Lindsay D. Grace | ProfessorGrace.com

Education

June 2009 — **University of Illinois at Chicago School of Art and Design**
Master of Fine Art, Electronic Visualization (focus: interactive systems)
Grade Point Average: 3.75/4.0

September 2005- January 2007 — **University of Illinois at Chicago School of Engineering**
Ph.D. Computer Science, Electronic Visualization Lab
(*degree not completed-chose to pursue MFA*)

August 2003 — **Northwestern University School of Engineering**
Master of Science in Computer Information Systems
Grade point average: 3.94 / 4.0

June 1998 — **Northwestern University**
B.A. in English with a concentration in Drama

Academic Experience:

August 2018-present — **University of Miami**, Miami, FL
Knight Chair of Interactive Media and Associate Professor
School of Communication

June 2014-August 2018 — **American University Game Lab Studio**, Washington, DC
Director, American University Game Lab

- Found and direct independent academic game studio, providing creative and strategic leadership for a portfolio in excess of $850,000 in contracts since 2014. Clients include the World Bank, WGBH-Boston, Education Testing Services (ETS), National Institutes of Mental Health, et al.
- Direct architects and interior designers for construction of new game 2800 square ft facility (1 classroom, 2 offices, lobby, reception, conference room, open format maker space, and studio open office space)

August 2017-December 2017 — **University of Miami**, Miami, FL
Visiting Knight Chair, School of Communication

- Research appointment within the Center for Communication, Culture and Change to research news toys and social impact games
- Conduct 3 workshops, organize a weekend game jam and lectures
- Develop 5 games demonstrating potentials for play based polling, editorial games, and social impact.

August 2013-August 2018 — **American University**, Washington, DC
Associate Professor, Film and Media Art, School of Communications
Founding Director-American University Game Lab

- Found Top 25 Game Design Graduate Program (as ranked by Princeton Review 2014,2015, 2016)
- Design and direct 36 credit hour Masters of Art in Game Design and graduate certificate curriculum, create teaching schedules, advise, design classroom and lab facilities, budget, and other duties of program director. Authored 6 new courses in first year
- Co-Design and co-direct 52 credit hour Master of Fine Art in Games and Interactive Media (launching 2017) between Game Lab and Film and Media Art Division.
- Design and direct small-scale graduate certificate in Game Design.
- Direct research and professional practice lab,
- Negotiate and facilitate relationships for partnership, internships, and employment
- Teach 2 graduate courses per academic year and advise student

August 2009-August 2013

Miami University School of Creative Arts, Oxford, Ohio
Armstrong Professor of Creative Arts (endowed professorship),
Interactive Media Studies
Director – AIMS Games Center
Director-Persuasive Play Lab,

- Found and direct the Persuasive Play Lab and A-Game Production Studio (P&G Grant)
- Direct AIMS Games Center: Advise, research, curriculum, summer programs, et al)
- AIMS Game Center awarded 2010, 2012, 2013 Princeton Review honorable mention for top undergraduate games programs in North America (statistical average top 10%-15%)-under my direction
- Lead studio classroom instruction in 5 courses per year:
    - IMS445 Game Design, IMS440 IMS Capstone, ART355 Interaction Design,
    - IMS390i Digital Prototyping, IMS222 Web Design, IMS212 The Design of Play,
- Serve on 3-5 curriculum committees per year, 4 successful hiring committees
- Authored 6 undergraduate and graduate courses
- Organize and promote Global Game Jam at Miami University for 3
- Found and advise student-lead Video Game Design Club Chapter and IGDA Chapter (35-50 members each)

June 2003- June 2009

Illinois Institute of Art, Chicago, Illinois
Associate Professor, Game Art and Design / Interactive Media Design (dual appointment)

- Lead classroom instruction in 3-4 undergraduate courses per quarter, full year schedule
- Teach 12-month schedule with 18-24 contact hours per week
- Serve on technology committee, search committees, and Higher Learning Commission accreditation committee
- Created and managed 1st relationship between University of Illinois (UIC) and the Illinois Institute of Art (IIA) for the development of games using Computer Science students (UIC) and art (IIA) students.
- Teach freshman through senior level courses in 4 core departments: Digital Filmmaking, Game Art and Design, Interactive Media, Media Art and Animation
- Complete special projects and research for department(s), evaluate portfolios, mentor individual students through portfolio construction, hiring committees, and evaluate curriculum.

March 2004- September 2004

ITT Technical Schools, Indianapolis, Indiana
Adjunct Faculty, Information Technology

- Lead 3 asynchronous online course sections of 25 students online instruction in *Strategies for Technical Professionals* undergraduate courses

Selected Professional Consulting

May 2014-June 2014
June 2016-October 2017

Spark Media, Washington, DC
Game Design Advisor
Provide heuristics and feedback about designing museum game about Emmit Till and the ‒Search for Harmony‖ National Endowment for Humanities funded project.

January 2005-May 2005

University of Chicago, Chicago, Illinois (1/05- 5/05)
Lead Web Developer and Designer, Nahuatl Learning Environment

- Create new tools under the direction of linguist, Dr. Jonathan Amith, to teach kindergarten through graduate level students.
- Collaborate with designers and developers at Yale University, the University of Chicago, and the University of Pennsylvania.

October 2003-June 2004

E.R. Moore, Chicago, Illinois (10/03-6/04)
Visual Basic Contract Developer (part-time)

- Develop order entry applications for gown manufacturer using
- Lead less experienced developers and web designers, debug code, set software design standards.

December 2003

Breakthrough Technologies, Evanston, Illinois (12/03)
Web Developer

Industry Experience:

May 2000- May 2003

McMaster-Carr, Elmhurst, Illinois
Technical Lead / Architect, Web Technologies

- Developed new n-tier and 3-tier applications using Visual Basic (COM, COM+), ASP, XML, XSL, ADO, SQL, DHTML / JavaScript, CGI, and C++.
- Independently re-architected existing systems, designed new applications, architectures, object interfaces, and user interfaces for dynamic content generation on our company's corporate retail site.
- Mentored and taught new technologies to coworkers.
- Independently wrote production and prototype code & investigated emerging technologies.
- Recommended software for web development.

April 1999- May 2000 **McMaster-Carr,** Elmhurst, Illinois
Buyer, Management Development Program (4/99-7/00)

- Managed inventory for over 1,000 items in the storage product line at the world's second largest industrial supply company.
- Authorized purchases averaging $180,000 / 150 requisitions daily.
- Resolved packaging, shipping, pricing, and lead time concerns daily through negotiations with suppliers.
- Managed 1-5 month operational projects involving warehousing, inventory management, database development & systems modification, and corporate wide policy changes & audits.

September 1999- August 2000 **Mindtoggle.com,** Chicago, Illinois
Sole Proprietor, Web Developer (part-time)

- Created and administered commercial website for selling music, nightclub paraphernalia (clothes, glow sticks, etc), and guest listing service in the Chicago area.
- Processed credit card transactions and conducted business under my own small business merchant account.
- Wrote JavaScript, ASP, and CGI scripts for password verification, keyword search, forums, and dynamic content generation.
- Authored more than 50 original articles and created all graphics and HTML.
- Created and administered over 100 HTML pages, for more than 300 registered users / 400 sessions and more than 9000 page hits per week.

August 1998- April 1999 **Invesco Management and Research** (Boston, Massachusetts)
OLAP Data Analyst - **Structured Products Line**

- Sole person responsible for maintaining data integrity in Invesco's multidimensional database (Oracle).
- Automate error reporting, resolution & verification through script programming and GUI development.
- Resolve all stock reporting errors and research relevant corporate actions.
- Automate source data uploads for 5 vendors and several thousand stocks.

January 1997- June 1998 **Northwestern University Technical Support Services,**
Evanston, Illinois**:**
Technical Support Consultant (Internet and Laptop specialty)

Publications

Publications: Books

- **Grace, L**. 2019**.** Doing Things with Games: Social Impact through Play Design, CRC Press / Taylor and Francis (269 pages)
- (under contract, submitted). **Grace, L. 2019:** Designing Affection Games (editor/author), Routledge / Taylor and Francis (290 pages)

Publications: Peer Reviewed Book Chapters

- **(in press, accepted 2018), Grace, L**. Macro and Micro Persuasive Games, Persuasive Games (edited Volume), Amsterdam University Press
- **Grace, L. D.** 2016. "The Rise of Affection Games: The Private Lives of Mobile Devices," In M. Wilson & T. Leaver (Eds.), Social, Casual, Mobile: Changing Games, Bloomsbury Press, NY. ISBN: 1501310585
- Aufderheide, P. Engel, L., Gentile, B. **Grace, L,** Kirkman, L., Maher, B., Palmer, C., Stogner , M. and Williams, R. The New Storytellers: Documentary Filmmaking in the 21st Century, The International Association of Film and Television Schools (CILECT), (2016)
- **Grace, L. D.** and Jamieson, P. 2014. **Gaming with Purpose: Heuristic Understanding of Ubiquitous Game Development and Design for Human Computation**, in IEEE Handbook of Digital Games (eds M. C. Angelides and H. Agius), IEEE Press / John Wiley & Sons, Inc., Hoboken, NJ, USA. doi: 10.1002/9781118796443.ch24
- **Grace, L. —**Sex, Violence and the In-between: Bikini Beach Zombie Massacre‖, in Screw the System – Explorations of Spaces, Games and Politics through Sexuality and Technology (eds J. Grenzfurthner, G. Friesinger, D. Fabry). Re/Search press and Monochrome, San Francisco, CA, USA, 2013. **ISBN** 1889307319
- **Grace, L**. "**Critical Gameplay: Design Techniques and Case Studies**." Designing Games for Ethics: Models, Techniques and Frameworks (eds . Schrier, K., & Gibson, D.). IGI Global, 2011. 128-141.. doi:10.4018/978-1-60960-120-1.ch009
- **Grace, L**. "**The Philosophies of Software**." Handbook of Research on Computational Arts and Creative Informatics (eds. J. Braman, G. Vincenti, G. Trajkovski,). IGI Global, 2009. 326-342. Web. 20 Nov. 2011. doi:10.4018/978-1-60566-352-4.ch019
- **Grace, L**. "**The Challenge of Enculturation on Art**." Handbook of Research on Computational Arts and Creative Informatics (eds. J Braman, G Vincenti, G Trajkovski,). 2009. IGI Global 312-325. Web. 20 Nov. 2011. doi:10.4018/978-1-60566-352-4.ch018

Publications: Peer Reviewed Conference Proceedings (* awarded)

- **Grace, L. 2019**. Hauntology, the Penumbra, and the Narratives of Play Experience, 25th International Symposium of Electronic Art (ISEA), Gwangju, South Korea
- **Grace, L. 2019**. The Unbearable Lightness of Being Game, 25th International Symposium of Electronic Art (ISEA), Gwangju, South Korea
- **Grace, L**., Hone, B. 2019. Factitious: Large Scale Computer Game to Fight Fake News and Improve News Literacy, 37th Conference on Human Factors in Computing Systems (CHI - ACM), Scotland
- **Grace, L**. Newsjam: Making Games at the Pace of News ,in Proceedings of the 3rd International Conference on Game Jams, Hackathons and Game Creation Events (ICGJ), Github, ACM, New York, NY, USA, 4 pages. DOI https://doi.org/10.1145/3196697.3196702
- Jackson, T, **Grace, L**,, Inglese,P., Wain, J., Hone B., Awkward Annie: Game-Based Assessment of English Pragmatic Skills, In *Proceedings of the 14th Conference on Advances in Computer Entertainment Technology* (ACE '17). ACM, New York, NY, USA
- Jackson, T., **Grace, L.**, Inglese, P., Wain, J., Hone, B. **Awkward Annie: Game-Based Assessment of English Pragmatic Skills,** In Proceedings of the 14th

international Conference on Advances in Computer Entertainment Technology, London, UK

- **Grace, L**. Heuristics from Curating and Exhibiting Game Art in the 21st Century, In proceedings of the 8th International Conference on Digital Arts (Artech 2017), Macau, China
- Lehman, B. Hebert, D., Jackson, T., **Grace, L**. 2017. Affect and Experience: Case Studies in Games and Test-Taking, 35th Conference on Human Factors in Computing Systems (CHI - ACM), Denver, USA
- Grace, L. **Love, Lust, Courtship and Affection as Evolution in Digital Play**, In Proceedings of the 11th Digital Games Research Association Conference (Digra 2017), Melbourne, Australia
- Jamieson, P., **Grace, L**., Zhang, B., Mizuno, N**. verilogTown - Improving Students Learning Hardware Description Language Design - Verilog - with a Video Game.** *ASEE 2017* Columbus, OH.

- Jamieson, P., **Grace, L**, Mizuno, N.,Bell, C., Davis, D. A simple Multiplayer Video Game Framework for Experimenting and Teaching Cultural Understanding. In Proceedings of the 20th Academic Mindtrek (Tampere, Finland, October 17-19, 2016). ACM, New York, NY
- **Grace, L**., & Farley, M. How Game Design Thinking becomes Engagement Design. In Proceedings of the 20th Academic Mindtrek (Tampere, Finland, October 17-19, 2016). ACM, New York, NY
- Jamieson, P, **Grace, L**. 2016. A Framework to Help Analyze if Creating a Game to Teach a Learning Objective is Worth the Work, in proceedings of the 46th IEEE Frontiers in Education Conference (FIE), Erie, PA, USA.
- ***Grace, L**. 2016. Deciphering Hackathons and Game Jams through Play, in Proceedings of the 1st International Conference of Game Jams, Hackathons and Game Creation Events, David Brower Center of UC Berkeley in California, ACM, New York, NY, USA,
- **Grace, L.** 2016. Subverting the Conventions of Affection Games in the Digital Wild. International Symposium of Electronic Art, Hong Kong [online proceedings only]
- Ehrea, A., Jamieson, P., & **Grace, L**. How to Use Combinatorial Optimization Problems (Traveling Salesman Problem) for Procedural Landscape Generation. In proceedings of GameOn'2015, University of Amsterdam (UvA), Amsterdam, The Netherlands
- **Grace, L.**, Jamieson, P. 2015. ―**VerilogTown: Cars, Crashes and Hardware Design**‖ In Proceedings of the 11th international conference on Games + Learning + Society Conference (GLS11), ETC Press/Carnegie Mellon, Pittsburg, PA.(pp. 608)
- **Grace, L**. 2015. **Objects of Affection: Kissing Games on Mobile Devices**. Foundations of Digital Games (FDG), Pacific Grove, California, USA [online]
- **Grace, L.** , Jannsen, D., Coyle, J. 2015. **Persuasive Content: Understanding In-Game Advertising Retention in Players and Onlookers**. Foundations of Digital Games (FDG), Pacific Grove, California, USA [online]
- **Grace, L.** 2014. **Critical Games: Critical Design in Independent Games**. In Proceedings of the 7th Digital Games Research Association Conference (DiGRA 2013), Salt Lake City, Utah, USA [online]
- **Grace, L.** 2014. **Adapting Games from Literature: Game Verbs for Player Behavior**. In Proceedings of the 32nd of the international Conference Extended Abstracts on Human Factors in Computing Systems (Toronto, Canada, April 26 - May 1, 2014). CHI EA '14. ACM, New York, NY, USA, 423-426 http://dl.acm.org/citation.cfm?doid=2559206.2574775
- **Grace, L.**, Jamieson, P., Heldt, A., Hunt, B., Shine, P., Paige. M. **Getting Positional Play Data - It's likely, in the crowd**. CHI 2014 Workshop on HCI and Sports (Toronto, Canada, April 27) [online] http://mobilelifecentre.org/content/chi-workshop-hci-and-sports
- **Grace, L.** 2014. **A Linguistic Analysis of Games: Verbs and Nouns for Content Estimation**, Foundations of Digital Games (FDG), Fort Lauderdale, Florida, USA [online] http://www.fdg2014.org/papers/fdg2014_wip_07.pdf

- **Grace, L.**, Spangler, B., 2014. **The Psychology of Play: Understanding Digital Game Evolution through Developmental Psychology**, Foundations of Digital Games (FDG), Fort Lauderdale, Florida, USA [online] http://www.fdg2014.org/papers/fdg2014_wip_06.pdf

- **Grace, L.** 2013. **Big Huggin' A Case Study in Affection Gaming**. In Proceedings of the 7th international conference of the Digital Research Association (DIGRA) (Atlanta, Georgia: Georgia Institute of Technology, August 26-29, 2013) [online] http://www.digra.org/digital-library/publications/big-huggin-a-case-study-in-affection-gaming/
- **Grace, L.** 2013. **Affection Games in Digital Play: A Content Analysis of Web Playable Games**. In Proceedings of the 7th international conference of the Digital Research Association (DIGRA) (Atlanta, Georgia: Georgia Institute of Technology, August 26-29, 2013) [online] http://www.digra.org/digital-library/publications/affection-games-in-digital-play-a-content-analysis-of-web-playable-games/
- **Grace, L.** 2013. **Big Huggin' Affection Gaming**. In Proceedings of the 31st of the international Conference Extended Abstracts on Human Factors in Computing Systems (Paris, France, April 29 - May 2, 2013). CHI EA '13. ACM, New York, NY, 3025-3030. http://dl.acm.org/citation.cfm?doid=2468356.2479574
- *Jamieson, P., Hall, J., **Grace, L.** 2013. **Research Directions for Pushing Harnessing Human Computation to Mainstream Video Games**. In proceedings of Meaningful Play Conference (top 5 Paper Award). Michigan State University, East Lansing, MI, USA.[online]
- **Grace, L. D**. 2012. **A topographical study of persuasive play in digital games**. In Proceeding of the 16th International Academic MindTrek Conference. ACM, New York, NY, USA (pp. 77-82). http://dl.acm.org/citation.cfm?doid=2393132.2393149
- **Grace, L. D.** 2012. **Critical gameplay: designing games to critique convention**. In Proceedings of the 20th ACM international conference on Multimedia. ACM, New York, NY, USA (pp. 1185-1188). http://dl.acm.org/citation.cfm?doid=2393347.2396414
- **Grace, L**. 2012, Duchere,J ,Castaneda, M. **User Testing of a Language Learning Game for Mandarin Chinese**. In Proceedings of the 30th of the international Conference on Human Factors in Computing Systems (Austin, Texas, USA, May 5- 12, 2012). CHI '12. ACM, New York, NY, USA (pp. 865-868). http://dl.acm.org/citation.cfm?doid=2212776.2212859
- **Grace, L.**, Coyle, J. 2011. **Player Performance and in Game Advertising Retention**. In Proceedings of the 8th international Conference on Advances in Computer Entertainment Technology (Lisbon, Portugal, November 8 - 11, 2011). ACE '11. ACM, New York, NY, USA, (article number 55). http://dl.acm.org/citation.cfm?doid=2071423.2071492
- **Grace, L.** 2011. **Discomfort Design: Critical Reflection through Uncomfortable Play**, In Proceedings of the 17th International Symposium on Electronic Art (Istanbul, Turkey, September 14-21, 2011). ISEA '11. Leonardo/ Sabancia University, San Francisco, CA [online]
- **Grace, L.** 2011**. Understanding the Art Practice of Critical Gameplay Design**, In Proceedings of the 17th International Symposium on Electronic Art (Istanbul, Turkey, September 14-21, 2011). ISEA '11. Leonardo/Sabancia University, San Francisco, CA [online]
- **Grace, L.** 2011. **The Poetics of Game Design, Rhetoric and the Independent Game**. In Proceedings of the 5th international conference of the Digital Research Association (DIGRA) (Hilversum, the Netherlands: DiGRA/Utrecht School of the Arts, September 14-17, 2011)
- **Grace, L.** 2011. **Gamifying Archives, a study of docugames as a preservation medium**. In Proceedings of the 16th international conference of the Computer Games (CGAMES) (Louisville, KY: July 27-30, 2011). IEEE Computer Society, Washington, DC. DOI= http://dx.doi.org/10.1109/CGAMES.2011.6000335 (pp. 125-129)

- **Grace, L.** 2011. **Critical gameplay gone critically wrong: third world shooter**. In Proceedings of the 7th international conference on Games+ Learning+ Society Conference. ETC Press/Carnegie Mellon, Pittsburg, PA (pp. 91-96).
- **Grace, L.**, Castaneda, M. 2011. **Polyglot Cubed: a Multidisciplinary Listening Comprehension and Recognition Tool**, In M. Koehler & P. Mishra (Eds.), Proceedings of Society for Information Technology & Teacher Education International Conference 2011. Chesapeake, VA: AACE. (pp. 3219-3223). http://www.editlib.org/p/36813/
- **Grace, L.** 2010. **Creating critical gameplay design**. In Proceedings of the 7th international Conference on Advances in Computer Entertainment Technology (Taipei, Taiwan, November 17 - 19, 2010). ACE '10. ACM, New York, NY. DOI= http://doi.acm.org/10.1145/1971630.1971657 (pp. 91-94)

  Grace, L. 2010. **Critical Gameplay: software studies in computer gameplay**. In Proceedings of the 28th of the international Conference Extended Abstracts on Human Factors in Computing Systems (Atlanta, Georgia, USA, April 10 - 15, 2010). CHI EA '10. ACM, New York, NY, USA. http:/doi.acm.org/10.1145/1753846.1753910
- **Grace, L.** 2010. **Music Box: An Algorithm for Producing Visual Music**. In Proceedings of the 2010 Third international Conference on Advances in Computer-Human interactions (February 10 - 16, 2010). IEEE Computer Society, Washington, DC, USA. DOI= http://dx.doi.org/10.1109/ACHI.2010.18 (pp. 125-129)
- **Grace, L. D.** 2009. **gReader: A Universally Designed, Device-Independent Email Client**. In Proceedings of the 2009 Second international Conferences on Advances in Computer-Human interactions (February 01 - 07, 2009). IEEE Computer Society, Washington, DC, USA. DOI= http://dx.doi.org/10.1109/ACHI.2009.46 (pp. 329-335)

Publications: Exhibit Catalogues

- **Grace, L**, Tran, L. and Ewing, C. 2019, **Miami @ Play 2018**, exhibition catalogue, December 1-7, 2018, 50 pages, ISBN 9781365245749
- **Grace, L** and Reed, E. 2016, **Blank Arcade 2016**, exhibition catalogue, August 3-October 28, 2016, DiGRA /FDG Conference, Abertay University, Dundee, Scotland. ISBN 9781365245749
- Totten, C. and **Grace, L**. 2016, **Indie Arcade: Coast to Coast**, exhibition catalogue, Smithsonian American Art Museum, Washington, DC, USA ISBN 978-1364585259
- **Grace, L** and Ruffino, P. 2015**, Blank Arcade: Games out of Joint**, exhibition catalogue, May 14-17, DiGRA Conference, Leuphana University, Luneburg, Germany. ISBN 978-1329103092
- Grace, L 2014, **Blank Arcade: An exhibition at the 2014 Digital Games Research Association Conference**, exhibition catalogue, August 4, DiGRA Conference, Salt Lake City, Utah, USA. ISBN 978-1312375680

Publications: Edited Collections

- **Grace, L** and Gold, S. 2018, Global Game Jam Stories, Global Game Jam Inc, 74 pages ISBN 978-1387938148

Publications: Peer Reviewed Exhibit Publications (Catalogues and Extended Abstracts)

- **Grace, L.** 2014. **Critical Gameplay: You**, A Very Meaningful Game in 2014 Annual International Digital Media and Art Association Catalog, pg 65, Curator: Dave Beck (University of Wisconsin-Stout) , Utah Valley University, Utah, USA
- **Grace, L.** 2014 **Critical Gameplay: Equal Opportunity Affection Games, Critical Design in Stolen Kisses**, 9th Annual Foundations of Digital Games, Society for the Advancement of the Science of Digital Games, Santa Cruz, California, USA **[online]** http://fdg2014.org/papers/fdg2014_demo_06.pdf
- **Grace, L.** 2014 **Critical Gameplay: Embedding Message in Digital Play: Stereotype as Mechanic**, 9th Annual Foundations of Digital Games, Society for the Advancement

of the Science of Digital Games, Santa Cruz, California, USA **[online]** http://fdg2014.org/papers/fdg2014_demo_05.pdf

- **Grace, L.** 2014 **Critical Gameplay: Big Huggin' Affection Gaming for Alternative Play**, 9th Annual Foundations of Digital Games, Society for the Advancement of the Science of Digital Games, Santa Cruz, California, USA **[online]** http://fdg2014.org/papers/fdg2014_demo_04.pdf

- **Grace, L.** 2012. **Big Huggin' An Affection Game**. In Proceedings of the 8th international conference on Games + Learning + Society Conference (GLS'12), Constance Steinkuehler, Crystle Martin, and Amanda Ochsner (Eds.). ETC Press/Carnegie Mellon, Pittsburg, PA.(pp. 608) http://press.etc.cmu.edu/files/GLS8.0-proceedings-2012-web.pdf

- **Grace, L.** 2011. **Conversations**. In Proceedings of the 7th international conference on Games + Learning + Society Conference (GLS'11), Constance Steinkuehler, Crystle Martin, and Amanda Ochsner (Eds.). ETC Press/Carnegie Mellon, Pittsburg, PA. (pp. 250-251) **Grace, L.** 2011. **Music Box: Algorithmic Music Generation through Emergent Behavior**. In Proceedings of the 7th international conference on Games + Learning+ Society Conference (GLS'11), Constance Steinkuehler, Crystle Martin, and Amanda Ochsner (Eds.). ETC Press/Carnegie Mellon, Pittsburg, PA. (pp. 256-257) http://press.etc.cmu.edu/content/gls-70-conference-proceedings
- **Grace, L.** 2011. **Critical gameplay: art games in instruction.** In Proceedings of the 7th international conference on Games + Learning + Society Conference (GLS'11), Constance Steinkuehler, Crystle Martin, and Amanda Ochsner (Eds.). ETC Press/Carnegie Mellon, Pittsburg, PA. (pp. 252-254) http://press.etc.cmu.edu/content/gls-70-conference-proceedings
- **Grace, L.** 2011. **Polyglot Cubed**. In Proceedings of the 7th international conference on Games + Learning + Society Conference (GLS'11), Constance Steinkuehler, Crystle Martin, and Amanda Ochsner (Eds.). ETC Press/Carnegie Mellon, Pittsburg, PA. (pp.258-259) http://press.etc.cmu.edu/content/gls-70-conference-proceedings
- **Grace, L.** 2010. **Critical Gameplay: Healer** in 8th Annual International Digital Media and Art Association Catalog, Curator: Dena Elisabeth Eber (Ball State University) , Emily Carr University, Vancouver B.C. (pp. 20) (catalogue, curated by Dena Eber)
- **Grace, L. D.** 2009. **Critical Gameplay**. In Proceedings of the International Conference on Advances in Computer Entertainment Technology (ACE '09). ACM, New York, NY, USA, 444-444. DOI=10.1145/1690388.1690492 http://doi.acm.org/10.1145/1690388.1690492 (pp. 444)
- **Grace, L. D.** 2009. **Music Box: composing and performing visual music**. In Proceedings of the International Conference on Advances in Computer Entertainment Technology (ACE '09). ACM, New York, NY, USA, DOI=10.1145/1690388.1690493 http://doi.acm.org/10.1145/1690388.1690493 (pp. 445)
- **Grace, L. 2009. Critical Gameplay: Wait** in 7th Annual International Digital Media and Art Association Catalog, Curator: Dena Elisabeth Eber (Ball State University) , Emily Carr University, Vancouver B.C. (pp. 20) (catalogue, curated by Dena Eber)

Publications: Peer Reviewed Journal

- **Grace, L. Understanding Digital Affection Games as Cultural Lens: Love Not War as Play Experience**, International Digital Media and Arts Association (IDMAA) Journal, 2014
- Jamieson, J., **Grace, L.**, Hall, P., Wibowo, A. **Metaheuristic Entry Points for Harnessing Human Computation in Mainstream Games** in Proceedings of the HCI International Conference, Springer Lecture Notes in Computer Science, New York, New York.(pp. 156-163) http://link.springer.com/chapter/10.1007%2F978-3-642-39371-6_18#

- **Grace, L.** 2009. "**Studying the Philosophy of Software: A Framework for Examining How Digital Design Affects the Arts**." The International Journal of the Humanities 8.4, (pp. 279-89). http://ijh.cgpublisher.com/product/pub.26/prod.1815

Publications: Invited Book Reviews (peer reviewed)

- **Grace, Lindsay D. "Review of: Playing with Religion in Digital Games**, by H. Campbell and G. Grieve, eds." Journal of Media and Religion 14, no. 1 (2015): 51-53.

Publications: Peer Reviewed Posters

- Forsyth, C. M., Jackson, G. T., Hebert, D. Lehman, B., Inglese, P. & **Grace,L.** (2017). Striking a balance: User-experience and performance in computerized game-based assessment. In R.Baker, E. Andre, X. Hu, T. Rodrigo, B. du Bouley. The Proceedings of the International Conference on Artificial Intelligence in Education, LNCS. Springer: Verlag.

  Grace, L. Janssen, D. Coyle, J. 2014. Did You See That? **In-Game Advertising Retention in Players and Onlookers**. In Proceedings of the international Conference on Advances in Computer Entertainment Technology (Funchal, Madeira, November, 2014).
- **Grace, L.** 2012. **Making and Analyzing Games as Literature** In Proceedings of the Academic Mindtrek (Tampere, Finland, October 3-5, 2012). ACM, New York, NY,USA. (pp. 237-240) DOI=http://dl.acm.org/citation.cfm?doid=2393132.2393184
- **Grace, L. D.** 2009. **Polyglot Cubed: the design of a multi-language learning game**. In Proceedings of the international Conference on Advances in Computer Entertainment Technology (Athens, Greece, October 29 - 31, 2009). ACE '09, vol. 422. ACM, New York, NY, 421-422. DOI= http://dl.acm.org/citation.cfm?doid=1690388.1690480 (pp. 421-422)

EDITORIALS AND SYNDICATED CONTENT

- **Grace, L.** 2019. The Conversation (ThePrint.in, Houston Chronicle, SFGate, Snopes.com, The National Interest, et al.), Games blamed for moral decline and addiction throughout history, October 9, 2019
- **Grace, L.** 2018. The Conversation (Salon.com, Chicago Tribune, LA Times, et al), What's leisure and what's game addiction in the 21st century?, June 27, 2018
- **Grace, L.** 2018. The Conversation (LA Times, Chicago Tribune, Smithsonian Magazine, et al.) What 40 years of 'Space Invaders' says about the 1970s – and today, June 18, 2018
- **Grace, L.** 2018. CNN (Opinion) Video games do not teach shooters to become shooters in real life, March 9, 2018
- **Grace, L.** 2017. **Designing games that change perceptions, opinions and even players' real-life actions**, The Conversation (syndicated via creative commons) , May 25, 2017.
- McIntosh, B., Cohn, R., & **Grace, L.** 2010. **Nonlinear Narrative in Games: Theory and Practice**. Game Career Guide. http://www. gamecareerguide. com/features/882/nonlinear_narrative_in_games_. php (accessed October 30, 2010).
- **Grace. L.** 2009. **Truly Independent Game Development: A Case for Making Games By Yourself**, Game Career Guide/Gamasutra, August 2009, http://www.gamecareerguide.com/features/776/truly_independent_game_.php
- **Grace. L.** 2009: **Winning: A Guide to Finding Game Competitions for Independent Developers and Students**, Game Career Guide, September 2009, http://www.gamecareerguide.com/features/784/winning_a_guide_to_finding_game_.php
- **Grace. L.** 2009: **Educational Fantasy**, Game Career Guide, October 2009, http://www.gamecareerguide.com/features/791/educational_.php

Undergraduate Student Publications (co-authored):

- Masso, N. **Grace, L**., 2011. **Shapemaker: A game-based introduction to programming**. In Proceedings of the 16th international conference of the Computer Games (CGAMES) (Louisville, KY: July 27-30, 2011). IEEE Computer Society, Washington, DC, 125-129. DOI= http://dx.doi.org/10.1109/CGAMES.2011.6000334 (pp. 125-129)
- **Grace, L**, Smayda, R, Ritcher, D and Al-Mulla, M., **The High School Game: An Intergenerational Board Game for Discussing Secondary School Stresses** (poster), 8th Games, Learning and Society Conference, Madison, WI (ETC press, 2012), (pp. 559-561) http://press.etc.cmu.edu/files/GLS8.0-proceedings-2012-web.pdf

Presentations and Panels

Invited Solo Workshops, Peer Reviewed

- **2018: Workshop on Rapid Game Making**, 1 day workshop, University of Hawaii, Hilo, HI
- **2017**: **Workshop on Designing and Developing Games**, one week of teaching/workshops, at EICTV, Havana, Cuba.
- **2017**: **Workshop Series on Developing and Designing Newsgmes**, News Toys and Social Impact Games: 3, 2-Hour Workshops and a Game Jam sponsored by the University of Miami and the Knight Foundation.
- **2015: Workshop: Using Games to Support Green Behavior**, Greenspace / Smarter DC Challenge, Washington, DC, September 2015
- **2015: Workshop: Crossing the Game-Art Boundary** (w/Pérola Bonfanti **)**, Lüneburg, Germany, May 2015
- **2015: Game Design Workshop, Revolutionary Learning: Using Games and Simulations to Solve Critical Issues in Public Health Symposium,** Washington, DC, May 2015
- **2014: Game Verbs for Change Workshop** (w/ Dr. Chris Hazard and Chris Totten and), Tribeca Film Festival/ Games for Change Festival, New York, New York, April 2014

Invited Lectures and Keynotes

- **2019: Grace, L.** Toys, Interactives and Games for Social Impact, Oakland University, Detroit, MI , USA
- **2019: Grace, L.** Game Based Learning (GBL) Luminaries series, Filament Games, Madison, WI , USA (virtual)
- **2019: Grace, L.** Keynote: "Games + Libraries", Libraries, Games and Play Conference, Washington, DC, USA
- **2019: Grace, L.** Multiple Talks: Featured lecture: Diversity in Games, California Polytechnic State University, San Luis Obispo, California
- **2019: Grace, L**. Multiple Talks: Featured lecture: Achieving the Zen of Rapid Game Making, Quinnipiac University, Hamden, Connecticut, USA

- **2018: Grace, L**. Multiple Talks: Featured Artist Series Lecture: "Play+Art", University of Hawaii-Hilo, Hilo, Hawaii, USA
- **2018: Grace, L.** "The Unbearable Lightness of Being-Social Impact", Michigan State University-Meaningful Play, East Lansing, Michigan
- **2018: Grace, L.** Games+( ), Eyeo Festival, Minneapolis, MN, USA
- **2018: Grace, L.** Keynote: Games+ the African Diaspora, Annual Conference on Cape Verdean & Diaspora Studies Bridgewater State College, Massachusetts
- **2018: Grace, L.** Games+Art, Yale University Center for Collaborative Arts and Media (visiting artist series), New Haven, Connecticut
- **2017: Grace, L.** Writing for Games Workshop (5 day course), International School of Film and TV (Escuela Internacional de Cine y Televisión - EICTV), San Antonio de Los Baños, Artemisa Province, Cuba
- **2017: Grace, L. "Persuasive Play and Social Impact"**, Austrian Research and Innovation Talk (ARIT), Office of Science and Technology-Austria, Austin, Texas, USA
- **2017: Grace, L. "Persuasive Play in Non-game Contexts"**, The Persuasive Gaming Conference (satellite event to CHI-Play), Amsterdam, Netherlands
- **2016: Affection Games: the Casual World of Flirting, Hugging, Kissing and Making Love**, Meaningful Play Conference, Michigan State University, East Lansing, Michigan October 2016
- **2016**: Grace, L. ***–How the Final Fantasy Film Depicts the Game Industry's Napoleon Complex***, Smithsonian Hirschhorn Museum, Washington, DC, USA
- **2016**: Grace, L. **Keynote**: Christian A. Herter Memorial Scholarship Awards, Massachusetts State House (Great Hall), Boston, Massachusetts

- **2016**: Grace, L. **Keynote**: Online News Association (ONA)-London, United Kingdom
- **2016**: Grace, L. "What's Love got to do with it", Games without Frontiers Lecture Series, Temple University Libraries, Philadelphia, PA
- **2016**: Grace, L. "**Digital Play Arts and Science**", Yale University, Digital Media Center for the Arts, visiting artist lecture in Games, New Haven, CT
- **2016**: Grace, L. "**VR and Other Oddities, What Journalists Can Learn from Game Design**", Quinnipiac University visiting artist lecture in Games, Hamden Connecticut
- **2016**: Grace, L. "**Engaging Social Impact through Game Design**", Climate Change Game Jam Showcase, Smithsonian Natural History Museum, Washington, DC
- **2015**: Grace, L. **Keynote**: Queerness in Games Conference, University of California-Berkley, California, October 2015
- **2015**: Grace, L. **Keynote**: International Digital Media Arts Association Annual Conference (IDMAa), Johnson City, Tennessee, October 2015
- **2015**: Grace, L. Lightning Talk: "**What Games Offer News Media**", Jolt Summit, Newseum, Washington DC, October 2015
- **2015**: Grace, L. **Speed Run: In the Mirror, Context Isolating and Context Aware Games**, Games, Learning and Society (University of Wisconsin), Madison, Wisconsin, July 2015
- **2015**: Grace, L. Affect & Effect — **What Journalists Can Learn from Game Design**, Society for News Design (SND), Washington, DC, April 2015
- **2015**: Grace, L. **Education Soapbox**, GDC 2015, San Francisco, California, March 2015
- **2015**: Grace, L. "**Game Art and Exhibition**", Crossing the Game Art Boundary Workshop, Leuphana Arts Program, Gamification Lab - Leuphana University, Lüneburg, Germany, May 13, 2015. Organized by Paolo Ruffino, included Perola Bonfanti
- **2015**: Grace, L. "**Game Design Workshop**", Revolutionary Learning: Using Games and Simulations to Solve Critical Issues in Public Health Symposium, Washington DC, May 2015
- **2015**: Grace, L. "**What Journalists Can Learn from Game Design**", Society for News Design (SND) Conference, Washington DC, April 2015
- **2015**: Grace, L. "**Affect and Effect - Persuasive Play and Meaningful Games**", University of Utah, Salt Lake City, UT, February 2015
- **2014**: Grace, L. **Keynote**: "Media Arts and Game Development Expo", University of Wisconsin, Whitewater, WI, May 2014
- **2013**: Grace, L. "**Games: Play and Impact**", Adler Planetarium, Chicago, Illinois, October 2013
- **2013**: Grace, L. "**How Indie is Not So Indie**", Boston Festival of Independent Games, Massachusetts Institute of Technology (MIT), Cambridge, Massachusetts, September 2013
- **2013**: Grace, L. "**The Future of Play and Education**", E-Tech Ohio (Virtual), Columbus, Ohio, February 2013
- **2010**: Grace, L. "**Gaming Augmented Reality, Place-based Applications and More**", The Digital Non-Conference, September 2010, Cincinnati, Ohio
- **2010**: Grace, L., Platt, Glenn "**Social Media and Digital Games for Environment Action**", Saving Species – July 2010 - Kinabatangan, Borneo, Malaysia

Peer Reviewed Presentations (*Individual unless otherwise noted***)**

- **2019: Grace, L.,** Using Games to Understand the World Around Us, East Coast Games Conference (ECGC), Raleigh, NC, April 2019
- **2019**: **Grace, L.** How to Talk About Games Today - Moral Panic and Misunderstanding, Game Developer's Conference (GDC), San Francisco, CA
- **2018: Grace, L.**, Game Industry Lessons at the Intersection of Work and Play, NCA Preconference on Games, Salt Lake City, Utah, November, 2018

- **2018: Grace, L.**, Factitious: Iterative Design, Fake News and Games and Polling Systems, August 2018
- **2018: Grace, L.**, Hone, B. : Factitious News Game - Polling Fact from Fake, Games for Change Festival, June 2018
- **2018**: **Grace, L.** Cuba, Nairobi, Borneo, Oh My! Creating Games Education (Very) Abroad, Game Developer's Conference (GDC), San Francisco, CA
- **2017: Grace, L.** Impact Through Exhibition, DiGRA 2017, Melbourne, Australia, July 2017
- **2017: Grace, L.**, Khandaker-Kokoris, M., LaPensee, E., Gold, S., Davidson, D., **It's Not All About Unicorns: Sustainable Diversity in the Classroom** , 31st Game Developer's conference (GDC), San Francisco, CA, March 2017
- **2017: ENGINEERED COLLISIONS BETWEEN GAMES AND NEWS** (with Dunlap, K., Datu, C. and Rice, J**.** American University Jolt fellows), SXSW, Austin, Texas
- **2016: Grace, L.**, Farley, M. **Playing with the News**, Meaningful Play Conference, Michigan State University, East Lansing, Michigan October 2016
- **2016**: **Grace, L.**, Treanor, M., Totten, C. and McCoy, J. 2016. **A Case Study in Newsgame Creation: Why Game Designers and Journalists are Still Learning to Work Together**, 66th International Communication Conference, Fokouka, Japan
- **2016**: Artist Talk- "**Stolen Kisses**", International Symposium of Electronic Art (ISEA), Hong Kong, May 2016
- **2016**: Artist Talk-**Critical Gameplay "Black Like Me"**, International Symposium of Electronic Art, Hong Kong (ISEA), May 2016
- **2016**: **Grace, L.**, Dunlap, K., Datu, C. and Rice, J**. Community Engagement at the Intersection of Games and News**, 30th Game Developer's conference (GDC), San Francisco, CA, March 2016
- **2015: Social Impact Through Exhibition**, 12th Games for Change Festival, New York, New York, April 2015
- **2015: Diverse Opportunities for Diverse Communities**: Introducing Game Development in Unique Places (w/ Chris Totten and Anna Megill), East Coast Games Conference, Raleigh, NC, April 2015
- **2015: Operating an Academic Independent Game Studio**, East Coast Games Conference, Raleigh, NC, April 2015
- **2015: In the Hearts of Players:** Affection Games and Mobile Love, Game Developer‘s Conference (GDC), San Francisco, California
- **2015: All our Gov are Belong to Us** (with Christian Doolin, Deloitte Consulting), SXSW, Austin, Texas
- **2014: Persuasive Play from 10,000 Feet**, Meaningful Play Conference, Michigan State University, East Lansing, Michigan
- **2014: How to Love Your Way into the Hearts of Players: Affection Games,** Boston Festival Independent Games, Massachusetts Institute of Technology, Cambridge, Massachusetts
- **2014: Teaching Digital Games to Improve Media Literacy**, Digital Games Research Association (DiGRA) annual conference, Salt Lake City, Utah, USA.
- **2014: 15 OMG Moments: Critical Design for Impact Play**,11th Games for Change Festival, New York, New York, April 2014
- **2013: Understanding Game Verbs and Affection,** International Digital Media and Arts Association Annual Conference, Laguna Beach, California, November 2013
- **2013: Affection Games as Social Reflection, International Digital Media and Arts Association Annual Conference**, Laguna Beach, California, November 2013

2013: **Game Verbs for Change** – Tenth Annual Games for Change Festival, New World Stages, New York, New York.

- **Developing Bad Satire**, Arse Electronika – 4Play, San Francisco, CA, September 2012
- **2011: Games and Rhetoric: The Poetics of Game Mechanics**, Digital Expo - Miami University, October 2011

- **2011: Making and Analyzing Games: Not as Art, but as Literature**, International Digital Media and Arts Association/New Media Caucus , SCAD/Savannah, USA, October 2011
- **2011: Games and Rhetoric: The Poetics of Game Mechanics**, Digital Expo - Miami University, October 2011
- **2011: The Psychology of Play and its Digital Equivalents** (with Dr. Brooke Spangler), Digital Expo - Miami University, October 2011

Invited Panels

- **2018**: **FilmGate Interactive Media Festival Panel on the Future of Games and Community**, Miami, Florida
- **2018**: The Power of Play-Behind the Scences of the Gaming Industry, General Assembly, Washington, DC
- **2017: Journalism 360, New Futures for Interactive News**, VR For Change Summit / Games for Change (with Heather Chaplin, Mitch Gelman, Ryan and Amy Green, Samantha Quick), New York, NY, August 2017
- **2017: American Education Research Association Motivation-Technology (MOT-TECH Symposium**, Fairfax, Virginia, July, 2017
- **2015: Intersection in Digital Arts**, 7th IEEE Games, Entertainment, and Media (GEM) Conference, Toronto, Canada, October 2015
- **2015: National Assessment for Educational Progress Innovations Symposium** – Department of Education, Washington, DC - September 2015
- **2014 Adding International Humanitarian Law to Video Games**, The National Headquarters of the Red Cross, Washington, DC, October 2014
- **2014**: **Video Gamers United (VGU) Convention**, Panel on Evolution of Games (Roger E. Pederson- Acclaim, Scott Miller-Apogee, and Brad MacDonald), Washington DC Convention Center, Washington, DC, August 2014
- **2014: American University Diversity in Games Summit** (host), Washington, DC, March and November 2014 – http://lgrace.com/diversity
- **2014: Social Impact Play Panel** (host), Media That Matters, Washington, DC, February 2014 (with Colleen Macklin, Colleen Macklin –Parsons The New School for Design, Kunal Gupta of Babycastles, and Meghan Ventura-Games for Change)
- **2013: Animator's Roundtable-Video Games Panel,** American University, Washington, DC, September 2013
- **2013: A Diaspora of War Games**, Penny Lecture Series - Miami University, Oxford, Ohio
- **2010: Black Arts Panel**: The Diaspora of African American Artists, Miami University, Oxford, Ohio, April, 2010
- **2010: Digital Society Trends: New Forms of Machine-Human Interactions (Panel)**: Critiquing Software Interactions (presenting panelist), The Third International Conferences on Advances in Computer-Human Interactions (St Maarten), February 2010

Peer Reviewed Panels

- **2019**: How to Talk About Games Today (with M.Consalvo and A.Phelp), Games for Change, New York, NY
- **2019**: The Game of Grading (with M.Consalvo, A.Phelps, and R.Altizer), Game Developer's Conference (GDC), San Francisco, CA
- **2018**: Adventures in WHOville: The Proposed Gaming Disorder's Impact on Games for Change (with J. McNamara, K. Dunlap, Van Voorhis), Games for Change Festival, New York, New York

- **2017**: **Navigating Status as a Department, Centre or Program** (with Mia Consalvo, Roger Altizer, and Emma Witkowski), DiGRA 2017, Melbourne, Australia, July 2017
- **2016**: **Grace, L**., Hone, B., Pagliaccio, D. **Rewiring the Brain: Anxiety Treatment through Gameplay**, 13th Games for Change Festival (Neurogaming and Health), New York, New York, June 2016
- **2016**: Gottlieb ,O., Phelps ,A., Fullerton , T., Fay , Grace, L., Flanagan ,M. Davidson, D. **Who Owns What and Why? Student IP, Faculty IP, and Game Design Programs**, 30th Game Developer's conference (GDC), San Francisco, CA, March 2016
- **2016**: Totten, C., **Grace, L**. Lapan, K. "**It Belongs in a Museum!" Showing Games in Cultural Institutions**, East Coast Games Conference, Raleigh, NC, April 2016

2015: Eisman, A.**, Grace, L.,** Lih, A. What Journalists Can Learn from Game Designers, Los Angeles, CA, August, 2015

- **2015: Grace, L.,** Totten, Chris Chris and Megill, Anna "Diverse Opportunities for Diverse Communities: Introducing Game Development in Unique Places, East Coast Games Conference, Raleigh, NC, April 2015
- **2012: Teaching Meaning**: The Challenge (or lack thereof) of Encouraging Student Designers/Developers to Make Meaningful Play 2. Organizing Panelist (with Shira Chess, Braxton Soderman and Peter Jamieson) Meaningful Play, Michigan State University, East Lansing, Michigan, October 2012

- **2010: Taboo: Are there areas in which meaningful play must not, cannot tread?** Organizing Panelist (with Shira Chess, Braxton Soderman and Peter Jamieson) Meaningful Play, Michigan State University, East Lansing, Michigan, October 2010
- **2010: Teaching Meaning**: The Challenge (or lack thereof) of Encouraging Student Designers/Developers to Make Meaningful Play. Organizing panelist (with Shira Chess, Braxton Soderman and Peter Jamieson) Meaningful Play, Michigan State University, East Lansing, Michigan, October 2010
- **2010: Critical Gameplay, Media Showcase Interactivity Demo Panel I**, 28th Conference on Human Factors in Computing Systems (CHI), Atlanta, Georgia

- **2009**: **Games as Teachers**, 7th Annual International Digital Media and Art Association Conference (IDMAa), Ball State University, November 2009
- **2009: Critical Gameplay Design** [artist panel], 7th Annual International Digital Media and Art Association Conference (IDEAS), Ball State University, November 2009

Convention Talks and Panels

- **13th Music and Gaming Conference (MAGFEST) 2015, National Harbor, Maryland, January 2015**
  - Various *Presentations* for Global Game Jam and Education Track:
    - Affection Games (solo presentation), 65+ attendance
    - Global Game Jam 2015 Power Panel (with James Portnow, Anna Megill, Alexander Brandon)
    - Diversity in Games Panel (with James Portnow, Arthur Chu, Elisa Melendez, Luke Peterschmidt, Sujan Shrestha, 100+ attendance
- **12th Music and Gaming Conference (MAGFest) 2014, National Harbor, Maryland, January 2014**
  - Various *Panels* for Education Track**:**
    - Serious Gaming- Role of Academic Institutions
    - Educating through Play
    - The Politics of Gaming
    - Persuasive Play
    - Are AAA Studios Still Creatively Relevant?
    - Understanding Game Verbs
    - How Being Indie is Not so Indie

Art and Design: Exhibits, Showcases and Catalogues

Exhibitions Curated

- **2018: Miami @ Play**, A co-curated collection of Independent Games organized in partnership with Filmgate Miami (with Lien Tran and Clay Ewing): Miami, FL, MiamiPlay.org
- **2017: SAAM Arcade**, A co-curated collection of Independent Games for the Smithsonian American Art (with Chris Totten, Kaylin Lapan et al.)
- **2017: Inaugural Games for Change Civics and Social Impact Salon-Showcase** (with Naomi Clark), New York, NY
- **2016: Blank Arcade** (with Emilie Reed), Digital Games Research Association (DiGRA) / Foundation of Digital Games Annual conference, Digital Games Research Association 2016 Conference, Hannah McClure Center, Dundee, Scotland
- **2015: Indie Arcade Coast to Coast** – A co-curated collection of Independent Games for the Smithsonian American Art (with Chris Totten, AU dept. of Art)
  - Select 30 games from an entry pool of 150 independent games for a one day exhibition
  - Collaborate with Smithsonian museum curators and administration to select and design the one-day exhibit and produce a printed catalog of selections
  - Facilitate collection of serious games curated in collaboration with the Games for Change foundation
- **2015: Blank Arcade** (with Poalo Ruffino), Digital Games Research Association (DiGRA) Annual conference, Digital Games Research Association 2015 Conference, Lüneburg, Germany
  http://blankarcade.criticalgameplay.com/
- **2014: Indies in the Middle –** *A Curated Collection of Independent Games from the Mid-Atlantic States (with Chris Totten, IGDA Baltimore and IGDA Philadelphia, dept. of Art): Smithsonian American Art Museum, December 2014*
  http://www.LGrace.com/Middle (main curator: social Impact Games)
- **2014: Blank Arcade,** Snowbird Digital Games Research Association (DiGRA) Annual conference, University of Utah Entertainment Arts and Engineering, Salt Lake City, Utah, USA
  - **Catalogue:** Grace, L. Blank Arcade 2014: Exhibit. Salt Lake City, Utah. ISBN 9781312375680
    Artists: Roger Altizer, Barry Atkins , James Earl Cox III, Anjali Deshmukh, Josh Fishburn Brian Patrick Franklin, Christopher Wille, Lindsay Grace, Carolyn Jong, Tina Kalinger, Deirdra Kiai, Hartmut Koenitz, Aaron Oldenburg , Benjamin Poynter, Jean-Michel Rolland, Adam Trowbridge, Jessica Westbrook , SWEAT and the University of Denver and University of California Santa Cruz Xylem Project Team
    http://blankarcade.criticalgameplay.com/
- **2008: Make Me an Offer** (co-curated with Nancy Lu Rosenheim), Gallery 350, Illinois Institute of Art, Chicago, IL http://lgrace.com/makemeanoffer/

Solo Exhibit/Dual Artist Exhibit:

2018: Visiting Artist Solo Exhibit (custom mobile cabinet-UH built), University of Hawaii, Hilo, Hawaii :

- Critical Gameplay: A Very Meaningful Game
- Critical Gameplay: Big Huggin'
- Critical Gameplay: Black Like Me
- Art Heist, White Hat

2018: Various in "Nothing on the Walls", Bradley University, Illinois:

- Critical Gameplay: Wait
- Critical Gameplay: You
- Critical Gameplay: Healer
- Critical Gameplay: Black Like Me
- Art Heist:
- The Unbearable Lightness of Meaning
- This Game is Poo

Double-Blind Peer Reviewed Showcases (juried post-review)

- **2014: You, a Very Meaningful Game**, International Conference on Advances in Computer Entertainment Technology (ACE), Funchal, Madeira
- **2014: Lesley the Lover Game**, Meaningful Play Serious Games Conference, Michigan State University, East Lansing, Michigan
- **2014: Verilog Game to Teach Computer Programming** (with P.Jamieson et al.), Meaningful Play Serious Games Conference, Michigan State University, East Lansing, Michigan
- **2014: Black Like Me**, 9th Annual Foundations of Digital Games Conference (FDG), Ft Lauderdale, Florida/Cozumel, Mexico
- **2014: Big Huggin'**, 9th Annual Foundations of Digital Games Conference (FDG), Ft Lauderdale, Florida/Cozumel, Mexico
- **2014: Stolen Kisses**, 9th Annual Foundations of Digital Games Conference (FDG), Ft Lauderdale, Florida/Cozumel, Mexico
- **2014: Edgar Allen Poe's Tell Tale Heart**, 9th Annual Foundations of Digital Games Conference (FDG), Ft Lauderdale, Florida/Cozumel, Mexico

- **2013**: **Big Huggin'**, 31st annual Conference on Human Factors in Computing Systems (CHI) 2013, Paris, France

- **2012**: **Big Huggin'**, Meaningful Play Serious Games Conference, Michigan State University, East Lansing, Michigan
- **2012**: **Miami Mini Golf**, Meaningful Play Serious Games Conference, Michigan State University, East Lansing, Michigan

- **2010: Critical Gameplay** (**Wait, Healer, Levity**), Meaningful Play, Michigan State University, East Lansing, Michigan
- **2010: Critical Gameplay** (**Wait, Levity, Black/White, Charity**), 28th Conference on Human Factors in Computing Systems (CHI), Atlanta, Georgia

- **2009: Critical Gameplay** (**Wait, Black/White, Charity**), International Conference on Advances in Computer Entertainment Technology (ACE), Athens, Greece

- ***2008: Polyglot Cubed** (awarded), Meaningful Play Serious Games Conference, Michigan State University, East Lansing, Michigan

Double-Blind Peer Reviewed Art Exhibits (juried post-review)

- **2018:** Critical Gameplay: Wait (updated 2018), International Conference on Interactive Digital Storytelling (ICIDS), Trinity College Dublin, Ireland
- **2018**: Newsblaster: Playful Polling, International Conference on Interactive Digital Storytelling (ICIDS), Trinity College Dublin, Ireland

- **Group Project: 2018: Hurl the Harasser** (role: developer, designer):Connected Learning Summit (CLS, Massachusetts Institute of Technology, Cambridge, MA, USA
- **2014: You: A Very Meaningful Game**, Annual International Digital Media and Art Association (IDEAS), Utah Valley University, Utah
- **2014: You: A Very Meaningful Game**, International Conference on Interactive Digital Storytelling (ICIDS), Art-Science Museum at Marina Bay Sands, Singapore

- **2013**: **You: A Very Meaningful Game**, 9th Games Learning and Society Conference (GLS) Art Exhibit, University of Wisconsin, Madison, Wisconsin
- **2013**: **Wait**, Different Games Exhibit, NYU Polytechnic Institute, New York, New York

- **2012: Critical Gameplay**, Computer Art Congress (CAC) 2012, 104 (Centquatre) Gallery, Paris, France
- **2012**: **Big Huggin'**, File Electronic Language Festival, Sao Paulo, Brazil
- **2012**: **Music Box**, File Electronic Language Festival, Sao Paulo, Brazil
- **2012**: **Big Huggin'** 8th Games, Learning and Society Conference (GLS) Art Exhibit, University of Wisconsin, Madison, Wisconsin

- **2011: Conversations Lite**, 7th Games Learning and Society Conference (GLS) Art Exhibit, University of Wisconsin, Madison, Wisconsin
- **2011: Music Box**, 7th Games Learning and Society Conference (GLS) Art Exhibit, University of Wisconsin, Madison, Wisconsin
- **2011**: **Critical Gameplay** (**Wait, Levity, Black/White, Charity**, **Bang!**) 7th Games Learning and Society Conference (GLS) Art Exhibit, University of Wisconsin, Madison, Wisconsin
- **2011**: **Polyglot Cubed**, 7th Games Learning and Society Conference (GLS) Art Exhibit, University of Wisconsin, Madison, Wisconsin

- **2010: Conversations Lite**, 8th Annual International Digital Media and Art Association (IDEAS), Emily Carr University, Vancouver, B.C.
- **2010: Critical Gameplay**: **Healer**, 8th Annual International Digital Media and Art Association (IDEAS), Emily Carr University, Vancouver , B.C.

- **2009: Critical Gameplay: Wait**, 7th Annual International Digital Media and Art Association (IDEAS), Ball State University Gallery, Muncie, Indiana
- **2009: Critical Gameplay: Wait**, SBGames 2009 Arts Exhibition, Rio de Janeiro, Brazil
- **2009: Music Box**: algorithmic music generation), SBGames 2009 Arts Exhibition, Rio de Janeiro, Brazil

Juried, Non-Blind Showcases (* awarded)

- **2019:** International Conference on Interactive Digital Storytelling (ICIDS) Exhibition, University of Utah, Snowbird, Utah, USA:
  - **The Unbearable Lightness of Meaning**
  - ***Critical Gameplay: Healer** (Custom game controller, awarded best in show)
- **2018: Critical Gameplay: This Game is Poo**, Different Games, Worcester Polytechnic Institute, Worcester, Massachusetts
- **2014: You: A Very Meaningful Game,** Digital Games Research Association (DiGRA) Blank Arcade, Snowbird, Utah
- **2014**: **Black Like Me**, Gamescape @ Artscape, Baltimore, Maryland
- **2014**: **You, A Very Meaningful Game**, Gamescape @ Artscape, Baltimore, Maryland
- **2014**: **My Child Knows Chinese and Penguin Roll**, Gamescape @ Artscape, Baltimore, Maryland
- **2014: Black Like Me**, Magfest, National Harbor, Maryland

- **2013**: **Big Huggin'**(invited), Gamescape @ Artscape, Baltimore, Maryland

- ***2012: Big Huggin'**, Artscape @ Gamescape, Baltimore, Maryland

- **2010**: **Digital Expo** (Polyglot Cubed, selected Critical Gameplay), Miami University, Oxford, Ohio

Exhibit Selections (curator invited general selections)

- **2018: Critical Gameplay: Big Huggin',** GEMS Miami Film Festival, Miami, Florida
- **2018: Critical Gameplay: Wait (Cabinet 2018 Version),** GEMS Miami Film Festival, Miami, Florida:

- **2018**: **Critical Gameplay: Wait**, Error an exhibition at Gdynia Design Days, Poland
- **2018**: **Critical Gameplay: Wait** , Dizzy Spell, Buntport Theater, Denver, Colorado
- **2017**: **Critical Gameplay: Big Huggin-- A Bear for Affection Gaming'** File Festival, São Luís, Maranhão
- **2014 Critical Gameplay: Big Huggin'**, The Aesthetics of Gameplay, Association of computing Machinery Special interest Group in Computer Graphics (ACM SIGGRAPH)-Digital Arts Community (DAC) Aesthetics of Gameplay Exhibit Selection, online
- ***2013: Wait,** 2013 Games for Change Festival Hall of Fame Selection, New York, New York
- **2009: Polyglot Cubed**, Dev Learn 09 Selection**,** Serious Games Zone at Adobe Learning Summit, San Jose, CA
- **2008: Conversations Lite:** Art Institute of Ohio-Cincinnati Selection, Cincinnati, Ohio

Juried, Non-Blind Exhibits

- Invited: Critical Gameplay, Black Like Me, Blank Arcade, Games out of Joint, Lüneburg, Germany
- *Invited*: Critical Gameplay Wait, 2016 Indie Arcade Coast to Coast, Smithsonian American Art Museum, Washington, DC, USA
- *Invited*: Big Huggin' **2014 Indies from the Middle**, Smithsonian American Art Museum, Washington, DC, USA
- *Invited*: **2014: Critical Gameplay: Bang!** International Conference on Interactive Digital Storytelling (ICIDS), ArtScience Museum at Marina Bay Sands, Singapore
- **2014 Black Like Me**, Computer Arts Congress, School of Fine Arts of the Federal University of Rio de Janeiro, Brazil

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- **2014 Music Box**, NMC10 Video Programme:
  - College Art Association Conference, Cassidy Theater Chicago Cultural Center (February 13-14, 2014), Chicago, IL
  - Sleeth Gallery at West Virginia-Wesleyan, (January 14-30, 2014)
  - Llewellyn Gallery at Alfred State University, (January 20-February 7, 2014)
  - Brick City Gallery at Missouri State University, (March 4-15, 2014)

- **2013 Edgar Allen Poe's Tell Tale Heart**, International Conference on Interactive Digital Storytelling (ICIDS), Istanbul, Turkey
- **2013 Black Like Me**, International Digital Media Arts Exhibit (IDEAS), Laguna Beach, California
- **2013 Edgar Allen Poe's Tell Tale Heart**, International Digital Media Arts Exhibit (IDEAS), Laguna Beach, California
- **2013**: **Big Huggin'**, The Brick Theater's 5th Annual Gameplay Festival, Brooklyn, New York
- **2013**: **Critical Gameplay [video reel]**, Boston Festival of Independent Games, Massachusetts Institute of Technology, Cambridge, Massachusetts
- **2013**: **Music Box [video reel]**, Boston Festival of Independent Games, Massachusetts Institute of Technology, Cambridge, Massachusetts
- **2013**: **Conversations [video reel]**, Boston Festival of Independent Games, Massachusetts Institute of Technology, Cambridge, Massachusetts

- **2010: Contrast** [digital photography], New Bedford Art Museum, New Bedford, Massachusetts

- **2008: Photography of Cabo Verde [photography], 7th Annual Pilsen Together Art Festival**, National Museum Of Mexican Fine Arts, Chicago, Illinois

Juried, Non-Blind Contest Selection (* awarded)

- **2013 Black Like Me**, 10th Advancements of Computer Entertainment Game Competition, University of Twente, Netherlands
- ***2013 Poe's Tell Tale Heart Game**, 10th Advancements of Computer Entertainment Game Competition, University of Twente, Netherlands (1st place winner)
- **2009: Polyglot Cubed** (finalist)**,** Serious Games Showcase**, NTSA's** Interservice/Industry Training, Simulation and Education Conference, Orlando, FL

Awards:

- **2019: Games for Change Festival**, Vanguard Career Award**,** New York, New York, USA
- **2019: International Conference on Interactive Digital Storytelling (ICIDS) art exhibit,** Best in Show (work-Critical Gameplay: Healer custom hardware), Snowbird, Utah, USA
- **2016**: Innovator/Inventor Award, Inaugural **Digital Diversity Network** Awards, Civic Hall, New York, New York
- **2014**: **Online News Association** (ONA) Challenge Fund, Honorable Mention - Newsjam and Workshop on Live News Games
- **2013: Games for Change Festival Hall of Fame –** Critical Gameplay Wait – 1 of ―5 best social impact games in the past decade‖, New York, New York, USA
- **2013 10th Advances in Computer Entertainment Conference Game Competition**, 1st Place
- **2012: Meaningful Play Conference Top 5 Paper Award** (with P. Jamieson et al.)
- **2012: Gamescape People's Choice Award** (runner up), Baltimore, Maryland, USA
- **2009: Polyglot Cubed** (finalist)**,** Serious Games Showcase, Orlando, Florida, USA
- **2008: Meaningful Play Conference**-Michigan State University, Best Student Game, East Lansing, MI, USA

Selected Reviews and Bibliography

- **2014**: Reviewed: Brightest Young Things(BYT), "RECAP: INDIE ARCADE @ SMITHSONIAN AMERICAN ART MUSEUM," Review (December 2014)
  - http://brightestyoungthings.com/articles/recap-indie-arcade-smithsonian-american-art-museum.htm
- **2013:** Reviewed: **Kill Screen**, The Game that Asks You to Hug a Real-World Teddy Bear is Here, 1/24/2013
  - http://killscreendaily.com/articles/big-huggin-absolute-proof-world-not-awful/
- **2012**: Reviewed: Philadelphia CityPaper, Re-View: Game On - "Lindsay Grace's Big Huggin', the tour de force of the exhibition" (10/18/2012)
- **2012**: Reviewed: Philadelphia Weekly, DIY Video Game Exhibit Asks "Do You Feel Lucky, Punk?"(10/10/2012)
  - http://www.philadelphiaweekly.com/arts-and-culture/art/do_you_feel_lucky_punk-173339291.html
- **2012**: Photo-Big Huggin', ―We Hope To Inspire People…games are a viable career path‖, Technically (Baltimore edition) (7/11/2013)
- **2012**: New Game to Help Chicagoan Kids Learn Chinese, The Examiner (4/9/2012)
- **2009:** Reviewed: Johnny Wilson, Former Editor and Chief of Computer Gaming World, ―Critical Gameplay‖, http://rerollandreplay.blogspot.com/2009/04/critical-gameplay.html

Selected Studio / Team Project Exhibitions:

- **2018: Hurl the Harasser** (role: developer,designer):Connected Learning Summit (CLS, Massachusetts Institutes of Technology, Cambridge, MA, USA
- **2017**: **Square Off** (role: creative concept direction): Polygon (Vox Storytelling Studio)
- **Factitious** News Game (**role: design consultant**)
  - **2016** Higher Educational Video Games Alliance, Wilson Center, Washington DC, USA
- **Newspark** Water Conservation Game (**role: design consultant**)
  - **2016**: Newseum, Washington DC, USA
  - **2016** Jolt Summit – Newseum, Washington, DC, USA

- **Delivery Drone**: *Where Convenience and Privacy Collide*
  Lead Design: Lindsay Grace, Developer: Dr Michael Treanor, Artist: Chris Totten
  - **2016** Indie Arcade: Coast to Coast, Washington, DC
  - **2015:** Artscape-Gamescape, Baltimore, Maryland
  - **2015:** Baltimore Innovation Week, Baltimore, Maryland
  - **2015:** Koshland Science Museum Educational Game Showcase, Washington, DC

- **Edgar Allen Poe's Tell Tale Heart**: *Narrative Gameplay through Physical Gesture*
  Lead Design: Lindsay Grace, Developer: Tristan Carkuff (student), Artist: James Cox (student)
    - **2018**: University of Hawaii, Hilo, HI (as part of solo exhibit)
    - **2014:** 9th Annual Foundations of Digital Games Conference (FDG), Ft Lauderdale, Florida/Cozumel, Mexico
    - **2013**: (*awarded) Advances in Computer Entertainment, University of Twente, Netherlands
    - **2013**: International Conference on Interactive Digital Storytelling (ICIDS), Istanbul, Turkey
    - **2013** International Digital Media Arts Exhibit (IDEAS), Laguna Beach, California

Selected Software Releases and Games (sole developer, designer)

- 13 total Apps published and maintained on Google Play and iOS between 2012-2016

Top 100 Ranking Apps on Apple App Store (as of May 2015) by installs

App Name	Released	Highest Daily Rank Achieved by Country (category)
Black Like Me	2013	**Featured** #44- South Korea: Dice Games #84 Sweden (Puzzle Games), #6 (Dice Games) #6 Australia (Dice Games) #16 USA (Dice Games)
Bikini Zombies Day at the Beach	2012	#96 Denmark (Arcade Games) #97 South Korea (Arcade Games)
My Child Knows Chinese	2012	#2 Laos (Kids), #12 (Education) #3 Cambodia (Kids), #58 (Education) #17 Armenia (Kids), #53 (Education) #21 Kenya (Kids), #41 (Education) #35 Mongolia (Kids), #77 Mongolia (Education) #14 Trinidad & Tobago (Kids), #49 (Education) #33 Bahrain (Kids) #72 Egypt (Kids) #87 Jordan (Kids) #96 South Korea (Kids) #97 Indonesia (Kids)
Penguin Roll	2012	#64 Bolivia (Arcade), #81 (Action) #90 Chile (Arcade)
Poe's Tell Tale Heart	2013	#5 Seychelles (Education Games), #54 (Games), #11 (Puzzle Games) #17 Jamaica (Education Games), #74 (Puzzle Games) #22 Trinidad & Tobago (Education Games), #59 (Puzzle Games) #10 Nepal (Education Games), #60 (Puzzle Games) #39 Czech Republic (Education Games), #60 (Puzzle Games) #61 El Salvador (Education Games) #63 Slovakia (Education Games) #66 Albania (Education Games) #85 Ecuador (Education Games) #86 Algeria (Education Games) #87 Slovakia (Education Games)

iOS and Android statistics calculated by App Annie, an independent aggregator of games sales data. App Annie collects data on 1,303,661 Apps and 315,529 Publishers in 155 Countries . The minimum number of apps for the each subcategory (e.g. dice games or kids games) is 500. Ranks above 100 generally mean a top 20% install rate, but can be as high as top 3%. There are more than 250,000 game titles on iOS.

Select Independent Games and Productivity Tools Published

- **2013: Critical Gameplay: Black Like Me**, anti-color discrimination procedural rhetoric game for iOS and Android
  - Highest Ranks Apple iOS**:** #84 Puzzle (Sweden), top 20 Dice game **(**USA, Sweden, Australia), top 250 puzzle game iOS **(**USA, Sweden, Australia)
  - Highest Ranks Google Play**:** #195 Brain and Puzzle (Poland)**,** #135 Card Games (Canada)
- **2013: Stolen Kisses**, pro-diversity digital affection game for Android
  - 24, 072 installs on android devices
- **2013: Autocross Advantage –** Car racing calculation tool
  - Highest Ranks Google Play: #36 Sports (Russia), #60 Sports (Japan), #135 Sports (Canada), #296 Sports (USA)
- **2013: Everyday Heroes',** procedural rhetoric game about war for Android
- **2012**: **My Child Knows Chinese**, educational games for iOS/Android
  - Top 100 Kids Game in 9 countries (Laos, Mongolia, Armenia, Trinidad, Kenya, Cambodia, Bahrain, Egypt, South Korea, Indonesia)
- **2012: Penguin Roll-**action-puzzle game about rolling a penguin to safety
  - Highest Ranks: #64 Arcade Game (Bolivia), #90 Arcade Game (Chile)
- **2012: Bikini Beach Zombie Massacre** (satirical lampoon of sex, gender and game violence):
  - Top 100 ranked in highly competitive Arcade game category (in Denmark and South Korea)
- **2012: Bye, Bye Birds**
  - Highest Ranks Apple iOS: #88 in All Games (Nigeria)
- **2008: Polyglot [Cubed]**, an educational game for language learning
  - Awarded at Meaningful Play conference 2009
- **2008: Chicago HSI, a**n application to research spatial relationships between homicide events in Chicago
- **2007: Twistery,** an application to visualize the history of tornados in the United States
- **2006**: **Zombie Master** first person shooter in the tradition of 1960's horror.

Total downloads for above listed software approximately 70,000+

Funding and Service

External Grants and Contracts

The American University Game Lab Studio collected more **than $850,000 USD** in contracts and grants while I founded and directed it between 2013-2018. As director of the studio, I was responsible for leading the bulkd of these projects:

Highlights include:

- **2018: Co-Principal Investigator** (with J.Collins-FableVision), Phase 1 Institute of Museum and Library Services (IMLS), ~99K, *Final proposal (Phase 2) granted by IMLS but due to taking new job at the University of Miami, grant provided to American University's acting Game Studio director and Fablevision*.
- **2014-2017:** *Principal Investigator*-**Microgames Assessment Through Games (varied annual projects)**, Educational Testing Services (ETS), principal investigator, $164,000
- **2015:** *Principal Investigator*-**Attention Bias Modification Game Project – Design Phase**, National Institute for Mental Health (NIMH), principal investigator, $63,000 USD
- **2015:** *Principal Investigator*-**Game Design Revisions -Evoke**, World Bank, $8,000 USD
- **2015:** *Principal Investigator*-**Smithsonian American Art Museum,** Indie Arcade (Organization and Publication)
- **2013**: *Principal Investigator*- Howe Writing Center Grant, Developing Game Version of Historical Literature, $3,000 USD
- **2013**: Crowdfunded (KickStarter), Big Huggin' Bear for Children, 38 funders, 123% of goal, collected $3,080 USD
- **2010**: PI: Procter and Gamble Fund's Higher Education Grant (2010), Persuasive Play Laboratory (Miami University), $9,000 USD

Individual Internal Grants

- **2011**: *Principal Investigator*-: Miami University Technology Fee, Games and Interactive Technology Projects: ~$10,000 USD
- **2011**: Co-PI: Miami University Technology Fee (2011), Eye Tracking Hardware Team Member (with James Coyle et al.)
- **2010**: Co-PI: Miami University Technology Fee (2010), Media Server and SoftLED Curtain Team Member (with Gion Defrancesco, Russ Blain, Susan Ewing), ~$40,000

Co-Author, Consultant, Advisor Grants Received

- **2015-2016**: JoLT Journalism and Games, Knight Foundation (2014), Philanthropic Gift, $350,000 (250K year 1, 100K year 2)
- **2014**: Consultant (Game Design): National Endowment for the Humanities. PI: Ann Elizabeth Armstrong, $59,994, Freedom Summer Game
- **2010**: Advisor | Faculty Lead: Undergraduate Summer Scholars 2012 (Miami University grant for undergraduate research), Virtual Reality Games and Meta-Fiction Advisor: $7,200
- **2010**: Consultant (Interactive Media Design): National Endowment for the Arts (2010), PI: Robert S. Wicks, $20,000, Digital Interactive Art Commentaries
- **2010**: Consultant (Game Design): National Science Foundation (2010), Saving Species, $2,879,306.00 (.51 person-months committed).

Elected Board Member

- **2018-Present: Higher Education Video Game Alliance (HEVGA):**
  - Vice President
- **2014-2019: Global Game Jam® (501c3 non-profit):**
  - **Board of Directors (2014, 2019)**: Global Game Jam International **(non Profit 501c3)**, the world's largest game jam event (28,000+ participants, 450+ locations)
  - **Vice-President (2015-2016)**,

- Awarded for service to the organization in 2019

- **2013-2015:** Digital Games Research Association (DIGRA)
  - **Board Member (open seat):** premiere international association for academics and professionals who research digital games and associated phenomena

Selected Conference Program Committees

- **Games for Change Festival 2017**(Social Impact and Civics Track), Co-Curator (with Naomi Clark)
- **Digital Games Research Association Annual Conference** (DiGRA), program committee (2014, 2015), reviewer (2016, 2019)
- **International Conference on Advances in Computer Entertainment Technology** (ACE annual conference), Creative Showcase Chair (2015), Senior Program Committee (2016), Program Committee Member (2011, 2013-2014), reviewer (2009-2010,2012, 2017) – proceedings published in ACM
- **International Conference on Game Jams, Hackathons, and Game Creation Events** (ICGJ), Co-Chair (2016, 2017)
- **International Symposium on Electronic Art** (ISEA-2016), Program Committee Member
- **Foundations of Digital Games** (FDG), Track Chair (2019), program committee (2015)
- **Meaningful Play** (biennial conference)**,** Michigan State University, Program Committee Member (2010, 2012, 2014, 2016)
- **IEEE International Games Innovation Conference (IGIC),** Program Committee Member (2012)

Selected Invited Judging and Review

- **2019: Games for Change Awards**
- **2016: Microsoft Imagine Cup** – International Games Competition, invited judge (Redmond, WA)
- **2016: Games for Change Awards**
- **2016: Meaningful Play Games Showcase**, Judge (2012, 2015)
- **2015: Advances of Computer Entertainment** (ACE2015), Creative Showcase Co-Chair
- **2011: SXSW** (South by Southwest) Independent Propeller Game Awards (2011), invited judge (via IndiePub)

Advisory Boards (invited)

- Filament Games Advisory Board, Madison, Wisconsin (2018-present)
- VR for Change (Games for Change Initiative), New York, NY (2017-2019)
- Institute on Disability and Public Policy (IDPP), Washington, DC (2016-2018)
- The Virtual Reality Workshop and The Metaverse Institute, Washington, DC (2017-2018)
- 21st Century Learning Initiative Advisory Council Member, Trust for the National Mall, Washington, DC (2014)

Selected Reviewing:

- **2018 - 7th EAI International Conference: ArtsIT, Interactivity & Game Creation**, 2018, Braga, Portugal
- **2017**: Open Library of Humanities (journal), **Special Collection- Postcolonial Perspectives in Game Studies**, https://olh.openlibhums.org/articles/10.16995/olh.309/
- **2012: Foundations of Digital Games,** Experimental Games Festival, Raleigh, North Carolina, Reviewer
- **2012: Games, Learning and Society**, Madison, Wisconsin, Reviewer
- **2010 , 2011**: **Technical Program Committee Member**, IEEE/IARIA International Conferences on Advances in Computer-Human Interactions, St Martin, Reviewer

Selected External Curriculum Review

- **2019: Quinnipiac University** (solo program review)
- **2017: External Program Review**: Drexel University Undergraduate Program in Game Design, with Andy Phelps (RIT, Drew Davidson (Carnegie Mellon) and Janet Murray (Georgia Tech University)

External Curriculum Development

- **2017**: 3 courses, Game Design, **Excelsior College online** graduate degree (New York State)
- **2003:** 1 Course, 25 topic scripts, and 8 pages of assignments on Relational Database Management, **American Intercontinental University Online** (Illinois)

Selected University Committees and Projects - University

University of Miami:

- **2018-2020:** Scholarship Committee: reviewed applications for Emmi Velez Scholarship, Steven Joel Sotloff Memorial Scholarship, Wine Spectator Scholarship, et al.
- **2019**: Reviewer, grant proposals for the **Development of Magic Leap experiences**
- **2019**: Reviewer, Public Voices Fellowship applications
- **2019:** Search Committee: Senior visualization professor in Interactive Media and Institute for Data Science and Computing
- **2018:** Search Committee: Journalism and Media Management Faculty Search Committee

American University

- **2017: Games+ Conference** (Program content organizer, host)
  - http://www.american.edu/gamelab/gamesplus.cfm
- **2014-2017**: **JoLT** (Knight Foundation), American University:
  - http://jolt.augamelab.com
- **2016-2017**: Annual Merit Committee-School of Communications
- **2014-2015: School of Communications Technical Committee**
- **2013-2014: Annual Games Diversity Summit (**Host, web designer)
  - http:/www./lgrace.com/diversity/
- **2013-2014: Hiring Committee:** Tenure-Track Assistant Professor Computer Science
- **2013-2014: Hiring Committee:** Game Artist in Residence – Art Department –

Miami University

- **2012: Hiring Committee:** Armstrong Professor in Education Health and Society (tenure track)
- **2011-2012: Persuasive Play Laboratory** , Miami University, Director
- **2011**: **Hiring committee** Lecturer, Interactive Media – Web Design, Miami University
- **2010-2011: AIMS Games and Learning Center**, Miami University, co-director
- **2010**: **Hiring committee** Visiting Assistant Professor-Electronic Music, Miami University School of Fine Arts
- **2010**: **Hiring committee** Tenure Track Assistant Professor-Electronic Art, Miami University School of Fine Arts
- **2009-2010**: **Organizing Committee member**, School of Fine Arts Engaged Learning Symposium, Miami University School of Fine Arts
- **2009-2010**: **Armstrong Institute for Interactive Media Studies Curriculum Committee**, Miami University
- **2009-2010**: **Saving Species, Wild Research Technical Group**, Miami University- Project Dragonfly

Conference, Summits, Workshops and Game Jams Hosted or Organized

- **2019:** Lead-Organizer (with A.Phelps, C.Ewing and L.Tran), Host Newsjam 2019, Miami, FL and Washington, DC (~35 Participants)
- **2019:** Co-Organizer, Next Media Conference (~90 participants), Miami, FL
- **2019:** Co-Organizer, Libraries, Games and Play (~90 participants), Washington, DC
- **2019:** Co-Organizer, Foundations of Digital Games Workshop on Tenure and Promotion, San Louis Obispo, California

- **2018:** Global Game Jam Site Co-organizer: Washington DC, Washington, DC (40 participants)
- **2017**: Host: Program Organizer Newsjam (20 participants) Miami, FL, USA
- **2017**: Host: Program Organizer Games+ (120 participants) , Washington, DC, USA
- **2014**: Host: Program Organizer Games and Diversity Summit (94 participants), Washington, DC, USA
- **2014**: Host, Program Organizer Games for Good, Games for all Diversity Summit, Washington, DC, USA

- **2013:** Organizer**:** Global Game Jam Site Organizer: American University, Washington, DC (**53 participants)**
- **2013:** Organizer: Global Game Jam: Miami University, Oxford, Ohio (**31 participants**)
- **2011**: Organizer: Global Game Jam: Miami University, Oxford, Ohio (**48 participants**)
- **2010**: Organizer: Global Game Jam Site: Miami University, Oxford, Ohio (**43 participants**)

Selected Press

International

- **2019**: Mention: Yahoo News, N3rdabl3, et al "Nintendo Labo Snags Games For Change's Game of the Year Award", Angela DiLella, June, 19, 2019
- **2019**: Mention: Gamasutra, "Detroit: Become Human, Nintendo Labo among Games for Change Awards finalists", Alissa McAloon, May, 2019
- **2018:** Quoted: The Hindu (India), Playing with News, Shubhodeep Pal and Sindhuri Nandhakumar, August, 2018
- **2018:** Quoted: Press.PL (Polish Language Magazine), Gra Newsami, Marek Miller, May, 2018
- **2017**: Featured: Jakarta Post and Philippine Inquirer Online Game Answers Call call to fight sexual harassment Katrina Hallare, November 17, 2017
- **2017**: Featured:Al Jazeera [English], **US video games focus on historical accuracy**, Shihab Rattansi, April 26, 2017 [Video]
- **2017:** Quoted: Zo redt tech de pers (translation: So Save the Tech Press), NRC Media (Dutch Language), March 21, 2017
- **2017:** Quoted: SXSW#4: Nepnieuws en nieuwsgames (Translation: SXSW #4: Fake News and New Games), "Amsterdam No.1. magazine" (online-Dutch language), March 21, 2017
- **2016**: Featured: The Electronic Software Association: American Art Museum Indie Arcade [Video]
  - https://www.youtube.com/watch?v=lyOE7SZn39g
- **2016**: Featured: Vesta Investment [Chinese Langauge], How Pokemon Makes Money [Video]
  - https://www.youtube.com/watch?v=uf0UVL-fpxE
- **2016**: Quoted, UK Telegraph, **Blank Arcade to Showcase Game Creations**, September, 8 2016
- **2016**: Mention: Gamasutra - **Sharpen your community management skills at GDC** 2016
  - http://www.gamasutra.com/view/news/264510/Sharpen_your_community
  - _management_skills_at_GDC_2016.php
- **2015**: Featured: U.S. Department of State Bureau of International Information Programs (IIP)- Games for Change: Making a social impact [Video]
  - https://youtu.be/63iVWFaklpI
- **2015:** Quoted: **International Business Times**, Streaming Is Changing How We Watch TV And Hear Music: Next Up For Disruption Is Gaming: March 25, 2015
  - http://www.ibtimes.com/streaming-changing-how-we-watch-tv-hear-music-next-disruption-gaming-1851442
- **2015:** Featured: **Game Watch** (Japanese language), Affection Games, [English Automated Translation - here], March 4, 2015
  - http://game.watch.impress.co.jp/docs/news/20150304_691231.html
- **2014:** Featured: **Al Jazeera English**, The Stream (TV): Life lessons from the virtual world, November 19, 2014
  - http://stream.aljazeera.com/story/201411181555-0024355
- **2014:** Image Feature (Big Huggin): **Gamasutra**, Smithsonian plans pop-up arcade for December, October 28, 2014
- **2014:** Quoted: **Ozy.com**: Fast Forward. Making the World a Better Place By Playing Video Games, May 29, 2014
  - Greenburg, Zoe. Making the World a Better Place By Playing Video Games, Ozy.com | Fast Forward
  - http://www.ozy.com/fast-forward/make-friends-influence-people-with-persuasive-gaming/31595.article
- **2014:** Feature: **ACM SIGGRAPH**, Online Game Art Show Uncovers Fascinating Indie Games, March 20, 2014

- http://www.siggraph.org/discover/news/online-game-art-show-uncovers-fascinating-indie-games

- **2014:** Quoted: **Bangkok Post**, Kids battle to become heroic flood fighters (1/11/14):
  - Boivin, Noel. Kids Battle to become heroic flood fighters: http://www.bangkokpost.com/news/local/389009/kids-battle-to-become-heroic-flood-fighters
- **2013:** Quoted – Games Critical Voice, **Le Monde Diplomatique** (Danish), 9/6/2013
  - Moestrup, Steffen. Skærmens kritiske røst, Le Monde Diplomatique (Danish), September 2013
  - **http://www.lmd.no/?p=12980**
- **2013:** Reviewed: **Kill Screen**, The Game that Asks You to Hug a Real-World Teddy Bear is Here, 1/24/2013
  - Burnett, Conor. The Game that Asks You to Hug a Real-World Teddy Bear is Her, Kill Screen Daily, January 24, 2013
  - http://killscreendaily.com/articles/big-huggin-absolute-proof-world-not-awful/
- **2012:** Quoted: **ABC News**, CBS News, Business Week, National Public Radio, Huffington Post, Yahoo Games News, et al (Associated Press): Video game maker linked to US prisoner in Iran (1/10/2012-1/11/2011)
  - http://online.wsj.com/article/AP604ae5f5b8ab40139263e0a27583a667.ht ml
- **2011:** Quoted: **ABC News**, San Francisco Chronicle, Chicago Daily Herald, Backstage, Yahoo News, Arab Times, et al (Associated Press): Next Gen Video Games Let Players Control the Story (7/12/2011-7/25/2011)
- **2008:** Featured: Gamasutra: Interview about the design of Polyglot Cubed (12/12/2008), Duffy, Jill. Inside the IGF Student Competition: Polyglot Cubed, Gamasutra, December 12, 2008
- http://www.gamasutra.com/view/news/112417/Inside_the_IGF_Student_Competition_Polyglot_Cubed.php

National Press

- **2019:** Featured: NPR Marketplace, Tech: Is "Fortnite" any more addictive than Facebook?, Molly Wood, April, 23, 2019
- **2018**: Mention, Filmmaker Magazine, A Sneak Peek at the 6th FilmGate Interactive Media Festival, Lauren Wissot, November 26, 2018
- **2018**: Featured: Variety, 'Fake News' Game 'Factitious' Finds Following, Brian Crecente, June 28, 2018
- **2018**: Mention: Variety, Games For Change's Second Slate of Programming Announced, Stefanie Fogel, April, 26, 2018
- **2018**: Mention: Technical.ly DC, Learn how games are going beyond entertainment at this event, Stephen Babcock, May 21, 2018
- **2018**: Featured: Gamasutra, At GDC 2018, get expert insight on how to teach game dev around the world, March 15, 2018
- **2018**: Quoted: TakeThis.org, The Hazards of Building an Empathy Game for VR, Nissa Campbell, January 8, 2018
- **2017**: Quoted: Nieman Lab, Games might be a good tool for fighting fake news. Here's what three developers have learned, Christine, Schmidt, August 3, 2017.
- **2017**: Quoted: NPR - All Things Considered ,Unity At The Ballpark: Lawmakers Come Together After Shooting , June 16, 2017
- **2017:** Quoted: NPR- All Tech Considered, **A Year Later, Pokémon Go Has Leveled Out And Left Fans Wanting More,** Mollie Simon, July 1, 2017
- **2017**: Quoted: Wallethub,**2017's Most Gambling-Addicted States**, April 25, 2017
- **2016**: Quoted: National Public Radio's Marketplace, Super Mario is back on mobile — but you'll need to pony up $10 to play it, Marielle Segarra, December 15, 2016.

- https://www.marketplace.org/2016/12/15/tech/super-mario-back-mobile- you-ll-need-pony-10-play-it
- **2016**: Featured: **Black Enterprise**, Meet the Game Designer Creating Video Games with Social Impact (—*one of the most influential African Americans on the gaming industry")*, May 17, 2016
- http://www.blackenterprise.com/technology/meet-lindsay-grace-game- designer-creating-video-games-social-impact/
- **2016**: Featured: **Diversity in Action Magazine**, Diversifying the Video Game Industry, Sonya Stinson, September/October 2016
- **2015**: Featured: **WAMU 88.5** (Washington DC NPR affiliate) - Kojo Nnamdi Show, The Evolution of Teenage Friendships in the Internet Era, June 25, 2015 Listen to Audio
- **2015**: Featured: **WAMU 88.5** (Washington DC NPR affiliate) - Kojo Nnamdi Show, Pop Culture Trends in Video Gaming, June 25, 2015
- **2015**: Featured: It's All Journalism / Federal News Radio, Games Bring Play, Engagement to Complex Stories, May 8, 2015, http://itsalljournalism.com/146-games-bring-play-engagement-to- complex-stories/
- **2015:** Featured: **GCN** (Government Computer News) (w/ Tony Demarinis, Deloitte Consulting), Serious games scoring big in government, March 20, 2015
- http://gcn.com/articles/2015/03/20/gaming-sxsw.aspx
- **2014:** Quoted: **Poynter.org**: Games are serious business at news organizations, September 11, 2014
- http://www.poynter.org/news/mediawire/267835/games-are-serious- business-at-news-organizations/
- **2013:** Featured: **PBS Media Shift**, Journalism Schools Dig Deeper Into Videogames, 11/24/13
- Levitz, Dena. Journalism Schools Dig Deeper Into Videogames, PBS Media Shift, November 24, 2013
- http://www.pbs.org/mediashift/2013/11/journalism-schools-dig-deeper- into-videogames/

Regional and Metro Press

- **2018**: Mention: Southcoast Today, Standard Times BSU to host Cape Verdean conference, April 17, 2018
- **2017**: Featured: The News and Observer (Raleigh, NC), Beating sexual harassment is a challenge for women. An online game tries to show why, Aaron Moody, (also on other NC local press), November 21, 2017
- **2017**: Quoted: NBC4 Washington, Get Your Game On At SAAM Arcade, Courtney Rozen, August 3, 2017
- **2017**: Quoted: Houston Chronicle, Fake news? Game seeks to train readers to separate fact and fiction in the media, Andrew Kragie, July 10, 2017
- **2017:** Mention: **Washingtonian Magazine** [print only], Guest List (a monthly round up people we'd like to have over for drinks, food and conversation), May, 2017
- **2017:** Mention: **Patch.com [Austin], Beat The Monday Blahs With Scintillating Conversations At SXSW,** Tony Cantu, March 13, 2017
- **2017:** Featured: **Federal News Radio**, Fact-checking in the era of fake news, Debra Roth and Nikki Cannon, March 10, 2017
- **2016**: Featured: DCIST, **AU Game Designer Lindsay Grace Talks Hugs And Virtual Reality**
- http://dcist.com/2016/06/lindsay_grace_virtual_reality.php
- **2015**: Featured: WAMU 88.5 (Washington DC NPR affiliate) - Kojo Nnamdi Show, Tech Tuesday: **Pew Center Research on Online Socialization** , September 22, 2015
- **2015**: Featured: WAMU 88.5 (Washington DC NPR affiliate) - Kojo Nnamdi Show, **Pop Culture Trends in Video Gaming**, June 25, 2015

- **2015**: Featured: **LZ Online** (German language), Die Größte ihrer Zunft (The Largest of It's Guild), May 16, 2015
- http://www.landeszeitung.de/blog/lokales/234867-die-groesste-ihrer-zunft

- **2015:** Featured : **Texas Public Radio** (w/ Aaron Delwiche, Trinity University), (KPAC/KSTX-San Antonio, KTXI,KTPR,KCHL): The Source, Can Gaming Save the World?, March 16, 2015
- http://tpr.org/post/source-can-gaming-save-world
- **2015:** Quoted: **DC Inno**, AU Game Lab Opened a Video Game Arcade at the Smithsonian, January 22, 2015
- http://dcinno.streetwise.co/2015/01/22/au-game-lab-opens-video-game- arcade-at-smithsonian/
- Zaleski, Andrew. Game On As Baltimore's gaming industry embraces the local arts world's DIY ethos, City Paper, July 15, 2014
- **2014**: Image Feature: **Technically**: Gamescape features 25 local game dev teams, grows into new space, July 15, 2014
- Waldman, Tyler. Gamescape features 25 local game dev teams, grows into new space, Technically (Baltimore edition), July 15, 2014
- **2013**: Mention-Big Huggin‘, 32nd Artscape starts this Friday, **The Examiner** 7/16/2013
- Bisson, Joann. 32nd Artscape starts this Friday, The Examiner, July 16, 2013
- **2012**: Reviewed: **Philadelphia CityPaper**, Re-View: Game On - "Lindsay Grace‘s Big Huggin‘, the tour de force of the exhibition" (10/18/2012)
- Monnier, Annette. Re-View. City Paper (Philadelphia edition), October 18, 2012.
- http://archives.citypaper.net/article.php?Re-View-18963
- **2012**: Reviewed: **Philadelphia Weekly**, DIY Video Game Exhibit Asks "Do You Feel Lucky, Punk?"(10/10/2012)
- Finkbiner, Nicole. DIY Video Game Exhibit Asks "Do You Feel Lucky, Punk?" Philadelphia Weekly, October 10, 2012
- http://www.philadelphiaweekly.com/arts-and-culture/art/do_you_feel_lucky_punk-173339291.html
- **2012**: Photo-Big Huggin‘, ‒We Hope To Inspire People…games are a viable career path‖, **Technically** (Baltimore edition) (7/11/2013)
- **2012**: Feature New Game to Help Chicagoan Kids Learn Chinese, **The Examiner** (4/9/2012)
- Garza, Emmanuel. New Game to Help Chicagoan Kids Learn Chinese, The Examiner, April 9, 2012.
- **2010:** Quoted 91.7 WVXU Radio (**Cincinnati NPR affiliate**):Miami Tops at Game Studies- (aired 5/2/2010
- and 5/3/2010)
- **2010:** Quoted **Dayton Journal News**: Miami U. Students Meet Global Game Jam Goal (3/2/2010)
- **2010:** Quoted **Dayton Journal News**: Miami's Game Studies Minor Gaining Momentum (3/2/2010)
- **2010:** Quoted **The Cincinnati Enquirer**: 15M gift Propels Miami University Interactive Media Studies Program (3/3/2010)
  Peale, Cliff. 15M gift Propels Miami University Interactive Media Studies Program. The Cincinnati Enquirer, March 3. 2010.
- http://archive.cincinnati.com/article/20100303/NEWS01/3040303/-15M- gift-propels-Miami-University-interactive-media-studies-program
- **2009** Quoted Eight Forty Eight (**Chicago Public Radio/NPR affiliate**): Artists Wonder How Obama Might Change Art (1/19/2009)
- **2008:** Reviewed: New City Press:: Make Me an Offer/Gallery 350 Exhibition (12/30/2008)
- http://art.newcity.com/2008/12/30/review-make-me-an-offergallery-350- illinois-institute-of-art/

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- **2010:** Quoted **Oxford Press**: Game Studies Minor Gaining Momentum (2/2010)
- **2010:** Quoted **Oxford Press**: New Video Game in 24 Hours

Selected US Government and Private Research Reports

- **2015:** Quoted/Interview **Foxman, Maxwell. 2015. Play the News, Fun and Games in Digital Journalism**. Tow Center for Digital Journalism, Columbia Journalism School, John S. and James L. Knight Foundation
- http://towcenter.org/wp-content/uploads/2015/02/PlayTheNews_Foxman_TowCenter.pdf
- **2009:** Work Featured (Chicago Homicide Mapper HSI) **Illinois Criminal Justice Information Authority, Research and Analysis Unit Report**. Illinois Criminal Justice Information Authority
- http://www.icjia.state.il.us/public/pdf/meetings/03-06-09/RA%20Rpt%20for%200309%20Authority%20mtg.pdf

Selected Campus / Alumni

- 2019: "Students can play the Sustainable Development Goals Game to create more sustainable world", Greta West, The Miami Hurricane
- 2016: AU 2030 – Lindsay Grace, Gregg Sangillo, February 3, 2016
  - http://www.american.edu/ucm/news/20160203-Grace-2030.cfm
- 2015: Princeton Review Ranks American University's New Game Design Program in Top 25
  - http://www.american.edu/soc/news/New-Game-Design-MA-Program-Makes-Princeton-Review-Top-25.cfm
- 2015: Love Games: Q&A with Professor Lindsay Grace, Jordan-Marie Smith,
- February 26, 2015
  - http://www.american.edu/soc/news/Getting-a-grip-on-gaming.cfm
- 2014: Eat. Sleep. Game, Rebecca Basu, January 16, 2014
  - http://www.american.edu/media/news/20140116_AU-SOC-Hosts-International-Game-Development-Conference.cfm
- 2013: Profile: American Magazine
- 2013: Featured: "School of Communications: Welcomes Gaming Guru Lindsay Grace"
- 2012: Quoted: Video Games Offer Unique Educational Opportunities
- 2012: Quoted: Miami University's video game design program earns national recognition
- 2012: Quoted: Miami Hosts Global Game Jam Location

Teaching History (85+ course sections taught since 2003)

Undergraduate and Graduate Courses Taught

University of Miami	
Cinema and Interactive Media	**Journalism and Media Management**
*CIM 122 Introduction to Game Studies CIM 310 Introduction to Game Design (3 semesters) CIM 610 Designing Playful Experiences CIM 111 Web Lab (Intro to Web Design)	*JMM 692/592 Special Topics: Interactives, Toys and Games for Journalism *JMM 692/592 Special Topics: Video Game Spectatorship and eSports / eSports, Casting and Game Reporting

American University: (All Graduate Courses)	
GAME	**COMM**
*GAME 605 Games and Society (3 semesters) *GAME 610 Game Research Methods (2 semesters)	*COMM 596 The Design of Play *COMM 690 Independent Study *COMM 720: Capstone [GAMES] (2 semesters) COMM 899 Doctoral Dissertation (3 semesters)

Miami University:	
Interactive Media Studies	**Art**
*IMS 222 Interaction Design (6 semesters) *IMS 212 The Design of Play (4 semesters) *IMS 390i Digital Prototyping IMS 455 Game Design (4 Semesters) IMS 377 Independent Study –Research (5 Semesters) IMS 477 Undergraduate Capstone Thesis (3 semesters) IMS 677 Graduate Independent Study (5 Semesters) *IMS Game Studio (special 3-week summer course in San Francisco, CA) IMS 177, 440, 540: Individual Study student projects	ART 355 Interactive Media Design

Illinois Institute of Art:	
Game Art and Design*	**Interactive Media / Web Design**
GAD 440: Advanced Game Prototyping (6 quarters) GAD 420: Game Prototyping (5 quarters) GAD 415: Programming for the Artist (7 quarters): GAD 116 Scriptwriting for Games (9 quarters) GAD110: Introduction to Game Design -Former lead faculty in games at Illinois Institute of Art	IMD 355 Advanced Web Scripting (8 quarters) IMD 215 Web Scripting (4 quarters) IMD 200 Scriptwriting for Interactive Media (4 quarters) IMD 101 Introduction to the World Wide Web IMD 110 Design for Multimedia Display
Media Arts and Animation	**Digital Film and Video**
MAA 200 Survey of Design and Media Arts (13 quarters)	DFV 201 Scriptwriting for Digital Film/Video (4 quarters)
General Education	
GE 110 Computer Literacy (2 quarters)	

ITT Technical Schools (Online)	
Strategies for Technical Professionals (3 semesters)	

* indicates courses previously not offered at institution and created by me

Total number of courses taught since 2003: **90+**

Selected Advisees and Advisee Recognition

- **2019**: Oakland University PI Academy, Sam Srauy (pre-tenure research and funding external mentor program.
- **2019**: Capstone Advisor: Zhaung Qian, Goose Game
- **2017-2018:** Co-Chair**,** Emily Crawford, Flow Film (MFA thesis)
- **2013-2015:** Co-Chair, Theo Plothe, ‒Defining Participatory Media as Gamespace: Digital Games, Remix and the Materiality of Gamespace ― (PhD Dissertation), American University School of Communication (successfully defended, 12/2016)

- **2015: Game Developer's Conference (GDC) Narrative Competition:**
  - Gold Winner: Kimberly Himmer, American University
    - Helped student convert class alignment from my course into winning narrative analysis.
  - Gold Winner: Cole Wrampelmeier, American University
    - Helped student convert class alignment from my course into winning narrative analysis.
- **2012-2013: Advisor:** James Cox
  - Don't Kill the Cow
  - An Occurrence at Owl Creek – awarded People's Choice at Games Learning and Society (University of Wisconsin) and Meaningful Play (Michigan State University)
- **2012: Thesis Review/Committee**(graduate level)**:** ‒Cyberbullying in Primary Education‖ , Jennifer Ewing (Master of Science in Educational Psychology)
- **2011: Advisor:** Jacob Berding, release of multiple iPhone games (Horse Racing, Precious Cargo, Zombie Racing)
- **2011: Thesis Advisor:** Ryan Davidson, Taylor Brinkman: Designing and Developing iOS Toys using Flash
- **2011: Thesis Advisor:** Paul Weber, Designing and Conveying Alternative Electronic Music
- **2010: Thesis Advisor:** Ben Weisel, The design and Development of an Advergame
- **2011: Mechine:** Student designed video game, Prize for Design, University of Wisconsin Play Expo
- **2010**: **Advisor**: Ben Weisel and TJ Faze, Honorable Mention for Game Design/Development - Doodle Dood, Play Expo (University of Wisconsin) – advisor – noted on National Public Radio-Cincinnati

Affiliations

- **Faculty advisor:**
  - 2010-2013: Miami University Video Game Designer's Club (VGDC) – 20-35 students
  - 2011-2013: International Game Developer's Association Student Chapter (IGDA) – 25-40 students
- **Memberships**: International Game Developer's Association (IGDA), IGDA Game Education SIG member
  College Art Association (CAA), ACM, IEEE, New Media Consortium , DiGRA

General Website/Portfolio

http://www.ProfessorGrace.com/
Includes links to most publications, games, press etc.

Creative Practice:

Critical Gameplay: http://criticalgameplay.com/
Critical Gameplay is a collection of "strategically designed" video games. Each game asks what common game mechanics teach us. The games in the collection are designed to help reevaluate our perspective on gameplay experiences. As Critical Cartography changes the way we perceive the world, Critical Gameplay seeks to offer alternate perspectives on the way we play.

Mindtoggle: http://www.mindtoggle.com/
Mindtoggle made games for iOS and Android devices from 2013-2015. This site contains information about the company and its products. Please visit the games section to learn more about the products or about the company.

Co-Curating Games:

Miami @ Play, Miami, Florida: http://miamiplay.org

1st Games for Change Social Impact showcase & salon (with Naomi Clark)

Smithsonian American Art Museum's Indie Arcade:
Organized by Lindsay Grace and Chris Totten for the Smithsonian American Art Museum. The event attracted more than 11,000 attendees in a single day for the 2016 event.
2017: http://newsdesk.si.edu/releases/smithsonian-american-art-museum-s-third-annual-saam-arcade-feature-40-independent-games
2016: http://indiepopup.com/
2015: http://www.LGrace.com/Middle

Video Overview: https://www.youtube.com/watch?v=ol-rIjQtqSg

Blank Arcade:
2014- 2016: http://blankarcade.criticalgameplay.com/
An exhibition of creative works at the Digital Games Research Association (DiGRA) annual conference. This is an international collection, with participating artists from the North America, Europe and Asia, co-curated with a local artist.

2016 Scotland: http://blankarcade2016.criticalgameplay.com/
2015 Germany: http://blankarcade2015.criticalgameplay.com/
2014 USA: http://www.lgrace.com/blankarcade2014/

Professional Presentations and Media Appearances (YouTube Channel):

- https://youtu.be/EXqC2HtK5kE

American University Game Lab (the program I last founded and direct)

- http://www.American.edu/GameLab

Student Work Samples (2009-2012)

- http://students.lgrace.com/

Select Academic Conference and Journal Reviewing History

ArtTech 2019	The 9th International Conference on Digital and Interactive Arts
DiGRA 2019	The 12th Digital Games Research Association Conference
FDG 2019	Foundations of Digital Games 2019
DIGRA 2018	The 11th Digital Games Research Association Conference
ICGJ 18	Third International Conference on Game Jams, Hackathons and Game Creation Events
ASETGC-17	Advancing STEM Education Through Game Creation Workshop @ FDG
DiGRA 2017	The 10th Digital Games Research Association Conference
AIED2017	18th International Conference on Artificial Intelligence in Education
ARTECH 2017	8th International Conference on Digital Arts - Interfaces of Tomorrow
Intetain 2017	9th International Conference on Intelligent Technologies for Interactive Entertainment
ICGJ 17	Second International Conference on Game Jams, Hackathons and Game Creation Events
mp2016	Meaningful Play 2016
Mindtrek-16	Academic Mindtrek 2016
ACE 2016	13th International Conference on Advances in Computer Entertainment Technology
DiGRA/FDG 2016	The first international joint conference of DiGRA and FDG
ICGJ2016	International Conference on Game Jams, Hackathons, and Game Creation Events
FDG2015	Foundations of Digital Games 2015
DiGRA 2015	8th international conference of the Digital Games Research Association
DIGRA 2014	7th international conference of the Digital Games Research Association