

# PATRICK LEMIEUX

Assistant Professor  
Cinema and Digital Media  
University of California, Davis

<http://patrick-lemieux.com/>  
[lemieux@ucdavis.edu](mailto:lemieux@ucdavis.edu)  
(919) 886-8781

## EDUCATION

**Ph.D.**, Media Arts + Sciences (2015)  
Department of Art, Art History, and Visual Studies, Duke University

**MFA**, Digital Media Art (2010)  
School of Art + Art History, University of Florida

**BED**, Visualization Science (2007)  
College of Architecture, Texas A&M University

## TEACHING EXPERIENCE

**ASSISTANT PROFESSOR**, University of California, Davis (Fall 2015–)  
Designed and taught undergraduate studios and lectures as well as graduate seminars in game design, game studies, media theory, computer history, and media art. For documentation see <http://patrick-lemieux.com/pedagogy>.

ENL/CTS/STS172: Metagaming (Fall 2018, Winter 2018, Winter 2017, Winter 2016)

TCS110: Experimental Game Design (Fall 2017, Spring 2017)

ENL287/PFS265A: Media Theory/Media Practice (Fall 2018)

PFS259: First Person (Winter 2018)

TCS198: Modding Doom (Fall 2017)

TCS40B: Histories of Computing (Spring 2017)

CST295: Geological Media (Winter 2017)

TCS198: Modding Mario (Spring 2016)

TCS110: Art Games (Spring 2016)

**INSTRUCTOR**, University of Florida (Fall 2007–Spring 2010)  
Designed and taught upper and lower division studio courses in game design, 3D animation, time-based media, physical computing, programming, and web design. For documentation see <http://art-tech.arts.ufl.edu/~lemieux/wiki/>.

DIG4612: Digital Media Workshop (Spring 2010)

DIG3305/ART3616: Digital Art and Animation (Fall 2009, Fall 2008, Fall 2007)

DIG2930: Media Experiments in Art and Technology (Summer 2009)

ART2932: Time Based Media (Spring 2009, Spring 2008)

**TEACHING ASSISTANT**, Duke University (Fall 2010–Spring 2015)  
Professors: Bill Seaman, Pedro Lasch, Richard Lucic, Mark Olson, and Victoria Szabo

MFAEDA713: Computational Media Studio (Fall 2013, Spring 2013)

ISIS140: Web-Based Multimedia Communication (Fall 2011, Spring 2011)

VISARTS54: Intro to Visual Practice (Fall 2010)

**METAL SHOP TECHNICAL ASSISTANT**, Texas A&M University (Summer 2007)  
Supervisor: Pliny Fisk and Chuck Tedric

**MUSIC LAB TECHNICAL ASSISTANT**, Texas A&M University (Fall '05–Spring '07)  
Supervisor: Jeff Morris

**TEACHING ASSISTANT**, Texas A&M University (Fall 2006)  
Professor: Karen Hillier

## PEER-REVIEWED

## PUBLICATIONS

### BOOK MANUSCRIPT

*Mario Paint: Super Mario Bros. as a Medium for Making Art. (Temporary Title)*. MIT Press (In Progress, Submitting Proposal Summer 2018).

*Money Games: Money as a Game Mechanic and Game Mechanics as Money (Temporary Title)*. University of Minnesota Press (In Progress, Submitting Proposal Summer 2018).

*Metagaming: Playing, Competing, Spectating, Cheating, Trading, Making, and Breaking Videogames*. Minneapolis, MN: University of Minnesota Press (April 2017). Co-authored with Stephanie Boluk.

### BOOK CHAPTERS

"Metagame." *Debugging Game History: A Critical Lexicon*. Eds. Raiford Guins and Henry Lowood. Cambridge, MA: MIT Press (Fall 2015). Co-authored with Stephanie Boluk.

"Speculation: Financial Games and Derivative Worlding in a Transmedia Era." *Comics & Media: A Special Issue of Critical Inquiry*. 40.3 (Spring 2014). Chicago, IL: University of Chicago Press. Co-authored with N. Katherine Hayles and Patrick Jagoda.  
[http://criticalinquiry.uchicago.edu/uploads/pdf/Hayles\\_Jagoda\\_LeMieux.pdf](http://criticalinquiry.uchicago.edu/uploads/pdf/Hayles_Jagoda_LeMieux.pdf).

"Dwarven Epitaphs: Procedurally-Generated Storytelling in Videogames." *Comparative Textual Media: Interplays Between Making and Critique*. Eds. N. Katherine Hayles and Jessica Pressman. Minneapolis, MN: University of Minnesota Press (2013). Co-authored with Stephanie Boluk.

### JOURNAL ARTICLES

"NES-4021 to moSMB3.wmv: Speedrunning the Serial Interface." *Eludamos: Journal for Computer Game Culture* 8.1, 7-13. (Fall 2014).  
<http://www.eludamos.org/index.php/eludamos/article/view/vol8no1-2>.

"Histories of the Future." *Electronic Book Review*. (March 2014).  
<http://www.electronicbookreview.com/thread/electropoetics/Historicizing>.

"Stretched Skulls: Anamorphic Games and the Memento Mortem Mortis." *Digital Humanities Quarterly* 6.2 (Fall 2012). Co-authored with Stephanie Boluk.  
<http://www.digitalhumanities.org/dhq/vol/6/2/000122/000122.html>.

"Hundred Thousand Billion Fingers: Seriality and Critical Game Practices." *Leonardo Electronic Almanac* 17.2, 10-31 (Spring 2012). Co-authored with Stephanie Boluk. <http://www.leoalmanac.org/vol17-no2-hundred-thousand-billion-fingers/>.

"Annotating Adventure." *Electronic Book Review*. (May 2011). Co-authored with Stephanie Boluk.  
<http://www.electronicbookreview.com/thread/firstperson/colossalintro>.

"Open House." *Leonardo* 44.4, 374-375. (August 2011). Co-authored with Jack Stenner. [http://www.mitpressjournals.org/doi/abs/10.1162/LEON\\_a\\_00224](http://www.mitpressjournals.org/doi/abs/10.1162/LEON_a_00224).

### PROCEEDINGS

"Open House: Interaction as Critical Reflection." *Proceedings of the 8<sup>th</sup> ACM conference on Creativity and Cognition*, 431-432. (November 2011.) Co-authored with Jack Stenner. <http://dl.acm.org/citation.cfm?id=2069733>.

"Eccentric Spaces and Filmic Traces: Portals in Aperture Laboratories and NYC." *Proceedings of the 8<sup>th</sup> Digital Arts and Culture Conference*. (December 2009.) Co-authored with Stephanie Boluk. <http://www.escholarship.org/uc/item/95b6t1cm>.

"Game-Space: Unfolding Experiments in Subjectivity." *Proceedings of the 8<sup>th</sup> Digital Arts and Culture Conference*. (December 2009.) Co-authored with Jack Stenner. <http://www.escholarship.org/uc/item/52n83029>.

### PUBLISHED ART

"Triforce" (permanent). *Manifold*; University of Minnesota Press. April 1, 2017–.  
<https://manifold.umn.edu/project/metagaming>.

"Memento Mortem Mortis" (permanent). *Manifold*; University of Minnesota Press.

April 1, 2017–. <https://manifold.umn.edu/project/metagaming>.

“It Is Pitch Black” (permanent). *Manifold*; University of Minnesota Press. April 1, 2017–. <https://manifold.umn.edu/project/metagaming>.

“99 Exercises in Style” (permanent). *Manifold*; University of Minnesota Press. April 1, 2017–. <https://manifold.umn.edu/project/metagaming>.

“Tide Hunter” (permanent). *Manifold*; University of Minnesota Press. April 1, 2017–. <https://manifold.umn.edu/project/metagaming>.

“Speculation.” Electronic Literature Collection, Vol. 3. Electronic Literature Organization. February 19, 2016–. Co-authored with N. Katherine Hayles and Patrick Jagoda. <http://collection.eliterature.org/3/work.html?work=speculation>.

“Nexus X: An Alternate Archive.” *Critical Inquiry*; University of Chicago Press. April 1, 2014–. Co-authored with N. Katherine Hayles and Patrick Jagoda. [http://criticalinquiry.uchicago.edu/nexus\\_x\\_an\\_alternate\\_archive/](http://criticalinquiry.uchicago.edu/nexus_x_an_alternate_archive/).

“Every Icon Editor v1.0.” *Electronic Book Review*. March 30, 2014–. <http://www.electronicbookreview.com/thread/electropoetics/Historicizing>.

## INVITED KEYNOTES

“To Look is to Play is to Labor: 17 Seconds of *Dota 2*.” *Cinema De-Centered: 19th Annual Cinema Studies Graduate Student Conference*. San Francisco State University; San Francisco, CA. October 12, 2017. Co-authored with Stephanie Boluk. <https://www.cinema.sfsu.edu/events/2017/10/19/766-cinema-de-centered>.

“Everything but the Clouds: Cory Arcangel’s Super Mario Clouds and Digital Art History.” *Graduate Student Symposium*. Duke University; Durham, NC. February 23, 2017. <https://aahvs.duke.edu/events/everything-clouds-digital-art-history-and-cory-arcangels-super-mario-clouds-gss-keynote>.

## INVITED PRESENTATIONS

### 2018

“From Metagames to Moneygames 2: Skin in the Game.” *Scholars Lab*, University of Virginia; Charlottesville, VA. April 26, 2018. Co-authored with Stephanie Boluk. <http://scholarslab.org/events/metagaming-talk-workshop/>.

“From Metagames to Moneygames 1: Welcome to Flatland.” *Digital Humanities Lab*, Washington and Lee University; Lexington, VA. April 25, 2018. Co-authored with Stephanie Boluk. <https://digitalhumanities.wlu.edu/blog/2018/04/16/dh-speaker-series-stephanie-boluk-and-patrick-lemieux-on-metagaming/>.

“Metagaming the Digital Humanities” *E-Lit as DH*. University of California, Berkeley; Berkeley, CA. April 5-6, 2018. Co-authored with Stephanie Boluk.

“Metagaming” *DHI Brown Bag Book Chats*. *Digital Humanities Institute*, University of California, Davis; Davis, CA. April 3, 2018. Co-authored with Stephanie Boluk. <http://dhi.ucdavis.edu/events-section/book-chats>.

### 2017

“From Metagames to Moneygames.” *Taking Play Seriously*. *Penn Warren Center for the Humanities*, Vanderbilt University; Nashville, TN. Dec. 6, 2017. Co-authored with Stephanie Boluk. <http://boomert.info/taking-play-seriously/>.

“Making Metagames.” University of Texas; Dallas. Dallas, TX. December 4, 2017. Co-authored with Stephanie Boluk.

“Making Metagames: Media Archaeology, Media Art, and Mario.” *Scripps College*; Claremont, CA. Nov 31, 2017. Co-authored with Stephanie Boluk.

“From Metagames to Moneygames.” *Digital Media and Culture Lecture Series*. *Penn State University*; State College, PA. October 12, 2017. Co-authored with Stephanie Boluk. <http://dcmi.la.psu.edu/2017/10/12/stephanie-boluk-from-metagames-to-moneygames/>.

“17 Seconds of *Dota 2*.” *Irvine E-Sports*. University of California, Irvine; Irvine, CA. May 2, 2016. Co-authored with Stephanie Boluk.

### 2016

"Fuck Golf: Privileged Play within Donald Trump's Magic Circles." Cultural Studies Graduate Group Fall 2016 Colloquium Series. University of California, Davis; Davis, CA. November 17, 2016.

"This is Not *Super Mario Bros.*" Critical Game Studies. University of California, Irvine; Irvine, CA. May 2, 2016.

"Breaking the Metagame: Seventeen Seconds of *Dota 2.*" MediaX. Stanford University; Stanford, CA. January 12, 2016. Co-authored with Stephanie Boluk.

## 2015

"The Face of the Game Boy Camera." Rutgers-Camden Archive of Digital Ephemera (R-CADE), Rutgers University-Camden; Camden, NJ. May 1, 2015. <http://digitalstudies.camden.rutgers.edu/>.

Invited IRQ Respondent. Interrupt 3. Brown University, Rhode Island School of Design, and the Granoff Center for the Creative Arts; Providence, RI. March 12-15, 2015. <http://www irq3.interrupt.xyz/>.

"Metagaming Super Mario Clouds." Digital Assembly; University of Florida; Gainesville, FL. February 19, 2015. Co-authored with Stephanie Boluk. [english.ufl.edu/da/2015workshop/da.html](http://english.ufl.edu/da/2015workshop/da.html).

## 2014

"Two Metagames: *99 Exercises in Play* and *It Is Pitch Black.*" Babycastles. New York, NY. November 20, 2014. Co-authored with Stephanie Boluk. <https://www.facebook.com/events/1546474875585758>.

"Breaking the Metagame: 17 Seconds of *Dota 2.*" RePlay Game Lab, ExCITE Center, Drexel University; Philadelphia, PA. October 21, 2014. Co-authored with Stephanie Boluk. <http://drexel.edu/excite/news/events/2014/October/metagame/>.

"Game Spaces: Six Projects by Patrick LeMieux." School of Architecture, Yale University; New Haven, CT. April 30, 2014.

Invited Participant. Critical Code Studies Working Group 2014 (CCSWG 2014). Online. February 23-March 23, 2014.

## 2013

"Networking the NES: Four Projects by Patrick LeMieux." Graduate Program in Media Studies, Pratt Institution; Brooklyn, NY. November 6, 2013.

"Networking the NES: Beyond the Dark Age of Digital Games" Network\_Ecologies Symposium. Duke University; Durham, NC. October 18-19, 2013.

## 2012

"Mechanics, Metagames, and Mario." New Media Workshop. University of Chicago, Chicago, IL. November 13, 2012.

"Stretched Skulls: Anamorphic Games and the *Memento Mortem Mortis.*" Exploring the [Digital] Medium Symposium (E[D]M 2012). Uppsala University; Uppsala, Sweden. May 28, 2012. Co-authored with Stephanie Boluk.

"Hundred Thousand Billion Fingers: Seriality and Critical Game Practices." Exploring the [Digital] Medium Symposium (E[D]M 2012). Uppsala University; Uppsala, Sweden. May 28, 2012. Co-authored with Stephanie Boluk.

"Speculation: Collapsing Realities and Alternative Futures." University of Waterloo; Kitchener, ON. March 6, 2012.

Invited Thread Leader. Critical Code Studies Working Group 2012 (CCSWG 2012). Online. February 14-21, 2012.

Invited IRQ Respondent. Interrupt 2. Brown University, Rhode Island School of Design, and the Granoff Center for the Creative Arts; Providence, RI. February 10-12, 2012. <http://www irq2.interrupt.xyz/>.

## 2010

Invited Participant. Critical Code Studies Working Group 2010 (CCSWG 2010). Online. February 1-March 14, 2010.

"Minimal, Abstract, Eccentric, and Procedural: Game Genres." University of Central

Florida; Orlando, FL. April 7, 2010.

## CONFERENCE PRESENTATIONS

### 2018

"20XX: Speculative Finance, Speculative Fiction, and Star Citizen." 32<sup>nd</sup> Annual Conference of the Society for Literature, Science, and the Arts: Out of Mind. Toronto, Ontario. November 15–18, 2018. Co-authored with Stephanie Boluk.

"Clicks, Coins, and Cookies: The Serial Horror of Idle Games." Germany. November 5-8. Co-authored with Stephanie Boluk.

"Skin in the Game: From Skin Gambling to the Affective Economies of Bodies at Play" Digital Games Research Association Conference (UCIES 2018). University of California, Irvine; Irvine, CA. October 12-14. Co-authored with Stephanie Boluk. <https://uciesc.org/>.

"Yangshuo.WAD: Does it Matter What Media Do?" Digital Games Research Association Conference (DiGRA 2018). University of Turin; Turin, Italy. July 25–28. <http://digra2018.com>.

"#CloudGate: Does it Matter What Media Do?" Digital Games Research Association Conference (DiGRA 2018). University of Turin; Turin, Italy. July 25–28. <http://digra2018.com>.

"Skin in the Game: From Skin Gambling to the Affective Economies of Bodies at Play" Digital Games Research Association Conference (DiGRA 2018). University of Turin; Turin, Italy. July 25–28. Co-authored with Stephanie Boluk. <http://digra2018.com>.

"Think of the Children: The Psychotechnics of Babycams, Backchannels, and Betting with Attention." American Comparative Literature Association (ACLA). UCLA, Los Angeles, CA. March 29–April 1, 2018. Co-authored with Stephanie Boluk. <http://www.acla.org/program-guide#/seminars/all/17325>.

"Teaching Games with Games: Metagaming Writing through Audioreviews of Audiogames" Game Developer's Conference (GDC). Co-authored with Stephanie Boluk. San Francisco, CA. March 19–23, 2018. <http://schedule.gdconf.com/>.

"Dial M for Murder." The C and the M in SCMS Roundtable. Society for Cinema and Media Studies. Toronto, Canada. March 14–18, 2018. Co-authored with Stephanie Boluk. [http://c.ymcdn.com/sites/www.cmstudies.org/resource/resmgr/2018\\_conference/SCMS2018|program-no\\_rooms.pdf](http://c.ymcdn.com/sites/www.cmstudies.org/resource/resmgr/2018_conference/SCMS2018|program-no_rooms.pdf)

### 2017

"Metagaming." The Play's the Thing. University of California, Davis; Davis, CA. December 7, 2017. Co-authored with Stephanie Boluk. <http://arts.ucdavis.edu/event/plays-thing-new-games-books-expo>.

"Making Media Art and Metagames." Game Studies I: Roundtable with Ian Bogost. 31<sup>st</sup> Annual Conference of the Society for Literature, Science, and the Arts: Out of Time. University of Arizona; Tempe, Arizona. November 9–12, 2017. <https://litsciarts.org/slsa17/wp-content/uploads/2017/11/SLSA-2017-Program-11-2-condensed.pdf>

"No More Tigers, No More Woods: Playing Against Donald Trump's Green Worlds." Game Studies VI: Risky Business. 31<sup>st</sup> Annual Conference of the Society for Literature, Science, and the Arts: Out of Time. University of Arizona; Tempe, Arizona. November 9–12, 2017. Co-authored with Stephanie Boluk. <https://litsciarts.org/slsa17/wp-content/uploads/2017/11/SLSA-2017-Program-11-2-condensed.pdf>.

"Wager. Wage. Wager: Money as Mechanic in the Gambling Economies of Twitch TV." Game Studies VI: Risky Business. 31<sup>st</sup> Annual Conference of the Society for Literature, Science, and the Arts: Out of Time. University of Arizona; Tempe, Arizona. November 9–12, 2017. Co-authored with Stephanie Boluk. <https://litsciarts.org/slsa17/wp-content/uploads/2017/11/SLSA-2017-Program-11-2-condensed.pdf>.

"Plane Games and Pyramid Schemes." Propositions for a New Art Economy. Association for the Arts of the Present (ASAP 2017); Oakland, CA. Co-authored with Stephanie Boluk. October 26–28. <http://asap9.org/wp->

[content/uploads/2017/10/ASAP9-interior\\_web5.pdf](#).

"A Procedurally Generated Book Talk." Metagaming. Bar SK; Melbourne, Australia. July 1, 2017. Co-authored with Stephanie Boluk. <http://digra2017.com/social-events/>.

"Use and Art Game as an Ironing Board." Digital Games and Research Association Conference (DiGRA 2017). Swinburne University; Melbourne: Australia. July 1–5, 2017. <http://digra2017.com/program/>.

"Metagaming: Videogames and the Practice of Play." Digital Games and Research Association Conference (DiGRA 2017). Swinburne University; Melbourne: Australia. July 1–5, 2017. Co-authored with Stephanie Boluk. <http://digra2017.com/program/>.

"Feminist Killjoys and Magic Circle Jerks" The Queerness and Games Conference (QGCon 2015). University of Southern California; Los Angeles, CA. May 31–April 2, 2017. Co-authored with Stephanie Boluk. <http://qgcon.com/qgcon-2017-schedule/>.

"Deformative Criticism and Digital Experimentations in Film and Media Studies" Society for Cinema and Media Studies (SCMS 2017). Chicago, IL. March 21–26, 2017. Co-authored with Stephanie Boluk.

## 2016

"Metagaming." 30<sup>th</sup> Annual Conference of the Society for Literature, Science, and the Arts: Creativity (SLSA 2016). Atlanta, GA. November 3–6, 2016. Co-authored with Stephanie Boluk.

"Breaking the Metagame: Feminist Killjoys and Magic Circle Jerks." 30<sup>th</sup> Annual Conference of the Society for Literature, Science, and the Arts: Creativity (SLSA 2016). Atlanta, GA. November 3–6, 2016. Co-authored with Stephanie Boluk.

"How to Lose: Forensic Reconstructions of How to Win *Super Mario Bros.*" 30<sup>th</sup> Annual Conference of the Society for Literature, Science, and the Arts: Creativity (SLSA 2016). Atlanta, GA. November 3–6, 2016.

"CookieCoin: The Financial Imaginary and the Horror of *Cookie Clicker.*" 30<sup>th</sup> Annual Conference of the Society for Literature, Science, and the Arts: Creativity (SLSA 2016). Atlanta, GA. November 3–6, 2016. Co-authored with Stephanie Boluk.

"Real Time Attacks: The Microtemporal Histories of *Super Mario Bros.*" Extending Play. Rutgers University; New Brunswick, NJ. September 30–October 1.

"CookieCoin: The Financial Imaginary and the Horror of *Cookie Clicker.*" Extending Play. Rutgers University; New Brunswick, NJ. September 30–October 1. Co-authored with Stephanie Boluk.

"ALT CTRL: Alternative Interface Design and Critical Disability Studies at UC Davis." Electronic Literature Organization (ELO 2016). University of Victoria; Victoria, BC. June 19–21, 2016. Co-authored with Stephanie Boluk.

"Losing Time: The Microtemporal Histories of Speedrunning." Society for Cinema and Media Studies (SCMS 2016). Atlanta, GA. March 30–April 3, 2016.

"Hands Free: Critical Disability, Alternative Interfaces, and a History of Quadriplegic Play." Hands on History. Royal Academy of the Arts; London, England. February 9–10. Co-authored with Stephanie Boluk.

## 2015

"White Hand, Black Box: The Manicule from Mickey to Mario to Mac OS." 29<sup>th</sup> Annual Conference of the Society for Literature, Science, and the Arts: After Biopolitics (SLSA 2015). Rice University, Houston, TX. November 12–15, 2015. Co-authored with Stephanie Boluk.

"Games Research in the University: A Community Conversation Hosted by the ModLab at UC Davis." The Queerness and Games Conference (QGCon 2015). University of California; Berkeley, Berkeley, CA. October 17–18, 2015. Co-presented with Stephanie Boluk, Evan Lauteria, Colin Milburn, and Amanda Phillips.

"This is Not Mario: ROM Hacking Cory Arcangel's *Super Mario Clouds.*" Tables, Teapots, and a Tartan Couch: Media Archaeology and Computer Histories. Babycastles; New York, NY. May 8, 2015.

## 2014

"This is Not Super Mario Bros.: Super Mario Clouds and Coin Heaven." 28<sup>th</sup> Annual Conference of the Society for Literature, Science, and the Arts: Fluid (SLSA 2014). University of Dallas; Dallas, TX. October 9–12, 2014.

"Networking the NES: The Nonhuman Play of Two Brothers." 28<sup>th</sup> Annual Conference of the Society for Literature, Science, and the Arts: Fluid (SLSA 2014). University of Dallas; Dallas, TX. October 9–12, 2014.

"It is Pitch Black." 28<sup>th</sup> Annual Conference of the Society for Literature, Science, and the Arts: Fluid (SLSA 2014). University of Dallas; Dallas, TX. October 9–12, 2014. Co-authored with Stephanie Boluk.

"Echo Chambers: The Colossal Cave Adventure within House of Leaves." Electronic Literature Organization (ELO 2014). University of Wisconsin-Milwaukee; Madison, WI. June 19–21, 2014. Co-authored with Stephanie Boluk.

### 2013

"What Should We Do With Our [Metagames]?" 27<sup>th</sup> Annual Conference of the Society for Literature, Science and the Arts: Postnatural (SLSA 2013). Notre Dame; South Bend, IN. October 3–6, 2013. Co-authored with Stephanie Boluk.

"Blind Spots: The Phantom Pain, The Helen Keller Simulator, and Disability in Games." 27<sup>th</sup> Annual Conference of the Society for Literature, Science and the Arts: Postnatural (SLSA 2013). Notre Dame; South Bend, IN. October 3–6, 2013. Co-authored with Stephanie Boluk.

"Blind Spots: Blind Running and Blindfolded Running." Chercher le texte: manifestation internationale de littérature numérique. Electronic Literature Organization. Paris, France. September 23–28, 2013.

"Lens Caps: The Dark Side of Digital Games." The Dark Side of the Digital. A Center for 21<sup>st</sup> Century Studies Conference. University of Wisconsin-Milwaukee; Milwaukee, WI. May 2–4, 2013. Co-authored with Stephanie Boluk.

"Speculation: An Alternate Reality Game." Humanities, Arts, Science, and Technology Advanced Collaboratory (HASTAC 2013). York University; Toronto, ON. April 25–28, 2013. Co-authored with Stephanie Boluk and Patrick Jagoda.

"The GreaterThanGames Lab: Speculation." The Duke Center for Instructional Technology Showcase (CIT Showcase 2013). Duke University; Durham NC. April 26, 2013. Co-authored with N. Katherine Hayles and Luke Caldwell.

"What Should We Do With Our Games?" Modern Language Association (MLA 2013). Boston, Mass. January 3–7 2013. Co-authored with Stephanie Boluk.

### 2012

"The Turn of the Tide: From Moneyball to Metagames." 26<sup>th</sup> Annual Conference of the Society for Literature, Science, and the Arts: Nonhuman (SLSA 2012). University of Wisconsin-Milwaukee; Milwaukee, WI. September 27–30, 2012. Co-authored with Stephanie Boluk.

"Dwarven Epitaphs: Microtemporal Histories in Dwarf Fortress." 26<sup>th</sup> Annual Conference of the Society for Literature, Science, and the Arts: Nonhuman (SLSA 2012). University of Wisconsin-Milwaukee; Milwaukee, WI. September 27–30, 2012.

"The Future of the Electronic Literature Organization." 5<sup>th</sup> International Conference and Festival of the Electronic Literature Organization, Electrifying Literature (ELO 2012). West Virginia University; Morgantown, WV. June 20–23, 2012.

"Dwarven Epitaphs: Procedurally-Generated Storytelling in Dwarf Fortress." 5<sup>th</sup> International Conference and Festival of the Electronic Literature Organization, Electrifying Literature (ELO 2012). West Virginia University; Morgantown, WV. June 20–23, 2012. Co-authored with Stephanie Boluk.

"Stretched Skulls: Anamorphic Games and the Memento Mortem Mortis." The Nonhuman Turn Conference. Center for 21<sup>st</sup> Century Studies. University of Wisconsin-Milwaukee; Milwaukee, WI. May 3–5, 2012. Co-authored with Stephanie Boluk.

"Stretched Skulls: Anamorphosis in Games and Art." 5<sup>th</sup> Annual Graduate Student Symposium (GSS 2012). Duke University; Durham, NC. February 16–17, 2012.

"myPATHS: A Social Game for At-Risk Youth." 3<sup>rd</sup> Annual Collaborations: Humanities, Arts, & Technology Festival (CHAT 2012). Duke University; Durham,

NC. February 7, 2012. Co-authored with Tim Lenoir.

"s-1: Speculative Sensation Lab." 3<sup>rd</sup> Annual Collaborations: Humanities, Arts, & Technology Festival (CHAT 2012). Duke University; Durham, NC. February 7, 2012. Co-authored with Zach Blas, Mark B. N. Hansen, Mark Olson, and Pinar Yoldas.

"Open House: Telematically Squatting the US Housing Collapse." Marxism and New Media Conference (MNM 2012). Duke University; Durham, NC. January 21–22, 2012. Co-authored with Jack Stenner.

"Hundred Thousand Billion Fingers: Oulipian Games and Serial Players." 127<sup>th</sup> Annual Conference of the Modern Language Association (MLA 2012). Seattle, WA. January 5–8, 2012.

## 2011

"Open House: Interaction as Critical Reflection." 8<sup>th</sup> ACM Conference on Creativity and Cognition (C&C 2011). High Museum of Art; Atlanta, GA. November 3–6, 2011. Co-authored with Jack Stenner.

"Exceptional Endgames, 'Pataphysical Play." 39<sup>th</sup> Annual Conference of the Society for Utopian Studies, Archiving Utopia—Utopia as Archive (SUS 2011). University of Pennsylvania; State College, PA. October 20–23, 2011.

"99 Exercises in Play." 25<sup>th</sup> Annual Conference of the Society for Literature, Science, and the Arts: Pharmakon (SLSA 2011). University of Waterloo; Kitchener, ON. September 22–25, 2011.

"Checkmate: Autoerotic Endgames and 'Pataphysical Play." E-Poetry 2011: International Digital|Arts|Poetics Festival. SUNY Buffalo; Buffalo, NY. May 18–21, 2011.

"Open House: Virtually Squatting the U.S. Housing Collapse." 13<sup>th</sup> Annual Conference of the Marxist Reading Group (MRG 2011). University of Florida; Gainesville, FL. March 31–April 2, 2011. Co-authored with Jack Stenner.

"A Minimal Approach: Teaching Videogame Histories." North Carolina Symposium for Teaching Writing 2011. North Carolina State University; Raleigh, NC. Feb. 4–5, 2011.

## 2010

"Loyal Doggedness: The Figure of the Dog in Velazquez's Las Meninas." 24<sup>th</sup> Annual Conference of the Society for Literature, Science, and the Arts: The Animal (SLSA 2010). Indianapolis, IN. October 28–31, 2010.

"Pipe Bomb: Exploding Code in the Work of René Magritte and Jodi." 4<sup>th</sup> International Conference and Festival of the Electronic Literature Organization: Archive and Innovate (ELO 2010). Brown University; Providence, RI. June 3–6, 2010.

"Hundred Thousand Billion Fingers: Seriality and Critical Game Practices." 4<sup>th</sup> International Conference and Festival of the Electronic Literature Organization: Archive and Innovate (ELO 2010). Brown University; Providence, RI. June 3–6, 2010. Co-authored with Stephanie Boluk.

"Anamorphic Subjectivity: Simulating the Digital ASW in Eccentric Games." 5<sup>th</sup> Annual Digital Assembly Conference, Futures of Digital Studies 2010 (FDS 2010). University of Florida; Gainesville, FL. February 25–27, 2010. Co-authored with Stephanie Boluk.

## 2009

"Eccentric Spaces and Filmic Traces: Portals in Aperture Laboratories and New York City." Digital Arts and Culture 2009, After Media: Embodiment and Context (DAC 2009). University of California, Irvine; Irvine, CA. December 12–15, 2009. Co-authored with Stephanie Boluk.

"Game-Space: Unfolding Experiments in Subjectivity." 8<sup>th</sup> Digital Arts and Culture Conference, After Media: Embodiment and Context (DAC 2009). University of California, Irvine; Irvine, CA. December 12–15, 2009. Co-authored with Jack Stenner.

"Lossy Subjectivity: Self-Destructing Codeworks after René Magritte and Jodi." 23<sup>rd</sup> Annual Conference of the Society for Literature, Science, and the Arts: Decodings (SLSA 2009). Atlanta, GA. November 5–8, 2009.



## INVITED WORKSHOPS

### 2018

"1001 Game Engines: Flickgame, TinyChoice, Bitsy." Scholars Lab, University of Virginia; Charlottesville, VA. April 26, 2018.  
<http://scholarslab.org/events/metagaming-talk-workshop/>.

"ROMhacking Mario." Digital Humanities Lab, Washington and Lee University; Lexington, VA. April 25, 2018.  
<https://digitalhumanities.wlu.edu/blog/2018/04/16/dh-speaker-series-stephanie-boluk-and-patrick-lemieux-on-metagaming/>.

"Analog Ice Breakers" and "1001 Game Engines: Flickgame, TinyChoice, Bitsy." UC Davis Global Game Jam 2018. University of California, Davis; Davis, CA.

"1001 Game Engines: Flickgame, TinyChoice, Bitsy." Teaching Game Design. ModLab, University of California, Davis; Davis, CA. January 16, 2018.  
<https://modlab.ucdavis.edu/blog/2018/01/15/teaching-game-design/>.

### 2017

"Making Mario: ROMhacking Workshop." Scripps College; Los Angeles, CA. November 30, 2017.

"Romhacking Super Mario Bros." Native Youth Empowerment Conference. UC Davis Student Community Center, University of California, Davis; Davis, CA. May 8, 2017.

### 2016

"Deconstructing *Duck Hunt*: Media Archeology Workshop." Residual Media Depot; Concordia University; Montreal, QC. August 2, 2016.

"From Intermop to Eschaton: Remixing Board Games." GameCamp!; University of California, Davis. Davis, CA. February 16, 2016.

### 2015

"ROM Hacking Workshop 2." GameCamp! University of California, Davis; Davis, CA. December 02, 2015.

"ROM Hacking Workshop 1." GameCamp! University of California, Davis; Davis, CA. November 18, 2015.

"Clipping, Ripping, Hacking, Burning." Babycastles; New York City, NY. May 11, 2015.

"Circuit Bending the Game Boy." Rutgers-Camden Archive of Digital Ephemera (R-CADE); Rutgers-Camden; Camden, NJ. May 1, 2015.

"Metagaming the Nintendo Entertainment System." University of Florida. Digital Assembly Workshop. February 20, 2015.  
<http://english.ufl.edu/da/2015workshop/da.html>.

### 2013

"ROMhacking and Hardware Reproductions." Duke University; Durham, NC. April 3, 2013.

### 2012

"Hello World: Physical Computing Workshop." Vassar College; Poughkeepsie, NY. April 13, 2012.

"Speculation: A Financial Alternate Realty Game." University of Waterloo; Kitchener, ON. March 6, 2012. Co-presented with N. Katherine Hayles and Patrick Jagoda.

### 2011

"Physical Computing for Dance." Duke University; Durham, NC. November 1, 2011.

"Text Mining with Processing and RiTa." Duke University; Durham, NC. March 24, 2011. Co-presented with Zach Blas.

## SOLO EXHIBITIONS

*Metagaming* (solo). Bar SK; Melbourne, Australia. July 1–3. Curated by Louis Roots. <https://www.facebook.com/events/1856833344636653>.

*Platform Games* (solo). Babycastles Gallery; New York City, NY. May 7–17, 2015. Curated by Todd Anderson.

*tilt/SHIFT* (solo). Cannon Gallery of Art; Monmouth, OR. September 15–October 8, 2014. Co-created with Stephanie Boluk and Daniel Tankersley.

*Art Games* (solo). J. Wayne Reitz Union; Gainesville, FL. February 16–March 7, 2009.

*Sketches* (solo). 100 Gallery; Gainesville, FL. September 29–October 10, 2008.

*Orientation* (solo). University of Florida, Gainesville; Gainesville, FL. December 6, 2007.

*Engagement* (solo). Wright Gallery; College Station, TX. April 13–20, 2007.

## GROUP EXHIBITIONS

### 2018

“Octopad.” *SAAM Arcade*. Smithsonian Museum of American Art; Washington, DC. July 22.

“Yangshuo.WAD” and “Octopad.” *Neural Nets*. Worth Ryder Gallery; Berkeley, CA. April 5. <http://newhive.com/selflex/e-lit-at-cal>.

“Octopad.” *alt.ctrl.party*. Trademark & Copyright; San Francisco, CA. March 23. <http://alt.ctrl.party/GDC-18/>.

### 2017

“Metagaming” and “Footnotes.” *Game On! El Arte en Juego*. Centro Cultural de la Ciencia; Buenos Aires, Brazil. December 9–17. Curated by María Luján Oulton. <http://www.gameon2017.com>.

### 2015

“Every Icon Editor.” *Test Patterns*. Flux Factory; New York City, NY. December 5–18, 2015. Curated by Maddie Hewitt and Roopa Vasudevan; co-curated by Lee Tusman. <http://www.fluxfactory.org/events-old/test-patterns/>.

### 2013

“Speculation.” *Chercher le Texte*. Centre Pompidou and Bibliothèque Nationale de France; Paris, FR. September 23–December 1, 2013. Juried by the Electronic Literature Organization.

### 2012

“Speculation.” *Electronic Literature and the Nonhuman. 26<sup>th</sup> Annual Conference of the Society for Literature, Science, and the Arts: Nonhuman*. Milwaukee, WI. (September 29, 2012). Juried by Sandy Baldwin, Davin Heckman, and Jessica Pressman.

“Platonic Shapes.” *Chat Festival*. Bryant Center; Durham NC. February 7–9, 2012.

### 2011

“Open House.” *8<sup>th</sup> ACM Creativity & Cognition: Creativity & Technology*. The High Museum of Art; Atlanta, GA. November 3–6, 2011. Juried by Fox Harrell, Oron Catts, Ricardo Dominguez, and the ACM Art Jury.

“Open House.” *SIGGRAPH 2011 Art Gallery: Tracing Home*. Vancouver Convention Center; Vancouver, BC. August 6–11, 2011. Curated by Mona Kasra and SIGGRAPH Art Jury.

### 2010

“Loyal Doggedness” and “Painting at Sotheby’s.” *Structures and Subversions*.

Slocumb Galleries; Johnson City, TN. June 14–July 2, 2010. Curated by Stacy Isenbarger and Anna Kell.

“Creative Expression.” *You Must Remember This*. ELO\_AI Gallery, Providence, RI. June 3–6, 2010. Curated by John Caley and the Brown Digital Writing Program.

“Yves Klein Leaps into the IKB Void.” *Game Play*. H. Don and Connie J. Osborne Family Gallery; Omaha, NB. April 19, 2010–May 21, 2010. Juried by Jody Boyer and Russ Nordman.

“Iron Curtain.” *Lockdown*. 100 Gallery; Gainesville, FL. April 20–23, 2010. Curated by Daniel Takersley.

“Loyal Doggedness.” *MFA Show*. University Gallery; Gainesville, FL. April 13, 2010–April 23, 2010.

Sail a Thousand Ships (small group.) Daacha Gallery; Gainesville, FL. April 10, 2010. Co-created with Josh Cajinarobledo, Daniel McFarlane, and Nathan Sapio.

“Game-Space.” *45<sup>th</sup> Annual Art Faculty Exhibition*. Samuel P. Harn Museum of Art; Gainesville, FL. October 6, 2009–January 3, 2010.

“Frank Stella in Morro Castle”, “Yves Klein Leaps into the IKB Void”, and “Red Andy Warhol Car Crash Infinite Times.” *23<sup>rd</sup> Annual Conference of the Society for Literature, Science, and the Arts: Decodings*. Atlanta, GA. November 5–8, 2010. Juried by Carl DiSalvo.

## 2009

“Techistoscope.” *Memento Mori*. WARPhaus; Gainesville, FL. October 31, 2009. Curated by Sheila Bishop.

“Bound Subjectivity.” *First and Second Year MFA Show*. WARPhaus; Gainesville, FL. Sept. 15–Oct. 3, 2009.

“Frank Stella in Morro Castle”, “Yves Klein Leaps into the IKB Void”, and “Red Andy Warhol Car Crash Infinite Times.” *Fresh Blood*. Mason Murer Fine Arts; Atlanta, GA. August 14–September 11, 2009.

“Red Andy Warhol Car Crash Infinite Times.” *Florida Consortium of the Art Schools Exhibition*. Tallahassee Museum of Fine Arts; Tallahassee, FL. July 6–September 20, 2009) Juried by Libby Lumpkin.

“Game-Space.” *Bit, Byte, Dot, Spot: Post-digital Art*. Tampa Museum of Art; Tampa, FL. April 18–July 11, 2009.

“Sketches.” *4<sup>th</sup> Annual Digital Assembly Conference Exhibition*. WARPhaus; Gainesville, FL. March 6–8, 2009.

## 2008

“Reagan/Raygun.” *Politics/Refreshments*. 100 Gallery; Gainesville, FL. November 3, 2008. Curated by Daniel Takersley.

*Inaugural Event* (small group). 100 Gallery; Gainesville, FL. September 15, 2008.

“Curs(e)ored Pollock.” *First and Second Year MFA Show*. WARPhaus; Gainesville, FL. August 22–September 11, 2008.

“Curs(e)ored Pollock.” *Florida Consortium of the Art Schools*. 621 Gallery, Tallahassee, FL. August 1–30, 2008. Juried by Bonnie Clearwater.

“Curs(e)ored Pollock.” *Florida Consortium of the Art Schools*. WARPhaus, Gainesville, FL. September 15–October 3, 2008. Juried by Bonnie Clearwater.

“Curs(e)ored Pollock.” *Florida Consortium of the Art Schools*. Bustillo y Diaz Cigar Factory, Tampa, FL. October 10–24, 2008. Juried by Bonnie Clearwater.

*Landscapes* (solo). University of Florida; Gainesville, FL. September 1–October 29, 2008.

“Game-Space.” *44<sup>th</sup> Annual Art Faculty Exhibition*. University Gallery; Gainesville, FL. September 1–26, 2008.

“Support.” *Let's Get Physical*. McCarty Storage Building; Gainesville, FL. April 4, 2008.

*Call Us Your Mascot* (small group). Downhome Gallery, Gainesville, FL. April 4, 2008. Co-created with Daniel McFarlane, Laddie Pietros, and Matthew Whitehead.

"Is it/It is." *Distant Relations*. WARPhaus Gallery; Gainesville, FL. March 14, 2008.

"The Great Migration." *Confetti Invites You to Safari the White Cube*. WARPhaus Gallery; Gainesville, FL. February 29, 2008. Co-created with Daniel McFarlane, Laddie Pietros, and Matthew Whitehead.

#### 2004–2007

Spring AiR: Artist in Residency Program; College Station, TX.

produced art in residence with Patty Carrol, Annika Erixån, Anne Hamilton, Eduardo Kac, Marcia Lyons, Randall Packer, Gaston Nogues and the Ball-Nogues Studio, Paolo Pitchitelli, George Pratt, Elaine Reichek, Steve Rowell and the Center for Land Use Interpretation (CLUI), Nell Ruby, Zoe Sheehan Saldana, Camille Utterbach, and Jeff Weiss.

## EVENTS ORGANIZED

**UC DAVIS GLOBAL GAME JAM 2018** (Winter 2018)  
University of California, Davis; Davis, CA

co-organized with Stephanie Boluk, Josh McCoy, and students from the UC Davis Game Dev and Arts Club and resulting in 14 games by 44 participants.

**THE PLAY'S THE THING** (Fall 2017)  
ModLab, University of California, Davis; Davis, CA

featuring book presentations by Gina Bloom, Stephanie Boluk, Darshana Jayemanne, Anne-Marie Schleiner.

**RTA IS AN ANAGRAM FOR ART** (Summer 2015)  
Babycastles Gallery; New York City, NY. May 13, 2015.

featuring performances Blechy, Cypher, Dram, Micro500, Tonic, and Wyrms as well as a screening by Meghan Gordon.

<https://www.facebook.com/events/702140956561770/>.

**TABLES, TEAPOTS, AND A TARTAN COUCH** (Summer 2015)  
Babycastles Gallery; New York City, NY. May 8, 2015.

featuring presentations and performances by Jacob Gaboury, Laine Nooney, and Nick Montfort. <https://www.facebook.com/events/454431211387234/>.

**TEXT FIELDS** (Spring 2010)  
J. Wayne Reitz Union, University of Florida; Gainesville, FL

featuring projects by John Cayley, Daniel C. Howe, Lev Manovich, Noah Wardrip-Fruin, Nick Montfort, Bill Seaman, Mark Marino, Katerie Gladdys, Alan Bigelow, Serge Bouchardon, Brian C. Clark, Daniel Tankersley, and Kenneth Wilson.

## SELECTED BOOK REVIEWS

#### 2018

Bassett, Kath. 2018. "Metagaming." *New Media & Society*. April 2. <http://journals.sagepub.com/doi/10.1177/1461444818764422>.

Goetz, Christopher. 2018. "Christopher Goetz reviews Metagaming." *Critical Inquiry*. March 14. [https://criticalinquiry.uchicago.edu/christopher\\_goetz\\_reviews\\_metagaming/](https://criticalinquiry.uchicago.edu/christopher_goetz_reviews_metagaming/).

Browne, Pierson. 2018. "Review: Boluk and LeMieux's *Metagaming: Playing, Competing, Spectating, Cheating, Trading, Making, and Breaking Videogames*." *First Person Scholar*. February 21. <http://www.firstpersonscholar.com/review-of-boluk-and-lemieuxs-metagaming/>.

#### 2017

Zetter, Nathaniel. 2017. "Sport 2.0 and Metagaming." *Critical Quarterly*, Vol 59.3. October. p113-117. <https://onlinelibrary.wiley.com/doi/full/10.1111/crqi.12362>.

Tremblay-Guadette, Gabriel. 2017. "Polyvalence excessive : Metagaming et l'écartèlement d'un concept." *Spirale Magazine*. November 30.

<http://www.spiralemagazine.com/article-dune-publication/polyvalence-excessive-metagaming-et-lecartelement-dun-concept>.

Bertozzi, Elena. 2017. "Metagaming." Choice Volume 55.3. p374. November. <http://link.galegroup.com/apps/doc/A514513783/LitRC?u=ucdavis&sid=LitRC&xid=663035a0>.

Ruben, Trevor. 2017. "Metagaming Review." Rhizomes, 32. May 30. <http://rhizomes.net/issue32/reviews/ruben.html>.

Bittanti, Matteo. 2017. "Book: Stephanie Boluk And Patrick Lemieux' 'Metagaming' (2017)" Game Scenes: Art in the Age of Videogames. April 20. <http://www.gamescenes.org/2017/04/book-stephanie-boluk-and-patrick-lemieux-metagaming-2017.html>.

## SELECTED PRESS

### 2018

Cheong, Rebecca and John Seabloom-Dunne. 2018. "An interview with Stephanie Boluk and Patrick LeMieux." Penn State Digital Culture and Media Initiative. September 6. <https://dcmi.la.psu.edu/2018/09/06/an-interview-with-stephanie-boluk-and-patrick-lemieux/>.

Kolodkin, Lauren. "SAAM Arcade: Game Spaces." Smithsonian Museum of American Art. July 17. <https://americanart.si.edu/blog/eye-level/2018/17/57788/saam-arcade-game-spaces>.

Gaming Gadgets. 2018. "NES Octopad: Acht Spieler Und Ein Retro-Game." Gaming Gadgets. July 12. <https://gaminggadgets.de/nes-octopad-acht-spieler-und-ein-retro-game>.

Go Nintendo. 2018. "The Octopad Turns Any NES Game into an 8-Player Experience." Go Nintendo. July 7. <https://gonintendo.com/stories/313040-the-octopad-turns-any-nes-game-into-an-8-player-experience>.

Adafruit. 2018. "It Takes 8 People to Collaboratively Play These 'Octopad' NES Controllers!" Adafruit Blog. July 6. <https://blog.adafruit.com/2018/07/06/it-takes-8-people-to-collaboratively-play-these-octopad-nes-controllers-atsaam-americanart/>.

McAloon, Alissa. "15 indie games highlighted in Smithsonian SAAM Arcade event." Gamasutra. July 3. [https://www.gamasutra.com/view/news/321303/15\\_indie\\_games\\_highlighted\\_in\\_Smithsonian\\_SAAM\\_Arcade\\_event.php](https://www.gamasutra.com/view/news/321303/15_indie_games_highlighted_in_Smithsonian_SAAM_Arcade_event.php).

Snively, Samantha. 2018. "Boluk and LeMieux Give Walkthrough of New Book." UC Davis Humanities Institute. April 9. <http://dhi.ucdavis.edu/featured-stories/boluk-and-lemieux-give-walkthrough-of-new-book>.

O'Connor, Alice. "The Sunday Papers." Rock Paper shotgun. March 25. <https://www.rockpapershotgun.com/2018/03/25/the-sunday-papers-482/>.

Sterne, Andrew. 2018. "Interview with Patrick LeMieux and Amber Graham." Doom Radio. February 28. <http://doomradio.org/podcast/interview-with-patrick-lemieux-and-amber-graham/>.

Sell, Mike. 2018. "What is 'Videogame Literature'?" This Professor Plays. January 9. <http://iblog.iup.edu/thisprofessorplays/2018/01/09/what-is-videogame-literature/>.

Manifold. 2018. "Metagaming." ManifoldApp.org. January 7. <https://manifoldapp.org/community>

Moody, Tom. 2018. "erasing the clouds (and the collective)." tom moody. January 6. <https://www.tommoody.us/archives/2018/01/06/erasing-the-clouds-and-the-collective/>.

### 2017

Visnjic, Filip. 2017. "Everything but the Clouds." Creative Applications Network. December 15. [www.creativeapplications.net/news/everything-but-the-clouds/](http://www.creativeapplications.net/news/everything-but-the-clouds/).

Mulcaire, Gabriel. 2017. "Video Games Provide Opportunity for Varied Research." The California Aggie. December 12. <https://theaggie.org/2017/12/12/video-games-provide-opportunity-varied-research/>.

Carless, Simon. 2017. "Video Game Deep Cuts: HAL In The Clouds, Monster-Free." Gamasutra. November 26.

[https://www.gamasutra.com/blogs/SimonCarless/20171126/310401/Video\\_Game\\_Deep\\_Cuts\\_HAL\\_In\\_The\\_Clouds\\_MonsterFree.php](https://www.gamasutra.com/blogs/SimonCarless/20171126/310401/Video_Game_Deep_Cuts_HAL_In_The_Clouds_MonsterFree.php).

Various. 2017. "Everything but the clouds" MetaFilter. November 20. <https://www.metafilter.com/170671/Everything-but-the-clouds>.

Street, Zoyander. 2017. "This Week in Videogame Blogging." Critical Distance. November 19. <https://www.critical-distance.com/2017/11/19/november-19th/>.

Wonnacott, Mark. 2017. "Super Mario Clouds." Itch.io. November 19. <https://candle.itch.io/clouds>.

Fenlon, Jessica. 2017. "Trust Metrics." Tab & Space. November 18. <https://tabandspace.com/trust-metrics-50685da256ab>.

Fino-Radin, Ben. 2017. "Code, Conservation, and Truth: Should Technical Determinism Influence Art Criticism?" Medium. November 17. <https://medium.com/@benfinoradin/code-conservation-and-truth-10cd5b59e0be>.

Day, Jeffrey. 2017. "Gaming Class. Not Just Playing Around." UC Davis College of Letters and Science. November 16. <https://ls.ucdavis.edu/news/gaming-class-not-just-playing-around>.

Bittanti, Matteo. 2017. "Game Art: Patrick LeMieux' Everything but the Clouds (2017)." Game Scenes. November 13. <http://www.gamescenes.org/2017/11/game-art-patrick-lemieux-everything-but-the-clouds-2017.html>.

Wilson, Melody. 2017. "Boluk, LeMieux, and Richler." Amp Lab. November 11. <http://www.amplab.ca/2017/11/11/boluk-lemieux-richler/>.

Sample, Mark. 2017. "Digital Pedagogy Keywords: Play." Curate Teaching. October 30. <https://github.com/curateteaching/digitalpedagogy/blob/master/keywords/play.md>.

Bally Roan Reads. 2017. "5 Video Game Books to Watch Out For." South Dublin Reads. April 12. <https://librarystaffpicks.wordpress.com/2017/04/12/5-video-game-books-to-watch-out-for/>.

Howard, Jennifer. 2017. "Colleges, Libraries and Presses Team Up to Publish Open Scholarship (And Rethink Model)" EdSurge. April 11. <https://www.edsurge.com/news/2017-04-11-colleges-libraries-and-presses-team-up-to-publish-open-scholarship-and-rethink-model>.

## 2016

Durand, Christian. "The historical significance of Duck Hunt and Super Mario Bros." Concordia University News. Aug. 10, 2016. [www.concordia.ca/cunews/main/stories/2016/08/09/unearthing-the-rich-history-of-nintendos-mario-brothers-and-duck.html](http://www.concordia.ca/cunews/main/stories/2016/08/09/unearthing-the-rich-history-of-nintendos-mario-brothers-and-duck.html)

Ellis, John. "Theory, Practice and the Importance of Getting Your Hands On." CST Online. Feb. 25, 2016. <http://cstonline.tv/theory-practice>.

Weidemann, Jason. "Thoughts from Editors and Authors on What Makes a Good Manifold Project." Building Manifold. Jan. 25, 2016. <http://manifold.umn.edu/2016/01/25/thoughts-from-editors-and-authors-on-what-makes-a-good-manifold-project/>.

## 2015

Tchuopakov, Anya. "'Test Patterns' Exhibition Probes the Limits of Technology." The Creators Project. Dec. 7, 2015. <http://thecreatorsproject.vice.com/blog/test-patterns-exhibition>.

Doerr, Susan. 2015. "Manifold Scholarship Turns Scholarly Books into Iterative Digital Projects | Charleston Conference 2015." Library Journal. November 16. <https://lj.libraryjournal.com/2015/11/shows-events/manifold-scholarship-turns-scholarly-books-into-iterative-digital-projects-charleston-conference-2015/>.

Sparling, Meg. "New Faculty Spotlight: Stephanie Boluk and Patrick LeMieux." University of California, Davis Humanities Institute. Oct. 26, 2015. <http://dhi.ucdavis.edu/featured-stories/new-faculty-spotlight-stephanie-boluk-and-patrick-lemieux>.

## 2014

Bittanti, Matteo. "Stephanie Boluk, Patrick LeMieux, and Daniel Tankersley's

'Pinball Wizard' (2014)" Gamescenes: Art in the Age of Videogames. Sept 30, 2014. <http://www.gamescenes.org/2014/09/stephanie-boluk-patrick-lemieux-and-daniel-tankersleys-pinball-wizard-2014.html>.

Bittanti, Matteo. "Tilt/SHIFT (September 18 - October 8, 2014, Monmouth, Oregon)." Gamescenes: Art in the Age of Videogames. Sept. 30, 2014. <http://www.gamescenes.org/2014/09/event-tiltshift-september-18-october-8-2014-monmouth-oregon.html>.

Tsang, Derek. "X marks the spot." University of Chicago Magazine. June 6, 2014. <http://mag.uchicago.edu/arts-humanities/x-marks-spot>.

Boluk, Stephanie. "Money as Medium: Speculation and Script." Lateral. 3.3 (Spring 2014) <http://lateral.culturalstudiesassociation.org/issue3/ecologies/boluk/main>.

University of Florida College of Fine Arts. "Art and Technology Alum Publishes Piece in Critical Inquiry." The Loop. April 8, 2014. <http://uffinearts.tumblr.com/post/82109971179/art-and-technology-alum-publishes-piece-in-critical>.

Bittanti, Matteo. "Patrick LeMieux's 'Art Games.'" Gamescenes: Art in the Age of Videogames. Jan. 28, 2014. <http://www.gamescenes.org/2014/01/game-art-patrick-lemieux-coin-heaven-2013.html>.

Bittanti, Matteo. "Game Art: Patrick LeMieux's 'Coin Heaven.'" Gamescenes: Art in the Age of Videogames. Jan. 23, 2014. <http://www.gamescenes.org/2014/01/game-art-patrick-lemieux-art-games-2008-2009.html>.

## 2013

Ferreri, Eric. "Teaching Gaming Through Economic Woe: An alternate reality game built in Duke's Greater Than Games Lab provides lessons in capitalism, economics." Duke Today. Jan. 15, 2013. <http://today.duke.edu/2013/01/speculationgame>.

## 2012

Gonzalez, Chris. "Class engages in Alternate Reality Game." Miscellany News. Vol. 166, Issue 8. Nov. 8, 2012. <http://newspaperarchives.vassar.edu/cgi-bin/vassar?a=d&d=miscellany20121115-01.2.17&e=-----en-20--1--txt-IN----->.

Denson, Shane. "Speculation." medieninitiative. Oct. 11, 2012. <http://medieninitiative.wordpress.com/2012/04/27/speculation>.

Fortner, Matthew. "Duke online game conjures economic apocalypse based on 2008 collapse." News Observer. May 17, 2012. <http://blogs.newsobserver.com/techjunkie/duke-creates-game-based-on-economic-apocalypse>.

Ferreri, Eric. "Video Gaming and Economic Collapse: New online venture created in a Duke Humanities Lab offers a futuristic doomsday scenario." Duke Today. May 16, 2012. <https://today.duke.edu/2012/05/gaming>.

Anderson, Nicholas S. "Speculation." The Anthrope Eccentric. April 30, 2012. <http://nsaxonanderson.com/2012/04/30/speculation/>.

Hutchison, Bill. "Multi-University Team Launches 'Alternate Reality Game.'" News from the Division of the Humanities. April 27, 2012. <http://lucian.uchicago.edu/blogs/news/2012/04/27/multi-university-team-launches-alternate-reality-game/>.

Chang, Edmond. "Speculation Transmedia/Alternate Reality Game Launches." Critical Gaming Project. April 22, 2012. <https://depts.washington.edu/critgame/wordpress/2012/04/speculation-transmediaalternate-reality-game-launches/>.

## 2011

Henderson, Ben. "A stroll through the SIGGRAPH 2011 Art Gallery: Tracing Home." Sept. 12, 2011. Orlando ACM SIGGRAPH. <http://orlando.siggraph.org/2011/09/12/a-stroll-through-the-siggraph-2011-art-gallery/>.

Weiley, Viveka. "Creativity and Cognition 2011." Collaborative Places. Nov. 21,

2011. <http://xn--rls.viveka.id.au/cc2011/>.

Texas A&M College of Architecture. "Former student's online exhibit features foreclosed Florida home." ArchOne. Texas A&M College of Architecture Newsletter. Sept. 1, 2011.

<http://one.arch.tamu.edu/news/2011/9/1/lemieuxopenhouse/>.

Bradford, Harry. "America's Foreclosure Ghost Towns -- Photos from HuffPost Readers." The Huffington Post. April 15, 2011.

[http://www.huffingtonpost.com/2011/04/13/americas-foreclosure-ghost-towns\\_n\\_848715.html#s264058title=Gainesville\\_Florida](http://www.huffingtonpost.com/2011/04/13/americas-foreclosure-ghost-towns_n_848715.html#s264058title=Gainesville_Florida).

Kasra, Mona. "SIGGRAPH 2011 Art Gallery Tour" ACM SIGGRAPH. Aug. 10, 2011.

<http://www.youtube.com/watch?v=H9DvISuZ0oc>.

ACM SIGGRAPH. "Art Gallery Artist Profile – Patrick LeMieux & Jack Stenner." ACM SIGGRAPH. August 9, 2011.

<http://www.youtube.com/watch?v=UWj6a07yPVs>.

Stock, Matthew. "Sense of place: Networked art probes virtual worlds." New Scientist. Aug. 2, 2011. <http://www.newscientist.com/gallery/sense-of-place-networked-art-probes-virtual-worlds/3>.

## 2010

Shaer, Matthew. "Open house: Foreclosure art meets the whims of the web."

Christian Science Monitor. Nov. 9, 2010. <http://www.csmonitor.com/The-Culture/Arts/2010/1109/Open-house-Foreclosure-art-meets-the-whims-of-the-web>.

Chandler, Mat. "'Welcome to Open House' - An interactive abandoned house in Gainesville, FL." VR Worlds. Oct. 14, 2010.

<http://vrworlds.blogspot.com/2010/10/welcome-to-open-house-interactive.html>.

Dietrick, Joelle. "No-place.org." Female Expat Project. Sept. 9, 2010. <http://female-expat.blogspot.com/search/label/no-place>.

Mason, Stacey. "Art • Game • Installation." HtLit. September 7, 2010.

<http://htlit.com/archives/September2010/ArtGameInstallation.html>.

Mason, Stacey. "Eccentric Games 2." HtLit. September 1, 2010.

<http://htlit.com/archives/September2010/EccentricGames2.html>.

Green, Jo-Anne. "'Open House' by Stenner + LeMieux." Turbulence. Aug. 25, 2010. <http://turbulence.org/blog/2010/08/25/open-house-by-stenner-lemieux/>.

Mason, Stacey. "Boluk & Eccentric Games." HtLit. March 23, 2010.

<http://htlit.com/archives/March2010/BolukEccentricGames.html>.

## 2009

Hammer, Esther. "Students, professors plug away on digital art." The Tampa

Tribune. May 6, 2009. <http://tbo.com/news/central-tampa/2009/may/06/st-students-professors-plug-away-on-digital-art-ar-217325/>.

Boluk, Stephanie. "Art Games by Patrick LeMieux." Gameology. Feb. 11, 2009.

[http://www.gameology.org/blog/art\\_games\\_by\\_patrick\\_lemieux](http://www.gameology.org/blog/art_games_by_patrick_lemieux).

## 2008

Hackett, David. "'Art Walk' a must for city's art lovers." The Gainesville Sun. Sept. 4, 2008.

<http://www.gatorsports.com/article/20080904/NEWS/809040168?p=1&tc=pg>.

## 2007

Texas A&M University College of Architecture. "With & Without." Inside Track. April 27, 2007. <http://archcomm.arch.tamu.edu/archive/e-newsletter/04-27-07.htm>.

Texas A&M University College of Architecture. "LeMieux to lose his beard in live performance at Wright Gallery." Inside Track. April 12, 2007.

<http://archcomm.arch.tamu.edu/archive/e-newsletter/04-12-07.htm>.



Asi, Ahmed. 2018. "THTR 187ST: Performing New Media, Engaging New Audiences." University of California, Santa Barbara. Spring.

Duncan, Sean. 2018. "MDST4559: Game Cultures." University of Virginia. Fall. <http://se4n.org/game-cultures>.

Trammell, Aaron. 2018. "In4matx 295: GAMES/CULTURE/POWER." University of California, Irvine. Fall.

Brooks, Emily. 2018. "ENC3312: Making Media Meta." University of Florida. Spring. <https://makingmediameta.tumblr.com/schedule>.

Clayton, Jay. 2018. "English 3726: New Media: Storytelling in Literature, Films, and Games." Vanderbilt University. Spring. <https://worldsofwordcraft.wordpress.com/syllabus-2017/>.

Denson, Shane. 2018. "FILMSTUD 259/459: Game Studies." Stanford University. Spring. [http://shanedenson.com/syllabi/Denson\\_Game-Studies-2018-b.pdf](http://shanedenson.com/syllabi/Denson_Game-Studies-2018-b.pdf).

Moulthrop, Stuart. 2018. "English 887: Understanding Participatory Media." University of Wisconsin, Madison. Spring. <https://www4.uwm.edu/schedule/syllabi/218254211.docx>.

Peperini, Paolo. 2018. "60359: Playful Theory: Critical Topics in Game Culture." Carnegie Mellon University. Spring. <http://mycours.es/playfultheory2018/>.

Sample, Mark. 2018. "FMS 321: Interactive Digital Narratives." Davidson College. Spring. <http://courses.digitaldavidson.net/games18/>.

Wing, Carlin. 2018. "MS 132 SC-01: Theories of Interaction: Games as Media." Scripps College. Spring.

## 2017

Brown, James. 2017. "56:842:565/50:209:303: Comparative Textural Media." Rutgers Camden. Fall. <http://courses.jamesjbrownjr.net/node/3516>.

Chang, Alenda. 2017. "FAMST 166ME: Metagaming." University of California, Santa Barbara. Fall. <http://metagaming166.blogspot.com/>.

\*Huhtamo, Erkki. 2017. "DESMA 101: Media Arts." University of California, Los Angeles. Fall. [https://slideblast.com/desma-101-screening-2-2017\\_5a1e473b1723ddfd8c53e8bd.html](https://slideblast.com/desma-101-screening-2-2017_5a1e473b1723ddfd8c53e8bd.html).

Johnston, Andrew. 2017. "Communication, Rhetoric, & Digital Media 701: History and Theory of Media Technologies." North Carolina State University. Fall.

Sayers, Jentry. 2017. "English 508: What's in a Game?" University of Victoria. Fall. <https://jentry.github.io/508v3/>.

Washko, Angela. 2017. "60424: Interventions in Entertainment & Technology: Modding & Remixing." Carnegie Melon University. Fall. [https://www.dropbox.com/s/kk2gvrafzxtsoh4/syllabus\\_modding-remixing-interventions\\_fall-2017.pdf?dl=0](https://www.dropbox.com/s/kk2gvrafzxtsoh4/syllabus_modding-remixing-interventions_fall-2017.pdf?dl=0).

Wing, Carlin. 2017. "MS 057 SC-01: Introduction to Game Design." Scripps College. Fall.

Cohen, Jamie. 2017. "CSC/DIA 383: Topics in Game Studies: Games and Gamers." Stony Brook University. Spring.

Johnston, Andrew. 2017. "English 585/Communication, Rhetoric, & Digital Media 791: Animating Media." North Carolina State University. Spring.

Nguyen. 2017. "ATCM 6336.001: Critical Game Studies." University of Texas, Dallas. Fall. [http://www.josefnguyen.net/docs/syllabi/atcm6336\\_cgs.pdf](http://www.josefnguyen.net/docs/syllabi/atcm6336_cgs.pdf).

Nooney, Laine. 2017. "MCC-GE 2131: How Do Games Make Money?" New York University. Spring.

Zulkarnain, Iskandar. 2017. "AH 260/FMS 253: Global Video Games: Cultures, Aesthetics, Politics" Rochester University. Spring. <http://digitalperipheries.net/wp-content/uploads/2017/01/AH-260-Global-Video-Games-Cultures-Aesthetics-Politics.pdf>.

## 2016

Nguyen, Joseph. 2016. "ATEC 6342.001: Game Studies: Approaches to Play and

Game Studies." University of Texas, Dallas. Fall. <https://dox.utdallas.edu/syl56634>.

Jagoda, Patrick. 2016. "ENGL/CMST 25945: Digital Storytelling." University of Chicago. Spring. <https://digitalstorytelling.wordpress.com/syllabus/>.

## 2015

Vee, Annette. 2015 "EngLit 2850: Computational Media." University of Pittsburgh. Fall. [www.annettevee.com/2015fall\\_computationalmedia/?page\\_id=2](http://www.annettevee.com/2015fall_computationalmedia/?page_id=2).

## ACADEMIC SERVICE

**CO-DIRECTOR** (Fall 2015 –)

ALT CTRL Lab, <http://altctrlab.org/>

**MEMBER** (Fall 2015–)

ModLab, <http://modlab.ucdavis.edu/>

**CHAIR** (Spring 2016–)

CDM Games Emphasis/Curriculum Committee

**COMMITTEE MEMBER** (Winter 2017–)

CDM Graduate Degree Committee

**COMMITTEE MEMBER** (Fall 2015–)

Cruess Architecture Committee

**FACULTY SPONSOR** (Spring 2016–)

Game Dev and Arts Club, <https://davisgamedev.com/>

**COMMITTEE MEMBER** (Fall 2017–Spring 2018)

Game Design HIP Hire Committee

**COMMITTEE MEMBER** (Fall 2016–Spring 2017)

Game Development HIP Hire Committee

**COMMITTEE MEMBER** (Winter 2016–Spring 2016)

Game Design and Development HIP Proposal Committee

**ORGANIZER** (Fall 2015–Spring 2016)

GameCamp!, <http://modlab.ucdavis.edu/>

**RESEARCHER** (Fall 2010–Spring 2015)

s-1: Speculative Sensation Lab, Media Arts + Sciences, <http://www.s-1lab.org/>

Directors: Mark B. N. Hansen, Mark Olsen; Duke University

**RESEARCHER** (Fall 2011–Spring 2013)

GreaterThanGames, Franklin Humanities Institute,

[fhi.duke.edu/labs/greaterthangames](http://fhi.duke.edu/labs/greaterthangames)

Directors: Tim Lenoir, N. Katherine Hayles, Victoria Szabo; Duke University

**PRODUCTION EDITOR** (Fall 2008–Spring 2010, 5 issues)

ImageText, Peer Reviewed Journal, [www.english.ufl.edu/imagetext/](http://www.english.ufl.edu/imagetext/)

General Editor: Don Ault; University of Florida

**TREASURER AND ORGANIZER** (Summer 2009–Spring 2010)

Digital Assembly, Futures of Digital Studies Conference,

<http://www.english.ufl.edu/da/>

Faculty Supervisor: Terry Harpold; University of Florida

## THESIS ADVISOR

### Graduate

Qualifying Exam Committee Member. Bird, Ashlee. Native American Studies. 2018.

Qualifying Exam Chair. Dhaliwal, Ranjodh. English. 2018

Thesis Committee Member. Rachel Max. Design. 2017-2018.

### Undergraduate

Honors Thesis Co-chair. Hill, Dakota. Cinema and Digital Media. 2017.

Honors Thesis Co-chair. Van Buskirk, Joseph. English. 2017.

## JUROR or REVIEWER

Bloomsbury. Book. Reviewer. (2018)  
DiGRA 2018. Conference. Reviewer (2018)  
Entertainment Computing. Journal. Reviewer. (2018)  
Ecozon@. Journal. Reviewer. (2017)  
Canadian Journal of Communications. Journal. Reviewer (2016).  
SIGGRAPH 2015. Media Arts Journal. Reviewer (2015)  
Journal of Visual Culture. Journal. Reviewer (2015)  
Bruno Essay Prize. SLSA. Juror. (2015)  
SIGGRAPH 2014. Media Arts Gallery. Juror. (2014)  
Robert Coover Award. Electronic Literature Organization. Juror. (2014)  
Digital Studies/ Le champ numérique. Journal. Reviewer (2014)  
Politics of Place (University of Exeter). Journal. Reviewer (2014)  
Electronic Book Review. Journal. Reviewer (2014)

## AWARDS

University of California, Davis Small Grant in Aid of Research (Spring 2016, 2017, 2018)  
University of California, Davis Travel Grant (Winter 2016, 2017, 2018)  
Digital Humanities Institute Book Group (Fall 2015)  
SLSA Travel Grant and NSF Travel Grant (Fall 2014)  
Society for Literature, Science, and the Arts  
Fellowship for University of Pennsylvania's Neuroscience Bootcamp (Summer 2012)  
Center for Neuroscience & Society, University of Pennsylvania  
Department of Art, Art History, and Visual Studies Fellowship (Fall 2010 – Spring 2016)  
Department of Art, Art History, and Visual Studies, Duke University  
SA+AH Outstanding Graduating Graduate Student (Spring 2010)  
School of Art + Art History, University of Florida  
Graduate Student Travel Grant (Spring 2010)  
University of Florida  
Honorable Mention, Bruno Essay Prize (Fall 2009)  
Presented by N. Katherine Hayles and Eugene Thacker  
SA+AH Graduate Assistant Teaching Award (Fall 2009)  
School of Art + Art History, University of Florida  
Graduate Teaching Assistantship (Fall 2007 – Spring 2010)  
School of Art + Art History, University of Florida

## TECHNICAL SKILLS

### PLASTIC ARTS

Drawing, Painting, Photography, Sculpture, Wood Working, Metal Working

**TWO-DIMENSIONAL MEDIA** (editing, design, layout, icons, tiles, interface, pixel art)

Photoshop, Illustrator, InDesign

**THREE-DIMENSIONAL MEDIA** (modeling, texturing, rigging, skinning, animating)  
Maya/3Ds Max/Blender, AutoCAD, SketchUp

**TIME-BASED MEDIA** (stop-motion, compositing, postproduction, computer vision)  
Final Cut/Premiere, After Effects, Jitter, Isadora

**AUDIO PRODUCTION** (recording, editing, mixing, mastering, synthesis,

sonification)

ProTools, Audacity/Audition/Cool Edit Pro, Max/MSP, SuperCollider

**WEB DESIGN** (frontend, backend, database)

HTML, CSS, JavaScript, PHP/MySQL, BB/Wiki/Wordpress/etc.

**PROGRAMMING** (object-oriented, machine language, hexadecimal)

C++, C#, Java, ActionScript, Processing, Assembly

**GAME DESIGN** (standalone, mobile, web, modding)

Unity, Flash, Game Maker, RPG Maker, Inform, Twine, NES dev, ROM hacking

**PHYSICAL COMPUTING** (hardware design, custom interfaces, electronic prototypes)

Arduino, IPAC, Kinect, basic electronics, hardware reproduction, circuit bending

**PHYSICAL PRODUCTION** (design, fabrication, machining)

Wood shop, metal shop, basic welding, CNC milling, plasma/laser cutting, 3D printing