

Aaron Oldenburg
University of Baltimore
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(410) 837-5181

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Juried Exhibitions, Screenings and other Curated Collections:

2018

In Play, Flow, and Ritual (3-person show), King Street Gallery, Silver Spring, MD
LeftField Collection, EGX Rezzed, London, UK
Streams and Channels, Peekskill, NY
On Demand, Light City, Baltimore, MD
soundMIGRATION, The W:OW Project, online & Madrid, Spain
Loss & Lucidity, SANTORASPACE205, Santa Ana, CA
Scenes and Screens Festival 2018, AltSpaceVR, online
Experimental Video Show, The Exchange, Bloomsburg, PA

2017

Slamdance DIG, Big Pictures LA, Los Angeles, CA
Procedural Experience (solo), VisArts, Rockville, MD
Field Work, ArtScape, Baltimore, MD
On Demand, Light City, Baltimore, MD
netcult.net (online exhibition)

2016

5th International Games and Playful Media Festival, A MAZE. / Johannesburg 2016, South Africa
International Indie Den, Game Happens! Genova Cornigliano, Italy
Signification, A1LabArts, Knoxville, TN
What Happens When..., POWRPLNT, Brooklyn, NY
Glitch Festival, Peripheral Forms (online)
dronesTruck Audio Graffiti Project, Hamline University, St Paul, MN
Over & Over, Please Hold Magazine, St Louis, MO (online)
FILMIDEO 2016, Newark Museum, NJ
Art Beyond Sight || Sensored, Art with a Heart, Altrincham, UK
Maryland Artist Registry Juried Exhibition, Maryland Art Place, Baltimore, MD
Looking for Truth, Peace and Humanity, 10th C3C – Carnival of e-Creativity, Shillong, India
animateCOLOGNE, 44th Cologne Art & Animation Festival, Germany
Lightworks 2016, We Must Create, Grimsby, UK

2015

Electronica, Towson Arts Collective, Towson, MD
WISH Show, Staten Island Culture Lounge, NY
The Mischief of Created Things, The New River: a journal of digital writing and art, Blacksburg, VA
(online)
STROBE Network, Flux Factory, Queens, NY
Were the Eye Not Sunlike, ACRE TV (online)
Synthetic Zero Event (fall), bronxartspace, Bronx, NY
Synthetic Zero Event (spring), bronxartspace, Bronx, NY
Open Studio Weekend, Washington ArtWorks, Rockville, MD
Digital Muddy Expanded Media Festival V1.0, Southern Illinois University, Carbondale, IL

2014

Beep Bop Boop, The Projects/North Art Warehouse, Fort Lauderdale, FL
Ne Fest 2, Sofia, Bulgaria
Blank Arcade, DiGRA 2014, Snowbird, UT
PRISM Sheffield, UK
#screenshotsaturday Showcase, IndieCade, online
FILE Media Art, 15th Electronic Language International Festival, São Paulo, Brazil
Videofocus, Stigmat/10 (online)
Beacons Festival, North Yorkshire, UK

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The Pirate Bay Bundle (online)
DEL+REW, Goldsmiths College, London (online)
cueFilm, Cox Cable/Virginia Film Office, Richmond, VA
The International Collection, UVAM (online)
Black Noise, 222Lodge, Dordrecht, The Netherlands
Salón de Arte Digital – X Edición, PDVSA La Estancia, Maracaibo, Venezuela
Web Art Show Room, Fonlad 2014 (online)

2013

A State of Un-Play, atelier 35, Bucharest, Romania
New Writings of Sound and Music, L'autre Musique Laboratoire (online)
Towa Towa, The New River: a journal of digital writing and art, Blacksburg, VA (online)
Synthetic Zero Event, bronxartspace, Bronx, NY
Hybrid City II: Subtle rEvolutions, National and Kapodistrian University of Athens, Greece
24-hour video loop, Gallerie Chartier, Derby, CN
net.works, Vector Game + Art Convergence, Toronto, ON
Issue 6, Infinity's Kitchen, Baltimore, MD

2012

Game Play 2012, The Brick, Brooklyn, NY
Silent Surveillance, Serial Box Projects, University of Missouri, Columbia, MO
CODE 2012 – A Media, Games & Art Conference, Swinburne University of Technology, Melbourne, Australia
Ready for Extinction, Pleasure Dome, Toronto, ON
Endless Plain, MIA Screening Series at The Armory Center for the Arts, Pasadena, CA
Movement Museum, NETwork in moveMENT project, Zagreb, Croatia (online)
Nichts, geh8 art space and studios, Dresden, Germany
Multiplexer, Emergency Arts Building, Las Vegas, NV
Web Art, FONLAD: online digital arts festival_08.2012, Coimbra, Portugal
Mis-In-Formation, Fringe Arts Bath, UK
Art-Object-Registration, 4 Art & Documentation Festival, Łódź, Poland
art:screen fest, Örebro, Sweden (works also showed at the Vetlanda Museum)
Art for Mobile Devices, Afflatus Project (online)
FILE RIO 2012 Media Art Festival, Oi Futuro – Flamengo Gallery, Rio de Janeiro, Brazil
Cinesonika 2, Simon Fraser University, Vancouver, BC
Humanity Explored, Culture Unplugged (online)

2011

SIGHT.SOUND [INTERACTION] 6, Rosenberg Gallery, MICA, Baltimore, MD
Salón de Arte Digital – IX Edición, PDVSA La Estancia, Maracaibo, Venezuela
FILMIDEO: 6th Annual Film & Video Screenings, Index Art Center, Newark, NJ
Letting Go, Rogue Video and Performance, Newark, NJ
Interactive Lounge, BetaScape, Baltimore, MD
Video Takeaway, Come To Ours, Plymouth Fringe, England
CologneOFF VII (Art & the City: Land-scaping), Cologne International Videoart Festival, Germany
Not for Sale, Fictilis Gallery, Seattle, WA
Multimedia Showcase 2011, Park Art Magazine, Oporto, Portugal (online)
Game Show NYC, Macy Gallery, Columbia University, New York
FILE Media Art, 12th Electronic Language International Festival, São Paulo, Brazil
D-Art2011 Online Gallery of Digital Art, 15th International Information Visualisation Conference, London, UK
danubeVIDEOARTfestival, Stadtkino Grein, Austria
4th International Video-art Festival, Camagüey, Cuba

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9x12 Works, Hungarian Multicultural Center, Dallas, TX
The Final Girl, Washington Project for the Arts, D.C.
TPS Reports: Performance Documents, SpaceCamp MicroGallery, Indianapolis, IN
Action 2011, Prokuplje, Serbia (online)

2010

FILE Media Art, São Paolo, Brazil
Tel Quel, DUMBO Arts Festival, Brooklyn, NY
Reality Show, Video Art for All, Macau
Force: On the Culture of Rape, Current Gallery, Baltimore, MD
Baltimore vs. the World, Current Gallery, Baltimore, MD
Slideluck Potshow, Gallery 4, Baltimore, MD
Strangely Funny, ASPECT-EZ (DVD), Boston, MA
6x6 Media Arts Event #6: Mystery, Cinelab, Athens, GA
One Shot | 8th International Short Film Festival, Armenian Center for Contemporary Experimental Art, Yerevan, Armenia
New Media, Sex and Culture in the 21st Century, Museum of New Art, Detroit, MI
Searching for God, Kuhn Fine Art Gallery, Marion, OH
The EYE-KEA Project International Video Art Festival, Cork City, Ireland
Cyber Human Forms, UAVM & Fonlad #06_2010, Coimbra, Portugal (online)
Virtual Worlds, UAVM, Coimbra, Portugal (online)
One Minute Film Collection 2, VideoChannel Cologne 2010, Germany (online)
JavaMuseum 2010 "Celebrate!", Cologne, Germany (online)
Flash & Thunder, Festival Miden, Kalamata, Greece (online)
TINT Arts Lab online residency exhibition
Episode 574: Look What I Found, ArtGrease: Television by Artists, Buffalo, NY
You Turn Me On and On and On, Embassy Gallery, Edinburg, Scotland
Instructions for Initial Conditions, Drift Station Gallery/Parallax Space, Lincoln, NE
Gamescenes: Art in the Age of Videogames, Matteo Bittanti (online)

2009

art.tech, The Lab, San Francisco, CA
VIDEOKILLS International Video Art Festival 2009, Berlin, Germany
As X Approaches Infinity, Krowwork Gallery, Oakland, CA
Square Eyes Festival, Arnhem, The Netherlands
namaTRE.ba 3 Project, Trebinje, Bosnia & Herzegovina
Crosstalk Video Art Festival, Budapest, Hungary
HZ Net Gallery #13: December 2009 (online)
Articulture, Media, PA
R U Evolved: Artists Reflect on Darwin @ 200, A Shenere Velt Gallery, Los Angeles, CA
AWKWARD, AVA Gallery, Chattanooga, TN

2008

SIGGRAPH: Slow Art, Los Angeles, CA
IMAFY, Cairo, Egypt

2007

artDC New Media Lounge, Washington, DC
Second Film Festival, Contemporary Image Collective, Cairo, Egypt
Portland Underground Film Festival, Portland, OR
Nihilist Film Festival, Santa Barbara, CA
Portland Underground Film Festival, Portland, OR
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Electro-online 2007, Alternate Articulation, Newcastle, Australia

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Film und Videofestival One Minute, Aarau, Switzerland
WATCH THIS SPACE! Warehouse Gallery, Washington, DC

2006

Maryland Film Festival, Baltimore, MD
Janus, Maryland Art Place, Baltimore, MD
Born Again Dada, District of Columbia Art Center, Washington, DC
In War/At War: The Practice of Everyday, OPENSOURCE Gallery, Champaign, IL
Planet Ant Film & Video Festival, Detroit, MI
Holy Crap! What do you believe? Baltimore, MD
Takoma Park Film Festival, Takoma Park, MD
Sundeis Film Festival, Boston MA (Best Animated Film)

Publications:

"Altered State Machines: Coding Salvia Space," Psychedelic Press XXII, November 2017
"Abstracting Evidence: Documentary Process in the Service of Fictional Gameworlds," Game Studies, Volume 17, Issue 1, July 2017
"Sonic Mechanics: Audio as Gameplay," **Game Studies**, Volume 13, Issue 1, September 2013
Republished: *"Neviditelné krajínáštví: Experimentální hry se zvukem"* (Czech translation of excerpt from *Sonic Mechanics*), **A2**, Volume 23, November 2013
"Simulating Faith," **Journal of Gaming and Virtual Worlds**, Volume 3, Issue 1, Spring 2011
"Pieces of Jonestown," **The Jonestown Report**, October 2010, Volume 12
Republished: *Artist Statements: Pieces of Jonestown*, **The Soundtrack**, Volume 5, Issue 1, June 2012
"The Mischief of Created Things," **NMC Media-N: Foreignness and Translation in New Media** (Spring 2009)

Conferences and Invited Lectures:

Proceduralizing Altered States of Consciousness within Generative Videogame Landscapes, presented at the Mid-America College Art Association (MACAA) Conference, Lincoln, NE, 2018
Procedural Landscapes as States of Consciousness, invited artist talk at the King Street Gallery, Montgomery College, Silver Spring, MD, September 27, 2018
Heaven and Hellscapes: Exploring Altered Mind States through Procedural Environments, presented at the 24th International Symposium on Electronic Art (ISEA) 2018, Durban, South Africa
Artist Talk: Procedural Experience, VisArts, Rockville, MD, July 12, 2017
Getting to the Bottom of Reality: Designing Contexts for the Emergence of Truth(s) in Documentary Videogames, presented at the 20th International Symposium on Electronic art (ISEA) 2014, Dubai, UAE
Convergence of Film and Video Games, invited panel discussion at the Maryland Film Festival, May 9, 2014
Alum Visiting Artist, Imaging and Digital Arts 1st Year Welcome Event, University of Maryland, Baltimore County, Sept. 20, 2013
Ludic Listening: Sound Art in Video Game Design, presented at the 12th International Symposium on Electronic Art (ISEA) 2011, Istanbul, Turkey
Irrational Mechanics, presented at **Soft Borders**, the 4th Upgrade! International Network Conference and Festival, São Paulo, Brazil, 2010
Faith-based Games, presented at the **12th Biennial Symposium** at the Ammerman Center for Arts and Technology, 2010
Intuitive Design of Interactive Narrative, presented at the **Game Writers Summit at Game**

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Developers Conference Austin, 2009

Press:

- "The city is not sleeping,"* Weird Fucking Games Vol. L, September 13, 2018
- "Visiting Jonestown: Site of the Largest Murder-Suicide in Modern History,"* VICE Australia (Julie Fenwick), September 6, 2018
- "Games Without Frontiers,"* Bethesda Magazine (Stephanie Siegel Burke), July-August, 2017
- "Islid Lets You Enter That Curious Half-Asleep State While Fully Awake,"* Kill Screen (Michelle Ehrhardt), June 8, 2016
- "Islid,"* L'OUJEVIPO (Pierrec), June 2, 2016
- "How visitors of genocide sites in Cambodia transfer their feelings and impressions into digital games,"* Southeast Asia in Video Games, May 30, 2016
- "Notes on Cho-Am: The Myth of Closure,"* Sufficiently Human (Lana Polansky), May 28, 2016
- "1,000 Heads Among the Trees' at MAP,"* Baltimore City Paper (Rebekah Kirkman), March 23, 2016
- "A Videogame about the Impossibility of Grieving for Pol Pot,"* Kill Screen (Daniel Fries), February 29, 2016
- "1000 Heads Among the Trees: brujería en la noche del desierto peruano,"* Anait Games (pinjed), August 28, 2015
- "The Blair Witch Project of Videogames Comes Out September 1st,"* Kill Screen (Chris Priestman), August 14, 2015
- "Explore a Town Founded by Peruvian Desert Witches in Cachiche,"* Kill Screen (Chris Priestman), August 14, 2014
- "Explore an alternate human reality in photo-based generative narrative Cachiche,"* IndieGames: The Weblog (John Polson), June 1, 2014
- "The upcoming Cachiche tells much more than a ghost story,"* Creepy Gaming (Luca Colosso), June 1, 2014
- "Live Free, Play Hard: The Week's Finest Free Indie Games,"* Rock, Paper, Shotgun (Porpentine), November 4, 2012
- "Depression (2011),"* Line Hollis: Videogame Criticism, July 6, 2011
- "Escape the Cage,"* Pierrec, L'Oujevipo, March 27, 2011
- "GDC Austin: Interactive Narrative as a Counselor,"* Kris Graft, Gamasutra News, September 15, 2009

Honors and Awards:

- Distinguished Scholarly and Creative Activities Award 2015, Yale Gordon College of Arts and Sciences, University of Baltimore, \$2000
- Maryland State Arts Council Individual Artist Award for Digital Art 2010, \$1000
- Suction* and *REPENT* selected for inclusion in Rhizome.org Artbase

Education:

MFA, **Imaging and Digital Art**, University of Maryland, Baltimore County, 2007

BFA, **Studio Art**, Florida State University, 2001.

Teaching Experience:

August 2008-present

University of Baltimore, School of Information Arts and Technologies, Simulation and Game Design Program

- Associate Professor (2014 – present)
- Assistant Professor (2008 – 2014)

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- Program Director (spring 2012 – spring 2015, fall 2016 – present)

Fall 2007–Spring 2008

University of Baltimore, School of Information Arts and Technologies & Anne Arundel Community College, Communication Arts Technology, Arundel County, MD

- Adjunct Instructor for seven 3-credit courses

Johns Hopkins University, Digital Media Center, Baltimore, MD

- Instructor for two multi-session workshops

Fall 2006

University of Maryland, Baltimore County, Imaging and Digital Arts Dept.

- Student Instructor for one 3-credit course

Recent Service to Profession and Other Volunteer Work:

November 2017 – present: *Reviewer*, Game Studies, the International Journal of Computer Games Research

2017: *Reviewer*, Media and Communication, Cogitatio Press

2017, 2018: *Judge*, A MAZE. Award. International Independent Videogames and Playful Media Festival.

December 2012 – present: *Visitor*, Prisoner Visitation and Support, Lewisburg, PA

Monthly visits to individuals incarcerated in special management units and work camp at U.S. Penitentiary Lewisburg

June 2014 – December 2016: *Volunteer*, Spring Grove Hospital Center, Catonsville, MD

Hosted weekly board game table for individuals under psychiatric care

February 2013 – March 2014: *Volunteer*, Clifton T. Perkins, Jessup, MD

One-on-one game design activities in a forensic psychiatric facility

March 2012 – June 2013: *Volunteer*, Hand in Hand, Baltimore, MD

Facilitating group activities for kids awaiting trial as adults at the Baltimore City Detention Center

Other Work Experience:

December 2007–November 2008 MTV Networks San Francisco, CA

Independent Contractor for AddictingGames.com website

Created six casual Flash games for their website

August 2004–June 2007 University of Maryland, Baltimore County, Art Dept.

Graduate Research Assistant for Imaging Research Center

Summer 2005 & 2006 Cybercamps, Giant Campus, Inc. DC Metro

Camp Director, George Mason Univ., Univ. of Baltimore, and Johns Hopkins Univ.

Jan. 2004–Aug. 2004 Pyramid Studios Tallahassee, FL

Art Instructor for adults with developmental disabilities

Aug. 2001–Nov. 2003 Peace Corps Mali, West Africa

HIV Health Extension Agent