

Jerry Belich

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## EDUCATION

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| <i>Miami University</i> , Master of Fine Arts, Experience Design | 2019 |
| <i>Bethel University</i> , Bachelor of Arts, Computer Science    | 2003 |
| <i>Los Angeles Film Studies Center</i>                           | 2002 |

## HONORS AND AWARDS

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| International Golden Lock-In Award, RoomEscapeArtist.com - Minneapolis, MN                               | 2018 |
| Awarded the Vernon Wilson Endowed Chair in Game Design, Eastern Kentucky University - Richmond, Kentucky | 2016 |
| Awarded a Solid Fellowship, O'Reilly Media Solid Conference - San Francisco, CA                          | 2015 |
| Awarded \$16k Cash Grant, Northern Spark - Minneapolis, MN   | 2014 |
| Audience Choice Award, A MAZE - Berlin, Germany  | 2014 |
| Other Dimensions Award, A MAZE - Berlin, Germany   | 2014 |

## SELECTED EXHIBITION HISTORY - Invited to Show

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| <i>Indie Game Trash Night</i> , Middlesex Lounge - Cambridge, MA                                  | 2020 |
| <i>IndieCade</i> , CDM Campus - Santa Monica, CA  | 2019 |
| <i>Bit Bash</i> , Museum of Science and Industry - Chicago, IL                                    | 2019 |
| <i>IGF Awards for Alt.Ctrl.GDC</i> , Moscone Center - San Francisco, CA                           | 2018 |
| <i>Fantastic Arcade</i> , Alamo Drafthouse Cinema - Austin, TX                                    | 2018 |
| <i>A Maze</i> , The Urban Spree - Berlin, Germany   | 2018 |
| <i>Itty Bitty Bash</i> , Bottom Lounge - Chicago, IL  | 2017 |
| <i>Future of Storytelling Festival</i> , The Africa Center - New York, NY                         | 2016 |
| <i>Future of Storytelling Summit</i> , Snug Harbor - New York, NY                                 | 2016 |
| <i>Bit Bash</i> , Revel Fulton Market - Chicago, IL   | 2016 |
| <i>Children's Media Conference / Playground Exhibition</i> , Site Gallery - Sheffield, UK         | 2016 |
| <i>digiPlaySpace</i> , TIFF Bell Lightbox - Toronto, Canada                                       | 2016 |
| <i>Indie Arcade: Coast to Coast</i> , Smithsonian American Art Museum - Washington, DC            | 2016 |
| <i>GLOBALE: Global Games</i> , ZKM   Museum of Contemporary Art - Berlin, Germany                 | 2015 |
| <i>Future of Storytelling Summit</i> , Snug Harbor - New York, NY                                 | 2015 |
| <i>Fantastic Arcade</i> , Alamo Drafthouse Cinema - Austin, TX                                    | 2015 |
| <i>Bit Bash</i> , Threadless - Chicago, IL  | 2015 |
| <i>Train Jam Exhibit</i> , Moscone Center - San Francisco, CA                                     | 2015 |
| <i>Itty Bitty Bash</i> , Bottom Lounge - Chicago, IL  | 2015 |
| <i>Bit Bash</i> , Threadless - Chicago, IL  | 2014 |
| <i>ZKM_Gameplay</i> , ZKM   Museum of Contemporary Art - Berlin, Germany (permanent installation) | 2014 |
| <i>E3 IndieCade Showcase</i> , LA Convention Center - Los Angeles, CA                             | 2014 |

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|---|------|
| <i>Northern Spark</i> , City of Minneapolis - Minneapolis, MN         | 2014 |
| <i>Game Science Center</i> - Berlin, Germany (permanent installation) | 2014 |

## SELECTED EVENT HISTORY - Accepted Works

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| <i>Alt.Ctrl.GDC</i> , Moscone Center - San Francisco, CA        | 2017 |
| <i>Alt.Ctrl.GDC</i> , Moscone Center - San Francisco, CA        | 2016 |
| <i>WordPlay</i> , Toronto Reference Library - Toronto, Canada   | 2015 |
| <i>Solid Conference</i> , Fort Mason Center - San Francisco, CA | 2015 |
| <i>Alt.Ctrl.GDC</i> , Moscone Center - San Francisco, CA        | 2015 |
| <i>IndieCade</i> , IndieCade Village - Los Angeles, CA          | 2014 |
| <i>A Maze</i> , The Urban Spree - Berlin, Germany               | 2014 |
| <i>Alt.Ctrl.GDC</i> , Moscone Center - San Francisco, CA        | 2014 |
| <i>Game Connection</i> , Les Docks de Paris - Paris, France     | 2013 |
| <i>Fantastic Arcade</i> , Alamo Drafthouse Cinema - Austin, TX  | 2013 |

## SELECTED PROJECT HISTORY

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| <i>Unannounced Escape Room</i> , Location Based XP / Commercial - A deeply narrative, state-of-the-art, magical experience.    | 2020 |
| <i>Burning Ritual</i> , Electronics / Handmade Candles - A ritual with handmade reactive candles to encourage self-care.       | 2020 |
| <i>Nature Machn</i> , Digital / Installation - A large tent with seamless rear projected and procedurally grown nature scenes. | 2019 |
| <i>Alice in Puzzleland</i> , Game Design / Commercial - An original 190 page escape room design crafted in three weeks.        | 2018 |
| <i>IGF Alt.Ctrl.GDC Award</i> , Electronics - A faux retro tv award w/ thermal printing and conductive antenna.                | 2018 |
| <i>Dark Side of Balloon</i> , Digital - A macabre battle of balloons, highlighting the creepy personification of their motion. | 2018 |
| <i>Channel</i> , Electronics / Installation - A Ouija board that spells messages pulled from closed caption tv transmissions.  | 2017 |
| <i>Utopia Room</i> , Location Based XP / Commercial - An escape room set in a utopian future where happiness is mandated.      | 2017 |
| <i>Ghost Dentist VR</i> , Electronics / VR - A body-horror game testing the joy and terror of being your own dentist.          | 2017 |
| <i>Cylindr</i> , Electronics / Cylinder of LEDs - A game exploring volume in two dimensions through arcade play.               | 2016 |
| <i>Please Stand By</i> , Electronics / Vintage TV - Interactive exploration game about broadcast and truth.                    | 2015 |
| <i>The Choosatron</i> , Electronics / Thermal Printer - Interactive fiction storytelling machine with a permanent artifact.    | 2015 |
| <i>Dyscourse</i> , Narrative Design / Commercial - A choice-based adventure game created by Owlchemy.                          | 2015 |
| <i>Prototyping for Play</i> , Video Series / Commercial - An O'Reilly Media educational series about creative hardware design. | 2015 |
| <i>Dial!</i> , Electronics / Vintage Rotary Phone / Software - Rotary as alternative controller for a western shootout game.   | 2015 |
| <i>A.F.T.E.R.G.L.O.W.</i> , Electronics / Vintage Briefcase / Rotary Dial - Simulated Soviet radar war device.                 | 2015 |
| <i>Robo Mama's Cooking Kitchen</i> , Electronics / Recovered Kitchen Play-set - Robot cooking simulator.                       | 2015 |
| <i>MysteryPhone</i> , Mobile / Location Based XP - Real-time location based detective game in Minneapolis.                     | 2014 |
| <i>Polite Dinner Extreme</i> , Digital - Two player food fight game at the dinner table of WASP parents.                       | 2014 |

*Cosmopolitan Casino Lobby & Bar*, Software / Commercial - Wrote half of the code syncing 384 monitor simulations. 2010  
*St. Paul Ordway's Rocky Horror Picture Show*, Animation & FX / Live Theatre - Created an FX filled intro w/ show actors. 2007  
*The Glass Menagerie*, Animation & FX / Live Theatre - Effects Artist for digital projection sequences during the show. 2003  
*Fahrenheit 451*, Animation & FX / Live Theatre - Systems Director / Effects Artist for the animated digital stage. 2002

## **SPEAKING ENGAGEMENTS**

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Alternative Design & Freelancing – 3 hours (April 15th 2020, UW Stout Game Design Classes, Remote Video Talk)

[Building Alternate Controllers](#) – 45 minutes (March 6th 2020, Pirate Jam, Phuket, Thailand)

Interactive Creative Design – 15 minutes (October 7th 2019, Content Innovators Happy Hour, Minneapolis, MN)

[Interactive Narrative Happening](#) – 55 minutes (September 7th 2019, Cuernavaca, Mexico)

[Physical Objects and Interactive Narratives](#) – 55 minutes (September 6th 2019, Cuernavaca, Mexico)

[Level Design Workshop: Real World Level Design](#) – 15 minutes (March 19th 2019, GDC, San Francisco, CA)

[Fantastic Arcade 2018: Ghost Dentist VR](#) – 30 minutes (October 26th 2018, Fantastic Arcade, Austin, TX)

[Digital in a Physical World](#) – 15 minutes (July 28th 2018, [Pixel Pop Festival](#), Saint Louis, MO)

[Alt Ctrl's: Bringing Humans & Machines Together](#) – 30 minutes (October 21st 2017, [Full Indie Summit](#), Vancouver, Canada)

Taking alternative control of your game design! – 60 minutes (September 30th 2017, [GDEX](#), Columbus, OH)

[Celebrating Unique Games \(Panel\)](#) – 60 minutes (August 6th 2017, [PixelPop Festival](#), Saint Louis, MO)

[Hacking Hardware \(Panel\)](#) – 60 minutes (August 6th 2017, [PixelPop Festival](#), Saint Louis, MO)

[Teaching Games \(Panel / Added Late\)](#) – 60 minutes (August 6th 2017, [PixelPop Festival](#), Saint Louis, MO)

[Indie Soapbox: We gotta Venn harder. \(Video\)](#) – 6 minutes (February 28th 2017, [GDC](#), San Francisco, CA)

[Alternative Controllers & Game Design \(Video\)](#) – 60 minutes (May 23rd 2016, [Gotland Game Conference](#), Gotland, Sweden)

[Games: The Greatest Show on Earth \(Video\)](#) – 60 minutes (May 22nd 2016, [Gotland Game Conference](#), Gotland, Sweden)

[Games: The Greatest Show on Earth \(Video\)](#) – 60 minutes (April 30th 2016, [Vector](#), Richmond, KY)

[The Future of the Game Industry \(Panel / Video\)](#) – 60 minutes (April 30th 2016, [Vector](#), Richmond, KY)

Alternative Controllers & Game Design – 60 minutes (April 26th 2016, [Eastern Kentucky University](#), Richmond, KY)

Pitching for Beginners – 60 minutes (March 23rd 2016, [Eastern Kentucky University](#), Richmond, KY)

[Experimental Gameplay Workshop \(Video\)](#) – 15 minutes (March 18th 2016, [GDC](#), San Francisco, CA)

Vertical Slice: Beyond the Buzzword – 60 minutes (February 24th 2016, [Eastern Kentucky University](#), Richmond, KY)

[Amusements!](#) – 2.30 hours (October 1st 2015, [Fantastic Arcade](#), Austin, TX)

[Building Interactivity](#) – 30 minutes (May 30th 2015, [Maker Faire](#), Minneapolis, MN)

[Alternative Controllers and Game Design](#) – 90 minutes (April 14th 2015, IGDA – MN VR and HCI Group, Minneapolis, MN)

[Alt.Ctrl.GDC and Game Conferences](#) – 30 minutes (March 11th 2015, IGDA – Twin Cities Chapter, Bloomington, MN)

[Toy and Game Design in the Internet of Things](#) – 30 minutes (March 19th 2015, IoT Fuse Conference, Minneapolis, MN)

Hardware Game Design – 60 minutes (November 2014, [Gamer's Rhapsody](#), Minneapolis, MN)

[Creativity and Inspiration in the Unknown \(Video\)](#) – 60 minutes (May 29th 2014, [Gotland Game Conference](#), Gotland, Sweden)

[Engagement and Play in Game Design](#) – 15 minutes (December 2013, Game Connection Europe, Paris, France)

[Interactive Fiction and Game Design \(for kids\)](#) – 60 minutes (November 2013, [Bakken Museum](#), Minneapolis, MN)

[The Design of the Choosatron](#) – 60 minutes (September 2013, Fantastic Arcade, Austin TX)

[Kickstarter and Funding Your Hardware Project](#) – 90 minutes (September 2013, [Arduino MN](#), Minneapolis, MN)

[The Choosatron \(Video\)](#) – 7 minutes (August 2013, [MinneDemo](#), Minneapolis, MN)

[Product Development and the Choosatron](#) – 90 minutes (August 2013, IGDA – MN VR and HCI Group, Bloomington, MN)

## SELECTED BIBLIOGRAPHY

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