

# Anne-Marie Schleiner

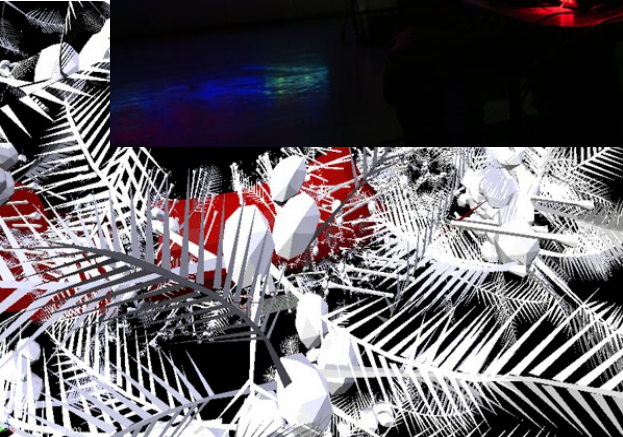
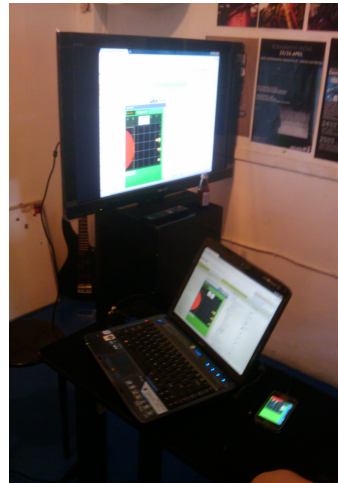
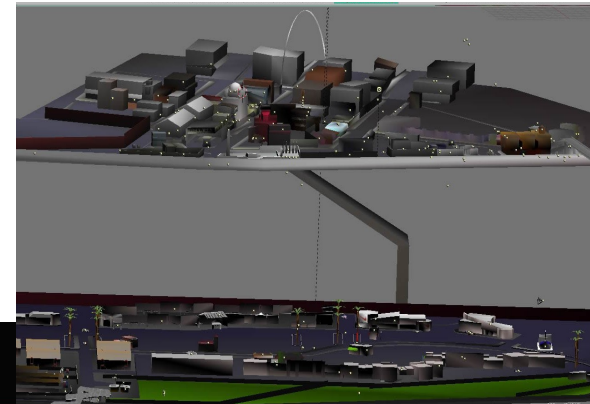
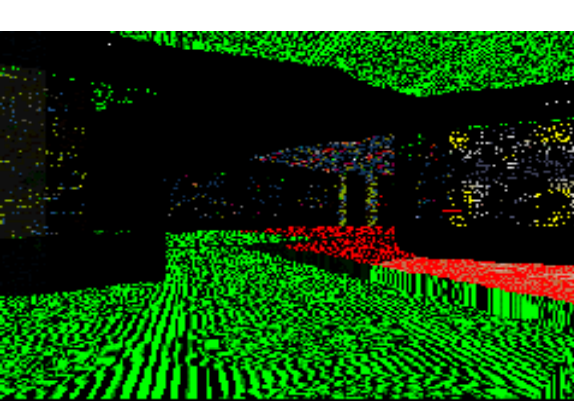
## p o r t f o l i o

[opensource.net](https://opensource.net)

# Experimental Game Design

Music Software | Art Game Mods | Critical | Social and Serious Games | Mobile Phone Game

Epilepsy Virus Patch, Heaven @ 711, Corridos, Jardines Flotantes, Ants vs. Fruit, Colony Collapse Disorder





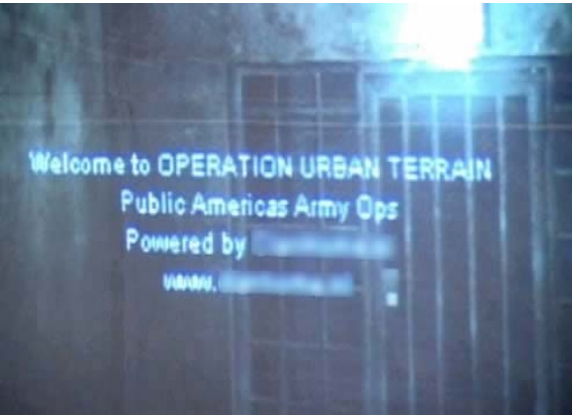
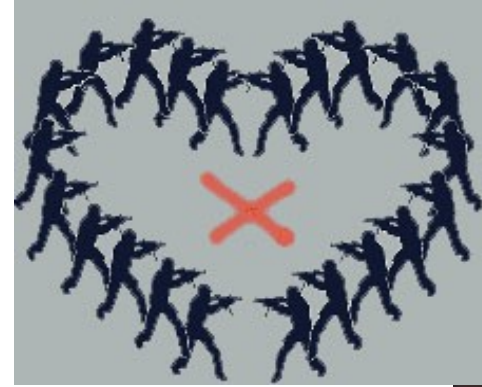
# Performance Art

## Wireless Urban Activism | Gamic Anti-Military Interventions

Velvet-Strike, Operation Urban Terrain (O.U.T.), Riot Gear



schlein { ~~dead body music~~.mp3 2.09 sec.  
~~extopia~~.mp3 43 sec.  
"Prisoners", Lyrics  
"global hearse ride", Lyrics  
~~"call for collaborators"~~  
"heaven @ 711", game





Heaven @ 711 Abstract Music Visualization Software and Hip Hop Game 2004  
Each level features rhymes in a different language by invited musicians that must be completed by one of two competing players. Visual effects and visual “scratching” are programmed into this Performative experimental music game. Created while on an art residency at Schloss Solitude in Stuttgart, Germany, the hip hop city of Germany.



Velvet – Strike, Virtual Online Performance Art, 2002 w Brody Condon, Joan Leandre and others  
Ludic anti-war interventions in the once popular 3-D online fighting game Counter-Strike. Anti-war graffiti downloadable from our website for spraying inside the gamespace. We also share “Recipes” for live protest actions like sit-ins and befriending enemies. The project inspired death threats and hate mail from misogynist and patriotic gamers which we collected on Velvet-Strike's online “Flamer gallery.”





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Operation Urban Terrain, Urban Mobile Live Performance/Video, 2004 (Elke Marhoefer and others)

Together with a team of 5 online gamers located around the globe, a female game duo performed interventions in a U.S. Army recruitment game during the Republican National Convention in New York City.

Select locations in the game matched 3 actual projection locations chosen around the city, where we performed virtual protests and dances with “enemy” characters. Unplanned for public interactions with police in Midtown and children in Harlem are among those scenes recorded on the video documentation available at the Video Databank Video Art Archive. Produced by Creative Time with support from the Lynn Blumenthal Award.



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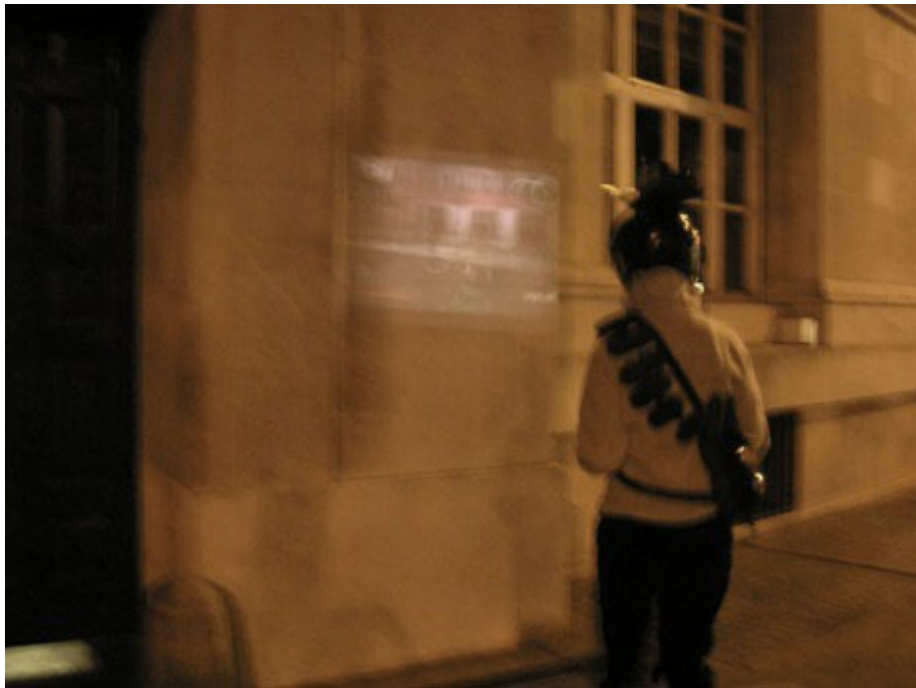
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Riot Gear, Urban Mobile Live Performance, 2006-2007 (w/ Talice Lee)  
Projecting news stories of European police abuse of immigrants retold as machinima in games, as a female rollerskating duo we performed this piece on the surfaces of cities in Spain and the U.K.



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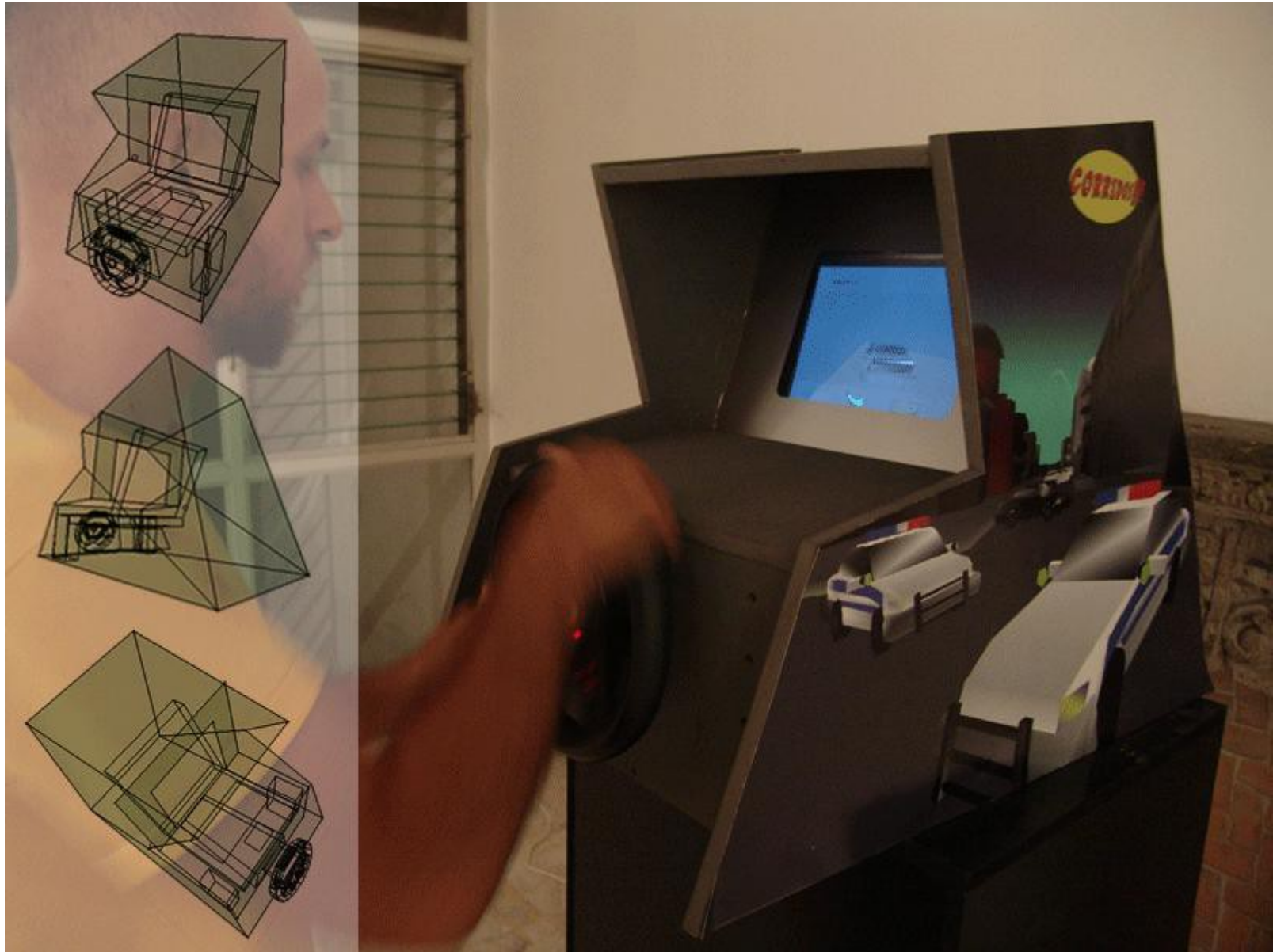


PS2 Diaries, Machinima Video, 2004

An autobiographical trip down memory lane to my nerdy Californian childhood staged in 7 classic Playstation 2 titles.

Commissioned for an exhibit of videos shown in an amusement park rocket ride in Mexico City curated by Rene Hayashi.





### Corridos 3-D Computer Game 2005 (w/ Luis Hernandez)

A reflection on the U.S./Mexico Border in game form.

Mexican Corridos songs provide the clues in this driving game.

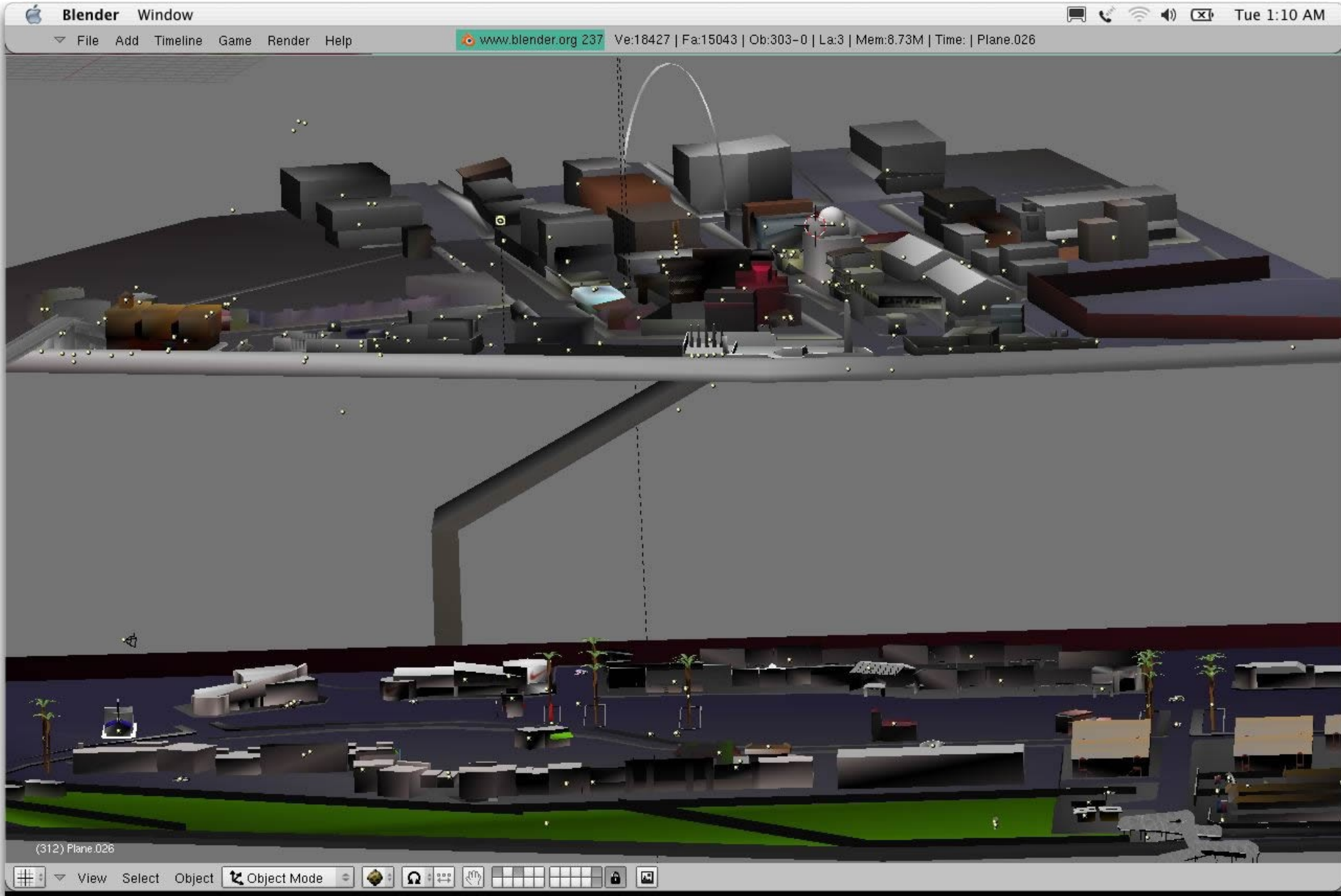
CORRIDOS 1.0



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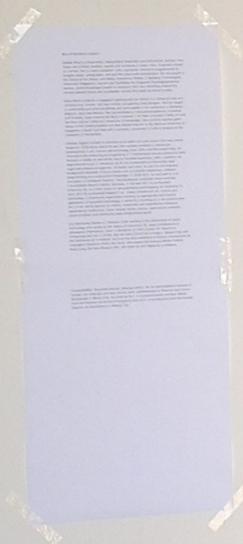
Ants Vs. Fruits  
Mobile App, 2012  
Tower Defense Game Design  
Prototyper with Appinventor





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