

Focus

I am an artist in storytelling game and experience design. I develop innovative gameful experiences as engagement engines exploring real-world issues

Social Practice **Selected Online and Live Games, Experiences, and Fiction Performances**

- 2020 FRACTURE/CONNECT – created a gameboard illuminating isolation during the COVID-19 pandemic
- 2019 TRAIN AFTER TRAIN (OREGON 2044) – created a gameboard from the future as a speculative design to enjoin civic engagement with possible futures for the Pacific Northwest
- 2019 ABUNDANT FUTURE – created a geolocated narrative adventure about a radical positive future amid environmental change
- 2018 HOST COUNTRY – created a participatory simulation to prepare U.S. Ambassadors for pre-crisis situations
- 2017-8 EMERGE – collaborated on ideation, narrative and participation architecture for this festival of futures. 2018 theme: space habitat, the Moon in the year 2175
- 2017-pres CLOCKWORK WORLD, HUMAN HANDS – creating an experimental game-as-theater workshop and group exercise that explores global systems through actor interactions
- 2016-7 MY FRIEND JULES – created a game event to encourage public engagement and storytelling about transitions to a low-carbon energy future
- 2015 ROGUE SQUIRRELBOT and other stories – created immersive cellphone adventures that promote public engagement in the urban forest
- 2014 RUINATION: CITY OF DUST – co-created an urban game about water quality and resource preservation in the Minneapolis-St Paul watershed
- 2013-4 FUTURECOAST – created immersive, participatory engagement with climate-changed futures using voicemails as a creative storytelling medium
- 2011-2 ED ZED OMEGA – created a provocative alternate reality experience featuring high school dropouts to spark dialog about alternate education narratives and the schools of the future
- 2010-2 GISKIN ANOMALY – created an immersive geolocated cellphone adventure as embodied learning about the history and culture of San Diego during World War Two
- 2010 ZOROP – co-created an art game that employed a fiction about ancient peacemaking practices to connect strangers at a deep level
- 2009 RUBY'S BEQUEST – created an online alternate reality game exploring the future of care and caring
- 2005-7 WORLD WITHOUT OIL – created a landmark alternate reality game that, through massively collaborative storytelling, engaged participants with energy policy, petroleum dependency, community resilience

Social Practice **Selected Funding and Awards, Partnerships, Projects, Commissions**

- ongoing Online instructor and lecturer
- 2019 Consultant for Terrarium, an alternate reality game to engage new students at the University of Chicago
- 2018 Arizona State University, for the American Academy of Diplomacy (Wash DC) – funding to create a tech-enabled one-day training session to prepare incoming U.S. Ambassadors for pre-crisis situations
- 2017 Consultant for Future Cities, an interactive futurethinking event hosted by World Wildlife Fund Australia
- 2017 Oregon Arts Commission, supporting grant for CLOCKWORK WORLD, HUMAN HANDS work at Djerassi
- 2016 English Chair grant, University of Oregon, to develop ABUNDANT FUTURE, a geolocated narrative work of speculative fiction
- 2016 Commission, Open University/Cambridge University, to develop the MY FRIEND JULES game event as part of the three-year Stories of Change project about low-carbon energy futures
- 2012-2017 NSF Five-Year Grant, as a Partner in the Polar Learning and Responding (PoLAR) Climate Change Education Partnership, Columbia University – to design and make the FUTURECOAST project
- 2015 Commission, Brigham Young University / Univ of Maryland – to consult on game design for DUST, an alternate reality game focusing on science and math learning for middle and high-school students

- 2014 Bush Foundation grant to Northern Lights [Minneapolis] – to co-create RUINATION: CITY OF DUST as a civic engagement event on the future of water for the Minnehaha Creek Watershed District
- 2013 Partnership with Coney, the agency of play and adventure [London UK] – to co-create the experimental collaborative mobile narrative adventure HORAS PERDITAM
- 2012 Corporation for Public Broadcasting grant, with Twin Cities Public Television (St Paul, MN) and AIR / Localore (Boston) – to design and implement ED ZED OMEGA exploring education reform
- 2012 EMERGE Award, Arizona State University – to design and implement I KNOW WHERE WE STAND at the EMERGE digital and future arts festival
- 2009-2012 Commission, Balboa Park Online Collaborative [San Diego] – to design and implement GISKIN ANOMALY as an arts/cultural engagement engine for the City and the Park
- 2009-2010 Award, the Zero One digital arts festival [San Jose CA] – to co-create ZOROP with Annette Mees
- 2009 Award, Institute For The Future [Palo Alto CA] and United Cerebral Palsy – to design and make the online alternate reality game RUBY'S BEQUEST to engage the public with issues around caring
- 2005-7 Award, Corporation for Public Broadcasting – to design and make the online alternate reality game WORLD WITHOUT OIL, in partnership with ITVS [San Francisco]

Social Practice Selected Fellowships, Networks and Residencies

- 2019 Resident Artist at the Pacific Northwest College of the Arts, in the Leland Iron Works program, to realize the TRAIN AFTER TRAIN project
- 2017-8 Resident Visiting Artist, contributing artist, and assistant professor at the School for the Future of Innovation in Society, Arizona State University
- 2017 Resident Fellow at the fourth annual Scientific Delirium Madness, a special residency for art + science, Djerassi Resident Artist Program, Woodside, California – developing CLOCKWORK WORLD, HUMAN HANDS
- 2015-6 Climate Change in Residence: Future Scenarios, Culture and Climate Change, the Open Space Research Centre, Open University, UK – participant in a multidisciplinary networked artist residency program envisioning climate-changed futures
- 2015 Pervasive Media Studio, Bristol UK – honorary artist residency centered on developing DeOccupation, playful fictions that invite people to engage with the future of work
- 2015 Danish State Arts Council et al, Inspirations Laboratorium II, Stege, Denmark – an invitation-only creative retreat for exploring new directions in immersive theater
- 2015 FORWARD/STORY Costa Rica – Participant as alumnus at “an invite-only retreat for writers and designers who create new forms of story”
- 2014 FORWARD/STORY New York – Participant at a retreat for writers, designers, storytellers

Selected Articles, Interviews, Media

- 2017 *Site-Specific Forecasting Games and Serious Play: An Interview with Ken Eklund*, Dr. Stephanie LeMenager, *ASAP/journal*, Vol.2.3 (2017), p. 509-520
- 2016 *Listening Post: Alternate reality games, ecology and the popular voice*, Dr. Adam Alston, *Interventions, Contemporary Theatre Review*, May 9
- 2014 *Eco-Optimism: FutureCoast*, Ann Strainchamps, *To The Best of Our Knowledge*, Jul 20
- 2014 *S.O.S From the Future: We're Not OK*, Eric Molinsky, *WNYC/NPR*, Jun 16
- 2014 *New Climate-Fiction (Cli-Fi) Game Sends Players Clues from the Future*, Julia Pyper, *Scientific American/ClimateWire*, May 1
- 2014 *FutureCoast Turns Climate Science Fiction Into Potent Augmented Reality Experience*, Beckett Mufson, *The Creators Project*, Apr 23
- 2014 *Listen To Voices From The Future Describe What Climate Change Will Feel Like*, Sydney Brownstone, *Fast Company*, Apr 23
- 2013 *Can computer games change the world?* Alex Hudson, *BBC News*, May 14

Games Credits

- 1988–2009 Credits as writer and designer on 22 published computer games and 10 online educational science mystery games