PATRICK LEMIEUX

Assistant Professor of Game Studies and Critical Game Making
Department of Cinema and Digital Media
University of California, Davis

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EDUCATION

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

MASTER OF FINE ARTS, Digital Media Art (2010)
School of Art + Art History, University of Florida

BACHELOR OF ENVIRONMENTAL DESIGN, Visualization Science (2007)
College of Architecture, Texas A&M University

TEACHING EXPERIENCE

ASSISTANT PROFESSOR, University of California, Davis (Fall 2015–)

TCS40B: Media Art Histories (Forthcoming Spring 2017)

TCS110: First Person (Forthcoming Spring 2017)

CST200: Geological Media (Forthcoming Winter 2017)

TCS198: Modding (Spring 2016)

TCS110: Art Games (Spring 2016)

ENL/CTS/STS172: Metagaming (Winter 2016, Forthcoming 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 syllabi and documentation see http://art-tech.arts.ufl.edu/~lemieux/wiki/.

DIG4612: Digital Media Workshop (Spring 2010)

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

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

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

TEACHING ASSISTANT, Duke University (Fall 2010–Spring 2015)
Professors: Bill Seaman, Pedro Lasch, Richard Lucic, Mark Olson, and Victoria Szabo

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

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

PEER-REVIEWED PUBLICATIONS

BOOK MANUSCRIPT

Metagaming: Videogames and the Practice of Play. Minneapolis, MN: University of Minnesota Press (Forthcoming Spring 2016). Co-authored with Stephanie Boluk.

BOOK CHAPTERS

"Metagame." *Debugging Game History: A Critical Lexicon.* Eds. Raiford Guins and Henry Lowood. Cambridge, MA: MIT Press (Forthcoming Fall 2015). Co-authored with Stephanie Boluk.

"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.

"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.

JOURNAL ARTICLES

"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.

PROCEEDINGS

"Open House: Interaction as Critical Reflection." Proceedings of the 8th 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 8th 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 8th Digital Arts and Culture Conference. (December 2009.) Co-authored with Jack Stenner. http://www.escholarship.org/uc/item/52n83029.

INVITED PRESENTATIONS

2015

"The Face of the Game Boy Camera." Rutgers University-Camden. R-CADE Presentation. May1, 2015. http://digitalstudies.camden.rutgers.edu/.

"Circuitbending the Game Boy Camera." Rutgers University-Camden. R-CADE Workshop. April 30, 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: Videogames and the Practice of Play." University of Florida. Digital Assembly Workshop. February 20, 2015. english.ufl.edu/da/2015workshop/da.html.

"Metagaming Super Mario Clouds." University of Florida. Digital Assembly Presentation. February 19, 2015. Co-authored with Stephanie Boluk. 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.

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

"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

2015

"White Hand, Black Box: The Manicule from Mickey to Mario to Mac OS." 29th 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.

2014

"This is Not Super Mario Bros.: Super Mario Clouds and Coin Heaven." 28th 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." 28th 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." 28th 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]?" 27th 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." 27th 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 21st 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." 26th 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." 26th 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." 5th 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." 5th 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 21st Century Studies. University of Wisconsin-Milwaukee; Milwaukee, WI. May 3–5, 2012. Co-authored with Stephanie Boluk.

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

"myPATHS: A Social Game for At-Risk Youth." 3rd 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." 3rd 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." 127th Annual Conference of the Modern Language Association (MLA 2012). Seattle, WA. January 5–8, 2012.

2011

"Open House: Interaction as Critical Reflection." 8th 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." 39th 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." 25th 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." 13th 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." 24th 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." 4th 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." 4th 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." 5th 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). UC Irvine; Irvine, CA. December 12–15, 2009. Co-authored with Stephanie Boluk.

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

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

ART EXHIBITIONS

2016

Game Boys (permanent) (Forthcoming 2016)
R-CADE, Rutgers University, Camden, NJ

2015

Test Patterns (December, 2015)
Flux Factory, New York City, NY

Platform Games (solo) (May 7–17, 2015)
Babycastles Gallery, New York City, NY

2014

tilt/SHIFT (solo) (September 15–October 8, 2014)
Cannon Gallery of Art, University of Western Oregon, Monmouth OR
Collaborators: Stephanie Boluk and Daniel Tankersley

Nexus X: An Alternate Archive (permanent) (April 1, 2014)
Online Feature for Critical Inquiry (University of Chicago Press)
http://criticalinquiry.uchicago.edu/nexus_x_an_alternate_archive/.

2013

Speculation. Chercher le Texte (September 23–December 1, 2013)
Jurried Exhibition at the Centre Pompidou, the Bibliotèque Nationale de France
Jurors: Electronic Literature Organization

2012

Speculation. Electronic Literature and the Nonhuman (September 29, 2012)
Juried Performance at SLSA, Milwaukee, WI
Jurors: Sandy Baldwin, Davin Heckman, and Jessica Pressman

Sonic Sculpture. Chat Festival (February 7–9, 2012)
Bryant Center, East Campus, Duke University, Durham NC

2011

Open House. 8th ACM Creativity & Cognition: Creativity & Technology (Nov. 3–6, '11)
The High Museum of Art, Atlanta, GA
Jurors: Fox Harrell, Oron Catts, Ricardo Dominguez, et al.

Open House. SIGGRAPH 2011 Art Gallery: Tracing Home (August 6–11, 2011)
Vancouver Convention Center, Vancouver, BC

2010

Loyal Doggedness. Structures and Subversions (June 14–July 2, 2010)
Slocumb Galleries, Johnson City, TN
Curated by Stacy Isenbarger and Anna Kell

Creative Expression. You Must Remember This (June 3–6, 2010)
ELO_AI Gallery, Brown University, Providence, RI

Art Games. Game Play (April 19, 2010–May 21, 2010)
H. Don and Connie J. Osborne Family Gallery, Omaha, NB
Jurors: Jody Boyer and Russ Nordman

Iron Curtain. Lockdown (April 20, 2010–April 23, 2010)
100 Gallery, Gainesville, FL

Loyal Doggedness. MFA Show. (April 13, 2010–April 23, 2010)
University Gallery, Gainesville, FL

Your Mascot Performance (small group.) Sail a Thousand Ships. (April 10, 2010)
Daacha Gallery, Gainesville, FL

Game-Space. 45th Annual Art Faculty Exhibition (October 6, 2009–January 3, 2010)
Samuel P. Harn Museum of Art, Gainesville, FL

Art Games. SLSA Conference Exhibition (November 5–8, 2010)
Georgia Tech, Atlanta, GA

2009

Techistoscope. Memento Mori (October 31, 2009)
WARPhaus, Gainesville, FL

Bound Subjectivity. First and Second Year MFA Show (Sept. 15–Oct. 3, 2009)
WARPhaus, Gainesville, FL

Art Games. Fresh Blood (August 14–September 11, 2009)
Mason Murer Fine Arts, Atlanta, GA

Art Games. Florida Consortium of the Art Schools Exhibition (July 6–Sept. 20, 2009)
Tallahassee Museum of Fine Arts, Tallahassee, FL
Juror: Libby Lumpkin

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

Sketches. 4th Annual Digital Assembly Conference Exhibition (March 6–8, 2009)
WARPhaus, Gainesville, FL

Art Games (solo) (February 16–March 7, 2009)
J. Wayne Reitz Union, University of Florida, Gainesville, FL

2008

Reagan/Raygun. Politics/Refreshments (November 3, 2008)
100 Gallery, Gainesville, FL

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

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

Curs(e)ored Pollock. First and Second Year MFA Show (Aug. 22–Sept. 11, 2008)
WARPhaus, Gainesville, FL

Curs(e)ored Pollock. Florida Consortium of the Art Schools (Aug. 1–Oct. 24, 2008)
621 Gallery, Tallahassee, FL (August 1–30, 2008)
WARPhaus, Gainesville, FL (September 15–October 3, 2008)
Bustillo y Diaz Cigar Factory, Tampa, FL (October 10–24, 2008)
Juror: Bonnie Clearwater

Landscapes (solo). (September 1–October 29, 2008)
School of Art and Art History, University of Florida, Gainesville, FL

Game-Space. 44th Annual Art Faculty Exhibition (September 1–26, 2008)
University Gallery, University of Florida, Gainesville, FL

Support. Let's Get Physical (April 4, 2008)
McCarty Storage Building, University of Florida, Gainesville, FL

Your Mascot Performance (small group). Call Us Your Mascot. (April 4, 2008)
Downhome Gallery, Gainesville, FL

Is it/It is. Distant Relations (March 14, 2008)
WARPhaus, Gainesville, FL

Your Mascot Performance. Confetti Invite's You to Safari the White Cube (Feb. 29, '08)
WARPhaus, Gainesville, FL

2007

Orientation (solo). (December 6, 2007)
School of Art and Art History, University of Florida, Gainesville, FL

Engagement (solo). (April 13–20, 2007)
Wright Gallery, Texas A&M University, College Station, TX

2004–2007

Spring AiR: Artist in Residency Program, Texas A&M, College Station, TX

produced art in residence with Patty Carrol, Annika Erixån, Anne Hamilton, Eduardo Kac, Marcia Lyons, Randall Packer, Gaston Nogues, Paolo Pitchitelli, George Pratt, Elaine Reichek, Steve Rowell and the Center for Land Use Interpretation (CLUI), Nell Ruby, Zoe Sheehan Saldana, Camille Utterbach, and Jeff Weiss.

CURATED EXHIBITS/TALKS

PLATFORM GAMES (Spring 2015)
Babycastles Gallery; New York City, NY

featuring presentations by Jacob Gaboury, Laine Nooney, and Nick Montfort; performances by Blechy, Cypher, Dram, Micro500, Tonic, and Wyrm; and a screening by Meghan Gordon.

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

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

SELECTED PRESS

2016

Weidemann, Jason. "Thoughts from Editors and Authors on What Makes a Good Manifold Project." Building Manifold. Jan. 25, 2016. http://manifold.umn.edu/2016/01/25/thoughts-from-editors-and-authors-on-what-makes-a-good-manifold-project/.

2015

Tchuopakov, Anya. "'Test Patterns' Exhibition Probes the Limits of Technology." The Creators Project. Dec. 7, 2015. http://thecreatorsproject.vice.com/blog/test-patterns-exhibition.

Sparling, Meg. "New Faculty Spotlight: Stephanie Boluk and Patrick LeMieux." UC Davis Humanities Institute. Oct. 26, 2015. http://dhi.ucdavis.edu/featured-stories/new-faculty-spotlight-stephanie-boluk-and-patrick-lemieux.

2014

Bittanti, Matteo. "Stephanie Boluk, Patrick LeMieux, and Daniel Tankersley's 'Pinball Wizard' (2014)" Gamescenes: Art in the Age of Videogames. Sept 30, 2014. http://www.gamescenes.org/2014/09/stephanie-boluk-patrick-lemieux-and-daniel-tankersleys-pinball-wizard-2014.html.

Bittanti, Matteo. "Tilt/SHIFT (September 18 - October 8, 2014, Monmouth, Oregon)." Gamescenes: Art in the Age of Videogames. Sept. 30, 2014. http://www.gamescenes.org/2014/09/event-tiltshift-september-18-october-8-2014-monmouth-oregon.html.

Tsang, Derek. "X marks the spot." University of Chicago Magazine. June 6, 2014. http://mag.uchicago.edu/arts-humanities/x-marks-spot.

Boluk, Stephanie. "Money as Medium: Speculation and Scrypt." Lateral. 3.3 (Spring 2014) http://lateral.culturalstudiesassociation.org/issue3/ecologies/boluk/main.

University of Florida College of Fine Arts. "Art and Technology Alum Publishes Piece in Critical Inquiry." The Loop. April 8, 2014. http://uffinearts.tumblr.com/post/82109971179/art-and-technology-alum-publishes-piece-in-critical.

Bittanti, Matteo. "Patrick LeMieux's 'Art Games.'" Gamescenes: Art in the Age of Videogames. Jan. 28, 2014. http://www.gamescenes.org/2014/01/game-art-patrick-lemieux-coin-heaven-2013.html.

Bittanti, Matteo. "Game Art: Patrick LeMieux's 'Coin Heaven.'" Gamescenes: Art in the Age of Videogames. Jan. 23, 2014. http://www.gamescenes.org/2014/01/game-art-patrick-lemieux-art-games-2008-2009.html.

2013

Ferreri, Eric. "Teaching Gaming Through Economic Woe: An alternate reality game built in Duke's Greater Than Games Lab provides lessons in capitalism, economics." Duke Today. Jan. 15, 2013. http://today.duke.edu/2013/01/speculationgame.

2012

Gonzalez, Chris. "Class engages in Alternate Reality Game." Miscellany News. Vol. 166, Issue 8. Nov. 8, 2012. http://newspaperarchives.vassar.edu/cgi-bin/vassar?a=d&d=miscellany20121115-01.2.17&e=-------en-20--1--txt-IN-------.

Denson, Shane. "Speculation." medieninitiative. Oct. 11, 2012. http://medieninitiative.wordpress.com/2012/04/27/speculation.

Fortner, Matthew. "Duke online game conjures economic apocalypse based on 2008 collapse." News Observer. May 17, 2012. http://blogs.newsobserver.com/techjunkie/duke-creates-game-based-on-economic-apocalypse.

Ferreri, Eric. "Video Gaming and Economic Collapse: New online venture created in a Duke Humanities Lab offers a futuristic doomsday scenario." Duke Today. May 16, 2012. https://today.duke.edu/2012/05/gaming.

Anderson, Nicholas S. "Speculat1on." The Anthropo Eccentric. April 30, 2012. http://nsaxonanderson.com/2012/04/30/speculat1on/.

Hutchison, Bill. "Multi-University Team Launches 'Alternate Reality Game.'" News from the Division of the Humanities. April 27, 2012. http://lucian.uchicago.edu/blogs/news/2012/04/27/multi-university-team-launches-alternate-reality-game/.

Chang, Edmond. "Speculation Transmedia/Alternate Reality Game Launches." Critical Gaming Project. April 22, 2012. https://depts.washington.edu/critgame/wordpress/2012/04/speculation-transmediaalternate-reality-game-launches/.

2011

Henderson, Ben. "A stroll through the SIGGRAPH 2011 Art Gallery: Tracing Home." Sept. 12, 2011. Orlando ACM SIGGRAPH. http://orlando.siggraph.org/2011/09/12/a-stroll-through-the-siggraph-2011-art-gallery/.

Weiley, Viveka. "Creativity and Cognition 2011." Collaborative Places. Nov. 21, 2011. http://xn--rls.viveka.id.au/cc2011/.

Texas A&M College of Architecture. "Former student's online exhibit features foreclosed Florida home." ArchOne. Texas A&M College of Architecture Newsletter. Sept. 1, 2011. http://one.arch.tamu.edu/news/2011/9/1/lemieuxopenhouse/.

Bradford, Harry. "America's Foreclosure Ghost Towns -- Photos from HuffPost Readers." The Huffington Post. April 15, 2011. http://www.huffingtonpost.com/2011/04/13/americas-foreclosure-ghost-towns_n_848715.html#s264058title=Gainesville_Florida.

Kasra, Mona. "SIGGRAPH 2011 Art Gallery Tour" ACM SIGGRAPH. Aug. 10, 2011. http://www.youtube.com/watch?v=H9DvlSuZ0oc.

ACM SIGGRAPH. "Art Gallery Artist Profile – Patrick LeMieux & Jack Stenner." ACM SIGGRAPH. August 9, 2011. http://www.youtube.com/watch?v=UWj6a07yPVs.

Stock, Matthew. "Sense of place: Networked art probes virtual worlds." New Scientist. Aug. 2, 2011. http://www.newscientist.com/gallery/sense-of-place-networked-art-probes-virtual-worlds/3.

2010

Shaer, Matthew. "Open house: Foreclosure art meets the whims of the web." Christian Science Monitor. Nov. 9, 2010. http://www.csmonitor.com/The-Culture/Arts/2010/1109/Open-house-Foreclosure-art-meets-the-whims-of-the-web.

Chandler, Mat. "'Welcome to Open House'- An interactive abandoned house in Gainesville, FL." VR Worlds. Oct. 14, 2010. http://vrworlds.blogspot.com/2010/10/welcome-to-open-house-interactive.html.

Dietrick, Joelle. "No-place.org." Female Expat Project. Sept. 9, 2010. http://female-expat.blogspot.com/search/label/no-place.

Mason, Stacey. "Art • Game • Installation." HtLit. September 7, 2010. http://htlit.com/archives/September2010/ArtGameInstallation.html.

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2009

Hammer, Esther. "Students, professors plug away on digital art." The Tampa Tribune. May 6, 2009. http://tbo.com/news/central-tampa/2009/may/06/st-students-professors-plug-away-on-digital-art-ar-217325/.

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2008

Hackett, David. "'Art Walk' a must for city's art lovers." The Gainesville Sun. Sept. 4, 2008. http://www.gatorsports.com/article/20080904/NEWS/809040168?p=1&tc=pg.

2007

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ACADEMIC SERVICE

CO-DIRECTOR (Fall 2015 –)
ALT-CTRL: Alternate Control Lab

MEMBER (Fall 2015 –)
ModLab, 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
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/
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

JUROR or REVIEWER

Journal of Visual Culture. Reviewer (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

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

TWO-DIMENSIONAL MEDIA (editing, design, layout, icons, tiles, interface, pixel art)
Photoshop, 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, After Effects, Isadora, Jitter

AUDIO PRODUCTION (recording, editing, mixing, mastering, synthesis, sonification)
ProTools, Logic, Reason, Live, Max/MSP, SuperCollider

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

PROGRAMMING (object-oriented, machine language, hexadecimal)
C++, C#, Java, ActionScript, Processing, Assembly

GAME DESIGN (standalone, mobile, web, modding)
Unity, Flash, Game Maker, RPG Maker, Inform, Twine, NES dev, ROM hacking

PHYSICAL COMPUTING (hardware design, custom interfaces, electronic prototypes)
Arduino, IPAC, Kinect, basic electronics, hardware reproduction, circuit bending

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