

CURRICULUM VITAE

CYNTHIA KATHERINE POREMBA

1. DEGREES AND DIPLOMAS

<u>Degree or Diploma</u>	<u>Field</u>	<u>Institution</u>	<u>Year</u>
Doctor of Philosophy	Humanities	Concordia University, Montréal, QC	2011
Master of Applied Science	Interactive Arts	Simon Fraser University, Surrey, BC	2003
Bachelor of Arts	English Rhetoric and Professional Writing (New Media Specialization)	University of Waterloo, Waterloo, ON	1998

Titles of Thesis and Dissertation

<u>Degree</u>	<u>Title</u>
PhD	Dissertation: <i>Real Unreal: Crafting Actuality in the Documentary Videogame</i> (2011)
MASc	Thesis: <i>Player as Author: Digital Games and Agency</i> (2003)

2. ACADEMIC POSITIONS HELD

<u>Date(s)</u>	<u>Title, Institution</u>
Fall 2011 —Present	Instructor, Game Design, Dawson College, Montreal, QC
Oct 2011-Present	Artist-in-Residence, Centre for Technoculture, Art and Games (TAG), Concordia University, Montreal, QC
Fall 2010 – Present	Sessional Lecturer, English, Faculty of Arts and Science, Concordia University, Montreal, QC
Winter 2010	Sessional Lecturer, Computational Arts and Design, Faculty of Fine Arts Concordia University, Montreal, QC
Fall 2007- Winter 2008	Research Assistant, <i>Technoculture, Art and Games</i> Proposal Concordia University, Montreal, QC

2. ACADEMIC POSITIONS HELD (cont.)

<u>Date(s)</u>	<u>Title, Institution</u>
Fall 2003- Spring 2006	Lecturer, Interactive Arts (Full-Time Faculty) Faculty of Applied Science, School of Interactive Arts and Technology Simon Fraser University, Surrey, BC
2002	Teaching Assistant, TechOne, Faculty of Applied Science, School of Interactive Arts and Technology, Simon Fraser University, Surrey, BC
2003	Program Coordinator: <i>SFU Surrey Girl Power; Computers and Creativity</i> Simon Fraser University, Surrey, BC
2002	Game Project Coordinator: Kinesiology Simon Fraser University, Burnaby, BC

3. OTHER POSITIONS HELD

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

4. MAJOR AREA(S) OF SCHOLARLY INTEREST

- Documentary in videogames and digital media
- Art and independent videogames
- Emerging artistic/ cultural practice related to photography, videogames and robotic technologies
- Research-creation methodology in interactive art and design

5. SCHOLARSHIPS, FELLOWSHIPS, HONOURS, AWARDS, GRANTS

<u>Date(s)</u>	<u>Details</u>
2012-2014	Fonds québécois de la recherche sur la société et la culture (FQRSC) Postdoctoral Research-Creation Fellowship (Research host: Ian Bogost / Georgia Institute of Technology)
2011	Canada Council for the Arts, Travel Grant
2010	Concordia University Doctoral Thesis Completion Award
2010	Canada Council for the Arts, Travel Grant

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

<u>Date(s)</u>	<u>Details</u>
2009	Conseil des arts et des lettres du Québec (CALQ), Travel Grant
2009	Finalist, <i>NFB New Media Pitch</i>
2008	Concordia Graduate School, Travel Grant
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
2006-2009	Concordia University Graduate Fellowship Concordia University Tuition Remission
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	TechBC Graduate Academic Scholarship 2001-2002

6. SCHOLARLY, PROFESSIONAL, AND SERVICE ACHIEVEMENTS

a. Books, Chapters, etc.

Bogost, Ian and 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. 12-21.

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. "Discourse Engines for Art Mods." *Eludamos. Journal for Computer Game Culture*. 2010, Volume 4, Issue 1. 41-56.

Poremba, Cindy. "Frames and Simulated Documents: Indexicality in Documentary Videogames," *Loading... Journal of the Canadian Game Studies Association*. 2009; Volume 3, Issue 4.

b. Peer Reviewed Papers and Presentations (cont.)

- Poremba, Cindy. "On the Brink of the Magic Circle." *Situated Play: Digital Games Research Conference 2007*, Tokyo, Japan, 24-28 Sept 2007. 772-778.
- Poremba, Cindy. "Play with Me: Exploring the Autobiographical in Digital Games." *Situated Play: Digital Games Research Conference 2007*, Tokyo, Japan, 24-28 Sept 2007. 703-707.
- Poremba, Cindy. "Point and Shoot: Remediating Photography in Gamespace." *Games and Culture*. Volume 2, Number 1, Sage Publications, Jan 2007. 49-58.
- Poremba, Cindy. "Patches of Peace: Tiny Signs of Agency in Digital Games." *Level Up: Digital Games Research Conference*, University of Utrecht, The Netherlands, 4-6 Nov 2003. CD-ROM.

c. Other Papers and Presentations

- Poremba, Cindy. "Promiscuous Spaces: Play, Performance and Aesthetic Experience in the New Arcade," *Games Betwixt and Between Panel, ISEA 2011*, Istanbul, TR, 14-21 Sept 2011.
- Boudreau, Kelly and Cindy Poremba. "Animated Reality: Re-defining Indexicality in Videogames." *Canadian Game Studies Annual Conference*, Concordia University, Montreal, QC, 28-29 May 2010.
- Poremba, Cindy. "Game Art on a Dematerialized Web." *Centre international d'art contemporain de Montréal (CIAC) electronic magazine*. Dec 2009, No 35.
- Poremba, Cindy. "Documentary Games: Playing with the Truth" Panel. *Sheffield Doc/Fest*, Sheffield, UK, 5 Nov 2009.
- Poremba, Cindy. Artist Talk. *New York Electronic Arts Festival*, Harvestworks, New York City, NY, 9 Oct 2009.
- Poremba, Cindy. "Frames and Simulated Documents: Indexicality in Documentary Videogames," *Canadian Game Studies Association Symposium*. Ottawa, ON, 23-24 May 2009.
- Poremba, Cindy. "Interactive Games and Factual Content" Panel. *DOC IT 2009*, 19 Apr 2009.
- Poremba, Cindy. "Play belongs to Everybody: An Interview with the Ludica Collective." *Eludamos. Journal for Computer Game Culture*. 2008, Volume 2, Issue 2. 261-287.
- Poremba, Cindy. "Ludo-Pravda: In Search of the Documentary Digital Game." *Kodak Lecture Series*. Ryerson University, Toronto ON, 30 Oct 2008.
- Poremba, Cindy. "Games of Life." Keynote Presentation. *Interactive Screen 0.8: Sustain*. Banff New Media Institute (BNMI). Banff, AB, 24-29 Aug 2008.
- Poremba, Cindy. "Documentary Games (Games for Change does TED)" Panel. *Games for Change*, Parsons, The New School for Design. New York, NY. 2-3 June 2008.
- Poremba, Cindy. "Discourse Engines for Game Mods." *Canadian Game Studies Association 2008 Symposium*, Vancouver, BC, 31 May 2008.
- Poremba, Cindy. "Let's Put it This Way: Interpreting Research-Practice in Interactive Arts." *iMatter Workshop*, McMaster University, Hamilton, ON, 6-7 May 2008.

c. Other Papers and Presentations (cont.)

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

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

Poremba, Cindy. "The Princess is in Another Castle: A Women and Gaming Update." Invited Speaker. SFU 40th Anniversary Open House. 2 Jun, 2006.

Poremba, Cindy. "Ludo-Pravda: Documentary Digital Games." IMAGINE Network Symposium, Banff, Alberta. March 25-26, 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 Jul / 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 Apr 2003.

d. Committee and Service Activities

Member, *Kokoromi Collective* (2007 - present)

Advisory Board, *Concordia Centre for Technoculture, Art and Games* (2010 – present)

Board of Directors, *Canadian Game Studies Association* (2007)

Board of Directors, *The Escape Artists Society (TEAS)* performance art collective (2005-2008)

Member, *TechOne Foundations Committee* (Simon Fraser University) (2003-2006)

e. Conferences and Symposia

Track Chair, Research and Experimental Games, *Foundations of Digital Games Conference 2012*, Raleigh, NC (present)

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

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

7. ARTISTIC AND CURATORIAL ACHIEVEMENTS

a. Artworks and Artistic Collaborations

Artist (with Kokoromi). *Live Game Code: Love Letters*. Videogame + Livecode Performance. (15-16 May, *Montreal Biennale 2009*)

a. Artworks and Artistic Collaborations (cont.)

Artist (with Kokoromi and Polytron). *superHYPERCUBE*. Videogame installation.
 Finalist, *Indiecade*, 2011 (Culver City, CA, 6-9 Oct 2011).
Carte blanche à kokoromi et TAG, La Gaîté Lyrique, Paris, FR, 29 Sept -13 Nov, 2011.
VIA Audio / Visual Festival, Pittsburgh PA, 01-03 Oct 2010
 Babycastles, Brooklyn NY, August 5, 2010
FILE - Electronic Language International Festival, São Paulo, Brazil, July 27-Aug 29, 2010
GAMMA 3D, La Société des arts technologiques [SAT], 14 Nov 2008
 Parisian Laundry, Montréal, QC (BNL MTL event; non-curated), 1 May 1 2009

Artist (with Lone Koefoed Hansen). *Street Screen Sprouting Scene*. Digital + Mixed-Media.
 NVRNMNT: Communicating Sustainability. University of Toronto Sustainability
 Office / University of Toronto Art Centre. (Toronto, ON, 16 Oct – 7 Nov 2008)

b. Curation and Juries

Co-Curator (with Heather Kelley and Lynn Hughes). *La Gaîté Ludique*, La Gaîté Lyrique, Paris, FR
 (TBD 2012)

Judge, Independent Game Festival (IGF) 2012 (San Francisco, CA, 5-9 Mar 2012)

Co-Curator (with Heather Kelley and Lynn Hughes). *Carte blanche à kokoromi et TAG*, La Gaîté
 Lyrique (Espace Jeux Video), Paris, FR, 29 Sept -13 Nov, 2011.

Jury. *Indiecade 2011* (Culver City, CA, 6-9 Oct 2011).

Co-Curator (with Emilie Grenier), *Digital Ludology*. HTMLles Festival 2010. (Studio XX, Montréal,
 QC, 17-19, 2010)

Producer and Curator (with Kokoromi). *Gamma IV* Exhibition. Mezzanine (San Francisco, CA, 10
 Mar 2010)

Jury, *The Sandbox*, *SIGGRAPH 2009* (New Orleans, LA, 3-7 Aug 2009)

Producer and Curator (with Kokoromi). *GAMMA 3D*. Exhibition. Société des arts technologiques
 [SAT] (Montréal, QC, 19 Nov 2008)

Curator/Designer. *The Sustainable Forest: A LAN Soiree. Interactive Screen 0.8: Sustain*. Banff New
 Media Institute (BNMI), Banff, AB, 24-29 Aug 2008.

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

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

Producer and Curator (with Kokoromi). *gamma 256*. Exhibition. Société des arts technologiques
 [SAT] (Montreal, QC, 28 Nov 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, Feb 17, 2007)

b. Curation and Juries (cont.)

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

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

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

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

c. Professional Workshops

Organizer. *Designing Games for Documentary*. Workshop. SXSW 2012 (accepted)

Co-organizer (with Amanda Williams and Adrian Freed). *Bizarro Controllers*, Hexagram-Concordia (Montréal, QC, 28-29 Oct 2011)

Mentor. *docXchange* (Hot Docs, Toronto, ON, 1-3 May 2011)

Organizer. *Creative Game Controller Workshop*. Studio XX (Montréal, QC, 20 Nov 2010)

Participant. *Hacking as a Way of Knowing*. Workshop. InterAccess (Toronto, ON, 1-3 May 2009)

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

8. COURSE DEVELOPMENT**a. Courses Taught**

<u>Year(s)</u>	<u>Course</u>	<u>Developed</u>	<u>Type</u>
F 2011	574-810-DW <i>Introduction to Game Design and Development</i>	No	Studio / Lecture
F2011, W2010, F2010	ENGL 398D, Concordia University <i>Videogames and/as Literature</i>	Yes	Lecture
W 2010	DART 492/04, Concordia University <i>Discursive Design Research II</i>	Yes	Studio/ Lecture
2003-2006	IAT101, Simon Fraser University <i>New Media Images</i>	Yes (with S. Clements- Vivian & Y. Dancer)	Studio- Lab
2003-2005	IAT100, Simon Fraser University <i>Systems of Media Representation</i>	Yes (with S. Clements- Vivian & Y. Dancer)	Studio- Lab
2005	Surrey High School Integration Program (SHIP), Interactive Arts Stream	No	Summer (3 week)