

HEIDI J. BOISVERT, PhD

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CORE ACCOMPLISHMENTS

- Designed the first 3D Social Change Game, ICED: I Can End Deportation
- Designed the first Alternate Reality Game on Facebook, America 2049
- Nominated for a Games for Change & Katerva Award for Social Impact
- Co-Created the world's first open-source bio-creative instrument, XTH Sense
- Conceived & Directed the first large-scale network performance using biotechnology
- Awarded Harvestwork's Creativity + Technology = Enterprise Fellowship funded by The Rockefeller Foundation
- TED Resident/Speaker: How I'm using biological data to tell better stories and spark social change
- Cultural Ambassador to Turkey, Sponsored by ZERO1 and the U.S. State Department's Bureau of Educational & Cultural Affairs
- NEW INC Member, Creative Experiments & Creative Science Tracks
- Co-Curator, EdgeCut, a live performance series exploring our complex relationship to the digital
- Founding Member, Guild of Future Architects

SKILL & RESEARCH HIGHLIGHTS

- Creative Direction
- Game Design & Development
- VR/AR Design & Development
- Interactive Web Design & Development
- Mobile Design & Development
- Sensor Design & Development
- Motion Capture & Mixed Reality Performance
- Show Control System Design & Development
- Transmedia Storytelling
- Multi-Media Campaign Strategy
- Social Media Strategy
- Video & Animation Production
- Biomedica Experiences
- Pop Culture & Social Change
- Media Effects & Data Science
- Machine Learning & Natural Language Processing
- Cultural & Neurobiological Impacts of Intelligent Technology
- History of Cybernetics
- Networked Performance Practices
- Art, Science & Technology Collaboration
- Embodied Cognition & Bio-Adaptive Play
- Embodied Intelligence

EDUCATION

- 2015 Rensselaer Polytechnic Institute, PhD in Electronic Arts
2014 THNK: School of Creative Leadership, Amsterdam
2007 City University of New York (Hunter), MFA in Integrated Media Arts
2001 Certificate in Film Production from the Maine International Photographic & Film Workshops
2000 Middlebury College, Bread Loaf School of English MA in Comparative Literature & Creative Writing
1999 New School for Social Research, MA in Anthropology (incomplete)
1993 Boston College, BA in English Literature & Political Science

PROFESSIONAL EXPERIENCE

- 2016-2022 Founder & Creative Director, futurePerfect lab, New York, NY
2014-2016 Co-Founder & CEO, XTH, New York, NY
2007-2011 Multi-Media Director, Breakthrough, New York, NY
2005-2007 Media Coordinator, Bronx River Art Center, Bronx, NY
2004-2006 Researcher and Exhibition Designer, Museum of the Moving Image, Astoria, NY
2000-2004 Executive Assistant to Head of Innovation, Omnicom Group, New York, NY
1998-1999 Co-Producer and Writer, London Pacific Theatre Company, Sydney, Australia
1997-1998 Scriptwriter and Project Developer, Peerless Video, San Francisco, CA
1996-1998 Assistant Director and Stage Manager, American Conservatory Theatre, San Francisco, CA

TEACHING

- 2021-Present Assistant Professor, AI & the Arts, Immersive Performance Technologies, University of Florida, College of the Arts, School of Theatre & Dance
Courses include:
- AI, Data and the Performing Body
 - Immersive, Participatory Live Performance
 - Machine Intelligence and the Future of Humanity
 - Motion Capture & Mixed Reality
 - Show Control Systems for Live Performance
- 2016-2021 Assistant Professor, Program Director, City University of New York, New York City College of Technology, School of Technology & Design, Entertainment Technology Department, Emerging Media Technology Program
Courses include:
- Experimental Game Design & Development
 - Mixed Reality for Immersive Worlds
 - Non-Linear Narrative
 - Emerging Media Foundations
 - Topics & Perspectives in Emerging Media
 - Physical Computing & 3D Fabrication
 - Tech Production & Interdisciplinary Team Projects
 - Biomedica
- 2017 Adjunct Assistant Professor, City University of New York, Hunter College, Integrated Media Arts Program, Film & Media Studies Department
Courses include:
- Immersive & Participatory Live Performance for Social Change
- 2012-2014 Teaching Fellowship and Studio Instructor, Rensselaer Polytechnic Institute, Department of Arts

- Courses include:
- Media Studio Practices
 - Deep Listening & Experimental Sound
- 2013 Master Class, Designing for Social Impact, the National Latino Producer's Academy (NALIP)
- 2011 Master Class, Using Open Design to Create Serious Games, Waag Society, Amsterdam Netherlands
- 2005-2008 Adjunct Lecturer, City University of New York, Hunter College, Film and Media Studies Department
- Courses include:
- Introduction to Digital Media
 - Introduction to Media Studies
- 2006-2007 Teaching Artist, Magic Box Productions, Artist-in-the-School Program
- 2005-2006 Film and Editing Instructor, Brooklyn Community Access Television
- 2004-2006 Senior Educator, Museum of the Moving Image

SELECT PUBLICATIONS

Interactive Web Experiences

- 2020 Creative Director, LeanOn, discovery platform
- 2016 Experience Designer & Story Architect, Veterans Coming Home (CPB/PBS), transmedia
- 2013 Experience Designer, Land of Opportunity, interactive documentary

Mobile Applications

- 2013 Game Designer & Creative Director, @home, AR iPhone app
- 2010 Producer, Designer & Developer, urbanDrift, location-based iPhone app

Video Games

- 2012 Game Designer, Cubaville, USAID, 3D game
- 2011 Creative Director, Producer, Lead Designer, America 2049, Facebook game
- 2009 Producer, Designer, Developer, Programmer & Writer, Stitch, Cut & Die, 3D game
- 2009 Producer & Designer, Homeland Guantánamos, Documentary browser-based game
- 2007 Producer, Lead Designer & Developer, ICED! I Can End Deportation, 3D game

Film & Videos

- 2010 Shooter & Co-Editor, Restore Fairness, documentary
- 2009 Producer & Co-Writer, Don't Deport Me, Scotty, animation
- 2006 Writer, Director, Shooter & Editor, seduction: male a/drift, an experimental film
- 2005 Writer, Director, Shooter & Editor, Tyranny of the Visual, an experimental film
- 2005 Director, Shooter & Editor, Another Unwanted Immigrant, documentary film
- 2005 Director, Shooter & Editor, Silent Violence, an interactive installation
- 2004 Shooter & Associate Producer on We Say No to the RNC, a documentary by Mad Dog Films
- 2004 Co-Director, Shooter & Editor on State of Protest, a collective documentary.
- 2003 Shooter, Writer & Editor on Calving Communities, a documentary
- 2003 Editor on The Afterlife of Chopin, a documentary film by Ophra Yerushalmi
- 2003 Editor & Shooter on At Home in New York, a documentary by Monique Alexandre for Arte.
- 2003 Associate Editor on Datacongestion: The Theatre of Kenneth Koch, a documentary by Marisela LeGrave.
- 2002 Editor, Writer & Shooter for Intuitive Images on the Zapatista Caravana and other commercial projects.
- 2001 Editor & Researcher for New Deal Films on Archive of Memory and Under Bryant Park.
- 2000 2nd AD & Production Coordinator on a number of commercials for SMA Realtime, Inc.

Performances

- 2023 Technology & Innovation Director, Bio-Adapted, documentary, AI theatre
- 2022 Co-Director, Producer & Creative Technologist, Run+Skip+Play, augmented reality dance game for public space
- 2022 Technology Designer, Theater of the Mind, David Byrne, immersive theatre
- 2021 Co-Director & Creative Technology, Lizardly, mixed reality play
- 2020 Concept & Performer, Ars Electronica, "How to Effervesce in a Public, Private Space with Strangers, Commissioned co-creative performance
- 2017 Director & Producer, Walking Wounded, multi-media performance using biotechnology
- 2016 Sound & Visual Designer, The Heart of a River, DJ Spooky, multi-media performance
- 2014 Experience Designer & Story Architect, Beware of the Dandelions, immersive theatre
- 2013 Director & Producer, [radical] signs of life, a multi-media performance using biotechnology, Experimental Media & Performing Arts Center (EMPAC)
- 2005 Writer & Director, Para Que Escarmienten, play for Concordia University in Montreal
- 2004 Director & Co-writer 2 Bare Arms, a one-woman memory play performed at the Actors Studio.
- 2002 Shooter & Editor for Castillo Theatre's Youth Onstage multi-media adaptation of Crown Heights.
- 2001 Director & Co-producer A Night of Crazy Comedy, a multi-media theatre show.

Sound Art

- 2006 Writer and Sound Designer, sonicWarfare, a public soundwalk

SELECT PRESENTATIONS

2023

- Playing Models, Artificial Intelligence, Architecture & Storytelling, Embodied Intelligence and the Future of Performance, Invited Speaker
- Lincoln Center, NYSCA Youth Media Symposium: Digital Media as a Storytelling Tool, Keynote Speaker
- Chromatic Black, Building an Ecosystem for Narrative Change, Keynote Speaker
- Jacob's Pillow, Talks with Pillow Scholars, Invited Speaker
- World Education Summit, Brains & Biology, Featured Speaker

2022

- Bard College, "Embodied Intelligence and Performing Dolls," Lecture and Conversation
- Michigan State University, Meaningful Play "Embodied Intelligence & the Future of Play," Keynote speaker
- Virginia Tech, Future Bodies, "AI, Data & the Future of Performance," Invited speaker
- Standard University, Performing Arts Futures, "Hybridity & the Future of Performance," Keynote
- Sanctuary for Independent Media, BioArt Talks at CBIS, "Embodied Intelligence & the Future of the Performing Body," Invited speaker
- Georgia Tech, Performing Tech 2.0, Invited panelist
- Sundance Film Festival, New Frontiers, State of Global Peace, Invited panelist
- NSF/NEA, AlgoArts, Keynote speaker
- Association for Performing Arts, Live Artery, Performing Tech, Invited panelist
- Code[d] Mixed Tape, NFTs and Dance, Invited speaker

2021

- Science in Theatre Festival, The Cell, Science Talk & Demo, Limbic Lab and Media Genome
- El Aleph Festival de Arte y Ciencia – Fronteras de la Medicina, "How Stories Work on Hearts, Minds & Bodies," Keynote speaker
- UConn, Diverse Perspectives in Digital Media & Design, "How Stories Work on Hearts, Minds & Bodies." Invited speaker
- NEW INC, Radical Evolution, Creative Science Track

2020

Guild of Future Architects, Share Day, Embodied Intelligence Shared Future
Unity for Humanity, "Turning data into future COVID preparedness," Invited speaker
Social Impact Writers Lab, "Audience Research & Who Watches What," Invited speaker
Firelight Media, Play as Process: Co-Designing for Social Impact, invited speaker & workshop facilitator
Data & Society, "Coping through Precarious Times," Invited speaker
Unbound Philanthropy, "Culture and Narrative Change," Invited speaker
Processing Foundation, Community Day, "Brain-Computer Interfaces, Open-Source Tools, and The Future of Augmented Cognition," Panelist
National Institute for Social Sciences, Viacom Velocity, "The Power & Perils of Social Media," Panelist
Pillars Fund, Muslim Narrative Cohort, Participant Media, Invited speaker

2019

NYC Media Summit, Keynote speaker
UN AI, Peace & Security, Alan Turing Institute, Invited speaker
TED Talk, "How I'm using biological data to tell better stories and spark social change"
Digigether, TAK Kadikoy (Istanbul), UNHCR, Artist talk, "Biomedica, Performance & Social Change"
INOGAR/Art, U.S. Consulate (Turkey), Artist talk, "Culture Changes Us: From Interaction & Immersion to Embodiment"
SXSW, "Creating Pop Culture Stories for a Just World," Panelist
Center for Research on Choreographic Interfaces, Brown University, "Biomedica, Performance & Social Justice," Featured speaker
College Art Association, "Where Industry Meet Academia," Panelist, "Cultivating Empathetic Engagement through Participatory Design"
Frank Gathering, "The Ethics of Button Pushing," Featured speaker
International Symposium of Electronic Arts (ISEA Durban), "Mediated Natures – Speculative Futures & Justice," Panelist

2018

IFP, Verizon 5G Challenge, Ethics of VR, Panelist
SFAI 140, Sante Fe Art Institute, Artist talk
International Symposium of Electronic Arts (ISEA Durban), "Mediated Natures – Speculative Futures & Justice," Panelist
iDocs Symposium, The Social-Cultural and Neurobiological Impacts of Emerging Forms of Storytelling, Invited speaker
Ammerman Center for Arts & Technology Symposium, 16th Biennial Symposium, "Walking Wounded: A Living Lab & Multiple Media Performance to Transform Trauma, Invited speaker

2017

Peace Accelerators, Assemblage, Futurist Forum on AI, Invited speaker
Enterprising Culture, Canadian Film Center, From Immersion to Embodiment & Beyond, Keynote speaker
Made in New York Media Center at IFP, "Interactive Media & Social Advocacy," Invited speaker
Jump into VR Fest, "The Socio-Cultural and Neurobiological Impacts of VR," Invited speaker
Creative Tech Week, "Alternative Futures: Challenging The Legacy of Cybernetics," Organizer & moderator
Codes & Modes, "The Body & Gesture," Conference organizer & speaker
MIT Hacking VR series, "The Art & Science of VR," Invited speaker

2016

IndieCade, Gaming for Everyone, XTH Sense, Invited presenter
Nokia Bell Labs E.A.T. Salon, XTH Sense, Invited artist & presenter
Creative Change, Opportunity Agenda, Invited participant & performer
International Symposium of Electronic Arts (ISEA), "Emerging Platforms for Artist Interaction" (panel) & "Empathy Engine: Sonifying & Visualizing Media Effects" (workshop)

Culture Changes Us, Nathan Cummings Foundation, "Re-Becoming Human: Restoring Critical Feeling through Ludic Performance & Cultivating Empathetic Engagement," Invited speaker
Made in New York Media Center at IFP, "Future of Wearable Technology," Invited speaker
National Art Club, Creative Tech Week Opening, "Re-Becoming Human: Restoring Critical Feeling through Ludic Performance," Invited artist & speaker
Rise New York & Subv3rsiv3: "The Origins & Future of Consciousness," Invited panelist

2015

Made in New York Media Center at IFP, "Storytelling in Virtual Reality," Invited panelist
The Stoop Series, BRIC, "Geek Chic: Wearable Technology & Cosplay," Artist talk & demo
Leaders in Software & Art, "Re-Becoming Human: Restoring Critical Feeling through Ludic Performance," Artist talk
New York Electronic Arts Festival, Introducing the XTH Sense, Artist talk & demo
Extended Play, Rutgers University, Invited speaker and plenary panelist, "Beyond Binaries: Recoding Bodies through Bio-Adaptive, Game-Based Performance Practices"
MassArt, Women in Tech Symposium on Transmedia Storytelling, Invited panelist & workshop

2014

Meaningful Play Conference, "Ludic Performance: Embodied, Game-Based, Data-Driven Experiences," Invited speaker
NetSci Conference, Invited speaker, "Echoing Narcissus: Large-Scale Networked Bio-Adaptive Performance"
Games for Change, "Games & Gender-Based Violence," Invited speaker, co-presentation with Mary Flanagan

2013

Women in Tech, Mobiles & Mapping towards Resilience & Recovery, Fulbright, Invited panelist
Volumetric Society, Invited speaker, "Embodied Cognition, Complexity & the Future of Bio-Adaptive Games"
Allied Media Conference, Invited speaker & workshop facilitator, "Play as Process: Using Open Design to Build Games for Social Change."
TechCamp Ukraine sponsored by the U.S. State Department, invited workshop facilitator, "Play as Process: Using Open Design to Build Games for Social Change."
Meaningful Play Conference, Invited speaker, "Game/World: Moving Players Beyond Click-tavism"

2012

GreenPeace International Mobilization Lab, Invited speaker & workshop facilitator, "Balancing Message with Engagement" & "Using Open Design to Create Serious Games"
SUNY College, Old Westbury, Artist talk
StoryCode, Lincoln Center Film Society, "Immersive Transmedia Storytelling," Invited speaker
Social Media Week, "GAME/WORLD: The New Collaborative Community," Invited speaker
Philosophy of Computer Games, Media Lab Prado, "Activating Narcissus: Cognitive and Affective Systems Transformed through 'Serious' Games," Invited speaker, co-presentation with Mei Si, Cognitive Science, RPI

2011

GameOn-North America, "Activating Narcissus: Embodying Cognition through Serious Games and Emerging Technology to Enhance Social and Behavior Change," Invited keynote speaker
Games for Change, invited speaker, "Trends in Facebook Gaming,"
Reitveld Academy, Artist talk
A-Lab, Crossing Gallery, Artist talk
GameFest, "Serious Games," Invited speaker

2010

New York Foundation for the Arts, "Art, Social Change and Engaging Communities," invited panelist
Banff New Media Institute, artist talk, invited speaker
Left Forum, "ImMEDIate Impact: Using Documentaries to Organize for a New Progressive Imagination," invited panelist

2009

United Nations, "Mobilizing the Future with Mass Media and the Web," invited panelist
Tenement Museum, "Exploring the Immigration Debate through Pop Culture," invited speaker
Open Society Institute International Convening, "Global Popular Education Strategies," invited speaker

USHR Network, "Emergent Technology Strategies in Building Human Rights Culture," invited speaker

2008

Center for Social Media, Make Your Media Matter, "Games for Social Change," invited panelist
Games for Change, "Games as an Advocacy Tool," invited speaker

N-Ten, Video "Games for Social Change: A New Movement," invited panelist

College Art Association, "On the Role of Science in the Humanities," sponsored by the Leonardo Forum, invited panelist

Visible Evidence XII, Para Que Escarmienten (So That They Learn), invited speaker

FELLOWSHIPS, GRANTS and AWARDS

2023	Digital Dozen Awards, Theater of the Mind
2022	Digital Dozen Awards, Lizardly
2020	Google Rare Creative Fellowship
2020	Becoming America Grant, Narrative Engine
2020	Guild of Future Architects Inaugural Incubator Grant, Embodied Intelligence Shared Future
2020	NEW INC, Creative Science Track, Simon's Foundation, Science Sandbox
2019	NEW INC, Creative Experiments Track, Simon's Foundation, Science Sandbox
2018-9	ZERO1, American Artist Incubator, Lead Artist, Turkey, sponsored by the U.S. State Department's Bureau of Cultural & Educational Affairs
2017-8	Pop Culture Collaborative Grant, Narrative Engine & Episodic TV
2017-8	USC Norman Lear Center, Senior Media Impact Program Fellow, Gates & Guardian Funded Millennium Development Goals and VR Research
2017-8	MIT OpenDoc Lab Fellow, Empathy Engine & Media Machine Development
2017	PSC-CUNY Grant, Walking Wounded
2016-7	LEIMAY Fellow, Walking Wounded Development
2015	Harmony Institute, Media Impact Fellow, Cultivating and Measuring Empathetic Engagement Research
2015	SOLID Fellow, XTH Sense
2013-14	Creativity + Technology = Enterprise Fellow, Harvestworks/The Rockefeller Foundation, XTH Sense Development
2013	Vermont Studio Center Fellowship, [radical] signs of life
2012	Bay Area Video Coalition New Media Producer's Institute Grantee, @home
2012	HASS Fellowship, PhD Research
2012	Center for Culture, Communication & Cognition Summer Fellow, Bio-Adaptive Games for Social Emotional Learning
2011	Games for Change Award Nominee, America 2049
2011	Katerva Award Nominee, America 2049
2010	Rensselaer Fellowship, PhD Research
2010	Banff New Media Institute Scholarship
2010	QEDC Start Up Competition, Runner Up Prize
2010	We Media Fellow
2009	New York Foundation for the Arts, Digital & Electronic Arts Fellowship Selection Committee
2004-2006	City University of New York, Scholarship & Welfare Fund Scholarship, MFA Studies

- 1998-2000 Middlebury College, John M. Kirk, Jr. Memorial & Reginald & Juanita Cook Scholarships
 1992-1993 Boston College Trustee Scholarship

EXHIBITIONS

- 2023 La Biennale de la Danse, Q Dance Company, Afropolis, immersive performance
 2023 CultureLab, Transforma Theater, Bio-Adapted, AI theatre
 2022 Denver Center for the Performing Arts, Theater of the Mind, immersive theatre
 2022 Los Angeles Music Center, Run+Skip+Play, augmented reality dance game
 2021 Science in Theatre Festival, The Cell, Affinity, play inspired by my research
 2021 MAXLive: Neuroverse Festival, New York Live Arts, Lizardly, mixed-reality play
 2019 DasDas & INOGAR/Art, Istanbul, American Arts Incubator Showcase, sponsored by the U.S. Consulate in Turkey
 2017 Mou Gallery, Beijing, Body, [radical] signs of life, documentation of performance
 2016 Apex Arts, Youniverse, Possibilities in Disguise, immersive experience
 2014 Tribeca Film Festival Interactive Hack-a-thon, Faceless, immersive display app
 2013 PBS/POV Hack-a-thon, @home, location-based game
 2011 Games for Change, America2049, Facebook game
 2011 ComicCon NY, America2049, Facebook game
 2010 Walter Phillips Gallery, Banff, urbanDrift, geo-cinema experience
 2010 El Taller, AriZONA, ICED: I Can End Deportation, 3D game installation
 2010 Kunsthalle Gallery Showcase, Seoul, Korea, ICED: I Can End Deportation, 3D game installation
 2009 Queens International Biennale 4, Queen's Museum of Art, Stitch, Cut & Die, 3D game installation
 2008 cWow gallery & Newark Museum, Stitch, Cut & Die, 3D game installation
 2007 Games for Change, ICED: I Can End Deportation, 3D game kiosk
 2006 WorldUp, sonicWarfare, public soundwalk
 2006 Subject to Change, Another Unwanted Immigrant, documentary film
 2005 Fabricon, Tyranny of the Visual, experimental film
 2004 Media Ballistics, In/scape, an interactive kiosk

RESIDENCIES

- 2023 North American Culture Laboratory, Bio-Adapted
 2023 CultureLab, Bio-Adapted
 2021 Barnard College Movement Lab, Lizardly
 2021 Digital Bodies, Lake Studios, Berlin
 2021 GALLIM Moving Women Residency, Lizardly
 2018-9 TED Resident, Limbic Lab
 2018 Equal Justice Residency, Sante Fe Art Institute, Walking Wounded
 2017 Jumpslide, New Orleans, Walking Wounded
 2016 Forward/Story, Nosara, Costa Rica, Emerging Forms of Storytelling
 2013 Harvestworks, New York, NY, Biotechnology & Dance
 2013 Experimental Media & Performing Arts Center, Troy, NY, Biotechnology & Dance
 2013 Vermont Studio Center, Johnson, VT, Performance
 2011 Waag Society, Creative Learning Lab, Amsterdam, Netherlands, Games and Mobile
 2010 Banff New Media Institute, Almost Perfect, Calgary, Canada, Locative Media
 2007 cWow Gallery & Newark Museum, Newark, NJ, New Media

BOARDS & MENTORSHIP

2023-4	Jacob's Pillow, ChoreoTech Lab, Creative Technologist Lead
2022-3	NEW INC, Year 9 & 10, Mentor
2021	Ferment AI, Embedded AI Residency Goethe Institute, Mentor
2018-20	American Documentary (AmDoc), POV Spark, Advisory Board
2018-20	Global Action Project, Board of Directors
2019-20	RLab, Faculty Advisory Board
2014	National Latino Producer's Institute (NALIP), New Media Mentor
2013	Bay Area Video Coalition (BAVC) Producer's Institute, New Media Mentor

SELECT PRESS

Reviews of Bio-Adapted

2023

"Our Techno-Future is Here: AI Scripted Stories Take Stage," New York Times, Critics Notebook
"In Bioadapted, Artificial Intelligence Comforts Our Fears, Then Sings EDM," Joey Sims
"In Bioadapted, Transforma Theatre explores AI Technology," Hollywood Soapbox, John Soltes
Off Off Online
Front Row Center, Bioadapted Review, David Walters
Briefly Noted: Bioadapted at Culture Lab, Theater Review, Frequent Business Traveller, Jonathan Spira
Stage Whisperer with Andrew Cortes and Hope Bird: Podcast
Go See A Show: Podcast

Reviews of Theater of the Mind

2022

"Theater of the Mind invites audiences to revisit—and rethink—their past," New Yorker, Megan O'Grady
"Inside David Byrne's Trippy New Immersive Experience," Thrillist, Abby Maddigan
"David Byrne is always onto the next adventure," Washington Post, Geoff Edgers
"Talking head games: A walk down David Byrne's memory lane, Denver Gazette, John Moore

Reviews of EdgeCut

2020

"The New Museum's NEW INC EdgeCut Performance Series," Dance Enthusiast, Nicole Loeffler-Gladstone

Reviews of Are You What You Watch?

2019

"TV shows 'Bones' and 'Criminal Minds' cross political divides, a new study finds," Los Angeles Times, Ashley Lee
"Study Finds Surprising Connections Between TV Preference And Political Beliefs," Deadline, Dino-Ray Ramos
"'Bones' Is The TV Show That Unites Democrats & Republicans, According To A New Study," Bustle, Shannon Carlin
"New Study Finds Both Conservatives and Liberals Like *Bones*," Vulture, Anne Victoria Clark
"What's on TV?" Washington Examiner, Madeline Fry

Reviews of XTH Sense

2016

"Wearable translates body biosignatures into creative digital expression," Gizmag, Stanley Goodner
"XTH Launches XTH Sense Bio Sensor for Music, Games & VR," VR Focus, Kevin Eva
"XTH Sense Biocreative Instrument Unveiled, Geeky Gadget, Julian Horsey
"Wearable Biosensor XTH Sense fur Kreative auf Kickstarter," Make:, Felix Pfeifer

“XTH Sense – The First Biocreative Instrument,” IDM
“The World’s First Biocreative Instrument is Here,” Howl & Echoes, Delia Bartle
“Use Your Body to Create Music, Art and Play Video Games with the XTH Sense, N3rdabl3,
Aaron Richardson
“XTH Sense: Use Your Body to Interact with Connected Devices, VR,” Gadgetify
“With XTH Sense, You Can Now Touch Virtual Reality, Techowize, Priyansha Mistry
“Point Barre Edition Pixel: Hitman EP2, Tilt Brush, 1979 Revolution & XTH Sense”
“Bio-Acoustic Music Wearables, Trend Hunter, Rahul Kalvapalle
XTH Sense: devenez L’instrument de votre art, Detours, CANAL+
DotNYC, Beta 6: To the XTH! with Jeff Jarvis
Sky News, Swipe

Reviews of [radical] signs of life

2015

Sound & Video Anthology: Biophysical Music, Computer Music Journal, MIT Press, Volume 39,
Number 4, Winter 2015.

Contemporary Performance Almanac, Caden Manson & Jemma Nelson

2013

“Performance Puts Emphasis on the Body,” Times Union, Tresca Weinstein

Reviews of America 2049

2011

“America 2049” Facebook Game Promotes Social Justice,” Huffington Post, Laura Stampler

“America 2049 Brings Political Drama to Facebook Games,” TIME, Evan Narcisse

“America 2049: A Star-studded Facebook game that’s ambitiously all over the place” Fast Com-
pany, David Zax

“America 2049”: social change via Facebook games,” Salon, Drew Grant

“A Taste of SerennAide from America 2049,” WIRED, Michael Anderson

“Facebook game turns future into Libya-like chaos,” CNET, Eric Mack

“Intense Facebook Game Aims for Social Change,” Kotaku, Brian Crecente

“America 2049: The First Facebook Game That Requires Thinking,” Social Games Today, Josh
Sprague

“Brave New Virtual World: The Women Behind America 2049,” Bitch Magazine, Kjersten John-
son

“Fight for the Future,” Nomad Editions Magazine, Tom Morrisey

“America 2049, A Struggle for Human Rights,” The Atlantic, Jared Keller

“Serious Games to be Featured at Tech@State,” Washington Post, Hayley Tsukayama

“Get Down on the FarmVille,” The Guardian, Naomi Alderman

“Facebook gaming for social justice: America 2049,” Feministe, Clarisse Thorn

“Bad Things Are Happening in America Circa 2049,” Destructoid, Conrad Zimmerman

“America 2049 is a dystopic game that forces you to venture outside of Facebook,” Gamezebo

“America 2049: Social Gaming for Social Good,” Brandchannel, Sheila Shanyon

Reviews of Homeland Guantanamos

2009

“Death of Detained Immigrant Inspires Online Game with Goal of Educating Players,” New York
Times, Nina

Bernstein

“Video game puts you undercover in America’s Homeland Guantanamos, Leslie Dreyer

Reviews of ICED: I Can End Deportation

2008

“Immigration Debate Finds Itself in Play,” Los Angeles Times, Anna Gorman

“Video game tries to draw sympathy to migrants plight,” Miami Herald,

“Grand Theft Auto Helps Shape New Game About Immigrants in America,” MTV News, Stephen
Totilo

“Serious video game adds new fire and a face to the heated debate about U.S. immigration poli-
cies,” Game Daily,

Michael Mullen

“Video Game Criticizes Immigration System,” ABC News

“Video Game Let’s Players Be Immigrants,” Associated Press, Laura Wildes-Munoz

“Playing the Immigration Game--Literally,” New Jersey Herald, Samantha Henry

“Video Game Puts You in Immigrants Shoes,” USA Today

“Evade U.S. Immigration Law,” WIRED, Susan Arendt

“Computer Game Explores Social Issues,” Edutopia, Kara Platoni

“ICED Faces Deportation” Game Politics, Libe Goad

“ICED Makes Game Out of Immigration Debate,” Joystiq

“The Deportation End Game,” Mumbai Mirror

“New Immigration Game Explores Complex Immigration Issue,” The Nation, Dinnele Lucchesi

“ICED Computer Game Gets Serious on Immigration Abuses,” El Diario, Gerrardo Rono

CNN, Interview for the Rick Sanchez Show

BBC News, Interview with Havovi Cooper

Univision, Interview with Blanca Rosa

Telemundo, Interview

Current TV, Interview with Keith McQuirter

WBAI, Interview

NPR, One World Radio, Interview with Brad Linder

SCHOLARLY WRITING

2020 “Disrupting the Empathy Machine: The Power & Perils of Virtual Reality” with Carles Sora

2019 “Are You What You Watch? Tracking the Political Divide through TV Preferences,” with USC Norman Lear Center.

2017 “Recuperating the Biological Self through Ludic Performance” in *Moving Bodies, Mobile Bodies*, Cambridge Scholars Publishing.

2017 “Beyond Binaries: Recoding Bodies through Bio-Adaptive Game-Based Networked Performance Practices,” *Viewing Patterns: Studying Information/Iteration/Incarnation in Media Infrastructures*, First Monday.

2015 *Re-Becoming Human: Restoring Critical Feeling through Ludic Performance*, PhD Dissertation.

2015 “Echoing Narcissus: Large-Scale Networked Bio-Adaptive Performance,” MIT Press, Leonardo Journal.

2012 “Activating Narcissus: Cognitive and Affective Systems Transformed through ‘Serious’ Games” with Mei Si.

2004 “Post-Human PROMETHEUS: Krzysztof Wodiczko’s Technology of E-motion,” NY Arts Magazine, January.