

MARY FLANAGAN

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http://www.maryflanagan.com http://www.tiltfactor.org <http://www.resonym.com>

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: <i>Playculture: Developing a Feminist Game Design</i> M.F.A. Film + Video Production, Communication Studies, 1994, University of Iowa Thesis: <i>She Went Back: Exploring a Family History</i> (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 <i>8Bit</i> 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 <i>Reload</i> ; 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 Honor Society, Phi Beta Kappa.																												
Professional + Teaching Appointments	<table><tr><td>Sherman Fairchild Distinguished Professorship in Emerging Fields</td><td>July 2008 – Present</td></tr><tr><td>Professor of Film and Media Studies; Director, Tiltfactor Laboratory</td><td></td></tr><tr><td>Affiliated Faculty, The Institute of Arctic Studies, The John Sloan Dickey Center</td><td>July 2012 – Present</td></tr><tr><td>Chair of the Department of Film and Media Studies</td><td>July 2020 – July 2022</td></tr><tr><td colspan="2"><i>Department of Film & Media Studies, Dartmouth College, 22 Lebanon Street Hanover NH03755</i></td></tr><tr><td colspan="2">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.</td></tr><tr><td colspan="2">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.</td></tr><tr><td>Associate Professor, New Media, Digital Art and Culture</td><td>Aug 2003 – Aug 2008</td></tr><tr><td>Director and Founder, Tiltfactor Laboratory</td><td>Oct 2003 – Present</td></tr><tr><td colspan="2"><i>Department of Film & Media Studies, Hunter College, 695 Park Ave, 433HN NYC NY 10065</i></td></tr><tr><td colspan="2">Taught MFA 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.</td></tr><tr><td>Associate Professor, Multimedia</td><td>Sept 2001 - July 2003</td></tr><tr><td colspan="2"><i>Department of Art, University of Oregon 198 Lawrence Hall Eugene, OR 97403</i></td></tr><tr><td colspan="2">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.</td></tr></table>	Sherman Fairchild Distinguished Professorship in Emerging Fields	July 2008 – Present	Professor of Film and Media Studies; Director, Tiltfactor Laboratory		Affiliated Faculty, The Institute of Arctic Studies, The John Sloan Dickey Center	July 2012 – Present	Chair of the Department of Film and Media Studies	July 2020 – July 2022	<i>Department of Film & Media Studies, Dartmouth College, 22 Lebanon Street Hanover NH03755</i>		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.		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 MFA 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.	
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**Professional
Teaching
Appointments,
+continued**

Visiting Professor/ Fulbright Scholar

April 2001 - July 2001

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

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

Assistant Professor, Digital Media

Aug 2000 - July 2001

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

Led the multimedia area within an interdisciplinary production and theory program. Courses include: *Production: Communication Programming* (interactive media); *Theory/Critical: Bodies + Machines Graduate Seminar*, *New Technologies + Communications*, *Gender & Technology*.

Assistant Professor of Digital Arts + Culture

Aug 1997 - Aug 2001

Co-Director, IDEAS Digital Arts + Sciences Center

Aug 1998 - Aug 2001

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

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

Producer/Designer, Interactive Media and Games

Jan 1995 - July 1997

Assistant Producer, Interactive Multimedia

Oct 1994 - Jan 1995

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

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

Interactive Design Consultant

Jan 1991 - Aug 1994

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

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

Producer/Director, Educational Video

Aug 1992 - May 1993

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

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

Visiting Scholar/Visiting Artist/Distinguished Visitor Posts

1998 – present

--*Visiting Professor II Digital Culture Dept of Linguistic, Literary & Aesthetic Studies Bergen NO 2015-2018*

--*Senior Scholar in Residence at Cornell Society for the Humanities April 2017*

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

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

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

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

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

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

Co-led research and education in on youth programming

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

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

--*Visiting Artist in Residence, National Institute of Arts, Taipei, Taiwan Dec98 - Jan 99*

Developed collaborative multi-user chat and performance spaces.

External Examiner Posts (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 citywide drawing festival, 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

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

**Exhibitions +
Performances,
continued**

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

[topoesis] (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

2017

[borders] (Video Installation)
Im Spielrausch: Von Drachentötern, 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

**Exhibitions +
Performances,
continued**

[domestic] (3D Computer Game Artwork)
HACKING / MODDING / REMIXING as Feminist Protest, Curated by Angela Washko, Jan. 28 – Feb. 26, 2017 Miller
Gallery Carnegie Mellon University

[mapscotch] (bombscotch) (Installation)
Push Play exhibition, Touring: January 12 - March 4 2017, Hedreen Gallery, Seattle 12 Oct - 31 Dec 2017, Vicki
Myhren Gallery, University of Denver

2016

[mapscotch] (bombscotch) (Installation)
Free Play exhibition, Touring: Museum London in London, ON, Canada from January 30, 2016 - May 8, 2016; The
Rooms, Provincial Art Gallery Division in St. John's, NL, Canada from May 27, 2016 - August 28, 2016; Parsons
Sheila C. Johnson Design Center at The New School in New York City, NY

[help me know the truth] (software and installation)
"Monsters in the Machine," LABoral Centro de Arte y Creación Industrial, Asturias Spain Nov 2016 – August 2017

2015

[borders] (Video Installation)
PLAYGROUNDS, Redline Collective Denver CO July

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

2014

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

[borders] (Video Installation)
FILE Machinima in FILE 2014 - Electronic Language International Festival, FIESP Cultural Center, São Paulo Aug 25 to
Oct 05, 2014

[map-puzzle 1: treasure island] (Object Puzzle)
Dime Bag 4: exhibition at The End is Near, Brooklyn July

[mapscotch] (Installation)
Free Play exhibition at Arcadia University Art Gallery, Glenside PA Curated by Melissa E. Feldman

[borders] (Video Installation)
Digital Zoo exhibition UK (Touring 5 cities) Feb – July including London, Sunderland, Leeds

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

2013

[pile of secrets] (Video Installation)
ZKM_Gameplay Mobile, Representing of the State of Baden-Württemberg, Berlin Nov- Dec

[borders] Series (video installation)
Media Arts Dortmund, Cologne November

[borders] Series (video installation)

**Exhibitions +
Performances,
continued**

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

Layoff (Computer Game)

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

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

[mapscotch] (Public Street Game)

Free Play, ICI, Henry Gallery Seattle June

[giantJoystick] (Interactive Sculpture)

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

[pile of secrets] (Video Installation)

[domestic] (3D Computer Game Artwork)

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

[borders] Series (video installation)

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

2012

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

[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

**Exhibitions +
Performances,
continued**

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

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

**Exhibitions +
Performances,
continued**

[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

[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

**Exhibitions +
Performances,
continued**

[kaleidoglobe] (video)
AIR Gallery, New York April

2003

[domestic] (3D computer game artwork)
Plaything Exhibition Premier, Sydney 18-19 October

[unnatural elements: avatar portraits] (digital prints)
SIGGRAPH Art Gallery Collaboration by Mary Flanagan, Wu Fu Che, + Ho Chien Chang, San Diego CA 21-27 July

Habituation Cage (performance-surveillance by Sara Diamond)
Site Specific 24 Hour performance, DEAF 03, PARASITE; Code Zebra Habituation Experiment by Sara Diamond 27 Feb

[search] (net.art)
SIGGRAPH 2003 Art Gallery, as part of "ArtStream" Exhibition, July

[search] (net.art)
FILE 2003 Electronic Language International Festival, Hypersonica São Paulo Brazil

[search] (net.art)
Acquired as part of the permanent collection at <http://www.computerfinearts.com/>, curated by Doron Golan

[search] (net.art)
"+ play engines+ new media art exhibition", Melbourne Australia 19 May-13 June

[search] (net.art)
"version>03: Technopia vs. Technopolis" Chicago 26-30 March

[search] (net.art)
"ArtStream," University of Arizona, Museum of Art premier web art exhibition February

[remotion] (application for webcam)
Ars Electronica Festival, Linz, Austria, topic "CODE – The Language of Our Time" 6-11 Sept

[collection] (networked computer application)
"Habitar en (punto)net," Espai F, Mataró (Barcelona, Spain) 24 Oct-19 Dec

[rootings] (interactive internet game)
INTERACTIVE FUTURES: New Stories, New Visions at the Victoria Independent Film & Video Festival, BC 7-9 Feb

2002

[collection] (networked computer application)
Whitney Biennial, The Whitney Museum of American Art 7 March-26 May

[phage] (computer application)
The Physics Room, Installation Christchurch New Zealand 16 July-30 Aug

[phage] (computer application)
The Moving Image Center (MIC), Installation Auckland New Zealand 5-26 Oct

[double] (site specific video installation)
Motelhaus exhibit, Eugene OR 23 November funded in part by Lane Arts Council)

[remotion] (application for webcam)
CODEDOC, Internet Artwork at Online at the Artport, The Whitney Museum of American Art NYC September
(commission, Whitney Museum of American Art)

[collection] (networked computer application)

**Exhibitions +
Performances,
continued**

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

[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)

**Exhibitions +
Performances,
continued**

“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*. Under contract, MIT Press.
- 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
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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*. TorqueTorque Press, UK (under contract)
- 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>
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- 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

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- 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.
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**Essays, Op-Eds,
and Other
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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/>

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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/>

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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>

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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

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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>

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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>

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- Flanagan, Mary. "Michael Suk-Young Chwe, *Jane Austin, Game Theorist*." *American Journal of Play* 6(1) Fall 2013.
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- Flanagan, Mary. "The Sky is Falling! Why Are Virtual Worlds So Desolate?" *Images Journal*. Eds. G Tracey, C Norton, + E Abele. Sept 1998.

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Book Chapters
and Catalog
Essays**

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- Flanagan, Mary. "The Power of Gameworlds." *Sharing Desired Futures – Practices of Futurecasting*. Edited Michael Shamiyeh. De Gruyter/Birkhauser, 2025, pp. 394-406.
- 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.
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- 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.
- 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.
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and Catalog
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Articles:
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- 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.

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

- 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.
- 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.

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

- 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, Internet, + 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. 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

2025 **Phantom Ink: Arcana**, Co-Designer/Resonym Publisher

2024 **Avant Carde**, 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.

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

**Design/Product
Awards,
continued**

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

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>)

**Design/Product
Awards,
continued**

-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

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

**Commissions/
Grants/
Residencies,
continued**

- 2017 J. Paul Getty Museum Scholar in Residence, Los Angeles California 9 Jan – 24 March
- Senior Scholar in Residence, Cornell Society for the Humanities, Ithaca April
- Dean of the Faculty Mentoring Award, Dartmouth College
- Dean of the Faculty Scholarly Innovation Grant, Dartmouth College, Researching elderly populations and loneliness
- 2016 Neukom CompX, Construal research, Dartmouth College
- Leslie Center for the Humanities Seed Funding, Dartmouth College
- 2014 Principal Investigator, National Institute of Justice, “Adaptation and Evaluation of Video Game to Reduce Sexual Violence on Campus,” with Sharyn Potter & Jane Stapleton, UNH \$233,474 1 January 2015 - 31 August 2017
- Principal Investigator, National Endowment for the Humanities, “Workshop-Engaging the Public: Best Practices for Humanities Crowdsourcing” (HC-229771) w/Neil Fraistat (Co-PI), Andrea Wiggins (Co-PI). Chairman’s Grant, \$93,142 1 December 2014 – 31 December 2015
- Co-Principal Investigator, Sloan Foundation, “Workshop – Engaging the Public: Best Practices for Humanities Crowdsourcing” w/ Neil Fraistat (PI), Andrea Wiggins (Co-PI). Sloan Foundation, \$13,985
- National Science Foundation, “COLLABORATIVE RESEARCH: REAL: INTRINSICS: An Interactive Narrative Technology to Reduce Implicit Negative Stereotyping and Improve the Climate in STEM for Underrepresented Students,” DRL-1420036, \$1,134,208.00 with Dr. Melanie Green, Buffalo and Dr. Geoff Kaufman, CMU 1 October 2014-30 September 2017
- Dartmouth College Public Voices Fellow
- Principal Investigator, Institute for Museum and Library Services, National Leadership Grant for Libraries: National Forum Grant: “National Forum in Crowdsourcing for Libraries and Archives: Creating a Crowdsourcing Consortium (CCLA).” \$100,000 1 August 2014 – 29 July 2016
- Principal Investigator, The Missouri Botanical Garden Biodiversity Heritage Library and IMLS, “Purposeful Gaming and BHL” via IMLS subcontract, \$110,000, 1 December 2013 – 30 November 2015
- Robert Wood Johnson Foundation/Digital Mill Subcontract, “Health Care Delivery Games That Align Community Forces,” \$110,000 1 May 2013 – 30 June 2014
- Brown Foundation Fellow, Dora Maar House Residency, Ménerbes France October
- 2013 Bogliasco Fellow, Liguria Study Center Residency, Bogliasco Italy October
- Robert Wood Johnson Foundation/Digital Mill contract for Aligning Forces Game \$42,000
- 2012 Co-Principal Investigator, Neukom Institute at Dartmouth College, COMPX Grant, Climate Change game with Dr. Ross Virginia \$40,000
- Co- Principal Investigator, Scholarly Innovations, Playful Climate Media R. Virginia Dartmouth \$40,000
- Principal Investigator, National Endowment for the Humanities, Digital Humanities Implementation Grant #16458 “Metadata Games: Improving Access to Humanities Artifacts,” \$324,876 1 Sept 2012- 31 Aug 2016
- Co-Principal Investigator, British Arts Council w/ Ruth Catlow public art commission \$115,000 May Dec 2012
- 2013 Principal Investigator, Davis Educational Foundation grant Dartmouth College for CS7 course

**Commissions/
Grants/
Residencies,
continued**

- 2011 Principal Investigator, National Science Foundation, HRD-1137483 “(EAGER) Transforming STEM For Women and Girls: Reworking Stereotypes & Bias,” P.I., \$299,979 (Sept 1 2011 - Aug 31 2014)
- Vermont Studio Center Residency November
- Tin House Writer’s Workshop, Portland Oregon
- Writer in Residence, Wertheim Study, New York Public Library
- METAL Thinktank: Open Source Culture, Southend-on-Sea UK January
- 2010 Principal Investigator, American Council of Learned Societies, Digital Innovation Fellowship
- METAL Digital Media Residency, Southend-on-Sea UK October
- 2009 Principal Investigator, National Endowment for the Humanities, Digital Humanities Startup Grant, Metadata Games
- Principal Investigator, Neukom Institute, Dartmouth, mobile exhibition space, PLAYCUBE
- Principal Investigator, The Leslie Center, Summer Arts Festival Grant Dartmouth College, PLAYCUBE
- 2008 Co- Principal Investigator, Microsoft Games for Learning Institute (G4LI), consortium of schools with NYU as PI, October 2008 (3 year) MSR
- Co- Principal Investigator, NSF CRI 0821384 MRI: Acquisition of Range Scanning & Rapid Prototyping Equipment for 3D urban modeling with Ioannis Stamos
- Principal Investigator, Mellon Foundation/Hunter College course development grant March
- Principal Investigator, Auxiliary Board Grant, Hunter College January
- 2007 Georgia Institute of Technology Artist Residency Grant January
- MacDowell Colony Residency, New Hampshire June
- 2006 Vermont Studio Center Residency December
- Commission, HTTP Gallery London, [giantJoystick]
- Co- Principal Investigator, NSF “Collaborative Research: SoD-TEAM: “Values at Play: Integrating Ethical and Political Factors into System Design,”” CNS-0613867 with Helen Nissenbaum \$790,757
- Principal Investigator, PSC-CUNY Research Award for [meme.garden] project, \$3500
- Co- Principal Investigator, NSF CRI “CRI: Planning SWAMI - A Model of Support for a Women and Minority PhD Pipeline,” CNS - 0551583 with Teller, Stuart Weiss \$49,932
- Principal Investigator, Faculty Fellowships Publication Program, CUNY \$5,000
- 2005 Principal Investigator, Creative Material Group Residency, Portland Oregon December - January \$1500
- Co-Principal Investigator, Turbulence.org with funds from the Andy Warhol Foundation for the Visual Arts, Juried Intl Net Art Competition 2005, Commission with collaborator Howe \$5000
- Principal Investigator, PSC-CUNY Research Award for [meme.garden] project, \$3500
- Principal Investigator, I-Park Artists’ residency, I-Park Artist’s Enclave, East Haddam CT

Commissions/ Grants/ Residencies, continued	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," 25 th Annual Board Game Studies Colloquiem, 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

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

- 2016 "Solving the Feedback Problem in Crowdsourcing Games: Design Lessons from Smorball," Max Seidman, Gili Freedman, and Mary Flanagan, Meaningful Play Conference, East Lansing 20-22 Oct
- "Creating Games to Combat Climate Change," Gili Freedman, Max Seidman, Ross Virginia and Mary Flanagan, Meaningful Play Conference, East Lansing 20-22 Oct
- "Feedback and timing in a crowdsourcing game." Gili Freedman, Sukie Punjasthitkul, Max Seidman, Mary Flanagan, Human Computation, Austin Oct
- "Self-Esteem and Public Self-Consciousness Moderate the Emotional Impact of Expressive Writing about Experiences with Bias," Poster with Kaufman and Green, International Communications Assn 9-13 June
- "Using Stories to Increase Understanding of Gender Bias and Stereotype Threat in STEM," Poster with Kaufman and Green, NSF ADVANCE/GSE Program Workshop in Baltimore, Maryland May 22- 24
- "Critical Play as an Art History Framework," In and Out of Art History: The Video Game Conundrum. UK Association of Art Historians, Edinburgh April
- "Teaching Analog Game Design," Game Developer's Conference (GDC) Education Summit Panel, March
- "Who owns What and Why: Faculty and Student IP," Game Developer's Conference (GDC) Education Summit Panel, March
- 2015 "Games as a Medium," 'Games and Gambits in Contemporary Art' Panel, College Art Association NYC February
- 2014 "Games and Gender-Based Violence," Games for Change NYC April
- "How to Think," Panel, Game Developer's Conference: Education Summit, San Francisco March
- "Teaching Games with Games: Eight Exercises in Play," Panel, Game Developer's Conference: Education Summit, San Francisco March
- 2013 "Citizen Archivists at Play: Game Design for Gathering Metadata for Cultural Heritage Institutions," Digital Games Research Association, Atlanta Georgia August
- "Designing and Researching Games to Reduce Stereotypes and Biases: A Psychological Approach," Workshop at Games, Learning and Society Madison WI 13 June
- "Poverty, Equity & Play? The Possibility of "Unlearning" Inhibiting Social Biases through Games," AERA SF April
- "RePlay Health" Peer Reviewed Workshop Game, The Society of General Internal Medicine, Denver April
- "Game Design Curriculum Deathmatch," Game Developer's Conference, Education Summit, March
- "Playful Aesthetics," Video Games Panel, Modern Language Assn Annual Convention Boston January
- 2012 "Play and Aesthetics," The Society for Literature, Science, and the Arts Annual 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

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

- 2009 "Some Assembly Required: Starting and Growing a Game Lab" (Flanagan, Pearce, Fernandez-Vara) Panel, Digital Games Research Association, Brunel. Uxbridge UK Sept
- "Anxiety, Openness, and Activist Games: A Case Study for Critical Play" (Flanagan, Lotko), Digital Games Research Association, Brunel Univ. Uxbridge UK, September
- "Positive Games" (with Jonathan Belman), SIGGRAPH 2009 New Orleans LA August
- "Small Things Games Teach us Well" Games, Learning & Society Madison WI June (w/ K Isbister NYU- Poly)
- 2008 "Whose Computer Space? Software, Games and Human Values," Computer Space Conf, Sophia Bulgaria
- "Gender and Heuristics," Beyond Barbie to Mortal Kombat and Education Research Panel
American Educational Research Association Conference, NYC March 2008
- "Video Games for Social Change Workshop," Grassroots Media Conference NYC March
- 2007 "A Method for Discovering Values in Digital Games," Mary Flanagan, Jonathan Belman, Helen Nissenbaum, and Jim Diamond. Full paper, Digital Games Research Association (DiGRA) Tokyo October
- "Game Design Heuristics for Activist Games," Mary Flanagan, Jonathan Belman, Helen Nissenbaum, Full Paper, CHI (Computer Human Interaction Conf.) 2007, San Jose April
- "RAPUNSEL: How a computer game designed based on educational theory can improve girls' self-efficacy + self-esteem," Plass, J. L, Goldman, R., Flanagan, M., Diamond, J., Dong, C., Looui, S., Hyuksoon Song, H., Rosalia, C. + Perlin, K., American Educational Research Association Conference, Chicago, April 2007
- "Locating Play and Politics: Real World Games and Political Action," Digital Arts & Culture Conference, Perth Australia October 2007
- 2006 "Art Mod" Panel, Game Art Panel, Game Developers Conference, March San Jose
- "Internet II Panel" College Art Association Annual Conference, February
- 2005 "Troubling 'Games for Girls': Notes from the Edge of Game Design," Digital Games Research Association Conference, Vancouver BC 16 June
- "New Design Methods for Activist Gaming," Digital Games Research Assn Conf, Vancouver BC 16 June
- "Values at Play: Design Tradeoffs in Socially-Oriented Game Design," Full Paper, CHI (Computer Human Interaction Conf.) 2005, Portland Oregon, 7 April
- 2004 "Playculture: Work, Leisure, and the Digital Vernacular" at the Leisure and Liberty in North America conference, Université Paris IV-Sorbonne 11-12 Nov
- "Other Players" Third Places, Steirischer Herbst Festival, Graz Austria 15 October
- "Cultural Softwares: Artistic Tools + DIY Networks" panel organized by Christiane Paul. InterSociety of Electronic Arts (ISEA) conference, Helsinki, 16-22 August
- "Translating Values into Design: Case Studies," Panel Organizer and Speaker, 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

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

- "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 & Practice," WebNet2000, San Antonio TX Oct
- "Interfacing Differently: Educating Girls in a Changing Digital Landscape," WebNet2000, San Antonio TX Oct
- "techARTS: Urban Girls Get a Handle on Computer Graphics," SIGGRAPH2000 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, Buffalo 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
- "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, European Network Science Centres and Museums (ECSITE) Conference Warsaw, Poland 4 June
Keynote, LUDIC METHOD, University of Applied Arts Vienna, April 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
“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.

**Keynotes and
Special
Addresses,
continued**

- University of Maryland 6-8 May.
- "Diversity in Audience, Diversity in Creators," IndieCade East Festival, American Museum of the Moving Image 15 Feb 2015
- 2014 "Freedom at Play in Digital Games," Philosophy of Computer Games 2014 Istanbul 13-15 November
- "Who Plays?" RE:Humanities'14: Play, Power, Production #rehum14 Haverford College April
- "Playing with your Metadata," WebWise, Institute of Museum and Library Services (IMLS) Innovation Conference, Baltimore February
- "Making a Difference in and through Playful Design," Computer Supported Cooperative Work Annual Conference (ACM) Baltimore February
- 2013 "3 Stories of Social Change," Business Innovation Factory, Providence September
- "Tales of Transformation & Creative Entrepreneurship," Trinity College, Dublin Computer Science Sept
- "Changing minds with games." NSF Social Computing SoCS PI MTG Seattle WA June
- "Playfully Changing Stereotypes and Biases," Games, Learning and Society, Madison WI June
- "The Psychology of Games For Change," Association of Professional Futurists Orlando April
- "Different Games," Different Games Conference, NYU Polytech NYC 26 April
- "Never Mind the Body, Here's a Gamepad! Considering Embodiment in the Age of Play," Minding the Body Conference CUNY Graduate Center, February
- 2012 "Hippies, Hackers, & Wargames (A Secret History of War & Peace)," INDIECADE Culver City CA October
- "The Use of Simulations, Board Games and Virtual games in the teaching of politics, international relations and related fields," University of Westminster London 8 June
- "Critical Play," Keynote at the Critical Play Symposium, Museum of Modern Art New York 17 May
- "Humanist Design," Keynote, Georgia Tech's Digital Media Program - Yesterday & Today, 16 April 2012
- 2011 "Critical Play," PLAYful Interaction Conference at STRP Festival, The Netherlands, with the Dept of Industrial Design at the Eindhoven Univ of Technology 25 Nov
- "Disruptive Play: Games and Art," NextLevel Conference Köln Germany 4 Nov 2011
- "Values at Play" Festival Keynote, IndieCade International Festival of Independent Games, 9 Oct
- "rethink, redesign, replay," Digital Games Research Association, 16 September 2011
- 2010 "Urban Spaces, Human Values" Playing the City/Giocando la città, Modena Italia March
- "Values in Play," DIGITEL 2010, The IEEE 3rd International Conference on Digital Game and Intelligent Toy Enhanced Learning), 12-16 April 2010 in Kaohsiung, Taiwan
- 2008 "Humanistic Computing." Keynote Address, Vienna Games Conference—
Future and Reality of Gaming (F.R.O.G.) - Vienna Games Conference 2008 October
- "The Video Game as an Expressive Medium" Keynote Address, Art and Technology Week, Telfair Museum of Art, Savannah GA January

Keynotes and Special Addresses continued	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
Think Tanks, Advisory Groups and Training		“Gaming Culture & Cyberfeminist Practices.” Keynote Address, Genero @ femino: Dos Conferencias Sobre Ciberfeminismo. Museo Nacional Centro de Arte - Reina Sofia, Madrid March
	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 6 th -8 th May.
		“The Future of the Digital Library,” IMLS FOCUS Thinktank at IMLS April
		“Creating More Diverse Games Through Psychology,” Diversifying Barbie to Mortal Kombat, University of Pennsylvania April
		Federal Community of Practice on Crowdsourcing and Citizen Science’s (FCPCS) 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

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

- 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 "Play our way out, play our way in: Speculative Play (or speculative future play)," LUDIC METHOD Symposium 1, @Experimental Game Cultures Vienna 26 March
- 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
"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

**Invited Talks,
continued**

- "Human By Design" panel and dinner with Tim Brown, Ideo; Atul Gawande, Harvard; Will.i.am, Stuart Butterfield, founder of slack, World Economic Forum 24 January
 "Putting Jobs Out of Work" panel, with Andy Serwer, Yahoo Finance, Yuval Noah Harari, writer; CVK Vijayakumar, CEO; Arlie Hothschild, anthropologist, World Economic Forum 24 January
 "The Learning Revolution: It's not about Classrooms" panel, with John Goodwin, Lego Foundation; Brian Ballard, Founder of Upskill; World Economic Forum 25 January
- 2017 "Critical Play," Professor at The Royal Danish Academy of Fine Arts 18 May
 "Art and the Anthropocene," Cornell University Society for the Humanities, master class/seminar April
 "Social activist design," USC Class talk, March
 "Designing Public Participatory Play," Getty Museum Education Group, March
 "Twenty Years of Game Studies (Panel with Janet Murray, Ian Bogost, John Sharp), NYU 16 February
- 2016 "Let's Play – Games with Mary Flanagan," Centennial Circle Forum, Dartmouth College April
 "Digital Rights and the Artist" panel, 18 April at DEN, Dartmouth College 18 April
 "Critical Games," Berkeley Center for New Media's History and Theory of New Media Lecture Series March
 "Critical Play and Embedded Design," Carnegie Mellon Center for Arts and Society Feb
 "Identity in Gaming," Teacher's College at Columbia University, Panel with Naomi Clark, Joey Lee and others), Sexuality Women & Gender project & the Office of Diversity Affairs at Teachers College Feb
- 2015 "Embedded Design for Social Innovation," Segal Design Institute on December 2nd to give a talk in the Segal Seminar Series, December
 "Games that Change the World: What's Possible?" Bergen Norway Public Library, September
 "Ludics Seminar," Department of the Classics, Harvard University September
 "The Psychology of Interventionist Design," School of Visual Arts, March
 "Humanist Games: Playful Systems for Critical Thinking," Fordham Univ. Inaugural Digital Media Lecture Series March
 "Design, Research, and Play" USC Games program Documentary and Activist Games class visit
 "Global Interventions Through Play," Global Issues in Design and Visuality of the 21st Century, Parsons The New School for Design NYC March
- 2014 "Values at Play in Smart Technologies," University of Toronto September
 "Methodologies to Study Games," University of Toronto September
 "Power, Information, & Pleasure," University of Toronto September
 "#1reasonwhybodiesstillmatter," University of Toronto September
 "Humor, Play, and Games," University of Toronto September
 "Playful Aging," University of Toronto September
 "Values at Play in Designed Technology," The New School NYC, September
 "Experiential Learning Through Playful Research," Princeton Club of Dartmouth Alumni May
 "Awkward Moments at Work," Your Future in Science, Dartmouth College Career Building Workshop For Women in Science April
 "Experiential Learning," President's Leadership Council gathering in NYC, Dartmouth College April 2014
 "Games and Gender-Based Violence," Games for Change Conference NYC April
 "Games for Social Change 2.0," Games for Change Conference NYC April
 "Values in Action," Workshop, Playing for Change Conference Manchester UK February
 "A Psychological Approach to Games for Impact," 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

**Invited Talks,
continued**

- “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
- “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

**Invited Talks,
continued**

- “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

- 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

**Invited Talks,
continued**

- 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
 “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

**Invited Talks,
continued**

- “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, games + art
- 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
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- 2025 Bullock, Dan. "Playing Oppression with Mary Flanagan," Game Design Deep Dive July 9 available at <https://podcasts.apple.com/us/podcast/playing-oppression-with-mary-flanagan/id1625912406?i=1000716511188>
- Hammer, Joel (Producer), "Not by the Playbook," *BBC World Service, World of Sport* radio, "Episode: Being Board: Interview with Mary Flanagan with host Eliza Skinner." 19 July 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>
- Perlson, 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>
- 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/>

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<https://boardgamewire.com/index.php/2024/08/08/gen-con-2024-the-view-from-the-publishers/>

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<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/>

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<https://www.youtube.com/watch?v=1U2ZTNk29TA&t=756s>

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<https://www.youtube.com/watch?v=sTBCcYJscFw&t=17s>

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https://www.youtube.com/watch?v=icElJaG_dKA (German review of Ghost Writer)

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<https://thegamecasters.podbean.com/e/episode-131-federation-star-wars-unlimited-mercurial-avant-carde-kinfire-delve-top-5-games-we-want-to-see-deluxified/>

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<https://www.baltimoresun.com/2023/11/29/please-touch-the-artwork-baltimore-museum-of-art-opens-expanded-education-center-after-25-million-renovation/>

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<https://baltimorefishbowl.com/stories/baltimore-museum-of-art-to-reopen-renovated-education-center-with-interactive-installations-by-derrick-adams-mary-flanagan-pablo-helguera/>

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Reviews
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- Book and Text Reviews**
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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

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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.

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**College and
University Service**

Dartmouth College

2008 - Chair, Ad-Hoc Promotion Committee, Film and Media Studies (2025-6)
Chair, Ad-Hoc Promotion Committee, Film and Media Studies (2025-6)
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

**College and
University Service,
continued**

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:

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

**College and
University Service,
continued**

- 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:*
- 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 Juror, Games for Change 2025 awards for Best Gameplay; Scientific Committee for the 2nd Geogames Symposium, Dublin; Juror, Games for Change Festival; Advisory Board Member, EPIC-We (Empowered Participation through Ideating Cultural Worlds and Environments) Horizon Europe, based in Denmark); Juror, Eric and Wendy Schmidt Awards for Excellence in Science Communication, given by the National Academies of Sciences, Engineering, and Medicine (USA); Promotion Reviewer, Hunter College CUNY.
- 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); Juror, Eric and Wendy Schmidt Awards for Excellence in Science Communication, given by the National Academies of Sciences, Engineering, and Medicine; European Research Council External Referee; National Science Centre Poland External Expert and Evaluator; Juror, Games for Change 2024 awards for Best Gameplay; 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; 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

**Community and
Professional
Service,
continued**

- 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, Canbarra 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

Community and Professional Service, continued		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
Past & Present Professional Affiliations		Founder, techARTS arts and technology program for urban girls
	1998	Board of Directors, Buffalo Media Resources (Squeaky Wheel) 1998-2000
		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