

Theresa Devine

Curriculum Vitae
02-20-2017

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EDUCATION

1994	University of Houston	Master of Fine Arts, Painting
1991	Texas A & M @ Corpus Christi	Bachelor of Fine Arts, Painting & Printmaking

ACADEMIC POSITIONS

Aug 2010-Present	Assistant Professor	Arizona State University
Jan 2010-May 2010	Lecturer	Columbia College Chicago
Jan 2007-Dec 2009	Adjunct Faculty	Columbia College Chicago
Aug 1993-May 1994	Teaching Fellow	University of Houston

AFFILIATIONS

2016	Honors Faculty	The Barrett Honors College, ASU
2015	ArrayList Thread Leader	The School of Art Institute of Chicago
2012-2014	Lincoln Center Scholar	Lincoln Center for Applied Ethics, ASU
2011	New College Ethics Teaching Fellows	Lincoln Center for Applied Ethics, ASU
2009-2010	Resident Artist	Chicago Printmakers Collaborative

PUBLICATIONS

FOLLOWING AND PRIOR TO MY APPOINTMENT AT ASU

PEER REVIEWED PUBLISHED ARTICLES

Numbered publication entries are since joining ASU.
Superscript "U" denotes undergraduate co-authors.

5. Devine, T. "Art as an Innovation for Games: A Closer Look at Role of Art in Games" *International Journal of Art and Humanities*, Vol. 2 No. 4, August 2016
<http://ijah.cgrd.org/index.php/current/54-contact/95-vol-2-no-4-july-2016>
4. Devine, T. "Game Worlds: A Howard Becker Influenced Institutional Theory of Games" *American International Journal of Humanities and Social Science*, Vol. 2 No. 3, June 30, 2016
<http://aijhss.cgrd.org/index.php/54-contact/95-vol-2-no-3-june-2016>

3. Devine, T. **“Games as a New Predicate for Art: What can Arthur Danto's Theory Reveal about the Role of Games in Art?”** *International Journal of Art and Humanities*, Vol. 1 No. 4, December 2015, 1 citation
<http://ijah.cgrd.org/index.php/54-contact/91-vol-1-no-4-december-2015>
 1. Citation: Dillon, Roberto. “Videogames and Art: Comparing Emotional Feedback from Digital and Classic Masterpieces.” *IOSR Journal Of Humanities And Social Science* Vol 21, Issue 7, Ver. VIII. July 2016 P 79-85.
2. Devine, T. **Integrating Games into the Artworld: A Methodology and Case Study Exploring the Work of Jason Rohrer**, *Games and Culture*, 12% acceptance rate, 1 citation
<http://gac.sagepub.com/content/early/2015/07/22/>
 1. Citation: González Díaz, Carlos. “ATTITUDE GAME: A study in the increase of bullying awareness in 9-12 years old children” *Master Degree Project in Informatics*, University of Skövde (Sweden), Spring 2015, p. 3.
1. Devine, T. Presnell W.A.^U, Miller, S.^U **“Games as Art and Kant's Moral Dilemma, What Can Ethical Theory Reveal About the Role of the Game Designer as Artist?”** *Games and Culture*, 9: 277, 12% acceptance rate, 6 citations
<http://gac.sagepub.com/content/9/4/277;>
 6. Citation: Voiskounsky A.E., Evdokimenko A.S., Fedunina N.Yu. “Ethical orientation of adolescents and young adults in social networks.” *Psikhologicheskie Issledovaniya*, 2014, Vol. 7, No. 37, p. 2.
 5. Citation: Reid, A. J.. “Playful Politics: Developing a Framework for Designing Video Games for Political Participation in the United Kingdom.” *Press Start*, 2015, 2(2), 57-74
 4. Citation: Wikipedia – Art game https://en.wikipedia.org/wiki/Art_game#cite_ref-2_10-1
 3. Citation: Wow.com – Art game http://www.wow.com/wiki/Art_game
 2. Citation: Dillon, Roberto. “Videogames and Art: Comparing Emotional Feedback from Digital and Classic Masterpieces.” *IOSR Journal Of Humanities And Social Science* Vol 21, Issue 7, Ver. VIII. July 2016 P 79-85.
 1. Citation: Root, R. “Navigating Sociotechnical Power Structures: Dynamics of Conflict in World of Warcraft's Player versus Player Events” 2016, Master’s Thesis, p.10

FEATURES HIGHLIGHTING MY CREATIVE RESEARCH

Creative research features are competitive, juried publications.
 Numbered entries are since joining ASU.

3. Art Reveal Magazine, July 4, 2016 Web. P 22-27
https://issuu.com/artrevealmagazine/docs/no_18
2. ART Habens, 5th edition December 2015 Web. P 76-102
http://issuu.com/arthabens/docs/arthabensartreview_specissue
1. Agave Magazine, Vol.3 Issue 1 {Summer 2015} P. 34. Web and Print. <http://agavemag.bigcartel.com/product/vol-3-issue-1> , http://www.agavemag.com/uploads/7/9/9/8/7998156/agavefinal_print_v3i1.pdf

Beach, Stephen. “Faculty Profile” Columbia College Chicago Profile Magazine. Fall 2008: 8-12. Print.
https://www.academia.edu/769236/Faculty_Profile

EXHIBITION CATALOGS THAT INCLUDE MY WORK

Exhibition catalogs are competitive, juried publications.
 Numbered entries are since joining ASU.

3. Silicon Valley Women's Caucus for Art, Sexism: A Touchy Subject Exhibition, June 2015; P.22. Web and Print.
<http://www.svwca.org/2015--on-line-exhibition-of-sexism-a-touchy-subject---catalog-sample.html>

2. Harwood Art Center, Albuquerque, NM Disaster/Resilience Exhibition, October 2013; PP. 2 & 14, Web.
http://issuu.com/harwoodartcenter/docs/harwood_art_center_-_disaster-resil
 1. Proceedings of the Games+Learning+Society Conference: Vol. 3, June 2013; P. 572, Web
https://www.academia.edu/8692640/Proceedings_of_the_Games_Learning_Society_Conference_Vol_3
- Lawndale Alternative Space, Houston, TX. The Big Show; June 1997, Print
 Dallas Visual Arts Center , Dallas, TX, Critic's Choice Exhibition, May 1995,. Print.
 Arena Productions, Houston, TX Infinite Airport; Exhibition, May 1994, Print.
 Communication Art Gallery, Kenosha, WI. Fifth Parkside National Small Print Exhibition, Jan 1991, Print.

ENCYCLOPEDIA ENTRIES

Numbered entries are since joining ASU.

7. Devine, Theresa 2012 *Entry: Hand Held Game Systems* World Book Encyclopedia Online, World Book, Inc
6. Devine, Theresa 2012 *Entry: Hironobu Sakaguchi* World Book Encyclopedia Online, World Book, Inc
5. Devine, Theresa 2012 *Entry: Sid Meier* World Book Encyclopedia Online, World Book, Inc
4. Devine, Theresa 2012 *Entry: Video Game Consoles* World Book Encyclopedia Online, World Book, Inc
3. Devine, Theresa 2012 *Entry: First Person Shooters* World Book Encyclopedia Online, World Book, Inc
2. Devine, Theresa 2011 *Entry: Mario.* World Book Encyclopedia Online, World Book, Inc.
1. Devine, Theresa 2011 *Entry: Pokémon.* World Book Encyclopedia Online, World Book, Inc.

EXHIBITIONS: INTERNATIONAL AND NATIONAL JURIED VENUES FOLLOWING MY APPOINTMENT AT ASU

2017

47. **Spot Games and Log Cabins: Theresa Devine and Luke Haynes**, (2 person show) juried by IAP events committee, January 2017, ArtSpace West, Arizona State University, Glendale, AZ. (National)

2016

46. **David Andree & Theresa Devine**, (2 person show) juried by Michael Forster Rothbart, James Bohary and Sydney Waller. October 2016, Community Arts Network Oneonta, Oneonta NY. (National)
45. **Soapbox**, Juried by Michael Fischerkeller, October 2016, Foundry Art Centre, St Charles, MO. (International)
44. **Subliminal: Hidden Messages**, Juried by Ali Cavanaugh, June 2016, Arts Council of Southeast Missouri, Cape Girardeau, MO. (National)

43. **2016 Annual Juried Exhibit** Juried by Foon Sham, May 2016, Delaplaine Arts Center, Franklin, MD. (National)
42. **Form and Function**, Juried by Damon McIntyre, April 2016, Foundry Art Centre, St Charles, MO. (International)
41. **A Touch of the Blues**, Juried by Sarah Krepp, February 2016, ARC Gallery, Chicago, IL. (National) Honorable Mention Award

2015

40. **Media Matters**, Juried by Tom Eckert, September 2015, Foundry Art Centre, St Charles, MO. (International)
39. **Push A (To Start) - A Gaming Art Gallery**, Curated by Mike Esco, July 2015, Houston Contemporary Warehouse Exhibition, Houston, TX. (National)
38. **Sexism: A Touchy Subject**, Juried by Catharine Clark, July 2015, Arc Gallery, San Francisco, CA. (National)
37. **TRAHC's 27th Annual Juried Exhibition**, Juried by The Texarkana Regional Arts and Humanities Council, July 2015, The Texarkana Regional Arts and Humanities Council, Texarkana, TX. (National)
36. **Structurally Speaking**, May 2015, Juried by Peter Gabak and Joanna Poag, Main Street Arts, Clifton Springs, NY. (National)
35. **The 53rd International Show**, April 2015, Juried by David A. Ross, San Diego Art Institute, San Diego, CA. (International)
34. **Pi & Pie**, March 2015, Juried by Barbara Noonan, Jason Sobottka and William Bricken, Kirkland Art Center Kirkland, WA. (National)
33. **Small Works 2015**, March 2015, Juried by Rebecca Pelchar, Shirt Factory Gallery, Glens Falls, NY. (National)
32. **Tipton Gallery 30th Annual Positive/Negative National Juried Art Exhibition**, February 2015, Juried by Mika Yoshitake, East Tennessee State University Johnson City, TN. (National)

2014

31. **SCOPE Miami Beach 2014**, Curated by See | Me Gallery Staff, December 2014, Miami, FL. (International)
30. **Given Form**, Juried by Robert S. Davis, Jr., November 13 - December 26, 2014, Foundry Art Centre, St Charles, MO. (National)
29. **EllisCon XXVI**, Invited by Dave Carter, November 15, 2014, Ellis HH Technical School, Danielson, CT. (National)

28. **Art and Social Change**, Juried Jen Delos Reyes, October 2014, Delta Center for the Arts, Stockton, CA. (National) Second Place Award
27. **2014 Southampton Cultural Center Juried Art Exhibition**, Juried by Jennifer Cross, September 2014, Southampton, NY. (National)
26. **3rd Annual SeeMe Times Square Takeover** Curated by See | Me Gallery Staff, July 2014, See | Me Exhibition Space Long Island City, NY. (International)
25. **TRAHC's 26th Annual Juried Exhibition**, Juried by The Texarkana Regional Arts and Humanities Council, July 2014 The Texarkana Regional Arts and Humanities Council, Texarkana, TX. (National)
24. **Size Matters**, Juried by Andrea Bagdon, Suzanne Justice, Devin Kelly, Dennis McGinnis, Tolley Rippon, July 2014, Upper Floor Gallery, Jerome, AZ. (National)
23. **Art We Use**, Juried by Craig Nutt, Jennifer Poellot Hannetty, Paul W. Richelson, June 2014, The Dairy Barn Art Center, Athens, OH. (International)
22. **What's So Funny? Humor in Art**, Juried by the Exhibition Committee of the Monmouth Museum, May 2014, Monmouth Museum, Lincroft, NJ. (National)
21. **2014 Annual Juried Exhibit**, Juried by Margaret Winslow, April 2014, Delaplaine Arts Center, Franklin, MD. (National)

2013

20. **SCOPE Miami Beach 2013**, Curated by Alexis Hubsman, Daria Shapiro, David McFadden, Evan Pricco, Sabrina Smith, December 2013, Miami, FL. (International)
19. **Rag Dolls, Robots & Rocketships**, Juried by Renee Richetts, December 2013- January 2014, Foundry Art Centre, St Charles, MO. (National)
18. **Disconnect**, Juried by Phil Hutinet, October 2013, Target Gallery, Alexandria, VA. (National)
17. **Creative's Rising**, Curated by See | Me Gallery Staff , October 2013, See | Me Exhibition Space, Long Island City, NY. (International)
16. **Disaster/Resilience**, Juried by Friedje vanGils, Julia Mandeville, Elizabeth Marcilla, Lita Sandoval, October 2013, Harwood Art Center, Albuquerque, NM. (International) (Catalog)
15. **UnHinged**, Juried by Marshall N. Price, Sept 2013, Brooklyn Waterfront Artist Coalition, Brooklyn, NY. (National)

14. **The Art of Video Games: Phoenix Art Board Game Showcase II**, Curated by Christian Adame and Jim Ballinger, September 2013, Phoenix Art Museum, Phoenix, AZ. (National)
13. **PhxArtCade 2.0, Invitational Exhibition**, Invited by Dr. Jeffrey Kennedy, September 2013, ArtSpace West, Arizona State University, Glendale, AZ. (National)
12. **The Bitters**, Juried by Stephen William Schudlich August 2013, Whitdel Arts, Detroit, MI. (National)
11. **The Art of Video Games: Phoenix Art Board Game Showcase I**, Curated by Christian Adame and Jim Ballinger, August 2013, Phoenix Art Museum, Phoenix, AZ. (National)
10. **The Story of the Creative**, An International Exhibition, Curated by See | Me Gallery Staff, July 2013, See | Me Exhibition Space, Long Island City, NY. (International)
9. **The Art of Video Games: PhxArtCade**, Curated by Christian Adame and Jim Ballinger, July 2013, Phoenix Art Museum, Phoenix, AZ. (National)
8. **Games and Art Exhibition**, Juried by Mark Riechers and Arnold Martin, June 2013, Games+Learning+Society Conference, Madison, WI. (National)
7. **2013 Annual Juried Exhibit**, Juried by Gerald Ross, May 2013, Delaplaine Arts Center, Franklin, MD. (National)
6. **Wide Open 4**, Juried by Carrie Springer, May 2013, Brooklyn Waterfront Artist Coalition, Brooklyn, NY. (National)
5. **Trash Talk**, Juried by Maren Hassinger, April 2013, Target Gallery, Alexandria, VA. (National)
4. **Slocumb Galleries 28th Annual Positive/Negative National Juried Art Exhibition**, March 2013, Juried by Michael Ray Charles, East Tennessee State University, Johnson City, TN. (National)

2012

3. **5x5(x5)**, Juried by Stefanie Fedor, December 2012, Target Gallery, Alexandria, VA. (National)
2. **Visions and Viewpoints**, Juried by Louis Recchia and Zoa Ace, November 2012, Lincoln Center, Fort Collins, CO. (National) Honorable Mention Award
1. **The NOW WOW Project II**, Juried by Jaye Bumbaugh, September 2012, Hudson Gallery, Sylvania, OH. (National)

**EXHIBITIONS: INTERNATIONAL AND NATIONAL JURIED VENUES
PRIOR TO MY APPOINTMENT AT ASU**

1991-1995

Critic's Choice, Juried by Don Bacigalupi, Alison de Lima Greene and William G. Otton; May 1995, Dallas Visual Arts Center, Dallas, TX. (Catalog) (National)

Infinite Airport; Juried by Arena Productions, October 1994, Dishman Art Museum, Beaumont, TX. (National)

Opening Moves; Juried by Hiram Butler, June 1994, Hiram Butler Gallery, Houston, TX. (National)

Dishman Competition, Juried by Lynn Goode; Spring 1992, Dishman Art Museum, Beaumont, TX. (National)

Fifth Parkside National Small Print Exhibition; Juried by John E Dowell Jr, Jan 1991, Communication Art Gallery, Kenosha, WI. (Catalog) (National)

**EXHIBITIONS: LOCAL AND REGIONAL JURIED VENUES
PRIOR TO MY APPOINTMENT AT ASU**

1990-2010

Faculty Show: Curated by Sal Barry, February 2010, Columbia College, Chicago IL. (Local)

New Noyes: Curated by Sarah Krepp, March 2010 Noyes Cultural Center, Evanston IL. (Local)

Fact and Fiction: Curated by Jodi Adams, March 2010, Columbia College, Chicago IL. (Regional)

Center for Teaching Excellence 10 Year Anniversary Show, Curated by Jodi Adams and Lott Hill, May 2009, Columbia College, Chicago IL. (Local) Announcement Award

Lens on Human Nature II, Juried by David Weinberg, April 2009, Columbia College, Chicago IL. (Regional) Best of Show Award

19th Annual Small Print Show, Curated by Debora Maris Lader, December 2008, Chicago Printmakers Collaborative, Chicago IL. (Local)

The Art of Play II, Curated by Andrew Hicks, November 2008, Columbia College, Chicago IL. (Local)

18th Annual Small Print Show, Curated by Debora Maris Lader, December 2007,
Chicago Printmakers Collaborative,
Chicago IL. (Local)

More Noyes: Curated by Sarah Krepp, November 2007, Noyes Cultural Center,
Evanston IL. (Local)

Would You Like to See Our Etchings Curated by Debora Maris Lader, October 2007,
Chicago Printmakers Collaborative,
Chicago IL. (Local)

New Artists / New Work, Curated by Debora Maris Lader, March 2007,
Chicago Printmakers Collaborative,
Chicago, IL. (Local)

Small Print Exhibition, Curated by Debora Maris Lader, 2006, Chicago Printmakers Collaborative,
Chicago, IL. (Local)

Above the Noyes: Curated by Sarah Krepp, November 2005, Noyes Cultural Center,
Evanston IL. (Local)

The Big Show, Juried by Don Bacigalupi; June 1997, Lawndale Alternative Space,
Houston, TX. (Catalog) (Regional)

Return to Ward Island II; Juried by Dr. Carey Rote, 1995, Weil Gallery,
Corpus Christi, TX. (Regional)

Beg, Borrow, and Steal, Again, Juried by Benito Huerta; 1995, El Palomar,
Houston, TX. (Local)

Potlatch; Juried by Shaun Thornton and Chris Ballou; 1994, Arena Productions,
Houston, TX. (Local)

Infinite Airport; Juried by Shaun Thornton and Chris Ballou; May 1994, Arena Productions,
Houston, TX. (Catalog) (Local)

Frost Free; Juried by Shaun Thornton and Chris Ballou; 1993, Arena Productions,
Houston, TX. (Local)

Return to Ward Island: Curated by Dr. Carey Rote; Spring 1992, Weil Gallery,
Corpus Christi, TX. (Regional)

Artist's Invitational Exhibition; June 1990, Galeria Chaparral,
Corpus Christi, TX. (Local)

Recent Works: Theresa Devine and Stewart Neely, April 1990, Galeria Chaparral;
Corpus Christi, TX. (Local)

Oso Bay Print Survey, Juried by Mark Anderson; May 1990, Rockport Art Center,
Rockport TX. (Local)

**EXHIBITIONS: NATIONAL UNJURIED VENUES
FOLLOWING AND PRIOR TO MY APPOINTMENT AT ASU**

Numbered entries are since joining ASU.

2008-2013

2. **Affordable Art Room**, May 2013, Brooklyn Waterfront Artist Coalition, Brooklyn, NY. (National)
 1. **4x6 and 6 x4 Small Works Exhibition**, August 2012, Grace Albrecht Gallery, Bluffton, OH. (National)
- Snap to Grid**, October 2008, LA Museum of Digital Art, Los Angeles, CA. (National)

**EXHIBITIONS: LOCAL AND REGIONAL UNJURIED VENUES
PRIOR TO MY APPOINTMENT AT ASU**

1991-2007

Spring Fling Open Studio; March 2007, Greenleaf Art Center, Chicago IL (Local)

Interactive Arts & Media Faculty Exhibition. February 2007, Columbia College Chicago, Chicago IL (Local)

Ravenswood Art Walk. December 2006, Chicago Printmakers Collaborative, Chicago IL (Local)

Artrageous; November 2006, Greenleaf Art Center, Chicago IL (Local)

Open Studio; November 2005, Greenleaf Art Center, Chicago IL (Local)

Art of the Ornament: The Chicago Project, December 2005, Merchandise Mart, Chicago, IL (Regional)

The Nickel Art Sale; December 2003, Cadillac Lofts, San Antonio, TX (Local)

Ripple Events; March-June 2003, Blue Star Art Space, San Antonio, TX (Local)

Art Car Parade; April 1999, The Orange Show, Houston, TX. (Regional)

Open Studio; June 1999, Mother Dog Studios, Houston, TX. (Local)

Artist of the Month; 1996, Barnes and Noble,

Webster, TX. (Local)

Solo Exhibition; 1995, South Belt Chamber of Commerce,
Houston, TX. (Local)

Solo Exhibition, Dedicated to St. Praxedus; April 1994, Small Projects Gallery,
Houston, TX. (Local)

Hell of the Monstrous Chicken; 1993, Small Projects Gallery,
Houston, TX (Local)

Political Issue; 1992, Small Projects Gallery,
Houston, TX. (Local)

Houston Homeless; 1992, Small Projects Gallery,
Houston, TX. (Local)

Día de los Muertos Retablo Sale; 1991, Lawndale Alternative Space,
Houston, TX (Local)

CREATIVE RESEARCH HONORS FOLLOWING AND PRIOR TO MY APPOINTMENT AT ASU

Numbered entries are since joining ASU.

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|----|------|--|-----------------------------------|
| 3. | 2016 | Honorable Mention: The Enemy Within | A Touch of the Blues Exhibition |
| 2. | 2014 | Second Place: In Search Of A Happy Middle | Art and Social Change Exhibition |
| 1. | 2012 | Honorable Mention: Unspoken | Visions and Viewpoints Exhibition |
| | 2010 | Best of Show: Lens on Nature II | Juror: David Weinberg |
| | 2010 | Announcement Award: CTL 10 th Anniversary | Jurors: Jodi Adams and Lott Hill |

CREATIVE RESEARCH FOLLOWING AND PRIOR TO MY APPOINTMENT AT ASU

Numbered entries are since joining ASU.

12. 2016 *Ce n'est pas un jouet: This is not a toy;*
A series of toys and games that explore the intersection of adversity and play.
Spot Games a series of PC games:
Sometimes I Just Want To Make Spots (completed December 2016)
Controlled Substances One (completed December 2016)
All five *Spot Games* shown once (1) in a National Juried Exhibition two-person show, 2017
11. 2016 *Ce n'est pas un jouet: This is not a toy;*
A series of toys and games that explore the intersection of adversity and play.
The World Is Flat? a series of strategy board games.
Yours & Mine (completed August 2016)
It's Still A Boys Club (completed August 2016)

My Best Move Is Your Best Move (completed August 2016)

Shown in five (5) National Juried Exhibitions in 2016.

10. 2015 *Ce n'est pas un jouet: This is not a toy;*
A series of toys and games that explore the intersection of adversity and play.
Spot Games a series of PC games:
Sometimes I Just Want To Make Spots (in progress)
Here I Am Right Where I Shouldn't Be, I Was Born Twice: Edge (completed December 2015)
I Was Born Twice: Row (completed December 2015)
All five *Spot Games* shown once (1) in a National Juried Exhibition two person show, 2017
9. 2014 *Ce n'est pas un jouet: This is not a toy;*
A series of toys and games that explore the intersection of adversity and play.
The Enemy Within a series of Xbox 360 games:
Unseen, Unknown, Underground, and Understand completed September 2014.
Shown in eight (8) National Juried Exhibitions between 2015 and 2016.
8. 2013 *Ce n'est pas un jouet: This is not a toy;*
A series of toys and games that explore the intersection of adversity and play.
In Pursuit of a Happy Middle a series of ten (10) handmade dice games completed December 2013.
Shown in fourteen (14) National Juried Exhibitions between 2013 and 2015.
7. 2013 *Ce n'est pas un jouet: This is not a toy;*
A series of toys and games that explore the intersection of adversity and play.
The World Is Flat? Series continues.
His and Hers self published March 2013
<https://www.thegamecrafter.com/games/his-and-hers>
Shown in three (3) National Juried Exhibitions between 2013 and 2015
and one (1) National Juried Exhibition two-person show, 2016
What's In It For Me? self published April 2013.
<https://www.thegamecrafter.com/games/what-s-in-it-for-me->
Shown once (1) National Juried Exhibition 2013
6. 2012 *Ce n'est pas un jouet: This is not a toy;*
A series of toys and games that explore the intersection of adversity and play.
“*Unspoken*” toy series of twenty (22) pieces finished July 2012.
Shown in eighteen (18) National Juried Exhibitions between 2012 and 2016
and one (1) National Juried Exhibition two person show, 2016.
“*The World Is Flat?* table top series started
“*Til Disability Do Us Part* self published November 2012.
Available at: <https://www.thegamecrafter.com/games/til-disability-do-us-part1>
5. 2012 *Aftertime: Survival;* A companion comic book for the strategy board game of the same name to be used in the health classroom for wellness lessons.
This project informed the conference presentation “Shared Desires, Conflicting Agendas and Lessons Learned” in 2014 and two (2) conference working papers.
4. 2012 *SigFigs;* A Kinect controlled PC video game to teach the skills of recognizing and counting

significant figures and the importance of precision for Chemistry 101

This project was presented at the *EX-STATIC - Excellence in Science, Technology and Team-based Interdisciplinary Creativity* conference.

3. 2012 *Aftertime: Survival*; A strategy board game to teach mental wellness to 14-18 year olds developed in collaboration with the Chicago School of Professional Psychology, <https://www.thegamecrafter.com/games/after-time:-survival>
This project informed the conference presentation “Shared Desires, Conflicting Agendas and Lessons Learned” in 2014 and two (2) conference working papers.
2. 2011 *Aftertime: Encounters*; A table top strategy role playing cooperative game to teach mental wellness to 14-18 year olds developed in collaboration with the Chicago School of Professional Psychology, <https://www.thegamecrafter.com/games/after-time:-encounters>
This project informed the conference presentation “Shared Desires, Conflicting Agendas and Lessons Learned” in 2014 and two (2) conference working papers.
1. 2011 *Aftertime: Choices*; A table top fast paced trivia game to teach mental wellness to 14-18 year olds developed in collaboration with the Chicago School of Professional Psychology, <https://www.thegamecrafter.com/games/after-time:-choices>
This project informed the conference presentation “Shared Desires, Conflicting Agendas and Lessons Learned” in 2014 and two (2) conference working papers.
- 2010 *Out for a Run*; A puzzle of the LA Riots that is nearly impossible to complete alone.
- 2010 *His and Hers*; Physical maze games that are covered with a frosted sheet so that the player can see that there is a problem but can't see how or if they are solving it.
- 2010 *Fight or Flight*; A PC XNA shooter game in which a balloon shoots guns. If the balloon is hit by a gun the game is over. It is a short game.
- 2009 *Flocking*; A PC XNA collision video game that invites the player to collect the troops or break them apart.
- 2009 *Not In My Neighborhood*; A PC XNA collision game which juxtaposition of the goal of trying to control something you can't see with the location of a place of domestic battery starts to reveal the emotional states found within that experience.
- 2008 *Silence*; A PC XNA comprised of 4 oil paintings and an Xbox 360 game. When considered together the paintings and the game speak to the symbiotic relationship between silence and the reoccurrence of domestic battery.
- 2007 *Unseen*; An Xbox 360 game collision game where the player controls an invisible protagonist on a field that has no boundaries.
- 2007 *Unspoken*; Word art that reveals the subtext of our lives. <http://www.cafepress.com/unspokens>
- 2006 *Not In My Neighborhood*; A series of digital paintings that juxtapose beauty imagery into locations of domestic battery found within walking distance of my home in the Chicago neighborhood of Lincoln Square.

- 2005 *Under the Bushes*; A series of abstract digital paintings which are a remembrance of the magical world of child invention and beauty as escape from oppression.
- 1995 *Silence*; A series of white oil paintings to contemplate the spiritual significance of oppressive silence.
- 1994 *Dedicated to St. Praxedus*; A series of abstract expressions oil paintings with gold leaf to contemplate the teachings of Catholic mystics as it applies to spirituality.
- 1994 *The Relics*; A series of small mixed media sculptures exploring the implication of violence, the Catholic martyrs, sacrifice, faith and spirituality.
- 1993 *St. Sebastian*; A mixed media piece using marbles and knives on two dimensional painted surface which explored the emotional state of a sudden attack.
- 1992 *No Sense of Mouth*; A hand printed lithographic book to explore grief and loss.
- 1991 *Untitled*; A series of abstract expressionist oil paintings, etchings, lithographs and screen prints which explore the teachings of Eastern philosophy as it applies to spirituality.
- 1989 *Box Cutters*; A series of expressionistic oil paintings and screen prints exploring domestic violence emotional states through box cutter knife imagery.

CONFERENCE PRESENTATIONS FOLLOWING MY APPOINTMENT AT ASU

Superscript "U" denotes undergraduate co-authors.

7. Devine, T., Roland Graf, Margaret Dolinsky, Matthew Board, Christina Schmid, Game Art and Methodologies Critique *Mid-America College Art Association Conference 2016*, Cincinnati, OH, October 2016, (Panel Chair)
6. Devine, T., Shared Desires, Conflicting Agendas and Lessons Learned, *Serious Play Conference 2014*, Los Angeles, CA, July 2014 (Speaker)
5. Devine, T., Games as Art and Kant's Moral Dilemma, What Can Ethical Theory Reveal About the Role of the Game Designer as Artist? *35th Annual Conference of the South West Texas Popular Culture and American Culture Association*, Albuquerque, NM, February 2014 (Speaker)
4. Copeland, E.P., Solway, S., Devine, T., and McManus, S.. Using comics and board games to assist counselors and educators to interactively teach pro-social behavior to youth. *Third World Congress on Positive Psychology*. Los Angeles, CA. April 2013, (Working Paper)
3. Devine, T., Considering Games as Art. *33rd Annual Conference of the South West Texas Popular Culture and American Culture Association*, 1 (one) citation: Ruggill, Judd *Journal of Gaming & Virtual Worlds* Volume 4 Number 2© 2012 Intellect Ltd Conference Report. Pp187, 189 https://www.academia.edu/3695755/Game_Studies_Culture_Play_and_Practice Albuquerque, NM, February 2012 (Speaker)
2. Devine, T., Miller, S.^U, Presnell, A. ^U, Jansen, J. ^U, Roberts, S. ^U; Poster: What Would Kant Do? ; Poster: SigFigs, a Kinect game; Poster: Biofeedback Assessment Tools; *EX-STATIC - Excellence in Science, Technology and Team-based Interdisciplinary Creativity*,

Glendale, AZ, February 2012 (Poster)

1. Devine, T. (2012) AfterTime: Teaching Wellness through Game Play, presented at *Fun and Games 2012 Conference*, Toulouse, France (Working Paper)

PRESENTATIONS

FOLLOWING AND PRIOR TO MY APPOINTMENT AT ASU

Numbered publication entries are since joining ASU.

7. Devine, T. Integrating Games into the Artworld. *IGDA Phoenix Chapter Meeting*, Phoenix, AZ, March 2016 (Speaker)
6. Devine, T. Follow Your Passion: Gary K. Herberger Young Scholars Academy, Phoenix, AZ, Sept 2016 (Speaker)
5. Devine, T. Games As Art and Kant's Moral Dilemma. *IGDA Phoenix Chapter Meeting*, Phoenix, AZ, November 2014 (Speaker)
4. Devine, T. This is Not a Toy. *ASU Architecture Department*, Phoenix, AZ, November 2013(Speaker)
3. Devine, T. Considering Games as Art. *IGDA Phoenix Chapter Meeting*, Phoenix, AZ, August 2011 (Speaker)
2. Devine, T. Considering Games as Art. *Tuesdays Here in Kiva[ThinK Speaker Series]*, Phoenix, AZ, September 2011 (Speaker)
1. Devine, T. ASU Young Scholars: Follow Your Passion, Phoenix, AZ, Sept 2011 (Speaker)

Devine, T. Addressing Violence in Video Games and Game Design Education, Columbia College Chicago-Culture Race and Media Department.
Chicago, IL, November and April 2009 (Speaker)

Devine, T. Current research and student work, Ohio State University-Art Department,
Mansfield and Columbus, OH, April 2009 (Speaker)

Devine, T. An Art Game Company, Rochester Institute of Technology-Interactive Games and Media,
Rochester, NY, March 2009 (Speaker)

Devine, T. Calculated Leap, Pecha Kucha Night @ Martyrs,
Chicago, IL, March 2009 (Speaker)

Devine, T. Current research and critiqued Digital Media students, University of Illinois,
Chicago, IL, October 2007(Speaker)

Devine, T. Jury: Fort Dearborn-Chicago Photo Forum-Competition Judge,
Chicago, IL, December 2006 (Speaker)

Devine, T. Museum of Printing History, Demonstrated lithography and presented current work for video produced by
Library of Congress., Houston, TX. 1996 (Speaker)

Devine, T, The Role of Abstraction, Lamar University, Beaumont, TX. 1994 (Speaker)

Devine, T, Looking at Art Studio Tour,
Houston, TX. 1994 (Speaker)

Devine, T, Iconographic Residual in Painting, University of Houston,
Houston, TX. 1994 (Speaker)

RESEARCH IN PROGRESS

Artwork

Ce n'est pas un jouet: This is not a toy; A series of toys and games that explore the intersection of adversity and play.

“Spot Games” PC video games.

“The World Is Flat?” table top games.

“Spokens” yo-yo toys.

“Life Is Full Of Surprises” jack-in-the-box toys.

“I Don’t Want A Wheelchair As A Part Of My Persona” toys.

Scholarship

What Would Mill Do? An article using John Stuart Mill’s *Utilitarianism* to analyze game missions in the popular video game “The Last of Us”

What Would Aristotle Do? An article using the *Nicomachean Ethics* to analyze game missions in the popular video game “The Wolf Among Us”

The Night Journey: A book. I have gained approval from Tracy Fullerton and Bill Viola's studio to write it and an invitation to gather research.

The Gift of Fire: A book. Currently there are two historically accepted game design approaches, ludology and narratology. This book lays out the parameters of a third approach: conceptualism.

Calculated Leap: A book. Self published February 2009, Lulu Publishing. Available on iTunes April 2012, Included in the Bethel University Collection of Artist Books and Publications, September 2012

FUNDED GRANTS (Internal)

FOLLOWING MY APPOINTMENT AT ASU

2. *Developing Biofeedback Assessment Tools for Game Design*
PI: Theresa Devine
Scholarship, Research and Creative Activities Grant Program
New College of Interdisciplinary Arts and Sciences
4,866
May 2012
1. *Our Mortal Coil: The Infant Mortality Game*
Games for Retention: CHEM 101, The Lab Game
PI; Theresa Devine
New College Undergraduate Inquiry and Research Experiences Program

New College of Interdisciplinary Arts and Sciences
\$8,499.97 (6997.97 paid directly to the students, 1500.00 to the lab)
Oct 2010-May 2012

**UNFUNDED GRANTS (External)
FOLLOWING AND PRIOR TO MY APPOINTMENT AT ASU**

Numbered publication entries are since joining ASU.

3. *The Brent Greathouse Center for Removing Barriers*
PI: Theresa Devine
100 & Change Competition (Successful MacArthur Administrative Review)
MacArthur Foundation
One hundred million (\$100,000,000.00) dollars
October 2016

2. *Exp: Course Content Delivery System As Alternate Reality Game*
PI: Theresa Devine
Cyberlearning
National Science Foundation:
\$524,376.00
December 2012

1. *Collaborative Research: II-New: Infrastructure for Course Content Delivery System as Alternate Reality Game*
PI: Theresa Devine
CISE Computing Research Infrastructure
National Science Foundation:
\$672,052.00
October 2012

- Enhancing Wellness Through Gaming: Cognizant*
PI: Dr. Ellis Copeland
Digital Humanities Start-Up Grants
National Endowment for the Humanities
25,000
March 2010

**PRESS
FOLLOWING AND PRIOR TO MY APPOINTMENT AT ASU**

Numbered entries are since joining ASU.

NEWS FEATURING OR MENTIONING MY WORK

3. Ochoa, Sierra. "PhxArtCade 2.0 offers gaming as art." **The State Press** Sept 2013. Web.
<http://www.statepress.com/2013/09/17/phxartcade-2-0-offers-gaming-as-art/>

2. Crum, Matt. "ASU students contribute to gaming exhibit at Phoenix Art Museum" **ASU News**, Aug 2013.
Web. <https://asunews.asu.edu/20130813-board-games>

1. Hodges, Michael. "Cynical, sarcastic art show in Mexicantown" **The Detroit News**. Aug 2013. Web. http://article.wn.com/view/2013/08/21/Cynical_sarcastic_art_show_in_Mexicantown/
- Pardee, Thomas. "'Play' exhibit showcases interactivity as art." **The Columbia Chronicle**. Nov 2008. <http://columbiachronicle.com/%E2%80%98play%E2%80%99-exhibit-showcases-interactivity-as-art/> Web.
- Schiavone, Kristyn. "Noyes exhibit showcases the art of collaboration." **The Daily Northwestern**. Nov 2005. <http://www.dailynorthwestern.com/2.13923/noyes-exhibit-showcases-the-art-of-collaboration-1.1985177> Web and Print.
- Van Black, Alvin. "Opening Moves 2" **ABC-Ch13 Houston**. June 1994. Television.
- Scott, Laura "'Infinite Airport' Dishman opening soars with lively, varied exhibit" **The University Press**. 71.13. Oct 1994 Print.
- Anonymous. "Annual 'Return to Ward Island II' exhibit features alumni artwork." **Update** 16.4. Spring 1992: 10. Print.

WEB IMAGES OF MY WORK IN EXHIBITIONS

5. Arts Council of Southeast Missouri; Subliminal Exhibition July 2016; <http://www.capearts.org//Gallery.aspx?Display=Gallery&GID=2055>
4. Foundry Art Centre, September 2015; <http://www.foundryartcentre.org/media-matters/>
3. Delaplaine Arts Center, October 2013; <https://www.flickr.com/photos/delaplaine/sets/72157633426317233/>
2. Torpedo Factory Gallery, October 2013; <https://www.pinterest.com/targetgallery/disconnect-2013/>
1. Slocumb Gallery February 2013; <http://www.etsu.edu/cas/art/slocumb/pastposneg/28.aspx>

COURSES TAUGHT

FOLLOWING AND PRIOR TO MY APPOINTMENT AT ASU

Numbered courses are since joining ASU.

Arizona State University:

7. IAP 462 Games and Play
6. IAP 362 Games and Narratology
5. IAP 354 Visual Representation
4. IAP 294: Games and Ethics
3. IAP 294: Introduction to Game Studies
2. IAP 105 Fundamentals of Visual Arts
1. ACO 101 Introduction to Computer Science

Columbia College Chicago:

Introduction to Game Development

Introduction to Programming

Web Database Programming

Object Oriented Programming

University of Houston:

Color Theory

Fundamentals of Drawing

**NEW CURRICULUM DEVELOPMENT
FOLLOWING MY APPOINTMENT AT ASU**

10. 2016 IAP 106 Fundamentals of the Game, New core class development
9. 2016 IAP 36[TBD] – Game Practice and Media Literacy, New core class development:
8. 2012 IAP 105: Introduction to Visual Art, Added general studies designations (CS)
7. 2012 IAP 294: Intro to Game Studies, New class development with general studies designations (HU, L)
6. 2012 IAP 294: Games and Ethics, New class development
5. 2012 IAP 362: Games and Narratology, New class development
4. 2012 IAP 454: Games and Painting, New class development
3. 2012 IAP 462: Games and Play, New class development
2. 2012 Proposal: *Game Ontology and Development*, a new Applied Computing concentration
1. 2012 Proposal: *Certificate in Film, Media and Game Studies*, expanding existing IAP Film certificate

**STUDENT SUCCESS
FOLLOWING MY APPOINTMENT AT ASU**

(2) GRADUATE SCHOOL ACCEPTANCES

Doni Shepard, Antioch University - Los Angeles, MFA Creative Writing, concentration in poetry

Jennifer Ortiz, University of Washington Computer Science & Engineering, Ph.D. program

(1) PUBLICATION WITH STUDENTS

Second and Third Authors: W. Andrew Presnell and Sam Miller. “Games as Art and Kant’s Moral Dilemma, What Can Ethical Theory Reveal About the Role of the Game Designer as Artist?” *Games and Culture*, 9: 277;

(13) SELF PUBLISHED GAMES BY STUDENTS

Me & Mom and *Jamais-Vu* by Brianna Shuttleworth

<http://www.thebricade.com/games.html>

Tears in Time by Benjamin Brook

<https://www.thegamecrafter.com/games/tears-in-time>

The Front and *The Battle Front* by Ever Rivas

<https://www.thegamecrafter.com/games/the-front>

<https://www.thegamecrafter.com/games/the-battle-front>

Waristan by Michael Antwan

<https://www.thegamecrafter.com/games/waristan>

Blind Tale by Stephen Havrilla, Ryan Cody, and Sidney Alfred

<https://www.thegamecrafter.com/games/blindtale>

True Colors by Nick Randolph, Nici Richardson, and Stephen Havrilla

<https://www.thegamecrafter.com/games/true-colors>

Simplicity by Doni Shepherd

<https://www.thegamecrafter.com/games/simplicity>

Purity by Aidee Perez

<https://www.thegamecrafter.com/games/purity>

A Capella by Sam Miller and Angel Quintero

<https://www.thegamecrafter.com/games/a-capella>

Purgatory by Tyler Norquist and Iris Nakiso

<https://www.thegamecrafter.com/games/purgatory>

Hop Frog by Sam Miller and Chris Munguia

<https://www.thegamecrafter.com/games/hop-frog>

(18)STUDENT EMPLOYMENT AFTER GRADUATION

(3) Independent game developers

(9) Programmers

(2) Database administrators

(2) Graphic designers

(2) Public school teachers

STUDENT MENTORING FOLLOWING MY APPOINTMENT AT ASU

(52)UNDERGRADUATE MENTEES

2017 (1) Barrett Honors College, Senior Thesis Mentor

(2) IAP Senior Project – first Mentor

- (3) IAP Senior Project – second Mentor
- (6) Assigned IAP Academic Mentor
- (1) Independent Study – Unreal Engine

- 2016 (3) Barrett Honors College, Honors Contract
- (1) IAP Senior Project – first Mentor
- (6) Assigned IAP Academic Mentor
- (1) Independent Study – Go Do Something card game

- 2015 (7) Assigned IAP Academic Mentor

- 2013 (2) Networking and Database Internship – first Mentor
- (1) Information Technology Internship – first Mentor

- 2012 (1) Graphic Design Internship – first Mentor
- (1) IAP Senior Project – first Mentor
- (3) Independent Study: Biofeedback
- (2) NCUIRE Research Assistant: Games and Ethics

- 2011 (2) NCUIRE Scholar: Games for Retention
- (2) NCUIRE Scholar: Mortal Coil
- (3) Independent Study: Mortal Coil
- (1) Independent Study: Distributed applications
- (1) Independent Study: ASP.NET applications
- (2) Independent Study: Processing, XNA, Kinect development

(1) GRADUATE SCHOOL MENTEE

- 2011 (1) Thesis Project: One More Thing Before You Go

**PROFESSIONAL SERVICE
FOLLOWING MY APPOINTMENT AT ASU**

3.	2014-2016	Article Reviewer	Games and Culture Journal
2.	2016	Article Reviewer	Journal of Experimental & Theoretical Artificial Intelligence
1.	2015	Article Reviewer	Public Library of Science Journals

**UNIVERSITY SERVICE
FOLLOWING MY APPOINTMENT AT ASU**

NEW COLLEGE EVENTS

6. 2017: Phoenix Comicon 2016: Arizona Video Game Showcase Booth (organizer)
5. 2016: Phoenix Comicon 2016: Arizona Video Game Showcase Booth (organizer)
4. 2015: Screening of Ellis, the Movie (organizer)
3. 2015: New College Homecoming Booth for SHArCS: Games @ ASU West (participant)
2. 2011-2012 Speaker Series in collaboration with Mesa Community College District (co-organizer)
 - Chris Crawford, January 2012
 - Tracy Fullerton, March 2012
 - Ken Rolston, April 2012
 - Richard Rouse III, November 2011
1. 2011 TEDx ASU West, Redefining Video Games (18 speakers), April <http://tedxasuwest.com> (organizer)

NEW COLLEGE SUMMER PROGRAMS

4. 2017 Introduction to Building Games (Developed program and teacher)
3. 2013 ExSciTE summer game program for 5th to 9th grades, in collaboration with Dr. Susannah Sandrin (Developed program and teacher)
2. 2012 ExSciTE summer game program for 5th to 9th grades, in collaboration with Dr. Susannah Sandrin (Developed program and teacher)
1. 2011 NASAW: Native American Summer Workshop in collaboration with the Heard Museum (teacher)

WEST CAMPUS LIBRARY RESOURCE DEVELOPMENT

2. 2013-2017 **Game Collection** as a teaching resource
 - Collaboration with Librarians: Dennis Isbell and Michelle Ashley Gohr
 - Started with 7 games, currently over 80 (and constantly growing)
 - Circulation: usage has increased by 88% since 2013, less than half (35%) circulated in the first year but now over 65% of the collection regularly circulates
 - Academic programs use of the collection: Interdisciplinary Arts and Performance (IAP), Communications (COM), and Sociology (SOC)
 - Student club use of the collection: Society of West ASU Gamers use the collection weekly, the library has 2 D&D groups that play regularly, and large scale events, presentations, and displays have been organized for the collection
1. 2016-2017 **Maker's Space** as a teaching and learning resource
 - Worked with Michelle Ashley Gohr who then:
 - Organized meetings and wrote/submitted a proposal to support games and related research on campus
 - Contacted interested faculty and gathered feedback, for purchasing lists and costs, etc. for implementation by December 2017

- The space will also be made available for workshops and classes on game design, programming, and other subjects to be taught by ASU faculty and local experts
 - March 2017 women's history event is using the space

WEST CAMPUS STUDENT CLUB ADVISOR

2. 2016-2017 Next Gen Gaming
1. 2011-2013 Digital Diablos

UNIT AND PROGRAM COMMITTEES

4. 2015-2017 SHARCS Emergency Preparedness Committee, Member
3. 2010-2012 IAP Digital Media Advisory Committee, Member
2. 2010-2011 SHARCS Oral History Committee, Member
1. 2010 SHARCS Documentary Studies Committee, Member

IAP PROGRAM GRAPHIC DESIGN

2. 2015 IAP Brochure Graphic Design, December
1. 2011 Phoenix Non-Linear Graphic Design, June

PROFESSIONAL ORGANIZATIONS

Microsoft Registered Partner [ID# 1588497]
 Association of Computer Machinery [Member# 3477668]
 International Game Developers Association [Member# 20075218]
 College Art Association [Member# 22037]
 Microsoft Creative Club: gamer tag Xylic

PROFESSIONAL CREDENTIALS OR CERTIFICATIONS

Microsoft Certified Solutions Developer [ID# 2580120] – April 2002
 70-175 Designing and Implementing Distributed Applications with Microsoft Visual Basic®
 70-100 Analyzing Requirements and Defining Solution Architectures
 70-229 Designing & Implementing Databases with Microsoft SQL Server 2000 Enterprise
 Microsoft Certified Professional – February 2002
 70-176 Designing and Implementing Desktop Applications with Microsoft Visual Basic®

PROFESSIONAL EXPERIENCE

Jun 2009-Aug 2010	Senior Technical Lead	Chicago School of Professional Psychology
Apr 2008-Dec 2008	Senior Web Technical Lead	Alphametrix, LLC
Sept 2006-Apr 2008	Senior .NET Developer	Strategic Staffing Solutions
Sept 2005- Sept 2006	Senior .NET Developer	Socrates Media

Jan 2004- Sept 2005
Jun 2001-Dec 2003
Aug 2000-Jun 2001
Jan 1999-Feb 2000
Aug 1997-Jun 1999
Aug 1996-May 1997

Internet Developer
Software Developer
Web Commerce Analyst
Web Developer
Art Teacher
Art Teacher

Career Education Corporation
Clearchannel Communications
EC Outlook, Inc
PDQ.NET
Cyress-Fairbanks Independent School District
Diocese of Galveston-Houston