

CURRICULUM VITAE
CYNTHIA KATHERINE POREMBA
SPRING 2008

1. DEGREES AND DIPLOMAS

<u>Degree or Diploma</u>	<u>Field</u>	<u>Institution</u>	<u>Year</u>
Doctor of Philosophy	Interdisciplinary Humanities	Concordia University, Montreal, Quebec, Canada	In progress
Master of Applied Science	Interactive Arts	Simon Fraser University, Surrey, British Columbia, Canada	2003
Honours Bachelor of Arts	Rhetoric and Professional Writing (New Media Specialization)	University of Waterloo, Waterloo, Ontario, Canada	1998

Titles of Thesis and Dissertation

<u>Degree</u>	<u>Title</u>
MASc	Thesis: <i>Player as Author: Digital Games and Agency</i> (2003)

2. ACADEMIC POSITIONS HELD

<u>Date(s)</u>	<u>Title, Institution</u>
2006-present	Research Assistant, Digital Games Concordia University, Montreal, Quebec
2003-2006	Lecturer, Interactive Arts (Full-Time Faculty) Faculty of Applied Science, School of Interactive Arts and Technology Simon Fraser University, Surrey, British Columbia
2002	Teaching Assistant, TechOne Faculty of Applied Science, School of Interactive Arts and Technology Simon Fraser University, Surrey, British Columbia
2003	Program Coordinator: <i>SFU Surrey Girl Power; Computers and Creativity</i> Simon Fraser University, Surrey, British Columbia

2. ACADEMIC POSITIONS HELD (cont.)

<u>Date(s)</u>	<u>Title, Institution</u>
2002	Game Project Coordinator: Kinesiology (Concussion Awareness) Simon Fraser University, Burnaby, British Columbia

3. OTHER POSITIONS HELD

<u>Date(s)</u>	<u>Title, Employer</u>
2001	Interface Designer, Ardesic Technologies, Waterloo, Ontario
1999-2001	Online Experience Designer/Development Coordinator (Learnware), Centre for Learning and Teaching Through Technology (LT3), University of Waterloo, Ontario

4. MAJOR AREA(S) OF SCHOLARLY OR PROFESSIONAL INTEREST

- Emerging artistic/cultural practice related to interactive media, games and robotics
- Documentary videogames
- Aesthetics and meaning in interaction design
- Feminist, visual and procedural rhetoric

5. MEMBERSHIPS

<u>Date(s)</u>	<u>Association</u>
2007-Present	Society for Social Studies of Science (4S)
2005-Present	Canadian Games Studies Association (CGSA)
2003-Present	Digital Games Research Association (DiGRA)

6. SCHOLARSHIPS, FELLOWSHIPS, HONOURS, AWARDS, GRANTS

<u>Date(s)</u>	<u>Details</u>
2008-2010	Social Sciences and Humanities Research Council (SSHRC) Doctoral Fellowship
2007	Canada Council for the Arts, Travel Grant
2007	Concordia University Faculty of Arts and Science Travel Grant
2006-ongoing	Concordia University Graduate Fellowship Concordia University Tuition Remission

6. SCHOLARSHIPS, FELLOWSHIPS, HONOURS, AWARDS, GRANTS (cont.)

<u>Date(s)</u>	<u>Details</u>
2004	Canada Council for the Arts, Travel Grant
2003	Simon Fraser University Graduate Fellowship
2002	International Game Developers Association (IGDA) Game Developers Conference (GDC) Student Scholarship
2001-2002	Graduate Academic Scholarship 2001-2002 (1st place academic standing, Computing Arts & Design Sciences)

7. SCHOLARLY, PROFESSIONAL, AND SERVICE ACHIEVEMENTS

a. Books, Chapters, etc.

Bogost, Ian & Cindy Poremba. "Can Games get Real? A Closer Look at 'Documentary' Digital Games." *Computer Games as a Sociocultural Phenomenon: Games Without Frontiers - War Without Tears*. Eds. Andreas Jahn-Sudmann and Ralf Stockman. Basingstoke: Palgrave Macmillan, 2008.

Poremba, Cindy. "Tennis for Two/Pong: Spatiality in Abstract 2D Environments," *Space Time Play: Games, Architecture and Urbanism*. Ed. Steffen P. Walz. Basel: Birkhäuser Publishing, 2007. 32-33.

Poremba, Cindy. "Against Embedded Agency: Subversion and Emergence in GTA3." *Meaning and Culture of Grand Theft Auto: Critical Essays*. Ed. Nate Garrelts. Jefferson, NC: McFarland and Company, 2006. 199-209.

b. Peer Reviewed Papers and Presentations

Poremba, Cindy. "On the Brink of the Magic Circle." *Situated Play: Digital Games Research Conference 2007, Tokyo, Japan, 24-28 September 2007*.

Poremba, Cindy. "Play with Me: Exploring the Autobiographical in Digital Games." *Situated Play: Digital Games Research Conference 2007, Tokyo, Japan, 24-28 September 2007*.

Poremba, Cindy. "Point and Shoot: Remediating Photography in Gamespace." *Games and Culture*, Volume 2, Number 1, Sage Publications January 2007. 49-58.

Poremba, Cindy. "Patches of Peace: Tiny Signs of Agency in Digital Games." *Level Up: Digital Games Research Conference 2003, University of Utrecht, The Netherlands, 4-6 November 2003*.

c. Other Papers and Presentations

Poremba, Cindy. "Let's Put it This Way: Interpreting Research-Practice in Interactive Arts." *iMatter Workshop, McMaster University, Hamilton, Ontario, May 6-7th, 2008*.

Poremba, Cindy. "ARTcade: A Canadian Game Studies Association Symposium Vignette." *Loading... Volume 1, Issue 1, 2007*.

c. Other Papers and Presentations (cont.)

Poremba, Cindy. "Playing with Reality: Defining Documentary & Nonfiction Games." Panel. *Living Game Worlds III*, Georgia Institute of Technology, Atlanta, Georgia, March 30, 2007.

Poremba, Cindy. "She Rocks! Destabilizing Mastery in Guitar Hero." Presentation at *Guitar Hero: Playing at Playing Guitar* symposium, Concordia University, Montreal, January 26th, 2007.

Poremba, Cindy. "The Princess is in Another Castle: A Women and Gaming Update." Invited Speaker. Simon Fraser University 40th Anniversary Open House. June 2nd, 2006.

Poremba, Cindy. "Point and Shoot: In Game Photography (short paper)." Entermultimediale 2, Prague, Czech Republic, 9-12 May 2005.

Poremba, Cindy. "Remaking Each Other's Dreams: Player Authors in Digital Games." New Forms Festival 2003, Vancouver, British Columbia, 30-1 July / Aug 2003.

Poremba, Cindy. "Beyond Boy's Toys: Women, Play and Mindstorms Robotics." Life by Design: Everyday Digital Culture Symposium, University of California, Irvine, 10 -12 April 2003.

d. Committee and Service Activities

Member, Kokoromi Collective (2007-present)

Board of Directors, Canadian Game Studies Association (2007-present)

Board of Directors, The Escape Artists Society (TEAS) (2005-present)

TechOne Foundations Committee (Simon Fraser University) (2003-2006)

DigitalGirl Program Director, DigitalEve Vancouver (2002)

Board of Directors, DigitalEve Waterloo (2000)

e. Professional, Curatorial, Volunteer Activities

Jury, *Indiecade 2008*. Open Satellite (Bellevue, WA, July 10 – 13, 2008)

Peer Advisor. *Corus / CWC New Media Career Accelerator*, Banff New Media Institute (Banff, AB, April 07- 13, 2008)

Curator (with Kokoromi). *The Art of Play Arcade*. Ellis Gallery (Pittsburgh, PA, March 31-April 1 2008)

Producer and Curator (with Kokoromi). *gamma 256*. Exhibition. Société des arts technologiques [SAT] (Montreal, QC, November 28, 2007)

Producer (in association with Kokoromi and Hugues Monfroy). Canadian premiere: *8 BIT: A documentary about art and videogames*. Screening. Société des arts technologiques [SAT] (Montreal, QC, February 17, 2007)

e. **Professional, Curatorial, Volunteer Activities (cont.)**

Producer and Curator. *Canadian Game Studies Association Arcade*. York University (Toronto, ON, September 21- 23, 2006)

Producer and Curator (with TEAS), *Eyeteasers: Art Podified*, Foundation Lounge (Vancouver, BC, June 22, 2006)

Jury, *Apple FILMFEST*, Simon Fraser University Surrey (Surrey, BC, April 19, 2006)

Organizing Committee, "Changing Views: Worlds in Play" 2005 *Digital Games Research Association (DiGRA) Conference*, Vancouver, BC (June 17-20, 2005)

Producer and Curator (Curatorial Committee Lead), *PoV (Point of View) Alternative Games Exhibition* (Vancouver, BC, June 17-20, 2005)

Conference Coordinator (with Camille Baker), *New Forms Festival 2003: Inter[sec/ac]tion* (Vancouver, BC, July 31-Aug 2, 2003)

Jury (Net Art), *New Forms Festival 2003: Inter[sec/ac]tion*, Vancouver, BC

8. **COURSE DEVELOPMENT AND DELIVERY**

a. **Courses Taught**

<u>Year(s)</u>	<u>Course</u>	<u>Developed</u>	<u>Type</u>
2004-2006	IAT101 New Media Images	Yes (with S. Clements-Vivian & Y. Dancer)	Studio/ Online
2003-2005	IAT100 Systems of Media Representation	Yes (with S. Clements-Vivian & Y. Dancer)	Studio/ Online
2005	Surrey High School Integration Program (SHIP) Interactive Arts Stream	No	Summer (3 week)