



NANCY LITTLEJOHN FINE ART

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## MARY FLANAGAN

### EDUCATION

Ph.D. Computational Media and Game Design, Programme in Site Specific New Media Arts, 2006, Central Saint Martins College of Art and Design, University of the Arts, London  
Dissertation: *Playculture: Developing a Feminist Game Design*

M.F.A. Film + Video Production, Communication Studies, 1994, University of Iowa  
Thesis: *She Went Back: Exploring a Family History* (text document + digital video)

M.A. Communication Studies, 1993, University of Iowa

B.A. Film Studies 1991, University of Wisconsin Milwaukee, Magna Cum Laude

### HONORS, AWARDS + PROFESSIONAL RECOGNITION

2022 Guinness World Record, "Largest Joystick"; 2019 DiGRA Distinguished Scholar; Robert Rauschenberg Foundation residency; 2018 Award of Distinction at Prix Ars Electronica in Interactive art+; 2018 Cultural Leader, World Economic Forum; Invited Participant, World Government Summit; Class of 1964 Outstanding Leadership Award, Dartmouth College; Thoma Foundation 2018 Arts Writing Award in Digital Art; 2017 John Paul Getty Museum Scholar; 2017 Higher Education Video Game Alliance Fellow; 2017 Senior Scholar in Residence at Cornell Society for the Humanities; 2016 'Vanguard Award,' Games for Change; 2016 Doctorate Honoris Causa in design from the Illinois Institute of Technology; 2015 Higher Education Video Games Alliance award for "Advancing Theory & Research" in the field of game studies; 2015 Best Serious Game, Boston Festival of Independent Games; 2014 Distinguished Visiting Scholar, Jackman Humanities Institute, U. Toronto; 2014 Remarkable Women of New Hampshire; 2014 Brown Foundation Fellow; 2013 Bogliasco Fellow; 2013 Top 50 Speakers, Game Developer's Conference; 2012 Meaningful Play awards; Best Digital Game, Best Non-Digital Game; 2012 Major Fun Award; 2012 Iron Game Designer at IndieCade 2012; 2010 American Council of Learned Societies Digital Innovation Fellowship; 2009 LAYOFF game on CBS News, Chronicle of Higher Education. MacDowell 2007 Fellow; Featured in the documentary *8Bit* on video game art, 2006; CUNY Faculty Fellow 2006, CUNY Outstanding Scholar 2004, 2007; 2003 Susan Koppelman Award given by the Joint Women's Caucus of the Popular Culture/American Culture for the book *Reload*; Fulbright Scholar 2000-2001; Stephen H. Coltrin Award for Excellence in

Communications Education (IRTS) 2000; University of Iowa Fine Arts Fellowship 1994. Mortar Board, Golden Key, Phi Beta Kappa.

## PROFESSIONAL + TEACHING APPOINTMENTS

**Sherman Fairchild Distinguished Professor in Digital Humanities** July 2008 – Present  
**Professor of Film and Media Studies; Director, Tiltfactor Laboratory**  
**Affiliated Faculty, The Institute of Arctic Studies, The John Sloan Dickey Center July 2012 – Present**

**Chair of the Department of Film and Media Studies** July 2020 – Present  
*Department of Film & Media Studies, Dartmouth College, 22 Lebanon Street Hanover NH03755*  
Teach courses in game design, site specific art, mapping/visualization, new media, video art, and digital culture. Run research laboratory, Tiltfactor, with external funding support.

As chair, oversee BA program in Film and Media Studies, including curriculum development, program review, staff hiring, technical/facility resource management, supervision of part-time instructors, staff, supervise program social media communications, plan diversity and equity programming and training, faculty support and mentorship, and student outreach and engagement.

**Associate Professor, New Media, Digital Art and Culture Aug 2003 – Aug 2008**

**Director and Founder, Tiltfactor Laboratory Oct 2003 – Present**

*Department of Film & Media Studies, Hunter College, 695 Park Ave, 433HN NYC NY 10065*  
Taught primarily graduate courses in psychogeography, locative media, digital culture, studio, digital tools and conceptual processes, game/product design, net.art/interactive media, new media history. Founded Tiltfactor, the first academic research lab to focus on social activist games and humanist design.

**Associate Professor, Multimedia Sept 2001 - July 2003**

*Department of Art, University of Oregon 198 Lawrence Hall Eugene, OR 97403*

Courses in emerging technologies/physical computing and installation, play, design, interactivity, media history studies; founded graduate colloquium; redesigned/ led large intro course, Multimedia Survey.

**Visiting Professor/ Fulbright Scholar April 2001 - July 2001**

*Computer Science + Info. Engineering, National Taiwan Univ., No.1 Sec.4 Roosevelt Rd, Taipei*

Collaborated with faculty and graduate students in the Multimedia Research Laboratory developing multidisciplinary human-computer interface projects; contributed to 3D virtual sculpting tool, 3D scanning tech, offered special lectures.

**Assistant Professor, Digital Media Aug 2000 - July 2001**

*Dept of Communication Studies, Concordia Univ., 7141 Sherbrooke W., Montréal, QC H4B1R6*

Led the multimedia area within an interdisciplinary production and theory program. Courses

include: *Production*: Communication Programming (interactive media); *Theory/Critical*: Bodies + Machines Graduate Seminar, New Technologies + Communications, Gender & Technology.

**Assistant Professor of Digital Arts + Culture Aug 1997 - Aug 2001**

**Co-Director, IDEAS Digital Arts + Sciences Center Aug 1998 - Aug 2001**

*Department of Media Study Univ. at Buffalo (SUNY) 231 Center for the Arts, Buffalo NY 14260*

Director of Digital Arts Concentration in the Major, Internship Director, proposed new courses / degrees; wrote and obtained grants. Designed, planned, managed new media + sound labs; Founder of IDEAS Arts+Tech Center. Taught Animation, Sound Design, Adv. Digital Arts, Interface design, Cybertheory, Gender+Technology, Digital Storytelling; eMedia in Education.

**Producer/Designer, Interactive Media and Games Jan 1995 - July 1997**

**Assistant Producer, Interactive Multimedia Oct 1994 - Jan 1995**

*Human Code, 319 Congress Avenue, Suite 100, Austin TX 78701*

Design, creative direction + management of client + production teams in the creation of consumer learning games and web games. Clients: Discovery Channel, ABC/Creative Wonders + Knowledge Adventure. Managed large teams to create award-winning games of international significance. Interactive/interface and game design, video, project management, new business development. Hired consultants, subject matter experts, peer reviewers.

**Interactive Design Consultant Jan 1991 - Aug 1994**

*Second Look Computing Weeg Computing Center University of Iowa, Iowa City, IA 52242*

Interactive designer on Native American sign language storytelling & history projects. Graphics, video, design. Taught Computational Media and Visual Arts with Governor's Institute of Iowa.

**Producer/Director, Educational Video Aug 1992 - May 1993**

*College of Education, N459 Lindquist Center, University of Iowa, Iowa City, IA 52242*

Produced / directed educational TV programming: large-scale project management, budget, team direction, production. Taught video and audio for educators.

**Visiting Scholar/Visiting Artist/Distinguished Visitor Posts 1998 – present**

--*Visiting Professor II Digital Culture Dept of Linguistic, Literary & Aesthetic Studies Bergen NO 2015-2018* --*Senior Scholar in Residence at Cornell Society for the Humanities April 2017*

--*Visiting Faculty, USC Games, USC School of Cinematic Arts Feb-Dec 2017*

--*Distinguished Visiting Fellow, Jackman Institute, Univ of Toronto, Toronto Canada Sept 2014*

Catalyst for research in humanities and arts. Provide leadership & vision through seminars, public lectures

--*Literature, Communication, & Culture, Georgia Institute of Technology, Atlanta GA Jan 2007*

Catalyst for research and education in humanities & digital media; research, public lectures, collaboration

--*Courant Institute of Mathematics, New York University, New York NY Sept 2003-2006*

Co-led research and education in on youth programming

--*Distinguished Fellow, Blekinge Institute of Technology, Karlskrona, Sweden May 2006*

Catalyst for research in humanities. Provide leadership & vision through seminars & public lectures

--Visiting Artist in Residence, National Institute of Arts, Taipei, Taiwan Dec98 - Jan 99  
Developed collaborative multi-user chat and performance spaces.

### **External Examiner Posts**

MA in Cultural and Creative Entrepreneurship *Institute for Creative & Cultural Entrepreneurship, Goldsmiths London 2015* MSc Interactive Digital Media, *School of Computer Science & Statistics, Trinity College Dublin 2009-2013*

## **EXHIBITIONS + PERFORMANCES**

2020

**Colors of Remembrance** (digital drawings)

"Covid Memorial group virtual exhibition," Biennial of the Americas 15 June – 18 July

"The Archive to Come," Telematic Media Arts, San Francisco, curated by Carla Gannis and Clark Buckner, 22 October -17 December 2020.

**Confinementscotch** (critical hopscotch)

"52 Artists 52 Actions," Artspace Sydney Australia July 2020

**[Grace:AI] Prometheus 2** (Feminist AI, prints on aluminum)

"The Question of Intelligence," Anna-Maria and Stephen Kellen Gallery, The New School New York City, 6 February –March 2020

2019

**[pile of secrets]** (8 videos)

"*Gameplay. Cultura dels videojocs*," from 18 December 2019 to 3 May 2020 Centre de Cultura Contemporània de Barcelona

**[topoesis]** (electronic poetry software and works on paper)

"REWired," Faculty of Fine Art, Music and Design Gallery, University of Bergen 21-28 November

**[Grace:AI] Prometheus I** (Feminist AI, works on paper)

"Children of Prometheus" exhibition at the NeMe Arts Center, Cyprus 10th Oct - Dec 20th

**[mapscotch]** (bombscotch) (Installation)

"Playmode," MAAT | Museu de Arte, Arquitectura e Tecnologia | Museum of Art, Architecture and Technology Lisbon Portugal October

**WORDBOXES:** *Décomposition du Oui, Numéro 1, 2*

« Art Contemporain à La Maison Dora Maar, » Ménerbes France

2018

**[help me know the truth]** (software and installation)

"Future Humanity – Our Shared Planet," Hyundai Motorstudio Beijing 7 Nov – 28 Feb 2019

**[borders]** (Video Installation)

"New Art Fest +18," Museu Nacional de História Natural e da Ciência, Lisbon Portugal 9 Nov – 30 Nov 2018

**[help me know the truth]** (software and installation) Ars Electronica Center Linz Austria  
October

Prix Ars Electronica Award of Distinction 2018

**[mirror book]** (computational poetry installation) Un lieu Une oeuvre galerie, Ménerbes France  
March

**[help me know the truth]** (software and installation) UCLA Art Sci Gallery Los Angeles March

2017

**[borders]** (Video Installation)

Im Spielrausch: Von Drachentöttern, Königinnen und Pixelmonstern (Intoxicating Play: Of dragon slayers, queens and pixel monsters) Museum of Fine Arts Cologne (MAKK) August 19, 2017 to February 4, 2018

**[borders]** (Video Installation)

ART GAMES DEMO #4 Frontières et Migration aux Subsistances à Lyon December 2017

**[domestic]** (3D Computer Game Artwork)

*HACKING / MODDING / REMIXING* as Feminist Protest, Curated by Angela Washko, Jan. 28 – Feb. 26, 2017 Miller Gallery Carnegie Mellon University

**[mapscotch]** (bombscotch) (Installation)

Push Play exhibition, Touring: January 12 - March 4 2017, Hedreen Gallery, Seattle 12 Oct - 31 Dec 2017, Vicki Myhren Gallery, University of Denver

2016

**[mapscotch]** (bombscotch) (Installation)

Free Play exhibition, Touring:

Museum London in London, ON, Canada from January 30, 2016 - May 8, 2016; The Rooms, Provincial Art Gallery Division in St. John's, NL, Canada from May 27, 2016 - August 28, 2016; Parsons Sheila C. Johnson Design Center at The New School in New York City, NY

**[help me know the truth]** (software and installation)

"Monsters in the Machine," LABoral Centro de Arte y Creación Industrial, Asturias Spain Nov 2016 – August 2017

2015

**[borders]** (Video Installation)

PLAYGROUNDS, Redline Collective Denver CO July

**[mapscotch]** (bombscotch) (Installation)

Free Play exhibition, Touring: College of Wooster Art Museum Curated by Melissa E. Feldman January 18, 2015 - March 6; Art Gallery of Greater Victoria in Victoria, BC, Canada from April 25, 2015 - August 3, 2015; Handwerker Gallery, Ithaca College in Ithaca, NY from Oct 1, 2015 - Nov 6, 2015

2014

**Play Your Place: Play South Westminster** (Public Art Video Game in collaboration with Ruth Catlow as Local Play UK) Tate Britain, British Folk Art Exhibition July 2014

**[borders]** (Video Installation)

FILE Machinima in FILE 2014 - Electronic Language International Festival, FIESP Cultural Center, São Paulo Aug 25 to Oct 05, 2014

**[map-puzzle 1: treasure island]** (Object Puzzle)

Dime Bag 4: exhibition at The End is Near, Brooklyn July

**[mapscotch]** (Installation)

Free Play exhibition at Arcadia University Art Gallery, Glenside PA Curated by Melissa E. Feldman

**[borders]** (Video Installation)

Digital Zoo exhibition UK (Touring 5 cities) Feb – July including London, Sunderland, Leeds

**[buffalo]** (Board Game)

Doing it on the Table: An Exhibition of Board Games by Digital Designers, Game Developers Conference, Moscone Center San Francisco March

2013

**[pile of secrets]** (Video Installation)

ZKM\_Gameplay Mobile, Representing of the State of Baden-Württemberg, Berlin Nov- Dec

**[borders]** Series (video installation)

Media Arts Dortmund, Cologne November

**[borders]** Series (video installation)

Machiniggitch, ARCADE, Festival Gamerz 9, Aix on Provence France

**Layoff** (Computer Game)

The Games of Art, Block Gallery Queensland Australia 23 July -2 August

**Play Your Place: Play Southend** (Public Art Video Game in collaboration with Ruth Catlow as Local Play UK) Launching at the METAL Village Green Festival, UK July 2013

**[mapscotch]** (Public Street Game)

Free Play, ICI, Henry Gallery Seattle June

**[giantJoystick]** (Interactive Sculpture)

ZKM\_Gameplay Exhibition and Collection, ZKM | Center for Art and Media Karlsruhe Germany 21 June 2013-2015

**[pile of secrets]** (Video Installation)

**[domestic]** (3D Computer Game Artwork)

ZKM\_Gameplay Exhibition, ZKM | Center for Art and Media Karlsruhe Germany 21 June 2013-2014

**[borders]** Series (video installation)

Up Up Down Down Left Right at Spaces gallery Cleveland OH 17 May 1–19 July 2013

2012

**Sol Lewitt Mashup** (Sol Lewitt Digital Art Redux) (computer application) Nancy Margolis Gallery

**Channel** (Cory Archangel Digital Art Redux) (Drawing; as Ludmilla Corcova w. E. del Rosario)

**PWNS STANDING HOPELESSLY** (Orozco Sculpture Redux) (Digital Image; as JUGULAR w. del Rosario) Nancy Margolis Gallery

**[pile of secrets] series** (video installation)

ArtEZ Studium Generale, PLAY Festival, Zwolle NL April

**[pile of secrets] series** (video installation), **[borders]** Series (video installation) Telfair Museum, Savannah Georgia February

**[borders]** Series (video installation)

The NYU Gallery at Conflux Festival, New York October

**[borders]** Series (video installation)

World Wild Web, Furtherfield Gallery, London October

2011

**[pile of secrets] series** (video installation), **[domestic]** (3D computer game artwork) Play Station Exhibition, Postmasters Gallery, New York December

**[pile of secrets] series** (video installation)

STRP Festival 2011 Cinema, Eindhoven, The Netherlands November

**[pile of secrets] series** (video installation) NextLevel Festival 2011 Köln, Germany November

**[borders]** Series (video installation) Maryland Institute College of Art, March

**[borders]** Series (video installation)

Computational Thinking in Existing Art Forms, Writing Machine Collective, Youth Square Hong Kong January

2010

**[borders]** Series (video installation)

SIMULTAN #6 'Past Continuous. Future Perfect.' 30 Sept 30 - 2 Oct Timisoara, Romania

**[borders]** Series (video installation)

*Future Selves*, Big Screen Project, New York

**PERFECT.CITY** (video installation)

Small World Exhibition, Southend-on-Sea UK

2009

**PERFECT.CITY** (video installation)

Incheon Digital Art Festival, New Songdo South Korea

**[xyz]** (interactive networked poems/games) Strauss Gallery, Dartmouth College

**Photopolis** (Tiltfactor, with Parsons; Urban Street Game) Shanghai Arts Festival

**Photopolis** (Tiltfactor, with Parsons; Urban Street Game) Come Out and Play Festival New York

**Massively Multiplayer Soba, Massively Multiplayer Mushu, WanCan** (Urban Street Game)

Come Out and Play Festival New York (Mushu Menu) June

**Massively Multiplayer Soba, Massively Multiplayer Mushu, WanCan** (Urban Street Game)

Shanghai Arts Festival, Beijing (WanCan menu) June

2008

**Massively Multiplayer Soba, Massively Multiplayer Mushu, WanCan** (Urban Street Game)

Conflux Festival New York (Soba Menu) September

**[giantJoystick]** (Interactive Sculpture)

California Institute for Telecommunications and Information Technology (CalIT<sup>2</sup>) Solo Exhibition February-March



2007

**[mapscotch]** (public street game) Conflux Festival New York October

**[From the Ranks]** (mixed media installation)

Skiles Gallery, Georgia Institute of Technology, Atlanta

**[meme.garden]** (collaborative software art, with Howe, Egert, Mei, Chang) Nominated for Prix Ars Electronica Award, Social Communities

**[giantJoystick]** (Interactive Sculpture)

Beall Center for Art and Technology, Irvine CA October-December

2006

**[meme.garden]** (collaborative software art, with Howe, Egert, Mei, Chang) Turbulence.org Launch (part of the net.art commission series)

**[giantJoystick]** (Interactive Sculpture)

Feedback Exhibition, Laboral Art Center Inaugural Show, Asturias Spain; Curators: Christiane Paul (Whitney Museum, NYC), Jemima Rellie (Tate London) & Charlie Gere (U. of Lancaster) March-July

**[domestic]** (3D computer game artwork)

Gameworld Exhibition, Laboral Art Center Inaugural Show, Asturias Spain; Curator: Carl Goodman, March-July

**[giantJoystick]** (Interactive Sculpture (video)) INDIECADE @ E3 July

**[giantJoystick]** (Interactive Sculpture)

HTTP Gallery London: featured commission in the Game/Play exhibition, July

**[giantJoystick]** (Interactive Sculpture) London games Festival, October

**[arborescence]** (media installation featuring [meme.garden] software) Dorothy Uber Bryan Gallery, School of Fine Arts, Bowling Green Ohio

**[ghostCity]** (online interactive text)

Autostart Electronic Writing Festival, Kelly Writer House Philadelphia PA

**[theHouse]** (online interactive poem) *The Electronic Literature Collection 2006*

**[theHouse]** (online interactive poem)

Selected as part of electronic literature exhibition/peer reviewed international publication *inFlect*, <http://www.ce.canberra.edu.au/infect>, Canbarra Australia

2005

**[ineffable]** (workstation artwork in collaboration with Andrew Gerngross) FILE 2005 Electronic Language Intl Festival, Hypersonica São Paulo Brazil Nov

**[ineffable]** (workstation artwork in collaboration with Andrew Gerngross) Performance Studies Intl, "Becoming Uncomfortable" Brown U, Providence 1 April

**[domestic]** (3D computer game artwork)

Microwave International Media Art Festival Hong Kong, October

**[domestic]** (3D computer game artwork) ARCO exhibition, Milan, February

2004

**[domestic]** (3D computer game artwork)

Gigantic Art Space Gallery, New York, "Personal" show, 16 June – 10 July



**[phage]** (computer application)

“Seeing double: emulation in theory + practice,” Guggenheim Museum NY, 11 March-8 May

**[six.circles]** (online computer game artwork)

Artists Space, New York, and Khayelitsha South Africa December

**[six.circles]** (online computer game artwork)

*Third Place* Gallery Juried Game Art Festival, Sweden

[http://thirdplacegallery.org/gallery\\_presentation.asp?w\\_id=337](http://thirdplacegallery.org/gallery_presentation.asp?w_id=337)

**[ineffable]** (workstation artwork in collaboration with Andrew Gerngross) SIGGRAPH 2004 Art Gallery: Synaesthesia, Los Angeles CA August

**[ineffable]** (workstation artwork in collaboration with Andrew Gerngross) RunMe Software Art Archive, August – present

**[kaleidoglobe]** (video)

SIGGRAPH 2004 Art Gallery: Synaesthesia, Los Angeles CA August

**[kaleidoglobe]** (video)

AIR Gallery, New York April

2003

**[domestic]** (3D computer game artwork)

Plaything Exhibition Premier, Sydney 18-19 October

**[unnatural elements: avatar portraits]** (digital prints)

SIGGRAPH Art Gallery Collaboration by Mary Flanagan, Wu Fu Che, + Ho Chien Chang, San Diego CA 21-27 July

**Habituation Cage** (performance-surveillance by Sara Diamond)

Site Specific 24 Hour performance, DEAF 03, PARASITE; Code Zebra Habituation Experiment by Sara Diamond 27 Feb

**[search]** (net.art)

SIGGRAPH 2003 Art Gallery, as part of “ArtStream” Exhibition, July

**[search]** (net.art)

FILE 2003 Electronic Language International Festival, Hypersonica São Paulo Brazil

**[search]** (net.art)

Acquired as part of the permanent collection at <http://www.computerfinearts.com/>, curated by Doron Golan

**[search]** (net.art)

“+ play engines+ new media art exhibition”, Melbourne Australia 19 May-13 June

**[search]** (net.art)

“version>03: Technopia vs. Technopolis” Chicago 26-30 March

**[search]** (net.art)

“ArtStream,” University of Arizona, Museum of Art premier web art exhibition February

**[remotion]** (application for webcam)

Ars Electronica Festival, Linz, Austria, topic “CODE – The Language of Our Time” 6-11 Sept

**[collection]** (networked computer application)

“Habitar en (punto)net,” Espai F, Mataró (Barcelona, Spain) 24 Oct-19 Dec

**[rootings]** (interactive internet game)

INTERACTIVE FUTURES: New Stories, New Visions at the Victoria Independent Film & Video Festival, BC 7-9 Feb

2002

**[collection]** (networked computer application)

Whitney Biennial, The Whitney Museum of American Art 7 March-26 May

**[phage]** (computer application)

The Physics Room, Installation Christchurch New Zealand 16 July-30 Aug

**[phage]** (computer application)

The Moving Image Center (MIC), Installation Auckland New Zealand 5-26 Oct

**[double]** (site specific video installation)

Motelhaus exhibit, Eugene OR 23 November funded in part by Lane Arts Council)

**[remotion]** (application for webcam)

CODEDOC, Internet Artwork at Online at the Artport, The Whitney Museum of American Art NYC September (commission, Whitney Museum of American Art)

**[collection]** (networked computer application)

The All Star Data Mappers, installation at Future Screen 02: data\*terra: investigating the mediation of data across technological, cultural, and physical terrains, curator John Tonkin Sydney AU 28 Nov-7 Dec

**[collection]** (networked computer application)

Northwest Documenta (Pacific NW Contemporary Art) Salem OR April - May

**[collection]** (networked computer application)

ARTech: Art & The New Technology exhibition, Santa Cruz Art League, December

**[rootwords]** (Interactive Language Toy)

HOW2 -- Contemporary Innovative Writing By Women Issue 7

**[rootings]** (interactive internet game)

Experimenting Arts and Sciences Conference, Game shown at University of Aarhus, Aarhus Denmark, May

**Career Moves** (computer controlled board game and sound installation)

Northwest Documenta (Pacific NW Biennial of Contemporary Art) Salem OR April - May

2001

**[rootings]** (interactive internet game)

interMedia@rt : Festival di Arti performative e multimediali, MUel Museo Elettronico - Varese Italy, 16-30 Dec

**[rootings]** (interactive internet game)

*turbulence.org* online gallery October; Premiered and was hosted there solely for one year (commissioned by New Radio & Performing Arts, turbulence.org, with funds from the National Endowment for the Arts)

**[phage]** (computer application)

Central Fine Arts Gallery in SoHo, NYC 28 June-14 Aug

**[The Perpetual Bed]** (VRML Interactive World)

*Third Bed* innovative arts and literature journal, Online feature curated by Paul McRandle

**[The Perpetual Bed]** (VRML Interactive World)  
Stuttgart Filmwinter Special 3D exhibition, Stuttgart Germany 21 January

2000

**[phage]** (computer application)

DIGITAL 2000: International Competition and Exhibition, Net Art Winner, Juror J Ippolito,  
Guggenheim Museum

**[phage]** (computer application)

Technology Gallery at The New York Hall of Science (NYHOS) NYC 18 Sept-26 Nov

**[phage]** (computer application)

Silicon Gallery in Philadelphia PA 1-31 Dec

**[phage]** (computer application)

Georgia State University, Atlanta GA February

**[phage]** (computer application)

Through the Looking Glass: Technology and Creativity at the Beginning of the Next Millennium,  
Beachwood Center for the Arts, Beachwood, OH 15-30 April

**[phage]** (computer application)

Citymorph 2000 Digital Art Festival, CEPA Gallery Buffalo NY March (installation)

**[phage]** (computer application)

Digital Arts and Culture International Conference," Atlanta GA October

**Career Moves** (computer controlled board game and sound installation) Digital Arts & Culture  
Conference Bergen Norway 2-4 August

**[The Perpetual Bed]** (VRML Interactive World)

ACM SIGGRAPH 2000 Art Gallery, New Orleans LA July

**[The Perpetual Bed]** (VRML Interactive World) Georgia State University, Atlanta GA February

**[The Perpetual Bed]** (VRML Interactive World)

"6th Annual Computer Arts Festival," Maribor Slovenia 21-27 May

**[The Perpetual Bed]** (VRML Interactive World)

VRML-ART 2000 Exhibition, VRML-Art Website (<http://www.vrml-art.org/>) Feb

**[The Perpetual Bed]** (VRML Interactive World)

STUNNED ArtZine, Housed in Dublin Ireland Nov 1999 - Feb 2000

(<http://www.stunned.org/project.htm>)

**[The Perpetual Bed]** (VRML Interactive World)

Web3D/VRML Symposium" ACM SIGGRAPH / VRML-ART 2000 at Monterey CA 21-24 Feb

1999

**Corporate Ladder** (installation using distance sensors and images) Digital Arts + Culture  
International, Atlanta GA October

**[recovery]** (VRML Interactive World)

"The White Cube at the Final Frontier," October 99 - January 2000 Guggenheim Gallery,  
Chapman University, Orange CA Curators Richard Turner + Blair Townsend

**[The Perpetual Bed]** (VRML Interactive World)

UCR/California Museum of Photography, Riverside CA Showcased in opening of Digital Studio  
Oct 1999 - Feb 2000

**[The Perpetual Bed]** (VRML Interactive World)

Exploring Cyber Society Conference, U of Northumbria UK July (live performance)

**[The Perpetual Bed]** (VRML Interactive World)

Alterites: Interdisciplinarite + Pratiques "Feminines" de l'espace at Ecole d'Architecture Paris-Villemin June (telepresent perform.)

**[The Perpetual Bed]** (VRML Interactive World)

"Third Annual UCCB Storytelling Symposium" Univ. College Cape Breton NS May (live performance)

**[The Perpetual Bed]** (VRML Interactive World)

"Posing Questions: Interrogating Performance, Exhibition + Representation" SUNY Stony Brook March (live performance)

**[The Perpetual Bed]** (VRML Interactive World)

"Theorizing Performativity" Peterborough ON March (live virtual performance)

1998

**[gorge]** (Digital Prints)

Dumbo General Store exhibition

**The Perpetual Bed]** (VRML Interactive World)

Digital Arts & Culture Conference, U. Bergen Norway November (live performance)

State of the Arts: Production, Reception + Teaching in a Digital Age, Univ of Maryland, College Park MD October

**Forget Verbs** (Digital Video)

Art By Arena: MCMOGATK, (Machida City Museum Of Graphic Arts, Tokyo) August

1997

**Trip to the Dentist** (Video/Computer Animation)

Free Speech TV of Boulder, CO National Program Sept

1994

**She Went Back** (Video)

ARTSCENE Video Festival Lamar Co Documentary Category Award Nov

**She Went Back** (Video)

POV Festival New York City NY June

University of Iowa Film and Video Festival Iowa City IA May

1993

**Trip to the Dentist** (Video/Computer Animation)

I-O-W-A Video Festival, Iowa City IA Miscellaneous Winner July

**Breach Baby** (Experimental Video)

Squeaky Wheel Quicktime Festival, Buffalo NY March

PERMANENT COLLECTIONS

The Whitney Museum of American Art, Artport Collection  
ZKM | Center for Art and Media Karlsruhe / ZKM | Zentrum für Kunst und Medien Karlsruhe  
University of Arizona, Museum of Art  
Third Bed Journal  
Electronic Literature Organization  
Rhizome.org, NYC, Turbulence.org, NYC  
University of Iowa Department of Cinema and Comparative Literature, Iowa City Iowa Musée  
d'Art Contemporain de Montréal, Media Centre  
Mr. Patrick Lichty, Dubai; Brian Collier Family, Vermont  
Silicon Gallery, NYC and Philadelphia  
The private collection of Rick De Coyte and Michal Jane Smith

## PUBLICATIONS, SCHOLARLY BOOKS

Flanagan, Mary. *Mapscotch: A Book of Games*. Stuttgart: Verlag für Handbücher. Under Contract.

Flanagan, Mary and Mikael Jakobbson. *Playful Oppression*. In preparation. Under Contract with MIT Press.

Flanagan, Mary and Nissenbaum, Helen. *Values at Play in Digital Games*. Cambridge: MIT Press, 2014.

Flanagan, Mary. *Critical Play*. Cambridge: MIT Press, 2009.

Flanagan, Mary, and Booth, H. Austin, Eds. *re: skin*. Cambridge: MIT Press, 2007

Bittanti, Matteo and Flanagan, Mary. *Similitudini. Simboli. Simulacri* (SIMilarities, Symbols, Simulacra). Ludologica 3. Milano: UNICOPLI, 2003.

Flanagan, Mary and Booth, H. Austin, Eds. *reload: rethinking women + cyberculture*. Cambridge: MIT Press, 2002. Winner of the 2003 Susan Koppelman Award, Joint Women's Caucus of the Popular Culture/American Culture.

## PUBLICATIONS, FICTION, ART AND POETRY

Flanagan, Mary. *Electric Philosophy: Grace[AI]*. Under review.

Flanagan, Mary. *Ghost Sentence*. Austin: Atmosphere Press, 2017

Flanagan, Mary. *Sweet Little Curse*. In preparation.

## REFEREED JOURNAL ARTICLES

Freedman G, Flanagan M, Kaufman G, Green MC (2021). "Using Comics and Tweets to Raise Awareness about Gender Biases in STEM." *Psychology of Popular Media* (forthcoming 2021).

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subjective commitment is possible," and

"insubstantial stuff of pure being," *The Iowa Review* December 2007 Poem: "Simple Prisoners," *Chronogram* March 2007

Poem: "for Michel Heizer," *Chronogram* January 2007

Poem: "Sackett Street," *Ampersand Poetry Journal* 2007

Poem: [Motion Downwards], *Prism International* 2006

Poems: "Law as Metaphor and Morality" and

"mass x velocity<sup>2</sup> / radius," *Adagio Verse Quarterly* 2006 Poem: "A Grand March," *Wild Goose Poetry Review* 2006

## GAMES RELEASED

2021

**Ghost Writer**, Co-Designer/Resonym Publisher

**Surrealist Dinner Party**, Co-Designer/Resonym Publisher

2019

**Mechanica**, Co-Designer/Resonym Publisher

2018

**VISITOR in Blackwood Grove**, Co-Designer/Resonym Publisher

2017

**Cops Arrest Manatees**, Exec. Producer/Director/Designer

**Monarch II: Siege** (working title). In design. Resonym Designer/Publisher

**DataLeaks** (working title), In design. Resonym Designer/Publisher



2016

**MindFlock**, Exec. Producer/Director/Designer. In Design

**Ship Happens**, Exec. Producer/Director/Designer.

**The Trisha Stories**, Exec. Producer/Director/Designer.

**Crowded Dungeon**, Exec. Producer/Director/Designer.

**Dragon Dad**, Exec. Producer/Director/Designer, with Ross Virginia

2015

**Things I hate about other people (Climate Change)**, Exec. Producer/Director/Designer. In Development. **Monarch**, Producer/Director/Designer/Publisher Mary Flanagan LLC. Print, Published.

**Awkward Moment at Work**, Producer/Director/Designer/Publisher Mary Flanagan LLC. Print, Published.

2014

**One-Up**, Mobile game for iOS avail at the App store and Android at Google Play. Exec. Producer /Director/Designer.

**Pyramid Tag**, Mobile game for iOS avail at the App store/ Google Play. Exec. Producer/Director/Designer.

**Stupid Robot**, Browser game for collecting metadata. Browser game (HTML5). Exec. Producer/Director/Designer. **Bill of Health**, Exec. Producer/Director/Designer; RWJF Contract. Print, Published.

**Gut Check**, Exec. Producer/Director/Designer; RWJF Contract. Print, Published.

2013

**POX: SAVE THE PUPPIES**, Exec. Producer/Director/Designer. Digital.

**Pathways for Quality**, Exec. Producer/Director/Designer; RWJF Contract. Print, Published.

2012

**ZOMBIEPOX**, Exec. Producer/Director/Designer/Publisher. Print, Published.

**Buffalo**, Exec. Producer/Director/Designer/Publisher. Print, Published.

**Awkward Moment**, Exec. Producer/Director/Designer/Publisher. Print, Published.

2011

**POX: Save the People V1 and 2** Exec. Producer/Director/Designer/Publisher. Print, Published.

**POX: Save the People iPad Game**, Exec. Producer/Director/Designer/Publisher. Digital

**In The Village**. Exec. Producer/Director/Designer. **Zen Tag**. Exec. Producer/Director/Designer. Digital.

2010

**Grow-A-Game v.2.0**, expanded decks of brainstorming tools. Exec. Producer/Director/Designer/Publisher. Print, Published.

**VEXATA**, board game. Exec. Producer/Director/Designer.

2009

**Layoff**, online game. Exec. Producer/Director/Designer. Digital.

**Massively Multiplayer MuShu**, an Urban Game in New York. Producer/Director/Designer.

2008

**Profit Seed**, online game. Exec. Producer/Director/Designer. Digital.

**Grow-A-Game**, card game and brainstorming tool. Exec. Producer/Director/Designer.

**Massively Multiplayer Soba**, an Urban Game in New York. Exec. Producer/Director/Designer.

2004

**Mystery Circus!** Game Development and Conceptual consultant. NIH funded. Digital.

2002

**The Adventures of Josie True II** (prototype). Producer/Director/Designer. Digital.

2001

**The Adventures of Josie True**. Independent Production. Producer/Director/Designer. Digital.

1999

**ACTive Prep American College Testing CD**. ACT|Goyo Interactive, Design Consultant. Digital.

1997

**Jump Start Second Grade Math**. Knowledge Adventure, Producer/Designer. Digital.

**Madeline! Interactive Website**. Creative Wonders, Inc. Producer/Designer. Digital.

1996

**Schoolhouse Rock: America Rock**. Creative Wonders, Inc. Producer/Designer. Digital.

**SkyTrip America: An Incredible Ride Through US History**. Discovery Channel Multimedia, Producer/Designer. Digital.

1994

**Nile: Passage to Egypt** Discovery Channel Multimedia, Associate Producer/Designer. Digital.

## DESIGN/PRODUCT AWARDS

### **Ghost Writer (2021)**

2021 Awarded the Game Makers Guild Seal of Approval

### **Surrealist Dinner Party (Board Game, 2021)**

2020 Finalist – Cardboard Edison Award

### **Mechanica (Board Game, 2019)**

2019 “Most Innovative” Game, Boston Festival of Indie Games (Boston FIG) – Tabletop 2019

**Visitor in Blackwood Grove (Board Game, 2018)**

2019 Mensa Mind Games Finalist  
2019 Casual Game Recommended  
2018 GeekDad Approved Tabletop Game  
2018 Honorable Mention, Best Socializer Games of 2018, Cardboard Republic 2018 Finalist, GeekDad Game of the Year  
2018 Official Selection, Indie Megabooth, PAX East Showcase  
2017 Audience Choice Award, Boston Festival of Indie Games, Tabletop  
2017 Official Selection IndieCade International Festival of Independent Games

**Mind Flock (Digital Game, 2017)**

2017 Games for Change Best Overall Pitch

**Monarch (Board Game, 2015)**

2017 Featured on Wil Wheaton's Tabletop, Season 4  
2016 Official Selection Indie Mega Booth, PAX EAST showcase  
2015 Finalist for Best Game and Official Selection, IndieCade Festival of Independent Games  
2015 #2 Geek Buzz at Gen Con  
2014 Official Selection Boston Festival of Indie Games, Tabletop

**Smorball (Digital Game, 2015)**

2015 Best Serious Game, Boston Festival of Independent Games

**Awkward Moment (Card Game, 2012)**

2012 Best Non-Digital Game, Meaningful Play 2019 AutismLive, Top Game Award  
National Parenting Center Seal of Approval

**Buffalo (Card Game 2012)**

2012 Runner up, Best Non-Digital Game, Meaningful Play National Parenting Center Seal of Approval

**ZOMBIEPOX (Board Game, 2012)**

2012 Major Fun Award 2012, Best of the Best

**POX Digital (Board Game, 2011)**

2012 Best Digital Game, Meaningful Play

**The Adventures of Josie True (Digital Game, 2000-01)**

2002 Awarded the Education Planet "Online Project Top Site Award" by for quality content & utility <http://www.educationplanet.com/topsites/onlineproject.html>  
2001 Riding the Meridian "Recommended Site"  
<http://www.heelstone.com/meridian/links4.html> "Site of the Month," December WIEO.org,

The Women in Engineering Organization

2000 "Website to Watch" 2000 *Girlstart*, formerly SmartGrrls (<http://www.girlstart.org>)

-Featured in Print: *The NY Times* (4/29/00), *The Chronicle of Higher Education* (2/18/00) (<http://chronicle.com/free/2000/02/2000021801t.htm>)

-Internet-only: The Benton Foundation (<http://www.benton.org/News/032900.html>), Officedotcom (<http://www.herinteractive.com/buzz/officecom/article.htm>) Featured on WBFO / NPR

including "The Best Of Our Knowledge."

### **Jump Start Second Grade Math (Digital Game, 1997)**

1998 EMMA award, Education and Home Learning up to 11 years

Academy of Interactive Arts and Sciences 1<sup>st</sup> Annual Interactive Achievement Awards

### **Schoolhouse Rock: America Rock (Digital Game, 1996)**

1997 Parenting Magazine *Parenting's Software Magic* Award

### **SkyTrip America (Digital Game, 1996)**

1997 New Media Invision Award Gold; Newsweek Editors' Choice Award CINE Competition

Golden Eagle Award: Interactive History Technology and Learning Software Awards Best Home Learning

### **Nile: Passage to Egypt (Digital Game, 1995)**

1996 Innovations Education Category Winner

Intercom Film + Video Competition Award Silver Hugo Award

Software Pub. Association Codie Award; Best Home Learning Program for Adults

Association of Visual Communicators Cindy Award Gold Award

Worldfest Houston Competition Gold Award, Interactive

New Media Invision Awards: Silver Awards: Interface Title, Young Adult Title, Bronze Award: Children's

Reference Title

CINE Competition Golden Eagle Award: Interactive History Technology and Learning Software Awards Best Home Learning

1995 Children's Multimedia Expo-Kid's Choice Award Awesome Animation; The New York Festivals Award Silver Award, Social Studies; Jackson Hole Wildlife Film Festival Best Multimedia Presentation

SIVA Video Awards Educational Winner: CD ROM Category

International EMMA Award Best Visuals; AV/Video Producer Awards Bronze Award IICS Summit Awards Bronze Award, Education Category

## **COMMISSIONS/GRANTS/RESIDENCIES**

**2021** National Academy of Sciences, Increasing Scientific Literacy: Tiltfactor and LabX Game Collaboration, Board game, \$15655.88

**2019** Robert Rauschenberg Foundation Residency, Captiva FL  
Faculty Fellowship, Leslie Center for the Humanities, Dartmouth College 2018 Thoma Foundation

**2018** Arts Writing Award in Digital Art, Chicago IL  
Class of 1964 Outstanding Leadership Award, Dartmouth College

**2017** J. Paul Getty Museum Scholar in Residence, Los Angeles California 9 Jan – 24 March

Senior Scholar in Residence, Cornell Society for the Humanities, Ithaca April  
Dean of the Faculty Mentoring Award, Dartmouth College  
Dean of the Faculty Scholarly Innovation Grant, Dartmouth College, Researching elderly populations and loneliness

**2016** Neukom CompX, Construal research, Dartmouth College  
Leslie Center for the Humanities Seed Funding, Dartmouth College

**2014** Principal Investigator, National Institute of Justice, “Adaptation and Evaluation of Video Game to

Reduce Sexual Violence on Campus,” with Sharyn Potter & Jane Stapleton, UNH \$233,474 1 January 2015 - 31 August 2017

Principal Investigator, National Endowment for the Humanities, “Workshop-Engaging the Public: Best Practices for Humanities Crowdsourcing” (HC-229771) w/Neil Fraistat (Co-PI), Andrea Wiggins (Co-PI). Chairman’s Grant, \$93,142 1 December 2014 – 31 December 2015  
Co-Principal Investigator, Sloan Foundation, “Workshop – Engaging the Public: Best Practices for Humanities Crowdsourcing” w/ Neil Fraistat (PI), Andrea Wiggins (Co-PI). Sloan Foundation, \$13,985

National Science Foundation, “COLLABORATIVE RESEARCH: REAL: INTRINSICS: An Interactive Narrative Technology to Reduce Implicit Negative Stereotyping and Improve the Climate in STEM for Underrepresented Students,” DRL-1420036, \$1,134,208.00 with Dr. Melanie Green, Buffalo and Dr. Geoff Kaufman, CMU 1 October 2014-30 September 2017

Dartmouth College Public Voices Fellow

Principal Investigator, Institute for Museum and Library Services, National Leadership Grant for Libraries: National Forum Grant: “National Forum in Crowdsourcing for Libraries and Archives: Creating a Crowdsourcing Consortium (CCLA).” \$100,000 1 August 2014 – 29 July 2016

Principal Investigator, The Missouri Botanical Garden Biodiversity Heritage Library and IMLS, “Purposeful Gaming and BHL” via IMLS subcontract, \$110,000, 1 December 2013 – 30 November 2015

Robert Wood Johnson Foundation/Digital Mill Subcontract, "Health Care Delivery Games That Align Community Forces," \$110,000 1 May 2013 – 30 June 2014  
Brown Foundation Fellow, Dora Maar House Residency, Ménerbes France October

**2013** Bogliasco Fellow, Liguria Study Center Residency, Bogliasco Italy October  
Robert Wood Johnson Foundation/Digital Mill contract for Aligning Forces Game \$42,000

**2012** Co-Principal Investigator, Neukom Institute at Dartmouth College, COMPX Grant, Climate Change game with Dr. Ross Virginia \$40,000

Co-Principal Investigator, Scholarly Innovations, Playful Climate Media R. Virginia Dartmouth \$40,000

Principal Investigator, National Endowment for the Humanities, Digital Humanities Implementation Grant #16458 "Metadata Games: Improving Access to Humanities Artifacts," \$324,876 1 Sept 2012- 31 Aug 2016

Co-Principal Investigator, British Arts Council Grant w/ Ruth Catlow public art commission \$115,000 May Dec 2012

**2013** Principal Investigator, Davis Educational Foundation grant Dartmouth College for CS7 course

**2011** Principal Investigator, National Science Foundation, HRD-1137483 "(EAGER) Transforming STEM For Women and Girls: Reworking Stereotypes & Bias," P.I., \$299,979 (Sept 1 2011 - Aug 31 2014)

Vermont Studio Center Residency November

Tin House Writer's Workshop, Portland Oregon

Writer in Residence, Wertheim Study, New York Public Library

METAL Thinktank: Open Source Culture, Southend-on-Sea UK January

**2010** Principal Investigator, American Council of Learned Societies, Digital Innovation Fellowship

METAL Digital Media Residency, Southend-on-Sea UK October

**2009** Principal Investigator, National Endowment for the Humanities, Digital Humanities Startup Grant, Metadata Games

Principal Investigator, Neukom Institute, Dartmouth, mobile exhibition space, PLAYCUBE

Principal Investigator, The Leslie Center, Summer Arts Festival Grant Dartmouth College, PLAYCUBE

**2008** Co-Principal Investigator, Microsoft Games for Learning Institute (G4LI), consortium of schools with NYU as PI, October 2008 (3 year) MSR

Co-Principal Investigator, NSF CRI 0821384 MRI: Acquisition of Range Scanning & Rapid Prototyping Equipment for 3D urban modeling with Ioannis Stamos

Principal Investigator, Mellon Foundation/Hunter College course development grant March

Principal Investigator, Auxiliary Board Grant, Hunter College January

**2007** Georgia Institute of Technology Artist Residency Grant January MacDowell Colony Residency, New Hampshire June

**2006** Vermont Studio Center Residency December Commission, HTTP Gallery London, [giantJoystick]

Co- Principal Investigator, NSF “Collaborative Research: SoD-TEAM: “Values at Play: Integrating Ethical and Political Factors into System Design,”” CNS-0613867 with Helen Nissenbaum \$790,757

Principal Investigator, PSC-CUNY Research Award for [meme.garden] project, \$3500

Co- Principal Investigator, NSF CRI “CRI: Planning SWAMI - A Model of Support for a Women and Minority PhD Pipeline,” CNS - 0551583 with Teller, Stuart Weiss \$49,932

Principal Investigator, Faculty Fellowships Publication Program, CUNY \$5,000

**2005** Principal Investigator, Creative Material Group Residency, Portland Oregon December - January \$1500

Co-Principal Investigator, Turbulence.org with funds from the Andy Warhol Foundation for the Visual Arts, Juried Intl Net Art Competition 2005, Commission with collaborator Howe \$5000

Principal Investigator, PSC-CUNY Research Award for [meme.garden] project, \$3500 Principal Investigator, I-Park Artists’ residency, I-Park Artist’s Enclave, East Haddam CT

**2004** Co- Principal Investigator, CUNY Collaboration Grant, with Polli of Hunter and Jannone of Brooklyn College; online collaboration space

**2003** Co-PI, NSF Research on Gender in Science & Engineering 0332898 Realtime, Applied Programming for Underrepresented Students’ Early Literacy (RAPUNSEL), A. Hollingshead, K. Perlin, NYU \$899,000

Principal Investigator, Harvestworks Artist-In-Residence, audio installation and web art work, New York

Principal Investigator, Travel Grant, School of Architecture and Allied Arts, U Oregon

2002 Internet Artwork Commission for [remotion], CODEDOC, Whitney Museum Artport

Principal Investigator, Travel grant, Center for the Study of Women in Society; Travel Grant, School of Architecture and Allied Arts

Commission from University of Colorado, Boulder and “Mapping Transitions” for artwork, [search]

**2001** Principal Investigator, Social Science and Humanities Research Council of Canada, “Gender Games”” research project \$103,650 (returned upon move to USA)

Principal Investigator, Concordia Faculty Research Development Grant [P.I.]; Concordia University General Research Fund (GRF)

**2000** Turbulence.org new project grant for web project [rootings] Commissioned by New Radio & Performing Arts, Inc NY; Funded by the National Endowment for the Arts, \$5,000



Co-Principal Investigator, National Science Foundation Information Technology Research  
“Women-friendly Environments for Learning Info Technology” NSF ITR 0082771 \$100,000  
2000–3;

Faculty Research Development Grant, Concordia U

U.S. Fulbright Scholar Program for Interface Research, National Taiwan U., Dept of Computer  
Science 00-01

**1999** Principal Investigator, National Science Foundation Program for Gender Equity NSF 99-  
79265 \$99,920 “User Friendly Science and Math Software for Early Adolescent Girls.” 1999-  
2001

Principal Investigator, RGK Foundation: “techARTS” Arts and Technology program for girls 1999-  
2000 Co-Principal Investigator, UB Educational Technology Grant: Multimedia Literacy

**1998** Principal Investigator, Nuala M. Drescher Affirmative Action Grant

Principal Investigator, Public Service UB- “techARTS:” Art + Technology Program for Girls

Principal Investigator, Pacific Cultural Foundation Visiting Artist at National Institute for the  
Arts, Taipei Principal Investigator, Inst for Rrsh & Ed on Women + Gender, fund Interdisciplinary  
Course Gender & Tech

2020 Principal Investigator, Faculty Development Grant, UB

## PAPERS AND PANELS AT CONFERENCES/JURIED EVENTS

**2020** “Cross-Campus Collaborations,” Game Developer’s Conference, 16-20 March (Cancelled,  
Coronavirus)

**2017** “20 Years of Game Studies: Panel,” College Art Association/ New Media Caucus, 15-18 Feb  
“Interpretations of a Science Bias Narrative Vary by Gender,” Poster with Green and Freedman,  
Society for Personality and Social Psychology January

**2016** “Solving the Feedback Problem in Crowdsourcing Games: Design Lessons from Smorball ,”  
Max Seidman, Gili Freedman, and Mary Flanagan, Meaningful Play Conference, East Lansing 20-  
22 Oct

“Creating Games to Combat Climate Change,” Gili Freedman, Max Seidman, Ross Virginia and  
Mary Flanagan, Meaningful Play Conference, East Lansing 20-22 Oct

“Feedback and timing in a crowdsourcing game.” Gili Freedman, Sukie Punjasthitkul, Max  
Seidman, Mary Flanagan, Human Computation, Austin Oct

“Self-Esteem and Public Self-Consciousness Moderate the Emotional Impact of Expressive  
Writing about Experiences with Bias,” Poster with Kaufman and Green, International  
Communications Assn 9-13 June

“Using Stories to Increase Understanding of Gender Bias and Stereotype Threat in STEM,”  
Poster with Kaufman and Green, NSF ADVANCE/GSE Program Workshop in Baltimore, Maryland  
May 22- 24

“Critical Play as an Art History Framework,” In and Out of Art History: The Video Game Conundrum. UK Association of Art Historians, Edinburgh April  
“Teaching Analog Game Design,” Game Developer’s Conference (GDC) Education Summit Panel, March  
“Who owns What and Why: Faculty and Student IP,” Game Developer’s Conference (GDC) Education Summit Panel, March

**2015** “Games as a Medium,” ‘Games and Gambits in Contemporary Art’ Panel, College Art Association NYC February

**2014** “Games and Gender-Based Violence,” Games for Change NYC April  
“How to Think,” Panel, Game Developer’s Conference: Education Summit, San Francisco March  
“Teaching Games with Games: Eight Exercises in Play,” Panel, Game Developer’s Conference: Education Summit, San Francisco March

**2013** “Citizen Archivists at Play: Game Design for Gathering Metadata for Cultural Heritage Institutions,” Digital Games Research Association, Atlanta Georgia August  
“Designing and Researching Games to Reduce Stereotypes and Biases: A Psychological Approach,” Workshop at Games, Learning and Society Madison WI 13 June  
“Poverty, Equity, &...Play? The Possibility of “Unlearning” Inhibiting Social Biases through Games,” AERA SF April  
“RePlay Health” Peer Reviewed Workshop Game, The Society of General Internal Medicine, Denver April  
“Game Design Curriculum Deathmatch,” Game Developer’s Conference, Education Summit, March  
“Playful Aesthetics,” Video Games Panel, Modern Language Assn Annual Convention Boston January

**2012** “Play and Aesthetics,” The Society for Literature, Science, and the Arts Annual Conference Milwaukee September

**2011** “Real World Games for Civic Action Platforms,” Panel at DML: Designing Learning Futures Conference, Long Beach March 3  
“Building & Growing a Game Lab,” Panel, Game Developer’s Conference: Education Summit, San Francisco March 1  
“Game Education Rant,” Game Developer’s Conference: Education Summit, San Francisco March 2

**2010** “Designing Games for Learning: Insights from Conversations with Designers,” Katherine Isbister, Mary Flanagan, Chelsea Hash; Notes Paper, CHI 2010 Atlanta April

**2009** “Some Assembly Required: Starting and Growing a Game Lab” (Flanagan, Pearce, Fernandez-Vara) Panel, Digital Games Research Association, Brunel. Uxbridge UK Sept

"Anxiety, Openness, and Activist Games: A Case Study for Critical Play" (Flanagan, Lotko), Digital Games Research Association, Brunel Univ. Uxbridge UK, September

"Positive Games" (with Jonathan Belman), SIGGRAPH 2009 New Orleans LA August

"Small Things Games Teach us Well" Games, Learning & Society Madison WI June (w/ K Isbister NYU- Poly)

**2008** "Whose Computer Space? Software, Games and Human Values," Computer Space Conf, Sophia Bulgaria

"Gender and Heuristics," Beyond Barbie to Mortal Kombat and Education Research Panel American Educational Research Association Conference, NYC March 2008

"Video Games for Social Change Workshop," Grassroots Media Conference NYC March

**2007** "A Method for Discovering Values in Digital Games," Mary Flanagan, Jonathan Belman, Helen Nissenbaum, and Jim Diamond. Full paper, Digital Games Research Association (DiGRA) Tokyo October

"Game Design Heuristics for Activist Games," Mary Flanagan, Jonathan Belman, Helen Nissenbaum, Full Paper, CHI (Computer Human Interaction Conf.) 2007, San Jose April

"RAPUNSEL: How a computer game designed based on educational theory can improve girls' self-efficacy + self-esteem," Plass, J. L, Goldman, R., Flanagan, M., Diamond, J., Dong, C., Looui, S., Hyuksoon Song, H., Rosalia, C. + Perlin, K., American Educational Research Association Conference, Chicago, April 2007

"Locating Play and Politics: Real World Games and Political Action," Digital Arts & Culture Conference, Perth Australia October 2007

**2006** "Art Mod" Panel, Game Art Panel, Game Developers Conference, March San Jose

"Internet II Panel" College Art Association Annual Conference, February

**2005** "Troubling 'Games for Girls': Notes from the Edge of Game Design," Digital Games Research Association Conference, Vancouver BC 16 June

"New Design Methods for Activist Gaming," Digital Games Research Assn Conf, Vancouver BC 16 June

"Values at Play: Design Tradeoffs in Socially-Oriented Game Design," Full Paper, CHI (Computer Human Interaction Conf.) 2005, Portland Oregon, 7 April

**2004** "Playculture: Work, Leisure, and the Digital Vernacular" at the Leisure and Liberty in North America conference, UNIVERSITÉ PARIS IV-SORBONNE 11-12 Nov

"Other Players" Third Places, Steirischer Herbst Festival, Graz Austria 15 October

"Cultural Softwares: Artistic Tools + DIY Networks" panel organized by Christiane Paul. InterSociety of Electronic Arts (ISEA) conference, Helsinki, 16-22 August

"Translating Values into Design: Case Studies," Panel Organizer and Speaker, 13<sup>th</sup> Annual World Wide Web Conference, New York 18 May

"preserving software art" Seeing Double Exhibition Artist's Panel, Guggenheim Museum, NYC 8 May

"novel.methodologies," Processing Novelty Symposium, U. of Auckland Auckland NZ 7 April

**2003** "Practicing Play," The Culture in the Game panel – Society + Games, The Institute for Information Law and Policy at New York Law School and the Information Society Project at Yale Law School 13-15 Nov

"The Space of *The Sims*," Digital Games Research Association Conference Univ. Utrecht, NL 4-6 Nov

"SIMs and Doll Play," Digital Arts and Culture Conference, Melbourne Australia 19-23 May

"Domestic Spaces & *The Sims*," Joint Mtg Pop Culture/American Culture Assns, New Orleans 16-19 Apr

"[search]-ing" (accepted) 9th Biennial Symposium for Arts and Technology, Ammerman Center for Arts and Technology at Connecticut College, 27 Feb -1 Mar

"Visualizing Time, Memory + Desire: [rootings], [search] & the Aesthetics of the Dynamic"

INTERACTIVE FUTURES Victoria Independent Film + Video Fest, U. of Victoria British Columbia CA 7-9 Feb

**2002** "The 'Nature' of Networks: Space and Place in the 'Silicon Forest'," Nature + Progress: Interactions, Exclusions, Mutations, Univ. Paris-Sorbonne 8-9 Nov

"Net.Art + Everyday Life," Rethinking the Visual: New Technologies in the Context of Society and Culture University of Colorado, Boulder 12-15 Sept

"Feminist Transgressions? Object & Process in Transgenic/Genetic Works by Women."

SIGGRAPH 2002 San Antonio Texas 21-26 July

"Digital Art as Map: Tracing / Creating an Evolving Discipline," 2nd European Conf of the International Society for Literature and Science, "Experimenting Arts and Sciences," Aarhus Denmark 8-12 May

**2001** "Electronic Games as Art: HyperMedia as Surrealism," Panel: "The Surreal, the Hyperreal, + the Virtually Real" College Art Association Conference, Chicago IL Feb

**2000** "Hyperbodies, Hyperknowledges," Feminist Utopias Conference, IREWS, University of Toronto ON Nov "Using Multimedia Courseware to Bring Together Theory and Practice," WebNet 2000,

San Antonio TX Oct

"Interfacing Differently: Educating Girls in a Changing Digital Landscape," WebNet 2000, San Antonio TX Oct

"techARTS: Urban Girls Get a Handle on Computer Graphics," SIGGRAPH 2000 Educators Panel, New Orleans LA July

"Arts and Technology for Urban Girls," Urban Girls 2000, Technology Section Buffalo NY April

"The Adventures of Josie True," Urban Girls 2000, Technology Section Buffalo NY April

"A Feminist Poetics of the Machine," Matters of Representation: Feminism, Theory & the Arts Conf Buffalo NY April

"The Adventures of Josie True: Software to Challenge the Status Quo," Communications in the CyberAge Conference, SUNY of Technology Canton NY March

“Stretching the Boundaries: Digital Arts,” Communications in the Cyber Age Conf, SUNY Canton NY

**1999** “Viral Poetics,” Digital Arts & Culture International Conference, Georgia Institute of Technology, Atlanta GA Oct

“Reload: Redefining CyberPunk,” MIT Media in Transition Conference Cambridge MA October

“Navigable Narratives: Gender and Narrative Spatiality in Virtual Worlds,” Exploring Cyber Society

Conference University of Northumbria at Newcastle UK July

“[the perpetual bed]: Virtual World Making,” Interactive Frictions, USC + Annenberg Center LA

June “Navigable Narratives: A Feminist Use of Virtual Space” Third Annual UCCB Storytelling Symposium, “Women and Storytelling,” Univ. Coll. Cape Breton Nova Scotia May

“Knowing Through Lara: Game Hero Lara Croft & the Epistemology of 3D Games,” Knowing Mass Culture/Mediating Knowledge, Center for 20<sup>th</sup> Century Studies Milwaukee WI April

“A Feminist Use of Virtual Space,” Posing Questions: Interrogating Performance, Exhibition, and Representation, SUNY at Stony Brook NY March

“Teaching Gender and Technology,” Gender + The Changing Curriculum: Educating With(out) Differenc(es) Conference, Institute for Research & Ed. on Women & Gender Buffalo NY March

“Practicing Stereotypes: Exploring Gender Stereotypes Online,” SITE’99 (Society for Info Technology + Teacher Education) San Antonio TX March

“Navigable Narratives,” Theorizing Performativity Conf, Trent Univ. Peterborough ON March

**1998** “Providing Seminars on the Web,” WebNet 98: World Conference of the WWW, Internet and Intranet Orlando FL Nov

“Developing Virtual Performance Spaces,” CIT 98, SUNY Conference Cortland NY May

“Stepping Into Our Own Stories,” Panel CHI 98 Los Angeles CA April (panel organizer)

“Cool Curriculum Projects for Girls” Macworld San Francisco CA Jan

**2021** “Developing Children’s Edutainment on the Web,” Webnet 97, Toronto ON Canada Nov

## KEYNOTES AND SPECIAL ADDRESSES

**2020** “Designing Transformative Games,” Games for Impact Poland: International festival of games with a social impact, National Film Archive Warsaw 10 December

**2019** “Dawn Chan and Mary Flanagan: On Power and Play in Virtual Worlds,” Conversations on the Edge, School of the Art Institute of Chicago, 18 April

**2018** “Interactive Narrative and Game Mechanics in Design and Culture,” GameZ & RuleZ Symposium, Zurich 9 November

“Change right now,” World Economic Forum Tech Pioneers Meeting, San Francisco 21 March

“Game Changers: Playing Gaming for Good,” World Economic Forum Annual Meeting in Davos Switzerland 25 January

**2017** “Games for Global Justice,” Games to Inspire in Youth Work and Global Development Education, Tipperary Ireland

“Making Play Matter: Games for Social Good,” Intelligent Games and Game Intelligence Symposium (IGGI), York UK September

“Evidence Based Design,” Games for Change Festival, New York City, 31 July – 2 Aug

“VIVE la Révolution,” 48th International Simulation and Gaming Association (ISAGA) conf Delft July

“Special Address: Playing Colonialism,” Board Game Studies Colloquium, University of Copenhagen, Denmark 17-20 May, 2017 <http://bgs20.tors.ku.dk>

“Othering Algorithms,” Cornell’s “Skin Practice”: Society for the Humanities Fellows' Workshop 14 April

“Working Interventions,” UCLA Art|Sci Leonardo Art Science Rendezvous (LASER) 23 February 2017

**2016** “Connected Play,” Oxford Internet Institute's Connected Life conference Oxford UK 21 June

**2015** “Creating a #CrowdCON,” Engaging the Public: Best Practices for Crowdsourcing Across the Disciplines. University of Maryland 6-8 May.

“Diversity in Audience, Diversity in Creators,” IndieCade East Festival, American Museum of the Moving Image 15 Feb 2015

**2014** “Freedom at Play in Digital Games,” Philosophy of Computer Games 2014 Istanbul 13-15 November

“Who Plays?” RE:Humanities’14: Play, Power, Production #rehum14 Haverford College April

“Playing with your Metadata,” WebWise, Institute of Museum and Library Services (IMLS) Innovation Conference, Baltimore February

“Making a Difference in and through Playful Design,” Computer Supported Cooperative Work Annual Conference (ACM) Baltimore February

**2013** “3 Stories of Social Change,” Business Innovation Factory, Providence September

“Tales of Transformation & Creative Entrepreneurship,” Trinity College, Dublin Computer Science Sept

“Changing minds with games.” NSF Social Computing SoCS PI MTG Seattle WA June

“Playfully Changing Stereotypes and Biases,” Games, Learning and Society, Madison WI June

“The Psychology of Games For Change,” Association of Professional Futurists Orlando April

“Different Games,” Different Games Conference, NYU Polytech NYC 26 April

“Never Mind the Body, Here’s a Gamepad! Considering Embodiment in the Age of Play,” Minding the Body Conference CUNY Graduate Center, February

**2012** "Hippies, Hackers, & Wargames (A Secret History of War & Peace)," INDIECADE Culver City CA October

"The Use of Simulations, Board Games and Virtual games in the teaching of politics, international relations and related fields," University of Westminster London 8 June

"Critical Play," Keynote at the Critical Play Symposium, Museum of Modern Art New York 17

May "Humanist Design," Keynote, Georgia Tech's Digital Media Program - Yesterday & Today, 16 April 2012

**2011** "Critical Play," PLAYful Interaction Conference at STRP Festival, The Netherlands, with the Dept of Industrial Design at the Eindhoven Univ of Technology 25 Nov

"Disruptive Play: Games and Art," NextLevel Conference Köln Germany 4 Nov 2011

"Values at Play" Festival Keynote, IndieCade International Festival of Independent Games, 9 Oct

"rethink, redesign, replay," Digital Games Research Association, 16 September 2011

**2010** "Urban Spaces, Human Values" Playing the City/Giocando la città, Modena Italia March

"Values in Play," DIGITEL 2010, The IEEE 3rd International Conference on Digital Game and Intelligent Toy Enhanced Learning), 12-16 April 2010 in Kaohsiung, Taiwan

**2008** "Humanistic Computing." Keynote Address, Vienna Games Conference—

Future and Reality of Gaming (F.R.O.G.) - Vienna Games Conference 2008 October

"The Video Game as an Expressive Medium" Keynote Address, Art and Technology Week, Telfair Museum of Art, Savannah GA January

**2007** "Activist Design Methods: Studies in Alternatives for Game Designers Interested in Social Change." Keynote, Women in Games Conf UK, April 2007

"Gaming Visualities." Feminist Visualities Conference, Cornell University, February

**2006** "Experience Design." The Virtual 2006: designing digital experience, Södertörns Univ., Stockholm

"Computational Knowing." Nordic Games Conference," 2006 Malmo Sweden

"CODE." Keynote, CODE Conference, The International Digital Media + Arts Association, Miami U. Ohio

**2005** "alt.history." Keynote Address, Playing with the Past: Revision, Reversion, and Pastiche in Video Games and Electronic Literature, University of Florida March

"Contemporary Concerns in Software Art," Keynote Address, American Visual Culture Lecture Series, Contemporary Art Museum St. Louis February

**2004** "Aspects of Intermedia: Contemporary Art + The Digital," Keynote Address, University of Auckland International Strategic Opportunities and Research Collaborations, Auckland NZ April

**2003** "Playculture," Keynote Address, Plaything: Choose your Weapons Digital Games Art Symposium & Exhibition, dlux media arts, University of Sydney 10 October



“Searching for Net.Art,” Keynote, “ArtStream Show” Univ of Arizona, Museum of Art, Tuscon 7 March

“Gaming Culture & Cyberfeminist Practices.” Keynote Address, Genero @ femino: Dos Conferencias Sobre Ciberfeminismo. Museo Nacional Centro de Arte - Reina Sofia, Madrid March

## THINK TANKS, TRAINING, AND ADVISORY TEAMS

**2020** Inclusive Leadership Workshop Series, Faculty advancement network, Ivy+ group

**2018** Tech Pioneers, World Economic Forum Meeting San Francisco  
SDGs at the World Government Summit, Dubai UAE 10-13 February  
World Economic Forum Annual Meeting, Davos-Klosters, Switzerland 22-26 January

**2017** “Ethical HCD,” Arguing on the Holodeck: Designing Immersive Interactive Entertainment with Persuasive Intent, held in conjunction with CHI PLAY

**2015** Lead Organizer with Neil Fraistat and Andrea Wiggins, “Engaging the Public: Best Practices for Crowdsourcing Across the Disciplines” University of Maryland 6<sup>th</sup>-8<sup>th</sup> May. “The Future of the Digital Library,” IMLS FOCUS Thinktank at IMLS April  
“Creating More Diverse Games Through Psychology,” Diversifying Barbie to Mortal Kombat, University of Pennsylvania April  
Federal Community of Practice on Crowdsourcing and Citizen Science’s (FCPCCS) panel March

**2014** “The Future of the Library,” IMLS FOCUS Thinktank at NYPL April

**2012** “Right to Health & Health Systems,” Salzburg Global Seminar Faculty, Salzburg Austria November  
“Academic Consortium on Games for Impact,” White House Office of Science and Technology Policy (OSTP), Washington DC, US  
“Popular Culture, Sustainability, and Innovation,” Research Group Groningen NL

**2011** “Right to Health,” Salzburg Global Seminar Faculty, Salzburg Austria September  
Urban Games thinktank, METAL, Leigh-on-Sea UK January

**2010** Center for Children & Technology, a National Education R & D Center on Instructional Technology, Children’s Television Workshop Game Design & Learning, January

**2009** City University of Hong Kong, School of Creative Media advisor. Led think tank on Outcomes Based Teaching

and Learning in March.

2009 "Future of the Humanities," Project Bamboo – Mellon Foundation, March

**2008** "Children's Television Workshop Game Design & Learning," Center for Children & Technology; Oct

**2006** "Women Making Science: Problem, Progress, Power" with The Feminist Press, Dec

**2005** "id\_runners," Furtherfield Arts Centre London, July

**2004** "Digital Mediated Learning Project," think tank group to make recommendations to MacArthur foundation in Digital Media Education Areas, 19 July + 19 Aug  
"International Strategic Opportunities and Research Collaborations Thinktank" University of Auckland New Zealand April 5-11  
"Role of Arts Centers Roundtable" and Research Visit, City Arts Center, Dublin; Feb

**2003** "SmartLab Centre Thinktank," Amsterdam, November  
"Carbon Versus Silicon: Thinking Small/Thinking Fast" Banff New Media Summit, Aug "The Learning Lab" retreat, Alan Kay and Viewpoints Research, August

**2001** "Human Generosity Project" Banff New Media Summit, August

## INVITED TALKS

**2022** "Artist Talk," Artists NOW, Peck School for the Arts, University of Wisconsin-Milwaukee, 9 March

**2021** "Love in the Glitch: Humanizing the Future," The Future of Humanity Conference, June 19  
"Game Design for prosocial causes," United Nations & Games Industry Joint Initiative - Playing for the Planet - Harnessing the Power of Games to Tackle Climate Change, talk to the Green Game Jam, 26 March  
"Games as Social Transformation," Cornell Tech Digital Life Initiative, 18 Feb  
"Linking Art Practice and Games," Columbus College of Art, 29 January

**2020** "Talk and Demo with Mary Flanagan," Dicebreaker 14 December  
"Talk and demo with Mary Flanagan," Awshucks, Shut Up & Sit Down Twitch 17 October  
"Games and Society," f, in collaboration with USC and Tencent, July  
"Game Research," visit to NYU Graduate program in games, April

**2019** "Algorithms of encounter, algorithms for surprise," Computational Models and Mimesis, Dartmouth College 28 July -1 August

“Research: Faculty and Students,” Panel for Dartmouth’s Trustees  
“More Darling Vampire: Metaphors on Addiction,” Dartmouth Health Care Foundations  
Intensive July “Artist’s Talk,” Robert Rauschenberg Foundation January

**2018** “Prix Forum Art Talks: Interactive Art+ Jury and Award Winners,” Linz Austria September  
“My Darling Vampire: Metaphors on Addiction,” Dartmouth Healthcare Foundations intensive  
July  
“Arts and Humanities,” lightning talks at Dartmouth  
“Experimental Humanities,” Excellence in Pedagogy and Innovative Classrooms (EPIC) Program  
Inaugural  
Conference, UCLA Division of Humanities April  
“Art Games: Play at the Margins, Play at the Center” UCLA Design | Media Arts February  
“Human By Design” panel and dinner with Tim Brown, Ideo; Atul Gawande, Harvard; Will.i.am,  
Stuart Butterfield, founder of slack, World Economic Forum 24 January  
“Putting Jobs Out of Work” panel, with Andy Serwer, Yahoo Finance, Yuval Noah Harari, writer;  
CVK Vijayakumar, CEO; Arlie Hothschild, anthropologist, World Economic Forum 24 January  
“The Learning Revolution: It’s not about Classrooms” panel, with John Goodwin, Lego  
Foundation; Brian  
Ballard, Founder of Upskill; World Economic Forum 25 January

**2017** “Critical Play,” Professor at The Royal Danish Academy of Fine Arts 18 May  
“Art and the Anthropocene,” Cornell University Society for the Humanities, master  
class/seminar April  
“Social activist design,” USC Class talk, March  
“Designing Public Participatory Play,” Getty Museum Education Group, March  
“Twenty Years of Game Studies (Panel with Janet Murray, Ian Bogost, John Sharp), NYU 16  
February

**2016** “Let’s Play – Games with Mary Flanagan,” Centennial Circle Forum, Dartmouth College  
April “Digital Rights and the Artist” panel, 18 April at DEN, Dartmouth College 18 April  
“Critical Games,” Berkeley Center for New Media’s History and Theory of New Media Lecture  
Series March  
“Critical Play and Embedded Design,” Carnegie Mellon Center for Arts and Society Feb  
“Identity in Gaming,” Teacher’s College at Columbia University, Panel with Naomi Clark, Joey  
Lee and others), Sexuality Women & Gender project & the Office of Diversity Affairs at Teachers  
College Feb

**2015** “Embedded Design for Social Innovation,” Segal Design Institute on December 2nd to give  
a talk in the Segal Seminar Series, December  
“Games that Change the World: What’s Possible?” Bergen Norway Public Library, September  
“Ludics Seminar,” Department of the Classics, Harvard University September  
“The Psychology of Interventionist Design,” School of Visual Arts, March  
“Humanist Games: Playful Systems for Critical Thinking,” Fordham Univ. Inaugural Digital Media  
Lecture Series March

“Design, Research, and Play” USC Games program Documentary and Activist Games class visit  
“Global Interventions Through Play,” Global Issues in Design and Visuality of the 21st Century,  
Parsons The New School for Design NYC March

**2014** “Values at Play in Smart Technologies,” University of Toronto September “Methodologies  
to Study Games,” University of Toronto September “Power, Information, & Pleasure,”  
University of Toronto September  
“#1reasonwhybodiesstillmatter,” University of Toronto September  
“Humor, Play, and Games,” University of Toronto September  
“Playful Aging,” University of Toronto September  
“Values at Play in Designed Technology,” The New School NYC, September  
“Experiential Learning Through Playful Research,” Princeton Club of Dartmouth Alumni May  
“Awkward Moments at Work,” Your Future in Science, Dartmouth College Career Building  
Workshop For Women in Science April  
“Experiential Learning,” President’s Leadership Council gathering in NYC, Dartmouth College  
April 2014 “Games and Gender-Based Violence,” Games for Change Conference NYC April  
“Games for Social Change 2.0,” Games for Change Conference NYC April  
“Values in Action,” Workshop, Playing for Change Conference Manchester UK February  
“A Psychological Approach to Games for Impact,” Psychology and Brain Sciences Colloquium,  
Dartmouth February  
“Humanist Inquiry through Critical Play: Designing and Enacting our Enduring Questions, MIT  
January

**2013** “Critical Design,” The New School for Social Research, Design and Technology Program,  
December “Three Stories of Social Impact,” Comparative Media Studies MIT November  
“Critical Play,” The New School for Social Research, Media Studies Talk, May  
“Hippies, Hackers, & Wargames (A Secret History of War & Peace),” NYU Game Center 14  
March  
“Games for Good: A Psychological Approach,” Dartmouth Hitchcock Medical Center, Psychiatric  
Research Center Lebanon NH, March  
“Playing for Change,” Dartmouth Alumni talk, Hanover NH February

**2012** “Digital Aesthetics, Gender, and Genre.” Gender and Genre Workshop, Univ. of  
Birmingham UK Nov  
“Games for Health & Human Rights: Approaches and Efficacy. Salzburg Global Seminar #500,  
Right to Health, with the Dartmouth Center for Health Care Delivery Science & World Bank  
Salzburg Austria Nov  
“Century of the Child” Visiting Tour at MoMA w Eric Zimmerman, NYU Game Center MFA  
Program, Oct “Border walks and Psychogeography,” Conflux Art Festival NYC October  
“Digital Humanities and Games,” Upper Valley Alumni Panel, October  
“Critical Play: Panel at UC-Santa Cruz October  
“Senior Faculty Thought Leader” Panel, Dartmouth College September  
“Serious Play,” University of Tampere Finland September  
“Digital Culture,” Introduction to Film, Dartmouth College August

“Serious Games,” Woodstock Digital Media Festival 22<sup>nd</sup> June  
“Unlearning Biases and Stereotypes,” Games for Change Festival NYC 14 June  
“Artistic Research through Critical Play,” Hanzehogeschool Groningen NL 6 June  
“Gaming Biases and Stereotypes,” Feminists in Games, York University Toronto May  
“The Art of Videogames: Society and Culture.” The Smithsonian Museum of American Art, 4 May  
“Can Games Do Good?,” Senior Honors Program May  
“Art and Science,” Distinguished Lecture, Dept of Computer Science UNC, Charlotte 27 April  
“How Games are Good for You,” Academic Spotlight Dartmouth College April  
“TransTalks: Practice Makes Practice,” Transdisciplinary Design Program, Parsons NYC March  
“From Left Field: Values in Games,” GDC Game Design Microtalks, GDC San Francisco March  
“A Pile of Secrets: The Ludic Language,” Telfair Museum of Art, Savannah GA 1 March

**2011** “Artists and AI” at the KillScreen Dialogues, The New Museum NYC 16 December “Playful Systems” ZKM Karlsruhe 30 November

“Propositions from a Critical Play Perspective,” UC-Santa Cruz, 1 November “Gaming Metadata,” NYPL Labs Lunchtime Lecture, 20 October  
“PONG,” on panel for Action Speaks Radio, AS220 Providence 12 Oct  
“Critical Play,” Washington State University – Vancouver 18 Oct  
“Playful Interventions,” USC 10 October 2011  
“Game Salon: Gamification Guest,” USC 10 October 2011  
“Influences Panel,” IndieCade International Festival of Independent Games, 9 October “Salzburg Seminar” faculty member, Salzburg Austria 29 Sept – 1 Oct  
“Critical Play and Fluxus,” the Hood Museum of Art, Hanover NH 26 July 2011  
“Bringing a “Humanist Approach” to Games for Learning, Microsoft Research, 20 July 2011  
“New Media Art” panel with Christiane Paul, Marcin Ramocki, Joe McKay, Kristin Lucas at the first Woodstock Digital Media Festival, 17 June  
“Artist Talk” Bloomfield College NJ 16 Feb  
“Relational Aesthetics and Mediation: Rule systems” Parsons MA program talk 14 February  
“Art/Tech Global Sample, Centennial Panel CAA w Mark Tribe, Chris Csikszentmihályi 12 Feb

**2010** “Challenges to Critical Play,” Pervasive Media Studio, University of Bristol 27 October

“Pecha Kucha,” METAL Arts Organization, Southend-on-Sea UK 21 October  
“Visualising Our World” talk with Respondents Ruth Catlow, Furtherfield, and Rachel Lichtenstein, author; METAL, Leigh-on-Sea UK 20 October  
“Critical Play” Science Gallery, Trinity College Dublin 1 September  
“Playing Critically,” 3GSummit: Future of Girls, Gaming & Gender, Columbia U Chicago 13 Aug  
“Artists Re:thinking Games,” Birkbeck University London, 10 June  
“Data-ism and Perception” Panels, MFA Program in Interactive Design and Technology, Parsons  
“Values in Design Symposium,” NYU 7-8 May  
“Contemporary Digital Life,” Visitor to Professor Williams’ Dartmouth Class 3 May “Grow-a-Game,” Games for Change conference, 24 May  
“Digital Humanities Meets Digital Arts” Public Dialog, Cornell, 8 February

"Utopias are not Enough" Artist Talk, Cornell, 9 February  
"Meaning in Games" NYU Videogame Theory Seminar 2 February

**2009** "The Art of Sonia Landy Sheridan," The Hood Museum, Dartmouth 3 November  
"Purple Blurb" Artist Talk, MIT 2 November  
"Introduction to Critical Game Studies," MIT-Singapore GAMBIT laboratory 2 November  
"The Digital Revolution" Dartmouth, Inaugural Activities for President Jim Yong Kim, September  
"Games 101 Workshop: Values at Play and Grow-a-Game," Games for Change NYC 26 May  
"Issue Literacy Panel" with J. Sharp, C. Macklin, B. Josh, Games for Change NYC 27 May  
"Grow a Game Workshop" Games for Change NYC 28 May  
"VEXATA GAME DEMO" Games for Change NYC 28 May  
"The Nature of Creativity: Arts and the Environment" Panel with DJ Spooky, Ross Virginia, Michael Casey 14 April  
"State of the Field: The Digital Arts and Humanities" City University of Hong Kong March "Using Research as a Model for Teaching: Learning in The Digital Age," City U. of HK March "Creativity and Technology Case Studies" City University of Hong Kong March  
"Web 2.0 in the Arts" School of Creative Media, City University of Hong Kong March "Serious Play, Serious Games" Dartmouth Alumni Association of Los Angeles, March "Artist Talk" Transart Institute Brooklyn February

**2008** "Game Theory, Play Money." Digital Games Research Assn., (DiGRA) NYC November  
"Artist Talk" RISD Digital Media program, Providence 4 November  
"Affective Games and Networked Art" School of Visual Arts, NYC October  
"Values in Design Workshop" Santa Clara University August

**2007** "Values in Games Workshop" Games, Learning + Society Conference Madison WI July  
"Values in Games Workshop" Games for Change, NYC June  
"Space Time Play" V2 lab, Rotterdam May  
"Humanistic Games and Feminist Theory," Cornell April  
"Leadership Panel For Girls: Games," Trendsetters, Brooklyn Polytechnic March "Values in Games Workshop" Technology for Peace Conference, CMU April "Social Action and Games" SouthXSouthwest, Austin March  
"Conceptual art and the game" Cal IT2, San Diego February  
"Designing with Values for Girls and Other Audiences" Gamelab NYC February "Funded Game Research" GDC EducationSIG San Francisco February  
"Case Studies: Game Design Curriculum" GDC Education SIG San Francisco February  
"VideoGames as Expressive Media" LCC Georgia Tech January  
"Values in Game Systems: CUNY IT Conference NYC November  
"Designing for *Difference*" CineKid New Media Symposium Amsterdam 19 October  
"GrandTextAuto Symposium" UC Irvine October 5 2007  
"Games Without Genres" panel DiGRA Tokyo 27 September  
"Values at Play: Board Game Modding Workshop" DiGRA Tokyo 25, 27 September "Games, Values, and Art" Maine College of Art July

“States of Psychogeography” Mobilized Conference Eyebeam/Metrotech NYC 5 May “Artists Talk” Rutgers University April  
“Heading in Different Directions,” Emerging Terrain in Games and Simulation Symposium, Rensselaer Polytechnic Institute 2 April  
“Artists Talk” University of Wisconsin Milwaukee Film Program April  
“Artists Talk” School of Visual Arts March  
“eVALUating Games,” NYU Workshop, NYC March  
“Graduate Colloquium” and “Exhibition Talk” Georgia Institute of Technology January

**2006** “Effective Outreach: Attracting Girls with Play,” Women Making Science: Problem, Progress, Power Symposium, CUNY Graduate Center, December  
“Interactive Textualities” University of Quebec at Montreal November  
“Exploring Systems of Everyday Culture” Duke University November  
“Artists as Experience Designers” Bowling Green State University October  
“Game Design for Plural Players” Bowling Green State University October  
“The Future of Nordic Games” panelist, Nordic Game 2006 Sweden  
“Using the Critical Play Framework: Values and Experience Design Workshop” at Virtual 2006 Conference, Sweden  
“Computing the Everyday,” Neuberger Museum, Purchase College, April  
“Computing Gender,” Columbia University, Women in Computing group, March  
“Designing for Values,” Parsons School of Design March  
“Artist Talk,” Georgia Institute of Technology, School of Literature, Comm. & Culture, February  
“Game Worlds are our Own Worlds,” Living Game Worlds: Design Processes and the Future of Expressive Computing, School of Literature, Communication + Culture February  
“Artist Talk,” Digital Technology + Culture Program, Wash. State University, February  
“I Taught Myself Everything I Know: Autodidacticism in New Media Art,” American Folk Art Museum, 29 Jan

**2005** UW-Milwaukee Critical Studies Colloquium, September  
“iBody, iSelf” Workshop. ICT&Humanities Summer School, Södertörns Hogskola Stockholm, June  
“Reskinning the Everyday” ICT&Humanities Summer School, Södertörns Hogskola Stockholm, June  
“playful technologies.” Tuesday Night Talks with New Media Artists. Pace Digital Gallery, Pace University New York City 19 April  
“Telling Technologies: Rewriting Narratives of Everyday Computing.” Literature, Communication, and Culture, Georgia Institute of Technology 14 April  
“Game Design: Current Issues” Lifelong Kindergarten Group, MIT Media Lab  
“Current Work in Feminist Design,” Dept of Literature, Richard Stockton College of NJ 4 March  
“Artist’s Talk,” MA in Narrative Virtual Environments, Central St Martins College of Art & Design, London, 16 February  
“Game Design Heuristics,” EVA Conferences International, Intelligent Media Institute - London 3D Imaging Technology Conference, University College London, 16-17 February  
“b-tween Playing and Sharing: Designing 21<sup>st</sup> Century Games for Girls.” b.TWEEN Conference, Doncaster UK 17-18 Feb



**2004** “Activist Games and [six.circles]” Art and Science Collaborations Inc, 6 Dec  
“RAPUNSEL”, Department of Computer Science, New York University 19 October  
“Code + Creativity IV: Games: Making + Unmaking the World,” U. Maine 15-19 Sept  
“Artist’s Talk” School of the Art Institute of Chicago, 5 July  
“RAPUNSEL” Research for Girls’ Empowerment, Microsoft Research Seattle, 16 June  
“artist’s talk” Harvestworks, New York 18 April  
“tiltfactor: social aspects of technology,” University of Auckland International Strategic Opportunities + Research Collaborations visit, Auckland NZ 8 April  
“The Language of Interactivity: Values in Design in Practice?” Univ. of Auckland International Strategic Opportunities + Research Collaborations, Auckland NZ 8 April  
“Values in Interactive Design: Case Studies,” New York University, New York 30 March “Gender and Games,” Hunter College Presidential Roundtable, New York 24 March  
“media|intervention,” Floating Points Lecture Series, Emerson College Boston 17 March  
“Values and Game Design.” Center for Games Research, IT U. Copenhagen 20 February “Artists Talk.” Data::Event 16.0” Dublin Art & Technology Assn, Media Lab Dublin 12 February “Gender, Computing & the Arts.” Department of Electronic and Electrical Engineering, Trinity College Dublin 13 Feb  
“What If? Experiments in Art & Science,” Columbia University Inaugural Digital Media Center Lecture Series 28 Jan

**2003** “systems of the everyday” University of Colorado @ Colorado Springs, 4 Dec  
“system.perception” Hunter College Film and Media Studies panel, November  
“Let Down Your Long Hair: Projects for Girls,” Boys & Girls Come Out to Play panel, Plaything Symposium, Sydney 12 Oct  
“Artists Talk,” Upgrade, Eyebeam, New York 29 September  
“Fur and other projects-theorizing and making the impossible” Banff New Media Institute, Carbon Versus Silicon: Thinking Small/Thinking Fast” Banff New Media Summit, August  
“Savvy Plugged In: The Role of Digital Art”, St. Louis Artist’s Guild 30 May  
“Round Table: New Media Difference New Media Futures,” with Espen Aarseth, Susana Tosca, Noah Wardrip Fruin, Adrian Miles, Andrew Murphie, and Anna Munster at the State Library of Victoria, Melbourne Australia  
“Visiting Artist / Presentation,” State Library of Victoria, Experimedia Space, Melbourne AU May  
“Co-Lateral Disciplines Panel,” School of Architecture + Allied Arts, U Oregon, May  
“Artist Talk,” New Media Program, Purchase College New York April  
“Software for Girls,” NYU Department of Computer Science New York March  
“Play and New Media Studies,” The New School MA Program in Media Studies, NYC 25 Feb  
“Artist Talk,” Department of Film and Media Studies, Hunter College, 20 Feb  
“Artist Talk,” Visiting Artist/Artist Presentation, “Contemporary Voices” series in the Computer Art Graduate Program, School of Visual Arts, New York 19 Feb  
“permeations.interventions,” School of Architecture & Allied Arts, U Oregon, Eugene OR 16 Jan

**2002** “Virtually Personal” Digital Media Working Group, Walter Chapin Simpson Center for the Humanities, University of Washington Nov  
“Whitney Biennial 2002 Net Artist Panel” Center for New Design, Parsons NYC March

**2001** "Content and its Discontents: Creating Meaning in Multimedia" Comm.& Multimedia Lab, National Taiwan U May  
"Intersections: Computer Science and the Arts" Computer Science + Info Engineering, National Taiwan U May  
"Gaming Culture and Cyberfeminist Practices." Genero @ femino: Dos Conferencias Sobre Ciberfeminismo. Museo Nacional Centro de Arte - Reina Sofia, Madrid March  
"New Technologies in the Arts" Invited Panel for Concordia University Studio Artists, with Herve Fischer, Bill Vorn, Ingrid Bachman, Montreal QC Canada Jan

**2000** "Girls, Women, and Games: Strategies of Resistance" *Femmes Branchees* at Studio XX Electronic Media Center, Montreal QC Canada Dec  
"Women in Games, Women in Cyberpunk, and Strategies of Resistance" Invited Talk at "Critical Studies Workshop: Writing Science" Stanford CA May

**1999** "Artist's Talk" Teledramatic Arts + Technology, Cal State U. Monterey Bay CA March "Girls and Technology: Narrowing the Gender Gap"  
Association of American University Women (AAUW), Buffalo Branch, Buffalo March  
"It's All About Interface: Gender, Culture, and Changing Interaction," Artists Talk, University of Hawai'i at Manoa March  
"Stretching the Boundaries: Digital Arts' New Interactions," Artists Talk, U. Hawai'i at Manoa March  
"Artist's Talk" Southwest Texas State U., Communication Design San Marcos TX, March  
"Creating VRML Artwork" National Taiwan Teacher's College, IT Group Tainan Taiwan Jan

**1998** "Digital Video Workshop" Clayton College + State U., Faculty Training Center Atlanta GA Nov  
"Artists Online" Squeaky Wheel: Buffalo Media Resources Buffalo NY Oct  
"Animation Workshop" Bloomfield College, Creative Arts + Technology Prgm Bloomfield, NJ June

**1997** "Conceptual Issues in Creating Edutainment" SouthXSouthwest Austin TX March  
"Multimedia Authoring Tools" Macworld San Francisco CA Jan  
"Interface Design" + "Multimedia Authoring in a World of Hybrid Media" Macworld Boston Aug  
"Interface Design" Macworld San Francisco CA Jan

**1996** "Exploring Interface Design" + "CDROM VS Internet Publishing" Macworld Boston Aug  
"Understanding Hybrid & Bridge Technologies" + "Multimedia Authoring Tools" Macworld San Fran CA Jan

## READINGS

**2018** Norwich Vermont, Norwich Book Store June

**2017** Wordhack, Babycastles 21 December

Ghost Reading, Ghost Sentence book launch, Red Room KGB Bar NYC 27 November  
What have the Russians Ever Done for US? KGB Bar NYC 12 November

**2012** Couplet Poetry Series, The Delancey NYC 26 October  
Poetry Reading, Barrow Street Press, The Highlands NJ 12 February  
Electronic Poetry Reading, *New Directions in Digital Poetry* Launch, Bowery Poetry Club 5 Feb

**2011** Couplet Poetry Series, Lolita Bar NYC  
Vermont Studio Center Reading Series, Johnson VT

**2010** New School Reading, NYC

**2007** Vermont Studio Center Reading Series, Johnson VT

## EVENTS ORGANIZED

**2021** Dartmouth at Play: Dartmouth Alumni in the game industry February Department Visit:  
Meet Mindy Kaling February

**2015** Digital Arts Exposition Committee at Dartmouth, DAX2.0

**2014** Dartmouth at Play – four alumni discuss games and culture (May); Variable\_d Salon;  
Digital Humanities Lecture Series; study abroad lecture series with New Media Scotland, Glasgow Film Festival director, others

**2013** Dartmouth at Play – Six alumni discuss games and culture (May); Variable\_d Salon; Digital Humanities Lecture Series featuring leadership of Hasbro and more; DAX2.0 Committee, and lead on PLAYCUBE at DAX 2.0; Digital Humanities Lecture Series featuring Mark Monmonier

**2012** Dartmouth at Play – Six alumni discuss games and culture (May); Variable\_d Salon; Digital Humanities Lecture Series featuring Christiane Paul, Jane Prophet, Lisa Nakamura, and others; Digital Humanities Symposium in Asian American Technoscience “Robot Skin” (Co-Organized with Aimee Bahng); Dominic McIver Lopes, with Philosophy and Studio Art.

**2011** Variable\_d Salon; Co-Curator/Organizer, Digital Media Festival, Woodstock VT 18 June  
Digital Humanities Lecture Series featuring Sherry Turkle, MIT, Alan Sondheim, and others;  
Digital Humanities Symposium in interactive poetry, April (Co-Organized with Aden Evens)

**2010** Digital Humanities Symposium, conference planner, speaker/convener, Roundtable Host, Playcube

event organizer with Student Team 14 May

Open Learning Fellows Workshops: (planning) train interdisciplinary undergraduate researchers to help in faculty in digital humanities research at Dartmouth

**2009-** Conceived, designed, and established the PLAYCUBE mobile exhibition space at Dartmouth 2010 College (see youtube- Tiltfactorlab channel). Portable site-specific exhibition/performance/

experimental space. Events in the PLAYCBUE included a silent disco, a machinima screening, several installations, participatory theramin demonstrations, a lo-fi art and technology workshop, a t-shirt research space and sweat- shop performance, and more; Variable\_d Salon

**2009- 10** Variable\_d Salon: weekly conversations: with N. Katherine Hayles, the Guerrilla Girls, Brenda Laurel, and more.

**2008 -9** Play Lecture Series, Dartmouth College: Nick Montfort, Jesper Juul, Celia Pearce, Eric Zimmerman, Tracy Fullerton, Katherine Isbister, Luis von Ahn, Rosalind Picard. Tiltfactor Open Houses, Game/Play Receptions, and the weekly variable\_d, a games, art and

**2003 - 07** At Hunter: Visiting Artists Nina Katchadourian, Adam Chapman, Jill Magid, Jonah Brucker

Cohen, Christiane Paul, Tiltfactor Open Houses, NYU Game Night, Game/Play Receptions

**2000-03** At Oregon: Visitors from Garage Games, Foundation 9/Electronic Arts, Studio tours, student

spring break studio tour in NYC

**2022 - 00** At Buffalo: Organized student trips to Toronto, Flash master classes, guest artists

## MEDIA COVERAGE/PRESS, INTERVIEWS, AND REVIEWS

**2021** Garcia, Zee. "Surrealist Dinner Party Review." *The Diketower*, June 2021.

<https://www.diketower.com/game/310194/surrealist-dinner-party>

Roberts, Sam and Omega, Ryan. "Iron Game Designer," *IndieCade* Twitch. 5 April 2021.

Scott, Becca. "Ghost Writer Playthrough," featuring Youtube personalities Jessica Parsons, Ash Minnick, Morgan Peter Brown, Paula Deming, and Joseph Limbaugh. GoodTimeSociety Youtube

Roberts, Sam. "Interview with Mary Flanagan." *IndieCade* Twitch. 5 April 2021.

Langsworthy, Billy. "Resonym's Mary Flanagan on the spiritualist inspirations behind her new word

game, Ghost Writer." *Mojo Nation*, 22 March 2021 <https://mojo-nation.com/resonyms-mary->

Dickinson, Fiona. "The Digital Game Shelf: Still Gaming Online during COVID-19." *The Game Shelf*, 27 March 2021, <http://thegameshelf.blogspot.com/2021/03/the-digital-game-shelf-still-gaming.html?m=0>

Meehan, Alex. "Ghost Writer is a haunted party game mixture of Mysterium and Decrypto from Mechanica Creators." *Dicebreaker* 17 March 2021.  
<https://www.dicebreaker.com/games/ghost-writer/news/ghost-writer-kickstarter>

Yurko, Eric. "#725 – Ghost Writer (Preview)." *What's Eric Playing* 15 March 2021.  
<https://whatsericplaying.com/2021/03/15/ghost-writer/>

Hart, Alex. "Ghost Writer." March 2021. *Might I suggest a Game*, <https://resonym.com/might-i-suggest-a-game-reviews-ghost-writer/>.

Estis, Jonathan and Keeler, Will. "Preview: Surrealist Dinner Party." 2021, *Roll for Crit*, <https://www.youtube.com/watch?v=3CHHvgrdYvA>

Flanagan, Mary. "How to find your Inner Gamer," *Ask the Expert*, *Dartmouth Alumni Magazine*

**2020** Connell, Ross. "Resonym game art," demo and interview on *More Games Please*, December <https://www.moregamesplease.com/>

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**2006** Krotoski, Aleks. "Giant Joystick on exhibition in UK." *The Guardian* Wednesday 26 July 2006 <https://www.theguardian.com/technology/gamesblog/2006/jul/26/giantjoystick>

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**2005** Lee-Duffy, Jade. "Culture as Play." *South China Morning Post*. 20 Oct 2005, Preview p.3

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**2004** Kirkpatrick, Graeme. *Critical Technology: A Social Theory of Personal Computing*. Ashgate, 2004.

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**2003** Thursz, Michele. Description of the work [phage] in *Allure*. Wood Street Galleries Catalog.

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Cotter, Holland. "Visions of Childhood, Showing Purity and Evil." *The New York Times* 19 Apr Arts Sec

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Sozanski, Edward J. "Biennial Steers Clear of Cutting Edge." *The Philadelphia Inquirer*, 17 March.

Keefer, Bob. "Relating to Bytes." *The Daily Triplicate, Crescent City, California* 16 March.

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**2001** Ippolito, Jon, and Joline Blais. "Looking for Art in All the Wrong Places." *AEC.AT Festival* statement. Keefer, Bob. "Bits of Ourselves: A UO Art Professor Asks, What Would your Computer Files Reveal About You?" Oregon Life section cover story, *Register Guard*, 16 December.

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Amiot, Marie-Andree. "Le jeu vidéo, "Nouvelle culture, nouvel art?" *La presse*, 03 Octobre

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**2000** Leopoldseder, Hannes & Schöpf, Christine. *Cyberarts 2000: International Compendium*  
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2000 Swift, Pat. "Program Aims to give Young Girls Access to Computers." *The Buffalo News*, 2  
Oct, C7

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Parent, Sylvie. "[The Perpetual Bed] Reviewed." *Le Magazine Electronique du CIAC*, June  
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29  
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Mailander Farrell, Jodie. "Cyberspace: Where the Girls Aren't — Yet." (Computer and online  
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Willdorf, Nina. "Scholar Develops Computer Adventure Game for Girls." *Chronicle of Higher Ed.*,  
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**1999** BFirst. "Project Aims to Help Girls Gain High-tech Advantages." *Bs. First of Buffalo*. 25 Oct 99, 16:4,

Clink, Patrick. "Daring Digital Artist." *UB Today* Fall 1999, 26 – 28.

## CURATORIAL AND ART JURIES

**2005** *Changing Views: Socially Conscious Games*, Digital Games Research Assn Conf., Vancouver June *TechArt II* Digital Art Juror, show at Southshore Art Center with Boston Cyberarts Festival

**2004** *Artbots 2004* Art + Robotics Exhibition Co-curated with Mark Tribe + Douglas Irving Repetto

**2003** *Savvy Plugged In: Digital Art*, May 30, St. Louis Artist's Guild

## BOOK AND TEXT REVIEWS

**2019** Guga, Jelena. *Digitalno Ja: Kako smo postali binarni*. zduvač: Centar za savremenu kulturu i komunikaciju ArtKult, Novi Sad. 2015. 276 strana. Ilustrovano. 20 cm. Tiraž 300. ISBN 978-86-80224-01-5. COBISS.SR-ID 302036999

**2017** García, Ruth. "Critical Play: Radical Game Design, de Mary Flanagan." *Start: Videojuegos en perspectiva*. 10 Mayo 2017

**2016** Layne, Alex. "Do Systems Create Harassment?" *Not Your Mama's Gamer*, 22 April 2016. <http://www.nymgamer.com/?p=13578>

Paul, Christopher A. "Book Review: *Values at Play in Digital Games*." *New Media & Society*, 18 February 2016. doi: 10.1177/1461444816631742

Zagal, Jose P. "Review: Values at Play in Digital Games." *American Journal of Play* 8:2, pp 283-284,

**2015** Serious games & Conscientious Design: Values at Play in Kabul Kaboom! & Hush. *Digital America*, 5: 9. <http://www.digitalamerica.org/serious-games-conscientious-design-values-at-play-in-kabul-kaboom-hush-daniel-rachovitsky-duarte/>

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**2014** "Helen Nissenbaum Explores Values in Digital Games," *Tech Policy.com*, 12 Sept 2014, <http://www.techpolicy.com/Blog/September-2014/Helen-Nissenbaum-Explores-Values-in-Digital-Games.aspx>

Verhulst, Steffan. "Review: *Values at Play in Digital Games*." *The Gov Lab*, NYU Tandon School of Engineering. 28 August 2014. <http://thegovlab.org/values-at-play-in-digital-games/>

**2011** Keller, Suzanne. "Values at Play: Radical Game Design." *Dandelion Journal* 2(1) <http://dandelionjournal.org/index.php/dandelion/article/view/27/79>

Harris, W. Michelle. "Critical Play: Radical Game Design." *American Journal of Play* 4(2) <http://www.journalofplay.org/issues/4/2/book-review/critical-play-radical-game-design-mary-flanagan>

**2010** Parson, Simons. "Critical Play" *The Knowledge Engineering Review* 23(3) September 2010 pp 353-354

Mosher, Mike. *Critical Play* reviewed in *Leonardo Almanac Online*, January [http://www.leonardo.info/reviews/jan2010/mosher\\_critical.php](http://www.leonardo.info/reviews/jan2010/mosher_critical.php)

Tronstad, Ragnhild. "The Productive Paradox of *Critical Play*." *Game Studies* 10(1) 2010 <http://gamestudies.org/1001/articles/tronstad>

Lackey, Dundee. "Critical Play Review." *Journal of Advanced Composition* vol 30, pp. 378-380

Haynes, C. "Unplaying an Unreview of *Critical Play*," *Game Studies* 10(1) 2010

Jeffries, L.B., "Mary Flanagan's '*Critical Play*.'" *PopMatters*, 9 August 2010 <http://www.popmatters.com/post/128966-mary-flanagans-critical-play/>

**2009** Stinger, Karl. "Critical Play Reviewed." *Slamzine.de*, [http://www.slamzine.de/php/bookreview\\_critical\\_play\\_mit\\_press,20088,22108.html](http://www.slamzine.de/php/bookreview_critical_play_mit_press,20088,22108.html)

*Critical Play* Reviewed in *ID Magazine*, 1 October 2009 *Critical Play* Reviewed in *Gaming (UK)* 2009.

*Critical Play* Reviewed in *Prgrms.net* 20 October 2009 <http://prgrms.net/book-review-mary-flanagans-rad-games-in-critical-play/>

**2008** Grigar, Dene. "Review of *Re: Skin*," *Leonardo Digital Reviews*. January 2008.

Nixon, Nicola. "Skin Deep?" Review of *re:skin*. Ed. Mary Flanagan and Austin Booth." *Science-Fiction*

*Studies* #106 = Volume 35, Part 3 = November 2008.

Hamming, Jeanne. "Mary Flanagan and Austin Booth, eds. re:skin." *Hyperrhiz: New Media Cultures*, Issue 4, 2008.

**2007** Montfort, Nick. "Re:skin hits a nerve." *Grand Text Auto*. July 29, 2008. Available Online: <http://grandtextauto.org/2007/09/27/reskin-hits-a-nerve/>

**2004** Mondloch, Kate. "An invitation to Think Again: *Digital Media Revisited*." *Art Journal*, Sum 04

**2003** Carroli, Linda. "Reload: Rethinking Women + Cyberculture (review)." *FineArt forum* Australia. Jan Issue

Gordon, Joan. "Cyborgpunk Women." *Science Fiction Studies* July 2003, 30:2, 307-308.

Garno, Diana M. "Mary Flanagan and Austin Booth, editors. Reload: Rethinking Women in Cyberculture." *Utopian Studies* Wntr 2003, 14:1, 191-193.

Löchel, Rolf. "Mary Flanagan, Austin Booth (eds.):reload. Rethinking women + cyberculture." *MEDIENwissenschaft* Nr. 1 (2003), 48-50. DOI: <https://doi.org/10.17192/ep2003.1.2110>

**2002** Bader, Eleanor J. "Reload: Rethinking Women + Cyberculture" (book review) *Library Journal*. 1 April. 127:6, 129.

Hidahl, S. H. "Reload: Rethinking Women in Cyberculture." *CHOICE: Current Reviews for Academic Libraries* Dec 2002, 40:4, 634.

Mondloch, Katie. "Reloading Cyberfeminism. (*Reload: Rethinking Women + Cyberculture* (book review)." *AfterImage*, July-Aug 2002 30:1, 15.

Parisi, Luciana. "Review: Reload: Rethinking Women + Cyberculture." *mute magazine* <http://www.metamute.com>, 28 November.

## **College and University Service**

### **Dartmouth College**

2008 - Chair of Film and Media Studies, 2020-2022

Arts and Sciences Divisional Council, 2020-2022

Committee on Standards (2019-2020)

Hiring committee, Film and Media Studies (2019)

Tenure and Promotion committee (2016, 2017, 2018, 2020, 2021) Director of Domestic Study

Program – Los Angeles (2018) Dartmouth CTO Hiring Committee (2016-17)

Sustainability Task Force (2016-17)  
First Year Student Advising (2016-17)  
Dartmouth Arts and Innovation Working Group (2016-17)  
Director of Foreign Study Program, Screen Academy Scotland (2014, 2016)  
Digital Humanities and Social Engagement Cluster Initiative Steering Committee (2016-2017)  
Thayer School of Engineering Search Committee (2014-2015)  
Campus Technology Committee 2013-, Roth Professorship Hiring Committee (2012-2013)  
CPR Committee Replacement 2013, Promotion committees 2012, 2013, 2014, 2015  
Committee on Policy 2012, Neukom Institute Postdoctoral Research Search Committee (2012-14) Strategic Planning: Digital Dartmouth Working Group (2011-2012)  
Tiltfactor Research Group Founder and Director (ongoing)  
Digital Arts and Culture Lecture Series (ongoing); Director of Variable\_d salon  
Faculty Judge, The Startup Experience 2013  
Visual Arts Center Building Committee, Various Alumni, Trustee & outreach talks.  
Mentor in the Women in Science (WISP) program sponsor  
Presidential Scholar sponsor  
Senior Fellowship Sponsor  
Summer Arts Sponsor and Festival planning and advisory committee; Developed and implemented PLAYCUBE innovation and exhibition space, programming events and happenings;  
Course talks/visits to Philosophy, Women's Studies, Film History, and other campus classes

*Courses Taught:*

CS7: First-Year Seminar in Computer Science: Digital Storytelling, FS47: Film Festivals

*Courses Created and Taught:*

FS51: Game Design Studio

FS3: Introduction to Digital Arts and Culture

SART17: Topics in Studio Art: The MAP

SART17: New Media Art

SART17: Video Art

FS48: Topics in Digital Culture + New Media Technologies: Games & Playculture

FS49: Practicum in Digital Culture + New Media Technologies: Game Design Workshop

SART17: Site Specific and Environmental Arts

FS49: Practicum in Digital Culture+New Media Tech: Values at Play Game Design, FS49 Virtual Cinema

**Hunter College**

2007-08 Senate Technology Committee, Ph D Supervisor for students at: NYU, CUNY Graduate Center, Concordia University; Hunter: Honors advisor for 2 students; MFA Advisor for 4 students

2005-06 Curriculum Committee, PSC-CUNY Research Foundation Awards Reviewer

Academic Advisor, Graduate and Undergraduate Program, MFA committee, Integrated Media Arts MFA program, Computer Science collaboration,

Academic Advisor, New Media Advisor

2004-05 Technology Group Subcommittee Member, PSC-CUNY Research Foundation Awards

Reviewer; CUNY Outstanding Scholar Award 2004  
Academic Advisor, Graduate and Undergraduate Program

2003-07 Tiltfactor Research Group Founder and Director  
MFA (Graduate) committee, Integrated Media Arts MFA program  
Academic Advisor, Graduate and Undergraduate Program

*Courses Significantly Revised:*

2007-09 Advanced Studio (graduate)  
2004-06 Communication and the City: Psychology and Locative Media (graduate)  
2003-04 Design Direction (graduate), Concepts in Gaming (undergraduate)

*Courses Created:*

2007-09 2D Animation (undergraduate), Digital Design and Usability (undergraduate), Game Programming One (undergraduate), Media in a Digital Age (year long innovative department wide course, undergraduate)  
2004-06 Programming in Processing course (experimental, undergraduate)  
2003-04 Design Direction (graduate), Concepts in Gaming (undergraduate)

**University of Oregon**

2001-03 Publications and Promotion Committee Chair  
Search Committee, Assistant Professor in Design, Convergent Media Search  
Faculty Sponsor, Game Developer's Group (Student Interest Group)  
Exhibitions/Gallery Committee; MFA 2002 Exhibition Committee  
Multimedia Design Planning Committee: Curriculum, BFA design and Proposal standards documentation, BA/BS Proposal, Mission Statement, Description  
Founder of Graduate Colloquium, Visual Design/Multimedia Design

2001-03 *Courses Significantly Revised:* Design Direction, Multimedia Design I, Multimedia Survey  
*Courses Created:* Emerging Technologies, Web Art, Web Development Practicum, Intro to Physical Computing, GameTime Seminar

**Concordia University**

2000-01 McConnell Online Course Dev, Production/Equipment, Capital Budget Committees;  
Dept Website  
*Courses Created:* Bodies and Machines

**State University of New York at Buffalo**

1999-00 Co-Founder of "IDEAS" UB's first Center for Digital Arts and Sciences Internship  
Director, Digital Concentration, Department of Media Study  
*Committee Appointed by the Provost:*  
1998-99 Search Committee, Dean, School of Information Studies  
*Committee Appointed by the Vice Provost:*  
1997-98 Faculty Development Working Group, Senior Vice Provost for Ed. Technology  
*Committees Appointed by the Dean:*

1997-98 Faculty of Arts + Letters Tech. Node Advisory Comm; Teaching + Learning Tech Roundtable 1998-00 Ad-Hoc Task Group for High-Performance Research Computing

*Other Committees:*

1998-00 STEM (Women in Science, Technology, Engineering and Mathematics) 1997-98 The Committee on Standards and Practices for Digital Initiatives 1997-00 Equipment Planning Committee, Hiring Committees, Graduate Advisor, IDEAS Digital Media Study Departmental Website

*Courses Significantly Revised:*

1997-00 Advanced Digital Arts, Introduction to Digital Arts

*Courses Created:*

1997-00 Cybertheory+Technoculture, IF Design, Gender + Tech, Digital Storytelling, Sound Design

## ACADEMIC BOARDS

Editorial Boards: *American Journal of Play, Games and Culture: A Journal of Interactive Media* (SAGE), *The Fibreculture Journal*, *International Journal of Learning and Media*, *Well-Played Journal* Editorial Advisory Board; Board of Reviewers: *Game Studies*, *G|A|M|E The Italian Journal of Game Studies*

*Past: DATA Browser Book Series, Convergence: The International Journal of Research into New Media Technologies*

## COMMUNITY AND PROFESSIONAL SERVICE

**2021** Tenure and Promotion reviewer: University of South Carolina; Insights Grants Application Reviewer, Social Sciences and Humanities Research Council of Canada; Art, architecture, archaeology, classical studies, The University of Chicago Press

**2020** Tenure and Promotion reviewer: Northeastern, USC; Journal reviewer, *Game Studies*

**2019** Tenure and Promotion reviewer: Scripps College, Carnegie Mellon, City University of Hong Kong; Grant Reviewer, Deutsche Forschungsgemeinschaft (DFG), John R. Evans Leaders Fund, Canadian Foundation for Innovation

**2018** Tenure and Promotion reviewer: New York University, Concordia University, NYU

**2017** Tenure and Promotion reviewer: The Chinese University of Hong Kong, Emerson College, NYU; Reviewer, Prince Claus Fund for Culture and Development in the Netherlands; Reviewer, Social Sciences and Humanities Research Council of Canada (SSHRC); Reviewer for the ANR National Research Agency, France; Reviewer for the Brown Foundation Fellowship Program; Reviewer for John R. Evans Leaders Fund at the Canada Foundation for Innovation. Reviewer, *American Journal of Play*; External Examiner, RMIT

**2016** Tenure and Promotion reviewer: Carnegie Mellon, MIT, NYU, Northwestern  
Reviewer, CHI/ACM Papers and Notes. Nominator, Thoma Art Foundation

**2015** Panelist, American Council of Learned Societies; Reviewer, DiGRA Conference, Program  
Committee, Foundations of Digital Games; Tenure and Promotion reviewer: Smith College, USC,  
MIT; Juror, IndieCade Festival of Independent Games; Reviewer, European Journal of Cultural  
Studies

**2014** Panelist, American Council of Learned Societies; Reviewer, Routledge, Game Studies;

**2013** Tenure reviewer, UNC-Chapel Hill, Smith College, UC-Santa Cruz; Reviewer, CHI/ACM  
Papers; HASTAC Council; 2015 Arts Writing Awards in art & technology nominator, Thoma Art  
Foundation; External Examiner, Goldsmiths  
Tenure reviewer, The New School, Parsons; Panelist, American Council of Learned Societies;  
*Member*, White House Office of Science and Technology Policy Academic Consortium on Games  
for Impact; *HASTAC (Humanities, Arts, Science, and Technology Advanced Collaboratory)*  
Steering committee; Reviewer, CHI/ACM Conference; HASTAC Board

**2012** Panelist, National Endowment for the Arts; White House Office of Science and Technology  
Policy Academic Consortium on Games for Impact; *HASTAC (Humanities, Arts, Science, and  
Technology Advanced Collaboratory)* Steering committee; National Science Foundation  
Panelist; Nominating Juror for the 2012 Games for Change Festival; Tenure and Promotion  
review, University of Michigan, Macalester College, The Ohio State University, USC, The New  
School, and the University of Maryland; External Examiner, Trinity College Dublin, MsC Course;  
Technology Advisor, Emily Eckstrom Foundation; HASTAC Board

**2011** National Science Foundation Review Panelist; Digital Games Research Association, Area  
Chair for Practice-based Design Research, and Program Committee Member; Social Sciences  
and Humanities Council, Canada External Reviewer. Rutgers University External Evaluator. PhD  
committee, NYU. Advisory Board, Preserving Virtual Worlds Project (RIT), Advisor, *MY  
BROOKLYN locative media game project*; Advisory board, Center for Children and Technology's  
Possible Worlds project, US. Dept of Ed; Tenure Reviewer, College of Staten Island CUNY and  
various institutions. Technology Advisor, Emily Eckstrom Foundation; HASTAC Board

**2010** National Science Foundation Review Panelist; Reader/Reviewer, *Game studies* Journal;  
SSHRC Review panelist, CA; Tenure Reviewer for various institutions. Advisory board, Cntr for  
Children & Tech Possible Worlds project, US. Dept of Education

**2009** National Endowment for the Humanities, Digital Humanities Start-Up Grants Review  
Panelist

Tenure and Promotion Review, Rensselaer Polytechnic Institute, SUNY Buffalo, Rochester  
Institute of Technology, California State Pomona, Parsons The New School for Design, The New  
School, The University of Oregon; Reader/Reviewer, *Game Studies* Journal; Advisory board,



Center for Children and Tech US. Dept of Ed

**2008** Reader for MIT Press, U. New England Press, Nordic Journal of Digital Literacy; Tenure and Tenure and Promotion Reviewer, Johns Hopkins, UCLA, Brooklyn Polytechnic, RPI, Cal Arts, Parsons

**2007** PhD External Examiner, Canberra University Australia  
Reader/Reviewer, Games Studies Journal, Digital Arts and Culture conference, Games book from Focal Press; Invited Critic, School of Visual Arts and the Design & Tech Program, Parsons

**2006** Tenure Reviewer, eMAD program U of Denver; Invited Critic, School of Visual Arts & the Design & Tech, Parsons

**2005** Tenure Reviewer, eMAD program University of Denver, University of Oregon  
Reviewer/Panelist, National Science Foundation  
Invited Critic, Studio for Interrelated Media, Massachusetts College of Art; School of Visual Arts; Design & Technology Program, Parsons School of Design  
Appointed on Editorial Advisory Board, Games and Culture: A Journal of Interactive Media

**2004** Appointed on Editorial Advisory Board, Game Studies Journal, Gamestudies.org  
External Review Panelist, Fine Arts Program, Parsons School of Design; Advisory Board, DATA Browser Book Series, Institute of Digital Art + Tech, U. Plymouth UK; Reviewer, Other Players Conf, IT University Of Copenhagen; Research Grants Council Hong Kong; critic for courses at SVA, The New School, Parsons

**2003** Appointed as a reviewer of Fibreculture Journal, Australia: Reviewer, SSHRC grants, Canada  
Juror, Saint Louis Artists' Guild "Savvy: Media Influence in Contemporary Society," 20 July-13 Sept  
Founding Member of galtek, a women's artist and technology group between US and European scholars; Invited critic for courses at School of Visual Arts, NYU, The New School, & Parsons

**2002** Tenure Reviewer for University of Maryland Baltimore County Art Department  
Routledge Reviewer for new edition of Postmodern Currents, by Margot Lovejoy, Cybersisters  
Volunteer + University Coordinator, The Science Factory, Eugene OR, Tenure Reviewer for eMAD program, Dept of Art & Art History, U Denver  
Reviewer for SIGGRAPH Art Papers and for Course Proposals, for Focal Press book proposals

**2001** Tenure Reviewer for Design Program, University of California-Davis  
Reviewer for articles submitted to SIGNS: journal of women in culture + society

**2000** History + Culture of Interactive Simulations and Video Games Research

Advisory Committee, The Stanford Humanities Lab; Digital Arts and Culture Conference  
Program Committee  
Reviewer for articles submitted to Science, Technology, + Human Values

**1999** Section Organizer, "Girls and Technology," Urban Girls 2000 Conference 1999 Founder,  
techARTS arts and technology program for urban girls

**1998** Board of Directors, Buffalo Media Resources (Squeaky Wheel) 1998-2000

**Past & Present Professional Affiliations**

International Academy of Digital Arts and Sciences (IADAS) Executive Member, Association of  
Art Historians (UK), Women in Toys, Lifetime Member International Game Developer's  
Association, American Studies Association, Digital Games Research Association, Association of  
Computing Machinery, General Society of Mechanics and Tradesmen of the City of New York,  
Modern Language Association, College Art Association, Intersociety of Electronic Arts, American  
Institute of Graphic Arts