

**Diana Poulsen**  
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**Career Summary:** I'm an art historian, artist, freelance writer, curator, programmer, game developer, systems integrator and teacher. I specialized in videogames and art history for my Masters degree and did a mix of studio and art history. I regularly publish, show and curate. I like to paint, draw, use textiles with code to make interactive works of art.

**Education:**

**Master of Arts, Visual Arts,** University of Western Ontario, London, Ontario 2010

Thesis Title: *But Today We Collect Videogames: Appropriation, Citation, The Open Work and the Neo-Baroque in Videogames.* Supervisor: John G. Hatch.

**Bachelor of Fine Arts (Studio), Honours Visual Arts,** York University, Toronto, Ontario 2005

**Teaching Experience:**

**Adjunct Professor:** *Ancient Origins to the French Revolution and French Revolution to WWI.*

Fanshawe College, London Ontario Winter 2010 to Present

- Organizing and presenting weekly lectures.
- Managing conflicts and creating resolution.
- Engaging a class of 80 students.

**Adjunct Professor:** *History of Interior Design*

Fanshawe College, London Ontario Fall 2015 and Winter 2016

- University level course
- Working one on one with students

**Adjunct Professor:** *Cubism to Abstract Expressionism*

Fanshawe College, London Ontario Winter 2016 to Present

**Adjunct Professor:** *Pop to Post Modern Art*

Fanshawe College, London Ontario Fall 2015 to Present

**Adjunct Professor:** *Canadian Art.*

Fanshawe College, London Ontario Fall 2014

**Marking Support:** *Intro to Game Studies*

OCAD University, Toronto Ontario Fall 2014

- Reporting back to students using Canvas
- Grading university level game studies assignments

**Teaching Assistant:** *History of Western Art.*

University of Western Ontario, London, Ontario September 2006 - April 2008

- Managing a large group and giving individual attention to students.

**Professional Experience – Digital Arts (New Media and Videogames)**

**Co-curator and Founder:** *Player 2* 2015- ongoing

- Organizing exhibitions
- Teaching coding workshops

**Co-curator/co-organizer:** *Team Vector* Nov 2013 – Aug 2014

- Organizing volunteers for Vector Game Art Festival 2014
- Running social media.

- Festival management. (The only several day videogame art festival in Canada)

**Columnist:** *Art and videogames, Kill Screen Daily.*

July 2011-Feb 2013

- Researching current game studies and art scholarship.
  - Was rated as the best videogame blog by *Time magazine* in 2011
- Communicating scholarly ideas to a wide audience of readers.

## Curatorial Work

### Curated exhibitions as part of Player 2

- *The terror of knowing*, LOMAA, VibraFusionLab, London Ontario. 2016

### Curated Exhibitions as part of Team Vector

- Vector at Long Winter, Long Winter, Toronto Ontario. 2014
- *Networks 2.0*, VideoFag, Toronto Ontario. 2014
- *Impedance*, Interaccess, Toronto Ontario. 2014
- *Vector x Punk Arcade*, OCADu, Toronto Ontario. 2014

## Other Experience

### System Integrator:

S&E Manufacturing, Bradford Ontario

Spring 2013 to Present

- Industrial grant writing
- Programming and building machines

### Freelance writer and Industrial SR&ED grant writer

May 2011- Present

- Writing clear and effective reports.

### Freelance video editor

2003-2011

- Made music videos and edited home videos for clients

### Machinist and General labour

S&E Manufacturing, Bradford Ontario

1998 to 2008

- Running industrial

## Exhibitions as an Artist

### Solo Exhibitions

- *Digital Vs Real Landscape*, Bradford Public Library 2005
- *Get Over it*, Winters Gallery, York University 2005

### Selected Group Exhibitions

- (*upcoming*) *Don't Bleed Through Your Pants*, Feb Fatale 5 Showcase, Toronto Ont. 2017
- *Stepper, Game/Change* - Rendezvous with Madness Film Festival, Toronto Ont. 2016
- *Gynaecologist...what?*, Hacking Health at e-Health Conference, Toronto, Ontario. 2015
- *Red Rosie*, FemiCom, Theresa Duncan Jam, Internet Based, 2015
- *Hysteria A Surgical Fantasy*, Feb Fatale 3 part of Vector 2015, Bento Miso, Toronto Ontario

- 2015
- *Iron Cat*, Ad HOctober, Bento Miso, Toronto Ontario. 2014
- *Auditory Pareidolia*, Parapolyphonesia (part of Sonic Fictions), Art Lab entrance, London Ontario. 2008
- *Sometimes I Wake Up in the Middle of the Night*, Trailer, Pretty in Ink, London, Ontario. 2008
- *Words*, Canzine, Toronto, Ontario, Canada. 2006
- *Pack Rat* and *Buy Me*, Canzine, Toronto, Ontario, Canada. 2005
- *No Contact*, *Words*. Final Flash City 6.4. Kapetanija Koper Harbour, Slovenia. 2005
- *No Contact*, *Words*. Exordium FFA. Gladstone Hotel, Toronto, Ontario, Canada. 2005
- *Breathe Escape*. 17th Annual Independent Arts Festival, De Vierkante zaal, Van Britsomstraat , Sint-Niklaas, Belgium. 2005
- *Breathe Escape*. This is a Recording. Gallery 1313, Toronto, Ontario Canada. 2005
- *Buy me*. Island Art Film & Video Festival, Prenelle Gallery, Dutch Barge Prins, London, England. 2005
- *Breathe Escape*. Third International Video Festival, Museum of New Art (MONA), Detroit, Michigan, USA. 2005
- *Subway*. Night of a 1000 Drawings 2004, Artist Space, New York, New York, USA. 2004
- *Words*. LadyFest Toronto 2004, Besweet Café, Toronto, Ontario, Canada. 2004
- *Shyness/Boldness version 2*. Multiplemiscellaneousalliances, Clubsprojects, Collingwood, Victoria, Australia. 2004
- *Shyness/Boldness version 2*. Do Something, Floating IP, Manchester, England. 2004
- *Words*. ThiNG artist multiples x multiple artists, The New Gallery, Calgary, Alberta, Canada. 2004
- *Escape Verisimilitude*. On Our sleeves, Trinity Square Video, Toronto, Ontario, Canada. 2004
- *Shut up, shut up*. BDHS open house, Bradford, Ontario Canada 1999

## **Publications**

### **Selected Articles and Publications 2006- 2016:**

- "the terror of knowing" LOMAA 2016
- "PTSD Rocket ship" Static Zine #8 Mental Health. 2014
- "Everything, I know about Skyrim, I learned from Jorge Luis Borges." Kill Screen Daily. 2013
- "Glue Gun." Kill Screen Daily. 2012
- "Stray from the Path." Kill Screen Daily. 2012
- "Our Future Past." Kill Screen Daily. 2012
- "Augmented Remembering." Kill Screen. 2011

- “Going for Baroque,” Kill Screen. 2011
- “Art and Video Games: Intersections.” Gamasutra, (Feature). 2011
- “PC Gaming and Copy Protection” MONDO Magazine. 2009
- “Machinima: Emergent Game Play and Accessible Cinema” It’s all been done? What’s been Done, University of Western Ontario, London, Ontario 2007
- “Artist of the Month: Stelarc” MONDO Magazine, Winters College Vol. 5 issue 6 2006
- “Video Games Don’t Kill People” MONDO Magazine. Winters College. Vol 5 issue 5 2006
- “Artist of the Month: Adam Farlie” MONDO Magazine. Winters College. Vol 5 issue 4 2006
- “Artist of the Month: James Mulligan” MONDO Magazine. Winters College. Vol 5 issue 3 2005
- “Me, Myself and the Media - Laura Windman.” SNAFU Vol 1 Issue 2 2005
- “Aldo Parrise” SNAFU. Vol 1 Issue 1. 2005
- “Seth” Art Flack. Traction Vol 1 issue 3. 2005
- “Better Lives Than Yours or Mine” Art Flack. Traction Vol 1 issue 3. 2005

### Co-authored Publications

- *Impedence: Game + resistance*, co-authored with Martin Zellinger and Skot Deeming, Interaccess 2014
- “Untitled” *Jason Gringler* co-authored with Andrew MacDonald, Gallerie Stefan Röpke 2011

### Selected Interviews and Guest talks

- **Alternative Digital Art Festival**, Art Criticism, with Lana Polansky, Emilie Reed, Aevee Bee, and Zolani Stewart. 2015
- **Indie3**, Games and Art, with Auriea Harvey of Tale of Tales and Liz Ryerson 2014
- **Game over Retry**, Scare Tactics -on Horror videogames 2014
- **Fanshawe College**, The Not so Popular art of Robotics. 2014
- University of Western Ontario, Studio Critique, Photography. 2013
- **BYU Radio**, Videogames in the Smithsonian. 2012
- **CHRY 105.5 FM**, Cult of the Personality, Review of Rodney Graham’s A little thought. 2004

### Memberships and Committees

- Health Quality Ontario, Patient Expert, Heavy Menstrual Bleeding 2016-2017
- Dames Making Games, General member, Bento Miso, Toronto 2014- present
- Popular Culture Association of Canada 2014
- Canadian Game Studies Association 2009-2011
- ArtLab Steering Committee, MA representative 2007-2008

### Conferences:

- *Gynaecologist...What?* E-Health Conference, Metro Toronto Convention Center, Toronto Ontario. 2015
- *The Neverending Narrative: What Videogame A.I can learn from Borges and Propp*. Interacting with Immersive Worlds Conference, Brock University, St. Catherines, Ontario. 2011

- *Videogames and Collage*. Interacting with Immersive Worlds Conference, Brock University, St. Catharines, Ontario. 2009
- *Appropriation, Bricolage, the Open Work and Emergent Gameplay*. Canadian Game Studies Association 3rd Annual Conference, Carlton University, Ottawa, Ontario. 2009
- *The Independent Group, Collage and Kingdom Hearts*, Context and Meaning VII Graduate Student Conference, Queens University, Kingston, Ontario. 2009
- *Machinima: Emergent Game Play and the Accessible Cinema*. It's All Been Done Graduate Student Conference, University of Western Ontario. 2007

### **Selected Honours and Scholarships**

- Nominated for best paper "*Appropriation, Bricolage, the Open Work and Emergent Gameplay*," Canadian Gaming Studies Association 3rd Annual Conference. 2009
- Nominated for Teaching Assistant award, University of Western Ontario. 2008
- Visual Arts Research/Travel Grant, Department of Visual Art, UWO. 2008
- Autoposis Video Art Award, Arthur Hayberman Gallery, York University. 2005

### **Volunteer Accomplishments:**

- Book Reviewer**, Lilley Press, London Ontario. 2009
- Videogames Section Editor**, MONDO Magazine, Toronto, Ontario. 2007 – 2009
- Videogame and Art Critic**, MONDO Magazine, Toronto, Ontario. 2005 – 2007
- Art Critic**, SNAFU, York University, Toronto, Ontario. 2005 – 2006
- Columnist**, BDHS Newspaper, Bradford, Ontario 1998-2000

### **Programming and Software Skills**

- Adventure Game Studio (C Variant)
- GameMaker (C Variant)
- Unity (C#)
- Construct 2
- RPGmaker
- Twine (twinescript) (Interactive Fiction – text based games)
- Python (Twitterbots and other simple programs)
- HTML and CSS (Websites)
- The Gimp (free version of Adobe Photoshop)
- Blender (Basic 3D Modeling)
- Adobe Premiere and Microsoft Movie Maker (Video editing)
- Processing (programming language to make sound and visual art)

### **Technological Skills**

- Arduinos (Used in interactive art)
- Raspberry Pi
- Makey-Makey
- Basic Electrical training
- Basic Robotics training

Familiar with MMOs like *Second Life* and *World of Warcraft* (both are commonly used in Machinima)