

# CURRICULUM VITAE

## CYNTHIA KATHERINE POREMBA

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### 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, Quebec, CA	In progress
Master of Applied Science	Interactive Arts	Simon Fraser University, Surrey, British Columbia, CA	2003
Bachelor of Arts	English Rhetoric and Professional Writing (New Media Specialization)	University of Waterloo, Waterloo, Ontario, CA	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>
Winter 2010	Sessional Lecturer, Computational Arts and Design, Faculty of Fine Arts & English, Faculty of Arts and Science, Concordia University, Montreal, QC
2007-08	Research Assistant, <i>Technoculture, Art and Games</i> Proposal Concordia University, Montreal, QC
2003-06	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 (Concussion Awareness) 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 OR PROFESSIONAL INTEREST

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

### 5. SCHOLARSHIPS, FELLOWSHIPS, HONOURS, AWARDS, GRANTS

<u>Date(s)</u>	<u>Details</u>
2009	Canada Council for the Arts, Travel Grant
2009	Conseil des arts et des lettres du Québec (CALQ), Travel Grant
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. "Frames and Simulated Documents: Indexicality in Documentary Videogames," *Loading... Journal of the Canadian Game Studies Association*. 2009; Volume 3, Issue 4.

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. "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. "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. "Ludo-Pravda: In Search of the Documentary Digital Game." *Kodak Lecture Series*. Ryerson University, Toronto ON, 30 Oct 2008.

**c. Other Papers and Presentations (cont.)**

- 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.
- 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 40<sup>th</sup> 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)
- Board of Directors, Canadian Game Studies Association (2007)
- Board of Directors, The Escape Artists Society (TEAS) (2005-2008)
- TechOne Foundations Committee (Simon Fraser University) (2003-2006)

**e. Art, Curatorial, Professional Activities**

- Artist (with Heather Kelley). *Live Game Code: Love Letters*. Videogame + Livecoding Performance. (15-16 May, *Montreal Biennale 2009*)
- Participant. *Hacking as a Way of Knowing*. Workshop. InterAccess (Toronto, ON, 1-3 May 2009)

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

Designer (with Kokoromi and Polytron). *superHYPERCUBE*. Videogame. GAMMA 3D. Société des arts technologiques [SAT] (Montréal, QC, 19 Nov 2008)

Producer and Curator (with Kokoromi). GAMMA 3D. Exhibition. Société des arts technologiques [SAT] (Montréal, QC, 19 Nov 2007)

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)

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, Jul 10 – 13, 2008)

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

Curator (with Kokoromi). *The Art of Play Arcade*. Ellis Gallery (Pitts, 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)

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

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

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

Producer and Curator (Curatorial Committee Lead), *PoV (Point of View) Alternative Games Exhibition* (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)

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

## 7. COURSE DEVELOPMENT

### a. Courses Taught

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