

Tiffany Funk, PhD

Digital Media & Art History

Tiffany Funk
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Education

PhD University of Illinois at Chicago, Art History

2016

Areas of specialization: History of Computation in the Arts,
Cybernetics, 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 University of Illinois at Chicago, New Media Arts

2012

MA University of Chicago, Humanities

2005

Thesis: "The Phantasmagoric Metaverse: Tony Oursler's The Influence
Machine"; Advisor: Prof. Barbara Stafford

BA University of Wisconsin-Madison (High Honors)

2003

Communication Arts (concentration in Radio, Television, and Film)
Spanish Linguistics and Literature

Experience

**Visiting Assistant Professor of Art / University of Illinois at Chicago, School
of Art and Art History**

2020 - PRESENT

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

2017 - 2020

Lecturer in Art / Lake Forest College, Department of Art and Art History

2016 - 2017

**Adjunct Faculty and Graduate Advisor / Columbia College Chicago,
Department of Interdisciplinary Arts and Media**

2010- 2016

**Adjunct Instructor / University of Illinois at Chicago, School of Art and Art
History**

2009 - 2015

Teaching Assistant / University of Illinois at Chicago, Department of Art History

2007 - 2010

Adjunct Faculty / Wilber Wright College, Department of Humanities

2005 - 2006

Awards

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- 2024 Dean's Professional Development Fund, University of Illinois at Chicago, College of Architecture, Design and the Arts
- HOPE (Honoring Our Professor's Excellence) Award, University of Illinois at Chicago Campus Housing
- 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

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- 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,” in *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** “Resident Aliens: A Brief History of Videogames and Fine Art,” *ArtReview*, March 2024.
- “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).
- “‘Scale’: The Sound of Interspecies Communication? Tiffany Funk interviews Marlana Novak,” *Antennae: The Journal of Nature in Visual Culture* 28 (Summer 2014): 50-59.
- “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 Winter 2023).
- 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*, 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 catalog, 2007.

**Conferences,
Panels, and
Workshops**

- 2025 “‘Predetermined Indeterminacy: The Fixed and the Open-ended in Game Production,” roundtable, Society for Literature, Science, and the Arts Annual Conference, August 21-24, Corvallis, Oregon
- 2024 “A Vast and Subtle Symphony”: Daphne Oram’s Interdisciplinary Exploration of Sound Synthesis, Cybernetics, and Speculative Music Psychology,” panel: Music, Technology and Therapy, International Conference of Three Societies on Literature and Science, April 12, Birmingham, UK

- 2023 “5 Object Lessons using 5 Spectral ‘Objects’ to Explore a History of Euclidean Vector Graphics,” panel: Spectral Assets: Wireframe Volumes in Video Games, Society for Literature, Science, and the Arts Annual Conference, October 26, 2023, Tempe AZ
- “ALL HANDS ON DECK! Crowdsourcing and Machine Learning in Art” Workshop, STEM Initiative & Health Initiative, University of Illinois at Chicago, July 14, 2023, Chicago IL
- 2022 “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” roundtable, Society for Literature, Science, and the Arts Annual Conference, September 30, 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**

Artnodes: Journal on Art, Science, and Technology / Peer Reviewer
2025

University of Chicago, Cinema and Media Studies Media Arts and Design (MAAD) Program EXPO / Guest Judge
2024

Leonardo Journal, MIT Press / Peer Reviewer
2023 - PRESENT

Chicago Artists Coalition and Carl & Marilyn Thoma Art Foundation / Jury Member for the ENVISION Artist Grant

2022

Video Game Art Gallery, Chicago IL / Director of Publications, Board of Directors

2020 - PRESENT

University of Illinois at Chicago Graduate College / Fulbright Applicant Interviewer

2019 - 2023

Chicago Colloquium on Digital Humanities and Computer Science (DHCS) / Steering Committee Member

2018 - 2020

Video Game Art Gallery, Chicago IL / Editor-in-Chief of the *Video Game Art Reader*

2016 - PRESENT

SIGGRAPH (Special Interest Group on Computer GRAPHics and Interactive Techniques) / Unified Jury Member

2016 - PRESENT

New Media Caucus / Associate Editor, *Media-N Journal*

2015 - PRESENT

New Media Caucus / Managing Editor of College Art Association Conference Editions, *Media-N Journal*

2014 - 2017

**Group Exhibitions,
Screenings, and
Performances**

2024 *Enmeshed Worlds*, Corolla Arts Center, Springfield MO

2023 "Extraterrestrial Oramics," performance at Society for Literature, Science, and the Arts Annual Conference, October 28, 2023, Tempe AZ

2022 *Computational Poetics*, Beall Center for Art + Technology, Irvine CA

"Unboxing Black Boxes and Black Holes," performance at MDW Fair, Mana Contemporary, Chicago IL

"The Antediluvions," *Call of Cthulhu* Tabletop Roleplaying Game scenario performance, *Miskatonic Playhouse Podcast*, <https://www.miskatonicplayhouse.com/podcast>

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

2020 *Defund + Defend: Digital Artifact for M4BL*, New Media Caucus, <https://www.newmediacaucus.org/defenddefund/>

Chicago New Media Artists for Racial Justice, Video Game Art Gallery, <https://itch.io/b/536/chicago-new-media-artists-for-racial-justice>

Infected Instructions, Infected Instructions Collective, <https://www.infectedinstructions.org/>

- 2019 *Hole Black Hole Catalog*, Flatland, Chicago IL
- 2018 *Chicago New Media 1973-1992*, Gallery 400, Chicago IL
NO CHILL, Art & Exhibition Hall, U. of Illinois At Chicago, Chicago IL
- 2017 *Egresswasm*, Chase Public, Cincinnati OH
 "A Lecture on a Show about Nothing," performance at 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 Groudhog Day Might Still be Groundhog Day, The Nightengale, Chicago IL
- 2014 *ACRE TV: Automatabahn*, ACRE Projects, 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
 #programaplaza, 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
Alien, Gallery Grey, Minneapolis MN

Professional Affiliations

The Arts Club of Chicago
 College Art Association
 Society for Literature, Science, and the Arts
 New Media Caucus
 Rhizome
 International Association for Computing Machinery's Special Interest Group on Computer Graphics and Interactive Techniques (ACM SIGGRAPH)