

Aaron Oldenburg
University of Baltimore
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Selected (out of 100+) Juried Group Exhibitions & Screenings:

2017

Slamdance DIG, Big Pictures LA, Los Angeles, CA
Procedural Experience (solo), VisArts, Rockville, MD
Field Work, ArtScape, Baltimore, MD
On Demand, Light City, Baltimore, MD

2016

5th International Games and Playful Media Festival, A MAZE. / Johannesburg 2016, South Africa
International Indie Den, Game Happens! Genova Cornigliano, Italy
Signification, A1LabArts, Knoxville, TN
What Happens When...., POWRPLNT, Brooklyn, NY
Maryland Artist Registry Juried Exhibition, Maryland Art Place, Baltimore, MD
Lightworks 2016, We Must Create, Grimsby, UK

2015

Electronica, Towson Arts Collective, Towson, MD
STROBE Network, Flux Factory, Queens, NY
Synthetic Zero Event (fall), bronxartspace, Bronx, NY

2014

Blank Arcade, DiGRA 2014, Snowbird, UT
PRISM Sheffield, UK
#screenshotsaturday Showcase, IndieCade, online
FILE Media Art, 15th Electronic Language International Festival, São Paulo, Brazil
Beacons Festival, North Yorkshire, UK
The Pirate Bay Bundle (online)
DEL+REW, Goldsmiths College, London (online)
Beep Bop Boop, The Projects/North Art Warehouse, Fort Lauderdale, FL

2013

Synthetic Zero Event, bronxartspace, Bronx, NY
net.works, Vector Game + Art Convergence, Toronto, ON

2012

Game Play 2012, The Brick, Brooklyn, NY
CODE 2012 - A Media, Games & Art Conference, Swinburne University of Technology, Melbourne, Australia
Ready for Extinction, Pleasure Dome, Toronto, ON
Endless Plain, MIA Screening Series at The Armory Center for the Arts, Pasadena, CA
FILE RIO 2012 Media Art Festival, Oi Futuro - Flamengo Gallery, Rio de Janeiro, Brazil

2011

SIGHT.SOUND [INTERACTION] 6, Rosenberg Gallery, MICA, Baltimore, MD
FILMIDEO: 6th Annual Film & Video Screenings, Index Art Center, Newark, NJ
Letting Go, Rogue Video and Performance, Newark, NJ
Game Show NYC, Macy Gallery, Columbia University, New York
FILE Media Art, 12th Electronic Language International Festival, São Paulo, Brazil

2010

FILE Media Art, São Paulo, Brazil
Tel Quel, DUMBO Arts Festival, Brooklyn, NY
Force: On the Culture of Rape, Current Gallery, Baltimore, MD
Baltimore vs. the World, Current Gallery, Baltimore, MD
Strangely Funny, ASPECT-EZ (DVD), Boston, MA
New Media, Sex and Culture in the 21st Century, Museum of New Art, Detroit, MI

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Searching for God, Kuhn Fine Art Gallery, Marion, OH
TINT Arts Lab online residency exhibition

2009

art.tech, The Lab, San Francisco, CA
VIDEOKILLS International Video Art Festival 2009, Berlin, Germany
As X Approaches Infinity, Krowwork Gallery, Oakland, CA
Square Eyes Festival, Arnhem, The Netherlands
R U Evolved: Artists Reflect on Darwin @ 200, A Shenere Velt Gallery, Los Angeles, CA

2008

SIGGRAPH: Slow Art, Los Angeles, CA
IMAFY, Cairo, Egypt

Publications:

Abstracting Evidence: Documentary Process in the Service of Fictional Gameworlds, *Game Studies*, Volume 17, Issue 1, July 2017
Sonic Mechanics: Audio as Gameplay, **Game Studies**, Volume 13, Issue 1, September 2013
- *Neviditelné krajiny: Experimentální hry se zvukem* (Czech translation of excerpt from *Sonic Mechanics*), **A2**, Volume 23, November 2013
Simulating Faith, **Journal of Gaming and Virtual Worlds**, Volume 3, Issue 1, Spring 2011
Pieces of Jonestown, **The Jonestown Report**, October 2010, Volume 12
- *Artist Statements: Pieces of Jonestown*, **The Soundtrack**, Volume 5, Issue 1, June 2012
The Mischief of Created Things, **NMC Media-N: Foreignness and Translation in New Media** (Spring 2009)

Conference Lectures:

Getting to the Bottom of Reality: Designing Contexts for the Emergence of Truth(s) in Documentary Videogames, presented at the 20th International Symposium on Electronic art (ISEA) 2014, Dubai, UAE
Convergence of Film and Video Games, invited panel discussion at the Maryland Film Festival, May 9, 2014
Ludic Listening: Sound Art in Video Game Design, presented at the 12th International Symposium on Electronic Art (ISEA) 2011, Istanbul, Turkey
Irrational Mechanics, presented at **Soft Borders**, the 4th Upgrade! International Network Conference and Festival, São Paulo, Brazil, 2010
Faith-based Games, presented at the **12th Biennial Symposium** at the Ammerman Center for Arts and Technology, 2010
Intuitive Design of Interactive Narrative, presented at the **Game Writers Summit at Game Developers Conference Austin**, 2009

Press:

"*Games Without Frontiers*", Bethesda Magazine (Stephanie Siegel Burke), July-August, 2017
"*Isid Lets You Enter That Curious Half-Asleep State While Fully Awake*", Kill Screen (Michelle Ehrhardt), June 8, 2016
"*How visitors of genocide sites in Cambodia transfer their feelings and impressions into digital games*", Southeast Asia in Video Games, May 30, 2016
"*Notes on Cho-Am: The Myth of Closure*", Sufficiently Human (Lana Polansky), May 28, 2016
"*1,000 Heads Among the Trees' at MAP*", Baltimore City Paper (Rebekah Kirkman), March 23, 2016
"*A Videogame about the Impossibility of Grieving for Pol Pot*", Kill Screen (Daniel Fries), February 29, 2016
"*The Blair Witch Project of Videogames Comes Out September 1st*", Kill Screen (Chris Priestman),

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August 14, 2015

“Explore an alternate human reality in photo-based generative narrative Cachiche”, IndieGames:
The Weblog (John Polson), June 1, 2014

“Live Free, Play Hard: The Week's Finest Free Indie Games”, Rock, Paper, Shotgun (Porpentine),
November 4, 2012

“GDC Austin: Interactive Narrative As a Counselor”, Kris Graft, Gamasutra News, September 15,
2009

Honors and Awards:

Distinguished Scholarly and Creative Activities Award 2015, Yale Gordon College of Arts and
Sciences, University of Baltimore, \$2000

Maryland State Arts Council Individual Artist Award for Digital Art 2010, \$1000

Suction and *REPENT* selected for inclusion in Rhizome.org Artbase

Education:

MFA, **Imaging and Digital Art**, University of Maryland, Baltimore County, 2007

BFA, **Studio Art**, Florida State University, 2001.

Teaching Experience:

August 2008-present

University of Baltimore, School of Information Arts and Technologies

- Associate Professor (2014-present), Assistant Professor (2008-14) & Program Director (2012-15)
in the Simulations and Digital Entertainment program

Fall 2007-Spring 2008

University of Baltimore, School of Information Arts and Technologies & Anne Arundel Community
College, Communication Arts Technology, Arundel County, MD

Adjunct Professor

Johns Hopkins University, Digital Media Center, Baltimore, MD

- Workshops Instructor

Fall 2006

University of Maryland, Baltimore County, Imaging and Digital Arts Dept.

- Student Instructor

Other Work Experience:

December 2007-November 2008 MTV Networks San Francisco, CA

Independent Contractor for AddictingGames.com website

August 2004-June 2007 University of Maryland, Baltimore County, Art Dept.

Graduate Research Assistant for Imaging Research Center

Summer 2005 & 2006 Cybercamps, Giant Campus, Inc. DC Metro

Camp Director, George Mason Univ., Univ. of Baltimore, and Johns Hopkins Univ.

Jan. 2004-Aug. 2004 Pyramid Studios Tallahassee, FL

Art Instructor for adults with developmental disabilities

Aug. 2001-Nov. 2003 Peace Corps Mali, West Africa

HIV Health Extension Agent