

# 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 Assistant Professor 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 *Illiad 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 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 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

2023 “Spectral Assets: Wireframe Volumes in Video Games,” Roundtable Moderator, *Society for Literature, Science, and the Arts Annual Conference*, Tempe AZ (upcoming)

“ALL HANDS ON DECK! Crowdsourcing and Machine Learning in Art” Workshop, STEM Initiative & Health Initiative, University of Illinois at Chicago, July 14, 2023

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,” *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 18<sup>th</sup>, 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

- 2023 Peer reviewer, *Leonardo*, MIT Press
- 2022 Jury Member, ENVISION Grant, Chicago Artists Coalition and Carl & Marilyn 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 College Art Association Conference Editions, *Media-N Journal*, New Media Caucus

EXHIBITIONS, PERFORMANCES, SCREENINGS, AND GAME MODULES

- 2023 *Extraterrestrial Oramics*, performance at *Society for Literature, Science, and the Arts Annual Conference*, Tempe AZ (upcoming)
- 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 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<sup>[SEP]</sup>  
*The Dragon is the Frame*, Gallery 400, Chicago IL<sup>[SEP]</sup>  
*Look at Me: MFA Thesis Exhibition*, Gallery 400, Chicago IL<sup>[SEP]</sup>  
*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

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