

ARIANNA B. GASS

EDUCATION

University of Chicago - Chicago, IL
PhD Candidate, English, Theater &
Performance Studies
Dissertation Title: "The Body in Play:
Performance in and Through Video Games"
Committee: Patrick Jagoda (Chair), Ellen
MacKay, Tina Post, C. Riley Snorton

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

TEACHING AND RESEARCH FIELDS

Theater; Performance Studies; New Media; Game Studies; Game Design; Feminist and
Queer Theory; Literary Criticism

ACADEMIC 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.

OTHER PUBLICATIONS

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

Gass, Arianna and Daniel Park. "Obvious Agency and Creative Cooperative Futures"
HowlRound. 15 March 2020. <https://howlround.com/obvious-agency-and-creative-cooperative-futures>

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. The Internet

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 Race St. Pier - Philadelphia, PA

design. Ran in-person workshops to enhance interactive moments for Race St. Pier residency.

Dramaturg, *Barnes Jawn(t)*, Obvious Agency

Summer 2018, Fall 2019

Barnes Foundation - Philadelphia, PA

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,

Art Church of Philadelphia - Philadelphia, PA

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.

Game Designer, *The Parasite*, University of Chicago

July - September 2017

University of Chicago - Chicago, IL

Developed puzzles and narrative in addition to performing in a several month long alternate reality game (ARG) designed as part of the freshman year orientation for students entering the College at the University of Chicago.

Lead Artist, *The Diamond Eye Collective*, Obvious Agency

April 2015

Temple University – Philadelphia, PA

Commissioned devised interactive theater piece as part of Temple University's *Beyond the Page Festival*.

Documentarian, *Cross Pollination*, Swim Pony Performing Arts

September 2014 – May 2015

Philadelphia, PA

Responsible for public-facing reporting for eight, weeklong interdisciplinary collaborations between the Artistic Director and two guest artists from different disciplines.

Assistant Director, *The Tempest*, Swim Pony Performing Arts

June 2013 – August 2013

Shakespeare in Clark Park – Philadelphia, PA

Responsible for developing devising exercises for outdoor production, assisted in rehearsals, provided directorial input. Choreographed puppet sequences.

Co-creator, *#Sootfall* (Netprov)

February 2013

The Internet

Developed with Reed Gaines, performed online with anonymous internet collaborators. A multi-week improvised narrative written on and for Twitter.

Deviser, ****Iamonthetheinternet****, Simpatico Theatre Company, Dir. Kevin Meehan

November 2014 - June 2015

University of the Arts – Philadelphia, PA

Chorus, *The Sincerity Project*, FringeArts, Team Sunshine Performance Corporation
December 2014

Performer, *10 Unnameable Spectacles*, New Paradise Laboratories, Dir. Whit MacLaughlin
September 2013

FELLOWSHIPS, GRANTS, AND AWARDS

Stuart Tave Teaching Fellowship, University of Chicago

2021-22

Award “to provide exceptional graduate students with the opportunity to teach a course of their own design related to their research and appealing to undergraduates across the College.”

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 (Iarp).

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

Fall 2015 – Fall 2017

\$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

From Theater Games to Gaming Theater, Instructor of Record (TAPS 20230)

Spring 2022

Critical Videogame Studies, Course Assistant (ENGL 12320/ MAAD 12320/CMST 25945)

Fall 2021, Professor: Patrick Jagoda

Shrews! Unladylike Conduct on Stage and Page in Early Modern England, Course Assistant (ENGL 203601/ TAPS 203601)

Spring 2021, Professor: Ellen MacKay

Genre Fundamentals: Drama, Instructor of Record (ENGL 10606/TAPS 16606)

Winter 2021

Acting Fundamentals, Course Assistant (TAPS 10200)

Summer 2020, Professor: Shade Murray

Introduction to Theater & Performance Studies, Course Assistant (TAPS 22900)

Spring 2020, Professor: Tiffany Trent

PAPERS AND PRESENTATIONS

“Qualifying Comprehensivity.” Field Conversation co-chaired with Noe Montez. American Society for Theater Researchers. San Diego, 2021.

“Clipping and Interpenetration: Embodiment and Sexuality Beyond Representation.” Society for Cinema and Media Studies. Online, 2021.

“Interpenetration and Clipping: Graphical Perversions.” Midwest Media Aesthetics Workshop. Northwestern University, 2021.

“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.

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) Center, University of Chicago

January 2019 – Present

Focus on student engagement and programming for the MADD Center, 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.

Literary Division Intern, Abrams Artist Agency, New York, NY

January 2012 – May 2012

Assistant to Morgan Jenness and Beth Bickers.

Literary Management and Dramaturgy Intern, Studio Theatre, Washington, DC

May 2011 – August 2011

Assistant to Adrien-Alice Hansel. Contributed to production programs and season planning. Responsible for weekly play reading and reporting. Member of editorial board. Assistant Dramaturg for *The Habit of Art*, dir. David Muse and *Pop!* Dir. Tom Story.

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 (2019-2021), University of Chicago

Organizer, "Exhaustion" Graduate Student Conference in English, University of Chicago (2019)