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CURRICULUM VITAE

EDUCATION

Master of Fine Arts in Graphic Design, Rhode Island School of Design, Providence RI, conferred with honors; June 1993

Bachelor of Arts in Art, University of Texas at Austin, Austin TX; December 1990

Bachelor of Fine Arts in Design, University of Texas at Austin, Austin TX; May 1990

PROFESSIONAL EXPERIENCE

University of Denver; August 2006-present
Associate Professor in Emergent Digital Practices (EDP) program which was launched on July 1, 2012. I was originally hired with a dual appointment in Digital Media Studies and in Electronic Media Arts Design programs, School of Art and Art History, College of Arts, Humanities and Social Sciences. These two programs were merged to form EDP. I served as the Principal Undergraduate Advisor beginning July 1, 2012, and with the title "Undergraduate Director" July 1, 2013 – June 31, 2015, again July 1 2020 – June 30 2022, and again beginning July 1 2023.
Teaching responsibilities have included teaching at all levels of the curriculum (lower division, upper division and graduate). I have a shared responsibility for ongoing curriculum development for BA, BFA MA, and MFA in EDP, and in an interdisciplinary Videogame Development degree program in collaboration with the Computer Science department.

University of Denver; July 1, 2016-June 30, 2018
Director, Emergent Digital Practices Program, Division of Arts Humanities and Social Sciences
Responsibilities include budgetary oversight, staffing, curriculum oversight, facilities oversight, as well as maintaining a creative practice and teaching a three-course load during the academic year. Oversaw NASAD accreditation effort, secured funding for refresh and upgrade of equipment in labs, provided language that helped University secure a 20-million dollar gift.

University of Denver; August 2006-2008
Director, Digital Media Studies program, College of Arts, Humanities and Social Sciences.

University of Denver; August 2002-2006
Assistant Professor with dual appointment in Digital Media Studies and in Electronic Media Arts Design programs, School of Art and Art History, Division of Arts, Humanities and Social Sciences.

SWEAT; November 2000-present

Director and founder. SWEAT is a collaborative dedicated to the creation of socially conscious videogames. The collaborative has pursued a strategy of intellectual capitalism, with each of the collaborators receiving shared ownership – SWEAT equity – in the outcomes of the collaboration. Collaborators have been drawn from graduate and undergraduate student populations where I have taught. As the ambitions of the projects have increased, collaborators have been increasingly attracted from the professoriate when research agendas align. The games created by the collaborative have been published and have been playable for free at http://www.sudor.net/ and at http://www.sudor.org/ and have been exhibited in competitive and invited venues internationally.

University of Texas at El Paso; August 1996-August 2002
Assistant Professor, Graphic Design program, Department of Art, College of Liberal Arts.
Teaching responsibilities included teaching at all levels of the curriculum (lower division, upper division and graduate), and the development of new course material that reflected the nature of - then - contemporary theory and practice in design, while respecting the existing structure of the curriculum. I introduced the teaching of contemporary, digital (re)production technologies into an environment that had still not adopted them.

Organic Spanish.com; January 1996-December 1997
Partner, Creative Director. Organic Spanish was a company formed to create an online language instruction program that took advantage of - and relied upon - the interactive and hypertextual nature of the World Wide Web. Responsible for look and feel of site, and management of day to day operations. Resolved issues of content, interface design, interaction design, and pedagogical philosophy in collaboration with the other partners.

Power Computing Corporation; September 1995-July 1996
Designer. Responsible for the creation and maintenance of corporate identity standards across media of a dynamic startup computer manufacturer.

University of Texas at Austin; September 1994-May 1995
Lecturer in the Design Division, Department of Art, College of Fine Arts. Teaching responsibilities included teaching sophomore level introduction to design methodologies and technologies, and overseeing senior projects.

Freelance Designer, Austin TX; September 1993-September 1995
Clients included: Austin Web Publishing, University of Texas at Austin, Holt Rinehart & Winston, University of Texas Press, Io-magazine of literary culture.

Dynamic Diagrams Information Consultants, Providence RI; 1992
Collaborated in consultations for IBM Corporate HQ to totally redesign PC documentation. Collaborated in typographic investigations for on-screen display of textual matter. Results were presented to IBM, Apple, Sun Microsystems, Silicon Graphics, Xerox PARC.

Visible Language - Internationally distributed journal of research and ideas that help define the unique role and properties of written language, Providence RI; 1992
Designed Volume 26 No. 1/2 "Fluxus," and collaborated in the design of Volume 25 No. 2/3 "The Artist's Book: The text and its rivals."

University of Texas Press, Austin TX; 1990-91
Michener Fellow. Involved in all aspects of design and production of books, jackets, catalogs and promotional material.

Fuller, Dyal & Stamper, Design and Communications Consultants, Austin TX; 1989-90
Participated in the design of architectural signage systems for US Fish and Wildlife Service in Kenai AK; and Sawgrass Mills Mall, Sunshine FL.

PUBLISHED PAPERS

Invited, Refereed Article: Fajardo. "Code Drawings in Hopscotch". Reconstruction, 16.1 (2016): ARCHIVES ON FIRE: Artifacts & Works, Communities & Fields.
http://reconstruction.eserver.org/Issues/161/Fajardo.shtml, ISBN/ISSN: 1547-4348
Abstract: The relationship between archives, writ large, and code drawings is redolent for me, fraught with anxieties and questions. I am a digital artist and designer, trained in and among the pre-digital traditions in art and on the cusp of digitization in design practices. My generation received the aesthetic that our work should strive to be enduring, and that as a signal of seriousness of purpose we should use materials and media that were archival, that we should, in fact and in deed, adopt archival modes of production, archival habits of practice. The definitions and models of our craft traditions were infused with durability.

Invited, Refereed Article: Fajardo. "Getting to K(no)w Her." Streaming Egos 2015. Web.
<http://blog.goethe.de/streamingegos/archives/114-Getting-to-know-her.html>.

Refereed Article: Al-bow, Austin, Edgington, Fajardo, Fishburn, Lara, Leutenegger, Meyer. "Motivating Young Women in Game Development Via the Pixels, Programming, Play and Pedagogy Project". Women In Games conference 2008. University of Warwick. Warwick, UK. Proceedings to follow.

Refereed Article: Al-bow, Austin, Edgington, Fajardo, Fishburn, Lara, Leutenegger, Meyer. "Using Greenfoot and games to teach rising 9th and 10th grade novice programmers". Proceedings of the 2008 ACM Siggraph symposium on video games. Pages 55-59. ACM. New York, NY. ISBN 978-1-60558-173-6
http://doi.acm.org/10.1145/1401843.1401853

Invited Article: Argent, Depper, Fajardo, Gjertson, Leutenegger, Lopez, Rutenbeck. "Building a Game Development Program". Computer. Volume 39, Issue 6. June 2006. Pages 52-60. IEEE Computer Society Press. Los Alamitos, CA.

Invited Article: Primary Author, with Chad Schmidt. "The Generative Game Engine". The IDMAA Journal. Volume 2, Number 2, Summer 2005.
http://www.idmaa.org/journal/iDMAa_Journal_Vol_2_No_2.htm

Invited Article: "Juan & the Beanstalk: a game work in progress". Works & Days. Indiana University of Pennsylvania Department of English. 43/44 Volume 22, 2004.
P 155-158. issn 0886-2060.
http://www.english.iup.edu/publications/works&days/archives.htm

Refereed Article: "Pixels Politics & Play: Digital Video Games as Social Commentary". Intelligent Agent online journal. Volume 3, Number 2. Summer/Fall 2003.
http://www.intelligentagent.com/archive/Vol3_No2_gaming_fajardo.html

Non-refereed Article: "Design Tools and Culture in the Digital Age: A Rhizomic Model For Design Pedagogy". International re-publication in 2001.
http://www.icograda.org

Invited Review: "Review of work by Jacklyn St. Aubyn at Adair Margo Gallery"
Published in the periodical publication of the Bridge Center for Contemporary Art, Summer 2000, with a published editorial response in Winter 2000.

Invited Editorial: "The Issue of Race in Contemporary Art" Published in the periodical publication of the Bridge Center for Contemporary Art, May 2000.

Refereed Article: "Design Tools and Culture in the Digital Age: A Rhizomic Model For Design Pedagogy."
Published in the Proceedings of School of the Visual Arts Conference on Humanities and the Visual Arts, 1998.

Invited Review of the first South by Southwest Multimedia Conference in Austin, Texas. Published in Zed 1: The Politics of Design, 1994. Zed is an annual publication of The Center for Design Studies, VCU.

EXHIBITION RECORD

ReVisión: Art in the Americas, invited, international, curated, group exhibition at the Minneapolis Institute of Art. July 2023 – September 2023.
This exhibition which originated at the Denver Art Museum in 2021 is scheduled to travel to MIA for the summer of 2023. Two other anticipated venues are yet to be announced.

You Made Our Reality Into A Game?!?! Pixels, Politics, and Play with Rafael Fajardo, national invited curated solo exhibition at the Southern Utah Museum of Art, Cedar City, Utah, June 2023 – September 2023.

Aim High, a new work, a Space Invaders remix, was created in collaboration with Eric Garcia and exhibited at Ogden Contemporary Arts, May 2023 – July 2023.

ReVisión: A New Look at Art in the Americas, invited, international, curated, group exhibition at the Denver Art Museum. October 2021 – March 2022.
This exhibitions revises the art historical narrative since 100 BCE of what we now call Latin America. It surfaces themes shared by ancient and contemporary works. Our videogames were shown alongside and as co-equal with 130 works from the collection, among them: ancient stellae, colonial era *casta* paintings, and 20th century paintings and sculpture.

In Kepler's Gardens, Garden del Rio Grande, international invited, online, group exhibition as part of Ars Electronica Festival for Art, Technology, and Society, September 2020.

Screen It, Stadstriënale Hasselt-Genk, Belgium, curated international group exhibition/festival. October 15, 2019 – January 30, 2020.
This art historical survey of electronic/new media art included work by: Anahita Razmi (IR), Ann Hirsch (US), Anna Ridler (UK), Antoine Geiger (FR), Antonio Vega Macotela (MX), Aram Bartholl (DE), Arvida Bystrom (SE), Bart Stolle (BE), Bill Viola (US), Carla Gannis (US), Constant Dullaart (NL), Cory Arcangel (US), David Horvitz (US), Derrick Adams (US), Dries Depoorter (BE), Emilie Brout & Maxime Marion (FR), Frank Theys (BE), Hito Steyerl (DE), James Alec Hardy (UK), Jan Robert Leegte (NL), Jeroen van Loon (NL), Jerry Estié (NL), Jonas Lund (SE), Karl Phillips (BE), Laure Prouvost (FR), Mario Klingemann (DE), Molly Soda (US), Mounir Fatmi (MO), Nam June Paik (KO), Olga Fedorova (RU), Patrick Ceyssens (BE), Rafael Fajardo (US), Rafael Rozendaal (NL), Robbie Barrat (FR), Rodney Graham (CA), Stefan Peters (BE), Tabita Rezaire (FR), Tabor Robak (US), Telemagic (NL), Tom Galle (BE), Tony Oursler (US), Wolf Vostell (DE).

IEEE Games, Entertainment, and Media conference and competitive, curated, international, group exhibition, CCAM at Yale University, New Haven, CT, June 2019

Fieldworks: Creative Research by DU Faculty of the School of Art & Art History, invited group exhibition at the Vicki Myhren Gallery. January 10, 2019 – February 17, 2019
Migraciones (2018) and process documentation were exhibited.

Deep Roots: An Intersection of Borders, curated group exhibition at the UTSA Gallery. August 29, 2018 – October 5, 2018.
A new interactive game work was commissioned for this exhibition, Migraciones (2018). This work and this exhibition are part of a cycle of exhibitions to mark the 300th anniversary of the founding of the city of San Antonio, Texas.
http://art.utsa.edu/deep-roots
https://issuu.com/utsaart/docs/deep_roots_issuu

NextNewGames, curated international group exhibition at the San Jose Institute for Contemporary Art, San Jose, California. June 16, 2018 – September 16, 2018.
https://www.sjica.org/archive/nextnewgames/

Rafael Fajardo: Crossings, curated, solo, exhibition at the Emmanuel Gallery of the University of Colorado, Denver. May 25, 2017 – June 30, 2017.

Art2<code> : (Tangible) Manifestations of Code, curated group online exhibition and catalog. February 3, 2016 - Present. A body of work, code drawings entitled "Hopscotch" were curated into the international group catalog and online exhibition.
http://bit.ly/art2codeproject
Abstract: The artists collective, v1b3 and The College Art Association are pleased to launch Art2<code>, a catalog exhibition featuring the work of twenty-four artists who use computer programming and code that manifests as screen imagery, sculptural objects, installation environments, or time- based performance. The collected artworks highlight the various ways algorithms and computer coded instructions are used to create artwork that expands the interactive relationships between art, artists and audience.
Art2<code> is curated by Mat Rappaport, Gail Rubini, Conrad Gleber, Chris Manzione, Ivan Martinez and Tiffany Funk.

"What Are We Going to Do Now? A Set of Conceptual Games." GitHub. N.p., 25 Jan. 2015. Web. 25 Jan. 2015. <https://github.com/rafaelfajardo/WAWGTDN>, and < http://globalgamejam.org/2015/games/what-are-we-going-do-now-set-conceptual-games>

"Sow/Reap", a multi-player "big" game was exhibited in the competitive, international, group show DiGRA Blank Arcade, Snowbird, Utah, August, 2014.

A new piece, "Yellow Narcosubmarine Papercraft (In)Action Figure", was created and exhibited alongside a new edition of extant papercraft (in)action figures for Juan Valdez, Pablo Escobar, Arzobispo Paz Vobiscum, Amapola, & Banano Grande in the University of Denver Faculty Triennial Exhibition at the Myhren Gallery, Denver, Colorado, January – March, 2012.

A new body of work, "Papercraft (In)Action Figures for Pablo Escobar, Arzobispo Paz Vobiscum, & Amapola" and an existing body of work "Crosser, La Migra, Fifa! Fo! Fum!, & Seeds of Solitude" were all exhibited in an invitational international group show called "Fantastic/Fuerzas" in San Antontio, Texas, October – December, 2010.

"Crosser & La Migra" exhibited in an invitational biennial group show called "Arte Nuevo InterActivA'09" in Merida, Yucatan, Mexico, June – August, 2009. The invitation came from organizing director and head curator Raul Moarquech Ferrera-Balanquet.

"Crosser & La Migra" exhibited in an invitational biennial group show called "Arte Nuevo InterActivA'07" in Merida, Yucatan, Mexico, June – August, 2007. The invitation came from Curator Laura Baigorri, of Spain, who will write an essay contextualizing her selection of works for the exhibition catalog.

Sketchbook for "Juan & the Beanstalk" exhibited in competitive, juried group show called "IDMAA Ideas In Progress" at the International Digital Media & Arts association annual conference, San Diego California November 9 – 11, 2006

"Seeds of Solitude" and "FiFa Fo Fum", two fragments of the work in progress "Juan & the Beanstalk", exhibited in a competitive group show at the International Symposium of Interactive Media Design, Istanbul, Turkey, April 2006

"Seeds of Solitude" and "FiFa Fo Fum", two fragments of the work in progress "Juan & the Beanstalk", exhibited in a competitive, juried group show called "IDMAA Ideas" at the International Digital Media & Arts Association annual conference, Oxford, Ohio April 4 - 8, 2006

"Seeds of Solitude" and "FiFa Fo Fum", two fragments of the work in progress "Juan & the Beanstalk", exhibited in an invited group show called "Planet Colombia" at the Museo de las Americas, Denver, October - December 2005

"Crosser & La Migra" exhibited in an invitational group show called "*State of Play*" at the Australian Centre for the Moving Image. The show inaugurates a new space dedicated to the videogame as a form of cultural expression. The venue is located in Melbourne, Australia and was on view from March - June 2005.

"Crosser & La Migra" and fragments of work in progress called "Juan and the Beanstalk" and a comparative survey of socially conscious video games were presented in the context of a lecture I was invited to give for Discoveries, a lecture series for new students at the University of Denver and their parents, Denver, September 2004

"Crosser & La Migra" and fragments of work in progress called "Juan and the Beanstalk" and aspects of my/our collaborative process were presented in the context of a lecture I was invited to give for Image•Space•Object, a national conference and workshop sponsored by AIGA, High Ground, and Rocky Mountain College of Art and Design, Denver, August 2004

"Crosser & La Migra" exhibited in a group show called In House, the faculty triennial of the University of Denver, May 2004

"Crosser & La Migra" exhibited in a competitive, juried group show called IDMAA Ideas at the International Digital Media & Arts Association annual conference, Orlando, March 2004

"Crosser & La Migra" exhibited in a group show called Digital Libre at the Chicano Humanities and Arts Council, Denver, February 2004

"Crosser & La Migra" exhibited in an invitational group show called Power|Play at the International Film Festival of Rotterdam, Netherlands, January 2004

"Crosser & La Migra" exhibited in a competitive group show at the International Symposium of Interactive Media Design, Istanbul, Turkey, January 2004

"(In)Action Figure" was performed at the University of Denver in the context of a lecture I was invited to give for the Humanities Institute Faculty Lecture Series. Also presented were fragments of the video game in progress called "Juan and the Beanstalk", November 2003

"Crosser & La Migra" and a comparative survey of socially conscious video games were presented in the context of a lecture I was invited to give called "Pixels Politics and Play (v.3)" at the Museum of Contemporary Art / Denver, October 2003

"Crosser & La Migra" and a comparative survey of socially conscious video games were presented in the context of a lecture called "Pixels Politics and Play (v.1)" that I competed to give at the Popular Culture Association of America's annual conference, New Orleans, April 2003

"Crosser & La Migra" and results of my teaching were presented in the context of a lecture called "Design Along The Edge" that I was invited to give to AIGA Seattle and Space.City, Seattle, April 2003

"Crosser & La Migra" and results of my teaching were presented in the context of a lecture called "Design Along The Edge" that I was invited to give to AIGA Colorado, October 2002

"(In)Action Figure: Meditations on Juan Valdez and Heroism" was performed for the first time in the context of a presentation I was invited to give at the Univerity of Texas, Austin Harrington Symposium on Gender and Globalization, Austin, April 2002

"Crosser & La Migra" and results of my teaching were presented in the context of a lecture that I was invited to give to Icograda and the Society of Graphic Design / Canada at their international conference called Environs'02: Design Without Borders, Vancouver B.C., March 2002

"Walking behind old people" was accepted into competitive, juried exhibition The Aggresssively Boring Film Festival, sponsored by The New Venue, Sony Consumer Electronics, and Generic Media. This short is among the first digital videos created specifically for the PalmOS and was exhibited at Comdex 2001 in Las Vegas by

Sony, and is currently on display at The New Venue's website (since Nov 2001) (http://www.newvenue.com/takeout/menu.html).

"Your Courage" poster series was presented in the context of a panel I was invited to join on The Issue of Race in Contemporary Art organized by the Bridge Center for Contemporary Art, El Paso, Texas, March 2000

"Ceci n'est pas Juan" and a short history of Juan Valdez were presented in the context of a lecture called "The Phantom Gringo Boat and Meditations on Popular Culture" that I competed to give at the School for Visual Arts Conference on Humanities and The Arts, New York, 1999

The University of Texas at El Paso Art Faculty Exhibition, 2001, 1999, 1997

"Your Courage" poster series was exhibited in an invitational group show called Re:Defining Design at the Arno Maris Gallery of Westfield State College, Massachusetts, March 1996

"Your Courage" poster series was exhibited in the faculty group show at the Huntington Art Gallery of University of Texas at Austin, November 1994

"Your Courage" poster series was exhibited in the competitive, juried group show called The 100 Show at the American Center for Design Gallery, Chicago Illinois, June 1994

Solo Exhibit, Sol Koffler Gallery, Providence RI, February 1993

COMMISSIONED WORKS

A visual identifier was commissioned by the Center for Immigration Policy & Research (CIPR). A study was conducted during the 2020 – 2021 academic year and summer. The logo will have been delivered in September of 2021.

Migraciones (2018) was commissioned for Deep Roots, an exhibition in San Antonio, Texas.

A visual identifier was commissioned by the Interdisciplinary Research Incubator for the Study of (in)Equality (IRISE). A study was conducted during the 2014 – 2015 academic year and the logo was delivered in August of 2015.

An original poster/book cover/visual identifier was commissioned for the Puerto Rican Studies Association 11th Biennial Conference, which was held 23 – 26 October, 2014.

An original papercraft work was commissioned, completed, and disseminated for the Victoria Myhren Gallery's Warhol in Colorado show, which opened January 20, 2011.

I was part of an ad-hoc Denver-based collaborative that developed the visual identity for the AIGA National Conference held in Denver, 2007

AIGA Get Out The Vote campaign, Spanish language poster, 2004

University of Denver School of Art & Art History, undergraduate recruiting brochure, 2003

Model Institutions for Excellence, NSF site visit presentation, 1998-1999

Circles of Learning for Engineering and Science, visual identifier, 1998

Center for Inter-American and Border Studies, visual identifier, 1998

UTEP College of Liberal Arts' Programs Committee promotional posters, 1997, 1998

UTEP Department of Theatre and Film, design promotional posters, 1996, 1997, 1998

VISUAL WORKS PUBLISHED OR CITED IN…

Martinez, Olivia, ed. "Lesson 1: Getting to Know Rafael Fajardo"; "Lesson 2: Video Games: From Sketches to Screen"; and, "Lesson 3: Video Games: More to the Story". *Latinx Art Curriculum*. Anderson Ranch Arts Center. October 2022. Distributed online, https://www.andersonranch.org/programs/latinx-art-curriculum/ last accessed 202-06-06.

Lafon and McKenzie, eds. *T\LTWEST journal*. Volume 5, October 2022. ISSN 2767-0198. Cover image and pages 62-64. Print and online, https://journal.tiltwest.org/vol4/ last accessed 2023-06-06.

Lyall and Rivas Pérez, eds. *ReVisión: A New Look at Art in the Americas*. Hirmer Verlag and Denver Art Museum, 2020. ISBN 978-3-7774-3434-6. Pages 34 and 35, figure 19.

Stocker, Schöpf, and Leopoldseder, eds. *In Kepler's Gardens: a global journey mapping the 'new' world*. Hatje Cantz Verlag and Ars Electronica, 2020. ISBN 978-3-7757-4760-8. Page 162.

burrough, xtine. *Foundations of Digital Art And Design With Adobe Creative Cloud*. Second edition. New Riders/Peachpit/Pearson, 2020. ISBN 978-0-13-573235-9. Pages 195-196, figures 9.1 and 9.2

Valgaeren, Pieter Jan and Jakubiak, Hanne. *//50 Years Of Screen Culture//*. Stadstriënale vzw, 2019. Pages 12, 28, 38, 186-189.

Penix-Tadsen, Phillip. *Cultural Code: Video Games and Latin America*. First edition. Cambridge, MA: The MIT Press, 2016.

Costa Pederson, Claudia. "Gaming Empire: Play and Change in Latin America and Latina Diaspora." *NMC Media-N*, September 2016. Web. 20 Jan. 2017. <http://median.newmediacaucus.org/mestizo-technology-art-design-and-technoscience-in-latin-america/gaming-empire-play-and-change-in-latin-america-and-latina-diaspora/>.

Russell, Adrienne. *Journalism As Activism: Recoding Media Power*. Polity Press, US & UK. 2016. ISBN978-07456-7127-7. Page 75.

Penix-Tadsen, Phillip. "Landscape and Gamespace in Latin American Videogame Design." Colección Patricia Phelps de Cisneros: Art and Ideas from Latin America, May 15, 2015. http://www.coleccioncisneros.org/editorial/statements/landscape-and-gamespace-latin-american-videogame-design

Grace, Lindsay. Blank Arcade 2014 Exhibition Catalog. 2014. http://www.amazon.com/Blank-Arcade-2014-Lindsay-Grace/dp/131237568X/ref=sr_1_1?ie=UTF8&qid=1442677017&sr=8-1&keywords=grace+blank+arcade

Gil, Lydia. "Professor Develops Video Games As Tools Of Social Criticism." Text.Article. EFE, October 16, 2013. http://latino.foxnews.com/latino/lifestyle/2013/10/15/professor-develops-videogames-as-tools-social-criticism/.

Carrasquillo, Adrian (NBCLatino Staff reporter). "Tech Leaders: Rafael Fajardo; creating socially conscious video games." 2012. http://nbclatino.com/2012/12/26/tech-leaders-rafael-fajardo-creating-socially-conscious-video-games/

Carrión, Jorge. "Modos de cruzar la frontera." Magazine. Perfil.com, May 6, 2011.
http://www.perfil.com/ediciones/cultura/Modos-de-cruzar-la-frontera-20116-578-0032.html.

Preziosi, Donald, and Maria Fernandez. "'Life-like': Historicizing Process and Responsiveness in Digital Art." In *The Art of Art History*, 482. Oxford University Press, 2009.
http://books.google.com/books?id=sDxJK4uGPU8C&lpg=PA482&ots=j1QtIDNhAI&dq=rafael%20fajardo&pg=PA468#v=onepage&q=rafael%20fajardo&f=false.

Raley, Rita. *Tactical Media*. U of Minnesota Press, 2009. Google Books. Web.
<http://books.google.com/books?id=0IyN2OKQzgQC&lpg=PA58&ots=sUoYIeuiRA&dq=rafael%20fajardo&pg=PA58#v=onepage&q=rafael%20fajardo&f=false>.

Raley, Rita. "Border Hacks: the risks of tactical media". *Risk and the War on Terror*. By Louise Amoore, Marieke de Goede. Routledge. 2008. ISBN 0415443245. Page 197, Figure on page 212.

Kirkpatrick, David. "Computer Games as Liberal Arts?". *Fortune* Magazine. online
http://money.cnn.com/2008/06/06/technology/games_change.fortune/?postversion=2008060606

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http://www.washingtontimes.com/news/2007/aug/30/video-game-programming/

various contributors. Evil Avatar videogame news forum. Thread active July 9th and 10th of 2007.online
http://www.evilavatar.com/forums/showthread.php?t=32572

Kuchera, Ben. "The issue of immigration may have a new podium: video and board games". *Ars Technica*. July 9, 2007. online
 http://arstechnica.com/journals/thumbs.ars/2007/07/09/the-issue-of-immigration-may-have-a-new-podium-video-and-board-games

Gorman, Anna. "Immigration Debate Finds Itself In Play". *Los Angeles Times*. Listed July 09, 2007.
http://www.latimes.com/technology/consumer/gamers/la-me-games9jul09,1,4237281,full.story?coll=la-business-games

Ashoka Changemakers.net. "Games for Health: A prescription for improving health and healthcare". Squeezed and the potential for empathy in and through gameplay are included as a case-study in Ashoka's "mosaic of solutions".
http://www.changemakers.net/en-us/node/725/mosaic

Squeezed and the concept of socially conscious videogames are featured in a chapter entitled: "The Future of Videogames". *The Book of Games volume 1*. GameXplore. 2007. Page 19.

Worley, Jennifer. "Crossing Borders: Through the beauty of design and the playfulness of games, Rafael Fajardo leads people to new ways of thinking". *Point: The AIGA Colorado Education Journal*. 2006-2007. Pages 4-7.

"Squeezed and Humane Games at DU". Colorado & Co. television interview. NBC Denver affiliate. Aired on November 7, 2006.

Sholheim, Nathan. "Pac-Man, Eat This: Rafael Fajardo mixes pixels and commentary". *Cairn Magazine* cover story. Summer 2006.

Reyner, Ben. "Gamers for a Better World". *Toronto Star*. Listed February 25, 2006.
http://www.thestar.com/NASApp/cs/ContentServer?pagename=thestar/Layout/Article_Type1&c=Article&cid=1140735014842&call_pageid=968867495754&col=969483191630

Fernandez, Maria. "'Life-like': Historicizing Process and Responsiveness in Digital Art". *A Companion to Contemporary Art since 1945*. Edited by Amelia Jones. Blackwell Publishing. 2005. ISBN: 1405135425.

Voelz Chandler, Mary. "Works Reflect Vibrance of Colorado Landscape". *Rocky Mountain News*. Listed January 20, 2006. http://www.rockymountainnews.com/drmn/spotlight_columnists/article/0,2777,DRMN_23962_4400127,00.html

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Sterbenz, Benjamin. "Gaming in the Shadows of Giants". Game Tank die interdisziplinare Plattform zum Themenkreis Digitale Spiele. Listed February 2005. http://www.game-tank.at/index.php?option=com_content&task=view&id=114&Itemid=57

Forni, Alberto. "Evitare I Manager E Attraversare La Frontiera: Piccoli videogiochi politicamente scorretti". Dispenser. Listed February 2005. http://www.dispenseronline.it/servizi/1574.html

Hunt, Jamer. "Slow Down and Act Now". The Knowledge Circuit. University of Minnesota Design Institute. Listed November 2004. http://design.umn.edu/go/knowledgeCircuit/current.11.11.04.Hunt

Baigorri, Laura. "Transmisor". Listed January 2005. http://www.interzona.org/transmisor/arte/obras.htm

Ludovico, Alessandro. "Border Games, videogames sull'immigrazione messicana". Neural.it Listed October 2004. http://www.neural.it/nnews/bordergames.htm

McCoy, Katherine. "Hybridity Happens". *Emigre 67*: Graphic design vs. style, globalism, criticism, science, authenticity, and humanism. Emigre Inc. Berkeley. California. September 2004.

Bleecker, Julian. "Getting the reality your deserve". *SimCity: Mapping the virtual cities*. Mario Bittanti, ed. Ludologica. Italy. September 2004.

Catlow, Ruth, and Molly Hankwitz. "'Rethinking Wargames': A Chance to Remaster Conflict." Net Art Review, September 27, 2004. http://www.netartreview.net/weeklyFeatures/09.27.04%5B2%5D.html.

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Chittley, Jordan. "Games make social commentary". The Clarion: University of Denver Student Newspaper. 2004.04.20. Page 7.

Eber PhD, Dena Elizabeth, ed. IDMAA iDEAs exhibition Catalog. March 2004. http://www.idmaa.org/idmac2004/ideas.html

McCoy, Katherine. "50 Designers/50 States: Colorado". I.D. International Magazine of Design. Jan/Feb 2004

Carels, Edwin, ed. "Power|Play" exhibit online documentation. January 2004. http://www.filmfestivalrotterdam.com/en/film/29453.html

Monje-Gomez, Rolando. "Una voz latina en el diseno de EE.UU." Diario Del Huila, newspaper. Neiva, Huila, Colombia. 2003.11.30. Page 1B.

staff writer. "Conferencia en Uninarino" (image and caption). La Nacion, newspaper. Neiva, Huila, Colombia. 2003.11.26. Page23.

staff writer. "Huilense brilla en EE.UU." La Nacion, newspaper. Neiva, Huila, Colombia. 2003.11.25. Page 4.

staff writer. "Figura". Page 4A. "Opita Triunfa en E.U. Page 2B. Diario Del Huila, newspaper. Neiva, Huila, Colombia. 2003.11.25.

Thomas, David. "Social problems get game treatment". Denver Post. 2003.10.21. Page 1F.

staff writer. "Engaging the audience in new media and information art". NYFA Current. 2003.10.15. http://www.nyfa.org/archive_detail_c.asp?id=36&fid=6&sid=17&tid=32&date=10/15/2003

Catlow, Ruth, ed. "Pawns Unite: Rethinking wargames blog", entry for 2003.10.02.12:04 pm. http://journalscape.com/pawns_unite/2003-10-02-12:04.

Della Rocca, Jason. "Social Commentary in Games" Reality Panic blog entry for 2003.09.19. International Game Developers Association. http://www.igda.org/blogs/realitypanic/archives/000045.html

Thomas, David. "On The Border". Buzzcut: Critical Videogame Theory blog, entry for 2003.09.18.03:28 PM. http://www.buzzcut.com/article.php?story=20030918152841486

Peters, Robert. "Design Without Borders". Icograda Board Message. Issue 02. Volume 2001/2003. Page 1.

Visual poetry in Palabra de tipografía, curated and edited by Germán Montalvo, Mexico City, 1999-2000.

American Center for Design, Seventeenth Annual 100(+2) Show Catalog, Chicago, 1995

Grear, Malcom. Inside / Outside, Van Nostrand Reinhold, New York, 1993

Radio Interview "Plaza to Plaza: El Paso & Juarez" on KTEP 88.5 FM, El Paso Texas. 2001.07.01 http://academics.utep.edu/Default.aspx?tabid=14142

CONFERENCES AND SYMPOSIA

High Ground Design Conversation, Santa Fe, NM, July 2023
International, Invited presentation, co-organizer and event time-keeper

High Ground Design Conversation, Buena Vista, CO, July 2022
International, Invited presentation, co-organizer and event time-keeper

Finding Your Voice: Culture and Community in Latinx Art, Snowmass Village, CO, October 2022
Invited Panelist.

20th Annual Mayer Center Symposium, "ReVisión: A New Look at Art in the Americas", February, 2022
International, Invited presentation and panelist.

High Ground Design Conversation, Buena Vista, CO, August 2021
International, Invited presentation, co-organizer and event time-keeper

SWPACA Albuquerque, New Mexico, February 2021
Presentation: Rewriting oneself to madness.
Panel Moderator.
International, competitive, peer reviewed

Response(Art)abilty and Leadership in Continued Times of Injustice, online, international, January 2021
Invited panelist.

Professors at Play Symposium, online, international, peer-reviewed, November 2020
Poster presentation on retaining playfulness in uncertain times

High Ground Design Conversation, Buena Vista, CO, July 2020
the odd feelings about — and necessity for — making space for game design and designers during the pandemic and (fed)up-risings
International, Invited presentation, co-organizer, co-host, and event time-keeper

SWPACA Albuquerque, New Mexico, February 2020
Presentation: Meditations on a soccer ball during the FIFA women's world cup
Panel Moderator.
International, competitive, peer reviewed

High Ground Design Conversation, Buena Vista, CO, July 2019
Meditations on a soccer ball, first draft.
International, Invited presentation and event time-keeper

SWPACA Albuquerque, New Mexico, February 2019
Presentation: Coffee Diaries: a speculative auto ethnography of Juan Valdez' adventures in Stardew Valley
International, competitive, peer reviewed

Processing Community Day, Denver, CO, February 2019
Presentation,

High Ground Design Conversation, Buena Vista, CO, July 2018
Preview of Migraciones (2018) for peer review
International, Invited presentation and event time-keeper

Tilt West round table on "Art in Time: Permanence, Ephemerality, and Preservation", April 2018
Invited panelist

SWPACA Albuquerque, New Mexico, February 2018
Problems, Posers, and Possibilities: meditations toward a unified field of (game) design (v.5)
International, competitive, peer reviewed

Stereotyping and Violence, University of Denver, October 2017
Invited speaker

The Social, Project X-ite, University of Denver, October 2017
Invited speaker

Art Hyve Artists for Archives, Denver, CO, August 18, 2017
Invited Panelist

University Library Association Lecture, "Towards Humane (electronic) Games", February 2018
Invited lecturer

High Ground Design Conversation, Buena Vista, CO, July 2017
Free and Open Source Tools for the (graphic) Design Workflows
International, Invited presentation and event time-keeper.

High Ground Design Conversation, Buena Vista, CO, July 2016
Problems Poses and Possibilities (what kind of designer is a game designer?)
International, Invited presentation and event time-keeper.
Abstract: In this work, I interrogate what kind of designer is a game designer. I'm imagining game designers as problem posers. I want to explore the fullness of the meanings in the word poser. What is the possibility space of a problem poser? What is the problem space? What are the contours and boundaries of that space?

Global Game Jam, Regional Organizer US Mountain Time Zone, November 2014–January 2015
Responsible for vetting hosts and sites proposed for the 48-hour international game-making event

High Ground Design Conversation, Buena Vista, CO, July 2014
Invited Symposium

Global Game Jam, University of Denver site, January 2014
Organizer and local host of this 48-hour international game-making event

High Ground Design Conversation, Buena Vista, CO, July 2013
Invited Symposium

Global Game Jam, Denver University of Denver site, January 2013
Organizer and local host of this 48-hour international game-making event

Scratch @ MIT 2012, Cambridge, MA, July 2012
Competitive conference

High Ground Design Conversation, Buena Vista, CO, July 2012
Invited Symposium

Scratch Day for Art Teachers, May 2012
Organizer and Local Host of this international workshop

Global Game Jam, University of Denver site, January 2012
Organizer and local host of this 48-hour international game-making event

Colorado Art Educators Association Annual Conference, October 2011

Cumulus 2011 International Conference, September 2011
Invited panelist for Digital Cultures Working Group, presented: Complexity and Confusion in Cyber Spaces

High Ground Design Conversation, Buena Vista, CO, July 2011
Invited Symposium

NEH Institute for the Digital Humanities at DU, June 2011
Co-organizer, Co-Investigator, Co-presenter with Scott Leutenegger

Center for Integrated Arts Instruction, Leadership Institute for Learning in & through the Arts, June 2011
Invited speaker

Digital Boulder, Arts Panel Discussion on the Future of Games, Boulder, CO, May 2011
Invited panelist, presented on Serious Games and Humane Games

Denver Art Museum Happening, Mini Game Jam, Denver, CO, April 2011
Organizer and co-host of two consecutive 8-hour local game-making events

ACM SIGCSE Annual Conference, Dallas, TX, March 2011
Workshop co-organized and co-led with Scott Leutenegger on game design and develpment

Global Game Jam, University of Denver site, January 2011
Organizer and local host of this 48-hour international game-making event

Scratch Demo Day at the University of Denver, November 2010
Organizer and host of a day long workshop for regional art teachers

Colorado Art Education Association annual conference, Breckenridge, CO, October 2010
Invited, sponsored, panelist on game design and art

High Ground Design Conversation, Buena Vista, CO, July 2010
Invited Symposium, presented ideas on "Ludic Turn" and "Principal of Least Change"

ISTE Annual Conference, Denver, CO, June 2010
Workshop co-organized and co-led with Scott Leutenegger, Debra Austin, and Susan Meyer on game design and develpment

Games in Engineering and Computer Science, Washington, DC, June 2010
Plenary Address with Scott Leutenegger. Seminar organized by NSF to assess impact and trajectories of games in Engineering and CS curricula nationwide.

Games for Change 7th Annual Festival, New York, NY, May 2010
Panel organizer, moderator

ACM SIGCSE Annual Conference, Milwaukee, WI, March 2010
Workshop co-organized and co-led with Scott Leutenegger on game design and develpment

Global Game Jam, University of Denver site, January 2010
Organizer and host of this 48-hour international game-making event

International Digital Media and Art Association conference, Muncie Indiana, November 2009
Live micro-blogger

Universidad de las Americas, Samples International Video Festival, Cholula, Puebla, Mexico August 2009
Invited featured speaker: "view[find]er: viewer as viewfinder"

High Ground Design Conversation, Buena Vista, CO, July 2009
Invited Symposium

Sandbox: an ACM Siggraph symposium on video games, Los Angeles, CA, August 2008
Juried Full Paper presentation (Leutenegger presenting)
Juried Project Demo: Outcomes from P4 games TGI and Camp (Leutenegger and Fajardo presenting)

High Ground Design Conversation. Buena Vista, CO, July 2008
Invited Symposium, presented progress on P4 Games project

Games for Change 5th Annual Festival, New York, NY, June 2008
Invited, Sponsored panelist: Fresh Perspectives: Youth-created games for change.
Invited Faculty: Games For Change 101 workshop

Massaging Media 2, AIGA Education Conference, Boston, MA, April 2008
Invited panelist: Graphic Design in the age of Digital Media Programs

International Digital Media and Art Association conference, November 2007,
Philadelphia, CA
Invited panel moderator: Innovative Forms / Games
Invited panelist: Chasing the Technology Dragon
Invited panelist: Finding Our Future
Juror: Student exhibition

NEXT: AIGA National Conference, October 2007, Denver
Invited panelist: New Models for Design Education: Escaping the 20th century

Situated Play: Digital Games Research Association 5th international conference,
September 2007, Tokyo
Invited panelist: Best practices in Games for Change

Going To Eleven: CU Online Spring Symposium, May 2007, Denver
Invited speaker with Scott Leutenegger, presented an introductory survey of Humane Games.

Design Frontier, an AIGA Education Conference, 2006, Denver
Invited Keynote Speaker

International Digital Media and Art Association conference, November 2006, San Diego, CA
Invited Panelist: "IDEAS: The state of the art of digital"

AIGA Colorado PixelCraft, September 2006, Denver, CO
Invited Speaker: "What do videogames have to do with design?"

FuturePlay 2006, Canada
Squeezed: A Socially Conscious Migrant Farm Worker First Person Picker (Poster #271)
Mohammed Albow, Bill Depper, Rafael Fajardo, Joshua Fishburn, Molly Fredericks, Charles Harrington, Jeff
Hawyrlak, Carlos Lara, Scott T. Leutenegger, Daniel Pittman, Porter Schutz, Ryan Sullivan, Mercedes Testa,
University of Denver
http://www.futureplay.org/schedule.php?pID=69

Association of Literary and Linguistic Computing + Association for Computing and the Humanities combined
conference "Digital Humanities" hosted by the Universite Paris-Sorbonne, July 2006 Paris, France
Panelist, presented process of SWEAT collaborative and a selection of its output.

Games as Critic as Art, CaixaForum, January 2006 Barcelona, Spain
Invited Symposium, presented process and development of SWEAT collaborative and all of its output.

International Digital Media and Art Association Conference, 2005 Orlando, FL
Workshop co-chair, presented open-source tools for videogame development

College Art Association Conference, 2005 Atlanta, GA
Panel Chair: "W(h)ither the Touch?" AIGA Special Session

Image, Space, Object Conference and Workshop, 2004 Denver, CO
Invited Speaker, Workshop Mentor, presented process and development of "Crosser" and "La Migra" and of
work in progress "Juan and the Beanstalk". Mentored attendees in character- and scenario-based
methodology for design process.

High Ground Design Conversation, 2004 Buena Vista, CO
Invited Symposium, presented collaborative model for video game development.

International Digital Media and Art Association Conference, 2004 Orlando, FL
Symposium, presented "Crosser" and "La Migra" as examples of expressive potential of the video game.

College Art Association Conference, 2003 New York, NY
Panelist: "Design Studies and the Academy"

Harrington Symposium at UT Austin, April 2002
Presentation, "(in)action figure: meditations on Juan Valdez and heroism."

ICOGRADA Regional Conference on design in North America, March 2002, Vancouver B.C.
Presentation "Overview of the state of design along US-Mexico Border." Invited Delegate from the US

SGD/C Environs '002: Design Without Borders, March 2002, Vancouver B.C.
Presentation "Establishing and asserting a local, visual and material Latin American identity: San
Diego/Tijuana, Tuscon/Nogales, El Paso/Ciudad Juarez"

ICOGRADA Regional Conference on design in Latin America, 2001, Havana, Cuba
Invited Delegate from the US

ProGrafica, Coloquio Intercambio 2001, Encuentro de Dise<0x00F1>o Gr<0x00E1>fico Latinoamericano,
Havana, Cuba

Presentation "Case Study: Establishing a design culture and a sense of place in El Paso/Ciudad Juarez"

College Art Association Conference, 2001, Chicago, IL
Discussant on Panel entitled: "A Plethora of Programs, A Paucity of Qualified Educators"

Bridge Center for Contemporary Art, 2000, El Paso, Texas
Panelist, Panel Discussion: "The Issue of Race in Contemporary Art."

School For Visual Arts Conference on Humanities and The Arts, 1999, New York, NY
Essay: "The Phantom Gringo Boat and Meditations on Popular Culture"

Texas Association of Schools of Art Annual Conference, 1999, El Paso, Texas
Presentation "Comparison of regional design curricula"

Universidad Autonoma de Ciudad Juarez, Jornada Grafica, 1998, Ciudad Juarez, Mexico
Keynote Paper: "Design Tools and Culture in the Digital Age" (Spanish version)

Universidad Autonoma de Ciudad Juarez, Jornada Grafica, 1998, Ciudad Juarez, Mexico
Panelist, Panel Disscussion: "New Directions and New Media / El chalan y la maquina"

School For Visual Arts Conference on Humanities and The Arts, 1998, New York, NY
Paper: "Design Tools and Culture in the Digital Age"

PROFESSIONAL ASSOCIATION MEMBERSHIPS

Colorado Independent Game Developers Association (CiGDA), Officer and Organizer, January 31, 2012 – 2016. This is a state-level volunteer organization that arose to attend to the interests specific to "independent" game developers. Independent means those who create and disseminate their own games without a relationship with a publisher. "Indy" developers can range in size from an individual to a team. "Indy" status is a self-identification that critiques the labor and economic practices of the industry. The group was folded into the International Game Developers Association in 2016.

International Game Developers Association (IGDA), February 2010 – 2016.

Games for Change (G4C), member of advisory board, July 2007 – 2014. Games for Change is a national organization dedicated to the promotion of the creation of videogames with social causes.

New Media Caucus (NMC), founding member

International Digital Media and Arts Association (IDMAA), member since 2003. Member Board of Directors, 2010 – 2011. Member of International Advisory Board July 2006 – present. IDMAA is an international organization for digital media and art.

Design Council of the Denver Art Museum, member 2004 – 2006, member Board of Directors, Oct 1 2004 – October 2006

American Institute of Graphic Arts (AIGA), member 1989 – 2014. The AIGA is the national professional organization for graphic design.

AIGA Center for Cross Cultural Design, member Steering Committee, 2000 – July 2007. The Center for Cross Cultural Design is a national special interest group of the AIGA. I am one of the founding members of this special interest group and acted as advisor to its leadership through 2007.

AIGA Colorado Chapter, member Board of Directors, 2002 – 2004. This is the regional chapter of the AIGA. I served on the board of the chapter as director of education initiatives.

AIGA Seattle Chapter Internationalism Committee, Advisor, 2001. The committee, with members from across the US, seeks to convince the AIGA National office of the value of developing relationships with the international community of designers.

Friends of Icograda (International Council of Graphic Design Associations), member 2001 – 2005. Icograda is the world body of graphic design associations. I have been a member of ad hoc committees to translate documents from Spanish to English and vice versa. Icograda became Ico-D circa 2012 as it merged with other international design associations.

College Art Association (CAA), member 1994 – 2004. The CAA is the national professional organization for art and art history professors.

Digital Games Research Association (DiGRA), member since 2003. DiGRA is the international organization for game research.

Design Studies Forum, member since 2001 (aprox). The Design Studies Forum is an emerging national and international scholarly organization for the inter-disciplinary study of design.

American Center for Design (ACD), member 1998 – 2001 when it folded

Pop Culture Association of America, member 2003 - 2004

Chicano Humanities and Arts Council (CHAC), Denver, member 2004 - 2005

PROFESSIONAL CONFERENCES ATTENDED

IndieCade 2014, Culver City, CA October 2014

What Matters and What Counts in Education presents Erin Reilly, Denver, CO, April 2012

What Matters and What Counts in Education presents Karen Brennan, Denver, CO, February 2012

NEA media arts guidelines conversation, Webinar, January 2012

Fulbright Programs in the Arts presentation, Denver, CO, October 2011

What Matters and What Counts in Education presents Katie Salen, Denver, CO, September 2011

NEA "The Arts in Media Guidelines Presentation and Discussion", Webinar, July 2011

Fulbright Scholar Opportunities in the Western Hemisphere, Webinar, May 2011

Fulbright Scholar Opportunities in the Arts and Humanities, Webinar, May 2011

Game Developers Conference, March 2006, San Jose, CA

TransMediale, International Festival of Electronic Media, February 2006, Berlin

American Center for Design, Seminar on Design Education, March 2000, Chicago

Universidad Autonoma de Ciudad Juarez, "Jornada Grafica," October, 2000

Universidad Autonoma de Ciudad Juarez, "Jornada Grafica," October, 1999

Center for InterAmerican and Border Studies, "Rethinking Area Studies: A Seminar," December, 1998, El Paso, TX

Universidad Autonoma de Ciudad Juarez, "Jornada Grafica," October, 1997

VISITING ARTIST LECTURES

Victoria Myhren Gallery, University of Denver, CO, Februrary 2012

Bijou Alternative High School, Colorado Springs, CO, February 2012

University of Colorado Denver, College of Education, February 2012

Lebanon Valley College, Pennsylvania April 2011

Parsons The New School of Design, New York September 2010

Columbia College of Chicago Interactive Arts + Media program, Chicago April 2008

Ontario College of Art & Design, Toronto February 2008

Texas Tech University, Lubbock April 2006

Rocky Mountain College of Art & Design:
2005.06.07 Lecture
2005.04.28 Senior Exhibit Critique
2005.04.22 Experience Design Final Critique
2004.12.13 Senior Exhibit Critique

University of Colorado at Denver and Health Sciences Center, 2004

University of Denver, SOCS, twice in fall of 2004, twice in winter of 2005

University of Denver, Discoveries Lecture, Colorado, 2004

Universidad Antonio Narino, Neiva, Colombia, 2003

University of Texas at El Paso, Center for Inter-American and Border Studies, 2001, 2000, 1999, 1998

University of Texas at Austin, 1993

EXHIBITIONS JURIED

12th Advances in Computer Entertainment Technology Conference, ACE 2015 (senior Program Committee member of Creative Showcase), Malaysia 2015

A-MAZE Games Festival, Berlin Juror, 2014

AIGA 365 International Design Competition, New York, NY; Juror, April 2010

International Digital Media & Art Association "Ideas" Exhibit; Juror, 2005

Paso Al Norte Immigration History Museum, author rules for student art competition; Juror, student art competition, 2000

Herzog Medal, national book design competition, 1999

Southwestern Bell Student Art Competition, 1998

El Paso Independent School District / Children's Miracle Network Student Art Competition, 1997

EXHIBITIONS PRODUCED AND/OR CURATED

Producer, Co-Curator, "Dizzy Spell: Short and Sweet," July 2023
Producer, Co-Curator, "Dizzy Spell: Strictly Business, August 2022
Producer, Co-Curator, "Dizzy Spell: Purposefully Frivolous," November 2019
Producer, Co-Curator, "Dizzy Spell: Looked," March 2019
Producer, Co-Curator, "Dizzy Spell," May 2018
Dizzy Spell is an Artist run, Artist curated, series of one- and two-night, pop-up, exhibitions of Artists' Games at the Buntport Theatre in Denver, Colorado. Dizzy Spell is international in scope. The games in Dizzy Spell drop the player into a space of quandary. They test, vex, and set your moral compass spinning. Covering a array of subject matter and settings the games in the collection question what is acceptable in how we treat what and who is around us.

Producer, "Diseno Mexicano/Mexican Design," UTEP Main Gallery, September 1999
Examples of graphic design from Mexico that have been published in the professional graphic design press in the US normally have had low or derivative aesthetic standards. This situation raised the question, "what does the Mexican design profession think is the best in Mexican graphic design?" I contacted the National Design Academy of Mexico and asked them to curate an exhibit of the best in Mexican graphic design. The work they selected surpassed any expectations of visual excellence, handicraft and content. The exhibit brought favorable media attention to the design program, the department, and the university both in El Paso and in Juarez. The curator spoke to a standing room only crowd comprised of students and community members from both sides of the border. This was the first time the institution had showcased the work of Mexican graphic design professionals.

Produced and Curated "Work in Progress: Student Work from GD 1, 2, 3," UTEP Glass Gallery, May 1998
This exhibit showcased the results of my teaching.

Co-curated "Biennial Graphic Design Exhibition," UTEP Main Gallery, May 1998.

GRANTS, FELLOWSHIPS, AWARDS, HONORS

DU ULA (University of Denver University Library Association) Grant $5,000~
To grow and strengthen a circulating collection of videogames within the Anderson Academic Commons, Co-PI (with: ...) 2018

DU ULA (University of Denver University Library Association) Grant $4,000~
To grow and strengthen a circulating collection of videogames within the Anderson Academic Commons, Co-PI (with: ...) 2015

DU CAMF (Creative Arts Materials Fund) Grant $4,734
Internal grant to support a specific creative project proposal, 2015

DU ULA (University of Denver University Library Association) Grant $1,250~
To establish a circulating collection of videogames within the Anderson Academic Commons, Co-PI (with: ...) 2014

University of Denver Institute for the Digital Humanities $249,983
Co-I (with PIs A. Russel and L. Schofield Clark, and co-Is C. Coleman, W. Depper, S. Howard, L. Mehran and S. Leutenegger) National Endowment for the Humanities, 2010 - 2011

Improved STEM Preparation through Humane Gaming Camp and High School Education
$1,176,572 Co-PI (with PI Scott Leutenegger, and Co-Is D. Austin and A. Andrews)
National Science Foundation, Award number ESI-0624767, 2006 - 2009

University of Denver Creative Arts Materials Fund Grant, $4,844, 2006

University of Denver Rosenberry Fund Grant, $1,000, 2006

University of Denver Internationalization Fund Grant, $350, 2006

mtvU + Cisco Systems Digital Incubator Grant for "Squeezed", PI with Co-PI Scott Leutenegger, $25,000, 2006

Kids, Art, and Games: A Game Development Workshop and Camp at the University of Denver, $19,750
PI with Co-PI Scott Leutenegger, Colorado Council for the Arts Grant, 2005

Inclusion I.D. Magazine's I.D. Fifty January 2004

Inclusion in American Center for Design's 17th Annual 100 Show for "Encounter" poster series. Chicago, Illinois and travelling exhibits throughout 1994-1995

Graduate Award of Excellence, Rhode Island School of Design, Providence RI; 1992

James Michener Fellowship in Publishing, University of Texas Press, Austin TX; 1990-1991

REVIEWING OF GRANT PROPOSALS

Artist Foundation of San Antonio, Grant competition Juror 2014

MacArthur Foundation Digital Media & Learning Grants, 2009

Faculty Research Fund, University of Denver, 2005

PROF, University of Denver, 2004

Chair, Texas Commission for the Arts Advisory Panel on Media and New Media Arts, April 2002
Member, Texas Commission for the Arts Advisory Panel on Media and New Media Arts, 2001-2002
There were 33 applications from 18 applicants in Media Arts seeking a combined total of $ 496,530 in funding from the panel in 2001.
There were 580 total applications from 344 applicants seeking a combined total of $8,584,120 in funding from the commission in 2001.

PROFESSIONAL CONSULTING

Paso Al Norte Immigration History Museum, Consultant visual identifier, 2001

Student Union Special Events Office's film society visual identifier & name, 1999

TECHNOLOGY CONSULTING

I have been consulted on - or have specified outright - digital technology purchases for laboratories in the visual arts at:

University of Denver

The El Paso Independent School District Graphic Arts Laboratory

Individual Schools in the Ysleta Independent School District, El Paso

Individual Schools in the Soccoro Independent School District, El Paso

Rock Tenn Box Manufacturing, El Paso

University of Texas at El Paso

University of Texas at Austin

The Rhode Island School of Design

University of Texas Press

TEACHING EXPERIENCE

University of Denver, Denver CO:
Associate Professor, Emergent Digital Practices program, Fall 2012 – present
Principal author of syllabus for foundation course EDPX 2000 Imaging in Emergent Digital Practices, oversee adjuncts who deliver courses.
Guided MA and MFA work by: Miguel Tarango, Kelly Monico, Matt Jenkins, Melanie Fredericks, Josh Fishburn, Devin Monnens, Melanie Smith, Steve Rakoczy, Thomas Wynne, Ayinde Wong, Jinnie Templin, André Blyth, Molly Lofton, Ayinde Chong, Heidi Landis, Cherish Márquez, Scott McKinney, Jeremy Billauer, Gina Barbieri, Emilie Trice, Ali Graham, Jin Wook Lee.
Assistant Professor to Associate Professor, Electronic Media Arts Design (eMAD) Program, School of Art & Art History, Division of Arts, Humanities & Social Sciences, Fall 2002 – Summer 2012
Teaching appointment is in two degree programs, eMAD and Digital Media Studies (DMS). Co-authored with Angela Forster the curriculum for new MFA program. Co-author with DMS faculty of revised curriculum for MA in DMS. Co-author with Computer Science, DMS and eMAD faculty of new undergraduate curriculum in Game Development.

EDPX 2710, Critical Game Cultures. DU Spring Quarter 2023.
EDPX 5850, M.A. Project. DU Spring Quarter 2023.
EDPX 5900, MFA Exhibition. DU Spring Quarter 2023.
ASEM 2488, Contemporary Art in situ. DU Winter Quarter 2023.
EDPX 3210, Typographic Landscapes. DU Winter Quarter 2023.
EDPX 4210, Typographic Landscapes. DU Winter Quarter 2023.
EDPX 5850, M.A. Project. DU Winter Quarter 2023.
EDPX 3120, Making Critical Games. DU Spring Quarter 2022.
EDPX 3700, Topics: Cult of TypoGrap Desig. DU Spring Quarter 2022.
EDPX 4700, Topics: Cult of TypoGrap Desig (cross listed with EDPX-3700-2). DU Spring Quarter 2022.
EDPX 5100, Graduate Critique. DU Spring Quarter 2022.
ASEM 2488, Contemporary Art in situ. DU Winter Quarter 2022.
EDPX 2710, Critical Game Cultures. DU Fall Quarter 2021.
EDPX 4000, Digital Design Concepts. DU Fall Quarter 2021.
ASEM 2488, Contemporary Art in situ. DU Spring Quarter 2021.
EDPX 3991, IS: Heart On Your Sleeve. DU Spring Quarter 2021.

EDPX 3210, Typographic Landscapes. DU Winter Quarter 2021.
EDPX 4210, Typographic Landscapes. DU Winter Quarter 2021.
EDPX 3991, IS:Photography Website Build. DU Fall Quarter 2020.
EDPX 3992, DS: Digital Design Concepts. DU Fall Quarter 2020.
EDPX 4000, Digital Design Concepts. DU Fall Quarter 2020.
FSEM 1111, First Year Seminar. DU Fall Quarter 2020.
RLGN 6020, Comp Review II: Area T and M. DU Fall Quarter 2020.
EDPX 3120, Making Critical Games. DU Summer Quarter 2020.
EDPX 3110, Rapid Game Design& Prototyping. DU Spring Quarter 2020.
EDPX 3991, IS:Convert Res into a 2D Anim. DU Spring Quarter 2020.
EDPX 3991, IS:Chinese Cul Char,the twelve. DU Spring Quarter 2020.
EDPX 3992, DS: BFA EDP Capstone. DU Spring Quarter 2020.
EDPX 3992, DS: Typographic Landscape. DU Spring Quarter 2020.
EDPX 4991, IS:Care Ethics & the Enviro. DU Spring Quarter 2020.
EDPX 5800, M.A. Thesis. DU Spring Quarter 2020.
EDPX 3990, Capstone. DU Winter Quarter 2020.
EDPX 3991, IS:Emberfell: The Board Game. DU Winter Quarter 2020.
EDPX 4000, Digital Design Concepts. DU Winter Quarter 2020.
EDPX 5850, M.A. Thesis/Project. DU Winter Quarter 2020.
ASEM 2488, Contemporary Art in situ. DU Spring Quarter 2019.
EDPX 3992, Directed Study - EDP Capstone. DU Spring Quarter 2019.
EDPX 3710, Critical Game Studies. DU Winter Quarter 2019.
EDPX 4710, Critical Game Studies. DU Winter Quarter 2019.
EDPX 4991, IS Design Cultures: The Scienc. DU Winter Quarter 2019.
EDPX 4992, Directed Study. DU Winter Quarter 2019.
EDPX 5100, Graduate Critique. DU Winter Quarter 2019.
EDPX 3770, Social Science Virtual Spaces. DU Fall Quarter 2018.
EDPX 3991, IS Chinese Legend Creature & F. DU Fall Quarter 2018.
EDPX 3991, IS Visual Identity for Wuhan. DU Fall Quarter 2018.
EDPX 3992, Directed Study. DU Fall Quarter 2018.
EDPX 4000, Digital Design Concepts. DU Fall Quarter 2018.
EDPX 4770, Cybercultures. DU Fall Quarter 2018.
EDPX 4991, IS Performance and Technocultu. DU Fall Quarter 2018.
FSEM 1111, First Year Seminar. DU Fall Quarter 2018.
ASEM 2488, Contemporary Art in situ. DU Spring Quarter 2018.
EDPX 4991, IS Programming: Pi and Python. DU Spring Quarter 2018.
EDPX 5850, M.A. Project. DU Spring Quarter 2018.
EDPX 3991, IS Wearbles and Social Impact. DU Winter Quarter 2018.
EDPX 4000, Digital Design Concepts. DU Winter Quarter 2018.
EDPX 4992, DS Digital Design Concepts. DU Winter Quarter 2018.
EDPX 5850, M.A. Project. DU Winter Quarter 2018.
EDPX 2200, Digital Practices and Cultures. DU Fall Quarter 2017.
EDPX 3991, IS Immersive Interactivity in. DU Fall Quarter 2017.
FSEM 1111, First Year Seminar. DU Fall Quarter 2017.
ASEM 2488, Contemporary Art in situ. DU Spring Quarter 2017.
EDPX 3991, IS Origami: Hide & Seek Part 2. DU Spring Quarter 2017.
EDPX 3991, IS Mobile & Web UX/UI Design. DU Spring Quarter 2017.
EDPX 3991, IS Transcoding Literature. DU Spring Quarter 2017.
EDPX 4991, IS Transcoding Literature. DU Spring Quarter 2017.
EDPX 5850, M.A. Project. DU Spring Quarter 2017.
EDPX 3991, Origami Hide & Seek Pt. 1. DU Winter Quarter 2017.
EDPX 4000, Digital Design Concepts. DU Winter Quarter 2017.
EDPX 4991, IS: Multi Media Font Platform. DU Winter Quarter 2017.
EDPX 3110, Rapid Game Design& Prototyping. DU Fall Quarter 2016.
EDPX 3991, IS Mobile App UX and UI Design. DU Fall Quarter 2016.
EDPX 3112, Rapid Physical Game Design. DU Spring Quarter 2016.
EDPX 3991, IS RPG Maker in the Physical W. DU Spring Quarter 2016.
EDPX 2000, Imaging in Digital Practices. DU Winter Quarter 2016.

EDPX 3991, IS:Pixel Art Asset Creation. DU Winter Quarter 2016.
EDPX 4000, Digital Design Concepts. DU Winter Quarter 2016.
EDPX 3120, Making Critical Games. DU Spring Quarter 2015.
EDPX 3992, DS: BFA Capstone. DU Spring Quarter 2015.
EDPX 4120, Making Critical Games. DU Spring Quarter 2015.
EDPX 4991, IS Interactive Fiction. DU Spring Quarter 2015.
EDPX 5800, M.A. Thesis. DU Spring Quarter 2015.
EDPX 5850, M.A. Project. DU Spring Quarter 2015.
EDPX 5900, MFA Exhibition. DU Spring Quarter 2015.
EDPX 3990, Capstone. DU Winter Quarter 2015.
EDPX 3991, IS: Extending RPG Maker. DU Winter Quarter 2015.
EDPX 3991, IS: Iterative Game Design. DU Winter Quarter 2015.
EDPX 3991, IS: Digital Portfolio Making. DU Winter Quarter 2015.
EDPX 4991, IS: Interactive Fiction Design. DU Winter Quarter 2015.
EDPX 5800, M.A. Thesis. DU Winter Quarter 2015.
EDPX 5800, M.A. Thesis. DU Winter Quarter 2015.
EDPX 5850, M.A. Project. DU Winter Quarter 2015.
EDPX 5900, MFA Exhibition. DU Winter Quarter 2015.
EDPX 3110, Rapid Game Design& Prototyping. DU Fall Quarter 2014.
EDPX 3980, Internship. DU Fall Quarter 2014.
EDPX 3991, IS: Advanced 3D Game Develop. DU Fall Quarter 2014.
EDPX 3991, IS: Advanced 3D Game Develop. DU Fall Quarter 2014.
EDPX 3992, DS: Collaboration & Production. DU Fall Quarter 2014.
EDPX 4000, Digital Design Concepts. DU Fall Quarter 2014.
EDPX 4110, Rapid Game Design & Prototypes. DU Fall Quarter 2014.
EDPX 5900, MFA Exhibition. DU Fall Quarter 2014.
EDPX 3991, IS: 2nd Interactive Storybook. DU Summer Quarter 2014.
EDPX 4980, Internship. DU Summer Quarter 2014.
EDPX 3120, Making Critical Games. DU Spring Quarter 2014.
EDPX 3991, IS:Designing Games that Teach. DU Spring Quarter 2014.
EDPX 3991, IS: Interactive Storybook. DU Spring Quarter 2014.
EDPX 3991, IS: Digital Comic Book Product. DU Spring Quarter 2014.
EDPX 4120, Making Critical Games. DU Spring Quarter 2014.
EDPX 4995, Independent Research. DU Spring Quarter 2014.
EDPX 5850, M.A. Project. DU Spring Quarter 2014.
COMP 3705, Tpcs: Game Design. DU Winter Quarter 2014.
EDPX 3110, Rapid Game Design& Prototyping. DU Winter Quarter 2014.
EDPX 4110, Rapid Game Design & Prototypes. DU Winter Quarter 2014.
EDPX 4995, Independent Research. DU Winter Quarter 2014.
EDPX 5000, Graduate Seminar. DU Winter Quarter 2014.
EDPX 5850, M.A. Project. DU Winter Quarter 2014.
EDPX 2000, Imaging in Digital Practices. DU Fall Quarter 2013.
EDPX 3980, Internship. DU Fall Quarter 2013.
EDPX 3991, IS:Portfolio Development. DU Fall Quarter 2013.
EDPX 4000, Digital Design Concepts. DU Fall Quarter 2013.
EDPX 4991, IS: Creativity thru Artscience. DU Fall Quarter 2013.
EDPX 3991, IS:2-D Animation Portfolio. DU Spring Quarter 2013.
EDPX 5850, M.A. Project. DU Spring Quarter 2013.
ARTS 3991, IS: Design Portfolio. DU Winter Quarter 2013.
EDPX 3110, Rapid Game Design& Prototyping. DU Winter Quarter 2013.
EDPX 3991, IS: Language and Identity. DU Winter Quarter 2013.
EDPX 4110, Rapid Game Design & Prototypes. DU Winter Quarter 2013.
EDPX 5850, M.A. Project. DU Winter Quarter 2013.
EDPX 2000, Imaging in Digital Practices. DU Fall Quarter 2012.
EDPX 3980, Internship. DU Fall Quarter 2012.
EDPX 3991, IS:Phase 2 A.R. Childrens Book. DU Fall Quarter 2012.
EDPX 4000, Digital Design Concepts. DU Fall Quarter 2012.
ARTD 3991, IS:Augmented Reality Storybook. DU Summer Quarter 2012.

ARTD 4995, Thesis. DU Summer Quarter 2012.
DMST 3980, DMST Internship. DU Summer Interterm 2012.
ARTD 3345, Internship. DU Spring Quarter 2012.
ARTD 3365, Senior Project EMAD. DU Spring Quarter 2012.
ARTD 3700, Tpcs: Interaction and Collabor. DU Spring Quarter 2012.
ARTD 3700, Tpcs: Game Design & Prototype. DU Spring Quarter 2012.
ARTD 4995, Thesis. DU Spring Quarter 2012.
DMST 3230, Interaction and Collaboration. DU Spring Quarter 2012.
DMST 3900, Tpcs: Game Design & Prototype. DU Spring Quarter 2012.
ARTD 2345, Typography. DU Winter Quarter 2012.
ARTD 3345, Internship. DU Winter Quarter 2012.
ARTD 3700, Tpcs: Critical Game Studies. DU Winter Quarter 2012.
ARTD 3991, IS: Branding vs. Self-Identity. DU Winter Quarter 2012.
ARTD 3991, IS: EMAD Honors Project. DU Winter Quarter 2012.
ARTD 3991, IS: Personal Website Design. DU Winter Quarter 2012.
ARTD 3992, DS: Senior Project EMAD. DU Winter Quarter 2012.
ARTD 4991, IS: Graduate Typography. DU Winter Quarter 2012.
ARTD 4995, Thesis. DU Winter Quarter 2012.
DMST 2345, Typography. DU Winter Quarter 2012.
DMST 3900, Tpcs: Critical Game Studies. DU Winter Quarter 2012.
DMST 4900, DMST M.A. Project. DU Winter Quarter 2012.
ARTD 3345, Internship. DU Fall Quarter 2011.
ARTD 3992, DS: Typography. DU Fall Quarter 2011.
ARTD 4700, Graduate Seminar Topic. DU Fall Quarter 2011.
ARTD 4995, Thesis. DU Fall Quarter 2011.
DMST 4000, Digital Design Concepts. DU Fall Quarter 2011.
DMST 4991, IS:Refugee Aware Game DSGN. DU Fall Quarter 2011.
ARTD 4991, IS: eTextiles R & D. DU Summer Quarter 2011.
ARTD 3991, IS:Honors Animation Project 1. DU Spring Quarter 2011.
ARTD 3992, DS:Senior eMAD Project. DU Spring Quarter 2011.
ARTD 4375, Graduate EMAD Critique. DU Spring Quarter 2011.
ARTD 3375, Advanced Design. DU Winter Quarter 2011.
ARTD 4700, Graduate Seminar Topic. DU Winter Quarter 2011.
DMST 3375, Advanced Design. DU Winter Quarter 2011.
DMST 3900, Topics: Digital Media Studies. DU Winter Quarter 2011.
ARTD 2315, Introduction to eMAD. DU Fall Quarter 2010.
ARTD 3992, DS: Identity & Branding. DU Fall Quarter 2010.
DMST 2000, Introduction to EMAD. DU Fall Quarter 2010.
DMST 3991, IS:Experimental Typography. DU Fall Quarter 2010.
DMST 4000, Digital Design Concepts. DU Fall Quarter 2010.
ARTD 3345, Internship. DU Summer Quarter 2010.
ARTD 2315, Introduction to eMAD. DU Spring Quarter 2010.
ARTD 3345, Internship. DU Spring Quarter 2010.
ARTD 3992, DS: Senior eMAD Project. DU Spring Quarter 2010.
ARTD 4995, Thesis. DU Spring Quarter 2010.
DMST 2000, Introduction to EMAD. DU Spring Quarter 2010.
DMST 4900, DMST M.A. Project. DU Spring Quarter 2010.
ARTD 3345, Internship. DU Winter Quarter 2010.
ARTD 3992, DS:Advanced Design. DU Winter Quarter 2010.
ARTD 4375, Graduate EMAD Critique. DU Winter Quarter 2010.
ARTD 4700, Graduate Seminar Topic. DU Winter Quarter 2010.
ARTD 4995, Thesis. DU Winter Quarter 2010.
DMST 3900, Tpcs: Graduate Seminar. DU Winter Quarter 2010.
DMST 3991, IS:Game Design Documentation. DU Winter Quarter 2010.
DMST 4900, DMST M.A. Project. DU Winter Quarter 2010.
ARTD 2345, Typography. DU Fall Quarter 2009.
ARTD 4995, Thesis. DU Fall Quarter 2009.
DMST 2345, Typography. DU Fall Quarter 2009.

DMST 4000, Digital Design Concepts. DU Fall Quarter 2009.
DMST 4991, IS:Mobile Gaming. DU Fall Quarter 2009.
ARTD 4700, Graduate Seminar Topic. DU Spring Quarter 2008.
ARTD 4995, Thesis. DU Spring Quarter 2008.
ARTD 4995, Thesis. DU Spring Quarter 2008.
DMST 3900, Topics: Gibson. DU Spring Quarter 2008.
DMST 4991, IS:The Past of the Future. DU Spring Quarter 2008.
DMST 4992, Directed Study. DU Spring Quarter 2008.
ARTD 3345, Internship. DU Winter Quarter 2008.
DMST 3900, Topics: Game Design. DU Winter Quarter 2008.
DMST 4000, Digital Design Concepts. DU Fall Quarter 2007.
ARTD 4991, Tactical Media-Stamps. DU Summer Quarter 2007.
ARTD 4995, Thesis. DU Summer Quarter 2007.
ARTD 3991, MAD Practicum. DU Spring Quarter 2007.
ARTD 4375, Graduate EMAD Critique. DU Spring Quarter 2007.
ARTD 4991, Art in the Public Eye II. DU Spring Quarter 2007.
ARTD 4995, Thesis. DU Spring Quarter 2007.
ARTD 4995, Thesis. DU Spring Quarter 2007.
DMST 4991, IS: Paper-Based Game Design. DU Spring Quarter 2007.
ARTD 3700, Tpcs in Elec Media-Game Design. DU Winter Quarter 2007.
ARTD 3991, IS: Book Design. DU Winter Quarter 2007.
ARTD 4995, Thesis. DU Winter Quarter 2007.
DMST 3900, Topics: Game Design. DU Winter Quarter 2007.
DMST 4900, DMST M.A. Project. DU Winter Quarter 2007.
ARTD 4991, IS: Art in the Public Eye. DU Fall Quarter 2006.
ARTD 4995, Thesis. DU Fall Quarter 2006.
ARTD 3991, Independent Study. DU Summer Quarter 2006.
ARTD 3365, Senior Project EMAD. DU Spring Quarter 2006.
ARTD 3991, IS-Game Design Practicum. DU Spring Quarter 2006.
ARTD 3991, IS: Game Design Practicum. DU Spring Quarter 2006.
ARTD 3991, IS: Crates of Cash. DU Spring Quarter 2006.
ARTD 4991, IS-Game Design Practicum. DU Spring Quarter 2006.
DMST 4900, DMST M.A. Project. DU Spring Quarter 2006.
DMST 4991, IS: Game Design Practicum. DU Spring Quarter 2006.
DMST 4991, IS: Video Game Practicum. DU Spring Quarter 2006.
DMST 4991, IS-Gaming Production. DU Spring Quarter 2006.
ARTD 3375, Advanced Design. DU Winter Quarter 2006.
ARTD 4375, Graduate EMAD Critique. DU Winter Quarter 2006.
DMST 3375, Advanced Design. DU Winter Quarter 2006.
ARTD 2345, Typography. DU Spring Quarter 2005.
ARTD 3345, Internship. DU Spring Quarter 2005.
ARTD 3991, IS: Adv. Probs Leadership:Desg. DU Spring Quarter 2005.
ARTD 4991, IS: Thesis Project. DU Spring Quarter 2005.
ARTD 4992, Thesis Project. DU Spring Quarter 2005.
ARTD 4992, Thesis Project. DU Spring Quarter 2005.
DMST 2345, Typography. DU Spring Quarter 2005.
DMST 4345, Typography. DU Spring Quarter 2005.
ARTD 2345, Typography. DU Winter Quarter 2005.
ARTD 4700, Graduate Seminar Topic Socially Conscious Game Design. DU Winter Quarter 2005.
ARTS 3991, IS: Book Making. DU Winter Quarter 2005.
DMST 2345, Typography. DU Winter Quarter 2005.
DMST 4345, Typography. DU Winter Quarter 2005.
ARTD 2315, Introduction to Visual Meaning. DU Fall Quarter 2004.
DMST 2000, Introduction to Visual Meaning. DU Fall Quarter 2004.
DMST 4000, Digital Design Concepts. DU Fall Quarter 2004.
ARTD 3365, Senior Project EMAD. DU Spring Quarter 2004.
ARTD 2345, Typography. DU Winter Quarter 2004.
DMST 2345, Typography. DU Winter Quarter 2004.

DMST 4345, Typography. DU Winter Quarter 2004.
ARTD 3375, Advanced Design. DU Winter Quarter 2004.
DMST 3375, Advanced Design. DU Winter Quarter 2004.
DMST 4000, Digital Design Concepts. DU Fall Quarter 2003.
ARTD 2345, Typography. DU Spring Quarter 2003.
DMST 2345, Typography. DU Spring Quarter 2003.
DMST 4345, Typography. DU Spring Quarter 2003.
ARTD 3375, Advanced Design. DU Winter Quarter 2003.
DMST 3375, Advanced Design. DU Winter Quarter 2003.
ARTD 2345, Typography. DU Winter Quarter 2003.
DMST 2345, Typography. DU Winter Quarter 2003.
DMST 4345, Typography. DU Winter Quarter 2003.
ARTD 2315, Introduction to Visual Meaning. DU Fall Quarter 2002.
DMST 2000, Introduction to Visual Meaning. DU Fall Quarter 2002.

University of Texas at El Paso:
Assistant Professor, Graphic Design Program, Department of Art, College of Liberal Arts, Fall 1996-Spring 2002
Teaching responsibilities included teaching at all levels of the curriculum, and the development of new course material that reflected the nature of contemporary theory and practice in design, while respecting the existing structure of the curriculum:
Graphic Design 1 micro-scale aesthetic issues in typography
Graphic Design 2 from micro-to macro in typography, design history and theory
Graphic Design 3 Research Strategies in Design
Graphic Design 4 Contemporary Production Issues
Graphic Design 7 Design Practicum/Internship
Graduate Level directed studio problems
Principle advisor to graduate students in Graphic Design
ART 3307 Special Topics in Art: Computer Graphics
ART 3307 Special Topics in Art: Motion Graphics

University of Texas at Austin:
Lecturer, Division of Design, Department of Art, College of Fine Arts, Fall 1994
Classes Taught:
Freshman Design Survey
Design Technologies 2: Digital Media
Senior Project Advisor

Rhode Island School of Design, Providence RI:
Assignments ranged in responsibility:
Instructor, "Typography," Summer Institute in Graphic Design; July 1993
Co-Instructor, "Visible Language II;" Graphic Design Program, Spring 1993
Instructor, "Wintersession Type Elective;" January 1993
Teaching Assistant, "Visible Language II;" Fall 1992
Teaching Assistant, "Visual Narrative;" Spring 1992
Instructor, "Pagemaker Workshop 1;" Spring 1992
Instructor, "Pagemaker Workshop 2;" Spring 1992
Instructor, "Wintersession Type Elective;" January 1992
Teaching Assistant, "Type I;" Fall 1992
Teaching Assistant, "Visiting Designers;" Fall 1992

COMPETITIVE AWARDS RECEIVED BY STUDENTS

Jeremy Billauer accepted into High Ground Design Conversation as a Young Scholar. This is a vetted position that helps put on the conference.

André Blyth's MFA work accepted into IndieCade and makes several top 10 lists

Andrew Ames receives tenure at Robert Morris University.

Josh Fishburn receives tenure-track teaching appointment in Game Design and Development at the College of New Jersey.

Andrew Ames receives tenure-track teaching appointment in Media Arts at Robert Morris University.

Josh Fishburn receives tenure-track teaching appointment in Game Design and Development at University of Wisconsin White Water.

Francisco Ortega receives tenure-track teaching appointment in design at Texas Tech University.

Andrew Ames accepted into MFA program in Electronic Art at the Rhode Island School of Design, with fellowship and teaching assistantship.

Glenn Carlson's creative research project "Emergent Aesthetics" accepted into the juried 6th International Conference of the European Academy of Design, Bremen Germany, March 2005. This is a highly selective professional conference http://ead06.hfk-bremen.de/

Francisco Ortega accepted into PhD program in Art History, Criticism and Production at Texas Tech University, with teaching appointment and stipends.

Marco Ortega accepted into PhD program in Archeology at the University of Alberta, Calgary, with full funding.

Ryan Molloy receives tenure-track teaching appointment at Eastern Michigan University.

Francisco Ortega, Marco Ortega, Miguel Tarango, Carmen Escobar, Ryan Molloy, Tomas Marquez-Carmona co-author a work (with Rafael Fajardo) that is accepted into the Agressively Boring Film Festival and exhibited at Comdex, 2000

Celina Fuentes, Ric Prado, Carmen Escobar receive recognition at Milia International New Media New Talent Competition, Cannes France, 2000. Only 15 projects worldwide are so honored, and only two from the United States.

Ryan Molloy accepted into MFA program in Design at The University of Texas, Austin, with stipend, 2001-2004.

Elaine Bay accepted into MFA program in Print-Making at Tufts University, 2001-2004, where she will be allowed to combine new media with traditional media.

Emilio Martinez accepted into PhD program in Rhetoric and Communication at Rochester Institute of Technology, 1998, where he will combine experimental writing with experimental use of new media presentation.

Melina Lima accepted into a co-operative internship with Walt Disney Imagineering, 1998-1999.

Team consisting of Melina Lima, Jason Chiu and Guillermo Casas are declared co-champions Walt Disney Imagineering's national competition "Imaginations, 1997."

SERVICE

Games For Change Advisory Board, July 2007-2014

IDMAA Advisory Board, November 2006-present

University of Denver School of Art & Art History eMAD Search Committee chair, 2006-2007

University of Denver School of Art & Art History eMAD Search Committee chair, 2005-2006

University of Denver School of Art & Art History eMAD MFA Program coordinator, 2004-2005

University of Denver School of Art & Art History interim faculty senate representative, October 2004-March 2005

Denver Art Museum, Design Council, board of directors, October 2004 - October 2006

University of Denver Division of AHSS PROF Grant Review Committee representative, Spring 2004

University of Denver School of Art & Art History Ceramics Search Committee, 2004-2005

University of Denver School of Art & Art History eMAD Search Committee (two positions), 2002-2003

University of Denver School of Art & Art History Photography Search Committee, 2002-2003

AIGA Colorado Chapter board of directors, head of education initiatives 2002-2004

AIGA Center for Cross-Cultural Design, national steering committee, 2000-2007

Englewood Soccer Association, Assistant Coach, Fall 2003 - present

ICOGRADA, Coordinator for Spanish language translation working group, 2001

National Design Museum, National Design Awards, Nominator, 2001

Faculty Senate, Representative from UTEP Department of Art, September 1998-August 1999

College of Liberal Arts Curriculum Committee, member, September 1996-August 1998

College of Liberal Arts Programs Committee, member, September 1998-August 1999

College of Liberal Arts Technology Committee, member, October 1997-August 1998

Department of Communications Ad hoc Technology Committee, member, 1998

Technology consultation for the El Paso Independent School District Graphic Arts Laboratory, 2000

Technology consultation Villa Middle School, Ysleta Independent School District, El Paso, 1999

Technology consultation with Lorene Rogers, wheelchair bound artist, 1999

Creative Kids Inc., startup consultations, 1998

Careers in the arts presentations Del Norte Heights Elementary School, YISD, 1998

Careers in the arts presentations Montwood Middle School, SISD, 2000

Technology in the arts presentation Del Valle High School, YISD, 1998

Paso Al Norte Immigration History Museum Planning Forum, participant, 2000-2001

Northwest Center for Emerging Technologies/IEEE, regional focus group member, 1999