

CV. Katie Salen

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www.gamersmob.com

EDUCATION

- 1990–1992 Rhode Island School of Design
Master of Fine Arts—emphasis Graphic Design
Graduated with honors
- 1985–1990 University of Texas
Bachelor of Fine Arts
4.0 G.P.A.

CURRENT AND RECENT PROJECTS

- 2006 **Executive Director, Gamelab Institute of Play**
Non-profit
Gamelab Institute of Play promotes “gaming literacy”—including the play, analysis, and creation of games—as a foundation for learning, innovation, and change in the 21st century. Through a variety of programs centered on game design, the Institute of Play engages in the exploration and study of ecology of connected gaming and play literacies, from systems, processes, and design literacies to digital, physical, and cultural literacies. The Institute values the idea that gaming has the power to transform the lives of people and communities through a change in the way we work, learn, and play.

Current Projects:

Gaming School: a 6-12th grade public school in New York City. The school is being designed by the Institute of Play, in partnership with New Visions for Public Schools, the largest education reform organization dedicated to improving the quality of education children receive in New York City’s public schools. The school is scheduled to open in fall 2009.

Diversionsary Therapy Project: The Institute of Play is supporting the design of game prototypes for a new gaming platform designed for use by children in hospital burn units. The project brings together graduate students from Parsons Design and Technology program, Carnegie Mellon’s Entertainment Technologies program, and the ITP program at NYU, with ACID, the Australasian Center for Interaction Design who developed the platform.

- 2006 **Editor**
The Ecology of Games
MacArthur Series of Digital Media and Learning
Book to be published through Harvard University Press, 2007.

Lead Game Designer
Gamestar Mechanic

Gamestar Mechanic is a digital game designed to teach game design to middle school and high school youth. It is supported through a 1.2 million dollar MacArthur Foundation grant, through a collaboration between Gamelab and GAAPS, at the University of Wisconsin-Madison.

Interactive Designer

One Nature

One Nature is a public art commission produced in collaboration with Marina Zurkow for the America for the Arts conference in Las Vegas, June 1, 2007. The piece explores issues of water use, sustainability, and global warmer as it invites participants to commit to climate change through the donning of custom-produced ice rings.

Interactive Designer

Karaoke Ice

Karaoke Ice was produced in collaboration with designers Marina Zurkow and Nancy Nowacek, as part of a residency won through an international new media competition sponsored by ZeroOne and ISEA. The project is a karaoke ice cream truck that premiered at The ZeroOne Festival: A Global Festival of Art on the Edge in August 2006. It will travel to LACE in LA in September 2007. www.o-matic.com/isea

Faculty Mentor

Velocite, a mobile game developed for a Nokia conference in Monte Carlo, Monaco with students from Parsons Design and Technology program and NYU's ITP program.

Game Designer

Slow Games

Commissioned by *Metropolis* magazine to produce a set of games for their 25th Anniversary Issue. Produced four games in collaboration with Frank Lantz, Nick Fortugno, and Kevin Slavin. April 2006.

ADVISORY BOARDS

Exploratorium

San Francisco

Institute of Play: Non-profit wing of Gamelab

Member of the Board of Directors

New York City, NY

Gamelab

New York City, NY

IGDA (International Game Developers Association), SIG on Game Education

Advisory Board member

Values@Play

The NSF funded "Values at Play" research project assists and encourages designers to create computer games that identify and promote human values. Dr. Helen Nissenbaum, Dr. Mary Flanagan, Dr. Sophia Catsambis principle investigators.

Visible Language

Advisory Board member

IndieCade

An independent games festival to be held in Santa Monica, summer 2007.

AIGA Move 3 Conference

New York, NY May 2006

Judge

Metropolis magazine, Big Idea competition

New York, NY February 2006

WORK EXPERIENCE

- | | |
|----------------|---|
| 2003-06 | Director of Graduate Studies, Design and Technology Program
Associate Professor, Parsons The New School for Design
New York, NY |
| 2001-06 | Gamelab
Core team member
New York, NY |
| 2005-06 | CADRE Interactive City Residency
ISEA2006 Symposium/ ZeroOne San Jose: A Global Festival of Art on the Edge. |
| 2004-06 | mememe Productions
Game designer for children's television show and online community site
Melbourne, Australia |
| 2005 | Spaceship Earth Game
The Buckminster Fuller Institute. A partnership with The Game Culture & Technology Lab, UC Irvine and Planetnetwork. Consultant. |
| 2004-05 | ATTAP
Game and Interactive designer for new social technology tool
New York, NY |
| 2004 | Microsoft, MSN Division
Consulting on redesign of MSN
New York, NY |

- 2003-04** **Microsoft, Xbox Live!**
Part of a research and development team working to create an interactive storytelling experience distributed via Xbox Live!
New York, NY
- 2005** **Rapunsel project, NYU**
Ken Perlin and Mary Flanagan, project leads
Consulting game designer for game designed to teach girls to code
New York, NY
- 2004** **COGO**
Consulting game designer for mobile phone game and online world.
New York, NY
- 2004** **Electronic Theater, SIGGRAPH Pre-Show: Squidball**
Game designer for large-scale motion capture game developed in conjunction with the Media Research Lab at NYU
Los Angeles, CA
- 2004** **MacArthur Foundation**
Consultant
Digital Kids initiative
Chicago, IL
- 2004** **Xmedia Lab**
Mentor
Consulting and mentoring commercial new media projects
Sydney, Australia
- 2004** **Hewlett Foundation**
Co-Director, Games to Learn Symposium
Palo Alto, CA
- 2003-2006** **RES Magazine**
Contributing writer
- 2003** **Film Society of Lincoln Center**
Co-curator of "Game Engine," an evening of programming for the New York Video Festival
Co-curated with Graham Leggat, Director of the Film Society
The Lincoln Center, New York

- 2002—2003** **Design Institute, University of Minnesota**
 Commissioned to design the BUG (Big Urban Game), a massively multiplayer urban game to be played by the citizens of Minneapolis/St. Paul as part of the Twin Cities Design Celebration. (September 2003)
- 2002-2003** **Ghostrobot Films**
 Writer, animator for two music videos, Zero7
 Extended play: MTV, MTV2, VH1
 New York, NY
- 2002** **Creative Time, NY**
 Blur Conference
 Workshop and curriculum development for the conference
 New York, NY
- 2001** **Fox Searchlight**
 Animator, Waking Life
 Animation for feature film, Richard Linklater (director)
 Austin, TX

PUBLISHED BOOKS

The Ecology of Games. MIT Press. November 2007. (publication pending.)

The Game Design Reader: A Rules of Play Anthology. Co-authored with Eric Zimmerman. MIT Press. November 2005.

Rules of Play: Game Design Fundamentals. Co-authored with Eric Zimmerman. MIT Press. October 2003.

INVITED LECTURES

Keynote. Beyond Game: Permission Slips for Everyday Play, Emerging Terrain in Games and Simulation conference. Rensselaer Polytechnic, April 13, 2007.

The Space Between. New Game Forms. Carnegie Mellon, Entertainment Technologies Program. April 6, 2007.

Keynote. The Trouble with Designing the Real. Living Worlds III, Georgia Tech, March 29, 2007.

Instruction Sets for Game Engines: What Happens When the Squirrel Can't Speak? Extreme Contemporary, Stanford. January 12, 2007.

Keynote. When Media Get Game, JumpStart Conference, Prague. November 12, 2007.

Adobe: Future of Games. Online dialogue with Tracy Fullerton. February 20, 2007.

Xmedia Lab: Singapore, Singapore (www.xmedialab.com)

Learning from Games. Professional Day Conference, November 26, 2006. International Master Class. November 27-30, 2006. International mentor.

Gaming Literacies. Designing Gamestar Mechanic, Serious Games Summit, D.C. November 4, 2006.

Gamasutra Game Design Education Podcast, Tom Kim, moderator. October 10, 2006.

The Smart Game Dilemma: Is There a Role for Design? Games for Change Conference, New York, NY. June 28, 2006. <http://www.gamesforchange.org/conference/2006/index.htm>

Transforming Play: Game Design and the Creative Process, Domestic Bliss: Styled Lives and Loves, PUSH Conference, Minneapolis, MN. June 13, 2006. www.pushthefuture.org

Beyond the Console: Game Studies 101, Vassar College, Poughkeepsie, NY. April 24, 2006.

They Must First Be Imagined: Contesting the Space of Games, Keynote. Game, Set, Match II: On Computer Games, Advanced Geometries, and Digital Technologies. Delft University of Technology, Delft, The Netherlands. March 29, 2006. www.gamesetandmatch.bk.tudelft.nl/

Mobile Game Mosh: A Student Game Design Competition, Experimental Games Workshop, Game Developers Conference. San Jose, CA. March 24, 2006. <http://www.gdconf.com/>

So You Want to Be a Game Designer, Game Design Education Tutorial, Game Developers Conference. San Jose, CA. March 22, 2006. <http://www.gdconf.com/>

Game Design Education: Innovative Models, Game Design Education Tutorial, Game Developers Conference. San Jose, CA. March 22, 2006. <http://www.gdconf.com/>

Speak Your Mind: The Student Experience Uncensored, Game Design Education Tutorial, panel moderator, Game Developers Conference. San Jose, CA. March 22, 2006. <http://www.gdconf.com/>

Educating from Left of Center, Serious Games Summit, Game Developers Conference. San Jose, CA. March 21, 2006. <http://www.gdconf.com/>

The Imaginary Culture of MMPOGs, Junior Seminar, Susan Yelavich faculty. Parsons the New School for Design. New York, NY. March 14, 2006.

Everything She Does is Magic, Living Game Worlds Symposium. Georgia Institute of Technology, Atlanta, GA. February 15, 2006. <http://gameworlds.gatech.edu/>

Interactivity and the Play of Performance, PAL Textterritory Lab. 4 Bore Place, Sheffield, England. January 17-22, 2006. <http://www.pallabs.org>

Xmedia Lab: Singapore, Singapore (www.xmedialab.com)

Making Games Matter: Mobile Games Get Serious. Professional Day Conference, November 16, 2006.

International Master Class. November 16-19, 2006. International mentor.

Big Games, Cinekid, Amsterdam, The Netherlands. October 27, 2005. <http://www.cinekid.nl/>

From Left of Center: Radicalizing Game Design, Serious Games Conference, New York, NY. October 21, 2005. http://www.seriousgames.org/archives/2005_09.html

The Imaginary Culture of MMPOGs, Junior Seminar, Susan Yelavich faculty. Parsons the New School for Design. New York, NY. October 18, 2005.

Radical Frontiers: New Territories in Game Design, AIGA National Conference, Boston, MA. September 16, 2005.

"Techno-Semantics," ICA Cinema. Panel moderated by Lizbeth Goodman, SmartLabs. Institute of Contemporary Arts, London. ICA Cinema, July 6, 2005.

Ancient Technologies, Dramaturgy, and Game. Kitchen's Seventh Annual Sidney Kahn Summer Institute, July 2005. New York, NY. Faculty.

"A World of Authors: Creating Media for People with Keyboards," panel moderated by Douglas Rushkoff. Media Ecology Association convention (Fordham, Lincoln Center), June 22, 2005.

Xmedia Lab: Singapore, Singapore (www.xmedialab.com)

In Search of the Holy Moment, Professional Day Conference, June 15, 2005. Keynote lecture.

International Master Class. June 16-17, 2005. International mentor.

Playspace: A Case for Game Studies in Action. DIGRA (Digital Games Research Association): Changing Views: World in Play. Vancouver, Canada. June 16-20, 2005.

Multiplayer Play: Designing Social Interaction in Games. DIGRA (Digital Games Research Association): Changing Views: World in Play. Vancouver, Canada. June 16-20, 2005.

The Flashback Game Jam. DIGRA (Digital Games Research Association): Changing Views: World in Play. Vancouver, Canada. June 16-20, 2005.

"Games and Film," panel moderated by Graham Leggat. MAKOR/Steinhardt Center, New York. June 9, 2005.

The Goodlife. Roundtable discussion. Van Allen Institute. June 4, 2005. New York, NY.

Tripping the Game Fantastic. Mindstates: Technology and Transcendence. May 29, 2005. San Francisco, CA.

My Machinima: Filmmaking with Game Engines. MOVE: Stories in Motion. AIGA Conference. April 29, 2005.
<http://move.aigany.org/conference.html>

Hi-res vs. Lo-res Graphics: A Game Design Debate. SIGGRAPH/IGDA. May 2, 2005. Moderator. <http://www.igda.org/nyc/debate.html>

Games and Learning: Theory, New Technology, and Assessment. AERA National Conference: Demography and Democracy in the Era of Accountability. (panel presentation). April 12, 2005.

Trigger and Response: The Art of Contested Spaces. IDEas Lecture Series, The Department of Architecture, Interior Design and Lighting, Parsons School of Design. March 13, 2005.

The Education of a Game Designer. Game Developers Conference. San Francisco, CA. March 7, 2005.

Urban Games: Real Action in the World of Reality. Eyebeam. February 17, 2005. New York, NY.

Narrative and Dynamic Systems: Finding the Story in the Game. University of Art and Design. Helsinki, Finland, February 1, 2005.

Games and Story. Week-long workshop on game design and narrative. University of Tampere, Hypermedia Lab. Tampere, Finland, February 1-5, 2005.

Making and Breaking Rules: Game Design as Critical Practice. Co-presented with Eric Zimmerman. Art, Technology and Culture Lecture Series. University of California at Berkeley, Department of Art. Berkeley, CA, Jan. 24, 2005.

Games, Cult, Space. Virginia Commonwealth University, Department of Kinetic Imaging. Richmond, VA, Nov. 8, 2004.

Reactivate Resistance: Games and Urban Space. GameTime. Australian Center for the Moving Image. Melbourne, Australia. Oct. 17, 2004.

Game the Story. Workshop, Australia Film and Television Academy. Melbourne, Australia. Oct. 10, 2004.

Games, Gotta Get It. Games and Education, E-Learning Seminar. AIMIA. Melbourne, Australia. Oct. 9, 2004.

Games and Interactivity. RGA lunchtime lecture series. New York, NY, July 24, 2004.

Keynote. Games to Learn. Hewlett Foundation, Palo Alto, Ca, July 8, 2004.

Games as Cultural Resistance. Rensselaer Polytechnic. Troy, NY. April 8, 2004.

Social Play. Tutorial. Game Developers Conference. San Jose, CA. March 24, 2004.

Gaming the Game. University of Belgrade. Belgrade, Serbia. March 21, 2004.

Rules of Play. Institute of Fine Arts. Volos, Greece. March 19, 2004.

Playspaces: Games and Public Space. ACTO. Athens, Greece. March 17, 2004.

Beyond the Metagame. XMedia Lab. Sydney, Australia, February 9, 2004.

Keynote. Reprogram Through Play. XMedia Lab. Sydney, Australia, February 8, 2004.

Keynote. Games as Cultural Environment. 1st Annual Conference. Digital Games Research Association (DIGRA). Utrecht, Netherlands. November 4, 2003.

Urban Playspaces: From Liberty City to the Big Urban Game. Digital Media Lecture Series. Carleton College. Minneapolis, MN. November 2, 2003.

Storming the Playground. Book launch event for *Rules of Play*. Tisch Auditorium. New York, NY. October 24, 2003.

Gaming the Engine. Cinematexas Film Festival. University of Texas. Austin, TX. September 17, 2003.

Collision: Culture, Art and New Media. Women Director Series. Florida Atlantic University. Ft. Lauderdale, FL. April 11, 2003.

Breaking the Rules. Game Developers Conference. San Jose, CA. March 5, 2003. Co-presented with Eric Zimmerman.

QuakeDoomSims!: Transforming Play. Dig.it Festival. Walker Art Center. October 19, 2002. Minneapolis, MN.

Gaming the System. Electronic Arts. September 18, 2002. Vancouver, B.C.

Games and Interactivity: Design for Social Play. University of Arizona. Tuscon, AZ. May 25, 2002.

Creative Tech as Weaponry. Version 2.0 conference. Museum of Contemporary Art, Chicago, IL. April 20, 2002.

Game Design and Game Culture. North Carolina State University. Raleigh, NC. September 19, 2001.

Design and Usability. AIGA Risk and Rewards Conference. San Francisco, CA. October, 2000.

Designing Experience. Icon Medialab. Stockholm, Sweden. October 22–25, 2000.

Designing Experience. Icon Medialab. Paris, France. August 12, 2000.

Designing Experience. Icon Medialab. New York, NY. August 9, 2000.

Legozzeit: Identifying Qualities-in-Use. Parsons School of Design. June 11, 2000.

Designed Play. Department of Art, University of Arizona. Tuscon, AZ. May 24, 2000

Design at the Edge of Pop. Ringling School of Design. Sarasota, FL. April 3, 2000.

Games + Design. Game Developers Conference, San Jose, CA. March 10, 2000.

Game Engine Technology and the Films of Quakespace. Parsons School of Design. New York, NY. January 31, 2000.

Eng1nes and Obsessi0ns. RE:PLAY: Game Design + Game Culture Conference, Parsons School of Design, New York City. November 11, 1999.

CONDUIT: Gaming Cinematics. RE:PLAY: Game Design + Game Culture Conference, Parsons School of Design, New York City. November 11, 1999.

Assimilation Race: Software Supported Stereotypes. 4th Annual Conference of the Americas, Université of the Americas, Puebla, Mexico. September 29, 1999.

Assimilation Race: Software Supported Stereotypes. Converging Terrains: Gender, Environment, Technology, and the Body Symposium, North Carolina State University. March 24, 1999.

Assimilation Race: Software Supported Stereotypes. Minds, Machine, and Electronic Culture. Seventh Bienial Arts and Technology Symposium, Connecticut College, New London, CT. March 5, 1999.

Sex and the Dinette: The Role of Presumptions and Assumptions in Design. Co-presented with Professor Kate Catterall. Circa '99, Austin, TX. November 16, 1998.

Gaming Codes and the Construction of Social Identity. Big Game Hunters and Digital Gaming Summit, Banff Center for the Arts. Banff, Canada. September 21, 1998.

Quaking Sex: Overcoming Images to Feeding Game Desires. Big Game Hunters and Digital Gaming Summit, Banff Center for the Arts. Banff, Canada. September 21, 1998.

Grrl Codes: The Scripting of Race and Gender Stereotypes. ISEATerror (Inter-Society for the Electronic

Arts), Manchester, England. September 3, 1998.

X-Girl Meet Lara Kroft: Video Gaming Gets the Grrl? Department of Art and Design. University of Arizona, Tuscon, AZ. February 23, 1998.

Sex, Skate, Snow: The Grrrls Step Up. Women Challenging the Arts Symposium. University of Texas, Austin, TX. October 17, 1997.

CyberHuman Dance Series. ISEA 97 (Inter-Society for the Electronic Arts) Conference. The Art Institute of Chicago, Chicago, IL. September 25, 1997.

Moving: Agency for Virtual Spaces. SIGGRAPH 97 Conference, Art and Design Sketch. Los Angeles Convention Center, Los Angeles, CA. August 6, 1997.

Design for CyberHumans. FA 360: Cyberspace and the Arts, University of Texas. 1997.

CyberHuman Dance Series: Design and Collaboration in Virtual Spaces. Co-presented with Yacov Sharir. The Sixth Biennial Arts and Technology Symposium, The Center for Arts and Technology at Connecticut College, New London, CT. March 1, 1997.

Noon Gallery Talk: A Designer and Her Work. Archer M. Huntington Gallery, Austin, TX. 1996.

ARTICLES FOR PUBLICATION

IN PRESS

"Everywhere Now: Three Dialogues on Kids, Games, and Learning." *MacArthur Series on Digital Media and Learning*. [MIT Press, forthcoming 2007]

"Arrested Development: Why Machinima Can't (or Shouldn't) Grow Up," *The Machinima Reader*, Henry Lowood and Michael Nitsche, eds. [MIT Press, forthcoming 2007]

"Gaming Literacies: What Kids Learn Through Design," *Educational Gaming, a Special Edition for Journal of Educational Multimedia and Hypermedia (JEMH)*. [forthcoming 2007]

"Game Design," *Design Dictionary (Wörterbuch Design)*. Michael Erlhoff and Tim Marshall, eds., Birkhäuser Verlag. [forthcoming 2007]

PUBLISHED

"Telefragging Monster Movies," Yvette Brackman & Marie Rømer Westh (red.): *Digitale forbindelser*, Kbh: Det Kongelige Danske Kunstakademi, 2006.

"Game Design and Meaningful Play." Co-authored with Eric Zimmerman. *Handbook of Computer Game Studies*. Joost Raessens and Jeffrey Goldstein (ed.). MIT Press, October 2005.

"They Must First Be Imagined," *Game Set and Match II. On Computer Games, Advanced Geometries and Digital Technologies*. Kas Oosterhuis and Lukas Feireiss (ed.) Episode Publishers, March 2006.

"100,000 Sprites: Game design and technology," *Think Tank. Adobe Design Center. Essays on Design, Culture, and Technology*. Alice Twemlow and David Womack (series editors). January 2006. <http://www.adobe.com/designcenter/thinktank/sprites/index.html>

"An Animation and SFX Guide to the Galaxy." *RES*, October/November, 2005.

"Games Take it to the Street." *RES*, April/May, 2005.

"Computer Vision Motion Capture: Fake it Like a Pro." *RES*, April/May, 2005.

"Evaporate into Surround Sound Air," *RES*. February/March issue. 2005.

"The Tulse Luper Suitcases: Peter Greenaway's Newest Adventure," *RES*. September issue. 2003.

"Play | Monitor," *RES*. July/August issue. 2003. (column)

"Play | Monitor," *RES*. May/June issue. 2003. (column)

"Play | Monitor," *RES*. March/April issue. 2003. (column)

"Play | Monitor," *RES*. January/February issue. 2003. (column)

"Monitor: In the Waiting Line," *RES*. January/February issue. 2003. (column)

"The Art of Machinima," *Future Cinema exhibition catalog*. ZKM New Media Institute. Karlsruhe, Germany. October, 2002.

"The Player: Warcraft III goes Cinematic," *RES*. November/December issue. 2002.

"Hack It," *RES*. November/December issue. 2002.

"Telefragging Monster Movies," *GameOn exhibition catalog*. Barbican Gallery. London, England. Spring 2002.

"Legozeit: Creating User Experiences," *The Education of an E-Designer*. S. Heller (ed.). Allworth Press. Spring, 2001.

"Games and Play in the Design Desert," *The Education of an E-Designer*. S. Heller (ed.). Allworth Press. Spring, 2001.

"Typography in the Age of the Invisible Other", *Visible Language*. S. Poggenpohl (ed.) Providence, RI. [in press, spring 2001]

"Sc4ttering Edit: Telefragging Monster Movies", *Digital Film Making*, B. Cheever (ed.). MIT Press. Fall, 2000. [unpublished]

"Surrogate Multiplicities: Subverting the Visual Voice-Over", *Graphic Design and Reading*, G. Swanson (ed.). Allworth Press. Summer, 2000, p189-203.

"Lock, Stock and Barrel: Sexing the Digital Siren", *Sex Appeal: Graphic Design and Representations of Sex*, S. Heller (ed.). Allworth Press. Summer, 2000. p148-151.

"Girl Games", *Sex Appeal: Graphic Design and Representations of Sex*, S. Heller (ed.). Allworth Press. Summer, 2000. p84-89.

"Shoot First: Filmmaking with Gaming Engine", *RES*, J. Wells (ed.). Vol.3, No. 2, 2000. p48-53.

"Graduate Design Education at the Edge of the Millennium", *Zed.6*, K. Salen (ed.). The Center for Design Studies. Fall, 1999. p76-80.

"Design at the Edge of Pop", *IGA Journal*, S. Heller (ed.) Fall 1999. p20-21.

"Conduit: An Experiment in Three Acts", program notes for Conduit Digital Film and Gaming Festival, Austin, TX. March 14, 1999. (pages unnumbered)

"Sneakers", *Zed.5 Beyond the Object: The Implications Project*, editor Katie Salen, Center for Design Studies. 1998. p2-3.

"Traversing Edge and Center: A Spatial Approach to Design Research", *The Education of a Graphic Designer*, edited by Steve Heller. Allworth Press: New York. Fall 1998. p91-94.

"Hyperarchitecture: Marked Typography and the Hypertextual Landscape", *The Education of a Graphic Designer*, edited by Steve Heller. Allworth Press: New York. Fall 1998. p221-225.

"Dis[appearances]: Operational Strategies and Representational Needs in Codexspace and Cyberspace", *Visible Language*. co-authored with Sharyn O'Mara. D. Winkler (ed.) 1998. Providence, RI. p. 260-285.

"28 Minutes of Fury!", *IGA Journal*, S. Heller (ed.) Winter, 1998. p8-9.

"Whirligigs: The Semantics of Southern Culture", *Zed.4 Semiotics: Pedagogy and Practice*, S. Skaggs and K. Salen (eds.), Center for Design Studies, VA. 1997. p. 114-115.

"Grrl Style: Post-Femininity in Women's Snowboard Graphics." *Eye Magazine*, 24 Vol.6. R. Poynor (ed.) 1997, 64-67.

"Flesh, Blood, and Bone: The Moral Body." editor's note, *Zed.3, Design + Morality*. G. Swanson and K. Salen (eds.) Center for Design Studies, VA, 1997, 8-16.

"Green is for Heroes." *Zed.3, Design + Morality*. G. Swanson and K. Salen (eds.) Center for Design Studies, VA, 1997, 87-93.

"A Contemplation of Stasis: Strategies for Making," *GDEA Bulletin*. K. White (ed.) May, 1996.

"Wanderground: A Spatial Approach to Design Research." *GDEA Bulletin*. K. White (ed.) November, 1995.

"Notes From the Fog: Thoughts on Navigating the Graduate Thesis." *GDEA Bulletin*. K. White (ed.) September, 1995.

"Poof!" *Zed. Issue 2: Real World Design: The Role of the Experimental*. K. Salen (ed.) 1995. Richmond, VA: Center for Design Studies, Virginia Commonwealth University. p. 1-4.

