PATRICK LEMIEUX

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POSITION

Associate Professor (2021)
Cinema and Digital Media, University of California, Davis

Assistant Professor (2015)
Cinema and Digital Media, University of California, Davis

EDUCATION

Ph.D., Media Arts and 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

PEER-REVIEWED PUBLICATIONS

BOOK MANUSCRIPTS

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

"Sudoku Between Banality and Terror." *New Rules: Play During the Pandemic.* Ed. Holly Gramazio. (2021). Co-authored with Stephanie Boluk.
https://newrules.itch.io/new-rules-play-during-the-pandemic.

"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.

"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

"Golden Ticket: Money Games at the International *Dota2* Championship in China." ROMChip. 3.1. (2021) Co-authored with Stephanie Boluk.
https://romchip.org/index.php/romchip-journal/article/view/137.

"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.

PROCEEDINGS

"Open House: Interaction as Critical Reflection." Proceedings of the 8th 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 8th 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 8th Digital Arts and Culture Conference. (December 2009.) Co-authored with Jack Stenner. http://www.escholarship.org/uc/item/52n83029.

PUBLISHED ART

"Triforce." *Itch.io, GameJolt.* November 10, 2018. https://alt254.itch.io/triforce, https://alt254.gamejolt.io/triforce

"Footnotes." *Itch.io, GameJolt.* October 6, 2018. https://alt254.itch.io/footnotes, https://alt254.gamejolt.io/footnotes.

"What Should We Do With Our Games?" *Itch.io.* February 14, 2018. https://alt254.itch.io/what-should-we-do-with-our-games.

"Triforce Demo." *Manifold;* University of Minnesota Press. April 1, 2017. https://manifold.umn.edu/project/metagaming.

"Memento Mortem Mortis Demo." *Manifold;* University of Minnesota Press. April 1, 2017. https://manifold.umn.edu/project/metagaming.

"It Is Pitch Black Demo." *Manifold;* University of Minnesota Press. April 1, 2017. https://manifold.umn.edu/project/metagaming.

"99 Exercises in Style Demo." *Manifold;* University of Minnesota Press. April 1, 2017–. https://manifold.umn.edu/project/metagaming.

"Tide Hunter Demo." *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/.

"Every Icon Editor v1.0." Electronic Book Review. March 30, 2014. http://www.electronicbookreview.com/thread/electropoetics/Historicizing.

INVITED KEYNOTES

"ALT CTRLS: Breaking the Metagame." iDMAa 2022: Weird Media. Winona State University. Winona, SD. June 24-26. Co-authored with Stephanie Boluk. http://idmaa.org/conferences/idmaa-2022-weird-media/.

"Golden Ticket: Money Games at the International Dota 2 Championships in 2019." Chinese DiGRA 2021. Academy of Visual Arts at Hong Kong Baptist University. Hong Kong. December 4. Co-authored with Stephanie Boluk. http://www.chinesedigra.org/conferences/chinese-digra-2021/, https://www.youtube.com/watch?v=ldW3aCDitbE.

"ALT CTRLS: Metagaming the Standard Interface." Progression Mechanics 2. Northwestern University; Chicago, IL. April 20, 2019. Co-authored with Stephanie Boluk. http://progressionmechanics.northwestern.edu/.

"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

"Everything but the Clouds: Digital Art History and Cory Arcangel's *Super Mario Clouds*." Weston Games Lab at University of Chicago; Chicago, IL. April 29, 2022. (Cancelled due to Covid).

2021

"Every Game in This City: From Escape Rooms to Esports." Melbourne International Games Week 2021. Melbourne. Co-authored with Alexandra Lee, Chad Toprak, Goldie Bartlett, Lee Shang Lun, Patrick LeMieux, Stephanie Boluk, Will Partin, Yang Jing. https://store.steampowered.com/news/group/41054038/view/4937623885489584982.

2020

"A Link to the Past: Remaking The Legend of Zelda in 2020." Researching Game-making. December 7-12, 2020. Digital Media Research Centre at Queensland University of Technology. Queensland. Co-authored with Stephanie Boluk. https://www.youtube.com/watch?v=hbxIxLuZMhs.

"Skin in the Game: Greymarket Gambling and Virtual Currencies in Counter-Strike." The Berkeley Film & Media Seminar. University of California, Berkeley; Berkeley, CA. October 29, 2020. Co-authored with Stephanie Boluk. https://filmmedia.berkeley.edu/events/the-berkeley-film-media-seminar-presents-skin-in-the-game/.

"Sudoku between Boredom and Terror." Free Play 2020. Melbourne, Australia and Online. June 13 ,2020. Co-authored with Stephanie Boluk. https://www.youtube.com/watch?v=jVKWhrs1SEM&feature=youtu.be&t=4648.

"Welcome to Flattywood." Mod Theory 2020. City University of Hong Kong, Hong Kong and Online. May 27, 2020. Co-authored with Stephanie Boluk. https://www.youtube.com/watch?v=9sJlUZj11HA&feature=youtu.be&t=1492.

"Skin in the Game: Greymarket Gambling and Virtual Currencies in *Counter-Strike*." The Berkeley Film & Media Seminar. University of California, Berkeley; Berkeley, CA. March 12, 2020. Co-authored with Stephanie Boluk. (Postponed due to COVID-19).

"Let's Play Triforce." Histories of Games. University of Virginia; Richmond, VA and Online. March 4, 2020. https://www.twitch.tv/videos/561952856

2019

"Alt Ctrl: From the NES Hands Free to the *Octopad*." Technocultures Workbench: Making and Thinking Futures. September 19, 2019. University of California, Berkeley; Berkeley, CA. Co-authored with Stephanie Boluk.

"ALT CTRLS: Metagaming the Standard Interface." Weston Game Lab Dedication. University of Chicago; Chicago, CA. November 15–18, 2019. Co-authored with Stephanie Boluk.

"Making Metagames." Scholars Symposium. University of Tampa; Tampa, FL. March 29, 2019. Co-authored with Stephanie Boluk.

"Skin in the Game: Greymarket Gambling and Virtual Economies in *Counter-Strike*." Digital Aesthetics: Critical Approaches to Computational Culture. Stanford University; Stanford, CA. January 14, 2019. Co-Authored with Stephanie Boluk.

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.

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

"Shell Name: A History of 'Meta' Games." Digital Games Research Association Conference (DiGRA 2022). Jagiellonian University; Kraków, Poland. July 7-11, 2022. Co-authored with Stephanie Boluk. https://digra2022.org/.

2021

"From Artifact to Auto Chess: Dota 2's Expanded Ecologies." Mechademia Asia Conference: Ecologies (Mechademia 2021). Manga Museum and Kyoto Seika University; Kytoto, Japan. June 5–6, 2021. Co-authored with Stephanie Boluk. https://www.mechademia.net/conferences/asian-conference/.

2020

"Cash, Cards, Candies, Chesses: Dota 2's Money Metagames." Society for Cinema and Media Studies (SCMS 2020). Denver, CO. June 1–June 5, 2020. Co-authored with Stephanie Boluk. (Cancelled due to COVID-19).

2019

Game Arts International Assembly (GAIA) Think Tank participant: Primer Think Tank Internacional de curadores y productores de eventos culturales de videojuegos. 22-30, 2019. Buenos Aires, Argentina. http://www.gameon2019.com/participantes/

"Alt Ctrl: Metagaming the Standard Interface." Society for Literature, Science, and the Arts (SLSA 2019). November 8–10,2019. UC Irvine. https://easychair.org/smart-program/SLSA2019/. Co-authored with Stephanie Boluk.

"From *Artifact* to *Auto Chess*: Valve's Growing Ecology *of Dota 2* Esports." UCI Esports Conference (UCIES 2019). UC Irvine. Irvine, CA. October 10–11, 2019. https://esc2019.uciesc.org/program-schedule. Co-authored with Stephanie Boluk.

"Translating Chinese Game Studies Roundtable." Chinese Digital Games Research Conference 2019. Beijing Normal University, Beijing, China. August 17–18, 2019. Co-authored with Stephanie Boluk, Felania MengFei Liu, and Peter Nelson. http://cdgr19.ohmymedia.com/?wjxsafari=1

"Every Escape Room in this City: In Search of A Well-Played Game." Digital Games Research Association Conference (DiGRA 2019). Ritsumeikan University; Kyoto, Japan. August 6–10, 2019. http://www.digra2019.org/. Co-authored with Marigold Bartlett (Ghost Pattern, Australia), Jey Biddulph (Meridian Adventure Co, United States), Teddy Diefenbach (Independent, United States), Leeying Foo (Kaigan Games, Malaysia), Laura E. Hall (Timberview Productions/Meridian Adventure Co, United States), Alexandra Lee (PlayReactive, Australia), Clarissa Ai Ling Lee (Jeffrey Sachs Center on Sustainable Development, Sunway University, Malaysia), Lee Shang Lun (PlayReactive, Australia), Patrick LeMieux (University of California, Davis, United States), Amani Naseem (PlayReactive, Maldives), Chad Toprak (Freeplay Independent Games Festival, Australia), and Douglas Wilson (RMIT University).

"From *Artifact* to *Auto Chess*: *Dota 2's* Meta Media Mix." Digital Games Research Association Conference (DiGRA 2019). Ritsumeikan University; Kyoto, Japan. August 6–10, 2019. http://www.digra2019.org/. Co-authored with Stephanie Boluk.

"Hands Free: A History of Alternative Videogame Interfaces." Society for Cinema and Media Studies (SCMS 2019). Seattle, WA. March 13-17, 2019. Co-authored with Stephanie Boluk.

"Triforce, Conference Edition." Performance Studies. University of California, Davis; Davis, CA. November 15–18, 2019. Co-authored with Stephanie Boluk.

"Under the Sky(box): Doom in China and China in Doom." Futurity Factory: Speculative Meida, Science, Technology; University of California, Davis; Davis, CA February 22, 2019. Co-authored with Stephanie Boluk.

"Three Futurity Factories: Every Icon, @everyword, and Mario Clock." Futurity Factory: Speculative Meida, Science, Technology; University of California, Davis; Davis, CA. February 22, 2019.

2018

"Triforce, Conference Edition." 32nd Annual Conference of the Society for Literature, Science, and the Arts: Out of Mind (SLSA 2018). Toronto, Ontario. November 15–18, 2018. Co-authored with Stephanie Boluk.

"Clicks, Coins, and Cookies: The Serial Horror of Idle Games." International Symposium Comics/Games: Aesthetic, Ludic, and Narrative Strategies. Convention Center Schloss Herrenhausen. Hanover, Germany. November 5-8, 2018. Co-authored with Stephanie Boluk. http://www.uni-siegen.de/phil/comics_games/.

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

"Yangshuo.WAD: Doom in China and China in Doom." Digital Games Research Association Conference (DiGRA 2018). University of Turin; Turin, Italy. July 25–28, 2018. 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, 2018. 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, 2018. 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 2018). 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 2018). 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 2018 (SCMS 2018). Toronto, Canada. March 14–18, 2018. Co-authored with Stephanie Boluk. http://c.ymcdn.com/sites/www.cmstudies.org/resource/resmgr/2018_conference/SCMS2018Iprogram-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. 31st Annual Conference of the Society for Literature, Science, and the Arts: Out of Time (SLSA 2017). 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. 31st Annual Conference of the Society for Literature, Science, and the Arts: Out of Time (SLSA 2017). 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. 31st Annual Conference of the Society for Literature, Science, and the Arts: Out of Time (SLSA 2017). 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, 2017. 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 2017). 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." 30th 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." 30th 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.*" 30th 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.*"" 30th 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." 29th 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; Berkely, Berkley, 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." 28th 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." 28th 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." 28th 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]?" 27th 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." 27th 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 21st 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." 26th 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." 26th 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." 5th 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." 5th 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 21st Century Studies. University of Wisconsin-Milwaukee; Milwaukee, WI. May 3–5, 2012. Co-authored with Stephanie Boluk.

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

"myPATHS: A Social Game for At-Risk Youth." 3rd 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." 3rd 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." 127th Annual Conference of the Modern Language Association (MLA 2012). Seattle, WA. January 5–8, 2012.

2011

"Open House: Interaction as Critical Reflection." 8th 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." 39th 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." 25th 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." 13th 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." 24th 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." 4th 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." 4th 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." 5th 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." 8th 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." 23rd Annual Conference of the Society for Literature, Science, and the Arts: Decodings (SLSA 2009). Atlanta, GA. November 5–8, 2009.

INVITED WORKSHOPS

"Wires, Solder, and Foil: Hacking Game Interfaces." iDMAa 2022: Weird Media. Winona State University. Winona, MN. June 23, 2022.

"Hello Worlds: An Introduction to Unity." iDMAa 2022: Weird Media. Winona State University. Winona, MN. June -22, 2022.

"1001 Game Engines: Flickgame, TinyChoice, Bitsy." iDMAa 2022: Weird Media. Winona State University. Winona, MN. June 21, 2022.

"Clipping, Ripping, Hacking, Burning: Super Mario as a Medium for Making Art." Game Dev and Arts Club. Alt Ctrl Lab at University of California, Davis; Davis, CA. May 17, 2022.

"Clipping, Ripping, Hacking, Burning: Super Mario as a Medium for Making Art." Weston Games Lab at University of Chicago; Chicago, IL. April 29, 2022. (Cancelled due to COVID-19.)

"1001 Game Engines: Flickgame, TinyChoice, Bitsy." UC Davis Global Game Jam 2022. University of California, Davis; Davis, CA.

2020

"Alt Ctrl Wrk Shp." iDMAa 2020: Broken Media. Winona State University. Winona, SD. June 22-26, 2020. (Postponed due to COVID-19.)

"ROMhacking Mario." Weston Games Lab. University of Chicago. May 15, 2020. (Postponed due to COVID-19.)

"Analog Ice Breakers" and "1001 Game Engines: Flickgame, TinyChoice, Bitsy." UC Davis Global Game Jam 2020. University of California, Davis; Davis, CA. https://globalgamejam.org/2020/jam-sites/uc-davis

2019

"1001 Trash Games." 2019 R-CADE: TRASH. Digital Commons, Rutgers University-Camden; Camden, NJ. April 19. http://rcade.camden.rutgers.edu/2019symposium.html.

"Analog Ice Breakers" and "1001 Game Engines: Flickgame, TinyChoice, Bitsy." UC Davis Global Game Jam 2019. University of California, Davis; Davis, CA.

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

"Octopad." Control Alt Play: Ludic Alternatives on Control. Etopia. Zaragoza, Spain. May 12–November 12, 2022. Curated by Luca Carruba and Eurídice Cabañes. https://etopia.es/evento/ctrl-alt-play-alternativas-ludicas-al-control/.

"Octopad." Weird Media. Laird Norton Center for Art and Design. Winona, MN. June 24–26, 2022. Curated by Patrick Lichty. Juried by Negin Ehtesabian, Wade Wallerstein, Cynthia Beth Rubin, Roger Boulay, and Brandon Gellis. http://idmaa.org/conferences/idmaa-2022-weird-media/, https://web.archive.org/web/20220720142938/https://www.idmaagallery2022.com/.

2020

"Octopad." Video Game Get Down. Museum of Science and Industry. Chicago, Il. May 14–September 14, 2020. Curated by Adrienne Thomas and the MSI. https://www.msichicago.org/explore/whats-here/exhibits/video-game-get-down/. (Cancelled due to COVID-19).

"Octopad." Alt Ctrl. Bitsummit. Kyoto, Tokyo. May 9–10, 2020. https://bitsummit.org/en/. (Cancelled due to COVID-19).

"Triforce." Now Play This at Home. Online. April 3–5, 2020. Curated by Marie Foulston. https://nowplaythis.net/nptathome2020/

"Triforce" and "99 Exercises in Play." Now Play This 2020. Sommerset House. London, UK. April 2–5, 2020. Curated by Marie Foulston and Now Play This. https://nowplaythis.net/2020-festival/. (Postponed due to COVID-19).

"Octopad." Alt Ctrl Party 2020. Minna Gallery. San Francisco, CA. March 20. https://alt.ctrl.party/GDC20/. (Postponed due to COVID-19).

"Octopad." JEF Festival 2020. Medialab. Antwerp, Belgium. February 13–March 1, 2020. Curated by Laura De Bruyn. https://jeffestival.be/en/programma/medialab/294.

"Octopad." IndieCade Annex 2020. The North Door. Austin, Texas. January 15, 2020. Curated by Tyler Coleman. https://www.indiecade.com/annex/.

2019

"Octopad." NAVE Arcade 2019 - 7th. World Tournament / 第7回 世界選手権 / 7mo. Torneo Mundial. Game Ever Studio. Buenos Aires, Argentina. November 30, 2019. Curated by Videogamo. https://www.facebook.com/pg/NAVEArcade/posts/

"Octopad." Game On! El Arte en Juego 2019. Centro Cultural General San Martín. Bueno Aires, Argentina. November 22–30, 2019. Curated by Lu Oulton. http://www.gameon2019.com/.

"Triforce" MEGA GROS PARTY 2019. MEGA. Montreal, Canada. November 26, 2019. Curated by Jules Gosselin-Beaudet. https://megamigs.com/en/mega-gros-party/.

"Octopad." Extending Reality | CoExistence: Art, Science & Technology. Eugenides Foundation. Athens, Greece. November 14–17, 2019. Curated by Donatela Nika and the Athens Digital Arts Festival. http://www.adaf.gr/news/extending-reality/.0

"Octopad", "Triforce", and "Footnotes." SLSArcade. Viewpoint Gallery. Irvine, CA. November 9, 2019. Curated by Edmond Chang. https://litsciarts.org/slsa19/special-events/slsarcade/

"Octopad." Out of Index 2019. Seoul Innovation Park. Seoul, South Korea. October 26, 2019. Curated by Sun Park. https://www.outofindex.org/2019-selections.

"Octopad." Moth 2019. PlayReactive Theatre. Richmond, Australia. October 11, 2019. Curated by Play Reactive and Hovergarden. https://moth.website/.

"Footnotes" and "Metagaming." Tank Festival 2019. Shanghai, China. September 12–15. Curated by Yang Jing. www.tankshanghai.com/events/info20.htm.

"Octopad." BitBash 2019. Museum of Science and Industry. Chicago, IL. August 17–18, 2019. Curated by Brice Puls. https://bitbashchicago.com/.

"Octopad." Develop 2019. Brighton, UK. July 8–11, 2019. Curated by Jo Summers. https://www.developconference.com/.

"Octopad." Feral Vector. Yorkshire, UK. May 23-25, 2019. Curated by David Hayward. https://feral-vector.com/.

"Octopad." DAiCon 2019. University of California, Davis; Davis, CA. April 27, 2019. https://www.facebook.com/events/uc-davis-conference-center/daicon-anime-convention-2019/561901017601870/.

"Octopad." Now Play This! Sommerset House; London, UK. April 6-14, 2019. https://nowplaythis.net/2019-festival/.

"Octopad." Leftfield Collection. EGX Rezzed. London, UK. April 4-6, 2019. Curated by David Hayward. https://www.egx.net/rezzed/2019/show-floor.

"Octopad." alt.ctrlparty. Minna Gallery; San Francisco, CA. March 22, 2019. https://alt.ctrl.party/GDC19/.

"Octopad." alt.ctrl.gdc. GDC2019; San Francisco, CA. March 18-22, 2019. https://www.gdconf.com/news/play-these-20-unique-games-gdc-2019s-altctrlgdc-showcase.

2018

"Octopad." Video Game: Cohabitant. 4th Independent Animation Biennale; Shenzhen, China. December 10-12, 2018. Curated by Yang Jing.

"Octopad." Beta Public. Camden People's Theater; London, UK. November 19, 2018. Curated by Patrick Ashe. http://www.beta-public.com/events#/beta-public-9/.

"Octopad." Different Games. Worcester Polytechnic Institute; Worcester, MA. October 12-14, 2018. https://2018.differentgames.org/arcade/.

"Octopad." IndieCade. Santa Monica College; Santa Monica, CA. October 11-13, 2018. https://www.indiecade.com/2018-games/octopad/.

"Octopad." *SAAM Arcade.* Smithsonian Museum of American Art; Washington, DC. July 22, 2018. Curated by Saisha Grayson. https://americanart.si.edu/events/saam-arcade.

"Yangshuo.WAD" and "Octopad." *Neural Nets.* Worth Ryder Gallery; Berkely, CA. April 5, 2018. Curated by Alex Saum-Pascual. http://newhive.com/selflex/e-lit-at-cal.

"Octopad." *alt.ctrl.party.* Trademark & Copyright; San Francisco, CA. March 23, 2018. http://alt.ctrl.party/GDC-18/.

2017

"Footnotes" and "Metagaming." *Game On! El Arte en Juego.* Centro Cultural de la Ciencia; Buenos Aires, Brazil. December 9-17, 2017. 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 Bibliotèque Nationale de France; Paris, FR. September 23–December 1, 2013. Juried by the Electronic Literature Organization.

2012

"Speculation." *Electronic Literature and the Nonhuman. 26th 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." *8th 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 Cajinarobleto, Daniel McFarlane, and Nathan Sapio.

"Game-Space." *45th 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." *23rd 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." *4th 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." *44th 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.

TEACHING EXPERIENCE

ASSOCIATE PROFESSOR, University of California, Davis (Fall 2021—)

ASSISTANT PROFESSOR, University of California, Davis (Fall 2015–Spring 2021) Designed and taught undergraduate large lectures (~200 people), seminars, and studios (~25 people) as well as graduate seminars and studios in game design, game studies, media theory, media art practice, media archaeology, and computer history. For full documentation see http://patrick-lemieux.com/pedagogy.

Large Lectures

ENL/CTS/STS172: Metagaming (Fall 2019, Fall 2018, Winter 2018, Winter 2017, Winter 2016) co-taught with Stephanie Boluk

Studios

TCS198: 20 Years of RPG Maker 2000 (Spring 2020)

TCS135: Remote Game Studio (Spring 2020)

TCS198: Co-op Across Countries (Spring 2018) co taught with Douglas Wilson (RMIT)

TCS135: Small Game Studio (Spring 2018)

TCS198: Doom is an Art Scene (Fall 2017)

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

TCS198: Modding Mario (Spring 2016)

TCS110: Art Games (Spring 2016)

Seminars

TCS40B: Histories of Computing (Spring 2017)

Graduate

ENL287/PFS265A: Game / Design / Philosophy (Fall 2018) co-taught with Stephanie Boluk

ENL287/PFS265A: Media Theory, Media Practice (Fall 2018) co-taught with Stephanie Boluk

PFS259: First Person (Winter 2018)

CST295: Geological Media (Winter 2017)

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

EVENTS ORGANIZED

UC DAVIS GAME JAM 2022 (Spring 2020)
University of California, Davis; Davis, CA

co-organized with students from the UC Davis Game Dev and Arts Club and resulting in 12 games. https://itch.io/jam/davis-game-jam.

UC DAVIS GLOBAL GAME JAM 2022 (Winter 2022)
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 6 games by 31 participants. https://globalgamejam.org/2020/jam-sites/uc-davis.

UC DAVIS GLOBAL GAME JAM 2020 (Winter 2020)
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 7 games by 24 participants. https://globalgamejam.org/2020/jam-sites/uc-davis.

UC DAVIS GLOBAL GAME JAM 2019 (Winter 2019)
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 10 games by 40 participants. https://globalgamejam.org/2019/jam-sites/uc-davis.

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. https://globalgamejam.org/2018/jam-sites/uc-davis.

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. https://www.facebook.com/events/856973917760600/.

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 Wyrm 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 Monfort, Bill Seaman, Mark Marino, Katerie Gladdys, Alan Bigelow, Serge Bouchardon, Brian C. Clark, Daniel Tankersley, and Kenneth Wilson.

PRODUCED PODCASTS

2022

"Into the Depths: Super Mario World, Bonus Episode!" *Eggplant: The Secret Lives of Games.* April 29, 2022. https://eggplant.show/into-the-depths-super-mario-world-bonus-episode.

"Making creative laborers for a precarious economy." *University of Minnesota Press Podcast,* Episode 36. March 22, 2022. Co-authored with Joseph Nguyen and Carley Kocurek. https://share.transistor.fm/s/325b2aa3.

2021

"Monkey Business." *Every Game in This City,* 207. Idle Thumbs. Shanghai, China. December 5, 2021. https://www.idlethumbs.net/everygame/episodes/monkey-business.

"The Art in ARTS." *Every Game in This City,* 206. Idle Thumbs. Shanghai, China. November 6, 2021. https://www.idlethumbs.net/everygame/episodes/the-art-in-arts.

"Welcome to Dota. We Suck." *Every Game in This City,* 205. Idle Thumbs. Shanghai, China. October 23, 2021. https://www.idlethumbs.net/everygame/episodes/welcome-to-dota-we-suck.

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ACADEMIC IMPACT

2020

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Pipkin, Everest. 2020. "Advanced ETB Special Topic 60418A: Gestural Games Toolkit." Carnegie Melon University. Spring. https://toolkit.itch.io.

Snelson, Daniel. 2020. "ENGL M138.2: GEMS: Gaming Experiments and Multimedia Scripting." University of California, Los Angeles. Spring. https://meta.humspace.ucla.edu/gems/.

2019

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Moro, Jeffrey. 2019. "ENGL290: Introduction to Digital Studies." University of Maryland. Spring. https://jeffreymoro.com/teaching/umd/engl290/.

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Sicart, Miguel. 2019. "Computational Media Reading Group." IT University of Copenhagen. Fall. https://en.itu.dk/research/phd-programme/phd-courses/phd-courses-2019/phd-course---computational-media-reading-group.

2018

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/.

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

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

Pedercini, 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/.

Whalen, Zach. 2018. "ENGL 253: Games and Culture." Fall. http://culture.gameology.org/assignments/.

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

Xin, Xin. 2018. "Ideation and Methodologies." University of Georgia. 2018. https://github.com/xinemata/Ideation-methodologies-2018-fall.

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.

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://jentery.github.io/508v3/.

Washko, Angela. 2017. "60424: Interventions in Entertainment & Technology:Modding & Remixing." Carnegie Melon University. Fall. https://www.dropbox.com/s/kk2gvrafxztsoh4/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.

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://digitalst0rytelling.wordpress.com/syllabus/.

2015

Vee, Annette. 2015 "EngLit 2850: Computational Media." University of Pittsburgh. Fall. www.annettevee.com/2015fall_computationalmedia/?page_id=2.

ACADEMIC SERVICE

CO-DIRECTOR (Fall 2015 –)
ALT CTRL Lab, http://altctrllab.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

COMMITTEE MEMBER (Fall 2018–Spring 2022, Fall 2016–Spring 2017)
Performance Studies Executive Committee

FACULTY SPONSOR (Spring 2022–)
Women in Gaming Club

FACULTY SPONSOR (Spring 2016–2022)
Speedrunning Club

FACULTY SPONSOR (Spring 2016–)
Aggie Gaming

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 Lab, Franklin Humanities Institute,
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/
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. Yang, Jing. City U, Hong Kong. 2022.

Qualifying Exam Committee Member. Gyory, Peter. Atlas, UC Boulder. 2022.

Qualifying Exam Committee Member. Maklar, Trey. Music. 2022.

Thesis Committee Member. Chodkowski, Rowena. Creative Writing. 2021.

First Year Advisor. Meshi, Avital. Performance Studies. 2022.

First Year Advisor. Wright, Adam. Performance Studies. 2021.

Dissertation Committee Member. Pizelo, Samuel. English. 2020-

Dissertation Committee Member. Bird, Ashlee. Native American Studies. 2018-2021.

Thesis Committee Member. Williams, Bethany. English. 2019-2020.

Qualifying Exam Committee Member. Pizelo, Samuel. English. 2020

Qualifying Exam Committee Member. Williams, Bethany. English. 2019

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

Letter Writer. Rachel Heleva (2021), Jonny Hopkins (2021), Hongdi Li (2021), Matthew Perkey (2021), Z Sarkissian (2021), Kristen Shih (2021), Elliot White (2021), Yi Xie (2021), Mengfei Xu (2021)

Honors Thesis Chair. White, Elliot. Cinema and Digital Media. 2020.

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

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

JUROR / REVIEWER

MIT. Book. Reviewer. (2022)

MIT. Book. Reviewer. (2019)

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).

SIGRAPH 2015. Media Arts Journal. Reviewer (2015)

Journal of Visual Culture. Journal. Reviewer (2015)

Bruns 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

Hellman Fellowship (2019-2020)

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, Bruns 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 (studio, shop, lab)
Drawing, Painting, Photography, Sculpture, Wood Working, Metal Working

TWO-DIMENSIONAL MEDIA (photo editing, page layout, vector, pixel, UX/UI)
Photoshop, Illustrator, InDesign

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

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

AUDIO PRODUCTION (recording, mixing, mastering, synthesis, sonification)
ProTools/Ableton, 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, web, mobile, VR, modding)
Unity/Unreal, Inform/Twine/Renpy/Bitsy, RPG Maker, NES dev, ROM hacking

PHYSICAL COMPUTING (hardware, alternative interfaces, electronic prototypes)
Arduino, IPAC, Kinect, hardware reproduction, circuit bending, soldering

PHYSICAL PRODUCTION (design, fabrication, machining)
Wood shop, metal shop, CNC milling, plasma/laser cutting, welding, 3D printing