

Mattie Brice

E: mattie.brice@gmail.com W: www.mattiebrice.com

Education

New York University (01/2016 - 12/2017)

MS Integrated Digital Media

Practice-based research concerning the critical use of game design for social problem solving. Thesis project was two-fold: a methodology called *speculative play* created from applying design research findings to the discipline of game design and applications of speculative play as social network interventions for addressing consent and power in relationships through interactive performances.

Florida Atlantic University (01/2010 - 08/2011)

BA English Literature & Creative Writing and Certificate in Gender & Sexuality Studies

Essays and research with a focus on critical theory, particularly relating to feminist, queer, and postcolonial lenses. Combined literature courses with creative writing workshops over multiple genres, including interactive fiction. Incorporated sociological systems theories to apply creative and analytical work outside art.

Employment

IndieCade (12/2016 - Present)

Associate Director

Responsible for all curated content at worldwide events throughout the year. Heads the submission and jury process of games, designing and executing how games are reviewed, judged, and given feedback. Selects and manages panels of reviewers and jurors to evaluate games and present awards at festivals.

Antidote (09/2016 - Present)

Producer & Design Strategist

Production and organizational strategy for a design and communications firm that uses game design as a process to help organizations implement complex ideas. Manages creative, financial, and project timelines, develops best practices with team members, and acts as client liaison.

New York University (01/2016 - Present), **The New School** (01/2017 - Present), **School of Visual Art** (01/2018 - Present)

Instructor

Interactive art and design courses that blend theory and practice. Brings together critical theory, design processes, and activism to create participatory experiences, especially with technology. Frequently engages students with political material and encourages interdisciplinary study and work.

Play and Games Designer (11/2012 - Present)

Independent

Body of work includes digital and analogue games using various mediums such as RPG Maker VX, installation art, and performance. Topics include personal experience with gender and race passing politics and the gentrification of the Mission district in San Francisco. Works below.

Spirit AI (12/2016 - 06/2017)

Internal Consultant

Synthesizes content from games, ranging from user-submitted content to ethnographic research, to provide data for. Also manages administrative aspects of production, such as productivity tools and travel.

Alternate Ending (10/2013 - 12/2016)

Media Critic

Articles focusing on play, social justice, video game culture, and design. Commonly addresses current events and contemporary game design issues with critical theory and activist praxis. Interdisciplinary references between the humanities, user experience, product design, and civic engagement. Work regularly highlighted on *Critical Distance*, a publication dedicated to significant works in games criticism. Selected works below.

Fourteen Hills: The San Francisco State University Review (08/2012 - 05/2013)

Art Editor and Staff Poetry Editor

Responsible for selecting and editing poetry, curating visual art and experimental writing, and determining the cover of an international literary journal. Tasked to have the narrative of selected pieces speak in concert with the art displayed throughout the review.

Multiple Publications (08/2011 - 10/2013)

Freelance Writer

Critical articles focusing on video games and social justice, narrative, and sexuality. Publications include Model View Culture, Kotaku, Paste Magazine, PopMatters, Ctrl+Alt+Defeat, and The Border House. Selected works below.

Publications & Projects

Games

empathy machine (05/2016)

Mission (08/2013)

EAT (08/2013)

Blink (04/2013)

DESTROY ALL MEN (01/2013)

Mainichi (11/2012)

Events

play/ground - Founder, Organizer (08/2016 - Present)

IndieCade - Associate Director (02/2016 - Present)

Queerness and Games Conference - Co-Founder (04/2013 - Present)

Different Games - Co-Organizer (01/2016 - 04/2016)

Lost Levels - Co-Organizer (01/2013 - 02/2016)

Critical Proximity - Co-Organizer (03/2013)

Professional Articles (Selected)

"Pokemon Go and Device-Mediated Relationships" - [Alternate Ending](#) (07/2016)

"Intro to Reality Games for Game Designers and Critics" - [Alternate Ending](#) (06/2016)

"Murder Mystery Writing as Design" - [Alternate Ending](#) (06/2016)

"Rethinking the Games Conference" - [Alternate Ending](#) (05/2016)

"Exploring Taste in Play" - [Alternate Ending](#) (02/2016)

"KILL THE PLAYER" - [Alternate Ending](#) (11/2015)

"Intimacy and Digital Patina" - [Alternate Ending](#) (08/2015)

"Passing and Self-Identification: Managing the Power and Visibility of the Closet" - [Alternate Ending](#) (07/2015)

"Static and Noise About Bodies and Play" - [Alternate Ending](#) (02/2015)

"Complicating Freedom of Speech and Nonviolence" - [Alternate Ending](#) (01/2015)

"How to Infuse Wine with Tea" - [Alternate Ending](#) (01/2015)

"queer as in fuck me – a design manifesto" - [Alternate Ending](#) (11/2014)

"OkEthics – A Look at Social Experience Design Through Dating Apps" - [Alternate Ending](#) (09/2014)

"Once More, With Feeling – Using the Tarot for Play" - [Alternate Ending](#) (09/2014)

"Countdown: Thinking of Time in Text Games" - [Alternate Ending](#) (06/2014)

"The Rise of Local Game-Making Cultures" - [Model View Culture Quarterly No.1](#) (04/2014)

"Death of the Player" - [Alternate Ending](#) (10/2013)

"Queer Explorers in an Intimate Frontier" - [Ctrl+Alt+Defeat Issue Eight](#) (08/2012)

"Women, the Ensemble, and Narrative Authority in the Final Fantasy Series" - [The Border House](#) (02/2012)

"Narrative Is a Game Mechanic" - [PopMatters](#) (01/2012)

"On Men's Sexualization in Video Games" - [PopMatters](#) (11/2011)

"Speaking in Accents and the American Ethnocentrism in Video Games" - [PopMatters](#) (11/2011)

"The Fantasy Cyborg: Reading Passing Narratives in Dragon Age" - [The Border House](#) (10/2011)

Chapters

"Play and Be Real About It - What Games Could Learn from Kink" - *Queer Game Studies* (University of Minnesota Press: 2017)

"Mattie Brice" in *The Only Woman in the Room - Women in Game Development* (Focal Press: 2016)

"reProgram" in *Videogames for Humans - Twine Authors in Conversation* (Instar Books: 2015)

Exhibitions

Charis - Atlanta, Georgia (10/2016)

Gaymer.es - Bilbao, Spain (04/2016)

GX2 - San Francisco, California (06/2014)

Camden People's Theatre - London, UK (11/2013)

IndieCade - Culver City, California (10/2013)

College of the Atlantic - Bar Harbor, Maine (10/2013)

Museum of Design Atlanta - Atlanta, Georgia (07 - 09/2013)

Invited Talks (Selected)

"Building Care Networks Through Games" - GX East 2017 - New York City, NY (11/2017)

“Finding the Body in Play” - DePaul University - Chicago, IL (05/2017)
“Gesturing Towards Utopias: Radical Play & Social Change” - Pioneer Works - New York City, NY (01/2017)
“Using play for everyday activism” - TEDxMiddlebury - Middlebury, VT (11/2016)
Graduate Design Lecture - Parsons School of Design - New York City, NY (09/2016)
“Fashion in Games” - IndieCade - Culver City, CA (10/2015)
“Visions of an Alternate Games Future” - University of Southern California - Los Angeles, CA (10/2015)
“The New Normal: a perspective on unpaid emotional labor for queer acceptance” - Arse Elektronika - San Francisco, CA (10/2015)
“The DIY Revolution of Games - How Trans Women Changed Video Games” - Stanford University - Palo Alto, CA (04/2015)
“Consent in Interactive Media” - GaymerX2 - San Francisco, CA (07/2014)
“Opening Keynote - The Queer Movement and Our Everyday” - GaymerX2 - San Francisco, CA (07/2014)
“Why You Matter to Video Games” - City College of San Francisco - San Francisco, CA (04/2014)
“collected/borders: Organizing in Queer Advocacy” - Different Games - New York City, NY (04/2014)
“How to Subversively Queer Your Work” - Game Developers Conference - San Francisco, CA (03/2014)
“Challenging the Current Model of Social Impact Games” - University of Santa Cruz - Santa Cruz, CA (11/2013)
Graduate Game Design Lecture - San Francisco Art Institute - San Francisco, CA (11/2013)
“Why Personal Experience Matters to Game Design” - Control Conference - Amsterdam, Netherlands (11/2013)
“International Keynote: Earnest Games” - Game Connect Asia Pacific - Melbourne, Australia (10/2013)
“Keynote: Why Personal Experience Matters to Game Design” - IndieCade - Culver City, CA (10/2013)
“Critical Condition: The State of Games Criticism” - IndieCade - Culver City, CA (10/2013)
“Challenging the Current Model of Social Impact Games” - University of Southern California - Los Angeles, CA (10/2013)
“Taking Alternate Reality Games Back from Marketers and Museums” - No Show Conference - Boston, MA (09/2013)
“Those Excluded From Games Studies” - Digital Games Research Association - Atlanta, GA (08/2013)
“Default Like Me” - International Game Developer Association Leadership Summit - San Francisco, CA (08/2013)
“Difference in Design: Creating Space Through Personal Perspective” - Different Games - New York City, NY (04/2013)
“Interdisciplinary Inspirations” - Parsons School of Design - New York City, NY (04/2013)
“#1ReasonToBe a Woman in the Games Industry” - Game Developers Conference - San Francisco, CA (03/2013)
“Writing the Unsung Experiences: Diversity in Game Storytelling” - Game Developers Conference Online - Austin, TX (10/2012)
“Well Played – Analogue: A Hate Story with Christine Love” - IndieCade - Culver City, CA (10/2012)
“The Digital Paramour: Sexual Scripts in Video Games” - Arse Elektronika - San Francisco, CA (10/2012)
Lavender Graduation Keynote “Continuing Activism” - Florida Atlantic University - Boca Raton, FL (05/2012)

Awards & Fellowships

Different Games Fellowship (2014)
Official Selection Award (*Mainichi*) - IndieCade (2013)

Recognitions & Appearances (Selected)

“Game Loading: Rise of the Indies” - Documentary, Anna Brady & Lester Francois (04/2015)
“GTFO: A Film About Women In Gaming” - Documentary, Shannon Sun-Higginson (03/2015)
“The 50 gaming newsmakers who shaped 2013” - Article, Polygon (01/2014)
“Queer Games: The Secret Avant Garde of Video Games” - Documentary, Polygon (04/2013)
“Just making things and being alive about it: The Queer Games Scene” - Article, Polygon (04/2013)