

ARIANNA B. GASS

EDUCATION

University of Chicago - Chicago, IL
PhD Candidate, English and Theater and
Performance Studies
Dissertation Title “The Body in Play:
Performance in and Through Video Games”

Vassar College - Poughkeepsie, NY
Bachelor of Arts, General Honors and
Departmental Honors, Phi Beta Kappa
English and Drama Departments

PUBLICATIONS

“Prosthetic Performance.” *Reading Contemporary Performance: Theatricality Across Genres*. Eds. Meiling Cheng and Gabrielle Cody. Routledge, 2015, pp. 154-6.

Çakir, N., Gass, A., Foster, A., Lee, F. “Designing her way into computer science: Empowering young girls through identity exploration.” *European Conference of Educational Researchers*. Conference Proceedings. August 25, 2016.

BOOK REVIEWS

Gass, Arianna. [“Playing with Feelings: Videogames and Affect.”](#) *Critical Inquiry* 46, no. 2 (Winter 2020): 455–56.

PAPERS AND PRESENTATIONS

“Qualifying Comprehensivity” Working Group. American Society for Theater Research. New Orleans, LA. November 2020. (Canceled due to COVID-19).

“Real-time Reflections and Collision Boxes: Embodiment and Sexuality Beyond Representation.” Society for Cinema and Media Studies. Denver, Colorado. April 2020. (Canceled due to COVID-19).

“Linked Desire: Queer Desire and Literary Practice.” Society for Science, Literature, and the Arts. University of California, Irvine, 2019.

“Machine Embodiment and the Ethics of Touch.” Queerness and Games Conference, Concordia University (Montreal, QC), 2018.

“Fumblecore, Machine Embodiment, and the Ethics of Touching.” Sensing Media: University of Chicago Cinema and Media Studies Graduate Conference, University of Chicago, 2018.

FELLOWSHIPS, GRANTS, AND AWARDS

Jonathan D. Steiner Memorial Prize, University of Chicago
2019

Awarded \$5000 tuition aid for “outstanding work in the study of drama or criticism.”

Tuition Scholarship, Digital Humanities Summer Institute, University of Victoria
Summer 2020

Awarded scholarship to attend two week-long courses; “Retro Machines and Media” and “Digital Fictions, Electronic Literature, Literary Gaming.” (Canceled due to COVID-19).

Collaboration Grant, Arts, Science and Culture Initiative, University of Chicago
Fall 2019-Spring 2020

Awarded \$3000 for a collaborative project with Computer Science PhD Student Jas Brooks, titled “Subconscious Influence on an Audience via Body Odors.” The project blends procedural textual manipulation, durational performance art, and a virtual reality game augmented by an olfactory display.

Graduate Global Initiative, University of Chicago
Summer 2019

Awarded \$4000 for a summer internship with Headlong Dance Theater in Philadelphia, PA to assist in digitizing their performance archive.

Graduate Fellow, Arts Science and Culture Initiative, University of Chicago
Fall 2018-Spring 2019

Nominated by faculty from across the University, the Graduate Fellows program facilitates exchange among graduate students interested in cross-disciplinary collaboration. Awarded \$2400 for summer research project on live-action role playing (LARP).

Co-Primary Investigator, “War of the Worlds: Philadelphia,” William Penn Foundation
Fall 2015 - Present

\$356,000 award to Drexel University for a two-year research phase. Project aims to create a city-wide game that utilizing theatrical and digital game elements.

TEACHING EXPERIENCE

ENGL 10606/TAPS 16606. Genre Fundamentals: Drama, Instructor of Record
Winter 2021

TAPS 10200. Acting Fundamentals, Course Assistant
Summer 2020, Professor: Shade Murray

TAPS 22900. Introduction to Theater & Performance Studies, Course Assistant
Spring 2020, Professor: Tiffany Trent

EMPLOYMENT AND EXPERIENCE

Worker-Owner, Obvious Agency

February 2016 - Present

Co-founder of Philadelphia-based theater company specializing in interactive and game-based performance with Daniel Park and Joseph Ahmed.

Graduate Fellow, Media, Arts, Data, and Design (MADD) Lab, University of Chicago
January 2019 – Present

Focus on student engagement and programming for the MADD Lab, as well as lab maintenance.

Research Assistant, Ellen MacKay, Associate Professor of English, University of Chicago
January 2018 – January 2019

Data Assistant working on Critical Editions for Digital and Analysis and Research (CEDAR) project, investigating Shakespeare’s *The Taming of the Shrew* and contemporary iterations of the shrew and shrew-tamer.

Program Manager, Entrepreneurial Game Studio, Drexel University

April 2014 – June 2017

Responsible for grant writing and financial management, administration of undergraduate and graduate laboratory, weekly programming and lab-related research.

CREATIVE WORK

Programmer, Performer, *Main Menu*, Obvious Agency

January 2019-November 2020

Developed a twine-based performance script and performed in this part-computational, part improvisational co-creative live theater piece for one player at a time.

Media/Game Design Consultant, *Honey Honey*, Ninth Planet

March – October 2019

Assist co-editors in developing and maintaining interactive mechanics in live performances. Assembled dramaturgical information regarding live-action role playing and video game design.

Dramaturg, Barnes Jawn(t), Obvious Agency

Summer 2018, Fall 2019

Developed a tour structure as a commission for the Barnes Foundation (Philadelphia, PA) that takes a decolonial approach to the Foundation's collections by inviting community organizers and activists to lead fictionalized tours of the collections. Designed a short, social game to be played in the museum.

Lead Artist, *Go To Sleep*, Obvious Agency

June 22-24, 2017

Conceived, designed, and performed in a 15-minute walking simulator exploring experiences of insomnia. Integrated live video and audio mixing with live performance and an improvisatory, audience-based structure. Self-produced and present at the Art Church of Philadelphia.

SERVICE

Graduate Student Caucus Representative to the Committee on New Paradigms in Graduate Education (2021)

American Society for Theater Research

Union Steward, English (2018-19)

Graduate Students United

Co-Coordinator, Theater and Performance Studies Graduate Workshop (2019-Present)

University of Chicago

Organizer, "Exhaustion" Graduate Student Conference in English

University of Chicago

ADDITIONAL TRAINING

"LARP as Embodied Design Research Method," Designing Interactive Systems 2019

June 2019

"Digital Approaches to Critical Bibliography," Rare Book School, University of Virginia

June 2018