TIFFANY FUNK

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EDUCATION

PhD 2016 University of Illinois at Chicago, Art History
Areas of Specialization: History of Computation in the Arts / New Media Art
Dissertation: "Zen and the Art of Software Performance: John Cage and Lejaren A. Hiller Jr.'s *HPSCHD* (1967-1969) and its Legacy in Art and Technology"
Chair: Prof. Hannah B Higgins

MFA 2012 University of Illinois at Chicago, New Media Arts
Advisor: Prof. Sabrina Raaf

MA 2005 University of Chicago, Humanities
Thesis: "The Phantasmagoric Metaverse: Tony Oursler's *The Influence Machine*"
Advisor: Prof. Barbara Stafford

BA 2003 University of Wisconsin–Madison (High Honors)
Communication Arts (concentration in Radio, Television, and Film)
Spanish Linguistics and Literature

ACADEMIC WORK EXPERIENCE

2020–present Visiting Instructor of Interdisciplinary Education in the Arts (IDEAS), University of Illinois at Chicago, School of Art and Art History

2017–2020 Visiting Lecturer and Academic Advisor of Interdisciplinary Education in the Arts (IDEAS), University of Illinois at Chicago, School of Art and Art History

2016–2017 Lecturer in Art, Lake Forest College, Lake Forest IL, Department of Art and Art History

2010–2016 Adjunct Faculty and Graduate Advisor, Columbia College Chicago, Department of Art and Art History

2009–2015 Adjunct Instructor, University of Illinois at Chicago, School of Art and Art History

2007–2010 Teaching Assistant, University of Illinois at Chicago, Department of Art History

2005–2006 Adjunct Faculty, Wilber Wright College, Department of Humanities, Chicago, IL

GRANTS/AWARDS

2022 Gold Winner, Miskatonic Playhouse Game Scenario Writing and Design Award
HOPE (Honoring Our Professor's Excellence) Award, University of Illinois at Chicago Campus Housing

2020 Student Success Innovation Fund Award, University of Illinois at Chicago Office of the Vice Provost for Undergraduate Affairs and Academic Programs

2017 National Science Foundation and Society for Literature, Science, and the Arts Travel Grant

2015 Chancellor's Graduate Research Fellowship, University of Illinois at Chicago

2014   Chancellor's Graduate Research Fellowship, University of Illinois at Chicago

2011   University of Illinois at Chicago Graduate Student Travel Grant
        Neisser Fund University of Illinois School of Art and Design Award
        ACRE Residency, Steuben WI

2010   Neisser Fund University of Illinois School of Art and Design Award

2009   University of Illinois at Chicago Graduate Student Travel Grant
        University of Illinois at Chicago Art History Department Travel Grant

PUBLICATIONS

Books

Zen and the Art of Software Performance: John Cage and Lejaren A. Hiller Jr.'s HPSCHD, Urbana, IL:
        University of Illinois Press (under contract).

Book Chapters

"Decoding Vera Molnár: Artist, Painter," *Vera Molnár: Variations*, Cambridge, MA: MIT Press (under
        contract).

"John Cage and Lejaren Hiller Jr.'s *HPSCHD*, 1967-1969," in *Coded: Early Computational Art* (Los
        Angeles, LA: Los Angeles County Art Museum, 2022).

"Dirty Your Media: Artists' Experiments in Digital Bio-Sovereignty," in *The Aesthetics of Necropolitics*, ed.
        Natasha Lushetich (London: Rowman and Littlefield, 2018).

Articles

"Deep Listening: Early Computational Composition and its Influence on Algorithmic Aesthetics," 43-50,
        Conference proceedings, *RE:SOUND, the 8th International Conference for Histories of Media
        Arts 2019*, Aalborg, Denmark, August 2019, doi: 10.14236/ewic/RESOUND19.7.

"From Wetware to Tilt Brush, How Artists Tested the Limits of Technology in the 2010s," *Frieze*,
        December 18, 2019, https://frieze.com/article/wetware-tilt-brush-how-artists-tested-limits-
        technology-2010s.

"'A MUSICAL SUITE COMPOSED BY AN ELECTRONIC BRAIN': Reexamining the *Illiac Suite* and the Legacy
        of Lejaren A. Hiller Jr. in Conceptual Art," *Leonardo Music Journal*, 28 (December 2018).

"The Prosthetic Aesthetic: An Art of Anxious Extensions," *Mid-America College Art Association
        Conference 2012 Digital Publications* (2012).

Catalogs

Editor, *Game Arts Curator Kit*, GAIA Symposium and VGA Publications (Forthcoming Spring 2022).

Editor, *Chicago New Media, 1973-1992* (Champaign, IL: University of Illinois Press, 2018).

"Magic, the Future, and Code: Casting Coding within the Prosthetic Relationship," *Art2Code Catalogue*,
        College Art Association and v1b3 (Winter 2016).

"The Man Who Pictured Space from His Apartment—A performance piece by Cupola Bobber," Cue Art Foundation exhibition catalogue, 2007.

Interviews

"'Scale': The Sound of Interspecies Communication? Tiffany Funk interviews Marlena Novak," *Antennae: The Journal of Nature in Visual Culture* 28 (Summer 2014): 50-59.

CONFERENCES / PANELS / WORKSHOPS

2022   "NFT Art: No FuTure," UIC Alumni Exchange, University of Illinois at Chicago (forthcoming)

"Introduction to Computational Arts," Uncommon Hacks Workshop, University of Chicago, April 2, 2022, Chicago IL

"The VGA Connection: Video Game Art Gallery and the Chicago Art+Game Communities," Panel: Local Game Histories of Chicago and the American Midwest, Society for Cinema and Media Studies Annual Conference, March 31, 2022, Chicago IL

2021   "'Purposeless Play': John Cage the Gamer," panel chair, ReVIEWING: Black Mountain College Conference 12, November 13, 2021, Asheville NC

"GACK: The Game Art Curator's Kit," *Society for Literature, Science, and the Arts Annual Conference*, September 30-October 3, 2021, Ann Arbor MI

""Deep Listening" redux: Early Computational Composition and Its Influence on Algorithmic Aesthetics," invited lecture, American School of Modern Languages and Culture, Hong Kong University, April 26, Hong Kong

First Year Seminar (FYS) Summit area coordinator and presenter, April 28-29, University of Illinois at Chicago, Chicago IL

NTX Gaming Symposium, Pedagogy Roundtable invited panelist, March 13, Texas Christian University, Fort Worth TX

"Quarantine Inside the White Cube" co-chair, College Art Association Annual Conference, February 10-13, New York NY

2020   "Digital Literacy in the Arts," Provost's Leadership Retreat 2020: Building Excellence & Community Online, August 18th, University of Illinois at Chicago, Chicago IL

"The Legacy of Jack Burnham on Video Game Art and Emerging New Media" co-chair, College Art Association Annual Conference, February 12–15, Chicago IL

2019   "VGA Reader Roundtable: Emerging Infrastructures for Video Game Art," *Society for Literature, Science, and the Arts Annual Conference*, Irvine CA

"Deep Listening: Early Computational Composition and its Influence on Algorithmic Aesthetics," *RE:SOUND, the 8th International Conference for Histories of Media Arts 2019*, Aalborg, Denmark

"Speculation/Memory" Panel, *Living a Digital Life: Objects, Environments, Power*, 2019 Michigan Meeting panel invitation, University of Michigan, Ann Arbor MI

"Writing In and Outside of Video Games" Roundtable, 2019 *Progression Mechanics 2*, Northwestern University, Evanston IL

2018   "Video Game Art: Pedagogy and Research," Chicago Colloquium on Digital Humanities and Computer Science, Loyola University, Chicago IL

Chicago New Media 1973-1992 Exhibition Conversation organized by Gallery 400, University of Illinois at Chicago, Chicago IL

Green Lantern Press + Sector 2337; The *VGA Reader* presents Evan Meaney ++ *We Will Love You For Ever*, Chicago IL

2017   "Just Press 'PLAY': 'Real-time Computation' (RTC) and 'Simultaneity' in Digital Art," *College Art Association Annual Conference*, New York NY

Video Game Art Reader Panel, Harold Washington Public Library, Chicago IL

"Panic! at the University of Illinois: Lejaren Hiller's *Illiac Suite* (1956) and its Legacy in Time, Labor, and Art," *Society for Literature, Science, and the Arts Annual Conference*, Tempe AZ

ChiDM Presents "Video Game Levels as works of Art, Architecture, and Design: Tiffany Funk and Chris Totten in Conversation," Chicago Design Museum, Chicago IL

2016   "'Command-line Bullshittery,' the Myth of Computer Literacy, and the 4th Dimension: Towards a Performative Pedagogical Foundation of Time-Based Media Arts," *Mid-America College Art Association Conference*, University of Cincinnati, Cincinnati OH

2014   "Art as a Form of Behaviour: John Cage and Lejaren Hiller's *HPSCHD* (1968-9) and the Potential of Agonistic Space in Software Art," *14th Biennial Arts and Technology Symposium*, The Ammerman Center for Arts and Technology, Connecticut College, New London CT

2013   Panel member: *The Sci-Fi Effect*, Design Cloud Gallery, Chicago IL

2012   "Prosthetic Aesthetics," *Mid-America College Art Association Conference*, Wayne State University, Detroit MI

"Wearable EMF sensing," *Processing Chicago, Electronic Visualization Lab*, University of Illinois at Chicago, Chicago IL

2011   "The Prosthetic Aesthetic: An Art of Anxious Extensions," *Critical Information Conference*, School of the Visual Arts, New York NY

2010   "Sharks and Kittens and other once-living things: the art of Damien Hirst and Walter Potter," *Hot Media Series*, University of Illinois at Chicago, Chicago IL

2009   "'This is the story of a man marked by an image from his childhood': The Function of Narrative and Memory in Chris Marker's *La jetée*" *Popular Culture Association/American Culture Association Conference*, New Orleans LA

PROFESSIONAL SERVICE: EDITORIAL EXPERIENCE / PEER-REVIEW COMMITTEES / JURIES

2022   Jury Member, ENVISION Grant, Chicago Artists Coalition and Carl & Marilynn Thoma Art Foundation

2020–present   Director of Publications, Video Game Art Gallery, Chicago IL

2019–present   UIC Fulbright Applicant Interviewer

2018–present   Chicago Colloquium on Digital Humanities and Computer Science (DHCS) Steering
                Committee Member

2016–present   Editor-in-Chief, *Video Game Art Reader*, VGA Gallery, Chicago IL

2016–2019   Member of the SIGGRAPH (Special Interest Group on Computer GRAPHics and
                Interactive Techniques) Unified Jury

2015–present   Associate Editor, *Media-N Journal*, New Media Caucus

2014–2017   Managing Editor of CAA Conference Editions, *Media-N Journal*, New Media Caucus

EXHIBITIONS, PERFORMANCES, PUBLISHED GAME MODULES, AND SCREENINGS

2022   "Unboxing Black Boxes and Black Holes," MDW Fair, Chicago IL
        Computational Poetics, Beall Center for Art + Technology, Irvine CA
        The Antediluvians, *Call of Cthulhu* scenario, https://www.drivethrurpg.com/product/404861/The-Antediluvians

2021   *Deep Feel* https://deepfeel.art, *The Wrong Biennale n°5*, https://thewrong.org/

2020   *Defund + Defend: Digital Artifact for M4BL*, https://www.defunddefend.newmediacaucus.org/
        Chicago New Media Artists for Racial Justice, https://itch.io/b/536/chicago-new-media-artists-for-racial-justice
        Infected Instructions, https://www.infectedinstructions.org/

2019   *Hole Black Hole Catalog*, Summer 2019, Flatland, Chicago IL

2018   *Chicago New Media 1973-1992*, Gallery 400, Chicago IL
        NO CHILL, Art & Exhibition Hall, University of Illinois at Chicago

2017   *Egresswasm*, Chase Public, Cincinnati OH
        A Lecture on a Show about Nothing, Society for Literature, Science, and the Arts, Tempe AZ

2016   *Everything Must Go*, Heaven Gallery, Chicago IL
        Document V, The Luminary, St. Louis MO
        Best of ACRE TV, Revolution Brewery, Chicago IL
        Em(body) {Reflections; Extensions; Projections;}, Uptown Arts Center, Chicago IL

2015   *Print Shop*, Woman Made Gallery, Chicago IL
        A to Z: Abracadabra to Zombies, Pollock Gallery, Southern Methodist University, Dallas TX
        Once More for the Very First Time // ACRE TV, Comfort Station, Chicago IL
        The Day After Groundhog Day Might Still Be Groundhog Day, The Nightingale, Chicago IL

2014   *ACRE TV: Automatobahn*, Chicago IL
        Tulsa Overground Art and Music Festival, Tulsa OK

2013   *ART/TECH: Interface*, ARC Gallery, Chicago IL
        Antimatter [Media Art] Festival, Victoria BC, Canada
        #programalaplaza, MediaLab Prado AfterARCO Festival, Madrid, Spain

2012   *Packing Heat*, ACRE Projects, Chicago IL
        The Dragon is the Frame, Gallery 400, Chicago IL
        Look at Me: MFA Thesis Exhibition, Gallery 400, Chicago IL

Data, Screens, Machines, Tall Grass Arts Association Gallery, Park Forest IL

2011   *Screenology*, Hyde Park Art Center, Chicago IL
         Gallery Grey, Minneapolis MN

PROFESSIONAL AFFILIATIONS

Association of Art Editors
The Arts Club of Chicago
College Art Association
Society for the History of Technology
Society for Literature, Science, and the Arts
New Media Caucus
Rhizome