Curriculum Vitae
Tracy J. Fullerton

Office: SCI 201M
School of Cinematic Arts
University of Southern California
Los Angeles, CA 90089
Web: www.tracyfullerton.com

EDUCATION

M.F.A., University of Southern California, June 1991. Cinema-Television Production.
B.A., University of California, Santa Cruz, June 1988. Theater Arts; English Literature minor.

EXPERIENCE

2015 – present: Professor, Interactive Media & Games Division, School of Cinematic Arts, University of Southern California, Los Angeles, CA.

2011 – 2017: Chair, Interactive Media & Games Division, School of Cinematic Arts, University of Southern California, Los Angeles, CA.

2008 – present: Electronic Arts Endowed Chair in Interactive Entertainment; Director, USC Game Innovation Lab.

2008 – 2015: Associate Professor, School of Cinematic Arts, Interactive Media Division; USC, Los Angeles, CA.

2004 – 2008: Assistant Professor. School of Cinematic Arts, Interactive Media Division. USC, Los Angeles, CA. Co-Director, USC Game Innovation Lab.

2002 – 2008: Consultant, Los Angeles, CA
Game design for location-based entertainment, online games and interactive television, with clients including: Walt Disney Imagineering, Intel, Acclaim, Pop and Co., Big Buddha Baba, Bandalong Productions, Fuel Design, and Actual Reality.

1998 – 2002: President, Co-Founder and Creative Director, Spiderdance, Los Angeles, CA
Co-founder of game design company, which invented and deployed the first multiplayer game system for interactive television. Partners included NBC, The WB, MTV, TBS, The Game Show Network, and Macromedia.

1995 – 1998: Creative Director and Producer, R/GA Interactive, New York, NY
Game design and project management for Internet games, location-based entertainment and e-commerce websites. Clients include Sony Online Entertainment, The Microsoft Network, Intel Productions, Ticketmaster Online, Advertising Age, Compaq Computer Corporation, FCB Direct West, and Modem Media.

1993 – 1995: Creative Director, Interfilm, Inc., New York, NY
Writer and Creative Director for interactive film company. Interfilm's "cinematic" games, co-produced with Sony New Media, played nationwide in 37 specially equipped Interfilm theaters.

1991 – 1993: Interactive Designer, Synapse Technologies, Los Angeles, CA
Writer and Interactive Designer on three interactive documentary projects for Robert Abel's visionary company.

PUBLICATIONS

Books
    Fullerton, Tracy, Game Design Workshop: A Playcentric Approach to Creating Innovative Games, 4th Edition. Francis & Taylor, forthcoming fall 2018.

    Fullerton, Tracy, Game Design Workshop: A Playcentric Approach to Creating Innovative Games, 3rd Edition. Korean Language Edition, Gilbut Publishing, June 2016.

    Fullerton, Tracy, Game Design Workshop: A Playcentric Approach to Creating Innovative Games, 3rd Edition. Japanese Language Edition, Born Digital, May 2016.

    Fullerton, Tracy, Game Design Workshop: A Playcentric Approach to Creating Innovative Games, 3rd Edition. Chinese Language Edition, PHEI Beijing, April 2016.

    Fullerton, Tracy, Game Design Workshop: A Playcentric Approach to Creating Innovative Games, 3rd Edition. Francis & Taylor, March 2014.

    Tierney, W. G., Corwin, Z. B., Ragusa, G., & **Fullerton, T.** (Eds.). Postsecondary play: The role of games and social media in higher education. John Hopkins Press, June 2014.

    Fullerton, Tracy, Game Design Workshop: A Playcentric Approach to Creating Innovative Games, 2nd Edition. Morgan Kaufmann, February 2008.

    Fullerton, Tracy, Christopher Swain and Steven Hoffman, Game Design Workshop: Designing, Prototyping and Playtesting Games. CMP Books, February 2004.

Chapters & Articles

Refereed:
    Chapter: **Fullerton, Tracy**, Janine Fron, Celia Pearce, Jacki Morie, "Getting Girls Into the Game: Towards a 'Virtuous Cycle'" in Beyond Barbie and Mortal Kombat. Yasmin Kafai, Carrie Heeter, Jen Sun & Jill Denner (eds), MIT Press, September 2008, pp.137-149.

    Pearce, Celia, **Tracy Fullerton**, Janine Fron, Jacqueline Ford Morie, "Sustainable Play: Towards a New Games Movement for the Digital Age" in Games and Culture, Vol 2, No. 3, pp. 261-278, July 2007.

Non-refereed:
    Chapter: Fullerton, Tracy, "Walden: Reflection" in How to Play Video Games. Hunteman, N. & Payne, M. (Eds.). NYU Press, forthcoming, 2018.

    Chapter: Fullerton, Tracy, "Reflections on the Night Journey" in LUDOLOGICA (Italian Game Studies Series). Matteo Bittanti & Gianni Canova (eds), Edizioni Unicopli, 2017.

    Section: Fullerton, Tracy, "Reflections on Values at Play" in Values at Play in Digital Games. Flanagan, Mary and Nissenbaum, Helen. MIT Press, July 2014.

    Chapter: **Fullerton, Tracy**, "What Games Do Well: Mastering Concepts in Play" in Postsecondary play: The role of games and social media in higher education. Tierney, W. G., Corwin, Z. B., Ragusa, G., & Fullerton, T. (Eds.). John Hopkins Press, June 2014.

    Fullerton, Tracy "Masterful Play," Kill Screen #4, August 2011.

    Dr. Cynthia Chiong and others, including **Tracy Fullerton**, "Report: Can Video Games Promote Intergenerational Play & Literacy Learning?" Joan Ganz Cooney Center, New York, NY, February 2010.

    Fullerton, Tracy "Reflections on The Night Journey: an Experimental Video Game," Kritische Berichte: The Ludic Society – The Relevance of Videogames, 2.2009.

Chapter: **Fullerton, Tracy**, "Documentary Games: Putting the Player in the Path of History" in <u>Playing the Past: Nostalgia in Video Games and Electronic Literature</u>, Zach Whalen & Laurie Taylor (eds), Vanderbilt University Press, September 2008.

Chapter: **Fullerton, Tracy**, "Quality Controls: Defining the Vocabulary of Interactivity in Early Arcade Games" in <u>Vintage Games Volume 1 (1974-1981)</u> by Ian Bogost & Matteo Bittanti (eds), forthcoming.

Fullerton, Tracy "Playcentric Design," Interactions, vol. xv, no. 2, pp. 42-45, March/April 2008.

Fullerton, Tracy "Play-Centric Games Education," Computer, vol. 39, no. 6, June 2006, pp. 36-42.

Interview: **Fullerton, Tracy**, "Games Education," "Prototyping," and "Teambuilding" in <u>Game Production Handbook</u> by Heather Chandler, Charles River Media, 2006, p. 87, pp. 209-210, p. 92.

Interview: **Fullerton, Tracy**, "Prototyping," "Creating Meaningful Choices" and "Games and Story" in <u>Game Development Essentials</u> by Jeannie Novak, Thompson Media, 2005, pp. 334-335, p. 195, p.140. (New edition, fall 2007)

Fullerton, Tracy, Chris Swain and Steven Hoffman, "Improving Player Choices," Gamasutra.com, March 10, 2004.

Chapter: **Fullerton, Tracy**, "Convergence Programming on Two Screens," in <u>Convergence Design: Creating the User Experience for Interactive Television, Wireless and Broadband</u> by Steve Curran, Rockport Publishers, 2003, pp. 72-89.

Chapter: **Fullerton, Tracy**, "Spiderdance," in <u>Producing Interactive Television</u> by Annessa Hartman, Charles River Media, 2002, pp. 217-226.

"Tracy Fullerton Discusses Majestic" in Design Interact. Communication Arts, May 2001.

Conference Papers

Refereed:

Stokes, Benjamin, Watson, Jeff, **Fullerton, Tracy**, Wiscombe, Simon, "A Reality Game to Cross Disciplines: Fostering Networks and Collaboration" Defragging Game Studies, DiGRA International Conference Proceedings, Atlanta, GA, August 2013.

Fullerton, Tracy, Sean Plott and Daniel Ponce, "Aligning Game Mechanics with Learning Goals" American Education Research Association Annual Meeting, Denver CO, April 2010. (Poster paper)

Fullerton, Tracy, Laird Malamed, Nahil Sharkasi and Jesse Vigil, "Designing History: The Path to Participation Nation" ACM SIGGRAPH Game Papers, New Orleans, LA, August 2009.

Pearce, Celia, **Tracy Fullerton**, Janine Fron, Jacqueline Ford Morie, "The Hegemony of Play" DiGRA Conference, Tokyo, September 2007, pp. 309-318.

Pearce, Celia, **Tracy Fullerton**, Janine Fron, Jacqueline Ford Morie, "A Game of One's Own: Towards a New Gendered Poetics of Digital Space" Digital Experience: Design, Aesthetics, Practice, Perth, September 2007, pp. 136-146.

Fullerton, Tracy, Todd Furmanski, Kurosh ValaNejad, "Journey of Discovery: The Night Journey Project as Video/Game Art" ACM SIGGRAPH Video Game Symposium, San Diego, CA, August 2007, pp. 55-63.

Fullerton, Tracy, Jenova Chen, Kellee Santiago, Erik Nelson, Vincent Diamante, Aaron Meyers, Glenn Song, John DeWeese, "That Cloud Game: Dreaming (and Doing) Innovative Game Design" ACM SIGGRAPH Video Game Symposium, Boston, MA, July 2006.

Pearce, Celia, **Tracy Fullerton**, Janine Fron, Jacqueline Ford Morie, "Sustainable Play: Towards a New Games Movement for the Digital Age" Digital Experience: Design, Aesthetics, Practice, Copenhagen, December 2005.

Fullerton, Tracy, "The Play's the Thing: Practicing Play as Community Foundation and Design Technique" DiGRA Conference, Vancouver, BC, June 2005.

Non-refereed:

Fron, Janine, **Tracy Fullerton,** Jacqueline Ford Morie and Celia Pearce, "Playing Dress-Up: Costumes, role-play and imagination" Philosophy of Computer Games, University of Modena and Reggio Emilia, Italy, January 2007.

Fullerton, Tracy, "Journey of Discovery: The Night Journey Project as Game/Art Research" Calit2 Lab Workshop: "A Multi-Disciplinary Approach to Computer Games: Understanding the State of the Art in Academic Computer Game Research" Irvine, CA, October 2006.

Fullerton, Tracy, "Documentary Games: Putting the Player in the Path of History" Playing the Past Conference, University of Florida, Gainesville, March 2005.

RESEARCH PROJECTS

2004 – present: Game Innovation Lab, University of Southern California, Los Angeles, CA

Director, August 2008 - present
Director of this game research lab focused on game innovation and play-centric design, specifically on the development of new genres play and serious games.

Selected Game Innovation Lab Projects:
Walden (NEA, NEH, USC Advancing Scholarship in the Humanities and Social Sciences, Sundance Institute), 2007-present. Principle investigator, game designer and producer on an experimental game exploring the two years spent by Henry David Thoreau at Walden Pond.

The Night Journey – home edition (NEA), 2015-present. PI for NEA funded continuation of this art game project in collaboration with media artist Bill Viola.

Chrono Cards: American Revolution (NEH), 2016-present. PI for design of two history card games to teach causes of the American Revolution to middle school students.

California! (Dornsife), 2015-2016. PI for a prototype of a digital middle school history text.

Campus Safety (USC), 2014-2016. Project manager for design team on a game to train incoming students in good safety behaviors.

Life Underground (NASA), 2014-present. Co-PI for design team on a game to teach scientific method to middle school students.

Chrono Cards (Microsoft Research), 2013-2014. Principle investigator and co-designer of two history card games to teach causes of WWI to middle school students.

Reality Ends Here (Microsoft Research, School of Cinematic Arts), 2011-2014. Co-designer of an experimental educational game designed as an initiation for incoming college freshman.

Collegeology: Level up Your Future (Gates Foundation, Gilbert Foundation, Department of Education), 2009-present. Co-PI. Game designer and producer for a suite of games to increase college knowledge for at risk students. A collaboration with the Pulias Center for Higher Education.

Sony Home game (Codename) 2010-2011. Faculty advisor/PI for experimental game created for the Sony Home platform.

Sesame Workshop Intergenerational Literacy Game Prototype (Sesame Workshop, Joan Ganz Cooney Center) 2010. Principle Investigator for USC. Executive producer for this gestural and mentorship play prototype using Electric Company IP.

Center for Advanced Technology in Schools (CATS), 2009-2011. Principle Investigator for USC. Game design and prototyping for math game research in conjunction with UCLA CRESST Center.

The Misadventures of P.B. Winterbottom (The Odd Gentlemen), 2008. Faculty advisor on a student thesis project that involved experimental time mechanics as the basis for game play. The project went on to become a commercial Xbox live game.

Intergenerational Literacy research – untitled (Joan Ganz Cooney Research Center at the Sesame Workshop, CPB, University of Michigan), 2008-2009. Principle investigator. Investigatory research for a video game engaging parents or mentors with at risk children to learn basic literacy skills.

Participation Nation (CPB, KCET, Activision), 2007-2008. Principle investigator for USC. Game designer and producer on the game component of a cross-media project focusing on history and civics and the Constitution.

The Night Journey (NEA, Annenberg Center), 2005-2007. Project lead for NEA funds, principle investigator for Annenberg Center funds. Game designer and producer on a unique game/art project in collaboration with media artist Bill Viola, which explores the spiritual journey using game technologies.

PMOG (Justin Hall), 2007. Faculty advisor on a student thesis project that turns web surfing into a "passively multiplayer online game."

Aquarium Big Games (IMD), 2006-2007. Faculty advisor on a concept and brainstorming project for large-scale social games designed to teach visitors to the Aquarium of the Pacific about environmental issues in coastal areas.

flOw (Jenova Chen), 2006. Faculty advisor on a student thesis project exploring gameplay in relation to Flow theory and player-centric dynamic difficulty adjustment. This game has gone on to become a hit PlayStation 3 downloadable title – the first student research project to launch as a commercial product.

Darfur is Dying (Susana Ruiz), 2006. Faculty advisor on a student thesis project the puts the player into the role of a refugee in the Darfur camps.

Goodnight Elysium (EA Game Innovation Grant), 2006. Faculty advisor on a student research project exploring peer-to-peer multiplayer gaming.

Cloud (EA Game Innovation Grant), 2005. Faculty advisor on a student research project exploring non-violent gameplay and innovative game genres. This game has achieved international recognition and has been downloaded by more than 1,000,000 players worldwide.

Big Card Game (IMD), 2005. Faculty advisor on a student project exploring the affect of scale and social context on game design – featuring a 52-card person-sized deck of playing cards.

Dyadin (EA Game Innovation Grant), 2004. Faculty advisor on a student research project exploring cooperative play in an action puzzle game.

1998 – 2005: AFI Enhanced Television Workshop, Los Angeles, CA

Mentor: June 1998 – September 2005

Enhanced Television Workshop Projects:
Toyo (Zodiac Gaming), 2005. Game designer on an experimental virtual pet and programming agent for enhanced television platforms.

Dinosaur Highway (Discovery Channel), 2004. Game designer on a massively multiplayer game and integrated television show.

Independent Lens (PBS), 2003. Designer and producer of an enhanced version of the PBS documentary series features director interviews and extra content.

Matters of Race (PBS), 2002. Game designer for a game enhancement of the PBS documentary.

The Daily Show with John Stewart (Comedy Central), 2001. Game designer for a two-screen interactive prototype of an enhanced version of this hit television series.

Blind Date (Universal Television), 2000. Game designer for a two-screen and mobile prototypes of an enhanced version of this hit television series.

Academy Awards (Robert Shapiro), 1999. Game designer for enhanced features of the live awards broadcast.

Expedition 360 (Discovery Europe), 1999. Designer for broadband interactive elements of this documentary show.

CyberJustice, 1998. Designer of concepts for an interactive broadband television show.

PROFESSIONAL PROJECTS

Spaceship Earth (Disney Imagineering, Big Buddha Baba) Concepting for interactive installation at Disney's EPCOT Center.

RSVP2 (Lifetime, Pop and Co.) Game design for downloadable social puzzle game.

IM Star (Bandalong Productions) Game design for cooperative multiplayer online game for 'tween girls.

AOL News Quiz (AOL, Pop and Co.) Game design for online game based on daily headlines.

American Candidate (Actual Reality Productions) Online game designs for political reality television show.

Mission: SPACE RACE (Disney Imagineering, Fuel Design) Puzzle designs for multiplayer game installation at Disney's EPCOT Center.

No Boundaries (The WB/J. Walter Thompson/Lions Gate Television) Game design and project management for unique team-based adventure game synchronized to the events of this reality series.

Weakest Link (NBC) Game design and project management for Emmy-nominated companion iTV game allowed at-home players to participate in this fast-paced hit television show.

Cyber Bond (TBS Superstation) Game design and project management for interactive Bond marathon that tested players' knowledge of the films.

History IQ (A&E/The History Channel) Game design and project management for integrated on-air, online history quiz show on the History Channel.

Inquizition (Sony/The Game Show Network) Game design and project management for interactive play-along component of this cult classic game show.

webRIOT (MTV Networks/MTV Online) Game design, technology design and project management for the first television game show developed from the ground up to include Internet participation.

JabberChat (Spiderdance, Inc.) Game design and project management for Java-based community site and user-customizable social games.

MyTicketmaster (Intel Productions and Ticketmaster) Interactive design and project management for personalized ticketing solution including 3D views from potential seats, event suggestions and cross-marketing engine.

AdAge (Intel Productions and Advertising Age) Interactive design and project management for custom advertising news application with on-demand video of breaking campaigns.

Streamline (Intel Productions and Streamline) Interactive design and project managmenet for online grocery shopping application with 3D product views.

Discovery Store Kiosks (Discovery Stores) Interactive design for activities and games to expose in-store visitors to science concepts.

Jeopardy! Online (Sony Online Entertainment) Game design and project management on one of the most popular games on the Internet, this project gave the television property a fresh look and feel.

Wheel of Fortune Online (Sony Online Entertainment) Game design and project management on one of the most popular games on the Internet, this project gave the television property a fresh look and feel.

NetWits (The Microsoft Network) Game design and project management for the first massively multiplayer online game, which was named one of the top ten websites of 1996 by Time Magazine.

Alphaville prototype (The Microsoft Network) Game design and digital prototype for a massively multiplayer word game.

Looney Tunes Online (Warner Bros. Interactive Entertainment) Game design and project management for a prototype weekly interactive cartoon.

Ride For Your Life (Adam West, Betty Buckley, Matthew Lillard) Writer, game designer and co-director of this interactive comic book story of aliens trying to take over the Earth distinguished by a fast-paced bicycle race through the streets of New York and Central Park.

Mr. Payback (Billy Warlock, Christopher Lloyd) Project management of this interactive revenge story in which you choose the "payback." Directed by Bob Gale (Back to the Future)

The Bombmeister (Jeffrey Jones) Project management of this interactive mystery story in which three teams of government agents work to disarm a bomb in a house full of puzzles. Written by Matt Costello (Doom, 7th Guest).

Columbus: Encounter, Discovery and Beyond (IBM) Interactive design for this cutting edge education database exploring the voyages of Columbus and the Age of Discovery guided and narrated by James Earl Jones.

Evolution/Revolution: The World 1890-1930 (IBM) Interactive design and writing for this interactive project about the convergence of forces in art, science, history, and politics at the turn of the last century.

Air Power: WWI (US Air Force Academy) Interactive design and writing for this interactive history of the beginnings of aircraft use by the US military.

INVITED LECTURES

"Designing Deliberately: Games Beyond Entertainment" Earthgames Festival, Seattle, April 2018.

Game Design discussion via Skype, Dartmouth game program April, 2018.

The Future of Video Game Design, Ars Technica Live, Berkley, CA, March 2018.
http://video.arstechnica.com/watch/ars-live-episode-20-the-future-of-video-game-design

Game Design discussion via Skype, GaTech Digital Integrated Liberal Arts Center, March 2018.

"Spatial Imaginaries" USC Sidney Harman Academy for Polymathic Study retreat, Catalina Island, February, 2018.

"The Weave of Knowledge" USC Sidney Harman Academy for Polymathic Study, January, 2018.

Keynote at the California STEAM Symposium "Everyone Plays: Growing and Inclusive Game Design Community," San Francisco, CA December 2017.

"An Afternoon at (Virtual) Walden" lecture and panel at Loyola University Chicago Center for Textual Studies and Digtital Humanities, Chicago, IL, November 2017.

"Slow Play: Playing Deliberately in *Walden* and *The Night Journey,*" Scripps College, Claremont, CA, October 2017.

Keynote at IndieCade "Different Drummers: How to Advance Confidently in the Direction of Your Dreams," Los Angeles, CA, October 2017.

Walden presentation at Huntington Library, Pasadena, September 2017.

Walden presentation in Rebels, Radicals and Freethinkers class, USC, September 2017.

"INconversation with Tracy Fullerton" at GenCon, as part of Indiana Humanities, Indianapolis, IN, August 2017.

Keynote at Games for Change, Civics and Social Issues track, "Games of Life: Exploring the Arts and Humanities Through Play," New York, NY July 2017.

Keynote at Canadian Society for Digital Humanities at the Congress 2017 of the Humanities and Social Sciences: "Finer Fruits: A Game as Participatory Text," Toronto, Canada, May 2017.

Walden, a game presentation at History Film Forum, Smithsonian, Washington, D.C. (via Skype), March 2017.

Keynote conversation with Robert Tercek at ICE Totally Gaming Conference, London, England, February 2017.

"Alternate Futures: Slow Play" at BetaZone, World Economic Forum, Davos, Switzerland, January 2017.

https://www.youtube.com/watch?v=Igyu51ADG7g&list=PL7m903CwFUgkpIMmkq0t7c591k3ydjOmY&index=14

Keynote at 9th International Conference on Interactive Digital Storytelling, Los Angeles, CA November 2016.

"Slow Play: Playing Deliberately in Walden and The Night Journey" at Stanford Games Seminar, Palo Alto, CA November 2016.

"Slow Play: Playing Deliberately in Walden and The Night Journey" at UCSC Playable Media Seminar, Santa Cruz, CA November 2016.

Keynote conversation at IndieCade, together with filmmaker Tessa Blake, Los Angeles, CA October 2016.

Keynote presentation at Joint Conference on Serious Games, Brisbane Australia, September 2016.

"Walden: a discussion" at Storycode LA, July 2016.

Keynote conversation at Games for Change, together with NEH Chairman William D. Adams, New York, NY, June 2016.

"Breaking the Mold: Experiments in Evolving Game Narrative" at CAFA Game Forum, Beijing May 2016.

"Lovejams, Art Games and Game Innovation at USC" at Skövde University, Sweden May 2016.

"Breaking the Mold: Experiments in Evolving Game Narrative" at Gotland Game Conference, Sweden May 2016.

"Finer Fruits: Experiments in Life and Play at Walden" at MIT Open Documentary Lab, Boston, MA February 2016.

"The Bridge Over the River Graduation" at Gaming Insiders, San Francisco, CA September 2015.

"Invitation to Play" at Stockholm Academy of Dramatic Arts (via Skype), September 2015.

Spoke at California Assembly Art and Entertainment Committee hearing on "The Talent Pool for the Videogame Industry & Beyond" Los Angeles, CA, August 2015.

"Lovejams, Art Games and Game Innovation at USC" at SXSW, Austin, TX, March 2015.

"An Age of Play" at D.I.C.E. Conference, Las Vegas, NV, February 2015.

"I Went to the Woods: Experiments in Gameplay and Narrative" at ENJMIN Les Ateliers du Jeu Video, Angouleme, France December 2014.

"Dream Worlds: Imagining the Worlds of Walden and The Night Journey" CMU Z-Axis Seminar: Human-Computer Interaction, Pittsburgh, September 2014.

Keynote presentation at DiGRA, Utah August 2014.

"Well Played: Gone Home" at Games for Change, New York April 2014.

"I Went to the Woods: Experiments in Gameplay and Narrative" at RIT's Digital Humanities Distinguished Speaker Series, Rochester, NY April 2014.

"Breaking the Mold: Experiments in Evolving Game Narrative from the USC Game Innovation Lab" Game Developers Conference, San Francisco, CA March 2014.

"Play and Learning" at Players and Professors, USC, September 26, 2013.

"Keynote: Dream Worlds - Imagining the Worlds of Walden and The Night Journey" at Redefining Animation, 25th Annual Society of Animation Studies Conference at USC School of Cinematic Arts, Los Angeles, CA, June 2013.

"Finer Fruits: Experiments in Life and Play at Walden" An Evening of Gaming Utopia at The Technoculture, Art and Games Research Centre at Concordia University, Montreal, Quebec, April 2013.

"Finer Fruits: Experiments in Life and Play at Walden" UCSD Center for the Humanities, San Diego, CA, February 2013.

"Finer Fruits: Experiments in Life and Play at Walden" Chicago Humanities Festival, Chicago, IL, November 2012.

"Finer Fruits: Experiments in Life and Play at Walden" Practice Conference, NYU Game Center, New York, NY, November 2012.

"Finer Fruits: Experiments in Life and Play at Walden" MIT Purple Blurb and CMS Colloquium, Boston, MA, November 2012.

"Walden, a game" 5D: the City and the Book at USC, Los Angeles, CA, September, 2012.

"Case Study: Reality Ends Here" Games for Change, New York, NY, June 2012.

"Provocations in Play: Experimental Designs from the USC Game Innovation Lab" Clash of Realities, Koln, Germany, May 2012.

"Granularity, a Consideration of the Textures of Games and Cinema" Koln International School of Design, May 2012.

"Provocations in Play: Experimental Designs from the USC Game Innovation Lab" IT University of Copenhagen, Denmark, May 2012.

"Provocations in Play: Experimental Designs from the USC Game Innovation Lab" Arizona State University and Mesa College Phoenix, March 2012.

"Provocations in Play: Experimental Designs from the USC Game Innovation Lab" Sarah Lawrence College, February 2012.

"Serious Play: Meaningful Video Games" Chicago Humanities Festival, October 2011.

"Work in Progress at the Game Innovation Lab" University of Chicago Interactive Media Workshop, October 2011.

"Well Played: a Discussion of Halcyon" Indiecade Festival, October 2011.

"Assessment? #%&! Why Traditional Assessment Takes the Fun out of Game Design" Microsoft Research Faculty Summit, July 2011.

"Granularity, a Consideration of the Textures of Games and Cinema" UC Santa Cruz Inventing the Future of Games Symposium, April 2011.

"Reflections on The Night Journey" 3G Summit Columbia College, Chicago IL, August 2010.

"Experimental Game Design: Process, Provocation and Play" Irvine Center for Computer Games and Virtual Worlds Lecture Series, UC Irvine, June 2010.

"The Night Journey" IndieCade Art & Innovation day, October 2009.

"Documentary Games: Playing with Reality" Korea Serious Games Conference, September 2009.

"Participation Nation: Designing Games that Engage Students in History and their Own Futures" Microsoft Research, August 2009.

"Playcentric Design: a Perspective on Game Development" UCLA Psychometrics of Simulations/Games Workshop, July 2009

"How We Play: Game Innovation and the Significance of Play" Art Institute of Los Angeles, June 2009.

"How We Play: Game Innovation and the Significance of Play" Digital Humanities Lecture Series, Dartmouth, Hanover, NH, April 2009.

"TedxTogether: Education and Play" Tedx event, April 2009.

"More Meaningful Play: Emotionally Expressive Gameplay" Viterbi School of Engineering, Affective Computing Course, April 2009.

"The Potential of Play: Digital Game Innovation" Forum for Images and Language in Motion, Hamilton College, Clinton, NY, February 2009.

"The Potential of Play: Digital Game Innovation" Game Lecture Series, IT University of Copenhagen, Denmark, November 2008.

"Keynote: The Great White Whale of Meaningful Play" Meaningful Play Conference, East Lansing Michigan, October 2008.

"Game Mechanics, Procedural Rhetoric and the Design of The Night Journey" Art Center Nabi, Digital Media Arts Forum, Seoul, Korea, September 2008. (via Secondlife)

"The Potential of Play: Digital Game Innovation" Department of Digital Content, College of Multimedia, Kyungsung University, Busan, Korea, September 2008.

"The Potential of Play: Digital Game Innovation" KAIST Graduate School of Information and Media, Entertainment meets Technology Forum, Seoul, Korea, September 2008.

"The Potential of Play: Digital Game Innovation" Universidad Nacional Autonoma de Mexico, Computer Science Graduate Program, Mexico City, September 2008.

"Game Innovation and the Potential of Play" Game Developer's Exchange, Atlanta, April 2008.

"The Potential of Play: Digital Game Innovation" Getty Research Institute, Los Angeles, April 2008.

"Students to Professionals: the Indies of Tomorrow" Independent Games Summit, Game Developer's Conference, February 2008.

"How We Play: Games as an Expressive Medium" American Academy of Religion Conference's symposium on religion in the new media, November 2007.

"Playcentric Games Education" New York University Tisch School of the Arts, November 2007.

"The Potential of Play: Game Innovation, Expression and Learning" Microsoft Research, August 2007.

"Game Innovation and the Potential of Play" Workshop on Computing in the Humanities, Arts and Social Sciences, UC San Diego, August 2007.

"Journey of Discovery: The Night Journey Project as Game/Art Research" Annenberg School of Communication, University of Southern California, Judy Muller's News21 class, April 2007.

"Keynote: The Game Mechanics of Reality" Living Game Worlds, Georgia Tech, March 2007.

"Inspirational Teaching Methods" IGDA Education SIG Curriculum Workshop at the Game Developers Conference, March 2007.

"Journey of Discovery: The Night Journey Project as Game/Art Research" Annenberg Center, March 2007.

"The Art of Play: Play Centric Design and the Process of Innovation" Department of Film, University of Wisconsin-Milwaukee, February 2007.

"Playcentric Design and the Art of Game Innovation (or the Long Dark Tea-Time of the Game Industry)" Ivan Allen School of Literature, Communication and Culture, Georgia Institute of Technology, February 2007.

"Playcentric Game Design: Becoming an Advocate for the Player" Asian Game Developers Summit, Singapore, December 2006.

"Designing Core Mechanics that Support Learning Content" X|Media Lab, Singapore, December 2006.

"Inside the Magic Circle: Formal, Dramatic and Dynamic Elements of Games" Department of English, University of Southern California, Judith Halberstram's Art, Culture and Technology class, November 2006.

"The Art of Play: Inspiring Game Innovation and Other Playful Provocations" Department of Film, Television and Digital Media, University of California, Los Angeles, November 2006.

"The Art of Play: Playcentric Design and the Process of Innovation" University of California Humanities Research Institute Seminar in Experimental Critical Theory, SECT 3, August 2006.

Presentation of "The Night Journey: a Work in Progress," with Bill Viola and Kira Perov, Inter-Society for the Electronic Arts Conference, July 2006.

"That Cloud Game: Dreaming (and Doing) Innovative Game Design" ACM SIGGRAPH Video Game Symposium, Boston, MA (July 2006).

"The Art of Play: Play Centric Design and the Process of Innovation" Occidental College series on Media Production in the Digital Age, April 2006.

"The Art of Play: Play Centric Design and the Process of Innovation" MASSIVE: The Future of Networked Multiplayer Games Conference, April 2006.

"The Art of Play: Inspiring Game Innovation and Other Playful Provocations" St. Mary's College of California, Department of Communication, February 2006.

"Play Acting: The Role of the Player-storytelling in Game Narratives" University of Tampere, Hypermedia Lab, Finland February 2006.

"The Art of Play: Play Centric Design and the Process of Innovation" Harbin Institute of Technology December 2005.

"Documentary Games" X|Media Conference on Factual Content Melbourne, Australia November 2005.

"The Art of Play: Player Centric Design and the Process of Innovation" Interactive Entertainment Conference in Sydney, Australia November 2005.

Transforming Teaching through Multimedia, IML, July 25-Aug5 2005. Presentation on game design process.

"The Play's the Thing: Practicing Play as Community Foundation and Design Technique" DiGRA Conference, Vancouver, BC, June 2005

"Documentary Games: Putting the Player in the Path of History" Playing the Past Conference, University of Florida, Gainesville, March 2005.

Presentation of the "Independent Lens Enhanced TV application" Digital Independence, San Francisco, January 2004.

Presention of "webRIOT Sync-to-Broadcast application" Imagina, January 2000.

"Graphic Design for Online Games" Game Developers Conference, March 1999.

PANELS

"Playing with History: Creating Games Around Historical Themes & Content" at Foundations of Digital Games, Hyannis, MA, August 2017.

"Game Design & Development Curriculum: History and Future Directions" at Foundations of Digital Games, Hyannis, MA, August 2017.

"Well Played: Walden" in conversation with Richard Lemarchand at Games for Change, New York, NY July 2017.

"X Post Conversation" on environmental games at Tribeca Games Festival, New York, NY April 2017.

"Innovators Roundtable: Visions for a Different Tomorrow," at Abu Dhabi Culture Summit, Abu Dhabi, UAE, April 2017.

"What is it to Be Human in the Fourth Industrial Revolution?" at World Economic Forum, Davos Switzerland, January 2017.

"Artificial Intelligence, Science Fiction, and the Future" at Science Fiction LA: Words and World Building in the City of Angels, USC, October 2016.

"GameU session" at IndieCade, Los Angeles, CA October 2016.

"Beyond Serious Games" panel at JCSG, Brisbane Australia, September 2016.

"Humanities Arcade: Gaming in the Digital Age" NEH@50 Festival, Charlottesville, VA September 2016.

"Translations in Games" panel at DiGRA/FDG Conference, Dundee, Scotland, July 2016.

"HEVGA" panel at DiGRA/FDG Conference, Dundee, Scotland, July 2016.

ESA Games and Learning Panel for Congressional Staff at E3, June 2016.

Walden presentation at "Experimental Gameplay Workshop" at Game Developer's Conference, March 2016.

"Who Owns What and Why?" at at Education Summit, Game Developer's Conference, March 2016.

"Gaming: Its Past & Its Future" at the Laband Art Gallery, Loyola Marymount University, March 2016. "Thoreau's Legacy: A Modern Lyceum" panel presented by The Walden Woods Project, Worcester Polytechnic Institute, Worcester, MA February, 2016.

"Pillow Talk: Best Practices for Funding Games for Impact" panel at HEVGA Conference, Washington, D.C., December 2015.

"Game Changers" panel at Games for Change@YouTube, Los Angeles, CA September 2015.

"(Academic) Game [Design|Research] Labs: What are They and How Do You (Not) Start One" at Games, Learning & Society, Madison, WI July 2015.

EA E3 Panel on Getting into the Games Industry, Los Angeles, CA June 2015.

"Expanding Access to College through Play: A Tale of Four Games" Digital Media and Learning 2015, Los Angeles, CA June 2015.

"Government Funding Programs Every Game Developer Should Know" Games and Learning Summit, New York, NY April 2015.

"HigherEd Games: Elevating the Conversation on Games" at Education Summit, Game Developer's Conference, March 2015.

"Teaching Games with Games" at Education Summit, Game Developer's Conference, March 2015.

"Game Educations, Game Futures" at IndieCade, 2014.

"Can we Play with the Past? Games, Narrative and Historical Context" at IndieCade 2014.

"The Dynamics of Creative Culture in the Digital Age" National Arts Policy Roundtable, Sundance Institute, September 2014.

"Critical Conversations: Tracy Fullerton and Ben Stokes on Reality" at Serious Play Conference, Los Angeles, July 2014.

"Playing It Smart: From Classroom to Consoles with Game Design Graduates" LA Games Conference, April 2014.

"Impact from Games? Pick the right field first!" Games for Change, New York April 2014.

"The Future of Reading: New Technologies in Playing and Learning" LA Times Festival of Books, April 2014.

"Games and Learning: Scoring Points for Art and Science" Education Writers Association Conference, February 2014.

"From STEM to STEAM" Girltopia, Los Angeles, November 2013.

 "Game Change: the Evolving Narrative of Video Games" Film Independent Forum, October 2013.

"Exploring Game Design's Dark Matter" Indiecade, Culver City, October 2013.

"ESA's 4th Annual Games & Learning Roundtable" at E3, June 2013.

"Game Design Curriculum Deathmatch" Education Summit, Game Developer's Conference, March 2013.

"Playing the Future: How Games are Changing the Way we Live" Aloud series at LA Central Library, Los Angeles, CA, September 2012.

"Beyond Play – Game Change, Society and Culture" Smithsonian American Art Museum, May 2012.

"Multiplatform Storytelling: Frontline War Stories" SXSW, Austin, TX, March 2012.

"What is a Research Game?" Education Summit, Game Developer's Conference, March 2012.

"This is Not an Orientation: Gameful Layers for the Freshman Experience" Digital Media and Learning Conference, San Francisco, March 2012.

"Divide and Conquer: Examining and Confronting the Digital Divide" Digital Media and Learning Conference, San Francisco, March 2012.

"Games and Assessment" Grantmakers for Education, Oct 2011.

"Games and Cultural Spaces" Games for Change, June 2011.

"Building and Growing a Game Lab" Education Summit, Game Developer's Conference, February 2011.

"Collaboration Across Disciplines" Education Summit, Game Developer's Conference, February 2011.

"Iron Game Designer" a performative panel session inspired by the television show Iron Chef, Indiecade, Culver City, October 2010. (winner of challenge)

"Video Games and Social Change" NAEA Art Education and Social Justice Conference, Baltimore MD, April 2010.

"Joystick Nation: Theater, Film and Interactive Gaming in 2020" USC Visions and Voices, March 2010.

"Industry and Academia: In Search of the Love" IGDA Education Summit, Game Developer's Conference, March 2010.

"The Promises and Problems of the University as a New Digital Landscape" Digital Media and Learning Conference, UCSD, February 2010.

"Designing for Impact: Where the Talk Meets the Walk" Montreal International Game Summit, November 2009.

"Designing Women" GDC Europe, Cologne, August 2009.

"Instigating Change: Models for Positive Games" New Orleans, SIGGRAPH 2009.

"Wii Are Family: Intergenerational Play and Its Implications for Digital Media and Learning" Games+Learning+Society, Madison, WI, June 2009.

"Documentary Games" Games for Change, New York, May 2009.

"Iron G4C Designer" a performative panel session inspired by the television show Iron Chef, Games for Change, New York, May 2009.

"GDC Microtalks: 1 hour, 10 speakers, unlimited ideas" Game Developer's Conference, March 2009.

"Play Games to Work Smarter" Women in Games Panel, Game Developer's Conference, March 2009.

"Postmortems of Student IGF Groups" IGDA Education Summit, Game Developer's Conference, March 2009.

"Funologists: Live and in Person" SXSW, Austin, TX, March 2009.

"Created Worlds" Sundance Film Festival, Park City, Utah, January 2009.

"Playing with Public Policy: Games to involve and inform the public" Meaningful Play Conference, East Lansing, Michigan, October 2008.

"Building Worlds: Designing for the New Frontier" 5D – The Future of Immersive Design Conference, Long Beach, September 2008.

"Into the Pixel Art and Artists" Jury Panel, Los Angeles, July 2008

"Values@Play at Work in the Classroom" Games for Change, New York, June 2008.

"Game Mechanics, Procedural Rhetoric and the Design of the Night Journey" Society for Cinema and Media Studies, Philadelphia, March 2008.

"Outcomes of Successful Game Programs" IGDA Education Summit, Game Developer's Conference, February 2008.

"Postmortems of Student IGF Groups" IGDA Education Summit, Game Developer's Conference, February 2008.

"Caseblasts" IGDA Education Summit, Game Developer's Conference, February 2008.

"Meditation & Relaxation with Games" Serious Games Summit, Game Developer's Conference, February 2008.

"A Matter of Degree: Options in Game Education" E for All Game Career Seminar, Los Angeles, October 2007.

"Games without Genres" DiGRA Conference, Tokyo, September 2007.

"So You Want to Start a Game Program? IGDA Education SIG presents the Curriculum Framework Initiative & Curricular Models," SIGGRAPH Educators Program, August 2007.

"A Moment of Crisis! Case Studies from the Trenches," Games for Change, New York, June 2007.

"Playing with Reality" and "Reflections/Discussion," Living Game Worlds, Georgia Tech, March 2007.

"The MetaGame: A Battle of Videogame Smarts" a game-show style panel mixing knowledge of game aesthetics, strategy, and persuasive debating skills, Game Developer's Conference, March 2007.

"Games+" with Katie Salen, online panel on Adobe Connect, February 2007.

"Games for and by Girls," at the Girls 'N' Games Conference, University of California, Los Angeles, May 2006.

"Machinma" Panel at the Networked Publics Conference, Annenberg, April 2006.

"Rants" at the Game Education Tutorial, Game Developer's Conference, March 2006.

"Discussion of the Cultural and Educational Impact of Serious Games" at the USC Serious Games Forum, March 2006.

"Game On" at the D-Factory panel on games, Sydney, Australia, November 2005.

"Deep Focus: A Report on the Future of Independent Media" panel for the National Alliance for Media Arts and Culture (NAMAC) at USC, September 2005.

"The Y Factor: Gender in Games" panel at DiGRA, August 2005.

"Creating a Winning Game Pitch," at Digital Independence, January 2004.

"Games Panel" at Digital Media Wire, February 2002.

"Telewebbing - ITV - Simultaneous TV and PC/Internet Experience," at Digital Hollywood, January 2002.

"Interactivity Today and Tomorrow," at the Iowa DTV Symposium, October 2001.

"Creative Review of Emerging Technology TV Spots," at the CTAM Summit, July 2001.

"Where Visionaries Meet Pragmatists: Entertainment," at Digital Dialogues, May 2001.

"Round Table: TV and Internet, What's Next?" at Video Age International, February 2001.

"Interactive Gaming Panel," at Digital Media Wire, February 2001.

"Breakfast@VIC," panel at the Venice Interactive Community, October 2001.

iMix 2.0 panel, New York, October 2000.

"Creativity in the Interactive Age: No Limits," at the Portland Creative Conference, September 2000.

"Enhanced TV Content: Leveraging and Merging the TV and Internet Medias - Entertainment, Sports, News and Finance," at Digital Hollywood, September 2000.

Breakfast panel at the Caucus of Writers & Directors, September 2000.

AFI "Women in New Media" panel, September 2000.

"Enhanced TV Content: Leveraging & Merging the TV and Internet Medias" at Digital Hollywood, May 2000.

"Entertainment and Information Content: Leveraging and Merging the TV and Internet Medias," at Digital Hollywood at CES, January 2000.

"Online Games: The Evolving Model from Narrowband to Broadband," at Digital Hollywood, September 1999.

"Entertainment and Information Content: Leveraging and Merging the TV and Internet Medias," at Digital Hollywood at CES, January 1999.

EXHIBITS

Walden, a game -- A MAZE. Berlin, Germany (April 25-29, 2018)

Walden, a game – IndieCade Presents: A Decade of Game Design, Museum of the Moving Image, Queens, New York (February 16 – June 17, 2018) Curators: Sam Roberts and Mattie Brice

The Night Journey -- Digital Games: Kunst und Computerspiele, Ludwig Forum für Internationale Kunst, Aachen, Germany (November 9, 2017 – April 15, 2018) Curator: *Stephan Schwingeler*

Walden, a game – 21st Ji.hlava International Documentary Film Festival Game Zone, Jihlava, CZ (October 2017)

Walden, a game – IndieCade 2017, Los Angeles, CA (October 2017)

Walden, a game – Artopia LA, Los Angeles, CA (August 2017)

Walden, a game – Games for Change Festival, New York, NY (July 2017)

Walden, a game -- NYPLayarcade at New York Library, New York, NY (July 2017)

Walden, a game – Playdate at LA Zine Fest, Los Angeles, CA (May 2017)

Walden, a game – Earthgames On Tap, Seattle, WA (May 2017) – Second Place Judges Award for Environmental Impact

Walden, a game – Concord Museum, Concord, Massachusetts (January, 2017)

Walden, a game – World Economic Forum, Davos, Switzerland (January 16-20, 2017)

Walden, a game -- ED Games Expo 2016, Washington DC (December 14, 2016)

The Night Journey -- Fugue of Play, Academie Minerva, Groningen, Netherlands (November 24 – December 8, 2016) Curator: Alle Jong

Walden, a game – ICIDS Exhibition, Los Angeles, CA (November 15, 2016)

Walden, a game – Meaningful Play, East Lansing, MI (October 20, 2016)

The Night Journey -- New Gameplay, Nam June Paik Art Center, Seoul, Korea (July 20, 2016 - February 19, 2017) Curators: Bernhard Serexhe, Stephan Schwingeler and Hyejin Park

Walden, a game – Sheffield Doc|Fest, Sheffield, UK (June 9-14, 2016)

Walden, a game – Encounters Documentary Film Festival, South Africa (June 3-5, 2016)

Walden, a game – Cleveland International Film Festival (March 30-April 10, 2016)

Walden, *a game* – Sundance New Frontier, Park City, UT (January 22-29, 2016)

The Night Journey -- ZKM_Gameplay, ZKM | Center for Art and Media, Karlsruhe, Germany (April 18, 2016 – ongoing) Curators: Stephan Schwingeler and Bernhard Serexhe

The Night Journey -- GAME VIDEO/ART. A SURVEY, Contemporary Hall Gallery at IULM University, in Milan, Italy, XXI Triennale International Exhibition. 21st Century. Design after Design. (April 2, 2016 – September 9, 2016) Curators: Matteo Bittanti and Vincenzo Trione

Walden, a game – IDFA DocLab Seamless Reality Exhibition, Amsterdam (November 19-29, 2015)

Walden, *a game* - Indiecade Finalist, Culver City, CA (October 23-25, 2015)

Walden, *a game* – Game Changers, Los Angeles, CA (September 30, 2015)

Walden, *a game* – Sense of Wonder Night, Tokyo Game Show, Japan (September 17-20, 2015)

The Night Journey -- ZKM_Gameplay, Goethe-Institut, Johannesburg, South Africa (August 20 – October 10, 2015) Curators: Stephan Schwingeler and Bernhard Serexhe

Walden, *a game* – LA Film Fest, Los Angeles, CA (June 10-17, 2015)

The Night Journey -- Archeology of the Future – Art and Games, Kino derr Kunst, Munich (April 21 – June 14, 2015) Curator: Franziska Stöhr

Walden, a game -- USC Games at Giant Robot*,* Los Angeles (November 8, 2014) Curator: Richard Lemarchand

The Night Journey -- *Vertigo of Reality*, the Akademie der Künste, Berlin (September 17 – December 12, 2014) Curator: Mark Butler

Walden, *a game* - Indiecade Digital Selects, Culver City, CA (October 10-12, 2014)

The Night Journey -- *The Games of Art*, Queensland University of Technology, Brisbane Australia (July 23 – August 2, 2013 – The Block; and December 16, 2013 – January 26, 2014 – Pinnacles) Exhibitions Officer: Rachel Parsons

The Night Journey -- *XYZ: Alternative Voices in Game Design*, Museum of Design, Atlanta (July 14 - September 2, 2013 Curators: Akira Thompson, Celia Pearce, Cindy Poremba

The Night Journey -- *ZKM_Gameplay*, ZKM | Center for Art and Media, Karlsruhe, Germany (June 22, 2013 – October 31, 2014) Curatorial Assistant: Stephan Schwingeler

The Night Journey -- *Smithsonian's The Art of Video Games*, Phoenix Art Museum, Phoenix, AZ (June 16 – September 29 2013) Museum Director: Jim Ballinger

The Night Journey -- *Vector Game + Artist Convergence,* Team Vector, Toronto (February 20 - 24, 2013) Conference Director: Skot Deming

The Night Journey -- *Accountability: It's Design in the Game*, Hilversum Museum, Netherlands (June 21, 2012) Curator: Alan Boom

The Night Journey at *SPELEN!,* ArtEZ institute of the arts, Zwolle, the Netherlands (April 27, 2012) Coordinator: Catelijne de Muijnck

The Night Journey at *GAME ON 2.0,* KINOKINO Center for Art and Film, Sandnes, Norway (March 8, 2012 – April 8, 2012) Curator: Daniela Arriado

The Night Journey at *FOKUS VIDEO ART FESTIVAL,* Nikolaj Kunsthal, Copenhagen Contemporary Art Center (February 9, 2012 – February 26, 2012) Curator: Andreas Broegger

The Night Journey at Space Invaders, Nikolaj, Copenhagen Contemporary Art Center (November 12, 2011 - January 30, 2012) Curator: Andreas Broegger

The Night Journey at *Real Virtuality*, The Museum of the Moving Image, Queens, NY (Jan 15 2011 – Jun 12 2011) Curator: Carl Goodman

The Night Journey at Space Invaders: Art and the Computer Game Environment, FACT - Foundation for Art and Creative Technology, Liverpool, UK5 (Dec 18 2009 – Feb 21 2010) Curator: Heather Cocoran

The Night Journey at Mediateca Expandida: Arcadia, LABoral, Centro de Arte y Creación Industrial, Gijon, Spain (Oct 2-Dec 7 2009) Curator: José Luis de Vicente

The Night Journey at Video Games: Tales of Play, Adventures of the Unexpected, Centro Fundación Telefónica, Lima, Peru (Jul 23-Oct4 2009) Curator: Daphne Dragona

The Night Journey at the Indiecade Open Satellite Event, juried show of independent games (October 2008). Winner: category "sublime," most emotional or social impact and profound theme.

The Night Journey artwork at the Indiecade Festival at E3, juried show of artwork from independent games (July 2008).

The Night Journey at E for All and Game City, juried show of independent games (November 2007).

The Night Journey at SIGGRAPH Art Gallery, juried show of digital art (August 2007).

The Night Journey at the Indiecade Festival at E3, juried show of independent games (July 2007).

"The New West" *Second Life* art exhibit, ISEA Global Festival of Art on the Edge (August 2006).

WORKSHOPS AND EVENTS

Let's Design a Game Workshop – ICE Totally Gaming Conference, London, England, February 2017.

Hub discussion: "Exploring our Nature" at World Economic Forum, Davos, Switzerland, January 2017.

Dinner workshop: "The Power of Play" at World Economic Forum, Davos, Switzerland, January 2017.

Unity Women in Games Workshop – Unite Los Angeles, October 2016.

Meaningful Play Workshop – Future of Storytelling, New York, October 2016.

Let's Design a Game Workshop – National Conference of Lottery Game Designers, July 2015.

Co-host, Indiecade Award Show, 2014.

Let's Design a Game Workshop – National Conference of Lottery Game Designers, May 2014.

Players & Professors: Exploring the Future of Digital Media & Learning – Collegeology presentation, April 2013.

Reality game at Indiecade – "Big Game" demo of the Reality Ends Here ARG, October 2011.

Night Games at Indiecade – sponsored and hosted by the USC Interactive Media Division, October 2011.

Indiecade LG 3D Game Jam – hosted at the USC Interactive Media Division, August 2011.

Workshop on Games, Learning, and Assessment – sponsored by the Gates and MacArthur Foundations, hosted by the USC School of Cinematic Arts, January 2011.

Startl Design Mobile Learning Boost – offered expert critique to participant teams during this design workshop in San Francisco, CA, November 2010.

3G Summit – a 3-day design workshop for 50 urban high school girls on the topic of gender and gaming, Columbia College, Chicago IL, August 2010.

Humanties Gaming Institute – a 3-day workshop as part of the NEH-sponsored institute at the University of South Carolina, June 2010.

New Games at IndieCade, Culver City, October 2009.

Intergenerational Play Workshop with the Joan Ganz Cooney Center, the University of Michigan School of Education, the USC Game Innovation Lab and the Corporation for Public Broadcasting, Los Angeles, July 2009.

Let the Games Begin: a 101 Workshop for Making Social Issues Games (Design discussion w/Eric Zimmerman) at Games for Change, New York, May 2009.

Game Design Workshop: IGDA Education SIG, DiGRA Tokyo (September 2007).

Values@Play Board Game Modding Workshop, DiGRA Tokyo (September 2007).

Game Design Workshop at the Conceptual Studies Program, Department of Film, University of Wisconsin-Milwaukee (February 2007).

Game Design Workshop at the Communications and New Media Programme, National University Singapore (December 2006).

Game Design Workshop at the Virginia Ball Center for Creative Inquiry, Ball State University, Muncie, Indiana (August 2006).

"Gaming Paradigms, Workshop and an Evening of Games" at the University of California Humanities Research Institute Seminar in Experimental Critical Theory, SECT 3 (August 2006).

Game Design Workshop for Carnegie-Mellon West, Korean Game Developer Summer Program (August 2006).

Game Design Workshop for Tencent game developer, Shenzhen China (June 2006).

Ludica Game Design Workshop at St. Mary's College of California, Department of Communication (February 2006).

Games and Storytelling Workshop at the University of Tampere, Finland (February 2006).

Game Design Workshop at the Digital Content Institute, Taipei, Taiwan (November 2005).

Ludica Game Design Atelier at SIGGRAPH (September 2005).

Ludica Game Modding Workshop at DiGRA (August 2005).

Surrealist Games Workshop at Annenberg IML (Spring 2005).

Junkyard Sports Workshop (Spring 2005).

USC vs. Carnegie-Mellon Online Games Competition (Fall 2004).

Surrealist Games Workshop at Annenberg IML (Fall 2004).

New Games Day at USC (Fall 2004).

SERVICE

Professional Service

Judge, X Prize for Global Learning, 2017

Review Committee, UCSC Digital Arts and New Media program, 2016

Free to Be Education Council, 2016

Advisory Group for Lucas Education Research, 2015

Impact with Games Advisory Board, 2014-2016

Higher Education Video Game Alliance, Deputy Executive Director, 2014-2016

Judge, Girls Make Games, 2014-2015

Judge, Microsoft Imagina Cup, 2011, 2014, 2015

Judge, Games for Change, 2014

GlassLab Advisory Board, 2013

Microsoft Research Education Advisory Board, 2013

White House Academic Consortium on Games for Impact, 2012

Indiecade Conference Co-Chair, 2012

GDC Game Education Summit Advisory Board, 2011-2012

Digital Media and Learning Conference Committee, 2012

Independent Television Service (ITVS) Board of Directors, 2011-2016

Games for Change Advisory Board, 2010-2012

NSF Project Advisory Board "Computer Game Design: An Interdisciplinary Approach to Addressing Underrepresentation in Computing" 2011-2012

NSF Cyberlearning Review Panel, 2011

Knight Games Advisory Board, 2010-2011

Indiecadie Board of Advisors & Jury, 2005-present

External Review Committee, MIT Singapore GAMBIT Lab, March, 2009

Program Committee, Foundations of Digital Games Conference, 2009 and 2010

SIGGRAPH Videogame Symposium 2009 Organizing Committee, Games Papers

Into the Pixel Jury, 2008

Program Committee, Microsoft Academic Days Conference on Game Development in Computer Science Education, 2008

Serious Games Summit Advisory Board, 2007

Founding Committee, 5D: The Future of Immersive Design—Film, TV, Animation, Interactive, Environment, Conference held September 2008

Reviewer, The Ministry of Education Grant Call for Proposals on Interactive Digital Media in Education, Singapore, 2007

Reviewer, DiGRA game design papers, Tokyo, 2007

Judge, Games for Change Festival Awards, New York 2007

Reviewer, SIGGRAPH Video Game Symposium, San Diego, 2007

IGDA Education SIG, Director of Curriculum Committee, 2006-2008

Values@Play Advisory Board, 2006-2010

Independent Games Festival Student Showcase Judge, 2006-2011

Slamdance Guerilla Game Competition Judge, 2006

Reviewer, SIGGRAPH Video Game Symposium, Boston, 2006

Founding Committee, SIGGRAPH Video Game Symposium, 2006-2010

Judge for Broadcast Education Association Festival of Media Arts 2006

Mentor, X|Media Lab, Singapore, 2005-2006

Advisory Board, iPerg "Integrated Project on Pervasive Gaming," 2004

Reviewer, Second International Conference on Virtual Storytelling, Toulouse, France, November 2003

Interactive Academy, Game Design Awards Judge, 2002-2004, 2007

Television Academy, Co-Chair Interactive Emmy Awards Committee, 2002-2004

Television Academy, Interactive Emmy Awards Judge, 2002-2004

Mentor, AFI Enhanced Television Workshop, 1998 – 2005

University and Departmental Service

Provost's Strategic Planning Committee, Fall 2015 – Spring 2016

Faculty Advisory Committee for Innovation and Tech Translation, USC Stevens, 2012-2015

Co-design & production of Reality Ends Here Freshman ARG, Summer-Fall 2011, Summer-Fall 2012, Summer 2013

SCA Envisioning the Future Working Group, 2009-2014

Faculty Council representative for Interactive Media Division, 2007-2008

Interactive Media Division M.F.A. admissions review committees, 2002-present

Interactive Media Division B.A. admissions review committees, 2005-present

Development of Undergraduate Degree in Interactive Entertainment, 2005-2006

Faculty Council representative for Interactive Media Division, 2004-2006

Faculty Advisor USC Game Design Community, 2004 - 2008

M.F.A. Thesis Committees
    James Cox, 2017
    Zach Davis, 2016
    Alex Mathew, 2015
    Bryan Edelman, 2015
    Logan Ver Hoef, 2014
    Anna Lotko, 2014
    Bill Graner, 2011
    Logan Olson, 2011
    Diane Tucker, 2011
    Elizabeth Swensen, 2011
    Nahil Sharkasi, 2010
    Mike Rossmassler, 2009
    Jamie Antonisse, 2009
    Mike Stein, 2008
    Jesse Vigil, 2008
    Scott Gillies, 2008
    Garrett Rodrigue, 2008
    Matthew Korba, 2008
    Michael Brazil, 2008
    Justin Hall, 2007
    Erik Nelson, 2007
    Herb Yang, 2007
    Doo-Yul Park, 2007
    Jenova Chen, 2006
    Brad Newman, 2006
    Mike Brinker, 2005
    Todd Furmanski, 2005

Ph.D. Dissertation Committees
    Todd Furmanski, 2017
    Susana Ruiz, present
    Benjamin Stokes, 2012
    Jeff Watson, 2012
    Bob Buerkle, 2007

Mentor to Annenberg Fellows
    Daniel Batista, 2017
    Georg Luif, 2016

John Billingsley, 2016
Gabriella Gomes, 2016
Bryan Pickens, 2016
Zach Davis, 2014-2015
Anna Lotko, 2012-2013
Simon Wiscombe, 2011-2012
Joe Osborn, 2010-2011
Samantha Vick, 2009-2010
Diane Tucker, 2008-2010
Sean Plott, 2008-2010
Logan Olson, 2008-2010
Nahil Sharkasi, 2007-2009
Jesse Vigil, 2007-2008

HONORS AND AWARDS

- Nominated for A MAZE. Berlin Long Feature Award, April, 2018 (Walden)
- Nominated for New York Videogame Awards, Off Broadway Award for Best Indie Game, January, 2018 (Walden)
- Shortlisted for BAFTA Game Beyond Entertainment, January, 2018 (Walden)
- Developers Choice Award, IndieCade, October, 2017 (Walden)
- Nominated for Unity Impact Award, September 2017 (Walden)
- Game of the Year, Most Significant Impact, Games for Change, July, 2017 (Walden)
- Second Place Judges Environmental Impact Award, Earthgames On Tap, May 2017 (Walden)
- Named HEVGA Founding Fellow, March 2017
- Silver Award, Arts & Humanities, Reimagine Education Awards, December, 2016, (Reality Ends Here)
- IDFA canon of 100 most important interactive documentaries (Walden)
- ICIDS Art Exhibition Selection, November, 2016 (Walden)
- Most Meaningful Game Award at Meaningful Play, October, 2016 (Walden)
- Los Angeles Magazine Woman of the Year, September 2016
- USC Associates Award for Artistic Expression, April, 2016
- Game Developers Choice Ambassador Award, March 2016
- Encounters Documentary Film Festival Selection 2016 (Walden)
- Cleveland International Film Festival Selection 2016 (Walden)
- Sheffield Doc|Fest 2016, Special Mention: Alternate Realities Interactive Award (Walden)
- Sundance New Frontiers Festival Selection 2016 (Walden)
- IDFA Selection 2015 (Walden)
- Indiecade Finalist 2015 (Walden)
- Game Changer Award – career award from Games for Change, 2015
- LA Weekly Most Interesting People of 2015
- Sundance Institute New Frontier Storylab 2014 (Walden)
- Indiecade Digital Selects 2014 (Walden)
- Fortune's 10 Most Influential Women in Video Games 2014
- Indiecade Trailblazer Award – career award from Indiecade, 2013
- Mention in Variety's Women's Impact List 2013
- Named a 2013 Technology Innovator by the Chronicle of Higher Education
- Nominated for the "Ambassador" category at the Microsoft Women in Gaming Awards 2013
- Indiecade 2012 winner: category "Impact" (Reality Ends Here)
- Indiecade 2011 finalist: category "Impact" (Application Crunch)
- Indiecade 2008 award winner: category "Sublime Experience" – for the most emotional or social impact and profound theme (The Night Journey)
- Nominated for a Rockefeller Renew Media Arts Fellowship 2008
- Best Paper, SIGGRAPH Video Game Symposium 2007 ("Journey of Discovery: The Night Journey Project as Video/Game Art")

- Slamdance Finalist (flOw)
- Slamdance Design Philosophy Award 2006 (Cloud)
- IGF Student Game Winner 2006 (Cloud)
- Emmy Nomination 2002 (Weakest Link Interactive)
- Hollywood Reporter's 2001 "Women in Entertainment Power 100"
- The Bandies 2001 (Weakest Link Interactive)
- IBC's Nombre d'Or 2001 (webRIOT)
- The Bandies 2000 (Inquizition)
- Digital Coast 2000 (webRIOT)
- IMIX v2.0 Best of Show (webRIOT)
- Gold New Media Invision Award, 2000 (webRIOT)
- Silver New Media Invision Award, 1999 (Wheel of Fortune Online and Jeopardy! Online)
- ID Magazine Interactive Design Review, 1999 (Wheel of Fortune Online)
- Academy of Interactive Arts and Sciences, Best Family/Board Game of 1999 (Jeopardy! Online)
- WebAwards Best Game Site, 1999 (Wheel of Fortune Online)
- WebAwards Outstanding Website,1999 (Jeopardy! Online)
- WebAwards Standard of Excellence, 1999 (My Ticketmaster)
- SXSW Best Online Gaming Site, 1999 (JabberChat)
- CIE Best Online Game, Best of Show, 1998 (JabberChat)
- ID Magazine Interactive Design Review, 1997 (NetWits)
- Communication Arts Annual Review 1997, (NetWits)
- Houston International Film Festival 1997 (NetWits)
- Time Magazine Best of 1996, Internet Top 10 list (NetWits)
- Finalist, Jack Nicholson Screenwriting Scholarship, 1991
- University of California Chancellor's Award in the Arts, 1988

PROFESSIONAL ORGANIZATIONS

Association for Computing Machinery, 2007 – present

Ludica Game/Art Group, Founding Member, 2004 – present

Academy of Television Arts and Sciences, Interactive Peer Group, Founding Member, 2002 – present

Academy of Interactive Arts and Sciences, Founding Member, 1997 - present

International Game Developer's Association, 1997 – present

Society for Cinema and Media Studies, 2007 – present

PRESS & MEDIA APPEARANCES

Interviewed for Playtime Exhibit at Peabody Essex Museum, Salem, MA.
http://playtime.pem.org/mediated-experiences-an-interview-transcript/

Radio New Zealand Nine to Noon "The underground revolution in video gaming" November 8, 2017.
http://www.radionz.co.nz/national/programmes/ninetonoon/audio/2018620835/the-underground-revolution-in-video-gaming

The Magazine Antiques "An Antidote to a Life of Quiet Desperation: Walden, a game" by Sammy Dalati, September 7, 2017. http://www.themagazineantiques.com/article/an-antidote-for-a-life-of-quiet-desperation-walden-a-game/

Classcraft Blog "Walden a Game review" by Anne-Marie Ménard, October 23, 2017.
http://www.classcraft.com/blog/reviews/walden-review/

Wisconsin Public Radio To the Best of Our Knowledge "Press Start to Reflect on Walden Pond" with Steve Paulson, October 21, 2017. https://www.ttbook.org/interview/press-start-reflect-walden-pond

Motherboard "The Video Game Based on Thoreau's 'Walden' Will Bring You Closer to Nature" by Michael Piel, October 25, 2017. https://motherboard.vice.com/en_us/article/7x4vmz/video-game-based-on-thoreau-walden-will-bring-you-closer-to-nature

History Respawned by Bob Whitaker "Tracy Fullerton discusses history behind Walden, a game" August 8, 2017.
https://www.gamasutra.com/blogs/BobWhitaker/20170828/304588/Tracy_Fullerton_discusses_history_behind_Walden_a_game.php

Digital Trends "Award-winning indie game 'Walden' rewards contemplation rather than conquest" by Mark Austin, August 26, 2017. https://www.digitaltrends.com/gaming/walden-game/

Boy's Life Magazine – in recommended games, August 2017.

Salon "In defense of Solitaire, the 'perfect game': Mindfulness, video games and the importance of downtime" by Mary Flanagan, August 8,2017. https://www.salon.com/2017/08/20/in-defense-of-solitaire-the-perfect-game-mindfulness-video-games-and-the-importance-of-downtime/

Indiana Humanities "5 Things We Learned From Tracy Fullerton" August 17, 2017.
https://indianahumanities.org/5-things-learned-tracy-fullerton

Hyperallergic "Live a Year in Virtual Solitude in Walden, the Game" by Allison Meier, August 10, 2017.
https://hyperallergic.com/393581/walden-video-game/

Surface Magazine "Has Tracy J. Fullerton Created the Year's Most Unexpected Video Game?" by Eimear Lynch, August 8, 2017. http://www.surfacemag.com/articles/walden-a-game-creator-tracy-j-fullerton/#alliance

Rolling Stone "Walden, a Game Creator Talks the Sublime, Life's Tough Questions, Games" by Tracy Fullerton, August 2, 2017. http://www.rollingstone.com/glixel/features/walden-a-game-creator-talks-the-sublime-lifes-tough-questions-games-w495523

The Gist on Slate by Mike Pesca "A Video Game Thoreau Might Play" August 2, 2017.
http://www.slate.com/articles/podcasts/gist/2017/08/tracy_fullerton_on_video_game_inspired_by_henry_david_thoreau_s_walden.html

Gamasutra "Walden, A Game and Everything honored at Games for Change Awards" by Chris Kerr, August 1, 2017.
https://www.gamasutra.com/view/news/302886/Walden_A_Game_and_Everything_honored_at_Games_for_Change_Awards.php

Rolling Stone "Game Based on 'Walden' Takes Top Honors at Games for Change Awards" by Brian Crecente. August 1, 2017. http://www.rollingstone.com/glixel/news/walden-a-game-takes-top-honors-at-games-for-change-awards-w495251

FOX5NY "Festival showcases games for social impact" by Stacey Delikat, July 31, 2017. http://www.fox5ny.com/news/festival-showcases-games-for-social-impact

Rock Paper Shotgun "Walden, a Game" Hummingbird spying as Henry David Thoreau" by Philippa Warr, July 24, 2017. https://www.rockpapershotgun.com/2017/07/24/walden-a-game-hummingbird-spying-as-henry-david-thoreau/

Downtown Express/The Villager "Gaming Fest Makes a Play for Change" by Scott Stiffler, July 19, 2017. http://www.downtownexpress.com/2017/07/19/gaming-fest-makes-a-play-for-change/

CBC Radio "Transforming literature into a video game: enter the world of a famous Henry David Thoreau book" with Tom Power, July 19, 2017. http://www.cbc.ca/radio/q/wednesday-july-19-2017-kliph-nesteroff-jim-derogatis-and-more-1.4205073/transforming-literature-into-a-video-game-enter-the-world-of-a-famous-henry-david-thoreau-book-1.4208528

Feature documentary "Henry David Thoreau: Surveyor of the Soul" by Huey, July 15, 2017.

LA Times "Happy 200th birthday, Henry David Thoreau!" by Michael Schaub, July 12, 2017. http://www.latimes.com/books/jacketcopy/la-et-jc-thoreau-200-story.html

CNN "Walden, the anti-video game video game" by David G. Allen, July 12, 2017. http://www.cnn.com/2017/07/12/health/walden-game-wisdom-project/index.html

USA Today (print) "'Walden' game plumbs Thoreau's lifestyle" by Greg Toppo, July 12, 2017.

USA Today.com "Learn to 'live deliberately' with 'Walden' game on Thoreau's birthday" by Greg Toppo, July 11, 2017. https://www.usatoday.com/story/news/2017/07/11/henry-david-thoreau-walden-pond-game-dives-into-deliberate-living/468756001/

The Australian "Walden, a Game takes Thoreau's classic into the world of video-lit" July 11, 2017.

Boston Globe "Concord prepares to celebrate Thoreau's 200th birthday" by Leslie Anderson, July 9, 2017. https://www.bostonglobe.com/metro/2017/07/09/for-thoreau-birthday-travel-concord/LuRkRv8auc3cNMlvdTo5XM/story.html

The London Times "Grand Theft Auto generation slows down" by Ben MacIntyre, July 8, 2017. https://www.thetimes.co.uk/article/grand-theft-auto-generation-slows-down-rdx9cpg8n

Common Sense Media " Walden, a Game – Game Review" by David Wolinsky, July 5, 2017. https://www.commonsensemedia.org/game-reviews/walden-a-game#

Top of Mind, BYU Radio "Walden – The Digital Version" by Julie Rose, July 5, 2017. http://www.byuradio.org/episode/fd3a7e35-ab0a-4994-aeb3-bf02980fca43?playhead=3682&autoplay=true

Harper's Magazine "Game of Thoreaus" July, 2017.

Game News+ "Walden, A Game Review" by Umut Yyurkulak, July 4, 2017. https://gamenewsplus.net/2017/07/07/walden-a-game-review-12180/

BleedingCool.com "USC's Game Design Lab Have Turned Walden Into An Open-World Adventure Game" by Madeline Ricchiuto, June 28,2017. https://www.bleedingcool.com/2017/06/28/uscs-game-design-students-turned-walden-open-world-adventure-game/

PC Gamer "Walden, the Henry David Thoreau survival game, comes out on July 4" by Andy Chalk, June 28, 2017. http://www.pcgamer.com/walden-the-henry-david-thoreau-survival-game-comes-out-on-july-4/

Gamasutra.com "USC Game Innovation Lab's Walden, A Game Arrives July 4 on Windows PC and Mac" June 28, 2017. https://www.gamasutra.com/view/pressreleases/300719/USC_GAME_INNOVATION_LABS_WALDEN_A_GAME_ARRIVES_JULY_4_ONWINDOWS_PC_AND_MAC.php

Game News+ "Walden: A Peaceful Survival Game for Nature Lovers" by Umut Uyurkulak, June 24, 2017. https://gamenewsplus.net/2017/06/23/walden-peaceful-survival-game-for-nature-lovers-11936/

PC Gamer "This survival game has no zombies or monsters, and also you're Henry David Thoreau" by Christopher Livingston, June 22, 2017. http://www.pcgamer.com/this-survival-game-has-no-zombies-or-monsters-and-also-youre-henry-david-thoreau/

Humanities Magazine "In Walden the Video Game, You the Player Are Henry David Thoreau" by Alexander Stern, Volume 38, Number 3, Summer 2017. https://www.neh.gov/humanities/2017/summer/feature/in-walden-the-video-game-you-the-player-are-henry-david-thoreau

Playdate Podcast Interview Series "Walden" May 22, 2017. http://playdategameshow.com/past-playdates/podcast/is01/

eCampus News "New USC partnership to innovate game design, social and mobile gameplay" May 15, 2017. https://www.ecampusnews.com/news/usc-partnership-gameplay/

EducationDIVE "Zynga and USC enter social and mobile game design partnership" by Roger Riddell, May 16, 2017. https://www.educationdive.com/news/zynga-usc-social-mobile-game-design-partnership/442748/

Pocket Gamer "Zynga partners with USC to support diversity and inclusive game production" by Craig Chapple, May 15, 2017. http://www.pocketgamer.biz/news/65740/zynga-partners-with-usc-to-support-diversity-and-inclusive-game-production/

Venture Beat "Zynga partners with USC to support diversity and inclusive game production" by Dean Takahashi, May 9, 2017. https://venturebeat.com/2017/05/09/zynga-partners-with-usc-to-support-diversity-and-inclusive-game-production/

Polygon "Life, and how to live it, explored in a new game" by Colin Cambell, May 5, 2017. https://www.polygon.com/features/2017/5/5/15510180/walden-thoreau-preview-video

The New York Times Facebook Live "Play Walden, a Game With Us," April 27, 2017. https://www.facebook.com/nytimes/videos/10151154740569999/

Informatíon.dk review of Walden by Emil Eggert Scherrebeck, April 27, 2017. https://www.information.dk/kultur/2017/04/spil-ingen-action-hytte-bygges-indimellem-fange-fisk

Classcraft Blog "Life Underground review" by Anne-Marie Ménard, March 31, 2017. https://www.classcraft.com/blog/reviews/life-underground-review/?utm_content=bufferb284f&utm_medium=social&utm_source=twitter.com&utm_campaign=buffer

Chipchick.com "A Few Brilliant Woman are Helping Lenovo Make Coding Fun for Young Girls" by Chance Kinney, March 28, 2017. http://www.chipchick.com/2017/03/lenovo-gamestate.html

Amy Poehler's Smart Girls "How Coding & Creativity Come Together in Game Design!" March 24, 2017. https://www.youtube.com/watch?v=3-DpUpPvhYU

Ramingo! "Walden – a new videogame experience dedicated to the most known book by Henry David Thoreau" by Mendes Biondo, March, 20, 2017. https://ramingoblog.com/2017/03/20/walden-a-new-videogame-experience-dedicated-to-the-most-known-book-by-henry-david-thoreau/

Wicked Local, Lincoln "California woman captures 'Walden' in video game" by Henry Schwan, March 17, 2017. http://lincoln.wickedlocal.com/news/20170317/california-woman-captures-walden-in-video-game

AV Club "New Walden video game lets you enjoy the serenity of the outdoors from indoors" by Sam Barsanti, March 7, 2017. https://news.avclub.com/new-walden-video-game-lets-you-enjoy-the-serenity-of-th-1798258778

Benzinga.com "Rewriting the Script: Simulation Games Take Inspiration From Art, Social Issues" by Shanthi Rexaline, March 6, 2017. https://www.benzinga.com/general/education/17/03/9133605/rewriting-the-script-simulation-games-take-inspiration-from-art-soci

The Verge "Walden has been adapted into a video game, and you can play it right now" by Chris Plante, March 3, 2017. https://www.theverge.com/2017/3/3/14802546/walden-video-game-usc-henry-david-thoreau-release

Good News Network "New Video Game Walks in Footsteps of Thoreau at Walden Pond" February 28. 2017. https://www.goodnewsnetwork.org/walden-pond-game-preview/

The Paris Review "Walden: The Video Game and Other News" by Dan Piepenring, February 27, 2017. https://www.theparisreview.org/blog/2017/02/27/walden-the-video-game-and-other-news/

Salon "Thoreau's classic work "Walden" gets the video game treatment – yes, you heard that right" by Matthew Smith, Februrary 27, 2017. https://www.salon.com/2017/02/28/watch-thoreaus-classic-novel-walden-gets-the-video-game-treatment-yes-you-heard-that-right/

Thrive Global "This Video Game Praises Balance Over Violence" by Shelby Lorman, February 27, 2017.
https://www.thriveglobal.com/stories/420-this-video-game-praises-balance-over-violence?utm_source=Arianna&utm_medium=LinkedIn&utm_content=thrive

Seattle Times "World's most improbable video game: Walden challenge is stillness" by Robin Pogrebin, Febrary 25, 2017. https://www.seattletimes.com/nation-world/worlds-most-improbable-video-game-walden-challenge-is-stillness/

New York Times "In 'Walden' Video Game, the Challenge Is Stillness" by Robin Pogrebin, February 24, 2017. https://www.nytimes.com/2017/02/24/arts/henry-david-thoreau-video-game.html

ArtsJournal.com "Walden, The Video Game" February, 23, 2017.
https://www.artsjournal.com/2017/02/walden-the-video-game.html

Smithsonian Magazine "Can a Video Game Capture the Magic of Walden?" by Britt Peterson, March 2017. https://www.smithsonianmag.com/arts-culture/can-video-game-capture-magic-walden-180962125/

National History Day "NEH Ask an Expert" interview, February 2, 2017.
https://www.youtube.com/watch?list=PLgMH911UHQ50q4myV2Dok072vdKhCiWlE&v=_GC9OLo5Yvg

Lowell Sun "You, too, can 'Be Thoreau'" by Rick Sobey, February 9, 2017.
http://www.lowellsun.com/ci_30784292/you-too-can-be-thoreau

California Humanities interview "We are the Humanities," February 7, 2017.
https://www.youtube.com/watch?v=3ymajk06U_o&feature=youtu.be

Daily Trojan, "Arts are crucial to balanced education" by Nayanika Kapoor, January 30, 2017.
http://dailytrojan.com/2017/01/30/arts-crucial-balanced-education/

Hub Culture Davos 2017, Interview with Tracy Fullerton, Game Designer and Professor at USC by Edie Lush, January 19,2017. https://www.youtube.com/watch?v=jJKXhHDdy9M

KWBU "USC program is changing the face of the predominantly-male gaming world" by T.J. Rapheal, Dana Roberson, December 30, 2016.

Playa Vista Direct "Choose Your Own Digital Adventure" by Robyn Paris, December 14, 2016.
http://playavistadirect.com/choose-your-own-digital-adventure/

USC News "Gaming's biggest independent festival, IndieCade, settles in at USC" by Ian Chaffee, October 14, 2016.

USC News "Grad student's goal: Create 100 games in five years — and he's almost there" by Joanna Clay, October 10, 2016.

Polygon "Mission: Admission takes some of the fear out of applying for further education" by Colin Campbell, September 26, 2106.

Daily Trojan "Q&A with Tracy Fullerton, USC games director" by Briana Latter, September 22, 2016.
http://dailytrojan.com/2016/09/22/qa-tracy-fullerton-usc-games-director/

USC News "Tracy Fullerton is Los Angeles magazine readers' choice Woman of the Year" by USC News staff, September 13, 2016.

LA Times "Games festival IndieCade relocates to USC" by Todd Martens, September 4, 2016.

MSDN Level Up, Episode 20: Tracy Fullerton, Head of the USC Game Program by Katie Stone Perez, August 29, 2016. https://channel9.msdn.com/Shows/Level-Up/Episode-20-Tracy-Fullterton-Head-of-the-USC-Game-Program

The Korea Herald "Nam June Paik in the age of social media" by Lee Woo-young, July 27, 2016.

International press coverage for Game Video/Art. A Survey at the XXI Milan Triennale International Exhibition. (http://www.gamevideoart.org/press/)

Book review of Postsecondary Play in "Canadian Journal of Higher Education" by Professor Lydia Boyko, Volume 46, No. 1, 2016, pages 203 – 205.

Featured on Good Game Australia, GDC Special, April 19, 2016.

USC News "USC Games wins back-to-back Ones to Watch award" by Peanut Alvarez-Mena, April 13, 2016.

Behind the Scenes at the Getty "A Night at the Museum: The 2016 Getty/USC Game Jam" by Val Tate and Rebecca Edwards, March 31, 2016.

Vertigo Lounge Podcast "Hate the Game, not the Gamer" from Vertigo Comics, March 16, 2016.

The Huntington News "Walden Game Slated for 2017 Debut," by Anna Sorokina, February 11, 2016.

WNYC's The Takeaway with John Hockenberry "Play Like a Girl: Women Dominate USC Gaming Program," February 8, 2016

Featured on www.imm3rsive.com, "Walden, a game: a first person documentary experience," Feburary 3, 2016.

Wired.com "The US' Top Game Design School Will Now Publish Its Own Games" by Chris Kohler, January 28, 2016.

Appeared on Skybound's Livestream of Indiecade, playing Walden, October 24, 2015.

Interviewed for Geek & Sundry's on Walden at Indiecade, October 24, 2015.

Argonaut "Play with a Purpose" by Christina Campodonico, October 14, 2015.

Gamasutra "How video game developers score art grants" by Bryant Francis, September 4, 2015.

Appeared on CBS "Games Changers" series to talk about USC Games. Airdate August 2015.

Daily Trojan "Panel on video games explores industry" by Jack Walker, August 25, 2015.

California Sunday Magazine "To Game Deliberately: Tracy Fullerton wants to change how you play" by Maria Bustillos, July 30, 2015.

Animation Career Review "Pushing the Bounds at USC Games: Q&A with Director Tracy Fullerton" by Bonnie Boglioli-Randall, June 3, 2015.

Venture Beat "New USC Program Helps Students Form their Own Game Studios" by Giancarlo Valdes, May 19, 2015.

USC News "Game Innovation Lab receives two grants to fuel creativity" by Katherine Vu, May 7, 2015.

LA Weekly "If the Video Game Industry Ever Becomes Gender-Balanced, You Should Thank Tracy Fullerton" by Liz Ohanesian, May 6, 2015.

GamePolitics.com "Games for Change Awards winners announced" by James Fudge, April 23, 2015.

Appeared on GameTrailers.com, April 8, 2015 to talk about USC Games.

USC News "Video games in which winning isn't the end game" by Tanya Abrams, March 4, 2015.

Daily Trojan "USC Games program competes at Getty Game Jam" by Isabella Alvarez, February 22, 2015.

GamePolitics.com "Brenda Romero and Tracy Fullerton Headline GDC Education Summit" by James Fudge, February 10, 2015.

Re:code.com "Shadows of Gamergate, but Few Answers, Materialize at Gaming Industry Shindig" by Eric Johnson, February 10, 2015.

Ars Technica "What happened in Vegas: Gamings 2015 DICE Summit in words and photos" by Sam Machkovech, February 8, 2015.

Venture Beat "The 'Age of Play' is near, but several bosses stand in the way" by Dale North, February 5, 2015.

Scary Mommy "This Woman Is Creating a Totally New Video Game Experience" by Sophie Brickman, January 8, 2015.

USC News "Latest USC games run the gamut, from pirates to potatoes" by Katie McKissick, December 12, 2014.

Los Angeles Times "Move over 'Warcraft,' NEH is funding new online games," by Mike Boehm, December 9, 2014.

The Salt Lake Tribune "Sundance picks six for New Frontier Story Lab," by Sean P. Means, October 6, 2014.

Fortune's "10 Most Influential Women in Video Games," September 23, 2014.

Bloomberg TV "How to Obtain a Degree in Video Games," interview with Pimm Fox, August 11, 2014.

Edutopia "Gaming the College Admissions Process," by Matthew Farber, August 8, 2014.

EMP Museum "Indie Game Revolution," featured in video exhibit about games and art, August, 2014.

MOCAtv "Art in Video Games," featured in 13-part documentary about games and art, August, 2014.

Game Career Guide "Get Schooled!? What do game schools really get you, and are they right for you?" by Andrew Yoon, August 2014.

Dice News "The Trials and Triumphs of Creating Your Own Game Studio," by Jon Brodkin, July 8, 2014.

Reuters.com "To get into college, play a game or two," by Liz Weston, June 23, 2014.

The Henry Ford Magazine, "Player Up: The Arcade, Indie Games and Collaborative Culture," by Kristen Gallerneaux, June 2014.

Los Angeles Times, "USC Games director Tracy Fullerton pushes boundaries, touts diversity," by Todd Martens, May 9, 2014.

Getinmedia.com "Bright Ideas: Tracy Fullerton," by Christina Couch, April 22, 2014.

Gamasutra.com "I Went to the Woods: Tracy Fullerton," by Daniel Shumway, April 16, 2014.

Democrat and Chronicle "Renowned video game designer visiting RIT," by Bennett Loudon, April 9, 2014.

USA Today College "Researchers aim to make college applications easier with games," by Alex Koma, March 25, 2014.

Campus Technology "USC Team Develops Research-Based Educational Games," by Leila Meyer, March 24, 2014.

Polygon.com "Turning Walden into a game and how narrative can lead to 'sublime' gaming," by Brian Crecente, March 19, 2014

Los Angeles Business News "USC Showcases the future of games," by Gina Hall, March 5, 2014.

Gamasutra.com "USC's Tracy Fullerton Honored at IndieCade," by Kris Ligman, October 4, 2013. http://bit.ly/17cV3F2

New York Times "Where Indie Game Producers Come Out to Play," by Harold Goldberg, October 1, 2013. http://nyti.ms/1feCNDn

Kill Screen: Games, Life, Play "The Life He Imagined," by Richard Morgan, Volume 01, Issue 07, June 2013.

The Literary Platform "Walden: a game" by Kat Sommers, June 12, 2013. http://www.theliteraryplatform.com/2013/06/walden-a-game/

Los Angeles Times "USC's new Interactive Media Building is 'ultimate playground'" by Paresh Dave, June 11, 2013. http://www.latimes.com/business/la-fi-new-usc-building-20130612,0,6721488.story

NEA Arts Magazine "Level Up! Learning to Learn through Video Games," by Paulette Beete, 2012 Number 4. http://arts.gov/about/NEARTS/storyNew.php?id=02_levelup&issue=2012_v4

Polygon.com "USC School of Cinematic Arts' Interactive Media Division renamed to emphasize video game studies," by Michael McWhertor, March 2013.

Game Politics "The USC School of Cinematic Arts Interactive Media Division Gets a Name Change," March 2013.

Issuu.com "Juego en Facebook enseña a estudiants a aplicar para la Universidad," December 2012. http://issuu.com/paratodosmag/docs/ptdec_2012?mode=window

Gamasutra "Gaming the System: The College Application Process Through Play," by Leigh Alexander, November 2012.

GamePolitics.com "Introducing Mission: Admission, a Game that Teaches Students the Process of Getting Students into College," October 2012.

Imperial Valley News "Facebook Game to Teach Students about Applying to College," October 2012.

Walden NEA grant narrative excerpted in Harper's Magazine, August 2012.

Multiple stories in Los Angeles Times, New York Times, Philadelphia Review of Books, The Guardian, CS Monitor, NPR, Rock Paper Shotgun, The Rumpus, and more regarding NEA grant for Walden, May 2012.

Featured on NPR's Wait Wait Don't Tell Me, air date May 5, 2012.

Featured on Time.com Arts section in "Thoreau's *Walden*: The Video Game" by Erik Hayden, May 2012. (Numerous other internet stories based on this interview.)

Quoted in The Wrap "Film Schools Turn to Television, Digital Shorts To Stay Relevant" by Brent Lang, April 2012.

Interviewed on Daily Edventures by Anthony Salcito "Tracy Fullerton: With Games, Learners Own Their Education" March 2012.

Quoted on MSNBC "Smithsonian Features 'Art of Videogames'" by Jane Levere, March 2012.

Quoted on KQED Mind/Shift "Facebook Meets College Apps with Mission Admission" by Nathan Maton, March 2012.

Quoted in ARGNet and Wired.com "USC Film Students Practice Artistic Craft Through Games" by Nathan Maton and Rebecca Thomas, December 30, 2011.

Quoted in Finns Technology on the WSJ Digital Network "How to Get the Coolest Tech Job Ever" by Joseph Walker, November 14, 2011.

Featured in Art and Living article "The Queen of Interactive Media" by Judy Seckler, Fall 2011.

Featured in New York Times article "Scene Stealer: Labs Where 3-D is Just the Start" by Michael Cieply, April 2010.

Quoted in premier issue of Kill Screen in "Controllers, Controlled", Winter 2010, Issue No. 0.

Interviewed for MSNBC.com's IT/IO with Chris Anderson, May 2009.
http://www.msnbc.msn.com/id/30611171/ns/technology_and_science#31191570

Featured in Variety article about USC "Daley's Standout Faculty", April 2009.

Quoted in Filmmaker Magazine about thatgamecompany's Flower in Heather Chaplin's "Game Engine" article, March 2009.

Quoted on NPR in article about thatgamecompay's Flower "Videogame Grad Programs Open up the Industry" by Heather Chaplin, March 2009.

Quoted in Wall Street Journal article about thatgamecompany's Flower "Joysticks and Easy Riders: The indie game movement echoes the personal cinema of the 1970s" by Jamin Brophy-Warren, December 2008.

Featured in Variety blurb "Fullerton to Hold EA Chair," by Justin Kroll, December 2008.

Quoted on NPR in "Indie Video Game Developers Have Room to Play," by Laura Sydell, October 2008.

Quoted in Los Angeles Times Article on women in the games industry "Women left on sidelines in video game revolution" by Alex Pham, October 2008.

Quoted in Gamasutra Game Career Guide article "Innovation or Vocation: The Purpose of Game Education" by Albert Art, December 2007.

Interviewed for "Rise of the Video Game" a BBC/Discovery Channel documentary on the history of video games, "Rise of the Video Game," aired November 2007.

Featured in Los Angeles Times Article on game design at USC "SCENIAC: At USC, the action's in video games" by Patrick Day, October 2007.

Quoted in Culture/Arts article on The Night Journey for Swedish newspaper Svenska Dagbladet "Tid för Reflektion" by Sam Sundberg, July 2007.

Quoted in Venture County Star article "Independents no longer obscure in gaming world" by Allison Bruce, July 2007.

Quoted in Computerworld article on women in games, "A Few Good Women are Needed in Computer Gaming" by Mary Pratt, June 2007.

Profiled in UCLA Journal Mediascape, "The Game Mechanics of Enlightenment: An Interview with Tracy Fullerton" by Jonathan Cohan, June 2007.

Quoted in Game Informer article about Slamdance controversy "A Continuing Controversy: Festival Drops Super Columbine Massacre RPG" by Matthew Kato, March 2007.

Quoted in New York Times article about Slamdance controversy "Video Game Tests the Limits. The Limits Win" by Heather Chaplin, January 2007.

Quoted in Associate Press Article about Slamdance controversy "Controversy follows decision to pull Columbine video game" by Debbie Hummel, January 2007.

Quoted in Salt Lake Tribune Article about Slamdance controversy "Slamdance sponsor pulls out over game" by Vince Horiuchi, January 2007.

Quoted in Next Generation article about Slamdance controversy "More Slamdance Finalists Withdraw" by Kris Graft, January 2007.

Quoted on Watercoolergames.org about Slamdance controversy "USC Withdraws Slamdance Sponsorship" by Ian Bogost, January 2007.

Quoted on NPR in "Video Game Programs Look for New Ways to Use Games," by Laura Sydell, November 2006.

Quoted in "Game Education Roundtable, parts 1 & 2" on GDC Radio Podcast, October 2006.

Featured in August 2006 PBS online article on independent games for "California Connected."

Featured in "Event Wrap-up 'Girls 'N' Games'" on Gamasutra, May 2006.

Quoted on NPR in piece about E3, May 2006

Game Informer profile and feature on IMD and Games Education, March 2006.

Featured in December 2005 segment of CBS Sunday Morning about the IMD and games studies.

Quoted in November 2005 article in NY Times about the development of video games programs.

Interviewed for November 2005 article in Sydney Herald about Cloud.

Quoted in Oct 2005 LA Times article on Machinima.

Quoted in Hollywood Reporter 75th Anniversary Issue on future of games.

Featured in Spring 2005 Trojan Family Magazine article "We Got Game" on IMD and other USC games programs.

Interviewed for Spring 2005 article in Electronic Gaming World the relationship between Hollywood and games.

Interviewed for CNN piece about the development of video games, April 2005.

Quoted in Financial Times article on universities starting game programs, Jan 2005.

ADDITIONAL TEACHING EXPERIENCE

2004, 2005 Visiting Scholar (summer session). School of Creative Media, City University of Hong Kong, Hong Kong, China.

1999-2004 Adjunct Professor. School of Cinema-Television, Interactive Media Division. University of Southern California, Los Angeles, CA.

1999 Lecturer. Entertainment Studies. University of California, Los Angeles Extension, Los Angeles, CA.

1994-1997 Lecturer. Graduate Program in Computer Art, School of Visual Arts, New York, NY.

1990-1991 Teaching Assistant. School of Cinema-Television, Production Division. University of Southern California, Los Angeles, CA.

Courses Taught

Undergraduate
- Advanced Game Projects, USC (5 semesters)
- Intermediate Game Design, USC (8 semester)
- Game Design Workshop, USC (11 semesters)
- Game Design Workshop, Hong Kong (2 semesters)
- Introduction to Game Design, SVA (2 semesters)
- Introduction to Game Design, UCLA (1 semester)
- Introduction to Interactive Media, USC (5 semesters)
- Designing Online Multiplayer Game Environments, USC (1 semester)
- Practical Multimedia, SVA (1 semester)
- TA, Intermediate Film Production, USC (2 semesters)

Graduate
- Design for Interactive Media, USC (8 semesters)
- Thesis Preparation, USC (1 semester)
- Seminar in Digital Game Studies, USC (1 semester)
- Experiments in Interactivity I, USC (1 semester)
- Design for Interactive Media – Game Module, USC (2 semesters)
- Thesis Projects, SVA (2 semesters)