; Milwaukee, WI. May 3–5, 2012. Co-authored with Stephanie Boluk.

“Stretched Skulls: Anamorphosis in Games and Art.” 5<sup>th</sup> Annual Graduate Student Symposium (GSS 2012). Duke University; Durham, NC. February 16–17, 2012.

“myPATHS: A Social Game for At-Risk Youth.” 3<sup>rd</sup> Annual Collaborations: Humanities, Arts, & Technology Festival (CHAT 2012). Duke University; Durham, NC. February 7, 2012. Co-authored with Tim Lenoir.

“s-1: Speculative Sensation Lab.” 3<sup>rd</sup> Annual Collaborations: Humanities, Arts, & Technology Festival (CHAT 2012). Duke University; Durham, NC. February 7, 2012. Co-authored with Zach Blas, Mark B. N. Hansen, Mark Olson, and Pinar Yoldas.

“Open House: Telematically Squatting the US Housing Collapse.” Marxism and New Media Conference (MNM 2012). Duke University; Durham, NC. January 21–22, 2012. Co-authored with Jack Stenner.

“Hundred Thousand Billion Fingers: Oulipian Games and Serial Players.” 127<sup>th</sup> Annual Conference of the Modern Language Association (MLA 2012). Seattle, WA. January 5–8, 2012.

## 2011

“Open House: Interaction as Critical Reflection.” 8<sup>th</sup> ACM Conference on Creativity and Cognition (C&C 2011). High Museum of Art; Atlanta, GA. November 3–6, 2011. Co-authored with Jack Stenner.

“Exceptional Endgames, ‘Pataphysical Play.” 39<sup>th</sup> Annual Conference of the Society for Utopian Studies, Archiving Utopia—Utopia as Archive (SUS 2011). University of Pennsylvania; State College, PA. October 20–23, 2011.

“99 Exercises in Play.” 25<sup>th</sup> Annual Conference of the Society for Literature, Science, and the Arts: Pharmakon (SLSA 2011). University of Waterloo; Kitchener, ON. September 22–25, 2011.

“Checkmate: Autoerotic Endgames and ‘Pataphysical Play.” E-Poetry 2011: International Digital|Arts|Poetics Festival. SUNY Buffalo; Buffalo, NY. May 18–21, 2011.

“Open House: Virtually Squatting the U.S. Housing Collapse.” 13<sup>th</sup> Annual Conference of the Marxist Reading Group (MRG 2011). University of Florida; Gainesville, FL. March 31–April 2, 2011. Co-authored with Jack Stenner.

“A Minimal Approach: Teaching Videogame Histories.” North Carolina Symposium for Teaching Writing 2011. North Carolina State University; Raleigh, NC. Feb. 4–5, 2011.

## 2010

“Loyal Doggedness: The Figure of the Dog in Velazquez’s Las Meninas.” 24<sup>th</sup> Annual Conference of the Society for Literature, Science, and the Arts: The Animal (SLSA 2010). Indianapolis, IN. October 28–31, 2010.

“Pipe Bomb: Exploding Code in the Work of René Magritte and Jodi.” 4<sup>th</sup> International Conference and Festival of the Electronic Literature Organization: Archive and Innovate (ELO 2010). Brown University; Providence, RI. June 3–6, 2010.

“Hundred Thousand Billion Fingers: Seriality and Critical Game Practices.” 4<sup>th</sup> International Conference and Festival of the Electronic Literature Organization: Archive and Innovate (ELO 2010). Brown University; Providence, RI. June 3–6, 2010. Co-authored with Stephanie Boluk.

“Anamorphic Subjectivity: Simulating the Digital ASW in Eccentric Games.” 5<sup>th</sup> Annual Digital Assembly Conference, Futures of Digital Studies 2010 (FDS 2010). University of Florida; Gainesville, FL. February 25–27, 2010. Co-authored with Stephanie Boluk.

## 2009

“Eccentric Spaces and Filmic Traces: Portals in Aperture Laboratories and New York City.” Digital Arts and Culture 2009, After Media: Embodiment and Context (DAC 2009). University of California, Irvine; Irvine, CA. December 12–15, 2009. Co-authored with Stephanie Boluk.

"Game-Space: Unfolding Experiments in Subjectivity." 8<sup>th</sup> Digital Arts and Culture Conference, After Media: Embodiment and Context (DAC 2009). University of California, Irvine; Irvine, CA. December 12–15, 2009. Co-authored with Jack Stenner.

"Lossy Subjectivity: Self-Destructing Codeworks after René Magritte and Jodi." 23<sup>rd</sup> Annual Conference of the Society for Literature, Science, and the Arts: Decodings (SLSA 2009). Atlanta, GA. November 5–8, 2009.

## INVITED WORKSHOPS

### 2025

"Control Anything: Hands On Alt Ctrl Workshop." Game Dev and Arts Club. Alt Ctrl Lab at University of California, Davis; Davis, CA. May 13, 2025.

"Analog Ice Breakers." UC Davis Global Game Jam 2025. University of California, Davis; Davis, CA. <https://globalgamejam.org/jam-sites/2025/uc-davis>.

### 2024

"Clipping, Ripping, Hacking, Burning: Super Mario as a Medium for Making Art." Game Dev and Arts Club. Alt Ctrl Lab at University of California, Davis; Davis, CA. November 12, 2024.

"Money Games" Winter School 2024: Money, Money, Money! University of Sydney, Games and Play Lab. Sydney, Australia. July 17-18.

<https://www.sydney.edu.au/arts/our-research/research-projects/sydney-games-and-play-lab/winter-school.html>.

"Analog Ice Breakers." UC Davis Global Game Jam 2024. University of California, Davis; Davis, CA. <https://globalgamejam.org/jam-sites/2024/gdac-ucd>.

### 2022

"Alt Ctrl Wrk Shp." iDMAa 2020: Weird Media. Winona State University. Winona, MN. June 21-24, 2022.

"Clipping, Ripping, Hacking, Burning: Super Mario as a Medium for Making Art." Game Dev and Arts Club. Alt Ctrl Lab at University of California, Davis; Davis, CA. May 17, 2022.

"Clipping, Ripping, Hacking, Burning: Super Mario as a Medium for Making Art." Weston Games Lab at University of Chicago; Chicago, IL. April 29, 2022. (Cancelled due to COVID-19.)

"1001 Game Engines: Flickgame, TinyChoice, Bitsy." UC Davis Global Game Jam 2022. University of California, Davis; Davis, CA.

### 2020

"Analog Ice Breakers" and "1001 Game Engines: Flickgame, TinyChoice, Bitsy." UC Davis Global Game Jam 2020. University of California, Davis; Davis, CA. <https://globalgamejam.org/2020/jam-sites/uc-davis>

### 2019

"1001 Trash Games." 2019 R-CADE: TRASH. Digital Commons, Rutgers University-Camden; Camden, NJ. April 19. <http://rcade.camden.rutgers.edu/2019symposium.html>.

"Analog Ice Breakers" and "1001 Game Engines: Flickgame, TinyChoice, Bitsy." UC Davis Global Game Jam 2019. University of California, Davis; Davis, CA.

### 2018

"1001 Game Engines: Flickgame, TinyChoice, Bitsy." Scholars Lab, University of Virginia; Charlottesville, VA. April 26, 2018. <http://scholarslab.org/events/metagaming-talk-workshop/>.

"ROMhacking Mario." Digital Humanities Lab, Washington and Lee University; Lexington, VA. April 25, 2018. <https://digitalhumanities.wlu.edu/blog/2018/04/16/dh-speaker-series-stephanie-boluk-and-patrick-lemieux-on-metagaming/>.

"Analog Ice Breakers" and "1001 Game Engines: Flickgame, TinyChoice, Bitsy." UC Davis Global Game Jam 2018. University of California, Davis; Davis, CA.

"1001 Game Engines: Flickgame, TinyChoice, Bitsy." Teaching Game Design. ModLab, University of California, Davis; Davis, CA. January 16, 2018. <https://modlab.ucdavis.edu/blog/2018/01/15/teaching-game-design/>.

## 2017

"Making Mario: ROMhacking Workshop." Scripps College; Los Angeles, CA. November 30, 2017.

"ROMhacking Super Mario Bros." Native Youth Empowerment Conference. UC Davis Student Community Center, University of California, Davis; Davis, CA. May 8, 2017.

## 2016

"Deconstructing *Duck Hunt*: Media Archeology Workshop." Residual Media Depot; Concordia University; Montreal, QC. August 2, 2016.

"From Intermop to Eschaton: Remixing Board Games." GameCamp!; University of California, Davis. Davis, CA. February 16, 2016.

## 2015

"ROM Hacking Workshop 2." GameCamp! University of California, Davis; Davis, CA. December 02, 2015.

"ROM Hacking Workshop 1." GameCamp! University of California, Davis; Davis, CA. November 18, 2015.

"Clipping, Ripping, Hacking, Burning." Babycastles; New York City, NY. May 11, 2015.

"Circuit Bending the Game Boy." Rutgers-Camden Archive of Digital Ephemera (R-CADE); Rutgers-Camden; Camden, NJ. May 1, 2015.

"Metagaming the Nintendo Entertainment System." University of Florida. Digital Assembly Workshop. February 20, 2015. <http://english.ufl.edu/da/2015workshop/da.html>.

## 2013

"ROMhacking and Hardware Reproductions." Duke University; Durham, NC. April 3, 2013.

## 2012

"Hello World: Physical Computing Workshop." Vassar College; Poughkeepsie, NY. April 13, 2012.

"Speculation: A Financial Alternate Realty Game." University of Waterloo; Kitchener, ON. March 6, 2012. Co-presented with N. Katherine Hayles and Patrick Jagoda.

## 2011

"Physical Computing for Dance." Duke University; Durham, NC. November 1, 2011.

"Text Mining with Processing and RiTa." Duke University; Durham, NC. March 24, 2011. Co-presented with Zach Blas.

## SOLO EXHIBITIONS

*Everything but the Clouds* (solo). VRAL. Online. Jan 30-Feb. 12, 2026. Curated by Matteo Bittanti. <https://milanmachinimafestival.org/patrick-lemieux>.

*Metagaming* (solo). Bar SK; Melbourne, Australia. July 1–3. Curated by Louis Roots. <https://www.facebook.com/events/1856833344636653>.

*Platform Games* (solo). Babycastles Gallery; New York City, NY. May 7–17, 2015. Curated by Todd Anderson. [https://patrick-lemieux.com/LeMieux-Platform\\_Games.pdf](https://patrick-lemieux.com/LeMieux-Platform_Games.pdf).

*tilt/SHIFT* (solo). Cannon Gallery of Art; Monmouth, OR. September 15–October 8, 2014. Co-created with Stephanie Boluk and Daniel Tankersley. [https://patrick-lemieux.com/Boluk\\_LeMieux\\_Tankersley-tiltSHIFT.pdf](https://patrick-lemieux.com/Boluk_LeMieux_Tankersley-tiltSHIFT.pdf).

*Art Games* (solo). J. Wayne Reitz Union; Gainesville, FL. February 16–March 7, 2009. <https://patrick-lemieux.com/LeMieux-Portfolio.pdf>.

*Sketches* (solo). 100 Gallery; Gainesville, FL. September 29–October 10, 2008.

*Orientation* (solo). University of Florida, Gainesville; Gainesville, FL. December 6, 2007.

*Engagement* (solo). Wright Gallery; College Station, TX. April 13–20, 2007.

## GROUP EXHIBITIONS

### 2026

“Octopad.” GDC. March 13, 2026. San Francisco, CA. (Forthcoming)

### 2025

“Octopad.” Playtopia. Dec 5-6, 2025. Cape Town, South Africa. <https://playtopiafestival.co.za/>.

“The Hexadecipadathon.” No Quarter. NYU Game Center. Nov 22, 2025. Co-authored with Stephanie Boluk. <https://gamecenter.nyu.edu/events/no-quarter/no-quarter-2025/>.

### 2024

“Octopad.” Burning Beaver Indie Game & Culture Festival. Nov 29-Dec 1, 2024. DDP Art Hall 1, Seoul, South Korea. <https://www.beaverrocks.com/133>.

“Ping.” Looped Play. February 23, 2024. Future Cinema in the Performance, Visualization, Research Centre at Hong Kong Baptist University, Hong Kong. Co-authored with Stephanie Boluk and Carlin Wing. [https://scholars.hkbu.edu.hk/ws/portalfiles/portal/103450792/Looped\\_Play\\_Event\\_1\\_Project\\_Documentation.pdf](https://scholars.hkbu.edu.hk/ws/portalfiles/portal/103450792/Looped_Play_Event_1_Project_Documentation.pdf).

### 2023

“Octopad.” IndieCade Night Games. The Music Center. Los Angeles, California. Nov 10-11, 2023. <https://www.indiecade.com/festival-2023/games/#night>.

“Octopad.” El Club Del Cyberciaujed. July 15-16, 2023. Centro Cultural Kirchner, Buenos Aires, Argentina.

“Octopad.” GDC After Party. March 24, 2023. Shovels, San Francisco, CA.

### 2022

“Octopad.” Control Alt Play: Ludic Alternatives on Control. Etopia. Zaragoza, Spain. May 12–November 12, 2022. Curated by Luca Carruba and Euridice Cabañes. <https://etopia.es/evento/ctrl-alt-play-alternativas-ludicas-al-control/>.

“Octopad.” Weird Media. Laird Norton Center for Art and Design. Winona, MN. June 24–26, 2022. Curated by Patrick Lichty. Juried by Negin Ehtesabian, Wade Wallerstein, Cynthia Beth Rubin, Roger Boulay, and Brandon Gellis. <http://idmaa.org/conferences/idmaa-2022-weird-media/>, <https://web.archive.org/web/20220720142938/https://www.idmaagallery2022.com/>.

### 2020

“Octopad.” Video Game Get Down. Museum of Science and Industry. Chicago, IL. May 14–September 14, 2020. Curated by Adrienne Thomas and the MSI. <https://www.msichicago.org/explore/whats-here/exhibits/video-game-get-down/>. (Cancelled due to COVID-19).

“Octopad.” Alt Ctrl. Bitsummit. Kyoto, Tokyo. May 9–10, 2020. <https://bitsummit.org/en/>. (Cancelled due to COVID-19).

“Triforce.” Now Play This at Home. Online. April 3–5, 2020. Curated by Marie Foulston. <https://nowplaythis.net/nptathome2020/>

“Triforce” and “99 Exercises in Play.” Now Play This 2020. Sommerset House. London, UK. April 2–5, 2020. Curated by Marie Foulston and Now Play This. <https://nowplaythis.net/2020-festival/>. (Postponed due to COVID-19).

“Octopad.” Alt Ctrl Party 2020. Minna Gallery. San Francisco, CA. March 20. <https://alt.ctrl.party/GDC20/>. (Postponed due to COVID-19).

“Octopad.” JEF Festival 2020. Medialab. Antwerp, Belgium. February 13–March 1, 2020. Curated by Laura De Bruyn. <https://jefestival.be/en/programma/medialab/294>.

“Octopad.” IndieCade Annex 2020. The North Door. Austin, Texas. January 15, 2020. Curated by Tyler Coleman. <https://www.indiecade.com/annex/>.

## 2019

“Octopad.” NAVE Arcade 2019 - 7th. World Tournament / 第7回 世界選手権 / 7mo. Torneo Mundial. Game Ever Studio. Buenos Aires, Argentina. November 30, 2019. Curated by Videogamo. <https://www.facebook.com/pg/NAVEArcade/posts/>

“Octopad.” Game On! El Arte en Juego 2019. Centro Cultural General San Martín. Buenos Aires, Argentina. November 22–30, 2019. Curated by Lu Oulton. <http://www.gameon2019.com/>.

“Triforce” MEGA GROS PARTY 2019. MEGA. Montreal, Canada. November 26, 2019. Curated by Jules Gosselin-Beaudet. <https://megamigs.com/en/mega-gros-party/>.

“Octopad.” Extending Reality | CoExistence: Art, Science & Technology. Eugenides Foundation. Athens, Greece. November 14–17, 2019. Curated by Donatela Nika and the Athens Digital Arts Festival. <http://www.adaf.gr/news/extending-reality/0>

“Octopad”, “Triforce”, and “Footnotes.” SLSArcade. Viewpoint Gallery. Irvine, CA. November 9, 2019. Curated by Edmond Chang. <https://litsciarts.org/slsa19/special-events/slsarcade/>

“Octopad.” Out of Index 2019. Seoul Innovation Park. Seoul, South Korea. October 26, 2019. Curated by Sun Park. <https://www.outofindex.org/2019-selections>.

“Octopad.” Moth 2019. PlayReactive Theatre. Richmond, Australia. October 11, 2019. Curated by Play Reactive and Hovergarden. <https://moth.website/>.

“Footnotes” and “Metagaming.” Tank Festival 2019. Shanghai, China. September 12–15. Curated by Yang Jing. [www.tankshanghai.com/events/info20.htm](http://www.tankshanghai.com/events/info20.htm).

“Octopad.” BitBash 2019. Museum of Science and Industry. Chicago, IL. August 17–18, 2019. Curated by Brice Puls. <https://bitbashchicago.com/>.

“Octopad.” Develop 2019. Brighton, UK. July 8–11, 2019. Curated by Jo Summers. <https://www.developconference.com/>.

“Octopad.” Feral Vector. Yorkshire, UK. May 23-25, 2019. Curated by David Hayward. <https://feral-vector.com/>.

“Octopad.” DAiCon 2019. University of California, Davis; Davis, CA. April 27, 2019. <https://www.facebook.com/events/uc-davis-conference-center/daicon-anime-convention-2019/561901017601870/>.

“Octopad.” Now Play This! Sommerset House; London, UK. April 6-14, 2019. <https://nowplaythis.net/2019-festival/>.

“Octopad.” Leftfield Collection. EGX Rezzed. London, UK. April 4-6, 2019. Curated by David Hayward. <https://www.egx.net/rezzed/2019/show-floor>.

“Octopad.” alt.ctrlparty. Minna Gallery; San Francisco, CA. March 22, 2019. <https://alt.ctrl.party/GDC19/>.

“Octopad.” alt.ctrl.gdc. GDC2019; San Francisco, CA. March 18-22, 2019. <https://www.gdconf.com/news/play-these-20-unique-games-gdc-2019s-altctrlgdc-showcase>.

## 2018

“Octopad.” Video Game: Cohabitant. 4th Independent Animation Biennale; Shenzhen, China. December 10-12, 2018. Curated by Yang Jing.

"Octopad." Beta Public. Camden People's Theater; London, UK. November 19, 2018. Curated by Patrick Ashe. <http://www.beta-public.com/events#/beta-public-9/>.

"Octopad." Different Games. Worcester Polytechnic Institute; Worcester, MA. October 12-14, 2018. <https://2018.differentgames.org/arcade/>.

"Octopad." IndieCade. Santa Monica College; Santa Monica, CA. October 11-13, 2018. <https://www.indiecade.com/2018-games/octopad/>.

"Octopad." SAAM Arcade. Smithsonian Museum of American Art; Washington, DC. July 22, 2018. Curated by Saisha Grayson. <https://americanart.si.edu/events/saam-arcade>.

"Yangshuo.WAD" and "Octopad." *Neural Nets*. Worth Ryder Gallery; Berkely, CA. April 5, 2018. Curated by Alex Saum-Pascual. <http://newhive.com/selflex/e-lit-at-cal>.

"Octopad." *alt.ctrl.party*. Trademark & Copyright; San Francisco, CA. March 23, 2018. <http://alt.ctrl.party/GDC-18/>.

## 2017

"Footnotes" and "Metagaming." *Game On! El Arte en Juego*. Centro Cultural de la Ciencia; Buenos Aires, Brazil. December 9-17, 2017. Curated by María Luján Oulton. <http://www.gameon2017.com>.

## 2015

"Every Icon Editor." *Test Patterns*. Flux Factory; New York City, NY. December 5–18, 2015. Curated by Maddie Hewitt and Roopa Vasudevan; co-curated by Lee Tusman. <http://www.fluxfactory.org/events-old/test-patterns/>.

## 2013

"Speculation." *Chercher le Texte*. Centre Pompidou and Bibliothèque Nationale de France; Paris, FR. September 23–December 1, 2013. Juried by the Electronic Literature Organization.

## 2012

"Speculation." *Electronic Literature and the Nonhuman. 26<sup>th</sup> Annual Conference of the Society for Literature, Science, and the Arts: Nonhuman*. Milwaukee, WI. September 29, 2012. Juried by Sandy Baldwin, Davin Heckman, and Jessica Pressman.

"Platonic Shapes." *Chat Festival*. Bryant Center; Durham NC. February 7–9, 2012.

## 2011

"Open House." *8<sup>th</sup> ACM Creativity & Cognition: Creativity & Technology*. The High Museum of Art; Atlanta, GA. November 3–6, 2011. Juried by Fox Harrell, Oron Catts, Ricardo Dominguez, and the ACM Art Jury.

"Open House." *SIGGRAPH 2011 Art Gallery: Tracing Home*. Vancouver Convention Center; Vancouver, BC. August 6–11, 2011. Curated by Mona Kasra and SIGGRAPH Art Jury.

## 2010

"Loyal Doggedness" and "Painting at Sotheby's." *Structures and Subversions*. Slocumb Galleries; Johnson City, TN. June 14–July 2, 2010. Curated by Stacy Isenbarger and Anna Kell.

"Creative Expression." *You Must Remember This*. ELO\_AI Gallery, Providence, RI. June 3–6, 2010. Curated by John Caley and the Brown Digital Writing Program.

"Yves Klein Leaps into the IKB Void." *Game Play*. H. Don and Connie J. Osborne Family Gallery; Omaha, NB. April 19, 2010–May 21, 2010. Juried by Jody Boyer and Russ Nordman.

"Iron Curtain." *Lockdown*. 100 Gallery; Gainesville, FL. April 20–23, 2010. Curated by Daniel Takersley.

"Loyal Doggedness." *MFA Show*. University Gallery; Gainesville, FL. April 13, 2010–April 23, 2010.

Sail a Thousand Ships (small group.) Daacha Gallery; Gainesville, FL. April 10, 2010. Co-created with Josh Cajinarobledo, Daniel McFarlane, and Nathan Sapio.

"Game-Space." *45<sup>th</sup> Annual Art Faculty Exhibition*. Samuel P. Harn Museum of Art; Gainesville, FL. October 6, 2009–January 3, 2010.

"Frank Stella in Morro Castle", "Yves Klein Leaps into the IKB Void", and "Red Andy Warhol Car Crash Infinite Times." *23<sup>rd</sup> Annual Conference of the Society for Literature, Science, and the Arts: Decodings*. Atlanta, GA. November 5–8, 2010. Juried by Carl DiSalvo.

## 2009

"Techistoscope." *Memento Mori*. WARPhaus; Gainesville, FL. October 31, 2009. Curated by Sheila Bishop.

"Bound Subjectivity." *First and Second Year MFA Show*. WARPhaus; Gainesville, FL. Sept. 15–Oct. 3, 2009.

"Frank Stella in Morro Castle", "Yves Klein Leaps into the IKB Void", and "Red Andy Warhol Car Crash Infinite Times." *Fresh Blood*. Mason Murer Fine Arts; Atlanta, GA. August 14–September 11, 2009.

"Red Andy Warhol Car Crash Infinite Times." *Florida Consortium of the Art Schools Exhibition*. Tallahassee Museum of Fine Arts; Tallahassee, FL. July 6–September 20, 2009) Juried by Libby Lumpkin.

"Game-Space." *Bit, Byte, Dot, Spot: Post-digital Art*. Tampa Museum of Art; Tampa, FL. April 18–July 11, 2009.

"Sketches." *4<sup>th</sup> Annual Digital Assembly Conference Exhibition*. WARPhaus; Gainesville, FL. March 6–8, 2009.

## 2008

"Reagan/Raygun." *Politics/Refreshments*. 100 Gallery; Gainesville, FL. November 3, 2008. Curated by Daniel Takersley.

*Inaugural Event* (small group). 100 Gallery; Gainesville, FL. September 15, 2008.

"Curs(e)ored Pollock." *First and Second Year MFA Show*. WARPhaus; Gainesville, FL. August 22–September 11, 2008.

"Curs(e)ored Pollock." *Florida Consortium of the Art Schools*. 621 Gallery, Tallahassee, FL. August 1–30, 2008. Juried by Bonnie Clearwater.

"Curs(e)ored Pollock." *Florida Consortium of the Art Schools*. WARPhaus, Gainesville, FL. September 15–October 3, 2008. Juried by Bonnie Clearwater.

"Curs(e)ored Pollock." *Florida Consortium of the Art Schools*. Bustillo y Diaz Cigar Factory, Tampa, FL. October 10–24, 2008. Juried by Bonnie Clearwater.

*Landscapes* (solo). University of Florida; Gainesville, FL. September 1–October 29, 2008.

"Game-Space." *44<sup>th</sup> Annual Art Faculty Exhibition*. University Gallery; Gainesville, FL. September 1–26, 2008.

"Support." *Let's Get Physical*. McCarty Storage Building; Gainesville, FL. April 4, 2008.

*Call Us Your Mascot* (small group). Downhome Gallery, Gainesville, FL. April 4, 2008. Co-created with Daniel McFarlane, Laddie Pietros, and Matthew Whitehead.

"Is it/It is." *Distant Relations*. WARPhaus Gallery; Gainesville, FL. March 14, 2008.

"The Great Migration." *Confetti Invites You to Safari the White Cube*. WARPhaus Gallery; Gainesville, FL. February 29, 2008. Co-created with Daniel McFarlane, Laddie Pietros, and Matthew Whitehead.

## 2004–2007

Spring AiR: Artist in Residency Program; College Station, TX.

produced art in residence with Patty Carrol, Annika Erixån, Anne Hamilton, Eduardo Kac, Marcia Lyons, Randall Packer, Gaston Nogues and the Ball-Nogues

Studio, Paolo Pitchenelli, George Pratt, Elaine Reichek, Steve Rowell and the Center for Land Use Interpretation (CLUI), Nell Ruby, Zoe Sheehan Saldana, Camille Utterbach, and Jeff Weiss.

## LIVE MUSIC PERFORMANCES

“Home is Where the House is.” ROM Chip Fundraiser 2026. New York, NY. February 21, 2026. Curated by Laine Nooney.

<https://www.twitch.tv/videos/2703842693?t=5h4m36s>.

“Water, Water Everywhere.” ROM Chip Fundraiser 2025. New York, NY. February 22, 2025. Curated by Laine Nooney.

<https://www.youtube.com/watch?v=XZRUzdFpG6s&list=PLrKPtRMACWgj7hyyMub3IEDNOIPCqHkPH&index=6>.

“If a Tree Falls.” ROM Chip Fundraiser 2024. New York, NY. May 11, 2024. Curated by Laine Nooney.

[https://www.youtube.com/watch?v=svubp\\_GJpTw&list=PLrKPtRMACWginT9HVzeXDUKZHmVb1zvyz&t=3641s](https://www.youtube.com/watch?v=svubp_GJpTw&list=PLrKPtRMACWginT9HVzeXDUKZHmVb1zvyz&t=3641s).

## TEACHING EXPERIENCE

**ASSOCIATE PROFESSOR**, University of California, Davis (Fall 2021—)  
Designed and taught large lectures (~200 people) and small studios (~25 people) as well as undergraduate and graduate seminars in game design, game studies, media theory, media art practice, media archaeology, and computer history.

### Large Lectures

CDM/ENL/STS 172: Metagaming (Winter 2021, Winter 2022, Winter 2024, Winter 2025, Fall 2025)

### Small Studios

CDM 175: Small Game Studio (Spring 2022, Spring 2024, Spring 2025, Spring 2026)

CDM 198: Aggie Esports (Winter 2025, Spring 2026)

CDM 176: Modular Synthesis (Spring 2026)

CDM 176: Alt Ctrl (Spring 2025)

CDM 176: Chiptune (Spring 2024)

CDM 198: Medium Game Studio (Fall 2022)

CDM 199: Advanced Audio for Games (Fall 2022)

CDM 176: Game Music / Music Game (Spring 2022)

CDM 175: Remote Game Studio (Spring 2021)

CDM 176: Playing During the Pandemic (Spring 2021)

### Senior Capstones

CDM 198: Senior Game Capstone (Fall 2023, Winter 2024 and Spring 2024)

CDM 198: Senior Game Capstone (Winter and Spring 2021)

### Graduate Seminars

PFS 265A: Press Reset: An Alternate History of Game Studies (Winter 2024, Winter 2026)

PFS 265A: Media, Materiality, and Embodiment: The Writing of N. Katherine Hayles (Winter 2025)

PFS 265A: Media / Art / Games (Winter 2022)

PFS 265A: 24/7/365 Lofi Hip Hop Beats to Relax/Study to (Winter 2021)

**ASSISTANT PROFESSOR**, University of California, Davis (Fall 2015–Spring 2021)  
Designed and taught large lectures (~200 people) and small studios (~25 people) as well as undergraduate and graduate seminars in game design, game studies, media theory, media art practice, media archaeology, and computer history.

### **Large Lectures**

CDM/ENL/STS 172: Metagaming (Fall 2019, Fall 2018, Winter 2018, Winter 2017, Winter 2016) co-taught with Stephanie Boluk

### **Small Studios**

TCS 198: 20 Years of RPG Maker 2000 (Spring 2020)

TCS 135: Remote Game Studio (Spring 2020)

TCS 198: Co-op Across Countries (Spring 2018) co taught with Douglas Wilson (RMIT)

TCS 135: Small Game Studio (Spring 2018)

TCS 198: Doom is an Art Scene (Fall 2017)

TCS 110: Experimental Game Design (Fall 2017, Spring 2017)

TCS 198: Modding Mario (Spring 2016)

TCS 110: Art Games (Spring 2016)

### **Undergraduate Seminars**

TCS40B: Histories of Computing (Spring 2017)

### **Graduate Seminars**

ENL287/PFS265A: Game / Design / Philosophy (Fall 2019) co-taught with Stephanie Boluk

ENL287/PFS265A: Media Theory, Media Practice (Fall 2018) co-taught with Stephanie Boluk

PFS259: First Person (Winter 2018)

CST295: Geological Media (Winter 2017)

**INSTRUCTOR**, University of Florida (Fall 2007–Spring 2010)

Designed and taught upper and lower division studio courses in game design, 3D animation, time-based media, physical computing, programming, and web design. For documentation see <http://art-tech.arts.ufl.edu/~lemieux/wiki/>.

DIG4612: Digital Media Workshop (Spring 2010)

DIG3305/ART3616: Digital Art and Animation (Fall 2009, Fall 2008, Fall 2007)

DIG2930: Media Experiments in Art and Technology (Summer 2009)

ART2932: Time Based Media (Spring 2009, Spring 2008)

**TEACHING ASSISTANT**, Duke University (Fall 2010–Spring 2015)

Professors: Bill Seaman, Pedro Lasch, Richard Lucic, Mark Olson, and Victoria Szabo

MFAEDA713: Computational Media Studio (Fall 2013, Spring 2013)

ISIS140: Web-Based Multimedia Communication (Fall 2011, Spring 2011)

VISARTS54: Intro to Visual Practice (Fall 2010)

**METAL SHOP TECHNICAL ASSISTANT**, Texas A&M University (Summer 2007)

Supervisor: Pliny Fisk and Chuck Tedric

**MUSIC LAB TECHNICAL ASSISTANT**, Texas A&M University (Fall '05–Spring '07)

Supervisor: Jeff Morris

**TEACHING ASSISTANT**, Texas A&M University (Fall 2006)

Professor: Karen Hillier

## **EVENTS ORGANIZED**

**Aggies Over the Moon: UCD Games Alumni Dinner (Spring 2026)**

co-organized with Athena Sullins and Aggies Over the Moon (forthcoming)

**Teaching Games with Games X: Artificial Intelligence (Spring 2026)**

co-organized with Stephanie Boluk (forthcoming)

UC DAVIS GLOBAL GAME JAM 2026 (Winter 2025)  
University of California, Davis; Davis, CA

co-organized with Stephanie Boluk, Josh McCoy, and students from the UC Davis Game Dev and Arts Club and resulting in 15 games by 36 participants.

<https://globalgamejam.org/jam-sites/2025/uc-davis>.

**Aggies Over the Moon: UCD Games Alumni Dinner (Spring 2025)**

co-organized with Athena Sullins and Aggies Over the Moon.

**Teaching Games with Games IX: Face to Face (Spring 2025)**

Moscone Center, San Francisco, CA

co-organized with Stephanie Boluk featuring talks by Ben Abraham (AfterClimate), Katherine Buse (University of Chicago), Alenda Chang (University of California, Santa Barbara), Pablo Quarta (Torcuato di Tella University & Scalabrini Ortiz National University), Bart Simon (Concordia University).

<https://schedule.gdconf.com/session/educators-summit-teaching-games-with-games-ix-climate-crisis/909915>.

**UC DAVIS GLOBAL GAME JAM 2025 (Winter 2025)**

University of California, Davis; Davis, CA

co-organized with Stephanie Boluk, Josh McCoy, and students from the UC Davis Game Dev and Arts Club and resulting in 15 games by 36 participants.

<https://globalgamejam.org/jam-sites/2025/uc-davis>.

**Unexpected Games, Unseen Spaces: Artist Talk by Allison Yang Jing**

University of California, Davis; Davis, CA

Allison Yang Jing Friday, November 1 at 2:30PM in Cruess 1106

**Aggies Over the Moon: UCD Games Alumni Dinner (Spring 2024)**

San Francisco, CA

co-organized with Athena Sullins and Aggies Over the Moon.

**MECHBIRD: Artist Talk by Tatiana Vilela dos Santos**

University of California, Davis; Davis, CA

Tatiana Vilela dos Santos, Thursday March 21 at 12:00 PM in Cruess 1106

**Teaching Games with Games VIII: Face to Face (Spring 2024)**

Moscone Center, San Francisco, CA

co-organized with Stephanie Boluk featuring talks by Edmond Chang (Ohio University), Ari Gass (Drexel University), Richard Lemarchand (University of Southern California), and Allison Yang Jing (Initium Media)

<https://gdcvault.com/play/1034924/Educators-Summit-Teaching-Games-with>.

**UC DAVIS GLOBAL GAME JAM 2024 (Winter 2024)**

University of California, Davis; Davis, CA

co-organized with Stephanie Boluk, Josh McCoy, and students from the UC Davis Game Dev and Arts Club and resulting in 13 games by 27 participants.

<https://globalgamejam.org/jam-sites/2024/gdac-ucd>.

**UC DAVIS GLOBAL GAME JAM 2023 (Winter 2023)**

University of California, Davis; Davis, CA

co-organized with Stephanie Boluk, Josh McCoy, and students from the UC Davis Game Dev and Arts Club and resulting in 7 games by participants.

<https://itch.io/jam/gdac-at-global-game-jam-2023>.

**UC DAVIS GAME JAM 2022 (Spring 2020)**

University of California, Davis; Davis, CA

co-organized with students from the UC Davis Game Dev and Arts Club and resulting in 12 games. <https://itch.io/jam/davis-game-jam>.

**UC DAVIS GLOBAL GAME JAM 2022** (Winter 2022)  
University of California, Davis; Davis, CA

co-organized with Stephanie Boluk, Josh McCoy, and students from the UC Davis Game Dev and Arts Club and resulting in 6 games by 31 participants.  
<https://v3.globalgamejam.org/2022/jam-sites/uc-davis>.

**UC DAVIS GLOBAL GAME JAM 2020** (Winter 2020)  
University of California, Davis; Davis, CA

co-organized with Stephanie Boluk, Josh McCoy, and students from the UC Davis Game Dev and Arts Club and resulting in 7 games by 24 participants.  
<https://globalgamejam.org/2020/jam-sites/uc-davis>.

**UC DAVIS GLOBAL GAME JAM 2019** (Winter 2019)  
University of California, Davis; Davis, CA

co-organized with Stephanie Boluk, Josh McCoy, and students from the UC Davis Game Dev and Arts Club and resulting in 10 games by 40 participants.  
<https://globalgamejam.org/2019/jam-sites/uc-davis>.

**UC DAVIS GLOBAL GAME JAM 2018** (Winter 2018)  
University of California, Davis; Davis, CA

co-organized with Stephanie Boluk, Josh McCoy, and students from the UC Davis Game Dev and Arts Club and resulting in 14 games by 44 participants.  
<https://globalgamejam.org/2018/jam-sites/uc-davis>.

**THE PLAY'S THE THING** (Fall 2017)  
ModLab, University of California, Davis; Davis, CA

featuring book presentations by Gina Bloom, Stephanie Boluk, Darshana Jayemanne, Anne-Marie Schleiner.  
<https://www.facebook.com/events/856973917760600/>.

**RTA IS AN ANAGRAM FOR ART** (Summer 2015)  
Babycastles Gallery; New York City, NY. May 13, 2015.

featuring performances Blechy, Cypher, Dram, Micro500, Tonic, and Wyrms as well as a screening by Meghan Gordon.  
<https://www.facebook.com/events/702140956561770/>.

**TABLES, TEAPOTS, AND A TARTAN COUCH** (Summer 2015)  
Babycastles Gallery; New York City, NY. May 8, 2015.

featuring presentations and performances by Jacob Gaboury, Laine Nooney, and Nick Montfort. <https://www.facebook.com/events/454431211387234/>.

**TEXT FIELDS** (Spring 2010)  
J. Wayne Reitz Union, University of Florida; Gainesville, FL

featuring projects by John Cayley, Daniel C. Howe, Lev Manovich, Noah Wardrip-Fruin, Nick Montfort, Bill Seaman, Mark Marino, Katerie Gladdys, Alan Bigelow, Serge Bouchardon, Brian C. Clark, Daniel Tankersley, and Kenneth Wilson.

## PRODUCED PODCASTS

### 2025

"A Year of UFO 50 - Eggstravaganza Live." *Eggplant: The Secret Lives of Games*. September 21, 2025. <https://eggplant.show/ep-a-year-of-ufo-50-finale-eggstravaganza-live>.

"A Year of UFO 50 - [REDACTED]." *Eggplant: The Secret Lives of Games*. Sept 12, 2025. <https://eggplant.show/ep-a-year-of-ufo-50-redacted>.

"A Year of UFO50: Combatants." *Eggplant: The Secret Lives of Games*. Aug 8, 2025. <https://eggplant.show/ep-a-year-of-ufo-50-combatants>.

"A Year of UFO50: Pilot's Quest." *Eggplant: The Secret Lives of Games*. July 25, 2025. <https://eggplant.show/ep-a-year-of-ufo-50-pilot-quest>

"A Year of UFO50: Grimstone" *Eggplant: The Secret Lives of Games*. June 27, 2025. <https://eggplant.show/ep-a-year-of-ufo-50-grimstone>

"A Year of UFO50: Mortal II." *Eggplant: The Secret Lives of Games*. May 2, 2025. <https://eggplant.show/ep-a-year-of-ufo-50-mortol-ii>

"A Year of UFO50: Rock On! Island" *Eggplant: The Secret Lives of Games*. April 18, 2025. <https://eggplant.show/ep-a-year-of-ufo-50-rock-on-island>

## 2024

"A Year of UFO 50: Mortol." *Eggplant: The Secret Lives of Games*. November 1, 2024. <https://eggplant.show/ep-a-year-of-ufo-50-mortol>.

## 2022

"Into the Depths: Super Mario World, Bonus Episode!" *Eggplant: The Secret Lives of Games*. April 29, 2022. <https://eggplant.show/into-the-depths-super-mario-world-bonus-episode>.

"Making creative laborers for a precarious economy." *University of Minnesota Press Podcast*, Episode 36. March 22, 2022. Co-authored with Joseph Nguyen and Carley Kocurek. <https://share.transistor.fm/s/325b2aa3>.

## 2021

"Monkey Business." *Every Game in This City*, 207. Idle Thumbs. Shanghai, China. December 5, 2021. <https://www.idlethumbs.net/everygame/episodes/monkey-business>.

"The Art in ARTS." *Every Game in This City*, 206. Idle Thumbs. Shanghai, China. November 6, 2021. <https://www.idlethumbs.net/everygame/episodes/the-art-in-arts>.

"Welcome to Dota. We Suck." *Every Game in This City*, 205. Idle Thumbs. Shanghai, China. October 23, 2021. <https://www.idlethumbs.net/everygame/episodes/welcome-to-dota-we-suck>.

"Shang Lun's Late Game." *Every Game in This City*, 204. Idle Thumbs. Shanghai, China. October 8, 2021. <https://www.idlethumbs.net/everygame/episodes/shang-luns-late-game>.

"Anti-Junzi Activities." *Every Game in This City*, 203. Idle Thumbs. Shanghai, China. September 26, 2021. <https://www.idlethumbs.net/everygame/episodes/anti-junzi-activities-2>.

"On the Surface of Boiled Underwear Water." *Every Game in This City*, 202. Idle Thumbs. Shanghai, China. September 10, 2021. <https://www.idlethumbs.net/everygame/episodes/on-the-surface-of-boiled-underwear-water>.

"FIFA in a Magical Forest." *Every Game in This City*, 201. Idle Thumbs. Shanghai, China. August 27, 2021. <https://www.idlethumbs.net/everygame/episodes/fifa-in-a-magical-forest>.

"From Escape Rooms to Esports." *Every Game in This City*, 200. Idle Thumbs. Shanghai, China. August 27, 2021. <https://www.idlethumbs.net/everygame/episodes/from-escape-rooms-to-esports>.

"Into the Depths: Kentucky Route Zero, Part 6." *Eggplant: The Secret Lives of Games*. April 30, 2021. <https://eggplant.show/into-the-depths-kentucky-route-zero-part-6>.

"Into the Depths: Kentucky Route Zero, Part 5." *Eggplant: The Secret Lives of Games*. April 30, 2021. <https://eggplant.show/into-the-depths-kentucky-route-zero-part-5>.

"Into the Depths: Kentucky Route Zero, Part 4." *Eggplant: The Secret Lives of Games*. April 2, 2021. <https://eggplant.show/into-the-depths-kentucky-route-zero-part-4>.

"Into the Depths: Kentucky Route Zero, Part 3." *Eggplant: The Secret Lives of Games*. May 20, 2021. <https://eggplant.show/into-the-depths-kentucky-route-zero-part-3>.

"Into the Depths: Kentucky Route Zero, Part 2." *Eggplant: The Secret Lives of Games*. March 5, 2021. <https://eggplant.show/into-the-depths-kentucky-route-zero-part-2>.

"Into the Depths: Kentucky Route Zero, Part 1." *Eggplant: The Secret Lives of Games*. February 21, 2021. <https://eggplant.show/into-the-depths-kentucky-route-zero-part-1>.

## 2019

"Conclusion". *Every Game in This City*, 100. Idle Thumbs. Kuala Lumpur, Malaysia. December 30, 2019. <https://www.idlethumbs.net/everygame/episodes/conclusion>.

"Sixteen Months Later". *Every Game in This City*, 109. Idle Thumbs. Kuala Lumpur, Malaysia. December 19, 2019. <https://www.idlethumbs.net/everygame/episodes/sixteen-months-later-1>.

"The Escape Room Effect". *Every Game in This City*, 108. Idle Thumbs. Kuala Lumpur, Malaysia. November 19, 2019. <https://www.idlethumbs.net/everygame/episodes/the-escape-room-effect>.

"A Chocolate Milk Seance". *Every Game in This City*, 107. Idle Thumbs. Kuala Lumpur, Malaysia. November 5, 2019. <https://www.idlethumbs.net/everygame/episodes/a-chocolate-milk-seance>.

"Scaling the Wall". *Every Game in This City*, 106. Idle Thumbs. Kuala Lumpur, Malaysia. October 22, 2019. <https://www.idlethumbs.net/everygame/episodes/scaling-the-wall>.

"Hitting the Wall". *Every Game in This City*, 105. Idle Thumbs. Kuala Lumpur, Malaysia. October 7, 2019. <https://www.idlethumbs.net/everygame/episodes/hitting-the-wall>.

"Salty and Sweet". *Every Game in This City*, 104. Idle Thumbs. Kuala Lumpur, Malaysia. September 23, 2019. <https://www.idlethumbs.net/everygame/episodes/salty-and-sweet>.

"Games for Tall People". *Every Game in This City*, 103. Idle Thumbs. Kuala Lumpur, Malaysia. September 9, 2019. <https://www.idlethumbs.net/everygame/episodes/games-for-tall-people>.

"The Mummy Industry is Booming". *Every Game in This City*, 102. Idle Thumbs. Kuala Lumpur, Malaysia. August 26, 2019. <https://www.idlethumbs.net/everygame/episodes/the-mummy-industry-is-booming>.

"A Chocolate Milk Heist". *Every Game in This City*, 101. Idle Thumbs. Kuala Lumpur, Malaysia. August 12, 2019. <https://www.idlethumbs.net/everygame/episodes/a-chocolate-milk-heist>.

"Introduction." *Every Game in This City*, 100. Idle Thumbs. Kuala Lumpur, Malaysia. August 5, 2019. <https://www.idlethumbs.net/everygame/episodes/every-introduction>.

## SELECTED BOOK REVIEWS

## 2018

Fassone, Riccardo. 2018. "Metagaming: Playing, Competing, Spectating, Cheating, Trading, Making, and Breaking Videogames." *Journal of Play* 10.2. Winter. p239-240. <https://www.journalofplay.org/sites/www.journalofplay.org/files/pdf-articles/10-2-Book-review7.pdf>.

Runzheimer, Bernhard. 2018. "Stephanie Boluk, Patrick LeMieux: Metagaming. Playing, Competing, Spectating, Cheating, Trading, Making, and Breaking Videogames." *MEDIENwissenschaft*. April. p446-7. <https://archiv.ub.uni-marburg.de/ep/0002/article/view/7992/7806>.

Bassett, Kath. 2018. "Metagaming." *New Media & Society*. April 2. <http://journals.sagepub.com/doi/10.1177/1461444818764422>.

Goetz, Christopher. 2018. "Christopher Goetz reviews Metagaming." *Critical Inquiry*. March 14. [https://criticalinquiry.uchicago.edu/christopher\\_goetz\\_reviews\\_metagaming/](https://criticalinquiry.uchicago.edu/christopher_goetz_reviews_metagaming/).

Browne, Pierson. 2018. "Review: Boluk and LeMieux's Metagaming: Playing, Competing, Spectating, Cheating, Trading, Making, and Breaking Videogames." *First Person Scholar*. February 21. <http://www.firstpersonscholar.com/review-of-boluk-and-lemieuxs-metagaming/>.

## 2017

Zetter, Nathaniel. 2017. "Sport 2.0 and Metagaming." *Critical Quarterly* 59.3. October. p113-117. <https://onlinelibrary.wiley.com/doi/full/10.1111/crig.12362>.

Tremblay-Guadette, Gabriel. 2017. "Polyvalence excessive : Metagaming et l'écartèlement d'un concept." *Spirale Magazine*. November 30. <http://www.spiralemagazine.com/article-dune-publication/polyvalence-excessive-metagaming-et-lecartelement-dun-concept>.

Bertozi, Elena. 2017. "Metagaming." *Choice* Volume 55.3. p374. November. <http://link.galegroup.com/apps/doc/A514513783/LitRC?u=ucdavis&sid=LitRC&xid=663035a0>.

Ruben, Trevor. 2017. "Metagaming Review." *Rhizomes*, 32. May 30. <http://rhizomes.net/issue32/reviews/ruben.html>.

Bittanti, Matteo. 2017. "Book: Stephanie Boluk And Patrick Lemieux' "Metagaming" (2017)" *Game Scenes: Art in the Age of Videogames*. April 20. <http://www.gamescenes.org/2017/04/book-stephanie-boluk-and-patrick-lemieux-metagaming-2017.html>.

## SELECTED INTERVIEWS

### 2026

Bittanti, Matteo. 2026. "Patrick LeMieux, Everything but the Clouds." January 30. <https://milanmachinimafestival.org/patrick-lemieux>.

### 2022

Macias, Chris. 2022. "Synth Sounds." *Office Hours*, Spring/Summer 2022. June 6. <https://magazine.ucdavis.edu/synth-sounds/>.

### 2019

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## ACADEMIC IMPACT

## 2020

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- Pipkin, Everest. 2020. "Advanced ETB Special Topic 60418A: Gestural Games Toolkit." Carnegie Mellon University. Spring. <https://toolkit.itch.io>.
- Snelson, Daniel. 2020. "ENGL M138.2: GEMS: Gaming Experiments and Multimedia Scripting." University of California, Los Angeles. Spring. <https://meta.humspace.ucla.edu/gems/>.

## 2019

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## 2018

Asi, Ahmed. 2018. "THTR 187ST: Performing New Media, Engaging New Audiences." University of California, Santa Barbara. Spring.

Duncan, Sean. 2018. "MDST4559: Game Cultures." University of Virginia. Fall. <http://se4n.org/game-cultures>.

Trammell, Aaron. 2018. "In4matx 295: GAMES/CULTURE/POWER." University of California, Irvine. Fall.

Brooks, Emily. 2018. "ENC3312: Making Media Meta." University of Florida. Spring. <https://makingmediameta.tumblr.com/schedule>.

Clayton, Jay. 2018. "English 3726: New Media: Storytelling in Literature, Films, and Games." Vanderbilt University. Spring. <https://worldsofwordcraft.wordpress.com/syllabus-2017/>.

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Moulthrop, Stuart. 2018. "English 887: Understanding Participatory Media." University of Wisconsin, Madison. Spring. <https://www4.uwm.edu/schedule/syllabi/218254211.docx>.

Pedercini, Paolo. 2018. "60359: Playful Theory: Critical Topics in Game Culture." Carnegie Mellon University. Spring. <http://mycours.es/playfultheory2018/>.

Sample, Mark. 2018. "FMS 321: Interactive Digital Narratives." Davidson College. Spring. <http://courses.digitaldavidson.net/games18/>.

Whalen, Zach. 2018. "ENGL 253: Games and Culture." Fall. <http://culture.gameology.org/assignments/>.

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Xin, Xin. 2018. "Ideation and Methodologies." University of Georgia. 2018. <https://github.com/xinemata/ideation-methodologies-2018-fall>.

## 2017

Brown, James. 2017. "56:842:565/50:209:303: Comparative Textural Media." Rutgers Camden. Fall. <http://courses.jamesjbrownjr.net/node/3516>.

Chang, Alenda. 2017. "FAMST 166ME: Metagaming." University of California, Santa Barbara. Fall. <http://metagaming166.blogspot.com/>.

\*Huhtamo, Erkki. 2017. "DESMA 101: Media Arts." University of California, Los Angeles. Fall. [https://slideblast.com/desma-101-screening-2-2017\\_5a1e473b1723ddfd8c53e8bd.html](https://slideblast.com/desma-101-screening-2-2017_5a1e473b1723ddfd8c53e8bd.html).

Johnston, Andrew. 2017. "Communication, Rhetoric, & Digital Media 701: History and Theory of Media Technologies." North Carolina State University. Fall.

Sayers, Jentry. 2017. "English 508: What's in a Game?" University of Victoria. Fall. <https://jentry.github.io/508v3/>.

Washko, Angela. 2017. "60424: Interventions in Entertainment & Technology: Modding & Remixing." Carnegie Mellon University. Fall. [https://www.dropbox.com/s/kk2gvrafxztsoh4/syllabus\\_modding-remixing-interventions\\_fall-2017.pdf?dl=0](https://www.dropbox.com/s/kk2gvrafxztsoh4/syllabus_modding-remixing-interventions_fall-2017.pdf?dl=0).

Wing, Carlin. 2017. "MS 057 SC-01: Introduction to Game Design." Scripps College. Fall.

Cohen, Jamie. 2017. "CSC/DIA 383: Topics in Game Studies: Games and Gamers." Stony Brook University. Spring.

Johnston, Andrew. 2017. English 585/Communication, Rhetoric, & Digital Media 791: Animating Media." North Carolina State University. Spring.

Nguyen. 2017. "ATCM 6336.001: Critical Game Studies." University of Texas, Dallas. Fall. [http://www.josefnguyen.net/docs/syllabi/atcm6336\\_cgs.pdf](http://www.josefnguyen.net/docs/syllabi/atcm6336_cgs.pdf).

Nooney, Laine. 2017. "MCC-GE 2131: How Do Games Make Money?" New York University. Spring.

Zulkarnain, Iskandar. 2017. "AH 260/FMS 253: Global Video Games: Cultures, Aesthetics, Politics" Rochester University. Spring. <http://digitalperipheries.net/wp-content/uploads/2017/01/AH-260-Global-Video-Games-Cultures-Aesthetics-Politics.pdf>.

## 2016

Nguyen, Joseph. 2016. "ATEC 6342.001: Game Studies: Approaches to Play and Game Studies." University of Texas, Dallas. Fall. <https://dox.utdallas.edu/syl56634>.

Jagoda, Patrick. 2016. "ENGL/CMST 25945: Digital Storytelling." University of Chicago. Spring. <https://digitalst0rytelling.wordpress.com/syllabus/>.

## 2015

Vee, Annette. 2015 "EngLit 2850: Computational Media." University of Pittsburgh. Fall. [www.annettevee.com/2015fall\\_computationalmedia/?page\\_id=2](http://www.annettevee.com/2015fall_computationalmedia/?page_id=2).

## ACADEMIC SERVICE

**CO-DIRECTOR** (Fall 2015 –)  
ALT CTRL Lab

**CHAIR** (Winter 2024–)  
CDM Gallery Committee

**MEMBER** (Fall 2015–)  
ModLab, <http://modlab.ucdavis.edu/>

**CHAIR** (Spring 2016–)  
CDM Games Emphasis/Curriculum Committee

**COMMITTEE MEMBER** (Winter 2017–)  
CDM Graduate Degree Committee

**COMMITTEE MEMBER** (Fall 2015–)  
Cruess Architecture Committee

**COMMITTEE MEMBER** (Fall 2018–Spring 2022, Fall 2016–Spring 2017)  
Performance Studies Executive Committee

**FACULTY SPONSOR** (Spring 2022–)  
Women in Gaming Club

**FACULTY SPONSOR** (Spring 2016–2022)  
Speedrunning Club

**FACULTY SPONSOR** (Spring 2016–)  
Aggie Gaming

**FACULTY SPONSOR** (Spring 2016–)  
Game Dev and Arts Club, <https://davisgamedev.com/>

**COMMITTEE MEMBER** (Fall 2017–Spring 2018)  
Game Design HIP Hire Committee

**COMMITTEE MEMBER** (Fall 2016–Spring 2017)  
Game Development HIP Hire Committee

**COMMITTEE MEMBER** (Winter 2016–Spring 2016)  
Game Design and Development HIP Proposal Committee

**ORGANIZER** (Fall 2015–Spring 2016)  
GameCamp!, <http://modlab.ucdavis.edu/>

**RESEARCHER** (Fall 2010–Spring 2015)  
s-1: Speculative Sensation Lab, Media Arts + Sciences, <http://www.s-1lab.org/>  
Directors: Mark B. N. Hansen, Mark Olsen; Duke University

**RESEARCHER** (Fall 2011–Spring 2013)  
GreaterThanGames, Franklin Humanities Institute,  
[fhi.duke.edu/labs/greaterthangames](http://fhi.duke.edu/labs/greaterthangames)  
Directors: Tim Lenoir, N. Katherine Hayles, Victoria Szabo; Duke University

**PRODUCTION EDITOR** (Fall 2008–Spring 2010, 5 issues)  
ImageText, Peer Reviewed Journal, [www.english.ufl.edu/imagetext/](http://www.english.ufl.edu/imagetext/)  
General Editor: Don Ault; University of Florida

**TREASURER AND ORGANIZER** (Summer 2009–Spring 2010)  
Digital Assembly, Futures of Digital Studies Conference,  
<http://www.english.ufl.edu/da/>  
Faculty Supervisor: Terry Harpold; University of Florida

## THESIS ADVISOR

### Graduate

Qualifying Exam Committee Member. Giapoudzi (Performance Studies, Forthcoming)

Qualifying Exam Committee Member. Iliya Giyachi (Performance Studies, Forthcoming)

Qualifying Exam Committee Member. Dill Ma (Comparative Literature, Forthcoming)

Qualifying Exam Committee Member. Arunpreet Sandhu (Computer Science, Forthcoming)

Main Advisor. Wright, Ryan. English. 2025-

Main Advisor. Cage, Diana. Performance Studies. 2025-

Qualifying Exam Committee Member. Luna Loganayagam (English Department, Forthcoming Fall 2025)

Qualifying Exam Committee Member. Ryan Wright (English Department, Fall 2025)

Qualifying Exam Committee Member. Evan Manzanette (English Department, Spring 2025)

Qualifying Exam Committee Member. Kyle Mitchell (Computer Science, Winter 2025)

Main Advisor. Meshi, Avital. Performance Studies. 2024-

Main Advisor. Wright, Adam. Performance Studies. 2024-

Qualifying Exam Committee Member. Adam Wright (Performance Studies, Spring 2024)

Qualifying Exam Committee Member. Avital Meshi (Performance Studies, Spring 2024)

First Year Advisor. Giapoudzi, Despoina. 2024.

Dissertation Committee Member. Gyory, Peter. Atlas, UC Boulder, 2024.

Qualifying Exam Committee Member. Yang, Jing. City U, Hong Kong. 2022.

Qualifying Exam Committee Member. Gyory, Peter. Atlas, UC Boulder. 2022.

Qualifying Exam Committee Member. Maklar, Trey. Music. 2022.

First Year Advisor. Meshi, Avital. Performance Studies. 2022.

First Year Advisor. Wright, Adam. Performance Studies. 2021.

Dissertation Committee Member. Pizelo, Samuel. English. 2024.

Dissertation Committee Member. Williams, Bethany. English. 2020.

Dissertation Committee Member. Bird, Ashlee. Native American Studies. 2021.  
Qualifying Exam Committee Member. Pizelo, Samuel. English. 2020.  
Qualifying Exam Committee Member. Williams, Bethany. English. 2019.  
Qualifying Exam Committee Member. Bird, Ashlee. Native American Studies. 2018.  
Qualifying Exam Chair. Dhaliwal, Ranjodh. English. 2018  
Thesis Committee Member. Rachel Max. Design. 2018.

#### **Undergraduate**

Honors Thesis Chair. White, Elliot. Cinema and Digital Media. 2020.  
Honors Thesis Co-chair. Hill, Dakota. Cinema and Digital Media. 2017.  
Honors Thesis Co-chair. Van Buskirk, Joseph. English. 2017.

## **JUROR or REVIEWER**

MIT. Book. Reviewer. (2022)  
MIT. Book. Reviewer. (2019)  
Bloomsbury. Book. Reviewer. (2018)  
DiGRA 2018. Conference. Reviewer (2018)  
Entertainment Computing. Journal. Reviewer. (2018)  
Ecozon@. Journal. Reviewer. (2017)  
Canadian Journal of Communications. Journal. Reviewer (2016).  
SIGGRAPH 2015. Media Arts Journal. Reviewer (2015)  
Journal of Visual Culture. Journal. Reviewer (2015)  
Bruns Essay Prize. SLSA. Juror. (2015)  
SIGGRAPH 2014. Media Arts Gallery. Juror. (2014)  
Robert Coover Award. Electronic Literature Organization. Juror. (2014)  
Digital Studies/ Le champ numérique. Journal. Reviewer (2014)  
Politics of Place (University of Exeter). Journal. Reviewer (2014)  
Electronic Book Review. Journal. Reviewer (2014)

## **AWARDS**

Hellman Fellowship (2019-2020)  
University of California, Davis Small Grant in Aid of Research (Spring 2016, 2017, 2018)  
University of California, Davis Travel Grant (Winter 2016, 2017, 2018)  
Digital Humanities Institute Book Group (Fall 2015)  
SLSA Travel Grant and NSF Travel Grant (Fall 2014)  
Society for Literature, Science, and the Arts  
Fellowship for University of Pennsylvania's Neuroscience Bootcamp (Summer 2012)  
Center for Neuroscience & Society, University of Pennsylvania  
Department of Art, Art History, and Visual Studies Fellowship (Fall 2010 – Spring 2016)  
Department of Art, Art History, and Visual Studies, Duke University  
SA+AH Outstanding Graduating Graduate Student (Spring 2010)  
School of Art + Art History, University of Florida  
Graduate Student Travel Grant (Spring 2010)  
University of Florida  
Honorable Mention, Bruns Essay Prize (Fall 2009)  
Presented by N. Katherine Hayles and Eugene Thacker

SA+AH Graduate Assistant Teaching Award (Fall 2009)  
School of Art + Art History, University of Florida

Graduate Teaching Assistantship (Fall 2007 – Spring 2010)  
School of Art + Art History, University of Florida

## TECHNICAL SKILLS

### **PLASTIC ARTS**

Drawing, Painting, Photography, Sculpture, Ceramics, Carpentry, Metal Working

**TWO-DIMENSIONAL MEDIA** (editing, design, layout, icons, tiles, user interface)  
Photoshop/Affinity/Gimp, Illustrator, InDesign

**THREE-DIMENSIONAL MEDIA** (modeling, texturing, rigging, skinning, animating)  
Maya/3Ds Max/Blender, AutoCAD, SketchUp

**TIME-BASED MEDIA** (stop-motion, compositing, postproduction, computer vision)  
Final Cut/Premiere/Resolve, After Effects, Jitter, Isadora

**AUDIO PRODUCTION** (recording, mixing, mastering, synthesis, sonification)  
ProTools/Ableton/Reaper/Audacity, Max/MSP, SuperCollider, SSL, VCV, LSDJ

**WEB DESIGN** (frontend, backend, database)  
HTML, CSS, JavaScript, P5Js, PHP/MySQL, BB/Wiki/Wordpress/etc.

**PROGRAMMING** (object-oriented, machine language, hex editing)  
C#, C++, Java, Processing, ActionScript, Assembly, Hex

**GAME DESIGN** (standalone, mobile, web, modding)  
Unity/Unreal/Gadot, GameMaker/RPGMaker, Inform/Twine/Ren'py,  
NESdev/ROMhack

**PHYSICAL COMPUTING** (hardware design, custom interfaces, circuit prototyping)  
Arduino, IPAC, RaspberryPi, soldering/desoldering, prototyping

**PHYSICAL PRODUCTION** (design, fabrication, machining)  
Wood/Metal shop, basic welding, CNC milling, plasma/laser cutting, 3D printing