

BRIAN SCHRANK

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EDUCATION

Doctor of Philosophy in Digital Media, 2010

Georgia Institute of Technology, Digital Media program, Atlanta, GA
Committee: Jay Bolter, Celia Pearce, Janet Murray, Blair MacIntyre, Ellen Yi-Luen Do
Dissertation: Play Beyond Flow: A Theory of Avant-garde Videogames

Masters of Entertainment Technology, 2005

Carnegie Mellon University, Entertainment Technology Center, Pittsburgh, PA
The MET degree is conferred by Carnegie Mellon University's College of Fine Arts and the School of Computer Science, blending a Master of Fine Arts with a Master of Science

Bachelor of Fine Arts in Digital Art, Animation Concentration—Summa Cum Laude, 2003

Atlanta College of Art, Atlanta, GA

ACADEMIC POSITIONS

Assistant Professor, Fall 2011—present

DePaul University, College of Computing and Digital Media

Visiting Lecturer, Spring 2011

Georgia Institute of Technology, Digital Media program

Instructor—Graduate Teaching Assistant, Fall 2005, Fall 2008, Spring 2009, Fall 2010

Georgia Institute of Technology, Digital Media program

Researcher—Graduate Research Assistant, 2006–2010

Georgia Institute of Technology, Digital Media program

Co-Instructor, Spring 2005

Carnegie Mellon University, Entertainment Technology Center

Teaching Assistant, Fall 2004

Carnegie Mellon University, Entertainment Technology Center

Language Teacher, 1998–1999

Beth's English School (Taipei, Taiwan)

SELECTED EXHIBITIONS

JURIED

2014–present

Dumpy: Going Elephants (virtual reality art game), director, lead artist, designer

Indie City Games Arcade Cabinet, Emporium Barcade, Chicago, IL

2016

Gentle Threads (short film), director

Collider 7 + Tiny Cinema, University of Hawaii Manoa, Manoa, HI, August 28–September 16

Collider 7 + Tiny Cinema, University of Akron Emily Davis Gallery at the Myers School of Art, Akron, OH, August 28–September 16

A Moment Free from Darkness (virtual reality art game), director, lead designer

Meaningful Play, East Lansing, MI October 20–22

Bit Bash, Chicago, IL, August 13

CICA Museum, Digital Culture exhibition, Seoul, Korea, July 22–August 7

Indie Prize Showcase USA, San Francisco, CA, July 18–20. Acceptance Rate: 34%

2015

After the Gods (art installation augmented reality game), director

Stimulus/Response/Affect exhibition in Oakland University Gallery, Rochester, MI, October 16–November 22

Hamburger Hill (short film)

Hell Yes Fest, New Orleans, LA, October 2

Chain Yankers (physical sports game), director, lead designer

Southland Chicago Mini Maker Faire, Independent Developer Showcase, Mokena, IL, August 22

Bust A Cup (physical sports game), director, lead designer

NordMedia, Copenhagen, Denmark, August 13–15

Games+Learning+Society Conference, Madison, WI, July 8–10

Games and Transgressive Aesthetics Workshop, Digital Games Research Association (DiGRA), Lüneburg, Germany, May 14–17

Puffy Universe (very short film)

Prism Pipe | CRYSTAL BALL, pehrspace, Los Angeles, CA, July 20

Dumpy: Going Elephants (virtual reality art game), director, lead artist, designer

A MAZE International Independent Videogames Festival, Germany, April 22–24

2014

Dumpy: Going Elephants (virtual reality art game), director, lead artist, designer

Indie City Games Arcade Cabinet, Dittmar Memorial Gallery, Norris University Center, Northwestern University, Evanston, IL, October 30–November 23

Virtual Reality Road Show, various cities, New Zealand, February 22–October 12

Bit Bash, Chicago, IL, September 6–7

Arcade 11, Montreal Joue Festival, Montreal, Quebec, Canada, February 22–March 9

IBM Dev@Pulse, IBM Pulse Conference, Las Vegas, NV, February 24–25

2013

Dumpy: Going Elephants (virtual reality art game), director, lead artist, designer

IndieCade, Los Angeles, CA, October 3–6,. Featured in Official Showcase and 2nd Place Winner in the IndieCade VR Jam

Gentle Carmel: Into the Black Dumb (graphic novel)

Alternative Press Expo, San Francisco, CA, October 12–13

Chicago Alternative Comics Expo, Chicago, IL, June 15–16

Selected examples of external recognition:

Quimby's Bookstore writes, "Gentle Carmel is a WEIRD book... Magic marker slop art jungle gives way to a blue muppet-y vision of the self surrounded by color lava, digital tricks... Retina spillage and madman murmurrz." www.quimbys.com/store/5917

Inkwell Management writes "Gentle Carmel is startlingly fresh. Brian's artistic insights into Carmel's life are fascinating and his artwork is both visually arresting and uninhibited."

Bleeding Cool News article: www.bleedingcool.com/2013/01/26/gentle-carmel/

Pedandeck (card game)

IndieCade Showcase @ Electronics Entertainment Expo, Los Angeles, CA, June 11–13

Pant Monsters (comic strip)

Infinite Corpse, online January–present

2012

Kaiju Kazoo (augmented reality action game), director

IEEE International Symposium on Mixed and Augmented Reality (ISMAR), Atlanta, GA, November 5–8

Mechanice (augmented reality puzzle game), director

IEEE International Symposium on Mixed and Augmented Reality (ISMAR), Atlanta, GA, November 5–8

2004

The Room (short film), actor

Great Lakes International Film Festival, Erie, PA, September

NON-JURIED

2013

After the Gods Prototype (augmented reality game), director

Techweek, Chicago, IL, June 27–29

Gentle Carmel: Into the Black Dumb (graphic novel)

Chicago Comic & Entertainment Expo, Chicago, IL, April 26–28

Pedandeck (card game)

Chicago Comic & Entertainment Expo, Chicago, IL, April 26–28

SELECTED PUBLICATIONS

PEER-REVIEWED

2016

Schrank, B., **Bust A Cup: Reclaiming Risk in Play** (long article). The Italian Journal of

Game Studies, G|A|M|E n.5, Games on Games. Game Design as Critical Reflexive Practice

2015

Schrank, B., **Bust A Cup: Reclaiming Risk in Play** (short article). In the Proceedings of NordMedia, Copenhagen, Denmark, August 13–15

Schrank, B., Gabor Jr. B., Bayzer, D., Laskey, D., Wright, L., Klein, C., Elsey, J., Langley, M., Brom, P., Roberson, R., Wargo, L., Huffman, T., Woo, S., **After the Gods: Exemplary Design for Handheld Augmented Reality Games** (article). In the Proceedings of NordMedia, Copenhagen, Denmark, August 13–15

2014

Schrank, B., **Avant-garde Videogames: Playing with Technoculture** (book). MIT Press

Selected examples of external recognition:

Organizers of the “Semaine Du Jeu Vidéo Montpellier Game Summit” reference it in their conference materials and suggest it as reading in preparation for the conference at l’Université Paul-Valéry Montpellier 3, November 18, 2016: <https://art-jeu.sciencesconf.org/>

Stéphane Natkin lecture at the Cologne Game Lab on April 20, 2016: <http://www.colognegamelab.de/event/guest-lecture-with-stephane-natkin/>

Celia Pearce requires it in her experimental game design class at Northeastern University: http://www.northeastern.edu/experimentalgamedesign/wp-content/uploads/2014/12/GAME1850_s2016_v4.pdf and: <http://www.northeastern.edu/experimentalgamedesign/?p=1188>

Byron Fong review in The Velvet Light Trap. Number 77, Spring 2016: <https://utpress.utexas.edu/index.php/journals/the-velvet-light-trap>

Jessica Morrison discusses the book in her online article “Week 1: Time FCUK” February 26, 2016: <http://www.offensivegaming.site/?p=59>

Stacey Mulcahy uses it as the textbook for her Sensory Storytelling class at NYU’s Tisch School of the Arts, Interactive Telecommunications Program (ITP) in 2016: https://github.com/bitchwhocodes/ITP_Storytelling

André J. Blyth builds on the book in his graduate thesis, “Videogame Vignettes” to earn his Masters of Fine Arts Emergent Digital Practice, University of Denver, June, 2015: http://tweaver.biotica.org/student_work/edpx5700_student_work/blythe_mfa_edpx5700.pdf

Tom Cole, et al., use the book in their article and presentation “Emotional and

Functional Challenge in Core and Avant-garde Games” In the Proceedings of the 2015 Annual Symposium on Computer-Human Interaction in Play, Pages 121-126 and presented at CHI Play '15 October 5-7, 2015:

https://research.gold.ac.uk/12701/1/EmoFunc_CHIPlay_CameraReady.pdf

Alexia Bhéreur-Lagounaris talks and writes about book in “Is Citizen Science Game the Next Level up Social Impact Games? Crossing Public Engagement, Technology Accessibility and Game Design” in The Videogame Cultures Project: 7th Global Meeting at Mansfield College, Oxford, United Kingdom, September 11-13, 2015:

http://www.inter-disciplinary.net/critical-issues/wp-content/uploads/2015/07/Alexia_VG7draftpaper.pdf

Patrick Jagoda review in Journal of Play. Volume 7, Number 2, Winter 2015:

<http://www.journalofplay.org/sites/www.journalofplay.org/files/pdf-articles/7-2-book-review-5.pdf>

Richard Lemarchand requires it in his experimental games class at USC: <http://web-app.usc.edu/soc/syllabus/20151/18369.pdf>

Emilie Reed reviews the book in her online article “ART, GAME, BOTH, NEITHER” June 12, 2015: <https://emreed.net/2015/06/12/art-game-both-neither/>

Riccardo Fassone discusses it in his article “This is video game play: video games, authority and metacommunication” *Comunicação e Sociedade*, vol. 27, 2015, pp. 37-52: revistacomsoc.pt/index.php/comsoc/article/download/2088/2008

Michael Straeubig builds off theories from the book in his article “On the distinction between distinction and division” in *Technoetic Arts*, 13(3), pp. 245-251, 2015: https://pearl.plymouth.ac.uk/bitstream/handle/10026.1/4274/On_the_distinction_between_distinction_and_division_Straeubig_PREPRINT.pdf

Dan Solberg reviewed it in Kill Screen Magazine “Charting the edges of avant-garde videogames” August 22, 2014: <https://killscreen.com/articles/charting-edges-avant-garde-videogames/>

Jesper Juul analyzes the book in his online article “Are Game Experiments Apolitical? Avant-garde and Magic Realism.” August 13, 2014

<https://www.jesperjuul.net/ludologist/are-game-experiments-apolitical>

Moving Image Archive News recommends it. July 1, 2014:

<http://www.movingimagearchivenews.org/new-books-on-moving-images-and-archiving/>

Schrank, B., Gabor Jr. B., Bayzer, D., Laskey, D., Wright, L., Klein, C., Elsey, J., Langley, M., Brom, P., Roberson, R., Wargo, L., Huffman, T., Woo, S., **After the Gods: Exemplary Design for Handheld Augmented Reality Games** (article). Was to be in the Proceedings of ACE, 2014: 11th Advances in Computer Entertainment Technology Conference, November 11–14, Funchal, Portugal. (Paper accepted in proceedings and

ACM Digital Library but not published because I did not attend conference.)

Schrank, B., **Avant-Garde Videogames** (short article). Proceedings of ACM SIGGRAPH 2014 Studio Article No. 14, August 10–14

2011

Xu, Y., Barba, E., Radu, I., Gandy, M., Schrank, B., MacIntyre, B., Tseng, T., **Pre-Patterns for Designing Embodied Interactions with Handheld Augmented Reality Games** (article). In the Proceedings of the 10th IEEE International Symposium of Mixed and Augmented Reality (ISMAR '11), Basel, Switzerland. (Acceptance Rate: 25%) (**Awarded Best Paper**)

2008

Xu, Y., Gandy, M., Deen, S., Schrank, B., Spreen, K., Gorbsky, M., White, T., Barba, E., Radu, I., Bolter, J., MacIntyre, B., **BragFish: Exploring Physical and Social Interaction in Co-located Handheld Augmented Reality Games** (article). In the Proceedings of ACE, 2008: International Conference on Advances in Computer Entertainment Technology, December 3–5, Yokohama, Japan. (Acceptance Rate: 24%) (Awarded Third Best Paper)

NON-PEER-REVIEWED

2009

Gandy, M., Xu, Y., Schrank, B., Deen, S., Spreen, K., Gorbsky, M., White, T., Barba, E., Radu, I., Bolter, J., MacIntyre, B., **Bragfish: Exploring Handheld Augmented Reality Game Design and Evaluation** (article). Computers in Entertainment Magazine, ACM Press

SELECTED PRESENTATIONS

PEER-REVIEWED

2016

Schrank, B., **The Future of Games: Avant-garde Artists Prefigure the Coming Markets**. Mobile Games Asia, Kuala Lumpur, Malaysia, July 13–14

Schrank, B., **Games as Formal, Political, and Narrative Art**. Association of Art Historians Conference, In and Out of Art History: The Video Games Conundrum, Edinburgh, Scotland, April 7–9

2015

Schrank, B., **After the Gods**. Stimulus/Response/Affect in Malleable Architecture, Space and Time, New Media in the Greater Lakes Region, Rochester, MI, October 17

Schrank, B., **Bust A Cup: Reclaiming Risk in Play**

NordMedia, Copenhagen, Denmark, August 13–15

Games and Transgressive Aesthetics Workshop, Digital Games Research Association (DiGRA), Lüneburg, Germany, May 14–17

2014

Schrank, B., **An Introduction to Art and Videogames**. Dittmar Memorial Gallery, Norris University Center, Northwestern University, Evanston, IL, November 20

Schrank, B., **Avant-Garde Videogames**. SIGGRAPH, Studio Talks: Bing! Bang! Boom! Vancouver, Canada, August 13

2010

Schrank, B., and Bolter, J., **Videogames and the Two Avant-gardes**. Art History of Games, Savannah College of Art and Design, Georgia Institute of Technology, February 4–6

2009

Rohrer, J., and panelists: Schrank, B., and Bolter, J., **Beyond Single Player: Hunting for an Artistic Niche**. Georgia Institute of Technology, Atlanta, GA, April 15

Schrank, B. **Videogames: Avant-garde and Kitsch**. INVENTIO project, Stanford University, Stanford, CA, April 20–21

2008

Schrank, B. **Tilling the Videogame Medium**. INVENTIO project, Stanford University, Stanford, CA, May 16–17

2005

Izena, Y., Schrank, B., **Kotodama: The Power of Words**. Southeastern Association of Teachers of Japanese, Georgia Institute of Technology, Atlanta, GA, March 19–20

Schrank, B., Izena, Y., Haskell, S., Hart, S., Lin, T., and Brandt, C., **Kotodama: The Power of Words**. Game Developers Conference, San Francisco, CA, March 23–27

NON-PEER-REVIEWED

2016

Schrank, B., **Game Design and Avant-garde Videogames**. HCD 421: Design and Human Experience class, invited by Denise Nacu, DePaul University, Chicago, IL, September 29

2015

Schrank, B., **Introduction to Avant-garde Videogames**. CDM Colloquium, DePaul University, Chicago, IL, April 10

2014

Schrank, B., **Virtual Reality and the Oculus Rift**. Game -) |- Hack, DePaul University, Chicago, IL, May 15

Schrank, B., **Affordance Mining and Augmented Reality**. DMA 420: Digital Media Arts Survey class, invited by Kristyn Benedyk, DePaul University, Chicago, IL, February 24

CURATION

2016–present

Forthcoming exhibition on game design at Chicago Design Museum scheduled for Winter 2017; in collaboration with LeAnn Wagner

2016

Schrank, B., **Slow Action: Balancing and Tuning a Three-Minute Game**
Talk and workshop by Tim Rogers for the School of Design's Visiting Designers Series. DePaul University, Chicago, IL, November 11

2015

Schrank, B., **Passing Notes: Game Design for Everyone**
Symposium for the School of Design's Visiting Designers Series with Ashlyn Sparrow, Voxelles, and Anna Anthropy as well as a workshop by Anna Anthropy. DePaul University, Chicago, IL, November 14

2014

Schrank, B., co-curated game selection for **INTERPLAY Conference and Arcade**. Jackson Junge Gallery, Chicago, IL, October 24–25

GRANTS AND FUNDING

2016

HoloLens Development—Approved into Microsoft HoloLens Developer Program HoloLens kit for teaching and research approved for Wave 6. Funds from DePaul, CDM

2015

Visiting Designers Series funding approval of \$10,000 from CDM Dean, David Miller

Design Impact Projects funding approval of \$5,000 from CDM Dean, David Miller

2014–2015

Graduate Research Assistantship—DePaul University Grant
Funded grad student Brian Gabor Jr. to rapidly prototype compelling art games

2013

Student Research Assistantship—DePaul University Grant

Funded undergrad student David Laskey to rapidly prototype augmented reality toys

PROJECT DESCRIPTIONS

2012–present

Hungry Signs Project (exhibition)

Collecting “I’m hungry” signs that impoverished people hold up to solicit donations from people passing by. I pay them \$10–20 per sign and give them cardboard and markers so they make a fresh sign. I have collected 45 signs so far. Once I have 100 signs I will exhibit them collectively in a Chicago gallery space. www.HungrySigns.com

2016

Gentle Threads (short film)

Animated film of clothing threads hanging loose then being pulled tight over skin

A Moment Free from Darkness (virtual reality art game)

Empathy game about sex slavery experienced through the girl's subjective perspective. Sequentially played on four platforms: mobile, desktop, VR, and Apple Watch to evoke dramatic shifts of immersion, alienation, empowerment, and powerlessness in her day. www.aMomentFree.com

2015

After the Gods (art installation augmented reality game)

Changed and expanded *After the Gods Prototype* from 2013 to create an art installation game in a much larger space. The game now takes place above and within a 4-foot diameter fabric disc installed in a museum floor. It blends two different user experiences in a novel way, combining the sensibility of a museum-goer seeking aesthetically or conceptually provocative experiences with that of a game player seeking diversion and spectacle. www.AfterTheGods.com

Chain Yankers (physical sports game)

Two opponents wield metal sticks with large pads on each end (similar to American Gladiators). Chain Yankers reclaims a sense of risk that has been lost in contemporary games with over-designed rules. <http://brianschrank.com/games.htm#chain>

Puffy Universe (very short film)

Animated stop-motion, hand-drawn film about puffballs, a cat, and blackness of space

Hamburger Hill (short film)

I act in this film that incorporates live-action, pixilation, and vintage commercials. It's a fast food comedy that tickles the bilious core of hamburger hoarding.

<https://vimeo.com/170705392>

Yes Cellphone (mobile art game)

Fourth-wall-breaking mobile game that encourages players to worship their phone

2014

Avant-garde Videogames: Playing with Technoculture (book)

This MIT Press book presents a historically grounded argument in support of provocative games that redefine and challenge the conventional understanding of what videogames are and can become. Used for Art Games class that I devised and teach each year. <https://mitpress.mit.edu/books/avant-garde-videogames>

Bust A Cup (physical sports game)

Coffee cups are placed on top of attack puppets made of hammers, chains, locks, and wood. The player who busts her opponent's cup wins. The game enables players to put themselves at varying degrees of actual risk that has been lost in contemporary games. <http://brianschrank.com/games.htm#bust>

2013

Dumpy: Going Elephants (virtual reality art game)

Players put on an Oculus Rift headset to become Dumpy, an escaped carnival elephant in a cartoon world. Effectively uses the affordances of VR so that it's intuitive and toylike for people inexperienced with VR or games to play. www.DumpyGame.com

After the Gods Prototype (augmented reality game)

Augmented reality god game set in a surreal sky world. Players grow and garden the elements of light, wind, and clouds by moving smart phones above an image marker. Effectively uses the affordances of AR so that it is intuitive and toylike for people inexperienced with AR or games. www.AfterTheGods.com

Pant Monsters (comic strip)

Jury-selected contribution to Infinite Corpse a collaborative project with some of today's leading comic artists. www.corpsey.trubbleclub.com/catacombs/59/84/

Gentle Carmel: Into the Black Dumb (graphic novel)

Experimental graphic novel told from the perspective of an autistic artist adventuring in Mexico. The world is warped into a variety of forms by the hero's subjectivity. Graphic style pulls widely from popular culture and ranges from Japanese manga, to childlike marker drawings, to vector art. Published by CreateSpace. www.GentleCarmel.com

Pedandeck (card game)

Game challenges social etiquette in everyday life. Players give cards to players as well as people not even playing game. Hear anyone correcting someone's grammar? Play "Grammar Nazi" card and give to them. Published by Game Crafter. www.Pedandeck.com

Kaiju Kazoo (augmented reality action game)

Player controls a virtual Kaiju (a Godzilla-like monster) running around a physical image marker shaped like a kazoo. Tilt kazoo to control Kaiju movement.

www.KaijuKazoo.com

Mechanice (augmented reality puzzle game)

Physical interface is a cube with virtual cubes stacking off every side. Aim and move virtual cubes to match colors, win, and explode the puzzle as a reward.

http://brianschrank.com/ar_and_vr.htm#mechanice

Jumpo Bean for Gamekit (learning module for the Institute of Play)

Created a learning module for Gamekit by the Institute of Play that introduces several programming concepts through Jumpo Bean, a simple reprogrammable software toy

2011

Augmented Reality Game Research (research and development prototypes)

In the Augmented Environments Lab at Georgia Institute of Technology I designed and programmed game prototypes on Android mobile devices that explore and push the capabilities of augmented reality games on the current generation of hardware

2009–2011

Videogameo Studio (independent game studio)

Founded Videogameo Studio and published *Riverleap*, a fast-action 3D platformer that showed off graphic potential and speed of the iPhone 3GS when it was first released

2009–2010

Fusion Fall (research and development prototypes, professional corporate demos)

In the Augmented Environments Lab at Georgia Institute of Technology I designed and programmed augmented reality games using IP of Fusion Fall, a MMO game for kids. Presented the work to funding clients Cartoon Network and Motorola

2008–2009

BragFish (augmented reality party game)

In the Augmented Environments Lab at Georgia Institute of Technology I created an augmented reality game that explores physical and social interaction in co-located handheld devices using tabletop fiducial markers

2008

DART the Dog (augmented reality pet)

In the Augmented Environments Lab at Georgia Institute of Technology I produced a software toy for next-gen cell phones using computer vision. A virtual puppy responds to the physical cues of players using fiducial markers

2007–2009

Interactive Toolkit for Engineering Learning (learning platform)

Under the direction of Janet Murray at the Georgia Institute of Technology I designed simulations and content for project funded by the National Science Foundation to encourage women and minority college students to become engineers

2007

Mashboard Games (series of physical and digital art games)

Initiated this project to “affordance mine” the common computer keyboard as a physical touchpad (rub and poke it to play) to discover its hidden play-enabling properties

2005

PeaceMaker (game concept)

While studying at Carnegie Mellon University I collaborated with Asi Burak, Ross Popoff, and Shanna Tellerman to develop the original concept for a simulation game about the Israeli-Palestinian conflict that ultimately won international acclaim

2004–2005

Kotodama: The Power of Words (educational game)

While studying at Carnegie Mellon University I launched this project to produce a 3D role-playing videogame in which students learn Japanese using spoken input (Japanese speech recognition) to control the game world

2004

Night of the Living Dead (survival strategy game)

While studying at Carnegie Mellon University I collaborated with students and George Romero to prototype a game based on his zombie film franchise. I worked with actors to create motion capture and key-frame animation

TEACHING

DEvised COURSES

2012–revised for Spring 2017

Augmented Reality Game Design–DePaul University

GAM 368 Augmented Reality Game Design and Development

(Please note that I continually update and revise this course to teach students how to design for the latest Augmented Reality platforms. Spring 2017 we will use the HoloLens by Microsoft—the first AR technology in which tracking of virtual content onto the real-world is near-perfect, fostering a strong suspension of disbelief.) In this workshop students cultivate the skills to design, program and develop augmented reality (AR) games. Students learn about the unique affordances and design opportunities inherent to the platform. Based on the game studio model, each student adopts a role on the development team, such as programmer, designer, and artist, and each is responsible for contributing professional work consistently each week. Because the platform of AR games presents unique challenges to developers, teams first create a dozen AR toys, and build up the most promising experiences into games.

www.ARGameDesign.com

2014–revised for Winter 2017

Virtual Reality Game Development–DePaul University

GAM 369 Virtual Reality Game Development

(Please note that I continually update and revise this course to teach students how to design for the latest Virtual Reality platforms. Winter 2017 we will use the HTC Vive which affords player movement across an entire room as well as high-fidelity hand-controller input.) Students cultivate the skills to design, program and develop VR games in this workshop. Students learn about the unique affordances and design opportunities inherent to the platform. Based on the game studio model, each student adopts a role on the development team, such as programmer, designer, and artist, and each is responsible for contributing professional work each week. Because the platform of VR games presents unique challenges to developers, teams first create a dozen VR toys, and build up the most promising experiences into games.

www.brianschrank.com/vrgames

2016 Winter and Spring

Apple Watch Games—DePaul University

IT 300 Research Experience

Project lead working with 14 students to develop games and toys exploring the playful properties of the Apple Watch for their Junior Year Learning Experience

2015–2016

OmniBus Project—DePaul University

GAM 599 Independent Study

Guided and mentored undergraduate student Amir Badri and graduate student Jeremy Crocket in the development of their innovative art game OmniBus which turned into a successful Kickstarter project. The game continually receives press and won entry into Bit Bash and the Boston Festival of Indie Games in 2015 among other venues. Publisher Devolver Digital picked up OmniBus which was released May 2016.

<http://www.omnibusgame.com/>

2015 Summer

Yes Cellphone Project—DePaul University

IT 300 Research Experience

I led five exchange students studying game development for year at DePaul University to develop a fourth-wall-breaking mobile game that encourages players to worship their phone. The course satisfied a collaborative requirement from their home institution, Carapicuíba College of Technology, Carapicuíba, Brazil, where they studied Game Development within the B.S. in Information Technology degree

2013–2016

Art Games: From Indie to Avant-garde—DePaul University

GAM 397 Topics in Game Design: Art Games: From Indie to Avant-garde

Students learn to create, appreciate and advance games as an artistic medium in this workshop. Art games challenge the conventional wisdom of what games are, why and how we play them, who can make them, and the role they perform in popular culture. "Art" has different roles in culture, from the formal and aesthetic to the political or social. A broad survey of art games enables students to pursue innovative, experimental, or critical play in their own work. Students iteratively develop a series of art games throughout the course. In addition, students play and critique games made

by today's leading independent and avant-garde artists. I wrote the textbook for this course, *Avant-garde Games: Playing with Technoculture*. www.ArtGameDev.com

2012 Spring

Tabletop Game Project—DePaul University

GAM 399: Independent Study

Guided and mentored undergraduate students Majdi Badri and Cameron Sery in the development of a tabletop game borrowing from the FATE role-playing game system

2012–2016

Playgramming—DePaul University

GAM 240 Playgramming

This required workshop introduces computer programming to artists and designers. Programming is an art, but before students can create masterpieces they first need to explore, play, and sketch with code. Students learn basic concepts and techniques of computation and apply these to craft gameplay experiences, improvisational experiments, and software toys. I taught it in 2012 and have mentored faculty to teach it since. www.Playgramming.com.

Practical Scripting for Games—DePaul University

GAM 340 Practical Scripting for Games

This required workshop introduces game scripting to artists and designers. A game script is a short list of commands that control something in a game, such as how a character moves, or an enemy's behavior. Students learn to read, modify, and author scripts that generate and affect a variety of game elements over the course of weekly projects. Although I have not taught it I have mentored faculty to teach it since 2012

2011–2016

Game Modification Workshop—DePaul University

GAM 392 Game Modification Workshop

I devised this studio course (entirely changing existing course) in which students work in small cross-disciplinary teams to develop short games that provide one minute of awesome gameplay. Students learn how to remix existing content and code to create a coherent and compelling game experience. www.GameModWorkshop.com

2009–2011

Construction of the Moving Image—Georgia Institute of Technology

Studio course that combines theory and practice across a host of fields including experimental and traditional animation, videogames, and film production.

<http://brianschrank.com/teaching.htm#2730>

2005–2010

Principles of Visual Design—Georgia Institute of Technology

Studio/lecture course on digital design that combines theoretical and practical methods, such as how to plan, create, and critique a range of professional graphic work. <http://brianschrank.com/teaching.htm#2720>

2008

Introduction to Media Studies—Georgia Institute of Technology

Lecture course that examines contemporary and historical media through the rubrics of modernity, propaganda, postmodernism, simulation, & remix culture.

<http://brianschrank.com/teaching.htm#2400>

1998–1999

English, Beginner to Advanced—Beth's English School (Taipei, Taiwan)

Devised, performed, and improvised this full-immersion English class for 2-4 year olds.

Tutored adult professionals in business discourse and advanced conversational English

CO-DEvised COURSES

2012—revised for Winter 2017

Game Development Capstone—DePaul University

GAM 394 Game Development Project I, GAM 395 Game Development Project II, GAM 690 Game Development Studio I, GAM 691 Game Development Studio II
Katie Salen and I redesigned this senior studio/lecture course. Students form cross-disciplinary team studios to design and develop a videogame that demonstrates mastery over the medium. The student team that developed *Tetrapulse* formed a company and launched a successful Kickstarter to fund the commercial release of their game. Another team made *Tessallation* and received considerable press:

www.tinyurl.com/KotakuDePaul and <http://brianschrank.com/teaching.htm#capstone>

2016

Japan Study Abroad Post-Trip Course—DePaul University

ANI 390 Topics in Animation

I revised the post-trip study abroad course in which students created art projects using graphic design work, games, and short animated films to identify, reflect upon and process pivotal experiences that they had engaging with Japanese people, places, and culture

2015–2016

Solo Game Dev Project—DePaul University

GAM 355 Solo Game Development Project

I proposed and devised the basic outline of this new required course for our BS in game design in which each student independently develops a complete short game in a quarter serving as programmer, artist, and designer to foster independence and ingenuity among students. Although I have not taught it I mentored faculty to teach it

2013–2016

Advanced Game Design—DePaul University

GAM 365 Advanced Game Design

Katie Salen and I designed this studio course in which students work in teams to design and develop polished, small-scale gameplay experiences. The focus is on developing team-based creative and technical processes to produce innovative,

engaging, and playable games. Teams iteratively develop two distinct gameplay experiences as vertical slices, the first in the genre of surreal horror, and the other in the genre of comedy. www.AdvancedGameDesign.com

OTHER COURSES

2005

Korean Game Academy (co-instructor)–Carnegie Mellon University
Guided Korean game industry professionals in the conception and production of interactive virtual worlds using head-mounted displays and experimental interfaces

2004

Building Virtual Worlds (teaching assistant)–Carnegie Mellon University
Guided graduate students in the conception and production of interactive virtual worlds using head-mounted displays and experimental interfaces

SERVICE AND RECOGNITION

DEPAUL UNIVERSITY

DePaul University Excellence in Teaching Award, 2016

Member, Committee on Contingent Faculty, 2015–present

COLLEGE OF COMPUTING AND DIGITAL MEDIA COMMITTEES

Chair, Search Committee to hire fulltime Game Design Faculty, 2015–2016
Resulted in the hire of Anna Anthropy as Designer in Residence

Co-Chair, BS/MS Game Development Program Committee, Fall 2012–2016

Member, BS/MS Game Development Program Committee, Fall 2011–2016

Chair, Search Committee to hire two fulltime Game Design Instructors, 2015
Resulted in the hire of Bobby Schweizer and Jay Margalus

Member, Animation Program Committee, 2011–2015

Member, CIM Curriculum Committee, 2011–2015

Member, Advising Committee, 2011–2014

Member, Human-Centered Design and Technology PhD Committee, 2011–2014

Member, Research Environment & Scholarship Committee, 2011–2013

Member, Digital Cinema Program Committee, 2011–2013

Chair, Search Committee to hire a fulltime Game Design Instructor, Summer 2012
Resulted in the hire of Allen Turner

Chair, Production and Design Subcommittee of the Game Program Committee, 2011–2012
We evaluated the BS in Game Development degree focusing on the Production and Design concentration, totally redesigning the program and successfully implementing an overhaul

Member, Human-Computer Interaction/Interactive Media Program Committee, 2011–2012

Member, Computer Graphics and Motion Technology Program Committee, 2011–2012

Member, GameDev Website Subcommittee of Game Program Committee, 2011–2012

Member, Graphic Design Program Committee, 2011–2012

Member, Proposal for a Master of Arts in Digital Media Committee, 2011–2012

COLLEGE OF COMPUTING AND DIGITAL MEDIA RECRUITMENT AND MENTORING

Squire, Mentor, and Recruited, Anna Anthropy, fulltime Game Designer in Residence,
Spring 2016–present

Mentor, for faculty teaching GAM 228 Ethics in Computer Games, 2013–present
Developed course template and learning goals for GAM 228

Mentor, for faculty teaching GAM 206 History of Games, 2013–present

Squire, Tim Rogers, speaker and workshop instructor, Fall 2016

Squire, Bobby Schweizer, fulltime Game Instructor, Fall 2015

Squire, Jay Margalus, fulltime Game Instructor, Fall 2015

Mentor, Will Meyers, Game Adjunct, 2014–2015

Mentor and Recruited, David Laskey, Game Adjunct, 2014–2015

Mentor and Recruited, Devon Scott-Tunkin, Game Adjunct, 2012–2014

Mentor and Recruited, Ryan Wiemeyer, Game Adjunct, 2012–2014

Mentor and Recruited, Jake Elliot, Game Adjunct, 2013

Squire, Rami Ismail, speaker in CIM's Visiting Artists Series, Winter 2013

Squire, Kirk Boornazian, fulltime Game Instructor, Summer 2012

COLLEGE OF COMPUTING AND DIGITAL MEDIA PROMOTION

DePaul Game Program Featured in the film, *Stage Of Development*, Fall 2016

Stage Of Development is a documentary film featuring human stories about real people who make video games in Chicago, produced by Flying Saucer Media, and created by Russ Pitts. I coordinated with the film crew to shoot an entire Thursday of me teaching two *GAM 392 Game Mod Workshop* classes and working with students as well as film me speak about virtual reality at Indie City Games monthly meetup at DePaul the following Saturday. <http://www.stageofdevelopment.com/>

MFA in Game Design Recruitment Booth, Fall 2016

Organized booth at IndieCade festival in California to recruit applicants to our program. Asked fulltime faculty Bobby Schweizer and undergrad student John Groot to man the booth

Visiting Artists Series (VAS) Branding, Winter 2013

Co-advised Chris Kalis on his redesign of VAS branding

Game Program Advertisement, 2012, 2013

Assisted Scott Roberts in designing the annual ad for the game program

COLLEGE OF COMPUTING AND DIGITAL MEDIA EVENTS AND TRIPS

Bust A Cup Tournament, Fall 2016

On November 11th, following and responding to the divisive 2016 presidential election, I organized a tournament of my physical sports game in the alley outside of the CDM building for students and faculty to relieve stress and foster social bonds

Study Abroad Scotland Trip, Fall 2015–present

I led the effort from the faculty side working with the Study Abroad office to create a summer study abroad trip to Abertay University in Scotland focusing on rapid game development. The first group of students participated summer 2016, completing 8 credits

Study Abroad Japan Trip, 2014–present

Every other year I co-direct with Shiro Akiyoshi a 3-week student trip to Japan in December and activities beforehand and afterwards. Organized game jam with students from DePaul and Japan's Trident College of Computing to foster cultural exchange

Annual Public Game Capstone Showcase, 2012–present

Lead collaboration with game capstone faculty and career services to organize an event with 120 guests so students could publicly show off all their wonderful games and hard work to the Chicago public

Annual Private Game Capstone Showcase, 2012–present

Lead collaboration with game capstone faculty and career services to organize an event with 70 guests so students could network and show off all their wonderful games and hard work to the game industry professionals

Play Jam Showcase, Winter 2015

Organized a public playtest event with over 100 guests, inviting local game developers to come give feedback to the game capstone projects (which were halfway complete at the time) from all three sections

Study Abroad Japan Trip, 2013–2014

I assisted Noriko Tomuro and Shiro Akiyoshi in a 3-week student trip to Japan in December 2013 as well as activities beforehand and afterwards such as securing a company visit with game studio Geisha Tokyo for our students. Organized a game jam September 14–15th, 2013 for the DePaul students to bond in an extended, collaborative activity before the trip. Organized a game jam December 10–11th 2013 with 22 DePaul and 22 students from Japan's Trident College of Computing to foster cross-cultural exchange

DePaul Games at Chicago's Techweek, June 2013

Several teams from my capstone class presented games at Chicago's Techweek

Electrojam, 2013

Invited and hosted Jay Margalus and Russ Lankenau to give a Focus On workshop about how to make simple physical videogames using basic hardware, such as buttons, lights, and sensors on November 15th, 2013. This is the first Focus On game event CIM's Visiting Artists Series had. Assisted Wendy Roderweiss in event promotion

Rami Ismail of VLAMBEER Indie Game Designer Rant, Winter 2013

Invited and hosted Rami Ismail to come speak about entrepreneurship and independent games to students on February 15th, 2013. Rami was the first game professional we have had speak in CIM's Visiting Artists Series. Assisted Chris Kalis in designing the flyer and Jonah Zeiger in event promotion

Public Game Capstone Play Jam, Winter 2013

Organized an event with 90 guests, including a panel of award-winning game developers such as Rami Ismail, Jake Elliot, Rob Lach, and the Young Horses to come give feedback to the game capstone projects from both sections

COLLEGE OF COMPUTING AND DIGITAL MEDIA TASKFORCES

Member, VR Taskforce, Fall 2016–present

We are developing my script of a short interactive VR film using the unique affordances of VR to serve as exemplar for future work and more VR courses we can develop

Member, taskforce to write program's annual Princeton Review submission, 2013–present

Chair, taskforce to request software/updates for game labs/classrooms, 2012–present

Chair, taskforce to revise prereq chain for BS in Game Design degree, Winter–Spring 2016

Member, taskforce to devise dream lab for all game degrees, Spring 2016

Chair, taskforce to update furniture and restructure lab CDM 725, 2016

Chair, taskforce to write the vision of statement of the new School of Design, Winter 2015

Chair, taskforce to annually assess the undergraduate game design degree, 2014, 2015

Chair, taskforce to organize DePaul Games Booths at Indie Pop Con, Summer 2014
I curated three booths to feature DePaul student games, reaching hundreds of people

Member, taskforce to propose LASS credit for GAM 201 History of Videogames, Winter 2013
Collaborated with Johnny Wilson to write a proposal for GAM 201 to receive Arts and Literature credit from the College of Liberal Arts & Social Sciences

Member, SIGGRAPH Booth taskforce, Summer 2012
Provided augmented reality games and trained event staff to demo them

Member, Space and Technology taskforce, Fall 2011

Member, Proposal for Game Developers Conference taskforce, Fall 2011

COLLEGE OF COMPUTING AND DIGITAL MEDIA ADVISING

DePaul Gaming Experience Early Advisor (JDE), Spring 2016
Outside of class a team of students began developing a game to win game festivals and I advised them in the early stages regarding the best development strategy

Undergraduate Honors Thesis Advisor, Spring 2016
I was second reader advising Yuan Gao on his thesis *Play4learn: A Journey from Soteria* regularly mentoring and guiding his progress

Undergraduate Honors Thesis Advisor, Fall 2015
I was lead advisor to Zac Gross on his thesis *Epic Videogame* in which he closely adhered to Brechtian theories to develop a Brechtian videogame as well as write an evaluation paper on it. We met every other week to discuss his progress

Graduate Thesis Advisor, 2013–2015
I advised Brian Gabor Jr. on the research and development of his experimental physical computing games for his MS in Computer Science. I met with him 30 minutes a week to discuss his progress, problems, and plans. One of the games he developed

under my guidance, *Slapfest*, won entry into numerous game festivals such as the ALT.CTRL. showcase in the Game Developers Conference as well as Bit Bash in 2014

Graduate Thesis Advisor, 2015

I advised both Sutas "Kenny" Nakasawek and Deandre Crenshaw on the research and development of their novel fighting game *Iconic Encounters* for Kenny's MS in Computer Science and Deandre's MA in Animation. I met with them and their team 45 minutes a week to discuss their progress, problems, and plans

Graduate Thesis Advisor, 2015

I advised Michael Loudon on the research and development of his atmospheric and emotionally compelling *Dream Project* game for his MS in Computer Science. I met with Michael and his team 30 minutes a week to discuss his progress, problems, and plans

Undergraduate Honors Thesis Advisor, Spring 2014

I was second reader advising Riley Haligan on his thesis *Bundling in the Game Industry* regularly mentoring and guiding his progress

Graduate Thesis Advisor, 2013

I advised Mark Nauta on the research and development of his multiplayer game *Tetrapulse* for his MS in Computer Game Development. I met with Mark an hour a week to discuss his progress, problems, and plans

Graduate Thesis Advisor, 2012

I advised Craig Cerceo on the research and development of his iPhone game *Fin Fury* for his MS in Computer Game Development. I met with Craig 15–30 minutes a week to discuss his progress, problems, and plans

DePaul Gaming Experience Internal Advisor, Summer–Fall 2012

Scott Roberts and I advised 18 students who developed a game to submit to the annual Independent Games Festival. We met daily in the summer and through the fall either at school or through Skype. I organized workshops, presentations, and team critiques

Extra Accessibility, 2012

In addition to my available office hours, I spent 1.5 hours every Tuesday / Thursday in lab 634 to be available for students in a space that is convenient for them to work

DePaul Gaming Experience External Advisor, Summer–Fall 2011

Advisor for 18 game students developing a game for the Independent Games Festival. Met with the students every few weeks through the summer and fall

SCHOOL OF DESIGN COMMITTEES

Member, Visiting Designers Series, Fall 2015–present

Member, Design Impact Projects, Fall 2015–present

Member, SoD Curriculum Committee, Winter 2015–present

Member, SoD PhD Committee, Winter 2015–present

Chair, Visiting Designers Series, 2015–2016

Chair, Design Impact Project, 2015–2016

Member, SoD Formation and Launch Committee, 2014–2015

Co-chair, SoD Culture Committee, 2015–2016

SCHOOL OF DESIGN TASKFORCES

Chair, revise web video and content for BS in Game Design, Spring 2016–present

Chair, revise web content for MFA in Game Design, Spring 2016–present

Chair, propose MFA in Game Design, get approved by CCP, Faculty Council, 2015–2016

Chair, propose BS in Game Design to become new degree, get it approved, Winter 2016
Associate Deans Terry Steinbach and Liz Friedman assembled most of the document

Chair, propose Design Impact Projects and secure approval, funding, Fall 2015
Projects enable students to develop innovative designs to positively impact communities

Chair, propose Visiting Designers Series and secure approval, funding, Fall 2015
Leaders come speak and give workshops to prepare students for 21st century design

SERVICE IN THE FIELD

Juror of Student Games, Independent Games Festival, an annual festival at Game Developers Conference, San Francisco, CA, Fall 2016–present

Editorial Board Member, Videogame Art Gallery Reader, Chicago, Fall 2016–present

Board Member, Videogame Art Gallery (VGA) Chicago, Fall 2015–present

Host and University Liaison, ARCHI (Augmented Reality Chicago), 2013–present

Board Member, Indie City Games Chicago, 2011–present

Host and University Liaison, Indie City Games Chicago, 2011–present

Juror, IndieCade, an annual art games festival in Los Angeles, CA, 2010–present

Reviewer, International Symposium on Mixed and Augmented Reality, 2012–2015

Member, International Game Developers Association (IGDA), 2004–2015

Contributor, Institute of Play's Gamekit project, Spring 2012

Reviewer, Foundation of Digital Games, 2010, 2012

Reviewer, Meet Me at the Fair: A World's Fair Reader (ETC Press), 2011

Member, Augmented Environments Lab, Georgia Tech, 2006–2011

Reviewer, Computers in Entertainment, 2010

Reviewer, Digital Games Research Association (DiGRA), 2009

Member, Georgia Tech Philosophy Club, 2007–2009

PROFESSIONAL DEVELOPMENT

Office of Institutional Diversity & Equity (OIDE) Workshop, DePaul University, Chicago, IL, upcoming Winter 2016

School of Design Retreat, Little Black Pearl, Chicago, IL, November 3–4, 2016
Hosted by Monica Haslip, Founder and Executive Director of Little Black Pearl

General Compliance Training, DePaul University, Chicago, IL, (annually) 2011–present

Global Learning Experience (GLE) Workshop, DePaul University, Chicago, IL, October 24–November 4, 2016

Computing in the Arts: Music, Art and Computation Workshop, Wake Forest University, Winston-Salem, NC, May 22–23, 2014

Through competitive application I was jury-selected to attend a workshop capped at 30 participants to develop hybrid models that blend creative and critical methods used by artists and programmers to foster collaboration through integrated practices

Envisioning a Forward Thinking Design School for CDM – A Planning Retreat, DePaul University, Chicago, IL, February 14, 2014

Facilitated by Brian Waniewski from the Institute of Play

DePaul University, The School Of Cinema And Interactive Media, Strategic Planning Process, Hyatt, Deerfield, IL, May 18–19, 2012

Facilitated by Executive Partners

OTHER PROFESSIONAL EXPERIENCE

Character Animator—*The Urbz: Sims in the City* (simulation game), 2004

Animated social interactions between characters, designed in-game menu content, billboards and posters, at Maxis, Electronic Arts

Actor—*The Room* (short horror film), *Cat Scratch Fever* (short comedy film), 2004

Lone actor this short horror film that was a finalist at the Great Lakes International Film Festival, 2004; acted in and co-directed *Cat Scratch Fever*, also shown at the festival

Freelance Illustrator—various, 2002–2009

Created covers and illustrations for *Advanced Materials* journal and other publications