

MARY FLANAGAN

MARY@MARYFLANAGAN.COM @criticalplay @critical.play
http://www.maryflanagan.com http://www.tiltfactor.org http://www.resonym.com

Mary Flanagan is a transdisciplinary artist and researcher who explores our relationship to natural and technological systems. Her practice(s) extend into games, design, architecture, computational poetics, and the environment. Her work has been exhibited internationally at venues such as The Guggenheim and Tate Britain, and is featured in public and private collections, including The Whitney Museum, The Baltimore Museum of Art, The Museum of Fine Art Houston, and ZKM | Zentrum für Kunst und Medien Germany. In 2018, Flanagan won the Award of Distinction at Prix Ars Electronica in Interactive art+. She is the recipient of the American Council of Learned Societies Digital Innovation Fellowship, the Thoma Foundation 2018 Arts Writing Award in Digital Art, and commissions with the British Arts Council, the National Academy of Sciences, The Baltimore Museum of Art, and Rice University. Flanagan has been awarded residencies with the Brown Foundation, MacDowell, Bogliasco, and the Robert Rauschenberg Foundation. As a scholar, Flanagan has lectured widely including at Oxford, Cornell, Columbia, Harvard, and the Sorbonne and has been a John Paul Getty Museum Scholar, a Senior Scholar in Residence at the Cornell Society for the Humanities, and Distinguished Visiting Scholar, Jackman Humanities Institute, University of Toronto. In 2016 she was honored as a 'Vanguard' from Games for Change and received an Honoris Causa in Design, Illinois Institute of Technology, and in 2019 named a Distinguished Scholar by the Digital Games Research Association. Her work has also been supported by the National Science Foundation, National Institute of Justice, National Endowment for the Humanities, the Institute of Museum and Library Services, the British Arts Council, and the Tate. With six scholarly books, over fifty essays and chapters, arts books, and a collection of poetry to her credit, Flanagan is a thought leader sought for thinktanks such as the World Economic Forum at Davos and the Center for Future Design in Linz. She is the Sherman Fairchild Distinguished Professor of Digital Humanities at Dartmouth College and leads the design research laboratory Tiltfactor.org.

- Education**
- Ph.D. Computational Media and Game Design, Programme in Site Specific New Media Arts, 10 March 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

2023 Commission, Baltimore Museum of Art; 2022 Commission, Moody Center at Rice University; 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 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 Professorship in Emerging Fields (originally Professorship in Digital Humanities)	July 2008 – Present
Professor of Film and Media Studies; Director, Tiltfactor Laboratory	July 2012 – Present
Affiliated Faculty, The Institute of Arctic Studies, The John Sloan Dickey Center	July 2020 – July 2022
Chair of the Department of Film and Media Studies	

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 both internal and external funding support. Teach the senior seminar.

As chair, oversaw BA program in Film and Media Studies, including curriculum development, program review, staff hiring, inviting visitors, technical/facility resource management, supervision of part-time instructors, staff; supervised social media communications, planned diversity and equity programming and training, supported faculty and mentored junior faculty, and engaged with student support and outreach.

Professional + Teaching Appointments, continued	Associate Professor, New Media, Digital Art and Culture	Aug 2003 – Aug 2008
	Director and Founder, Tiltfactor Laboratory	Oct 2003 – Present
	<i>Department of Film & Media Studies, Hunter College, 695 Park Ave, 433HN NYC NY 10065</i>	
	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
	<i>Department of Art, University of Oregon 198 Lawrence Hall Eugene, OR 97403</i>	
	Courses in emerging technologies/physical computing and installation, play, design, interactivity, media history studies; founded the graduate colloquium; redesigned/ led large intro course, Multimedia Survey.	
	Visiting Professor/ Fulbright Scholar	April 2001 - July 2001
	<i>Computer Science + Info. Engineering, National Taiwan Univ., No.1 Sec.4 Roosevelt Rd, Taipei</i>	
	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	
<i>Dept of Communication Studies, Concordia Univ., 7141 Sherbrooke W., Montréal, QC H4B1R6</i>		
Led the multimedia area within an interdisciplinary production and theory program. Courses include: <i>Production: Communication Programming (interactive media); Theory/Critical: Bodies + Machines Graduate Seminar, New Technologies + Communications, Gender & Technology.</i>		
Assistant Professor of Digital Arts + Culture	Aug 1997 - Aug 2001	
Co-Director, IDEAS Digital Arts + Sciences Center	Aug 1998 - Aug 2001	
<i>Department of Media Study Univ. at Buffalo (SUNY) 231 Center for the Arts, Buffalo NY 14260</i>		
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, and advised graduate students.		
Producer/Designer, Interactive Media and Games	Jan 1995 - July 1997	
Assistant Producer, Interactive Multimedia	Oct 1994 - Jan 1995	
<i>Human Code, 319 Congress Avenue, Suite 100, Austin TX 78701</i>		
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	
<i>Second Look Computing Weeg Computing Center University of Iowa, Iowa City, IA 52242</i>		
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	
<i>College of Education, N459 Lindquist Center, University of Iowa, Iowa City, IA 52242</i>		
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	
<i>--Visiting Professor II Digital Culture Dept of Linguistic, Literary & Aesthetic Studies Bergen NO 2015-2018</i>		
<i>--Senior Scholar in Residence at Cornell Society for the Humanities April 2017</i>		
<i>--Visiting Faculty, USC Games, USC School of Cinematic Arts Feb-Dec 2017</i>		
<i>--Distinguished Visiting Fellow, Jackman Institute, Univ of Toronto, Toronto Canada Sept 2014</i>		
Catalyst for research in humanities and arts. Provide leadership & vision through seminars, pubic lectures		
<i>--Literature, Communication, & Culture, Georgia Institute of Technology, Atlanta GA Jan 2007</i>		
Catalyst for research and education in humanities & digital media; research, pubic lectures, collaboration		

**Professional +
Teaching
Appointments,
continued**

--*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 (Program Reviews)

Digital Arts and New Media Department, University of Santa Cruz 2021
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 209-2013*

**Exhibitions +
Performances**

2025

[colonial geometries] (installation)

Part of "Le Printemps du Dessin" Paris, Atelier 11 AiR Arts 19 June

2024

[borders] (video installation)

"Access Kafka," Jewish Museum Berlin 13 Dec 2024, curated by Shelley Harten

2023

Topophilia (installation feat. Topophilia – (tunnel) and Topophilia – (hill))

Commission from the Baltimore Museum of Art, 2 December 2023-2026

Cloud Vanishes (video)

"Contested Landscapes," The Museum of Fine Arts Houston September 2023-September 2024

Mapscotch (critical hopscotch interventions)

Featured series of events at the "Games as Critical Practice" conference, Hochschule für Musik Basel Switzerland
January 26-29

2022

[mirror book: Dora1] (computational poetry installation)

"LAST," exhibition of poetry at La Maison Dora Maar, Ménerbes France 28 October 2022-31 March 2023

Topoesis (Various elements of the epic poem: live software on a monitor, prints)

"Computational Poetics," curated by David Familian and Hannah Higgins, The Beall Center for Art and Technology
Irvine CA 1 Oct to 14 Jan 2023

Metaphysical Reclamations: The Metropolis Project (installation: three oil paintings, AI assisted experimental video)

Urban Impressions: Experiencing the Global Contemporary Metropolis, The Moody Center for the Arts, Rice
University 16 September – 16 December 2022. Commissioned by The Moody Center for the Arts

Metaphysical Reclamations (video from the installation screened separately)

Screening/Events: Experimental, Dance & Music Film Festival, 29 November 2022, Los Angeles and Toronto; Cannes
World Film Festival Semi-Finalist 27 October 2022, Rome International Movie Awards, 4 October 2022: Experimental
Category, Swedish International Film Festival, Arvica Sweden, 10 October 2022: Official Selection; Best Shorts
Competition, 20 September 2022: Experimental; Indie Short Fest, Los Angeles International Film Festival, 21 October
2022; Berlin Indie Film Festival Best Experimental Film of the month award September 2022; Hong Kong World Film
Festival Best Experimental Film, October 2022; Avalonia Festival of Short Films VII, Best Experimental Short, 5
November 2022 Jacksonville Florida; Vienna International Film Awards, Vienna, Austria Honorable Mention 11
December 2022; Animation Marathon 28-30 November 2022 (online); Honorable Mention of WSXA Amsterdam,
International Awards 2022; Wildsoundfestival Canada, 17 January 2023 Climate Shorts.

Hope is the thing with feathers (solo exhibition)

Solo exhibition of three project/series [the Mirror Book], [Colors of Remembrance], [Grace:AI]: Daydream at Nancy
Littlejohn Fine Art, Houston 13 May – 9 July

**Exhibitions +
Performances,
continued**

Mapscotch (critical hopscotch installation)
"Playmode" touring Brazil: Belo Horizonte, 30 March to 7 June 2022; Rio de Janeiro, 19 July to 12 October 2022; São Paulo 25 October 2022 to 9 January 2023; Brasília 1 February to 2 April 2023

2021

[Grace:AI] Daydreams (Feminist AI, video)
"Much of a muchness, blurring the lines," International Conference on Computational Creativity (ICCC'21) Exhibition, curated by Lila Lo Curto and Bill Outcault, Association for Computational Creativity September

Mapscotch happening (performance)
Organon 3 Handbook launch, Berlin Felldfünf 15 July 2021

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 on video)
"52 Artists 52 Actions," Artspace Sydney Australia July 2020

[Grace:AI] Prometheus 2 (Feminist AI, prints on aluminum)
"The Question of Intelligence," Anna-Maria & Stephen Kellen Gallery, The New School NYC, 6 Feb –March 2020

2019

[pile of secrets] (8 channel video installation)
"Gameplay. *Cultura dels videojocs*," from 18 December 2019 to 3 May 2020 Centre de Cultura Contemporània de Barcelona

[topoësis] (electronic poetry, software, 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) (critical hopscotch 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* (objects)
« Art Contemporain à La Maison Dora Maar, » Ménerbes France

2018

[help me know the truth] (software and networked 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

**Exhibitions +
Performances,
continued**

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

**Exhibitions +
Performances,
continued**

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)
Machinigglitch, 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 NYC

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

**Exhibitions +
Performances,
continued**

[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)

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 (CalIT²)
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

**Exhibitions +
Performances,
continued**

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>, Canberra 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)

c Juried Game Art Festival, Sweden http://thirdplacegallery.org/gallery_presentation.asp?w_id=337

**Exhibitions +
Performances,
continued**

[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

**Exhibitions +
Performances,
continued**

[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
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

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

Silicon Gallery in Philadelphia PA 1-31 Dec

Georgia State University, Atlanta GA February

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

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

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

**Exhibitions +
Performances,
continued**

[The Perpetual Bed] (VRML Interactive World)
ACM SIGGRAPH 2000 Art Gallery, New Orleans LA July
Georgia State University, Atlanta GA February
"6th Annual Computer Arts Festival," Maribor Slovenia 21-27 May
VRML-ART 2000 Exhibition, VRML-Art Website (<http://www.vrml-art.org/>) Feb
STUNNED ArtZine, Housed in Dublin Ireland Nov 1999 - Feb 2000 (<http://www.stunned.org/project.htm>)
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

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

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

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

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

"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

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
The Museum of Fine Arts Houston
ZKM | Center for Art and Media Karlsruhe / ZKM | Zentrum für Kunst und Medien Karlsruhe
University of Arizona, Museum of Art
Laurence Equilbey, France
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
Brian Collier, Vermont
Silicon Gallery, NYC and Philadelphia
The private collection of Rick De Coyte and Michal Jane Smith

**Publications,
Scholarly Books**

Flanagan, Mary and Carney, Laurel. *Speculative Game Design*. Manuscript in preparation.

Flanagan, Mary and Mikael Jakobsson. *Playing Oppression: The Legacy of Conquest and Empire in Colonialist Board Games*. Cambridge: MIT Press, 2023

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. *Mapscotch: A Book of Games*. Stuttgart: Verlag für Handbücher. 2021

Flanagan, Mary. *Electric Philosophy*. Under contract, TorqueTorque Press, UK (forthcoming)

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

**Refereed Journal
Articles**

Freedman G., Green M.C., Seidman M., and Flanagan, M. (2021) "The Effect of Embodying a Woman Scientist in Virtual Reality on Men's Gender Biases." *Technology, Mind, and Behavior*. Volume 2, Issue 4. DOI: 10.1037/tmb0000046

Freedman G., Flanagan M., Kaufman G., Green M.C. (2021). "Using Comics and Tweets to Raise Awareness about Gender Biases in STEM." *Psychology of Popular Media* <https://doi.org/10.1037/ppm0000313>

Potter, S. J., Demers, J. M., Flanagan, M., Seidman, M., & Moschella, E. A. (2020). "Can video games help prevent violence? An evaluation of games promoting bystander intervention to combat sexual violence on college campuses." *Psychology of Violence*. <https://doi.org/10.1037/vio0000365>

Flanagan, Mary. "A path to our futures." (July 2019) *ROMchip: A Journal of Game Histories*, inaugural issue <http://romchip.org/index.php/romchip-journal/index>

Freedman, G., Green, M. C., Flanagan, M., & Kaufman, G. (2020). "Obituaries can popularize science and health: Stephen Hawking and interest in cosmology and amyotrophic lateral sclerosis." *Psychology of Popular Media*, 9(2), 165–175. <https://doi.org/10.1037/ppm0000233>

**Refereed Journal
Articles,
continued**

- Potter, S.J., Flanagan, M., Seidman, M., Hodges, H., Stapleton, J. (2019) "Developing and Piloting Video Games to Increase College and University Students' Awareness and Efficacy of the Bystander Role in Incidents of Sexual Violence," *Games for Health Journal* doi: 10.1089/g4h.2017.0172
- Freedman, G., Seidman, M., Flanagan, M., Kaufman, G., & Green, M. C. (2018) "The impact of an "aha" moment on gender biases: Limited evidence for the efficacy of a game intervention that challenges gender assumptions." *Journal of Experimental Social Psychology*, 72, 162-167. doi: 10.1016/j.jesp.2018.03.014
- Freedman G, Seidman M, Flanagan M, Kaufman G, Green MC (2018) "Updating a classic: A new generation of vignette experiments involving iterative decision-making." *Adv Methods Pract Psychological Science*. doi: 10.1177/2515245917742982
- Freedman, G., Green, M. C., Flanagan, M., Fitzgerald, K., & Kaufman, G. (2018). "The effect of gender on attributions for women's anxiety and doubt in a science narrative." *Psychology of Women Quarterly*, doi: 10.1177/0361684318754528
- Freedman, G., & Flanagan, M. (2017). From dictators to avatars: Furthering social and personality psychology through game methods. *Social and Personality Psychology Compass*, e12368. doi: 10.1111/spc3.12368.
- Green, Melanie, Fitzgerald, Kaitlin, Kaufman, Geoff and Flanagan, Mary. (2017) "Self-Esteem and Public Self-Consciousness Moderate the Emotional Impact of Expressive Writing about Experiences with Bias." *Personality and Individual Differences*.
- Seidman, M. J., Flanagan, M., Rose-Sandler, T., Lichtenberg, M. "Are games a viable solution to crowdsourcing improvements to faulty OCR? - The Purposeful Gaming and BHL experience." *Code4Lib Journal* 2016
- Kaufman, G., Flanagan, M. "A Psychologically "Embedded" Approach to Designing Games for Prosocial Causes." *Cyberpsychology: Journal of Psychosocial Research on Cyberspace*, Special Issue on Videogames, 9(3) 2015, article 5. doi: 10.5817/CP2015-3-5
- Kaufman, Geoff, Flanagan, Mary, Seidman, Max, & Wien, Simone (2015). "RePlay Health: An experiential role-playing sport for modeling health care decisions, policies, and outcomes." *Games for Health Journal* 4(4): 295-304. doi: 10.1089/g4h.2014.0134.
- Manzo, C., Kaufman, G., Punjasthitkul, S., and Flanagan, M. "By the People, For the People: Assessing Value of Crowdsourced, User-Generated Metadata," *Digital Humanities Quarterly* 9(1) 2015. <http://www.digitalhumanities.org/dhq/vol/9/1/000204/000204.html>
- Kaufman, G. and Flanagan, M. "Lost in Translation: Comparing the Impact of an Analog and Digital Version of a Public Health Game on Players' Perceptions, Attitudes, and Cognitions." *Intl Journal of Games & Computer Mediated Simulations* 5(3) 2013, 1-9.
- Flanagan, M. & Carini, P. (2012). "How games can help us access and understand cultural artifacts." *American Archivist* 75(2), 514-37.
- Belman, Jonathan, Flanagan, Mary, and Nissenbaum, Helen. "Exploring the Creative Potential of Values Conscious Design: Students' Experiences with the VAP Curriculum." *Eludamos: The Journal for Computer Game Culture* 4(1) 2010.
- Belman, J. & Flanagan, M. "Designing Games to Foster Empathy." *Cognitive Technology* 14(2) 2010, 5-15.
- Belman, J., Flanagan, M., & Nissenbaum H. "Instructional Methods & Curricula for Values Conscious Design." *Loading: The Official Journal of the Canadian Game Studies Assn* 3(4) 2009.
- Flanagan, Mary. "Locating Play and Politics: Real World Games & Activism," *Leonardo Electronic Almanac Special Issue from perthDAC: Social Media: Narrative and Literacy in Digital Culture*, 2009. <http://www.leonardo.info/LEA/PerthDAC/PerthDAC.html>

**Refereed Journal
Articles,
continued**

- Flanagan, Mary. "Making Games for Social Change." *AI & Society: The Journal of Human-Centered Systems*. Springer London: Springer, 20(4), January 2006, 493 - 505.
- Flanagan, Mary. "SIM-plement l'espace du genre? Vies domestiques, consommation et le Sims." (SIMply Gendered Space? Domesticity, Consumption & *The Sims*) *Consommations & Sociétés: Cahiers pluridisciplinaire sur la consommation et l'interculturel*. Ed. M. Roustan et D. Desjeux, 2003
- Flanagan, Mary. "Flanagan, Mary. "gender + play: domestic space + consumption." *Intelligent Agent* 43(1) 2003.
- Flanagan, Mary. "Spatialized MagnoMemories." *Culture Machine 3-Virologies*. Eds. David Boothroyd & Gary Hall. March 2001.
- Flanagan, Mary. "Navigating the Narrative in Space: gender & narrative spatiality in virtual worlds." *Art Journal* 59:3, 2000 74- 85.
- Flanagan, Mary and Egert, Chris. "Courseware Quality + the Collaborative Classroom: Implementing IOS Courseware to Generate Seminar-style Interactions." *IMEJ, The Interactive Multimedia Electronic Jnl of Computer-Enhanced Learning*.
- Flanagan, Mary. "Mobile Identities, Digital Stars, and Post-Cinematic Selves." *Wide Angle: Issue on Digitality and the Memory of Cinema*. 21:3, 1999, 77-93. Reprint: *Stardom and Celebrity: A Reader*, Eds. Sean Redmond + Su Holmes. London: Sage, 2007.

**Essays, Op-Eds,
and Other
Publications**

- Flanagan, Mary. "Decolonizing Play." *Red Pepper Magazine*. London: Socialist Newspaper LTD, 2024
- Editors, *American Journal of Play*. "Games, Art and Critical Play: Interview with Mary Flanagan." *American Journal of Play* 15 (2) 2023.
- Flanagan, Mary. "The rise of the Automacene": How robots will define the next epoch in human history," *Salon.com* 16 June 2018. <https://www.salon.com/2018/06/16/the-rise-of-the-automacene-how-robots-will-define-the-next-epoch-in-human-history/>
- Flanagan, Mary. "Pretty Real" (on VR art). *Art Against Art*, Issue 5, Les Presses du Réel/Idea books 2018, <http://www.lespressesdureel.com/EN/magazine.php?id=158&menu> (ISBN: 978-3-98-114944-9)
- Flanagan, Mary. "Spies Like Us: How Computers Bonded the US and Russia." *Salon.com*, 15 October 2017, <https://www.salon.com/2017/10/15/hacking-as-culture-how-computers-bonded-the-u-s-and-russia/>
- Flanagan, Mary. "In defense of Solitaire, the "perfect game": Mindfulness, video games and the importance of downtime." *Salon.com*, 20 August 2017, <http://www.salon.com/2017/08/20/in-defense-of-solitaire-the-perfect-game-mindfulness-video-games-and-the-importance-of-downtime/>
- Flanagan, Mary. "It's Been a Bad Week for Inclusion in Tech," *Role Reboot* (9 August 2017), <http://www.rolereboot.org/culture-and-politics/details/2017-08-bad-week-inclusion-tech/>
- Hudson, Mary and Flanagan, Mary. "The Trouble with Whiteboard Interviews." *Concord Monitor* 21 Dec 2015 <http://www.concordmonitor.com/home/20111728-95/our-turn-the-trouble-with-whiteboard-interview>
- Flanagan, Mary. "Egalitarian Entrepreneurship?" *The Huffington Post*. 24 March 2015 http://www.huffingtonpost.com/mary-flanagan/egalitarian-entrepreneurs_b_6917220.html
- Flanagan, Mary. "Creative Solutions to Crises -- Through Play." *The Huffington Post*. 16 October 2014. http://www.huffingtonpost.com/mary-flanagan/crisis-solutions-found-in_b_5992492.html
- Flanagan, Mary. "Violent Video Games Reveal the Dark Side of Play." *The Huffington Post*, 31 July 2014. http://www.huffingtonpost.com/mary-flanagan/violent-video-games-revea_b_5638767.html?1406832273

**Essays, Op-Eds,
and Other
Publications,
continued**

- Flanagan, Mary. "Don't Demonize Video Games for Violence." *USA Today*, 24 July 2014.
<http://www.usatoday.com/story/opinion/2014/07/24/dont-demonize-video-games-for-violence-column/13127599/> Republished in: *Chicago Sun Times* 25 July 2014, *Wassau Daily Herald* 26 July 2014, *My Central Jersey* 26 July 2014; Published as: "Video games much more than violent," *Guam Pacific Daily News* 26 July 2014; "Video-game violence overblown," *The Daily Record California* 26 July 2014
- Flanagan, Mary. "The Classroom as Arcade," *Inside Higher Education*, 6 June 2014
<http://www.insidehighered.com/views/2014/06/06/technology-classroom-distraction-students-essay>
- Flanagan, Mary. "Expanding our Wikiverse: How You Can Save Libraries With Just a Few Clicks." *OZY.com*, 27 May 2014 <http://www.ozy.com/c-notes/curating-the-digital-humanities/31551.article>
- Flanagan, Mary. "Video Game Industry Needs To Be More Gender Inclusive." *San Francisco Chronicle*, 19 March 2014 <http://www.sfgate.com/default/article/Video-game-industry-needs-to-be-more-gender-5332149.php>
- Flanagan, Mary. "By 2020, Make the Game Industry 50/50." *Gamasutra*, 18 March 2014, http://www.gamasutra.com/blogs/MaryFlanaganPhD/20140318/213356/By_2020_make_the_game_industry_5050.php
- Flanagan, Mary. "Why the Pinkification of Children's Toys Hurts Women," *The Daily Beast* 26 Feb 2014, <http://www.thedailybeast.com/witw/articles/2014/02/26/why-the-pinkification-of-children-s-toys-hurts-women.html>
- Flanagan, Mary. "Michael Suk-Young Chwe, *Jane Austin, Game Theorist*." *American Journal of Play* 6(1) Fall 2013.
- Flanagan, Mary & Looui, Suyin. "Rethinking the F Word: A Review of Activist Art on the Internet." *National Women's Studies Assn Journal (Special Issue: Feminist Activist Art)* 19(1) Spr 2007, 181-200.
- Flanagan, Mary. "Friendsters, Tricksters, and Playculture." *New York Law Review* 49(1): 19, Fall 2004
- Flanagan, Mary. "Digital Stars Are Here to Stay." *convergence: the journal of research into new media technologies*. Eds. Julia Knight + Alexis Weedon, University of Luton. Summer 1999.
- Flanagan, Mary. "The Sky is Falling! Why Are Virtual Worlds So Desolate?" *Images Journal*. Eds. G Tracey, C Norton, + E Abele. Sept 1998.

**Publications,
Book Chapters
and Catalog
Essays**

- Flanagan, Mary. "Games in the Gallery: Transforming the Museum Experience from Silence to Interaction." Catalog Essay, PROJECT HASHTAG, Hyundai Artlab MMCA Seoul.
- Flanagan, Mary. "Operations & Encounters: Playing Out Performativity," *Live Performance and Video Games: Inspirations, Appropriations and Mutual Transfers*. Réjane Dreifuss, Simon Hagemann, Izabella Pluta (eds.). Theatre Studies Vol 165, Bielefeld Germany: transcript Verlag, 2024, pp. 181-192.
- Flanagan, Mary. "Designer Perspective." *Game Design Workshop: A Playcentric Approach to Creating Innovative Games*, Fifth Edition by Tracy Fullerton, forthcoming 2024.
- Flanagan, Mary. "The Power of Gameworlds." *Sharing Desired Futures – Practices of Futurecasting*. Edited Michael Shamiyeh. De Gruyter/Birkhauser, forthcoming 2024.
- Flanagan, Mary, "Pastoral, Theo Triantafyllidis." *Worldbuilding: Gaming and Art in the Digital Age* (Exhibition Catalog Essay). Julia Stoshchek Collection 15th Anniversary Exhibition, curated by Hand Ulrich Obrist. Düsseldorf: Julia Stoshchek Collection, 2022.
- Flanagan, Mary and Mark Garrett. "Grace [Help Me Know the Truth]." *Frankenstein Reanimated: Conversations with Artists in Dystopian Times*. Edited by Yiannis Kolakides and Marc Garrett. London: Torque Editions, 2022, pp. 73-84.
- Kaufman, Geoff, Flanagan, Mary, and Seidman, Max. "Creating Stealth Game Interventions for Attitude and Behavior Change: An 'Embedded Design' Model." *Persuasive Gaming in Context*. Eds de la Hera, Teresa, Jansz, Jeroen, Raessens, Joost and Schouten, Ben. Amsterdam: Amsterdam Univ. Press, 2021, pp. 73-90.

**Publications,
Book Chapters,
and Catalog
Essays
continued**

- Flanagan, Mary. "If you play it, do you believe it?" *Narrative Mechanics: Strategies and Meanings in Games and Real Life*, edited by Beat Suter, René Bauer, and Mela Kocher. Transcript: Bielefeld, Germany 2021.
- Flanagan, Mary. "Feminist(AI)," *The Love Makers*, by Aifric Campbell. London: Goldsmiths Press (Distributed by MIT Press) 2021.
- Flanagan, Mary. "Enter the Dragon," *The Infinite Playgrounds*, by Bernie Dekoven with Holly Gramazio. Edited by Eric Zimmerman, Celia Pearce, and Holly Gramazio. Cambridge: MIT Press, 2020, pp. 136-139.
- Flanagan, Mary. "Taking Binaries off the Table." *Feminist War Games? Mechanisms of War, Feminist Values, and Interventional Games*, eds. Jon Saklofske, Alyssa Arbuckle, Jon Bath. London: Routledge, 2019, pp. 195-201.
- Flanagan, Mary. "A Playful Planet, Despite it all," Essay for the *Playmode Exhibition Catalog*, Museu de Arte, Arquitectura e Tecnologia, Lisbon, Portugal: FundaçãoEDP, Oct 2019, pp. 124-130.
- Flanagan, Mary. "Video Games and Gaming Culture." *Macmillan Interdisciplinary Handbooks: Gender: SPACE*. Ed. Hedblad, Alan and Kooistra, Alja. New York: Macmillan, 2018, pp . 287-300.
- Flanagan, Mary. "Critical Play and Responsible Design." *The Routledge Companion to Media Studies and Digital Humanities*. Ed. Jentery Sayers. New York: Routledge 2018, pp. 183 – 195.
- Flanagan, M. and Kaufman, G. "Shifting Implicit Biases with Games using Psychology: The Embedded Design Approach." *Diversifying Barbie and Mortal Kombat: Intersectional Perspectives & Inclusive Designs in Gaming*. Eds Yasmin Kafai, Gabriela Coleman & Brendesha Tynes. Pittsburgh: CMU/ETC, 2016, pp. 219-233. DOI 10.1184/R1/6686738
- Flanagan, Mary. "An Alternate History of Wargaming." *Zones of Control: Perspectives on Wargaming*. Pat Harrigan and Matthew Kirschenbaum, eds. Cambridge: MIT Press 2016, pp. 703-707.
- Flanagan, Mary. "Games as a Medium." *Debugging Game History: A Critical Lexicon*. Eds. Raiford Guins and Henry Lowood. Cambridge: MIT Press, 2016, pp. 221-228.
- Flanagan, Mary. "Game Art." *Debugging Game History: A Critical Lexicon*. Eds. Raiford Guins and Henry Lowood. Cambridge: MIT Press, 2016, pp. 151-158.
- Flanagan, Mary. "Critical Play: The Productive Paradox." *Blackwell Companion to Digital Art*, ed. Christiane Paul New York: Wiley Blackwell, 2016, pp. 445-460.
- Flanagan, Mary. "Playful Aesthetics: Toward a Ludic Language." *Gameful World*, Ed. S. Walz and Sebastian Deterding. Cambridge: MIT Press, 2014, pp. 249-271.
- Flanagan, Mary. "The Bride Stripped Bare." Reprinted in: *Feminist and Queer Information Studies Reader*, edited by Patrick Keilty and Rebecca Dean. Sacramento, CA: Litwin Books, 2013.
- Flanagan, Mary. "Play, Participation, and Art: Blurring the Edges." *Context Providers*. Eds. Margot Lovejoy, Christiane Paul, Victoria Vesna. Chicago: U. of Chicago Press (Intellect Press), 2011.
- Belman, J, Flanagan, M, Nissenbaum, H. and Diamond, J. "Grow-A-Game: A Tool for Values Conscious Design & Analysis of Digital Games." *Ethics in Computer Games & Cinema*, ed. Jose Zagal. San Diego: Cognella, 2011.
- Flanagan, Mary. "Creating Critical Play" *Artists Re:Thinking Games*. Eds Ruth Catlow, Marc Garrett, and Corrado Morgana. Liverpool: Liverpool University Press, 2010, 49-53.
- Flanagan, Mary "An Appreciation on the Impact of the work of Sonia Landy Sheridan." In *The Art of Sonia Landy Sheridan*, by Diane Kirkpatrick, Mary Flanagan, Sonia Landy Sheridan. Hanover, NH: Hood Museum of Art, 2009, 37-42.
- Flanagan, Mary and Helen Nissenbaum. "Design Heuristics for Activist Games." In *Beyond Barbie to Mortal Kombat: New Perspectives on Gender and Computer Games*. Y.B. Kafai, J. Jenner, C. Heeter, and J. Sun (eds).

**Publications,
Book Chapters,
and Catalog
Essays
continued**

Cambridge: MIT Press, 2008, 265-279.

Flanagan, M., Howe, D. and Nissenbaum, H. "Embodying Values in Technology: Theory and Practice" In *Information Technology and Moral Philosophy*. Jeroen van den Hoven and John Weckert (eds.) Cambridge: Cambridge University Press, 2008, 322-353.

Flanagan, Mary. "The Sims: Suburban Utopias." In: Borries, Friedrich von, Walz, Steffen P., Böttger, Matthias (eds.) *Space Time Play. Synergies Between Computer Games, Architecture and Urbanism*. Basel Boston Berlin: Birkhäuser Publishing, 2007, 150-152.

Flanagan, Mary, Howe, Daniel, + Nissenbaum, Helen. "New Design Methods for Activist Gaming." *Worlds In Play: Intl Perspectives on Digital Games Research*, eds. S. deCastell, J. Jensen. NY: Peter Lang 2007, 241-48.

Flanagan, Mary. "reskinning the everyday." *re: skin*. Cambridge: MIT Press, 2007, 303-319.

Flanagan, Mary. "The 'Nature' of Networks: Space and Place in the Silicon Forest." *Nature et progrès: interactions, exclusions, mutations*. Ed. P Lagayette. Paris: Presses de l'Université. Paris-Sorbonne, 2006.

Flanagan, Mary. "My Profile, Myself in Playculture." *Exploring Digital Artefacts*. Ed. Johan Bornebusch + Patrik Hernwall. M3 Publication, 2006, 20-29.

Flanagan, Mary. "Politicising Playculture." *GAME/PLAY Exhibition Catalog*. HTTP Gallery, London 2006.

Flanagan, Mary. "Developing Virtual Performance Spaces." *American Puppetry*. Ed. Phyllis T. Dircks. New York: Theatre Library Association, 2004.

Flanagan, Mary. "The Bride Stripped Bare." *Data Made Flesh: Embodying Information*. Ed. P. Thurtle and R. Mitchell, New York: Routledge, 2003.

Flanagan, Mary. "Response to Celia Pearce: Computer Gaming." *First Person*. Ed. Noah Wardrip-Fruin and Pat Harrigan. Cambridge: MIT Press, 2004, 143-145.

Flanagan, M. "Next Level: Women's Digital Activism through Gaming." In A. Morrison, G. Liestøl and T. Rasmussen (eds.). *Digital Media Revisited*. Cambridge: MIT Press, 2003, 359-388.

Flanagan, Mary. "Une Maison de poupée virtuelle capitaliste? The Sims: Domesticité, consommation et féminité." *La pratique du jeu vidéo: réalité ou virtualité?*. Ed. Mélanie Roustan et Dominique Desjeux. Paris: L'Harmattan, 2003, 175-188.

Flanagan, Mary. "Hyperbodies, Hyperknowledge: Women in Games, Women in Cyberpunk, and Strategies of Resistance." *reload: rethinking women + cyberculture*. Cambridge: MIT Press, 2002, 425-454.

Flanagan, Mary. "Navigating Narratives: Women's Use of Virtual Space." *Women in Storytelling*. Ed. Afra Kavanagh. Sydney, Nova Scotia: Univ. College of Cape Breton Press, 2000.

In Translation

Flanagan, Mary. *Critical Play: Radical Game Design*. Sugaar Editorial S.L. (Spanish Edition), forthcoming 2025.

Flanagan, Mary and Lotko, Anna. "Анксиозност, отвореност и активистичке игре: студија случаја за критичку игру." Ed. Manojilo Maravić. Belgrade: Clio Publishing, 2024.

Flanagan, Mary e Nissenbaum, Helen. *Values at Play: Valores em jogos digitais*. São Paulo: Blucher, 2014/2016.

Flanagan, Mary. "La novia desnudada hasta sus mismísimos datos: flujo de información + digicuerpos." *XOy1: #ensayos sobre género y ciberespacio*. Coordinadora Remedios Zafra, Traduce Natalia Pérez-Galdós. Madrid: Arte Género Ciberespacio, 2010, pp. 12-48.

Flanagan, Mary. "Identidades móviles, estrellas digitales y yoes postcinemáticos." *XOy1: #ensayos sobre género y ciberespacio*. Coordinadora Remedios Zafra, Tr. Natalia Pérez-Galdós. Madrid: Arte Género Ciberespacio, 2010, pp. 118 -136.

**In Translation,
continued**

Flanagan, Mary. "Une Maison de Poupee Virtuelle Capitaliste? The Sims: Domesticité, Consommation, et Féminité." *Consommations & Sociétés N° 1: Cahiers pluridisciplinaire sur la consommation et l'interculturel*. Ed. Mélanie Roustan et Dominique Desjeux. Paris: L'Harmattan, 2001.

**Publications,
Refereed
Articles:
Conference
Proceedings**

Flanagan, Mary. "Operations & Encounters: Playing Out Performativity." *Proceedings from the Live Performance and Video games: Appropriations, Inspirations & Mutual Transfers*, 5, 6 and 7th of October 2022 International Online Symposium, 2023.

Kaufman, Geoff and Flanagan, Mary. "Not Just for Girls: Encouraging Cross-Gender Role Play and Reducing Gender Stereotypes with a Strategy Game." *Proceedings of CHI Play*, Barcelona October 2019; Honorable Mention.

Kaufman, Geoff and Flanagan, Mary. "Playing the System: Comparing the Efficacy and Impact of Digital and Non-digital Versions of a Collaborative Strategy Game." *Proc of the Digital Games Research Assn (DiGRA)* 2016.

Kaufman, Geoff, Mary Flanagan, & Sukdith Punjasthitkul, "Investigating the Impact of 'Emphasis Frames' and Social Loafing on Player Motivation and Performance in a Crowdsourcing Game," *Proc of CHI 2016*.

Kaufman, Geoff, and Flanagan, Mary. "High-Low Split: Divergent Cognitive Construal Levels Triggered by Digital and Non-digital Platforms," *Proceedings of CHI 2016*.

Kaufman, G., Flanagan, M., and Seidman, M. "Creating Stealth Game Interventions for Attitude and Behavior Change: An 'Embedded Design' Model." *Proceedings of the Digital Games Research Assn (DiGRA)* 2015.

Seidman, M., Flanagan, M., and Kaufman, G. "Failed Games: Lessons Learned from Promising but Problematic Game Prototypes in Designing for Diversity." *Proc of Digital Games Research Association (DiGRA)* 2015.

Flanagan, M., Seidman, M., Punjasthitkul, S., Kaufman, G. and Carini, P. "Citizen Archivists at Play: Game Design for Gathering Metadata for Cultural Heritage Institutions." *Proceedings of DiGRA 2013 Atlanta Georgia*.

Flanagan, Mary, Seidman, Max, Belman, Jonathan, Punjasthitkul, Sukdith, Downs, Zara, Ayoob, Mike, Driscoll, Alicia, and Downs, Martin. "Preventing a POX Among the People? Community-based Game Design for 'Herd Immunity.'" *Proceedings of DiGRA 2011 Conference: Think Design Play*. Hilversum: The Netherlands, 2011.

Belman, Jonathan, Flanagan, Mary, Nissenbaum, Helen, and Diamond, Jim. "Grow-A-Game: A Tool for Values Conscious Design and Analysis of Digital Games." *Proc of DiGRA 2011: Think Design Play*. Hilversum: Netherlands, pp. 14-17 2011.

Isbister, Katherine, Flanagan, Mary and Hash, Chelsea. "Designing games for learning: insights from conversations with designers." *Proc of CHI 2010*: 2041-2044.

Flanagan, Mary and Lotko, Anna. "Anxiety, Openness and Activist Games: A Case Study for Critical Play." *Proc of the Digital Games Research Association (DiGRA)*, Aug 31-Sept 4, Uxbridge, 2009.

Flanagan, Mary, Nissenbaum, Helen, Belman, Jonathan and Diamond, James P. "A Method For Discovering Values in Digital Games." *Proc of the Digital Games Research Association (DiGRA)*, Sept 24-28 Tokyo, 2007.

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

Flanagan, Mary. "Locating Play and Politics: Real World Games and Political Action." *Proceedings of the Digital Arts and Culture Conference*, Perth Australia Sept 2007.

Flanagan, Mary and Nissenbaum, Helen. A Game Design Methodology to Incorporate Social Activist Themes." *Proc of CHI 2007*. New York, NY: ACM Press, pp. 181 - 190.

Silverstein, J, Nissenbaum, H., Flanagan, M., and Freier, N. G. "Ethics and Children's Information Systems." *Proceedings of the ASIST Annual Meeting*, Volume 43, 2006.

**Publications,
Refereed
Articles:
Conference
Proceedings,
continued**

- Flanagan, Mary, Howe, Dan and Nissenbaum, Helen. "New Design Methods for Activist Gaming." *Proc of the Digital Games Research Assn. (DIGRA)*, June 16-20 Vancouver CA, 2005.
- Flanagan, Mary. "Troubling 'Games for Girls': Notes from the Edge of Game Design." *Proc of the Digital Games Research Association (DIGRA)*, June 16-20 Vancouver CA, 2005.
- Flanagan, Mary, Howe, D. C., and Nissenbaum, Helen. "Values at Play: Design Tradeoffs in Socially-Oriented Game Design." *Proc of CHI 2005*. New York, NY: ACM Press, pp. 751-760.
- Flanagan, Mary. "SIMple + Personal: Domestic Space and The Sims." *Proc of the 5th International Digital Arts & Culture Conference*. RMIT, Melbourne, Au. May 19 - 23, 2003.
- Flanagan, Mary. "Feminist Transgressions? Object + Process in Transgenic/Genetic Work by Women." *SIGGRAPH 2002 Electronic Art + Animation Catalog*. NY: ACM, pp. 129-133.
- Perng, Kuo-Luen, Wang, Wei-Teh, Flanagan, Mary and Ouhyoung, Ming, "A Real-time 3D Virtual Sculpting Tool Based on Marching Cube." *ICAT2001*, Tokyo, Japan, Dec 2001.
- Egert, Chris, Flanagan, Mary and Walters, Deborah, "Web Based Collaboration for Introductory Programming Courses." *Proc of the Intl Conf on Engineering Education Taiwan 2000*.
- Egert, Chris, Flanagan, Mary and Walters, Deborah, "Extending IOS's Collaboration via Web-Enabled Whiteboards." *Proc of WebNet 2000 --World Conference of the WWW, Internet + Intranet*. Eds. H Maurer + R G Olson. Charlottesville: Assn. for the Advncmt of Computing in Ed (AACE), 2000.
- Flanagan, Mary. "Using Multimedia Courseware to Bring Together Theory and Practice." *Proc of WebNet 2000 --World Conference of the WWW, Interne, + Intranet*. Eds. H Maurer + R G Olson. AACE, 2000.
- Flanagan, Mary. "Interfacing Differently: Educating Girls in a Changing Digital Landscape." *Proc of WebNet 2000 --World Conference of the WWW, Internet + Intranet*. Eds. Maurer + Olson. AACE, 2000.
- Flanagan, Mary. "Navigable Narratives: Gender and Spatiality in Virtual Worlds." *Proc from Exploring Cyber Society July 5-7 1999, Vol 1*. Eds. John Armitage + Joanne Roberts. Newcastle: U Northumbria, 1999.
- Flanagan, Mary. "Practicing Stereotypes: Exploring Gender Stereotypes Online." *Proc of SITE99: Society of Information Technology and Teacher Education*. Eds. H. Maurer + R. G. Olson. Charlottesville: AACE, 1999.
- Flanagan, Mary and Egert, Chris. "Assessing the Success of Seminars on the Web." *Proc of WebNet 99--World Conference of the WWW, Internet + Intranet*. Eds. H. Maurer + R. G. Olson. Charlottesville: AACE, 1999.
- Flanagan, Mary and Egert, Chris. "Providing Seminars on the Web." *Proc of WebNet 98--World Conference of the WWW, Internet + Intranet*. Eds. H Maurer + R G Olson. Charlottesville: Association for the Advancement of Computing in Education (AACE), 1998, pp. 313 - 317. BEST PAPER AWARD

**Creative Writing:
Individual Poems
and Short Fiction
Pieces**

- Poems: "Being Transformed into a Phoenix," "Enough," "Parking Lot at Whole Foods," "Substance A always reacts to Substance B," "The One and Only Thing," *Heavy Feather Review* Volume Seven, 2017 (2019)
- Poems: "And by taking your hand," "Camouflage," "The Secret of Nights and Days," "Desire is Rarely Fulfilled," "From One End of the Map to the Other," *Fence* 2015
- Poems: "They Always Come"
"Death of My Dungeonmaster," *Barrow Street* 2013-2014 Annual Issue
- Poem: "hoisting the lower saints" *The Pinch* 2012
- Finalist, Bright Hill Press Book Prize, 2011
- Poems: "enthroned on the seat that sees into all worlds" and
"the nature of judgment," 2011 annual issue of *Barrow Street*
- Poem: "something more remains mysterious," *MUDFISH* 17 2011
- Poems: "the abstract injunction," "ministering a stream," and "window" *Saranac Review*, Issue 6, Fall 2010.
- Fiction: "A private correspondence to David Theurer: Written by H. P. Lovecraft, 12th January 1919, released by Mary D. Flanagan." *Well Played*. Ed. D. Davidson. Pittsburgh: CMU/ETC Press 2009, 276-291.
- Poem: "the only point of rupture." *Open Windows III: An Anthology of Poetry, Fiction + Essays*, ed.

**Creative Writing:
Individual Poems
and Short Fiction
Pieces,
continued**

Matthew Davis. Denver, CO: Ghost Road Press, 2008.
Runner Up, *Iowa Review* Award 2007
Poems: “ministering a flood (update with god I)” and
“ministering a tornado (update with god II),” *Barrow Street* December 2007
Poems: “a pure 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 velocity² / radius,” *Adagio Verse Quarterly* 2006
Poem: “A Grand March,” *Wild Goose Poetry Review* 2006

Games Released

2024 **Avant Carde**, Co-Designer/Resonym Publisher
2023 **Phantom Ink: Arcana**, Co-Designer/Resonym Publisher
2023 **GlitchSquad**, Co-Designer/Resonym Publisher, with National Academy of Sciences
2022 **Retrograde**, Co-Designer/Resonym Publisher
2022 **Phantom Ink**, Co-Designer/Resonym Publisher; localized with partners in France, Czech Republic, Spain, Ukraine, Italy, Germany, Russia, Hungary, Poland
2021 **Surrealist Dinner Party**, Co-Designer/Resonym Publisher
2020 **Entangled**, Co-Designer/Tiltfactor release on STEAM
2019 **Mechanica**, Co-Designer/Resonym Publisher; localized with partner in Japan
2018 **VISITOR in Blackwood Grove**, Co-Designer/Resonym Publisher; localized with partner in Taiwan
2017 **Cops Arrest Manatees**, Exec. Producer/Director/Designer
Monarch II: Siege (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.
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.

Games Released, continued

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

Avant Carde (2024)

2024 Dice Tower Seal of Approval

Retrograde (2022)

2022 Best Family Game, Boston Festival of Independent Games

Phantom Ink (2021)

2024 Honorable Mention, Board Game of the Year awards, Party Games Category Poland (Planszowa Gra Roku)

2024 Nominee, Spiel des Jahres as “Ghost Writer” in Germany

2021 Awarded the Game Makers Guild Seal of Approval

2023 Nominee for The Golden Geek Award, best party game, Board Game Geek

2023 Winner of Le Prix Fox for « Les déjantés », Belgium

Surrealist Dinner Party (Board Game, 2021)

2020 Finalist – Cardboard Edison Award

2021 Tabletop Design Nominee— IndieCade Independent Festival of Games

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

**Design/Product
Awards,
continued**

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 1st 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**

2025 Atelier 11 Residency, Paris France June

La Maldita Estampa Barcelona 2025 Artistic Residency Program January

2023 Commission, Baltimore Museum of Art. Installation featuring Topophilia-[tunnel] and Topophilia – [hill].
Entrance to the Joseph Education Center, opened 1 December 2023.

2022 Commission from the Moody Center for the Arts, Rice University for the installation "Metaphysical
Reclamations: The Metropolis Project" (AI-produced imagery, video and oil paintings)

Senior Faculty Grant, Dartmouth College

2021 Integrative Arts Award, Hopkins Center at Dartmouth for GLITCHLAB (student AI art team) \$20,000

**Commissions/
Grants/
Residencies,
continued**

- National Academy of Sciences commission: 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

**Commissions/
Grants/
Residencies,
continued**

- 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 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

**Commissions/
Grants/
Residencies,
continued**

- 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 University
- U.S. Fulbright Scholar Program for Interface Research, National Taiwan University, Department 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
- Principal Investigator, Faculty Development Grant, UB

**Papers and
Panels at
Conferences/
Juried Events**

- 2024 "Colonialism and Games," Gen Con Trade and Industry Day 31 July Indianapolis
- 2023 "The Myth of Innocent Play: Colonialism & Board Games," 25th Annual Board Game Studies Colloquium, Ephesus Turkey 11-14 April 2023
- 2021 "Values and Enculturation in Tabletop Games," GENeration Analog Conference, August 2021
- 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

**Papers and
Panels at
Conferences/
Juried Events,
continued**

- “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 Conf 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 Conf: Education Summit, San Francisco 1 March
- “Game Education Rant,” Game Developer’s Conference: Education Summit, San Francisco 2 March
- 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

**Papers and
Panels at
Conferences/
Juried Events,
continued**

- "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, 13th 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," SIGGRAPH2000 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 Conference, 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 Intl 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

**Papers and
Panels at
Conferences/
Juried Events,
continued**

- “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 20th 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 Conf of the WWW, Internet & 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
- 1997 “Developing Children’s Edutainment on the Web,” Webnet 97, Toronto ON Canada Nov

**Keynotes and
Special
Addresses**

- 2025 Keynote Ecsite (European Network Science Centres and Museums) Conference Warsaw, Poland 4 June
- Keynote, LUDIC METHOD, University of Applied Arts Vienna 26
- 2024 Special Address, “The World at Play,” followed by a conversation with Naomi Clark, for the American Folk Art Museum 23 October 2024, avail online <https://www.youtube.com/watch?v=zu3r2EtLMWg>
- Keynote, “Play is Never Neutral,” Women in Games UK 20th Anniversary Panel convening online, 11 October 2024
- Plenary, “AI and Education,” The Impact of AI in work and education, Ditchley Foundation, Oxfordshire 22-24 February
- 2023 Keynote, “How to See What’s Missing,” Edinburgh Centre for Data, Culture and Society, 13 December
- Keynote, “Nothing Epic Here,” GameZ and RuleZ Symposium, “The Power of Gameworlds,” ZHdK Zürich CH 19 Oct
- Keynote, UNESCO-sponsored “Sharing Desired Futures: Practices of Futurecasting,” May 18-22 Linz AU
- “Games as Critical Practice,” Keynote, Hochschule für Musik Basel Switzerland January 26-29
- 2022 “Tilting” Games for Change: Tiltfactor Lab at 19,” Keynote, Games for Change July 12-14, 2022 New York
- “The Social Impact of Games,” Trade and Industry Day 3 August Indianapolis
- 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 Inspire Youth Work & Global Development Education, Tipperary Ireland

**Keynotes and
Special
Addresses,
continued**

- "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

**Keynotes and
Special
Addresses
continued**

- “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
- “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,
Advisory Groups
and Training**

- 2024 Ditchley Foundation, AI in Education, UK
- 2023 “Practices of Futurecasting” retreat, Linz
- 2022 Library of Congress Strategic Vision for the Digital Strategy team “Designing with People Who Aren’t (Yet) Users” Workshop June 29, 2022
- 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 6th-8th 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

**Think Tanks,
Advisory Groups
and Training,
continued**

- 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

- 2025 "Channeling Critical Play," LUDIC SOIRÉE with Mary Flanagan @Experimental Game Cultures
Vienna (Upcoming)
2024 "EPIC-We" Webinar and Workshop Series (Horizon Europe funded network), Webinar #2 - Games for and
through Culture, "Games, Values and Culture," 25 November 2025
"How Playing Games Can Change the World and Change How We Think, Santa Monica College CA 18 April
"The Power of Play," Dartmouth College Centennial Circle, Hanover 6 April
2023 "Colluding|Channeling|Mediating|Glitching," The Dartmouth AI Conference at The Tuck School of Business,
29 September 2023
"Driving Impact Through Dartmouth's Innovative Ecosystem," Panel at Dartmouth Presidential inauguration,
21 September 2023
"A Lawyer, a Philosopher, a Tech Engineer and an Artist Walk into ChatGPT," Roundtable at American
College of the Mediterranean, 27 April 2023
"Computational Poetics: Language and Technology," Panel discussion on the exhibition curated by Hannah
Higgins and David Familian, 12 January 2023
2022 "Operations and Encounters," Live Performance and Video Games: Appropriations, Inspirations and Mutual
Transfers, 6th of October International Online Symposium organized by Zurich University of the Arts, Center
for Mediation University of Lorraine, and Centre d'études théâtrales, University de Lausanne), 6 October
"Creating a Feminist Take on Creative AI," ML Weekends: Visual Artist and the Machine. 20 August
"Values and Enculturation in Board Games," USC Games 11 March
"Artist Talk," Artists NOW, Peck School for the Arts, University of Wisconsin-Milwaukee, 9 March
"Critical Play," Shenkar University Ramat Gan, Israel 23 February
2021 "Love in the Glitch: Humanizing the Future," The Future of Humanity Conference, 19 June
"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

**Invited Talks,
continued**

- "Talk and demo with Mary Flanagan," Awshucks, Shut Up & Sit Down Twitch 17 October
"Games and Society," Tsinghua University in Shenzhen, 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

**Invited Talks,
continued**

- "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," Psych & 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 22nd 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

Invited Talks,
continued

- "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
"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
- 2007 "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

Invited Talks,
continued

- 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 21st 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

Invited Talks,
continued

- "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, 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 Fisc
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
"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
- 1999 "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
 - 2009-2010 Conceived, designed, and established the PLAYCUBE mobile exhibition space at Dartmouth College (see youtube- Tiltfactorlab channel). Portable site-specific exhibition/ performance/ experimental space. Events in the PLAYCUBE 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.
 - 2008-09 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
 - 1997-2000 At Buffalo: Organized student trips to Toronto, Flash master classes, guest artist

Media Coverage/Press, Interviews and Reviews

- 2025 Board Game Geek, “Avant-Carde-How to Play and Playthrough,” Season 12 Episode 37 13 February <https://www.youtube.com/watch?v=5FahhHQ390>
- Gaviola, Rue. “Avant Carde: Deckbuilding a collection of cubist artwork” 5 February 2025 <https://www.youtube.com/watch?v=ZakBoLMCvk0>
- Perison, Hilli. “‘Access Kafka’ honors Kafka's legacy, gesturing to parallels in contemporary art,” Stir 3 February 2025 <https://www.stirworld.com/see-features-access-kafka-honors-kafkas-legacy-gesturing-to-parallels-in-contemporary-art>

**Media
Coverage/Press,
Interviews and
Reviews
continued**

Love2Hate (Lance and Sam) "Top 10 Board Games of 2024," January 2025
<https://www.youtube.com/watch?v=RLhu6JaTIQA&t=1980s>

Board Game Monkeys (German Channel), "Ghost Writer," 15 January 2025
<https://www.boardgamemonkeys.com/2025/01/ghost-writer.html>

2024 TheDrotUA (Ukrainian channel), Павло Остріков грає у Містичне Чорнило | Летсплей | Заруба | Нумограйка December 2024 (Ukrainian edition Phantom Ink).
<https://www.youtube.com/watch?v=Yj4AmT70Sfg>

Gonzalez Aguilar, Oscar de Jesus. "Retrograde: ¡La batalla por la Tierra nunca fue tan rápida y frenética!" El Doc Logan, November 2024 https://www.youtube.com/watch?v=CB3qTI_K1C0

Williams, Leah J. "Christmas Gift Guide 2024: The Best Gifts for Fans of board Games. Gameshub, 27 November 2024 <https://www.gameshub.com/news/features/christmas-gift-guide-board-games-35757/>

Wieso, Lohnend. "Die Spiele Des Jahres : Murmeln, Menschen, Mechanik" (Phantom Ink).
Spieldoch: Das Magazin für Brett- und Kartenspiele, Winter 2024 p 6.
https://www.nostheide.de/SDdig/SpielDoch_02_2024_bv471/spieldoch_02_24#p=1

Didymus, Mike. "Gen Con 2024: The view from the booths." *BoardGameWire*, 8 August 2024.
<https://boardgamewire.com/index.php/2024/08/08/gen-con-2024-the-view-from-the-publishers/>

Harry, Lou. "10 Of the Best, Non-Intimidating Games of Gen Con 2024." *Mirror Indy*. 7 August 2024.

Bell, Justin. "Avant Carde Game Review: Deck Building, Cubist Edition." *Meeple Mountain*, 28 Sept 2024 <https://www.meeplemountain.com/reviews/avant-carde/>.

Williams, Lea J. "The 9 Best Food Themed Board Games." *Gameshub*, 15 July 2024
<https://www.gameshub.com/news/features/best-food-themed-board-games-2643118/>

Arndt, Dan. "Phantom Ink Arcana Conjures Up New Play Options for Spooky Party Game," *Gameshub*, 24 June 2024, <https://www.gameshub.com/news/features/best-food-themed-board-games-2643118/>

Day, Felicia. "I Thought I Had More Time." *Felicia Day's Tik-Tok* (487,100 followers) 1 May 2024
<https://www.tiktok.com/@felicia.day/video/7364055532761632043?t=8m0lgdZuB7y&r=1>

Love to Hate Games. "Avant Carde: A Non-Gamer's Review of this Elegant DeckBuilder." 31 April 2024 <https://www.youtube.com/watch?v=1U2ZTNk29TA&t=756s>

Vasel, Tom. "Avant Carde Review: Uno Más." *The Dice Tower*, 29 April 2024.
<https://www.youtube.com/watch?v=sTBCCYJscFw&t=17s>

Haiven, Max. "Exploits of Play: Frontiers of Play," conversation with Mary Flanagan on *WeirdEconomies*, 7 April 2024 <https://weirdeconomies.com/stakeholders/mary-flanagan>

Frisch vom Tisch- Brettspiel. Neuheiten, vol 62, Spiel doch mal ! « Top oder Flop ? » March 20, 2024
https://www.youtube.com/watch?v=icEIJAG_dKA (German review of Ghost Writer)

QVO Games, "Games coming to Retail" (includes a review of Avant Carde). *QVO Games North America*, 17 March 2024

The Gamecasters. "Episode 31" (review of various games including Avant Carde). 10 March 2024
<https://thegamecasters.podbean.com/e/episode-131-federation-star-wars-unlimited-mercurial-avant-carde-kinfire-delve-top-5-games-we-want-to-see-deluxified/>

Iverson, Emily. "5 Small Businesses That Are Making Tabletop Games Popular Again," *US Chamber of Commerce Website*, 11 March 2024 <https://www.uschamber.com/co/start/strategy/tabletop-game->

**Media
Coverage/Press,
Interviews and
Reviews
continued**

small-businesses?utm_content=buffer4c75d&utm_medium=social&utm_source=twitter.com&utm_campaign=buffer

2023 Staff. "The Best Books of 2023." Featuring "Playing Oppression: The Legacy of Conquest and Empire in Board Games", *PopMatters*. 19 December 2023 <https://www.popmatters.com/best-books-of-2023/2>

McCauley, Mary Carole. "Please Touch the Artwork: Baltimore Museum of Art Opens Expanded Education Center after 25 Million Renovation," *The Baltimore Sun* 29 November 2023 <https://www.baltimoresun.com/2023/11/29/please-touch-the-artwork-baltimore-museum-of-art-opens-expanded-education-center-after-25-million-renovation/>

Dieterle, Marcus. " Baltimore Museum of Art to reopen renovated education center with interactive installations, artmaking spaces, and more," Baltimore Fishbowl 29 November 2023 <https://baltimorefishbowl.com/stories/baltimore-museum-of-art-to-reopen-renovated-education-center-with-interactive-installations-by-derrick-adams-mary-flanagan-pablo-helguera/>

Obenour, David C. "Retrograde's Mary Flanagan & Max Seidman," *Off Shelf* 15 November 2023 https://offshelf.net/2023/11/15/retrogrades-mary-flanagan-max-seidman/?fbclid=IwAR2eERbnK5P7ftNm8uD2IH3PgQ_pS2BK89g1UqvcXCLI8qEPKaph9nL08HY

Sheard, Brody. "'Retrograde' Gets You Back to the Arcade," *The Fundamentals* 14 November 2023 <https://www.thefundamentals.com/retrograde-roll-and-write-review/?fbclid=IwAR28jBGvnmRwoCVHdYLNf2P7w1nLxsQVB-qwRw3Y5V7NYzSxp7WO-BL6w7s>

Shut Up and Sit Down, "Is Phantom Ink the Perfect Halloween Game?" *Shut Up and Sit Down*, 28 October 2023 <https://www.youtube.com/watch?v=yziZ0xpqZIA>

Shahar, Seher. "Glitch Squad Educates How Forensics Can Fail in an Entertaining Game," *The Fundamentals*, 22 September 2023 https://www.thefundamentals.com/glitch-squad-board-game-review/?utm_source=rss&utm_medium=rss&utm_campaign=glitch-squad-board-game-review

Williams, Leah J. "Surrealist Dinner Party," *Gameshub.com* 16 September 2023 <https://www.gameshub.com/news/features/best-board-games-for-parties-2023-card-tabletop-11683/>

Board Game Empire, "Surrealist Dinner Party Game Overview & Review," 11 August 2023 <https://www.youtube.com/watch?v=YIKwshhUKZI&t=1s>

Jarvis, Matt. "Avant Carde turns Uno into literal art (and a better game)," *Dicebreaker*, 19 July 2023 <https://www.dicebreaker.com/games/avant-carde/news/avant-carde-turns-uno-into-art-kickstarter>

Perez, Jason. "Spirit Island, Cultural Analysis with Mary Flanagan and Cole Wherle" *Shelf Stories*, 18 May 2023 https://www.youtube.com/watch?v=MO_wKdr0RoM

Purkis, Jon, "10 Small Games You Should Know About." 24 May 2023, https://www.youtube.com/watch?v=g_syFIXXb4U

Joachim Evangelos, "Top 100 Board Games," *So many games, so little time*, 16 May 2023, <https://www.youtube.com/watch?v=2exFE1wg9Xw>

Ludovox, "Les Jeux du Moment: Phantom Ink," *Ludovox chaîne critique*, 21 April 2023 <https://www.youtube.com/watch?v=p8VNF47DDXE>

Serval, Fred and Aguasvivas, Luis. "Playing Colonialism: Board Game Ethics," *Homo Ludens*, Livestreamed panel discussion 26 February 2023 <https://www.youtube.com/watch?v=PMN99INLaE>

Legends of Nerdvana, "Board Game Review: Retrograde," 26 Feb 2023 <https://www.youtube.com/watch?v=3tlXCcolQag>

**Media
Coverage/Press,
Interviews and
Reviews
continued**

Ha, Christina and Hsu, Dan. "Podcast #105: The history of colonialism in board games," *Going Analog*, 28 March 2023 <https://www.goinganalogshow.com/article/227/podcast-105-the-history-of-colonialism-in-board-games-co-op-interactivity-guest-resonym>

Roll for Crit, "Retrograde Review: Classic Arcade Brought to the Tabletop," 25 February 2023 <https://www.youtube.com/watch?v=EgoC6E8Lk4U>

Rolling Dice and Taking Names, "Episode 282: Mr. Roboto" (featuring Retrograde), 21 February 2023, <https://rolldicetakenames.com/episode282/>

Blue Peg Pink Peg, "Episode 236," (featuring Retrograde), 6 February 2023, <https://bluepepinkpeg.com/2023/02/06/episode-236-marrakesh/>

Minbiole, Aimee. "The Power of Possibility." *Dartmouth News* 20 January 2023, <https://home.dartmouth.edu/news/2023/01/power-possibility>

Going Analog, "Podcast #102: American Tabletop Game Awards," (featuring Surrealist Dinner Party), <https://www.goinganalogshow.com/article/223/podcast-102-american-tabletop-awards-games-at-bars-culling-guest-whats-eric-playing> 26 January 2023

Arndt, Dan. "'Phantom Ink' Puts A Lot of Spirit into Party Puzzling," *The Fundamentals*, 12 January 2023 <https://www.thefundamentals.com/phantom-ink-review/>

2022 Demps, Phinisse. "BMA Announces Major Renovation to Joseph Education Center with Artist-Designed Interactives," *Baltimore Times Online*, 20 December 2022 <https://baltimoretimes-online.com/arts-culture/2022/12/20/bma-announces-major-renovation-to-joseph-education-center-with-artist-designed-interactives/>

Gunts, Ed. "Baltimore Museum of Art plans \$2.5M renovation of its Joseph Education Center, including 'immersive experiences' created by artists Derrick Adams, Mary Flanagan and Pablo Helguera, Baltimore Fishbowl, 21 December 2022 <https://baltimorefishbowl.com/stories/baltimore-museum-of-art-plans-2-5m-renovation-of-its-joseph-education-center-including-immersive-experiences-created-by-artists-derrick-adams-mary-flanagan-and-pablo-hel/>

Shut up and Sit Down, "Christmas Gift Guide 2022: The Best Board Games for your Table," 6 December 2022, <https://www.shutupandsitdown.com/videos/board-game-gift-guide-2022/>

Silverman, Dwight. "If you can type it, you can see it: Text2image AI turns words into pictures." *Houston Chronicle* 20 October 2022

Elliott, Amber. "5 Houston art exhibits and performances worth seeing this weekend." *Houston Chronicle*, 11 October 2022.

Elliott, Amber. "15 artists explore the concept of a modern metropolis in 'Urban Impressions' on Rice campus," *Houston Chronicle* 19 September 2022

Bahr, Jens and Sascha Reinhold. "Interview with Mary Flanagan: Values at Play in Digital Games." *The Playful Library* 18 August 2022, <https://anchor.fm/off-the-beaten-track/episodes/Guest-interview-Mary-Flanagan--Episode-6--Values-at-Play-e1mlmic>

Vernall, Matthew. "Phantom Ink Review." *Tabletop Gaming*, 28 July 2022, <https://www.tabletopgaming.co.uk/reviews/phantom-ink-review/>.

Garcia, Zee. "Phantom Ink Review." *The Dice Tower Youtube Channel*, 22 June 2022, <https://www.youtube.com/watch?v=Nuo5TyhYIQo>.

Glentzer, Molly. "AI Meets Emily Dickinson in Mary Flanagan exhibit." *Houston Chronicle*, 20 June 2022, <https://preview.houstonchronicle.com/art-exhibits/ai-meets-emily-dickinson-in-mary->

**Media
Coverage/Press,
Interviews and
Reviews
continued**

flanagan-exhibit-17249405.

Stegmaier, Jamey. "Phantom Ink: My Favorite Game Mechanism." *Stonemaier Games Youtube*, 7 June 2022, <https://www.youtube.com/watch?v=PMGvQKTc0Cw>

Medina, Raina. "Phantom Ink." *1 Minute Board Games*, 31 May 2022, <https://twitter.com/1minboardgames/status/1531711582765404160>

Quackalope. "Glitch Squad." *Quackalope Youtube Channel*, 16 May 2022, <https://www.youtube.com/watch?v=zFUfcvNqw9k>.

Standring, Danielle. "Glitch Squad," TikTok, 2 May 2022
https://www.tiktok.com/@dani_standring/video/7093196463877934382?is_copy_url=1&is_from_webapp=v1

Meehan, Alex. "Mysterium and Decrypto Collide in this Forensic Science Murder Mystery Game," *Dicebreaker* 29 April 2022 <https://www.dicebreaker.com/games/glitch-squad/news/glitch-squad-kickstarter>

Play the Game HQ. "Cats Make Terrible Scientists: Glitch Squad Kickstarter Review," 28 April 2022
https://www.youtube.com/watch?v=YHphKC_zr7s

Costello, Ryan. "Game Design Unboxed 35: Phantom Ink." *Known Direction Podcast*, 20 April 2022, <http://knowdirectionpodcast.com/2022/04/game-design-unboxed-35-phantom-ink/>

Profdecube. "Phantom Ink Review." *Zatu Games*, 19 April 2022, <https://www.board-game.co.uk/phantom-ink-review/>.

King, Dan. "Phantom Ink: A Thematic Team Vs. Team Word Based Deduction Party Game." *TheGameBoyGeek Youtube Channel*, 15 April 2022, https://www.youtube.com/watch?v=L_pPBgRCyo4

Lampert, Nicolas. "Artist Now Talk: Mary Flanagan." *University of Wisconsin-Milwaukee*, 9 March 2022. <https://vimeo.com/user134737546>

Davidson, Liz. "Mary Flanagan on Games that Change Minds," *Beyond Solitaire Podcast*, Episode 70, 28 February 2022. <https://beyondsolitaire.buzzsprout.com/>

Hart, Alex. "Review of Retrograde," *Might I suggest a Game*, 18 February 2022
<https://www.instagram.com/p/CaINxWmPhbC/>

Fonseca Bone, Sammy. "Resonym nos presenta su más reciente juego de mesa, Retrograde." *Collectible506.com*, 26 Febrero 2022. <https://collectible506.com/resonym-nos-presenta-su-mas-reciente-juego-de-mesa-retrograde/>

Standring, Danielle. "Review of Retrograde," TikTok, 21 February 2022
https://www.tiktok.com/@dani_standring/video/7067220418423409967?is_copy_url=1&is_from_webapp=v1

"Pure Nostalgia in a Chaotic Roll and Write! Retrograde on Kickstarter Review." *Kidsplaining Youtube Channel*, 18 February 2022. <https://www.youtube.com/watch?v=M0yvH2vgIFc>

Kelley, Michael. "Retrograde Solo Impressions," *One Stop Co-op Shop* YouTube Channel, 15 February 2022, <https://www.youtube.com/watch?v=8hnpCK9iwc>

Jungck, Jonathan and Jungck, Mackenzie. "Retrograde: Dice Rolling Droid Blasting MADNESS!" *TerreDice Games* YouTube Channel, 12 February 2022, <https://www.youtube.com/watch?v=gzWA0Vo7j1I>

**Media
Coverage/Press,
Interviews and
Reviews
continued**

Hayward, Stephen, Sydnor-Collins, Megan and Collins, Derek. "Retrograde from Resonym," *Board Game House* YouTube Channel, 15 February 2022, <https://www.youtube.com/watch?v=g0BH8a8cZvE>

Liu, Jonathan. "Kickstarter Tabletop Alert: Fast-Paced Arcade Action in 'Retrograde,'" *GeekDad*, 15 February 2022, <https://geekdad.com/2022/02/kickstarter-tabletop-alert-fast-paced-arcade-action-in-retrograde/>

Laeuchli, Naomi. "Casual Games on Kickstarter: Wombats, Crabs, and Ninjas," *Casual Game Revolution*, 16 February 2022, <https://casualgamerevolution.com/blog/2022/02/casual-games-on-kickstarter-wombats-crabs-and-ninjas>

Board Game Rundown, "Phantom Ink: Board Game Review." *BoardGameRundown* Youtube Channel, 12 February 2022, <https://www.youtube.com/watch?v=ZU7Dvu6ghsA>

Stranding, Danielle. "Surrealist Dinner Party Playthrough," TikTok 27 January 2022. https://twitter.com/dani_standing/status/1486706849525248000

2021 Stranding, Danielle. "Biggest Gaming Surprises of 2021", TikTok, 23 December 2021

Moore, Tom. "Top Games of 2021 Roundup," *Nerds of the West* YouTube Channel, 10 December 2021, <https://www.youtube.com/watch?v=8zQCjnX38tA>

Delgadillo, Elena. "Unboxing of Surrealist Dinner Party," GeekandPink on Instagram, August 2021

Amy and De Castro, Magali. "Back Chat: Top 10 games on Kickstarter," *ThinkerThemer* YouTube Channel, 28 March 2021, <https://www.youtube.com/watch?v=ZqXUleCHBfl&t=1160s>

Schulz, Fredrik. "Interviewing Mary Flanagan, Professor in Digital Humanities and Game Designer," *Table for One* 27 March 2021 <https://www.tableforone.me/articles/interviewing-mary-flanagan-professor-in-digital-humanities-and-game-designer?format=amp>

Goodwin, Lance and Goodwin, Samantha. "Unboxing of Surrealist Dinner Party," *Love2Hate* YouTube Channel, 27 March 2021, https://www.youtube.com/watch?v=_rLStEKpvoo

Mahoney, Havana, del Funstillo, Sebastian et al. "Ghost Writer Playthrough," *Emporium* YouTube Channel, 24 March 2021, <https://www.youtube.com/watch?v=pA8awBGjjag>

Scott, Becca. "Good Lookin Kickstarters features Ghost Writer," *Good Times Society* YouTube Channel, 24 March 2021, <https://www.youtube.com/watch?v=W6Z32vvPRAM&t=115s>

Hayward, Stephen, Sydnor, Megan and Collins, Derek. "Ghost Writer by Resonym," *Board Game House* YouTube Channel, 23 March 2021 <https://www.youtube.com/watch?v=jD6Pf6sRsHQ>

Moore, Tom. "Phantom Ink Boardgame Preview & Playthrough," *Nerds of the West* YouTube Channel, 14 March 2021, <https://www.youtube.com/watch?v=8zQCjnX38tA>

Mahoney, Vana. "Ghost Writer Unboxing," *What's in the Box?!* YouTube Channel, 15 March 2021 <https://www.youtube.com/watch?v=8MHLPLQqDE>

Fitch, Mik and Fitch, Starla. "Preview of Ghost Writer," *Our Family Plays Games* YouTube Channel, 4 March 2021, <https://www.youtube.com/watch?v=D2vHHJKsGSA>

Hart, Alex. "Fresh from the Cellar: Ghost Writer," *Might I Suggest A Game* YouTube Channel, 3 March, 2021, <https://www.youtube.com/watch?v=D2OBxLXW7Rw>

Gonzales, Thomas. "Ghost Writer," *Elympian*, March 2021 (twitch.tv)

**Media
Coverage/Press,
Interviews and
Reviews
continued**

Associated Press, "Game On: 9-foot video game joystick on record as largest." *Fox News10 (AP)*, 7 November 2021 https://www.fox10tv.com/news/us_world_news/game-on-9-foot-video-game-joystick-on-record-as-largest/article_2889761a-a8b2-5a65-8f1b-3759ecfa70a5.html?block_id=1002699

Associated Press, "This 9-foot Atari video game joystick claims the record as the world's largest." *National Public Radio, NPR.org (AP)*, 5 November 2021. <https://www.npr.org/2021/11/05/1053009480/atari-video-game-joystick-world-record-largest>

Liang, Lu-Hai. "9-Foot Gaming Joystick Isn't Great for Dark Souls but Claims Guinness World Record." *thegamer.com*, 7 November 2021. <https://www.thegamer.com/9-foot-gaming-joystick-claims-guinness-world-record/>

Sheildlower, N. and Radhika, M. "A 9-foot video game joystick now holds a Guinness World Record." *CNN*, 8 November 2021. <https://www.cnn.com/2021/11/08/tech/atari-joystick-guinness-world-record-cec/index.html>

Associated Press, "Game on: 9-foot video game joystick on record as largest." *AP News*, 6 November 2021. <https://apnews.com/article/oddities-lifestyle-arts-and-entertainment-games-video-games-486b4e692ef62a46cb19a21091ccd838>

Associated Press, "Giant Joystick, at nine feet tall, gets Guinness World Records recognition as world's largest." *Chicago Sun Times (AP)*, 9 November 2021. <https://chicago.suntimes.com/entertainment-and-culture/2021/11/9/22772567/giant-joystick-guinness-world-records-video-games-mary-flanagan-atari-2600>

CNN, "A 9-foot video game joystick now holds a Guinness World Record." *7 News Boston (from CNN)*, 9 November 2021. <https://whdh.com/news/a-9-foot-video-game-joystick-now-holds-a-guinness-world-record/>

Associated Press, "Game on: Nine foot video game joystick on record as largest." *The Star.com*, 8 November 2021. <https://www.thestar.com.my/tech/tech-news/2021/11/08/game-on-nine-foot-video-game-joystick-on-record-as-largest>

Associated Press, "Game on: Nine foot video game joystick on record as largest" *Houston Chronicle* 6 November 2021. <https://www.chron.com/culture/article/Game-on-9-foot-video-game-joystick-sets-record-16597864.php>

Associated Press, "Game on: Nine foot video game joystick on record as largest," *Boston.com* 5th November 2021. <https://www.boston.com/news/local-news/2021/11/05/game-on-9-foot-video-game-joystick-on-record-as-largest/>

Olsen, Amy, "Atari-style Artwork Make the 'Guinness World Records 2022' Book." *Dartmouth News*, 29 October 2021. <https://home.dartmouth.edu/news/2021/10/atari-style-artwork-makes-guinness-world-records-2022-book>

Deming, Paula. "Artificial Intelligence." *Things Get Dicey* (Board game sketch comedy featuring *Mechanica*), *Youtube*. 12 October 2021 <https://youtu.be/lb643fjkoOM?t=4406>

Thinker Themer, *Small Talk 19 (with Surrealist Dinner Party)*, 18 October 2021 <https://www.youtube.com/watch?v=lb643fjkoOM&t=4406s>

Garcia, Zee. "Surrealist Dinner Party Review." *The Dicletower*, June 2021. <https://www.dicletower.com/game/310194/surrealist-dinner-party>

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

**Media
Coverage/Press,
Interviews and
Reviews
continued**

Scott, Becca. "Ghost Writer Playthrough," featuring Youtube personalities Jessica Parsons, Ash Minnick, Morgan Peter Brown, Paula Deming, and Joseph Limbaugh. GoodTimeSociety Youtube Channel, 24 April 2021.

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

Langworthy, 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-flanagan-spiritualist-inspirations-behind-new-word-game-ghost-writer/>

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* January 8 2021 <https://dartmouthalumnimagazine.com/articles/ask-expert-mary-flanagan>

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

Shah, Sarah. "Mechanica," *Board Games in a Minute*, 14 December 2020, <https://twitter.com/Puffindor/status/1338539453208535040?s=20>

Dicebreaker. "Let's Play Mechanica with Mary from Resonym," 13 Decembber, 2020, <https://resonym.com/dicebreaker-plays-mechanica-with-mary/>

Lees, Matt. "Live game demo, Mechanica" *Shut up and sit down*, *AwSHUX festival*, November 17. https://www.youtube.com/watch?v=FzeTT_o9Pgk&t=3h13m2s

Hongoltz-Hetlig, Matt. "Playing through Pandemics," *The Weather Channel* 13 October 2020 <https://features.weather.com/playing-through-pandemics/>

de Diego, Matías, "Octavia E. Butler, la escritora negra que rompió el techo de cristal de la ciencia ficción," *El Diario*, 10 August 2020. https://www.eldiario.es/cultura/libros/octavia-e-butler-escritora-negra-rompio-techo-cristal-ciencia-ficcion_1_6147046.html

Yurko, Eric. "#651 – Surrealist Dinner Party (Preview)." *What's Eric Playing* 6 July 2020. <https://whatsericplaying.com/2020/07/06/surrealist-dinner-party/>

Date Night Dice. "Surrealist Dinner Party." 14 June, 2020, beginning at minute 63, <https://datenightdice.transistor.fm/6>

**Media
Coverage/Press,
Interviews and
Reviews
continued**

Interview with José Luis de Vincent at the Centre de Cultura Contemporània de Barcelona, « New Perspectives on Digital Leisure, streamed 10 June 2020 and archived <https://www.cccb.org/en/activities/file/mary-flanagan-and-jose-luis-de-vicente/233798>

Larkins, Emma and Hova, Gil. “226: Buffalo buffalo buffalo...” *Ludology Podcast*, The Dice Tower, June 2020 <https://ludology.libsyn.com/ludology-226-buffalo-buffalo-buffalo-buffalo-buffalo-buffalo-buffalo-buffalo>

Xiao, Tansy. “The Question of Intelligence — AI and the Future of Humanity” Interview with Curator Christiane Paul.” ARTEFUSE, 5 May 2020. <https://artefuse.com/2020/05/27/the-question-of-intelligence-ai-and-the-future-of-humanity-interview-with-curator-christiane-paul/>

Chatel, Marie. “Discussing “The Question of Intelligence” with Curator Christiane Paul. *Digicult*, 22 April 2020, <http://digicult.it/articles/discussing-the-question-of-intelligence-with-curator-christiane-paul/>

Escrig, Ferran. “Gameplay.” *El Eco Sin Pasos*, 20 Enero 2020 <http://elecosinpasos.com/gameplay/>

Rahdo Runs Through. “Mechanica Solo Game Play and Final Thoughts.” February, 2020, <https://resonym.com/rahdo-runs-through-reviews-mechanica/>

Marchese, Kieron. “ ‘Ping pond’ and other twisted classics at MAAT’s playmode exhibition,” *Designboom* 12 January 2020 <https://www.designboom.com/art/playmode-maat-exhibition-video-game-design-01-12-2020/>

Rockmore, Dan. “The Mechanical Muse.” *The New Yorker*, 6 January 2020. <https://www.newyorker.com/culture/annals-of-inquiry/the-mechanical-muse>

2019 O’Connor, Joshua. “Interview: Games for Social Change.” *NationSwell*, 6 November

Angel Montanes, José. ¡A jugar... en el CCB! Luces y sombras de los videojuegos, en una exposición que aborda su impacto en la cultura y sociedad contemporáneas. *El País*, 18 Dic 2019 https://elpais.com/ccaa/2019/12/18/catalunya/1576692184_390850.html

Julbe, Violeta. «Game On» para «Gameplay»: los videojuegos se cuelan en el museo.” *ABC España*, 19th December 2019. https://www.abc.es/espana/catalunya/disfruta/abci-game-para-gameplay-videojuegos-cuelan-museo-201912191100_noticia.html

Interview, “How to Play Buffalo, reduce bias.” *Board Game Geek*, <https://boardgamegeek.com/video/227627/buffalo/gen-con-2019-overview-mary-flanagan>

Weber, Jordan Erica. “Gaming for Abortion Rights: Chips with Everything podcast.” *The Guardian*, 22 July 2019 <https://www.theguardian.com/technology/audio/2019/jul/22/gaming-for-abortion-rights-chips-with-everything-podcast>

Interview, “Video Game Design: How it Impacts Us, and How We Study It’s Impacts. *The Exchange, New Hampshire Public Radio*, 15 July <https://www.nhpr.org/post/video-game-design-how-it-impacts-us-and-how-we-study-its-impacts>

Panel Discussion, “What’s Next For New Hampshire’s Workforce?” *The Exchange, New Hampshire Public Radio*, 23 May 2019.

O’Dwyer, Rachel. “Interview with Mary Flanagan.” *Neural Magazine* Issue 61, Autumn 2018 published in 2019, ISSN: 2037-108X.

Bigas, Jan. “Interview with Mechanica’s Designers.” *Way Too Many Games*, 25th March 2019 <https://waytoomany.games/2019/03/25/interview-with-mechanicas-designers/>

BGG Twitch Live Stream with Max Seidman, Live at GAMA 2019 Trade Show 2019 - Day 2 (starts at 45:40, 13th March 2019 <https://youtu.be/38m00kFIUgc?t=2740>

**Media
Coverage/Press,
Interviews and
Reviews
continued**

Langworthy, Billy. "Resonym's Mary Flanagan on the origins of her new engine-building game, Mechanica," *Mojo Nation* 28th Feb 2019 <https://mojo-nation.com/resonyms-mary-flanagan-origins-new-engine-building-game-mechanica/>

Granite Games Summit, "Interview: Mary Flanagan & Max Seidman from Resonym," 25th Feb 2019 <http://www.granitegamesummit.com/blog/2019/2/25/mary-flanagan-amp-max-seidman-from-resonym>

Regonini, Alberto, "Mechanica: Su Kickstarter il gioco da tavolo dove si progettano i robot aspirapolvere." *Justnerd.it* 25th Feb 2019 <https://www.justnerd.it/2019/02/25/mechanica-su-kickstarter/>

Vasel, Tom, Garcia, Zee, and Healey, Sam. "Crowdsurfing" (VIDEO; starts at 27:00) *The Dice Tower* 20th February 2019 <https://youtu.be/bQLNhZXzvwY?t=1620>

Lees, Matt and Quinton, "Game News," *Shut Up & Sit Down* 18th Feb 2019 <https://www.shutupandsitdown.com/games-news-18-02-19/>

Dice Tower News, "Build the best factory in Mechanica, now on Kickstarter," 17th Feb 2019 <http://www.dicetowernews.com/build-the-best-factory-in-mechanica-now-on-kickstarter/57450>

Leeman, Nicholas. "Mechanica Kickstarter Preview," *Everything Board Games* 11th Feb 2019 <http://www.everythingboardgames.com/2019/02/mechanica-kickstarter-preview.html>

Naomi Laeuchli, "Casual Games on Kickstarter: Puzzles, Psychics, and Parks," *Casual Game Revolution* 11th Feb 2019 <https://casualgamerevolution.com/blog/2019/02/casual-games-on-kickstarter-puzzles-psychics-and-parks>

Jamey Stegmaier, "Kickstarter Potpourri: 4 Things in 4 Minutes" *Stonemaier Games* 11th Feb 2019 <https://stonemaiergames.com/kickstarter-potpourri-4-things-in-4-minutes/>

Liu, Jonathan. "Kickstarter Tabletop Alert: Welcome Your Tidy Robot Overlords in 'Mechanica'" *Geek Dad* 7th Feb 2019 <https://geekdad.com/2019/02/kickstarter-tabletop-alert-welcome-your-tidy-robot-overlords-in-mechanica>

Kalajian, Rob. "Mechanica Preview." *A Pawn's Perspective* 5th Feb 2019 <http://pawnserspective.com/mechanica-preview/>

Estis, Jonathan and Will Keeler, "Mechanica Kickstarter Preview" (VIDEO) *Roll for Crit* 5th Feb 2019 <https://www.youtube.com/watch?v=6lkjHqsRDbE>

2018 Hsu, Dan. "The top 3 favorite video games for these famous board game designers," *Going Analog* 17 December 2018 <http://www.goinganalogshow.com/main/the-top-3-favorite-video-games-for-these-famous-board-game-designers-part-2>

Hoffman, Mackenzie. "Review of Monarch." *Meeple Street*. 11th September <https://meeplestreet.blog/2018/09/11/review-of-monarch/>

Khadaroo, Stacy Teicher. "Stopping Sexual Assault: How Video Games Help Empower Bystanders." *Christian Science Monitor Daily*, 15 November 2018. <https://www.csmonitor.com/EqualEd/2018/1115/Stopping-sexual-assault-Students-turn-to-video-games-to-empower-bystanders>

Wong, Alia. "The Rapid Retraction of a School-Shooter Video Game." *The Atlantic*, 5 June <https://www.theatlantic.com/education/archive/2018/school-shooting-video-game/561968>

Quimby, Taylor and Ben Henry. "A Video Game Odyssey: Pinball, Pong, & The True King of Kong," *Word of Mouth*, New Hampshire Public Radio, 11 May 2018. Interview at 23: <http://nhpr.org/post/video-game-odyssey-pinball-pong-true-king-king#stream/0>

**Media
Coverage/Press,
Interviews and
Reviews
continued**

TechBee, "Your gender may affect how you perceive a woman's anxiety in STEM," Tech Bee Press, 16 March 2018. Available at: <http://www.techbeepress.com/your-gender-may-affect-how-you-perceive-a-womans-anxiety-in-stem/>

Cook, Wally. "Researchers study perceptions of anxiety and women in STEM." The Dartmouth, 27 March 2018. Available at: <http://www.thedartmouth.com/article/2018/03/researchers-study-perceptions-of-anxiety-and-women-in-stem>

Matthews, Michael. "The new Monopoly game reflects reality in a different way than the original." Business Insider, 2 March 2018 <http://www.businessinsider.com/monopoly-now-rewards-cheaters-2018-2>

Kamisha, Kampire. "Davos 2018: Gender parity is about men and women, not women alone." *New Times Rwanda*. 15 Feb 2018 <http://www.newtimes.co.rw/section/read/229589/>

Franklin, Mark. "Career Buzz," Radio Interview with Mary about bias games CIUT.FM Toronto 14 Feb <http://www.ciut.fm/shows-2/spoken-word/career-buzz/>

Ratner, Paul. "Video games can have a meaningful social impact, proves Davos expert." *BigThink* 4 Feb 2018 <http://bigthink.com/paul-ratner/video-games-can-have-a-meaningful-social-impact>

Short, Eva. "4 career takeaways from the WEF 2018 Annual Meeting in Davos." *Silicon Republic* 29 Jan 2018. <https://www.siliconrepublic.com/careers/career-takeaway-wef-davos-2018>

Staff, "Foro de Davos 2018: crear un futuro compartido en un mundo fracturado." *Canvas: Estrategias sostenibles*. 26 Jan 2018 <http://www.canvasconsultores.com/claves-foro-davos-2018/>

Staff, "Game-Changers: Playing Games for Good," Yicai Global 24 Jan <https://www.yicaiglobal.com/news/game-changers-playing-games-good>

Staff, "Game Changer: Power of computer games in Davos focus." RTE Ireland, 25 Jan 2018. <https://www.rte.ie/news/newslens/2018/0125/936044-games-davos/>

Da Redação. "Bill Gates, Sundar Pichai, Ginni Rometty e outros líderes debatem futuro em Davos." 22 Jan 2018. <http://idgnow.com.br/internet/2018/01/22/bill-gates-sundar-pichai-ginni-rometty-e-outros-debatem-futuro-e-economia-em-davos/>

Becker, Andreas. "Davos Sucht Nacht" ("Davos is looking for Jobs.") Deutsche Welle. 24th Jan 2018 <http://www.dw.com/de/davos-sucht-nach-jobs/a-42296388>; English at: <http://www.dw.com/en/davos-is-looking-for-jobs/a-42295824>

Magee, Tamlin. "WEF 2018: Futurists, Technologists and Entrepreneurs speaking at Davos." *Computerworld India*, 22 Jan 2018. <http://www.computerworld.in/feature/wef-2018-futurists-technologists-and-entrepreneurs-speaking-davos>

Goudreau, Jenna. "At Davos, Top Execs Discuss the Me Too Movement and Women at Work," *CNBC*. 1st 26th January 2018. <https://www.cNBC.com/2018/01/26/at-davos-top-execs-discuss-the-metoo-movement-and-women-at-work.html>

Serwer, Andy. "Tech Industry needs one million workers now." Yahoo Finance, 26th January 2018 <https://finance.yahoo.com/news/tech-industry-needs-one-million-workers-now-130452775.html>

Singh, Maanvi. "Fighting Bias with Board Games," *CODE SWITCH: Race and Identity, Remixed: You, Me, Them: Discrimination in America*, National Public Radio 9 Jan 2018 www.npr.org/sections/codeswitch/2018/01/09/575952575/fighting-bias-with-board-games

**Media
Coverage/Press,
Interviews and
Reviews
continued**

- 2017 Singh, Maanvi. "Board Games to Fight Bias," *National Public Radio* 30 December 2017
<https://www.npr.org/2017/12/30/574753348/board-games-to-fight-bias>
- Hongoltz-Hetling, Matt. "The Land of Iowa: Why the incredible shrinking Hawkeye State cannot be saved by science. But propaganda might work. *The Weather Channel*. December 2017.
<http://features.weather.com/us-climate-change/iowa/>
- Diaz, Paka. "Las Gamers son Guerreras." *Cosmopolitan Spain*, pp 116-119 October 2017
- Kalajian, Rob. "Preview—VISITOR in Blackwood Grove." *Pawnserspective*, 25 July 2017
<http://pawnserspective.com/visitor-in-blackwood-grove-preview/>
- Cardboard Vault, "Visitor in Blackwood Grove: GenCon50 Designer Interview." *Cardboard Vault*, 11 Sept 2017, <https://www.youtube.com/watch?v=ki-ibGONU2Q>
- Webb, Danny. "Preview: Visitor in Blackwood Grove." *Nerdbloggers*, 11 Aug 2017.
<http://www.nerdbloggers.com/nerdbloggers/2017/8/11/preview-visitor-in-blackwood-grove.html>
- LaFlamme, Ryan. "Previewing: Visitor in Blackwood Grove." *The Cardboard Republic*, 25 July 2017.
<http://www.cardboardrepublic.com/preview/on-visitor-in-blackwood-grove>
- Kalajian, Rob. "Preview: Visitor in Blackwood Grove." *A Pawn's Perspective*, 25 July 2017.
<http://pawnserspective.com/visitor-in-blackwood-grove-preview/>
- Morse, Douglas. *Wizards of the Tabletop* (coffee table book, am featured designer, p. 75) Grandfather Films Press 2017.
- Blumberg, Joseph. "Mary Flanagan Honored by Educational Video Game Organization." *Dartmouth News*, 31 March 2017 <https://shar.es/1QhqcG>
- La 2 RTE, "Arte, Redes y (ciber)feminismos (Carta blanca a Remedios Zafra)," METROPOLIS, Contemporary Art Program Spain 15 March 2017 <http://www.rtve.es/television/20170309/carta-blanca-remedios-zafra-arte-redes-ciberfeminismos/1501284.shtml>
- Fisher, Jessica. "Women Game Designers Kick Butt." *Gameosity*, 8 March 2017.
<http://gameosity.com/2017/03/08/women-game-designers-kick-butt/>
- Wheaton, Wil and Geek and Sundry productions. *TableTop: Season 4, Episode: MONARCH*, with Ashley Clements, Brea Grant & Satine Phoenix <https://www.youtube.com/watch?v=vOYBLlI1YM>
- 2016 Villacorta, Azahara. "El tiempo de los monstruos tecnológicos llega a Laboral." *El Comercio*. 19 de noviembre de 2016
- Del Gallo, Patricia. "'Los monstruos de la máquina', reflexiona sobre el temor de la sociedad a los avances." *El Mundo*, 24 de noviembre de 2016.
<http://www.elmundo.es/cultura/2016/11/24/5836ce76e2704e01638b4572.html>
- La Voz de Asturias. "«Los monstruos de la máquina»: el espíritu de Frankenstein, en LABoral ." 19 de noviembre de 2016. <http://www.lavozdeasturias.es/album/cultura/2016/11/19/monstruos-maquina-espiritu-frankenstein-laboral/01101479498169659275275.htm>
- Canal 10 (video) / El Comercio. "¿Los monstruos de la máquina? una muestra dramática," 18 de noviembre de 2016. <http://www.elcomercio.es/videos/gijon/201611/18/monstruos-maquina-muestra-dramatica-5216452903001-mm.html>

**Media
Coverage/Press,
Interviews and
Reviews
continued**

Mahdawi, Arwa. "From Twister's 'sex in a box' to Pokémon Go's new reality—how games define the times." *The Guardian*, 1 August 2016.
<https://www.theguardian.com/lifeandstyle/2016/aug/01/twister-sex-box-pokemon-go-new-reality-how-games-define-the-times>

Pilcher, David. "Keep Proust on Paper, Says Research." *Freeport Press* 7 June 2016
<http://www.freeportpress.com/keep-proust-on-paper-says-research/>

Dean, Jeremy. "Reading Off Paper Has A Useful Cognitive Benefit Over Tablets or Laptops." *PsyBlog* 10 May 2016. <http://www.spring.org.uk/2016/05/reading-paper-cognitive-benefit.php>

Fenton, William. "How the Internet Affects What (and How) We Read." *PCMag* 19 May 2016.
<http://www.pcmag.com/commentary/344583/how-the-internet-affects-what-and-how-we-read>

Loftus, Tom. "The Morning Download: Pace of IT Job Growth and IT Spending Hit by Uncertainties." *CIO Journal; The Wall Street Journal* 10 May 2016.
<http://blogs.wsj.com/cio/2016/05/10/the-morning-download-pace-of-it-job-growth-and-tech-spending-hit-by-economic-and-political-uncertainties/>

Buscell, Prucia. "Reading on Screens Can Influence the Way We Think." *Plexus Institute*, 16 May 2016
<http://www.plexusinstitute.org/blogpost/656763/247176/Reading-on-Screens-Can-Influence-the-Way-We-Think>

Devarajan, Sunjay R. "Reading on a Screen Rather Than Paper May Affect What You Learn, Study Shows." *ABC News* 12 May 2016. <http://abcnews.go.com/Health/reading-screen-paper-affect-learn-study-shows/story?id=39071930>

ABC Radio. "Reading on a screen rather than paper may affect what you learn, study shows." *ABC News Radio via WTOP* 12 May 2016. <http://wtop.com/health/2016/05/reading-on-a-screen-rather-than-paper-may-affect-what-you-learn-study-shows/>

Waghorn, Mike. "Smartphones and iPads change how the human brain works – and are destroying our memories." *Mirror online* 9 May 2016. <http://www.mirror.co.uk/science/smartphones-ipads-change-how-human-7932546>

Krans, Brian. "Digital Reading Can Cause You to Miss the Bigger Picture." *Healthline News* 12 May 2016. <http://www.healthline.com/health-news/digital-reading-can-cause-you-to-miss-bigger-picture>

Jacos, Tom. "Why It's Preferable to Read David Sedaris on Paper." *The Pacific Standard* 11 May 2016. <https://psmag.com/why-its-preferable-to-read-david-sedaris-on-paper-8192321e0151#.xg2c9xrm0>

Gizbot Bureau. "Here's how reading on tablets can sap your creativity." *Gizbot* 11 May 2016.
<http://www.gizbot.com/tablet/news/heres-how-reading-on-tablets-can-sap-your-creativity-032650.html>

Ranosa, Ted. "Reading on Laptop, Tablet Screen Can Alter the Way You Think." *Tech Times* 11 May 2016. <http://www.techtimes.com/articles/157535/20160511/reading-on-laptop-tablet-screen-can-alter-the-way-you-think.htm>

Campbell, Tanya. "Digital media may be affecting our likelihood of using abstract thought, researchers say." *Maine News Online* 11 May 2016 <http://mainenewsonline.com/content/16058735-digital-media-may-be-affecting-our-likelihood-using-abstract>

Mishra, Rohit Raj. "Reading on digital platform like tablet and laptop may change the way you think." *TeCoke* 11 May 2016. <http://tecake.in/news/science/heres-reading-tablet-laptop-can-change-thnking-18542.html>

**Media
Coverage/Press,
Interviews and
Reviews
continued**

News Nation Bureau. "Do you use digital platforms for reading? Well, it may change the way you think." *News Nation India* 11 May 2016. <http://www.newsnation.in/article/130273-digital-platforms-may-have-a-direct-impact-on-our-cognition.html>

DNA India. "Want to think differently? try reading on a tablet or laptop." *DNA India PTI* 11 May 2016. <http://www.dnaindia.com/scitech/report-want-to-think-differently-try-reading-on-a-tablet-or-laptop-2211317>

Holmes, Lindsay. "Reading On Your Screen May Impair The Way You Think." *Huffington Post* 10 May 2016. http://www.huffingtonpost.com/entry/devices-thinking-study-abstract-concrete_us_5731f417e4b096e9f0929dc5

Garcia, Denise. "Reader beware: This may be changing the way you think." *CNBC* 10 May 2016. <http://www.cNBC.com/2016/05/10/reader-beware-this-may-be-changing-the-way-you-think.html>

Woolaston, Victoria. "Is your Kindle making you 'miss the bigger picture?' Reading digital books can hinder your ability to think abstractly." *The Daily Mail* 10 May 2016. <http://www.dailymail.co.uk/sciencetech/article-3582429/Is-Kindle-making-miss-bigger-picture-Reading-digital-books-hinder-ability-think-abstractly.html>

Gulf News. "Reading on digital devices can alter thinking—Study." *Gulf News PTI* 10 May 2016. <http://gulfnews.com/news/americas/usa/reading-on-digital-devices-can-alter-thinking-study-1.1823291>

Jagran Post News Desk. "Reading on tablets, laptops may change the way you think." *Post in India*. 10 May 2016. <http://post.jagran.com/reading-on-tablets-laptops-may-change-the-way-you-think-1462849996>

Raphael, John. "How Digital Media May Change the Way you Think." *Nature World News* 10 May 2016. <http://www.natureworldnews.com/articles/21844/20160510/study-digital-media-change-way-think.htm>

Waghorn, Mark. "Tablets and laptops shorten attention spans." *Belfast Newsletter* 10 May 2016. <http://www.newsletter.co.uk/news/tablets-and-laptops-shorten-attention-spans-1-7374947>

Tech First Post. "Reading on tablets, laptops may change the way you think, claims study." *Tech First Post PTI* 10 May 2016. <http://tech.firstpost.com/news-analysis/reading-on-tablets-laptops-may-change-the-way-you-think-claims-study-313895.html>

Peterson, Andrea. "Researchers say computer screens change how you think about what you read." *The Washington Post* 9 May 2016. <https://www.washingtonpost.com/news/the-switch/wp/2016/05/09/researcher-say-computer-screens-change-how-you-think-about-what-you-read/>

Bergland, Christopher. "How Are Digital Devices Changing the Way We Think?" *Psychology Today* 9 May 2016. <https://www.psychologytoday.com/blog/the-athletes-way/201605/how-are-digital-devices-changing-the-way-we-think>

Friedman, Lindsay. "Digital Media May Be Hindering Your Ability to Think Abstractly, Study Says." *Entrepreneur.com* 9 May 2016. <https://www.entrepreneur.com/article/275446>

Friedman, Lindsay. "Digital Media May Be Hindering Your Ability to Think Abstractly, Study Says." *Fox News (pick-up of Entrepreneur.com)* 9 May 2016. <http://www.foxnews.com/us/2016/05/09/digital-media-may-be-hindering-your-ability-to-think-abstractly-study-says.html>

Titcomb, James. "Reading on computer screens changes how your brain works, scientists say." *The Telegraph* 9 May 2016. <http://www.telegraph.co.uk/technology/2016/05/09/reading-on-computer-screens-changes-how-your-brain-works-scienti/>

**Media
Coverage/Press,
Interviews and
Reviews
continued**

Nauert, Rick. "Reading on Digital Media May Inhibit Abstract Thought." *Psych Central* 9 May 2016. <http://psychcentral.com/news/2016/05/09/reading-on-digital-media-may-inhibit-abstract-thought/103009.html>

Toobin, Adam. "It's Easier to Understand Nietzsche's Writings on Paperback Than on an iPad, Study Finds." *Inverse* 9 May 2016. <https://www.inverse.com/article/15361-it-s-easier-to-understand-nietzsche-s-writings-on-paperback-than-on-an-ipad-study-finds>

The Statesman. "Here's how reading on tablets can sap your creativity." *The Statesman* 9 May 2016. <http://www.thestatesman.com/news/science-and-tech/here-s-how-reading-on-tablets-can-sap-your-creativity/141295.html>

IANS on the Health Site. "Study says reading on tablets can affect your memory and creativity." The Health Site 9 May 2016. <http://www.thehealthsite.com/news/study-says-reading-on-tablets-can-affect-your-memory-and-creativity-ag0516/>

New Kerala. "Can digital media limit our thinking?" *newkerala.com* 9 May 2016. <http://www.newkerala.com/news/2016/fullnews-60992.html>

Live Mint. "Reading on smartphone will change the way you think." *livemint.com* (news brief) 9 May 2016. <http://www.livemint.com/Leisure/SsJ5IRsqU9YReQo0Zv2jEL/Reading-on-smartphone-will-change-the-way-you-think.html>

Bangalore Mirror (Agencies). "Digital media may be changing how you think: Study." *The Bangalore Mirror* 9 May 2016. <http://www.bangaloremirror.com/others/sci-tech/Digital-media-may-be-changing-how-you-think-Study/articleshow/52193119.cms>

Siasat Daily. "Can digital media limit our thinking?" *The Siasat Daily* 9 May 2016. <http://www.siasat.com/news/can-digital-media-limit-thinking-956630/>

Newsx (pick-up ANI article). "Can digital media limit our thinking?" *Newsx.com* 9 May 2016. <http://www.newsx.com/tech/27929-can-digital-media-limit-our-thinking>

Business Standard (pick-up of PTI article). "Reading on tablets, laptops may change the way you think." *business-standard.com* 9 May 2016. http://www.business-standard.com/article/pti-stories/reading-on-tablets-laptops-may-change-the-way-you-think-116050900253_1.html

Economic Times (pick-up of PTI). "Attention, tech-buffs! Reading on digital platforms may change the way you think." *The Economic Times India* 9 May 2016. <http://economictimes.indiatimes.com/magazines/panache/attention-tech-buffs-reading-on-digital-platforms-may-change-the-way-you-think/articleshow/52185647.cms>

Hindustan Times (pick-up of PTI). "Tablet users, take note: digital reading can change the way you think." *Hindustan Times* 9 May 2016. <http://www.hindustantimes.com/health-and-fitness/tablet-readers-take-note-digital-reading-can-change-the-way-you-think/story-EZWd4O5i5GglZ8mOef5ntO.html>

The Times of India (pick-up of PTI). "Here's how reading on digital platforms helps." *The Times of India* 9 May 2016. <http://timesofindia.indiatimes.com/tech/computing/Heres-how-reading-on-digital-platforms-helps/articleshow/52186575.cms>

Deccan Chronicle (pick-up of PTI). "Reading on tablets, laptops may change the way you think." *Deccan Chronicle* 9 May 2016. <http://www.deccanchronicle.com/lifestyle/health-and-wellbeing/090516/reading-on-tablets-laptops-may-change-the-way-you-think.html>

The New Indian Express (pick-up of IANS). "Here's How Reading on Tablets Can Sap Your Creativity." *The New Indian Express* 9 May 2016. <http://www.newindianexpress.com/lifestyle/Heres-How-Reading-on-Tablets-Can-Sap-Your-Creativity/2016/05/09/article3423932.ece>

**Media
Coverage/Press,
Interviews and
Reviews
continued**

- Big News Network (pick-up of IANS). "Here's how reading on tablets can sap your creativity." Big News Network 9 May 2016. <http://www.bignewsnetwork.com/news/243910021/here-how-reading-on-tablets-can-sap-your-creativity>
- Famularo, Jessica. "Monarch is a tabletop game about matriarchal authority, and it's beautiful." *Geek & Sundry*, 5th April 2016. <https://geekandsundry.com/prove-your-right-to-rule-with-monarch/>
- Blackwell, Jeffrey. "A Playful Turn for Libraries." *Harvard Gazette* 8 Jan 2016 <http://news.harvard.edu/gazette/story/2016/01/a-playful-turn-for-libraries/>
- Bennett, Christopher S. "HTNM - Mary Flanagan, "Critical Play." Berkeley Center for New Media, April 5 2016 <http://bcnm.berkeley.edu/events/event/htnm-lecture-mary-flanagan-critical-play/>
- Bennett, Dierdre. "Mary Flanagan – Digital Media Artist – Columbia University Talk. Blog. 6 January 2016, <https://deirdrebennettartist.wordpress.com/2016/01/06/mary-flanagan-digital-media-artist-columbia-university-talk/>
- 2015 Dell'Antonia, KJ. "Eight Gifts for Family Game Night." *The New York Times*, 'Motherlode' parenting blog 21 December 2015. http://parenting.blogs.nytimes.com/2015/12/21/eight-gifts-for-family-game-night/?_r=1
- Francis, Bryant. "How Monarch redefines what winning means in strategy games." *Gamasutra*. http://www.gamasutra.com/view/news/258477/How_Monarch_redefines_what_winning_means_in_strategy_games.php
- Staff, "Best Games to play This Thanksgiving," *Ars Technica*, 21 Nov 2015 <http://arstechnica.com/the-multiverse/2015/11/ars-cardboard-best-board-games-to-play-this-thanksgiving/>
- Cardboard Republic, "Indie Spotlight of the month: MONARCH," *Cardboard Republic*, Nov 2015 <http://www.cardboardrepublic.com/indie-spotlight>
- Кузнецов, Даниил. "Игры признали эффективным," *N + 1*, 26 Oct 2015, <https://nplus1.ru/news/2015/10/26/cards-beat-inequality>
- Medical Press*, "Study illustrates how game design can reduce stereotypes and social biases." 26 Oct 2015, <http://medicalxpress.com/news/2015-10-game-stereotypes-social-biases.html>
- Smith, Steve. "Dartmouth College Researchers Say Newly Designed Game Will Reduce Social Bias And Spread Diversity." *Medical Daily*, 27 Oct 2015 <http://www.medicaldaily.com/dartmouth-college-researchers-say-newly-designed-game-will-reduce-social-bias-and-359132>
- Wilson, Mark. "A Simple Card Game Designed To Rewrite Gender And Racial Stereotypes: The Neatest Thing? It's Been Proven to Work." *Fast Company*, 28 Oct 2015. <http://www.fastcodesign.com/3052790/a-simple-card-game-designed-to-rewrite-gender-and-racial-stereotypes>
- Shapiro, Lila. "This Game Can Make People Less Prejudiced. Here's How." *The Huffington Post*, 28 October 2015. http://www.huffingtonpost.com/entry/games-could-reduce-prejudice_562facfde4b06317990f91e3
- Clark Flory, Tracy. "Sexist Stereotypes Defied With Smart Game Design, Study Shows." *Vocative*. 26 October 2015, <http://www.vocativ.com/news/243724/sexist-stereotypes-defied-with-smart-game-design-study-shows>
- Jackson, Latoya. "Girl Gamers: Who gets to call themselves Gamers?" Fusion Network Series, October <http://fusion.net/video/216645/girl-gamers-women-females-play-video-games-documentary-fusion/>
- Brin, Sarah. "Games and Play at the Museum." SFMOMABlog, September. <https://www.sfmoma.org/read/games-and-play-museum/>

**Media
Coverage/Press,
Interviews and
Reviews
continued**

Graham, Ruth. "Tackling Social Engineering Through Play," *Boston Globe* 31 May 2015, <https://www.bostonglobe.com/ideas/2015/05/30/tackling-social-engineering-through-play/AzZqEBR24brGI8NTbdz9IJ/story.html>

Science News, "Playing Games can shift attitudes, study shows." 13 May 2015, *Science News*. <http://www.sciencedaily.com/releases/2015/05/150513102910.htm>

Stoelker, Tom. "Building Bridges Between Tech and the Humanities." *Fordham News*, 8 May 2015. <http://news.fordham.edu/colleges-and-schools/fordham-college-at-rose-hill/building-bridges-between-tech-nd-the-humanities/>

Virginia Prescott and Word of Mouth Radio, "Monarch the Board Game, New Hampshire Public Radio. 5 May 2015 <http://t.co/NASMfFRbHp>

Sneesby-Koch, Ann. "Higher Education Video Game Alliance Honors Dr. Mary Flanagan with an Advancing Theory and Research Award." Office of the Digital Humanities, National Endowment for the Humanities, Featured Project. 11 March 2015 <http://www.neh.gov/divisions/odh/featured-project/dr-mary-flanagan-advancing-theory-and-research-award-recipient>

Silverstein, Hannah. "A Crowd-Funded Game that takes the Stereotype out of Fantasy." *The Dartmouth Now*, 3 March 2015. <http://now.dartmouth.edu/2015/03/a-crowd-funded-game-that-takes-the-stereotype-out-of-fantasy/>

Brownstein, Andrew. "Women Get In the Game." Spring/Summer 2015 issue, *AAUW Outlook* <http://www.aauw.org/2015/03/24/women-get-in-the-game/>

McGahan, Sara. Professor develops board game for social change. The Dartmouth, 3 March 2015 <http://thedartmouth.com/2015/03/02/professor-develops-board-game-for-social-change/>

2014 Schank, Hana. "What's the Deal with Board Game Cafes?" *The Atlantic* 23 November 2014 <http://www.theatlantic.com/entertainment/archive/2014/11/board-game-bars/382828/>

Knowles, Claire. "Weekend with the Gallimaufry: Edinburgh University images added to Metadata Games. 8 December 2014. <http://libraryblogs.is.ed.ac.uk/blog/2014/12/08/weekend-with-the-gallimaufry-3300-images-added-to-metadata-games/>

AAS. "Come Play with US: AAS Collections Launch in Metadata Games." September 2014. <http://americanantiquarian.org/Almanac/2014Sept>

Wulff, Jennifer. "Game Changer." *Dartmouth Alumni Magazine*, Nov-Dec 2014 <http://dartmouthalumnimagazine.com/articles/game-changer-0>

Wallace, Kimberly. "Demon Slayers: Gaming Tackles Real Issues." *GameInformer* 25 June 2014, <http://www.gameinformer.com/b/features/archive/2014/06/25/demon-slayers-gaming-tackles-real-issues.aspx?PostPageIndex=4>

Parasnis-Samar, Anjali. "Crowdsourced Metadata Games: A Primer." Information Space. School of Information Studies, Syracuse University. <http://infospace.ischool.syr.edu/2014/10/10/crowdsourced-metadata-games-a-primer/>

Fuller, Cameron. "Women In Tech Industry Few And Far Between, And Some Say Male Prejudices Are To Blame." *International Business Times*. 20 June 2014. <http://www.ibtimes.com/women-tech-industry-few-far-between-some-say-male-prejudices-are-blame-1607370>

LeJacq, Yannick. "In Defense of Zombie Games." *Kotaku*. 1 May 2014 <http://kotaku.com/in-defense-of-zombie-games-1567795670>

**Media
Coverage/Press,
Interviews and
Reviews
continued**

Lien, Tracy. "Tapping Into Player Psychology for Games for Change." *Polygon*. 22 April 2014.
<http://www.polygon.com/2014/4/22/5640686/games-for-change-2014>

PinkThink, "Women in STEM." <http://www.thepinkthink.org/#!/stem/cqtl>

Lahey, Jessica. "This is not your Father's STEM Job." *The Atlantic*, 28 March 2014
<http://www.theatlantic.com/education/archive/2014/03/this-is-not-your-fathers-stem-job/359684/>

Skarda, Erin. "Inside the Push for Equality in the Gaming Industry." *NationSwell*, 21 March 2014
<http://www.nationswell.com/yes-women-can-design-great-video-games-inside-push-equality-gaming-industry/>

Mauro, Sari. "Metadata Games." Congregational Library & Archives *History Matters* Blog. 11 February 2014
<http://www.congregationallibrary.org/blog/201402/metadata-games>

Kirby, Phil. "Digital Zoo at Trinity Leeds." *The Culture Vulture* 14 Feb 2014;
<http://theculturevulture.co.uk/blog/family/digital-zoo-at-trinity-leeds/>

Smith, Elizabeth. "Game adds metadata to digital collections." *The Dartmouth*,
<http://thedartmouth.com/2014/01/22/news/game-adds-metadata-to-digital-collections>

Zeamer, Vicky. "Using games to collect metadata: Introducing Metadata Games. January 2014 *DPLA*
blog. <http://dp.la/info/2014/01/23/introducing-metadata-games/>

"Metadata Games." *Congregational Library and Archives*. 11 Feb 2014
<http://www.congregationallibrary.org/blog/201402/metadata-games>

Groves, Kaylyn. "Metadata Games Crowdsources Data Collection through Gaming." *Association of
Research Libraries*. 24 Jan 2014. <http://www.congregationallibrary.org/blog/201402/metadata-games>

2013 Tuthill, Maureen. Playing Games and Finding Our Humanity. *Business Innovation Factory*, September
<http://www.businessinnovationfactory.com/weblog/mary-flanagan-playing-games-and-finding-our-humanity>

Recchia, Gabriel. "Can games change minds?" *Gamasutra*, June 30, 2013 http://www.gamasutra.com/blogs/GabrielRecchia/20130630/195347/Can_games_change_minds.php

Alexander, Leigh. "How can games contain and convey values?" *Gamasutra*, April 26, 2013
http://www.gamasutra.com/view/news/191358/How_can_games_contain_and_convey_values.php

May, Michael, "Playing against the Virus," Studio 360 on NPR,
<http://www.studio360.org/2013/mar/08/playing-against-the-virus/>

Owens, Trevor. "The Metadata Games Crowdsourcing Toolset for Libraries and Archives: An Interview
with Mary Flanagan. 13 April 2013. *The Library of Congress Digital Preservation Blog*.
<http://blogs.loc.gov/digitalpreservation/2013/04/the-metadata-games-crowdsourcing-toolset-for-libraries-archives-an-interview-with-mary-flanagan/>

Price, Gary. "Metadata Games at Dartmouth Help Tag College Photo Archives." 23 July
<http://www.infodocket.com/2013/07/23/metadata-games-at-dartmouth-university-helps-tag-college-photo-archives/>

Fandray, Dayton, "Gamification," *Alaska Airlines Magazine* February edition, pp. 90-152.

Goddard-Scovel, Eric. "'Insert the poetic where we least expect it': An Interview with Mary Flanagan,"
Sycamore Review Poetry Journal January; <http://www.sycamorereview.com/2013/01/insert-the-poetic-where-wed-least-expect-it-an-interview-with-artist-and-poet-mary-flanagan/>

Ruiz, Susanna. "Interview: Mary Flanagan." *Civic Tripod: International Journal of Learning and Media*.
<http://civictripod.com/interview-mary-flanagan/>

**Media
Coverage/Press,
Interviews and
Reviews
continued**

2012 Rocks, Sean. Radio Interview: Science and Games. RTE Radio1 Irish Radio, November 16, 2012. http://www.rte.ie/radio/radioplayer/rteradioweb.html?_escaped_fragment_=_rii%3D9:3436522:1526:16-11-2012#!rii=9:3436522:1526:16-11-2012:

Bonar, Aliya. "Participant Interview: Mary Flanagan." Conflux Festival, October 2012, <http://confluxfestival.org/participant-interview-mary-flanagan/>

Karasic, Vickie. "Playing Games with Metadata." PennWIC. 4 September 2012. <https://pennwic.wordpress.com/2012/09/04/playing-games-with-metadata/>

Alexander, Leigh. GDC 2012: Humor, Meaning, Cooperation & Ambition at Microtalks. *Gamasutra*, 8 March 2012 http://www.gamasutra.com/view/news/165173/GDC_2012_Humor_meaning_cooperation_and_ambition_the_microtalks.php

Romero, Chris. "NYC's Museum of Modern Art Evaluates Games as an Art Form." *Kill Screen* 18 May. <https://killscreen.com/previously/articles/momas-two-day-forum-plays-around-games-art-form/>

Langlois, Krista. "Valley Site Allies with Wikipedia." *The Valley News*, 19 January 2012, <http://www.vnews.com/01192012/8299090.htm>

Investigator Spotlight, *Dartmouth Now*, 5 June 2012. <http://now.dartmouth.edu/2012/06/investigator-spotlights-16/>

Dartmouth Mobile Research Lab on the Green this Summer, *Dartmouth Now*, 12 July 2012 <http://now.dartmouth.edu/category/society-culture/>

2011 A radio interview for FM4, as part of the 2011 Salzburg Global Seminar, "Health and Healthcare Series III, Innovating for Value in Health Care Delivery: Better Cross-Border Learning, Smarter Adaptation and Adoption" at <http://www.salzburgglobal.org/current/blog.cfm?IDMedia=64153>

"'Play Station' Exhibition Toys With Art Of Video Games," *Huffington Post* 14 December 2011 http://www.huffingtonpost.com/2011/12/14/play-station-exhibition-t_n_1149900.html

Larkin, Daniel, "What Does it Mean to Win in Video Game Art?" *Hyperallergic* 20 December 2011 <http://hyperallergic.com/43282/playstation-postmasters-gallery/>

Gannis, Carla and Patchen, Peter. "That Big Red Button Was Irresistible: Play Station at Postmasters," *Art Critical* 16 December 2011 <http://www.artcritical.com/2011/12/16/play-station/>

Interview in: Gunraj, A., Ruiz, S., and York, A. "Power to the People: Anti-Oppressive Game Design." *Designing Games for Ethics: Models, Techniques, Frameworks*. K. Schrier and D. Gibson, Eds. Hershey NY: Information Science Reference, 2011, pp. 253-274.

Interview panel, "1972 The Birth of Pong and Video Games," *Action Speaks Radio* 12 Oct 2011 <http://actionspeaksradio.org/pong/>

Sharfenberg, David. "Our Games, Ourselves." *The Providence Phoenix*. Oct 7-13 2011, p. 6

Interview on FM4 Austria with Chris Cummings, 29 September 2011 <http://www.salzburgglobal.org/current/news.cfm?IDMedia=62431>

Giles, Emilie. "Pox: Save the People: An Interview with Mary Flanagan." 3 Oct 2011. <http://www.furtherfield.org/features/interviews/pox-save-people-interview-mary-flanagan>

McDowell, Adam. "How High Is Your Empathy Score?" *The National Post*. 3 June 2011. Available at: <http://news.nationalpost.com/2011/06/03/how-high-is-your-empathy-score/>

Lifson, Amy. "Noteworthy: Save the Data!" *Humanities* 32.4, August 2011, p. 52.

**Media
Coverage/Press,
Interviews and
Reviews
continued**

Hoffmann, Leah. "Games & Learning: Seven Questions for Mary Flanagan." *Communications of the ACM*, July 5, 2011.

Doallas, Maureen. "Saturday Sharing (My Finds Are Yours)." *Writing Without Paper*, June 18, 2011.

Natriello, Gary. "Gaming PK?" *EdLab*, May 25, 2011.

Richards, Barbara. "Digital game helps tag College photo archives." *The Dartmouth*, May 25, 2011.

"Dartmouth Creates Game to Tag Archival Gems." *History News Network*, May 24, 2011.

Mattera, Alexis. "Dartmouth's New Metadata Game Makes Tagging Archives Fun." *Scholarships.com*. 24 May 2011. <http://www.scholarships.com/Blog/college-news/dartmouths-new-metadata-game-makes-tagging-archives-fun/2642/>

Howard, Jennifer. "Gaming the Archives," *The Chronicle of Higher Education*. 23 May 2011. Available at: <http://chronicle.com/blogs/wiredcampus/gaming-the-archives/31435>

Miranda, Carolina A. "Let the Games Begin: Artists are designing or adapting to video games to comment on politics, art, and games themselves." *ARTnews*, April 2011, pp. 79-85. <https://www.artnews.com/art-news/news/let-the-games-begin-385/>

Saslow, Rachel. "Immunization: Gaming disease." *The Washington Post*, April 26, 2011. http://www.washingtonpost.com/national/health/board-game-touts-immunization-doctor-writes-memoir-on-treating-homeless-children/2011/04/07/AF2i6opE_story.html

Plenda, Melanie. "POX: Play the game, save the people." *New Hampshire Union Leader*, 8 Apr 2011, B1 Business Review, "The Game of POX." *New Hampshire Business Review*, Health Section, p36

Ganley, Rick. "POX: The Board Game." New Hampshire Public Radio Morning Edition. <http://www.nhpr.org/pox-board-game>, 4 April 2011

HealthNewsDigest.com, "Game Developed at Dartmouth Helps Players Understand Infectious Disease," http://www.healthnewsdigest.com/news/Disease_420/Game_Developed_at_Dartmouth_Helps_Players_Understand_Infectious_Disease_Control_printer.shtml, 4 April 2011

Clifford, Stephanie. "No Dice, No Money, No Cheating. Are You Sure This Is Monopoly?" *The New York Times*, Business Section 15 Feb 2011 <http://www.nytimes.com/2011/02/16/business/16monopoly.html?src=twrhp>

2010 Interview on Resonance FM, London <http://www.furtherfield.org/resonancefm.php> Oct 27

Barber, Bonnie. "A Humanist Approach to Game Design." *Dartmouth Now*, 5 June 2010 <http://now.dartmouth.edu/2010/06/a-humanist-approach-to-game-design/>.

Brewer, Lindsay. "In 18 minutes, TEDx tackles issues," *The Dartmouth* 19 April 2010 <http://thedartmouth.com/2010/04/19/news/TEDx>

Jones, Annie. "Profs. discuss 'digital humanities,'" *The Dartmouth* 17 May 2010 <http://thedartmouth.com/2010/05/17/news/symposium>

2009 Sullivan, Adam. "Can Videogames Help Kids?" (Metadata games) WCAX.com (Print and Video) 29 September 2009 <http://www.wcax.com/Global/story.asp?S=11226683>

Gondek, Chris. "Mary Flanagan Talks Radical Game Design." MIT Podcast, October 2009 <http://mitpress.typepad.com/mitpresslog/2009/10/in-our-newest-podcast-critical-play-author-mary-flanagan-talks-with-chris-gondek-about-the-history-and-the-future-of-radical.html>

Abbott, Michael. "Interview with Mary Flanagan." *Brainy Gamer Podcast - Episode 23*. 6 May 2009 http://www.brainygamer.com/the_brainy_gamer/2009/05/brainy-gamer-podcast-episode-23.html

**Media
Coverage/Press,
Interviews and
Reviews
continued**

Wood, Peter. "Thursday Threnodies." (Discussion of Layoff Game.) *National Association of Scholars*. 19 March 2009 http://www.nas.org/polArticles.cfm?doctype_code=Article&doc_id=635

Beja, Marc. "Labeling Library Archives Is a Game at Dartmouth College." *Chronicle of Higher Education*. 25 Aug 2009

All Business. "Dartmouth Humanities Professor Awarded Grant to Design Internet Game that will Assist Libraries with Archival Data Tagging." Via States News Service, Thursday, 3 September 2009

Elder, Robert K. "Save money, not your conscience: Online video game personalizes layoffs, poses difficult choices about cutting positions." *The Chicago Tribune*, 23 March 2009
<http://www.chicagotribune.com/news/nationworld/chi-talk-layoff-gamemar23,0,7520982.story>

Smith, Lauren. "Dartmouth professor's 'Layoff' depicts today's recession in video game format." *College News*, 19 March 2009. http://www.collegenews.com/index.php?/article/dartmouths_professor_mary_flanagan_creates_a_game_that_cant_avoid_todays_recession_03120194195/

Abrams, Stephanie. "'Layoff' Game Gives Players Points For Job Cuts," *CBS2 News*, 22 March 2009

Kneale, Klaus. "The Weekly Layoff Report: This Is Not A Game." *Forbes*, 20 March 2009

Molina, Brad. "Play Layoff the Game!" *USA Today*, 18 March 2009

Wired Campus, *Chronicle of Higher Education*, 18 March 2009

McWhertor, Michael. "Layoffs the Videogame is Depressing Fun," *Kotaku*, 16 March 2009

Heibel, Suzanne. "Layoff Game: Biting Satire Permeates Challenging Online Play," *Hispanic Business* 19 March 2009

Takahashi, Dean. "Layoff game meant as salve for corporate doublespeak," *Venture Beat* 17 March 2009

Perman, Coity. "Layoffs: The Videogame - There's Got To Be A Pony In Here Somewhere," *cNBC*, 20 March 2009.

Boomer, Kim. "Be the Boss: Play the Layoff Game," *WQAD*, 20 March 2009.

Kirschenbaum, Matthew. "Where Computer Science and Cultural Studies Collide." *The Chronicle of Higher Education*. January 23, 2009.

Clark-Flory, Tracy. "A Real-Life Video Game Heroine." *Broadsheet, Salon.com* 19 Nov 2009
http://www.salon.com/mwt/broadsheet/feature/2008/11/19/game_design/index.html

2008 Debolt, David. "How Video Games Can Help in the Classroom, and in the World." *The Chronicle of Higher Education*. 24 October 2008

Downs, Martin. "Video Games Designed for Better World." A1, 10 September 2008. *Valley News*, New Hampshire.

Downs, Martin. "'Social Activist' with a Joystick." 11 Sept 2008. *Concord Monitor*, New Hampshire.

Brooks, David. "New endowed humanities professor at Dartmouth has got game." 9 September 2008, *Nashua Telegraph*, New Hampshire.

Schneider, Lindsay. "Virtual Verse" (Video Interview on Digital Poetics). *FLYP*, Issue 3. Available Online: <http://www.flypmedia.com/search/node/Virtual+Verse>

Navas, Eduardo. "An 8-Bit Moment in Gameplay." *REMIXTheory*, 20 Feb 2008 <http://remixtheory.net/>

**Media
Coverage/Press,
Interviews and
Reviews
continued**

- Navas, Eduardo. "Interview with Mary Flanagan." 17 March 2008.
http://gallery.calit2.net/portal/index.php?option=com_content&view=article&id=64&Itemid=59
- Reed, Jim. "We Have Technology: Where Art & Electronics Meet." *Connect Savannah* 23 January 2008, 16-17.
- Hersch, Alison. "A Glimpse of the Future." *Savannah Now*. 21 January 2008.
- 2007 Jones, Amelia (Ed.). "Feminist Activist Art, a Roundtable Forum, August 24-31, 2005" with Flanagan, González, Guerrilla Girls, Machida, Meskimmon, Rosler, Spivak, and Subrosa. *National Women's Studies Association Journal (Special Issue: Feminist Activist Art)* Vol 19, Num 1, Spring 2007, 1-22.
- Ors, J. "Los Videojuegos Ganan La Partida al Arte." *La Razon*, 31 March 2007, 41.
- J.C.G, "Los Primeros Visitantes del Centro Alternaron Diversion y Asombro: Las Exposiciones "Gameworld" y "Feedback" Tumbaron Prejuicios Sobre La Frialdad del Arte Digital y Multimedia." *La Nueva España*, 31 March 2007, 49.
- Gutierrez, Blanca A. "Laboratorio Para el Arte." *La Voz de Asturias*, 31 March 2007, 5.
- Del Gallo, Patricia. "La Laboral Pone a Gijon en Vanguardia." *El Mundo*, 31 March 2007, 53.
- 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>
- Torrone, Phillip. Giant Atari 2600 Joystick. 19 July 2006 *Make: Magazine*.
<http://makezine.com/2006/07/19/giant-atari-2600-joystick/>
- Blais, Joline and Jon Ippolito. *At the Edge of Art*. NY: Thames + Hudson, 2006. Artwork featured.
- Galloway, Alexander R. *Gaming: Essays on Algorithmic Culture*. Minneapolis: University of Minnesota Press, 2006. Game modification artwork featured.
- Greenberg, Ira. *Foundation Processing*. Friends of Ed Press. Cites work and presents images from my work in his book on the Processing programming environment.
- Tribe, Mark and Jana Reena. *New Media Art*. London: Taschen 2006.
- King, Elaine A. and Levin, Gail. *Ethics And the Visual Arts*. Allworth Press 2006.
- 2005 Lee-Duffy, Jade. "Culture as Play." *South China Morning Post*. 20 Oct 2005, Preview p.3
- Taylor, Laurie. Radio Interview for the show Recess, from Univ. Florida's Center for Children's Literature + Culture / WUFT-FM <http://www.recess.ufl.edu/transcripts/2005/0713.shtml>
- 2004 Kirkpatrick, Graeme. *Critical Technology: A Social Theory of Personal Computing*. Ashgate, 2004.
- Ludovico, Allesandro. [ineffable], straniamento e visione nell'e-mail.
<http://www.neural.it/nnews/ineffable.htm>
- Getlein, Mark. *Living With Art*. Discussion, Image of [Collection], textbook, McGraw Hill 2004.
- Lovejoy, Margot. Work cited in the book: *Digital Currents: Art in the Electronic Age*. New York: Routledge, 2004.
- Gauntlett, David and Horsley, Ross. *Web.Studies*. New York: A Hodder Arnold, 2004. Feat. [collection]
- Thurlow, Crispin, Lengel, Laura, and Tomic, Alice. *Computer Mediated Communication*. New York: Sage 2004. Discussion of Josie True project.

**Media
Coverage/Press,
Interviews and
Reviews
continued**

- [phage] in: G. Kirkpatrick, *Critical Technology: A Social Theory of Personal Computing*. Ashgate 2004.
- 2003 Thursz, Michele. Description of the work [phage] in *Allure*. Wood Street Galleries Catalog.
- Williams, Alena. "Rhizome.org." *The Variable Media Approach: Permanence Through Change*. New York: Guggenheim Press, 39-42. (Discussion and Image of [phage])
- Taquel, Jacqui. "Quite Contrary." *The Sydney Morning Herald* 2003
- Manktelow, Nicole. "Fringe Dwellers." *The Sydney Morning Herald*. 25 October, Icon section.
- Sampson, Mike. Radio Interview about Digital Art, KWMU St. Louis, May
- Gao, Jessica. "Josie True Two!" KMTR-TV, Oregon television show, May
- 2002 Gluckstern, J. "Mapping Transitions: Online Exhibition is Part of a Weekend of Internet Art at CU." *Daily Camera*, 13 September, 16 (Friday magazine).
- Farbrook, Joe. "Mapping Transitions and Rethinking the Visual: two conferences at the University of Colorado, Boulder." *FineArtForum*. 16: 10 October.
- Lautman, Victoria and Matt Mirapaul, "Internet Art." WBEZ 848 Chicago Public Radio.
- Webb, Carol. "'Virus' art takes viewers on journey to heart of computer." *Asia Africa Intelligence Wire*, 5 August
- Korotkin, Joyce. "Communal Curation." *New York Arts Magazine*. Vol.7 No.6 June
- Ludovico, Alessandro. "Virus Charms and Self-Creating Codes." Text from "I Love You" curated by Franziska Nori and the digitalcraft.org team into the Museum of Applied Arts in Frankfurt, 23 May to 13 June. <http://www.neural.it/english/iloveyou.htm>
- Cotter, Holland. "Never Mind the Art Police, These Six Matter." *The New York Times*. 5 May, Art and Architecture, 1.
- Cotter, Holland. "Visions of Childhood, Showing Purity and Evil." *The New York Times* 19 Apr Arts Sec
- Cowan, Ron. "Bush Features Avant-garde." *Statesman Journal*, Life Section, 11 April.
- Ludovico, Allesandro. "Whitney Biennial: L'Arte Telematica a New York." *MyTech Italia*.
- Fox, Catherine. "Variety Spans America in Whitney Biennial." *Atlanta Journal and Constitution* 17 March L1.
- 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.
- Rogers, Michael. "Are Museums Obsolete?" *Newsweek Online*, 19 March, Technology and Science Section. <http://www.newsweek.com/2002/03/18/the-practical-futurist-are-museums-obsolete.html>
- Miranda Zuniga, Ricardo. "The Whitney + Net Art." *The Spleen*. Vol 2, Issue 26, 17 March.
- Hine, Dirk. "Whitney Biennial Includes Ten Net Art Works." *Subterranean Notes*. March 2002
- Mirapaul, Matthew. "If You Can't Join 'Em, You Can Always Tweak 'Em." Arts Online, *The New York Times*, Monday 4 March, E2.

**Media
Coverage/Press,
Interviews and
Reviews
continued**

- Amiot, Marie-Andree. "Le jeu vidéo, "Nouvelle culture, Nouvel art?" *La Presse*, 3 Octobre 2001 (Montréal)
- 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.
- Luzzi, Damiana. "'Le Ultimissime' sulla Net.Art." Imago Literary Supplement: *Informazione, Didattica, Ricerca*. Il Labrotorio Di Lettura I Scrittura, Universita di Siena.
- Baumgärtel, Tilman. "Experimentelle Software." *Telepolis* 28 Oct
<http://www.heise.de/tp/deutsch/inhalt/sa/9908/1.html>
- Amiot, Marie-Andree. "Le jeu vidéo, "Nouvelle culture, nouvel art?" *La presse*, 03 Octobre
- Bosco, R. y S. Caldana. "Género@femenino aborda la relación entre la mujer, el arte y la tecnología: El Museo Nacional Reina Sofía conmemora diez años de feminismo en Internet." *CIBERP@IS - EL PAIS*
- [the perpetual bed] in: *New Virtual Field Trips*: by Gail&Garry Cooper Westport CT: Greenwood, 2001.
- 2000 Leopoldseder, Hannes & Schöpf, Christine. *Cyberarts 2000: Intl Compendium Prix Ars Electronica*.
- Friedman, Matthew. "Discontent: From indie musicians and game developers to mainstream advertising houses and filmmakers, businesses are still reaching for a content model that works." *The Montreal Gazette Industry Watch*. Jan.
- Lichty, Patrick. "The Cybernetics of Performance and New Media Art." *Leonardo* 33:5, 351-354, 2000
- Swift, Pat. "Program Aims to give Young Girls Access to Computers." *The Buffalo News*, 2 Oct, C7
- "Kvindelig ledelse findes ikke." Features installation from "digital mediekunstner Mary Flanagan, "Corporate Ladder." *Forum for Kon og Kultur (Forum Online Magazine from Denmark)*. 13 November
- Swoger, Kate. "True Role Model in Cyberspace: University Professor invents Free Internet Game to Empower Young Girls." *The Montreal Gazette*. 2 November 2000.
- Bosco, Roberta. "Virtual Dreams" [the perpetual bed] *CIBERP@IS - EL PAIS*. Print / Internet (Spain).
- Parent, Sylvie. "[The Perpetual Bed] Reviewed." *Le Magazine Electronique du CIAC*, June (Canada)
- "Digital Divide: Software Designed to Break Gender and Race Barriers." *The School Daily*.
- Adelson, Andrea. "Is Anybody Not Out for E-Billions? Josie True, For One." *The New York Times*, 29 March, H14
- Mailander Farrell, Jodie. "Cyberspace: Where the Girls Aren't — Yet." (Computer and online games for girls are becoming the next frontier for developers). *Office.com*, 11 February
- Willdorf, Nina. "Scholar Develops Computer Adventure Game for Girls." *Chronicle of Higher Ed.*, 10 March, 46: 27, A48
- Donovan, Patricia. "Game Designed with Girls in Mind." *United University Professions*, March
- Pajares Tosca, Susana. "DAC Dialogue." *Hypertext Kitchen*, 2000
- Montfort, Nick. "Interactive Art: Digital Decay." ([phage]), *MIT's Technology Review*, JanFeb, 92 -93
- Chinese World Journal*, 17 January re: *The Adventures of Josie True* (Mandarin)
- "Josie True, Game for Girls." *Center for Women and Information Technology News*, April
- 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**
- 2023 Liu, Jonathan H. "Stack Overflow: World-Building." *GeekDad.com*, 1 May 2023,
<https://geekdad.com/2023/05/stack-overflow-world-building/>
- Aguasvivas, Luis. "Cultural Self-Aggrandizement Has Us 'Playing Oppression,'" *Pop Matters* 13 March 2023, <https://www.popmatters.com/playing-oppression-flanagan-jakobsson-2023>
- Book and Text Reviews, continued**
- Melcher, Miranda. Interview, *New Books Network Podcast* 16 March 2023,
<https://t.co/GSLH3n2IGq>.
- Perez, Jason and Davidson, Liz. "Playing Oppression: Review and Analysis," *Shelf Stories*, 4 March 2023 <https://www.youtube.com/watch?v=W1NxoPQxPHk>
- 2019 Guga, Jelena. *Digitalno Ja: Kako smo postali binarni*. zdavač: 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/>
- Trajkovski, Goran. *Values at Play in Digital Games* (review). *Computing Reviews*, 27 January 2015
http://www.computingreviews.com/review/review_review.cfm?review_id=143115
- 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

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 Stingeder, Karl. "Critical Play Reviewed." *Slamzine.de*, http://www.slamzine.de/php/bookreview_critical_play_mit_press,20088,22108.html

**Book and
Text Reviews,
continued**

Critical Play Reviewed in *ID Magazine*, 1 October 2009

Critical Play Reviewed in *Gaming* (UK) 2009.

Critical Play Reviewed in *Pgrms.net* 20 October 2009 <http://pgrms.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.

University Service

2008 - Council on Student Organizations, Faculty advisor, Creative Gaming Club (2010 -)
Committee on off Campus Activities (2023-)
Chair, Ad-Hoc Promotion Committee, Studio Art (2023-4)
Chair, Committee on Off-Campus Activities (2023)
Steering Committee, Design Initiative at Dartmouth (2022-)
Climate Solutions Working Group (2022-)
Master's Degree Advisor/Committee Member, Department of Music (2023);
Chair of Film and Media Studies (2020-2022): As Chair, I chaired the promotion/tenure/move committees for three faculty. I led the Departmental self-study and crafted our internal review document. I mentored a junior faculty and Chaired their third-year review committee. I cosponsored events such as Dread Scott's talk; Launched initiative to hire adjuncts of color, successfully recruiting adjuncts of color for this year and next year; supported and help manage the LEADERS undergraduate program, which employs primarily advanced student of color in the department to support other students as mentors, partially funded by Dean's office. I established the Diversity and Inclusion statement for the department in consultation with faculty as well as a diversity and inclusion section to support media scholars and artists from underrepresented groups. I sent our administrator to the Cultivating an Inclusive Community Workshop in 2021, and attended the Ivy Plus Faculty Advancement sessions focused on diversity and inclusion. I worked with Center for Professional Development to develop better resources for students in creative fields on campus; led department initiatives to publicize events from around campus involving diverse lecturers such as Angela Davis.
Chair, Department Promotion Committee, Film and Media Studies (2022)
Chair, Department Promotion and Tenure Committee, Film and Media Studies (2022)
Chair, Department Hiring/Transfer Committee, Film and Media Studies (2022)
Chair, Third Year Review Committee, Film and Media Studies (2021)
Promotion and Tenure committees (2012, 2013, 2014, 2015, 2019, 2020, 2021)
Member, Digital Humanities and Social Engagement Hiring Committee (2021)
Committee on Off Campus Activities (2021 – 2022)
Arts and Humanities Divisional Council (2020-2022)
Committee of Chairs (2020-2022)
Member, Advisory Board Design Initiative at Dartmouth (2021-)
Committee on Standards (2019-2020)
Search committee, Film and Media Studies (2019)
Tenure and Promotion committees, Film and Media, Studio Art (2016, 2017, 2018, 2020, 2021)
Director of Domestic Study Program – Los Angeles (2018)
Dartmouth CTO Hiring Committee (2016-17)
Sustainability Task Force (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)
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 (2008-2014)
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 (2010-)
First Year Student Advising (2008-)
Faculty Advisor, Dartmouth Gaming Association (2012-)
Presidential Scholar sponsor (2009-2018)
Senior Fellowship Sponsor (2009 -)
Summer Arts Sponsor and Festival planning and advisory committee 2012; 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:**College and
University Service,
continued**

FILM51: Game Design Studio
 FILM3: Introduction to Digital Arts and Culture
 SART17: Topics in Studio Art: The MAP
 SART17: New Media Art
 SART17: Video Art
 FILM48: Topics in Digital Culture + New Media Technologies: Games & Playculture
 FILM49: Practicum in Digital Culture + New Media Technologies: Game Design Workshop
 SART17: Site Specific and Environmental Arts
 FILM49: 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 Communications and the City: Psychogeography and Locative Media (graduate)
 2003-04 Understanding New Media (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:

**College and
 University Service,
 continued**

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

Review Editor, *Frontiers in Psychology*
Editorial Advisory Board, *American Journal of Play*
Editorial Advisory Board, *Well Played* series /ETC Press
Editorial Board, *Games and Culture: A Journal of Interactive Media* (SAGE)
Editorial Board, *The Fibreculture Journal*
Board of Reviewers: G|A|M|E *The Italian Journal of Game Studies*
Past Editorial/Advisory Boards: *DATA Browser Book Series*, *Convergence: The International Journal of Research into New Media Technologies*, *International Journal of Learning and Media*

**Community and
Professional
Service**

2025 Scientific Committee for the 2nd Geogames Symposium, Dublin;
2024 External Evaluator, Institute of Communication, Culture, Information and Technology at the University of Toronto; External Evaluator, Vienna Science and Technology Fund (WWTF) Austria, program in “Digital Humanism;” Advisory Board Member, EPIC-We (Empowered Participation through Ideating Cultural Worlds and Environments) Horizon Europe, based in Denmark); European Research Council External Referee; National Science Centre Poland External Expert and Evaluator; PhD Committee Member, Yale University; Promotion reviewer, University of Michigan; Promotion Reviewer, USC School of Cinematic Arts; Journal Reviewer, *American Journal of Play*.
2023 Reviewer, European Research Council (ERC), European Commission, ERC Consolidator; Grant 2023; Reviewer, *Game Studies*; Juror, Eric and Wendy Schmidt Awards for Excellence in Science Communication, given by the National Academies of Sciences, Engineering, and Medicine; Referee, Scientific Council of the European Research Council; Juror, Games for Change 2023 awards for Best Narrative, Best Gameplay, and Best Social Impact; PhD External Examiner, University of Edinburgh School of Informatics Viva Voce; Promotion reviewer, University of Denver, NYU.
2022 External Evaluator, UC-Santa Cruz Digital Arts and New Media MFA program; Reviewer, *Game Studies*; Reviewer, *Space and Culture*; Reviewer, *GameEnvironments*; Tenure and Promotion reviewer: UC-Irvine, Arizona State University, Carnegie Mellon University. Juror, Eric and Wendy Schmidt Awards for Excellence in Science Communication, given by the National Academies of Sciences, Engineering, and Medicine; Jury, Games for Change 2023 awards for Best Narrative, Best Gameplay, and Best Social Impact; PhD External Examiner, Toronto Metropolitan University Viva Voce
2021 Reviewer, *Game Studies*; Parsons Bachelor of Fine Arts Visiting Critic, Design and Technology Program December 7; Reviewer, Intersociety of Electronic Art (ISEA) research papers and art gallery applicants; Tenure and Promotion reviewer: Notre Dame; Tenure and Promotion reviewer: University of South Carolina; NYU; Reviewer, Insights Grants Application Reviewer, Social Sciences and Humanities Research Council of Canada; Manuscript reviewer, Art, architecture, archaeology, classical studies, The University of Chicago Press. Member of Program Review team, Digital Arts and New Media Department, University of Santa Cruz 2021
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;

**Community and
Professional
Service,
continued**

- 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 Viva Voce
- 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; 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 and Program Reviewer, Goldsmiths Master's Program on Creative and Cultural Entrepreneurship
- 2013 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 on Interactive Media in the School of Computer Science; 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. External examiner, Trinity College Dublin, Viva Voce. 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, Viva Voce.
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, 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 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
 Society for Artistic Research in the Arts (SARA), 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