

Project Coordinators

Lujan Oulton. curator and cultural producer. Mg in Communication and Cultural Creation from Walter Benjamin Foundation of Buenos Aires. Co-founder of GAIA. Co-editor of Games Studies Journal at Universidad de Palermo. Director of Game on! El arte en juego. Lecturer at ORT, Uruguay and UMSA, Argentina. <http://www.luouulton.com/>

Chaz Evans. artist, educator, art historian, and curator. MA in art history and an MFA in new media art from University of Illinois at Chicago. Director of Exhibitions and Co-Founder of VGA Gallery as well as Assistant Professor of Media Arts at the University of South Carolina. He regularly speaks and facilitates public conversations on new media and video game art. <https://chazevans.net/>

Rene G. Cepeda. curator and researcher. PhD in interactive New Media Art curation and display from the University of Sunderland. Rene runs the Manual for the Curation And Display of interactive New Media Art. He is also a lecturer at UNARTE college in Puebla, Mexico. His research interests include interaction, new media art exhibition design and video games. <http://ragc.wordpress.com>

Co-Authors & Co-Editors

Jenna Caravello is an artist and educator located in Los Angeles. She is an Assistant Professor in Design Media Arts at UCLA, and Associate Director of the UCLA Game Lab. Jenna works with animation, VR, motion capture, and video game platforms. She earned an MFA in Experimental Animation from CalArts.

Jose Luis Pacheco Boscan is an engineer, digital artist, Software, Hardware and Game Developer from Venezuela. Passionate about the creative and experimental integration of arts, code and electronics into videogames or interactive media. He's the founder and lead director of *Lara Game Jam* (<https://instagram.com/laragamejam>), a community from Lara, Venezuela that supports the generation and growth of the local and national game development scene. <https://linkedin.com/in/jose-luis-pacheco-boscan>

Emilie Reed is a researcher, writer and curator based in Glasgow. She completed her PhD in the history of interactive exhibitions and curatorial practices at Abertay University, and also holds an MSc in Modern and Contemporary Art: History, Curating and Criticism from Edinburgh University. She has held a variety of roles in connection with traditional art institutions as well as new media and gaming festivals. Her work focuses on artistic, amateur and experimental game production, and how accessible tools and open formats enable creators in these areas. Her homepage is <https://emreed.net>.

Ron Morrow is a freelance event manager for all things gaming related. He has worked on Ludicrous - Zürich Game Festival, HeroFest in Bern, and numerous others across Europe. His greatest gaming memory is leading a hall full of people through Rock Band Karaoke from the blinding lights of an esports stage. He can be found on Twitter as @TheNorthernNerd. <https://www.twitter.com/TheNorthernNerd>

Mer Grazzini is a gamedesigner, 2d artist, teacher and critique from Argentina. She studied Fine Arts in the Universidad Nacional de Rosario as well as animation and music at local academies. She's made all kinds of art projects during the last decade, but lately she's been dedicating full time to make videogames with a social/ educational view. She also writes design analysis and features indie games in a weekly column at PressOver News. She can be found all over the Internet as

@MerGrazzini. <https://mergrazzini.itch.io/>

droqen (Alexander Martin) is a game developer and theorist from Canada. <https://droqen.itch.io/>

Angelo Careri

Clare Brennan is a Curator and Lecturer in Visual Arts Practice at Abertay University. Her curatorial research explores this through interdisciplinary projects with artists, performers and technologists undertaking ground-breaking and experimental work.

Isabelle Arvers is a French artist and curator whose research focuses on the interaction between art and video games. For the past twenty years, she has been investigating the artistic, ethical, and critical implications of digital gaming. Her work explores the creative potential of hacking video games through the practice of machinima. As a curator, she focuses on video games as a new language and as an expressive medium for artists. She curated several shows and festivals around the world, including Machinima in Mash Up (Vancouver Art Gallery, 2016), UCLA Gamelab Festival (Hammer Museum, Los Angeles 2015, 2017), Evolution of Gaming (Vancouver, 2014), Game Heroes (Alcazar, Marseille, 2011), Playing Real (Gamerz, 2007), Mind Control (Banana RAM Ancona, Italy, 2004), and Node Runner (Paris, 2004). In 2019, she embarked on an art and games world tour in non western countries to promote the notion of diversity of gender, sexuality and geographic origin, focusing on queer, feminist, and decolonial practices. <http://www.isabellearvers.com/>

Jamie Sanchez

Jenna Caravello is a Los Angeles-based artist and assistant professor in Design Media Arts at UCLA, working with VR, motion capture, animation, and video game platforms. Her single-channel and interactive works explore computer culture, video game logic, cartoon language, and the role of narrative in personal and digital memory.

Jim Munroe is a "pop culture provocateur" according to the Austin Chronicle. His graphic novels and prose novels have been praised by Pulitzer-winner Junot Diaz and comics legend Neil Gaiman, and his lo-fi sci-fi feature films by Wired and the Guardian. His political videogames have appeared at Sundance and Cannes, and he co-founded the world's first videogame arts organization. He currently runs the <http://gameartsinternational.network/> from Toronto, Canada. <http://jimmunroe.net>

Jo Summers has over 10 years of experience curating and producing community technology events, including Hackathons, Barcamps, Maker Faires and videogame parties. She is currently the executive producer for Global Game Jam and GGJ NEXT - a worldwide game jam for kids. She is a passionate advocate for showcasing weird and wonderful games to the general public, as well as supporting and promoting diversity within the creation of games.

John Wanamaker is a game designer / developer graduated of the NYU Game Center at New York University where he studied game design and computer science. He runs a multidisciplinary artist collective, Human Entertainment. He has also started a game design club called Slow Jam that meets every week to playtest and critique each other's work. He is an active participant in the local game development community, where he has organized and hosted game events, showcased games at Play NYC, helped run game developer conferences, and participated in game jams.

Lauren Kolodkin works at Smithsonian American Art Museum & Renwick Gallery, where she supports the public programs, public affairs, digital, IT, and special events teams. Lauren works on a number of special projects, including the production of SAAM Arcade, the museum's annual festival celebrating the art of video games. Lauren and her colleagues have presented internationally on video games, and work collaboratively with other Smithsonian staff to continue bringing games into

the United States' national museums.

Leland Heller does a little bit of everything for The MADE. They earned their BA in Art History & Museum Studies from the University of San Francisco, and have previously worked for the Children's Creativity Museum and the GLBT Historical Society. They will freely admit to being terrible at video games but loving them nonetheless.

Marie Claire LeBlanc Flanagan is an artist and producer. She is curious about the spaces between people and technologies, especially spaces related to expression, and connection. Marie Claire is founder of Wyrld Arts Initiatives, a nationwide nonprofit dedicated to encouraging, documenting, and connecting creative expression across Canada. She served as the Editor in Chief of Weird Canada, a website that celebrates and documents do-it-yourself, experimental, and emerging music, books, ideas, and art; and was the founder of Drone Day, an international day for the celebration of drone music. <https://marieflanagan.com/>

Ron Morrow is the Project Manager @Herofestch the festival for gaming, esports, and cosplay

Sagan Yee is a classical animator and occasional art game perpetrator based in Toronto. Her work experience includes TV animation and storyboarding, videogame concept art and design, illustration, motion graphics and even machinima. She has spoken about inclusivity, community-building and game-making in Toronto, Montreal, Austin, San Francisco, New York, Detroit and Johannesburg, while continuing to oversee initiatives promoting digital media outreach and literacy. Her personal practice includes classical animation, experimental screen-based digital games, and alternative controller collaborations (one of which ended with the cops showing up). Currently, Sagan is Executive Director of the Hand Eye Society, and a community member of Dames Making Games.

<http://www.saganyee.com/>

Saraelena Cabrera

Shalev Moran is a game designer and artist. He was the Games Program Curator at Print Screen Festival between 2013-2018. His past roles also include Game Designer at Plarium, PortaPlay and at Stikipixles, and lecturer at Shenkar College's Game Center. He received his B.A. from Tel Aviv University's Honors Program in the Humanities and Arts, and his M.A. in Game Design from The Royal Danish Academy of Design. When not making or curating games, He runs the political sci-fi project Speculative Tourism. <https://www.shalevmoran.com/>

Tiffany Funk (PhD) is an artist, critical theorist, and researcher specializing in emerging media, computer art, video games, and performance art practices. She is the Editor-in-Chief of the Video Game Art Reader, Visiting Assistant Professor and Co-founder of IDEAS (Interdisciplinary Education in the Arts)—an intermedia, theory and practice-based Bachelor of Arts degree at the University of Illinois at Chicago. <https://tiffanyfunk.com/>

Zuraida Buter is a playful arts curator. She curates and documents events focused on playful culture and games. She worked on projects such as Incubate Arcade (NL), INDIGO (NL), Screenshake (BE) and IndieCade Europe (FR). She is currently the program curator for A MAZE. / Berlin. In 2012 she co-founded Playful Arts Festival (NL) which explores and highlights the intersection of interactive performing arts, visual art and playful design. Previously she's been Executive Director of the Global Game Jam and she has been a game lecturer at different universities. In 2020 she was awarded the Game Changer award by IndieCade. <https://zo-ii.com>

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