

Aaron Oldenburg

University of Baltimore
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Current position

Professor, Simulation and Game Design, University of Baltimore

Areas of specialisation

Game Design; New Media Art; Video

Teaching appointments

- 2014-2021 Associate Professor, Simulation and Game Design, University of Baltimore, Baltimore, MD
- 2008-2014 Assistant Professor, Simulation and Digital Entertainment, University of Baltimore
- 2007-2008 Adjunct Instructor, Simulation and Digital Entertainment, University of Baltimore
Adjunct Instructor, Communication Arts Technology, Anne Arundel Community College, Arundel County, MD
Instructor, Digital Media Center, Johns Hopkins University, Baltimore, MD
- 2006 Graduate Student Instructor, Imaging and Digital Arts, University of Maryland, Baltimore County

Education

- 2007 MFA in Imaging and Digital Art, University of Maryland, Baltimore County
2001 BFA in Studio Art, Florida State University

Honors & awards

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

Scholarly work

EXHIBITIONS

- 2021 xCoAx 2021: the 9th International Conference on Computation, Communication, Aesthetics and X, Lisbon, Portugal and online
MOWNA Biennial, online
BINNAR Festival, Casa-Museu Soledade Malvar, Vila Nova de Famalicão, Portugal
- 2020 Animality and the Planetary, International Symposium on Electronic Art (ISEA), Montreal, Canada, and online (10% accepted)
Everyday Hallucinations and Videogame Landscapes (solo), Hamilton Arts Collective, Baltimore, MD
Issue 2, July 2020, Art Hole, online
ADJUSTING the LENS, Unrequited Leisure, Nashville, TN
- 2019 Game On – El arte en el juego, Centro Cultural San Martín, Buenos Aires, Argentina (22% accepted)
Slamdance DIG Showcase, Wisdome, Los Angeles, CA
IEEE-GEM 2019 (Games, Entertainment and Media), Center for Collaborative Arts and Media, Yale University, New Haven, CT (29% accepted)
Vitrine, Plexus Projects, Brooklyn, NY
BIDEODROMO International Experimental Film and Video Festival, BilbaoArte, Bilbao, Spain
Second Tri-Annual Maryland State Artist Registry Juried Show, Maryland Art Place, Baltimore
ALC Videoart Festival, la Caja Negra de Las Cigarreras, Alicante, Spain (30% accepted)
Art of Mind, Imurj, Raleigh, NC
The Game, MILLEPIANI Gallery, Rome, Italy (7% accepted)
October Issue, Wotisart? Magazine
- 2018 In Play, Flow, and Ritual (trio), King Street Gallery, Silver Spring, MD (12% accepted)
LeftField Collection, EGX Rezzed, London, UK (9% accepted)

- Streams and Channels, Peekskill, NY (25% accepted)
 On Demand, Light City, Baltimore, MD
 soundMIGRATION, The W:OW Project, online & Madrid, Spain
 Loss & Lucidity, SANTORASPACE205, Santa Ana, CA, as well as two other shows
 in 2019 at Appleton Gallery and Fabrica Braco de Prata in Lisbon, Portugal
 (30% accepted)
 Scenes and Screens Festival 2018, AltSpaceVR, online
 Experimental Video Show, The Exchange, Bloomsburg, PA (22% accepted)
- 2017 Slamdance DIG, Big Pictures LA, Los Angeles, CA (10% accepted)
 Procedural Experience (solo), VisArts, Rockville, MD
 Field Work, ArtScape, Baltimore, MD
 On Demand, Light City, Baltimore, MD
 netcult.net (online exhibition)
 January 1st Issue, Average Art Magazine (print) (5% accepted)
- 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 (34% accepted)
 Glitch Festival, Peripheral Forms (online)
 dronesTruck Audio Graffiti Project, Hamline University, St Paul, MN
 Over & Over, Please Hold Magazine, St Louis, MO (online) (5.3% accepted)
 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
 (1.3% selected)
 Looking for Truth, Peace and Humanity, 10th C3C - Carnival of e-Creativity, Shil-
 long, 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 (6% accepted)
 #screenshotsaturday Showcase, IndieCade, online
 FILE Media Art, 15th Electronic Language International Festival, São Paulo, Brazil
 Videofocus, Stigmat/10 (online)
 Beacons Festival, North Yorkshire, UK
 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
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, Prokoplje, Serbia (online)

2010 FILE Media Art, São Paulo, Brazil
Tel Quel, DUMBO Arts Festival, Brooklyn, NY (2% accepted)
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, Edinburgh, 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 (25% accepted)
 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
 Electro-online 2007, Alternate Articulation, Newcastle, Australia
 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 (DOUBLE-BLIND, PEER-REVIEWED)

- 2018 Oldenburg, Aaron, "Heaven and Hellscape: Exploring Altered Mind States through Procedural Environments," *International Symposium on Electronic Art (ISEA)*, (pp. 138-142), Faculty of Arts and Design, Durban University of Technology
- 2017 Oldenburg, Aaron, "[Abstracting Evidence: Documentary Process in the Service of Fictional Gameworlds](#)," *Game Studies*, Volume 17, Issue 1 (15% accepted)
- 2013 Oldenburg, Aaron, "[Sonic Mechanics: Audio as Gameplay](#)" *Game Studies*, Volume 13, Issue 1 (5% accepted)
- 2011 Oldenburg, Aaron, "[Simulating Faith](#)", *Journal of Gaming and Virtual Worlds*, Volume 13, Issue 1 (5% accepted)

PUBLICATIONS (OTHER)

- 2017 Oldenburg, Aaron, "[Altered State Machines: Coding Salvia Space](#)," *Psychedelic Press XXII*
- 2013 Oldenburg, Aaron, "[Neviditelné krajinařství: Experimentální hry se zvukem](#)" (Czech translation of excerpt from Sonic Mechanics), *A2*, Volume 23
- 2012 Oldenburg, Aaron, "Artist Statements: Pieces of Jonestown" (reprint), *The Soundtrack*, Volume 5, Issue 1
- 2010 Oldenburg, Aaron, "[Pieces of Jonestown](#)," *The Jonestown Report*, Volume 12
- 2009 Oldenburg, Aaron, "[The Mischief of Created Things](#)," *NMC Media-N*, Foreignness and Translation in New Media

TALKS

- 2020 "Desert Mothers: a multiplayer virtual reality meditation circle," presented as prerecorded video talk at the *Science of Consciousness REBOOT* conference, Center for Consciousness Studies, University of Arizona and online

- 2018 "Proceduralizing Altered States of Consciousness within Generative Videogame Landscapes," presented at the *Mid-America College Art Association (MACAA) Conference*, University of Nebraska, Lincoln
- 2017 "Artist Talk: Procedural Experience," *VisArts*, Rockville, MD
- 2014 "Convergence of Film and Video Games," invited panel discussion at the *Maryland Film Festival*, Baltimore
- 2013 "Alum Visiting Artist," *Imaging and Digital Arts 1st Year Welcome Event*, University of Maryland, Baltimore County
- 2011 "Ludic Listening: Sound Art in Video Game Design," presented at the *12th International Symposium on Electronic Art*, Istanbul, Turkey
- 2010 "Irrational Mechanics," presented at the *4th Upgrade! International Network Conference and Festival*, Soft Borders, São Paulo, Brazil
- "Faith-based Games," presented at the *12th Biennial Symposium* at the Ammerman Center for Arts and Technology, Connecticut College, New Haven
- "Intuitive Design of Interactive Narrative," presented at the *Game Writers Summit* at Game Developers Conference Austin

PRESS

- 2021 Vorstenbosch, Jacob (April 12, 2021), "[PEGBRJE: 1000 Heads Among the Trees and Resistance Is Fruitile](#)," *Medium*
- 2020 Soderberg, Brandon (February 14, 2020), "[My Idea of Fun: Aaron Oldenburg's Slow Cinema Video Games](#)," *BmoreArt*
- Campuzano, Josué (January 22, 2020), "[Indies a la Deriva – Vol. VIII Aaron Oldenburg](#)," *HyperHype*
- Editorial Team (December 25, 2018), "[King Street Gallery Presents Dengke Chen, Goran Fazil, and Aaron Oldenburg In Play, Flow, and Ritual](#)," *East City Art*
- 2018 wf_games (September 13, 2018), "[The city is not sleeping](#)," *Weird Fucking Games* Vol. L
- Fenwick, Julie (September 6, 2018), "[Visiting Jonestown: Site of the Largest Murder-Suicide in Modern History](#)," *VICE Australia*
- 2017 Siegel Burke, Stephanie (July-August 2017), "[Games Without Frontiers](#)," *Bethesda Magazine*
- 2016 Ehrhardt, Michelle (June 8, 2016), "[Islid Lets You Enter That Curious Half-Asleep State While Fully Awake](#)," *Kill Screen*

- Pierrec (June 2, 2016) “[Islid](#),” *L’OUJEVIPO*
- Andreas (May 30, 2016), “[How visitors of genocide sites in Cambodia transfer their feelings and impressions into digital games](#),” *Southeast Asia in Video Games*
- Polansky, Lana (May 28, 2016), “[Notes on Cho-Am: The Myth of Closure](#),” *Sufficiently Human*
- Kirkman, Rebekah (March 23, 2016), “[1,000 Heads Among the Trees’ at MAP](#),” *Baltimore City Paper*
- Fries, Daniel (February 29, 2016), “[A Videogame about the Impossibility of Grieving for Pol Pot](#),” *Kill Screen*
- 2015 “[1000 Heads Among the Trees: brujería en la noche del desierto peruano](#),” *Anait Games* (), August 28, 2015
- pinjed (August 14, 2015), “[The Blair Witch Project of Videogames Comes Out September 1st](#),” *Kill Screen* (Chris Priestman),
- 2014 Priestman, Chris (August 14, 2014), “[Explore a Town Founded by Peruvian Desert Witches in Cachiche](#),” *Kill Screen*
- Polson, John (June 1, 2014), “[Explore an alternate human reality in photo-based generative narrative Cachiche](#),” *IndieGames: The Weblog*
- Colosso, Luca (June 1, 2014), “[The upcoming Cachiche tells much more than a ghost story](#),” *Creepy Gaming*
- 2012 Porpentine (November 4, 2012), “[Live Free, Play Hard: The Week’s Finest Free Indie Games](#),” *Rock, Paper, Shotgun*
- 2011 Hollis, Line (July 6, 2011), “[Depression \(2011\)](#),” *Line Hollis: Videogame Criticism*
- Pierrec (March 27, 2011), “[Escape the Cage](#),” *L’Oujevipo*
- 2009 Graft, Kris (September 15, 2009), “[GDC Austin: Interactive Narrative as a Counselor](#),” *Gamasutra News*
- INTERNAL RESEARCH GRANTS (UNIVERSITY OF BALTIMORE)
- 2020 The Science of Consciousness online conference registration grant, \$238
- 2019 IEEE-GEM 2019 travel grant, \$1200
- 2018 College of Arts and Sciences Summer Grant Program, \$2000
- International Symposium on Electronic Art 2018 Travel Grant, \$2000
- Mid-America College Art Association Conference Travel Grant, \$730
- 2017 Slamdance DIG (Digital, Interactive, Games) 2017 Exhibition Travel Grant, \$1064
- 2015 Sabbatical (Fall semester)

- College of Arts and Sciences Summer Grant Program, \$600
- 2014 International Symposium on Electronic Art 2014 Travel Grant, \$1400
College of Arts and Sciences Summer Grant Program, \$400
- 2013 Vector Game + Art Convergence 2013 Travel Grant, \$606
- 2012 College of Arts and Sciences Summer Grant Program, \$500
- 2011 International Symposium on Electronic Art 2011 Travel Grant, \$1200
- 2010 Soft Borders Conference Travel Grant, 2010, \$1200
Jonestown Periphery Travel Research Grant, 2010, \$1200
- 2009 12th Biennial Ammerman Arts and Technology Symposium Travel Grant, 2009, \$759
- 2008 Slow Art Exhibit at SIGGRAPH Travel Grant, 2008, \$1200

Teaching

COURSES TAUGHT

University of Baltimore

- 2007-pres COSC 155 Internet Technologies: Mastering the Basics (HTML/CSS/JavaScript)
COSC 160 Graphics for Game Design
GAME/COSC 260 Introduction to 3D Graphics
COSC 320 Game Concept and Design
COSC 324 Designing for Humans (user-centered design and usability testing)
COSC 330 Applied Simulation
COSC 405 Business of Game
COSC 410 3-D Modeling
COSC 414 Audio in Game Design
GAME/COSC 415 Coding Tools for Designers
GAME/COSC 418 Design of Multiplayer Games
GAME/COSC 440 Frontiers of Game Design (Rotating subjects: non-visual digital games, computer vision, physical computing, proceduralist artgames)
GAME/COSC 445 Practical Game Programming
GAME/COSC 450 SDE Internship
COSC 460 Games, Simulations and Society
GAME/COSC 469 & 470 Game Development Project I & II (senior capstone project)
COSC 497 / IDIA 750 Special Topics in Computer Science (mobile game development)

GAME/COSC 499 Independent Study

Digital media center

2007-2008 Flash ActionScript Workshop
Flash Character Animation Workshop

University of Maryland Baltimore County

2006 Visual Concepts III: Three-Dimensional Form, Space, and Interaction

Anne Arundel Community College

2007-2008 CAT 211 Media, Materials and Processes
CAT 278 Flash

INTERNAL INSTRUCTIONAL GRANTS (UNIVERSITY OF BALTIMORE)

2018 Helen P. Denit Honors Program Enhanced Course, 2018, \$985

2013 Technology Investment Grant, FY 2013 (Computer Vision and Motion Capture Using Microsoft Kinect), \$3772

2011 Technology Investment Grant, FY 2011 (Teaching Pervasive Game Design Using GPS & Microcontroller Technology), \$7963

RELEVANT SOFTWARE EXPERIENCE, UNRANKED

Languages GDScript / Python

C#

JavaScript

HTML / CSS

Bash Scripting

PHP

MariaDB / MySQL

Arduino

Processing

Engines Godot

Unity (Certified Professional: Programmer 3/12/20)

2D GNU Image Manipulation Program

Krita

Adobe Photoshop

Procreate

3D Blender

Autodesk Maya

Autodesk 3ds Max

Audio	iPiSoft Motion Capture
	Audacity
	Adobe Audition
	LMMS
Video	Logic Pro
	KdenLive
	Final Cut Pro
	Adobe Premiere
Productive	OBS
	Vim/Neovim
	LibreOffice
	Microsoft Office
	Microsoft Visual Studio
OS	iWork
	Git
	Linux
	Mac
	Windows

Service

UNIVERSITY OF BALTIMORE

2021-pres	Simulation and Game Design Program Director
2021	SIAT Post-tenure Review Committee Chair
2020-2021	University System of Maryland / University of Baltimore Board of Regents Task Force Implementation Team Online Advisory Board member
2020-pres	SIAT Executive Committee Chair (divisional evaluation and recommendations for promotion and tenure)
2019-2020	Chair of Academic Policy Committee
2017-2020	Academic Policy Committee voting member
2018	Faculty Search Committee for School of Communication Design Brain-to-Computer-Interface (BC2I) Competition, IEEE Baltimore, game design point person
2017	Faculty Search Committee for Applied Information Technology
2016-2018	

Simulation and Game Design Program Director

- 2017-2018 SIAT Executive Committee Chair (divisional evaluation and recommendations for promotion and tenure)
- 2015-2017 GameScape Festival co-organizer
- 2015 SIAT Post-tenure Review Committee
- 2013-2015 General Education Council voting member
- 2012-2015 Simulation and Game Design Program Director
- 2013-2014 SIAT Executive Committee Chair (divisional evaluation and recommendations for promotion and tenure)
- 2011-2014 Global Game Jam organizer for local site
- 2012-2013 Chair of Faculty Search Committee for Simulation and Digital Entertainment
- 2011-2012 Faculty Search Committee for Simulation and Digital Entertainment
- 2011-2012 Library Committee Chair

PROFESSIONAL

- 2021 Jury member, A MAZE. / BERLIN Award. International Independent Videogames and Playful Media Festival.
- 2020 Reviewer, Leonardo Journal
Grant Reviewer, National Endowment for the Humanities
- 2019 International Program Committee Member (reviewed paper submissions), International Symposium on Electronic Art (ISEA)
- 2017-2019 Jury member, A MAZE. / BERLIN Award. International Independent Videogames and Playful Media Festival.
- 2017 Reviewer, Game Studies, the International Journal of Computer Games Research
Reviewer, Media and Communication, Cogitatio Press
- 2012-2014 Jurist, Serious Games Showcase and Challenge

VOLUNTEER

- 2012-2018 Monthly visitor to individuals incarcerated in special management units and work camp, Prisoner Visitation and Support, U.S. Penitentiary Lewisburg, PA

- 2014-2016 Hosting weekly board game table for individuals under psychiatric care, Spring Grove Hospital Center, Catonsville, MD
- 2013-2014 Conducting one-on-one game design activities in a forensic psychiatric facility, Clifton T. Perkins, Jessup, MD
- 2012-2013 Facilitating group activities for kids awaiting trial as adults, Hand in Hand, Baltimore City Detention Center, Baltimore, MD
- 2001-2003 HIV Health Extension Agent, Peace Corps, Mali, West Africa
- 1999-2001 Radio Announcer, WVFS Tallahassee
- 1999-2001 Helpline24 Crisis Counselor, Telephone Counseling and Referral Service, Tallahassee, FL
- 1996-1998 Florida HIV/AIDS Hotline Telephone Counselor, Telephone Counseling and Referral Service, Tallahassee, FL

PROFESSIONAL MEMBERSHIPS

- 2012-pres New Media Caucus
- 2012-pres HASTAC (Humanities, Arts, Science, and Technology Alliance and Collaboratory)

Work experience (non-academic)

- 2007-2008 Independent Contractor, AddictingGames.com, MTV Networks, San Francisco, CA
- 2004-2007 Graduate Research Assistant, Imaging Research Center, University of Maryland, Baltimore County
- 2005-2006 Camp Director, Cybercamps, Giant Campus, Inc., George Mason University, University of Baltimore, and Johns Hopkins University
- 2004 Art Instructor for adults with developmental disabilities, Pyramid Studios, Tallahassee, FL
- 2000-2001 Florida HIV/AIDS Hotline Program Specialist, Telephone Counseling and Referral Service, Tallahassee, FL
 Helpline24 Backup Supervisor, Telephone Counseling and Referral Service, Tallahassee, FL
 Family Health Hotline Counselor, Telephone Counseling and Referral Service, Tallahassee, FL

1999-2001 Florida HIV/AIDS Hotline Telephone Counselor, Supervisor and Trainer, Telephone
Counseling and Referral Service, Tallahassee, FL