Edwin Lloyd Lohmeyer

17 N Hyer Ave
Orlando, FL 32801
828-400-6419
edwin.lohmeyer@ucf.edu
eddielohmeyer.com

Department of Games and Interactive Media
Nicholson School of Communication and Media
University of Central Florida
500 W Livingston Street
Orlando, FL 32801

ACADEMIC APPOINTMENTS

University of Central Florida
Assistant Professor of Digital Media   August 2018-Present
Faculty in Texts and Technology Ph.D. Program
Department of Games and Interactive Media

EDUCATION

North Carolina State University
Ph.D., Communication, Rhetoric, and Digital Media
Dissertation Title: "Unstable Aesthetics: The Game Engine and Art Modifications" May 2018
Adviser: Andrew Johnston

University of Kentucky
M.A., Art History and Visual Studies   May 2012
Adviser: Anna Brzyski

Western Carolina University
B.S., History, minor in Communication   December 2009

PUBLICATIONS

Books
Unstable Aesthetics: Game Engines and the Strangeness of Modding. New York: Bloomsbury Publishing, 2021.

Book Chapters
"The Aesthetic Work of LEGO." In *LEGOfied: Building Blocks as Media.* Edited by Chris Ingraham and
    Nicholas Taylor. New York, NY: Bloomsbury Publishing, 2020.

Peer-Reviewed Journal Articles
"Please Do Touch (and Disrupt) the Art: Glitch-Kinesthetics and Spectator Agency in *Super Metroid:
    Nightmare Edition.*" *The Video Game Art Reader.* Inaugural Issue. Ed. Tiffany Funk. Vol. 1, Issue 1,
    2017.

"The Camera-Body: Affectivity, Modulation, and GoPro Technology in the Control Society." *Refractory:
    Journal of Entertainment Media.* Vol. 29, 2017.

"Navigating Haptic Space in Video Games." *Analog Game Studies*. Special Issue on Games and Affect. Eds. Evan Torner, Emma Leigh Waldron, Aaron Trammell. Vol. 3, Issue 5, 2016.

"Cinema/Cybernetics/Visuality: A Conversation with Orit Halpern." *International Journal of Communication*. Special Issue on Media Genealogies. Ed. Jeremy Packer. Vol. 11, 2016.

Lohmeyer E. and Jay Kirby. "The Body-Sonic." *Hyperrhiz: New Media Cultures*. Special Issue on Kits, Plans, and Schematics. Eds. Helen Burgess and David Rieder. Issue 12, 2015.

Non-refereed Articles
"Papers, Please as Critical Making." *Press Start*. Vol 4, No. 1, 2017.

Encyclopedia Entries
"Crazy Lips,""Organ,""Tokyo Gore School." In *The Encyclopedia of Japanese Horror Films.* Ed. Salvador Murguia. Editor reviewed. Lanham, MD: Rowman and Littlefield, 2016.

Book Reviews
"The Practice of Light: A Genealogy of Visual Technologies from Prints to Pixels." *Hyperrhiz: New Media Cultures.* Issue 17, 2017.

"The Rhythmic Event: Art, Media, and the Sonic." *InVisible Culture: An Electronic Journal For Visual Culture.* Issue 23, 2015.

"Re-Collection: Art, New Media, and Social Memory." *Hyperrhiz: New Media Cultures.* Issue 11. Spring 2015. Web.

Interviews
Interview with *Full Contact Nerd.* June 2021.

Interview with *Paradice Palase, Practical Magic series*, August 2020.

FELLOWSHIPS, GRANTS, AWARDS
External grant, FL Blue, "Developing and Initiating a Pilot 4th Grade After-School Robotics Program," PIs: Eddie Lohmeyer PhD, Mary Little PhD, Paul Varcholik PhD. 2022-2023. Award amount: $25,000.

Artist honorarium for solo exhibition *Shrine of the Eternal Continue*, South Bend Museum of Art, November 2022. Award amount: $1000.

Artist honorarium for solo exhibition *Everything I am is a Color of Nothing,* Salisbury University Art Galleries, April 2022. Award amount: $750.

Outstanding Faculty Teaching Award, Nicholson School of Communication and Media, University of Central Florida, April 2022. Award amount: $500.

Internal grant, UCF Downtown, "Games and Interactive Media Student Gallery Space," Collaborator. Award amount: $125,000.

Excellence in Graduate Teaching Award, nomination, College of Sciences, University of Central Florida, December 2021.

Strategic Plan Innovation Award, "Exhibition Space and Materials for GaIM Students at UCF Downtown Campus," Co-PIs: Eddie Lohmeyer and Matthew Moser, UCF Downtown, 2021 academic year. Award amount: $5000

Artist commission and honorarium for solo exhibition and acquisition of work *Topographia chlorophobia* for permanent collection at Fairgrounds, St. Petersburg, FL, 2020. Award amount: $2420.96.

Artist honorarium for solo exhibition *8-bit Melancholia*, University of Wisconsin Student Union Galleries, 2019-2020. Award amount: $500.

Artist honorarium for two-person exhibition *Super Synthetic Schematic*, with Daria Mikhailova, Block2 Video Series, Raleigh Arts, 2019-2020. Award amount: $1000.

Artist honorarium for solo exhibition Computer-generated Imagery, 1908, Visual Art Exchange, 2018. Award amount: $500.

Thank a Teacher Award, Office of Faculty Development, North Carolina State University, 2017.

Juried Exhibition, *Our Own Terms*, Visual Art Exchange, top finalist, 2016. Award amount: $500.

Juried Exhibition, *Tactile,* Visual Art Exchange, 1st place. Award amount: $500.

HASTAC Scholar Fellowship, Duke University, 2015-2016. Award amount: $500.

Ph.D. Lab in Digital Knowledge Scholarship, John Hope Franklin Humanities Institute, Duke University, 2015-2016.

Teaching Fellowship, School of Art and Visual Studies, University of Kentucky, 2011-2012.

Ezra Gillis Graduate Tuition Scholarship, The Graduate School, University of Kentucky, 2010.

Juried Film Competition, Apple iMovie Fest, Grand prize winner, 2005. Award amount: $500.

TEACHING EXPERIENCE

Graduate Courses
University of Central Florida

Digital Media: 6551: Theory and Practice of Interactive Storytelling, Spring 2022

Digital Media: 5487: Media Aesthetics, Fall 2019, Fall 2021

Digital Media 6528: Studio II, Spring 2021.

Digital Media 6524: Studio I, Fall 2020 (online due to COVID 19).

Digital Media 6432: Transmedia Story Creation, Spring 2020. Online.

Digital Media 6136: Design for New Media, Spring 2019.

Undergraduate Courses
University of Central Florida

Digital Media 4813: Contemporary Topics in Digital Media: De(constructing) Videogames and Value-Based Design, Spring 2021. Spring 2022.

Digital Media 3602C: Physical Computing, Spring 2019, Fall 2019, Spring 2020 (partially online due to COVID 19), Fall 2020 (online due to COVID 19), Fall 2021.

Digital Media 3024: Digital Cultures and Narratives, Summer 2019, Summer 2020. Online.

Digital Media 4713: Game Design, Fall 2018.

North Carolina State University

English 282: Introduction to Cinema, Fall 2017, Spring 2018

Communication 307: Digital Audio Production, Fall 2017, Fall 2016, Spring 2016, Spring 2015.

Communication 367: Multimedia Production and Digital Culture, Spring 2016 & Fall 2016.

Communication 367: Electronic Media Writing: Theory and Practice, Spring 2016.

Communication 250: Communication and Technology, North Carolina State University, Spring 2016. Co-taught with Associate Professor Nick Taylor.

Communication 110: Public Speaking, Summer 2016, Fall 2015, Summer 2015, Spring 2015, & Fall 2014.

Technical College of the Lowcountry

Art 101: Art History and Appreciation, Spring 2014. Online.

Southern New Hampshire University

       FAS 201: Introduction to Film I, Spring 2014, Fall 2013, Spring 2013. Online.

       FAS 202: Introduction to Film II, Spring 2014, Fall 2013, Spring 2013. Online.

Southwestern Community College

       Humanities 110: Technology and Society, Spring 2014.

       Art 111: Art Appreciation, Spring 2014, Fall 2013, Spring 2013.

       Art 114: Art History Survey I, Spring 2014, Fall 2013, Spring 2013.

       Art 115: Art History Survey II, Spring 2014, Fall 2013, Spring 2013.

University of Kentucky

       Art History 106: Renaissance-Contemporary Art, Spring 2012

       Art History 105: Ancient-Medieval Art, Fall 2011.

Student Advising

University of Central Florida

2022-Present. Committee, Christina Leskowyak, Digital Media MA Candidate.

2022-Present. Committee, Hongbing Pan, Digital Media MA Candidate.

2021-Present. Chair, David Bailey, Texts and Technology, PhD Candidate.

2021-2022. Chair, Andrew Futcher. Digital Media MA Candidate.

2021-2022. Committee, Sarah Morell. Digital Media MA Candidate.

2021-Present. Committee, Iulia Popescu. Digital Media MA Candidate.

2021-Present. Committee, Jack Murray, Texts & Technology PhD Candidate.

2021. Independent Study: Analog Games and Embodiment, Jack Murray, Texts & Technology
     PhD Candidate.

2020-2021. Committee, Marisela Allen, Digital Media MA Candidate.

2020-2021. Committee, Mark Bennett, Digital Media MA Candidate.

2020-2021. Chair, John Herman, Digital Media MA Candidate.

2020-2021. Committee, Hanae Hmimid, Digital Media MA Candidate.

2020-2021. Chair, Sthephany Maldonado, Digital Media MA Candidate.

2020-2021. Committee, Danielle Neal, Digital Media MA Candidate.

2020-2021. Chair, Brieana Perez, Digital Media MA Candidate.

2020-2021. Committee, Michele Ritter, Digital Media MA Candidate.

2020-2021. Committee, Alex Boyd, Digital Media MA Candidate.

2020. Internship adviser, Marie Brache, Digital Media BA Candidate.

2019-2020 Present. Studio Thesis Chair, Fotoon Helmi, Digital Media MA Candidate.

2019-2020 Present. Studio Thesis Chair, Daniela Morales, Digital Media MA Candidate.

2019-2020. Honor Thesis Committee Member, Eric Sarver, Digital Media BA Candidate.

CONFERENCE PRESENTATIONS

"Digital/Craft," Florida Folklore Society Annual Convention, Maker Culture and Folklife Studies Panel
Session, UCF Makerspace, Orlando, FL, February 2023.

Lohmeyer, E. and Sarah Evans. "Queer Bodies, Kinky Machines: Pain as Meaningful Play," Digital
Games Research Association, Krakow, Poland. July 2022. Virtual presentation.

"Toward a Psychedelic Spectatorship: Lillian Schwartz's Animations as Glitch," Society for Cinema and
Media Studies Annual Conference, Chicago, IL, April 2022.

"Strange Signals: Analog Glitch and Nam June Paik's Early TV Distortions," Society for Cinema and
Media Studies Annual Conference, Denver, CO, April 2020 (cancelled). Postponed and
reformatted as online conference March 2021.

"Bodily Glitch and the Noise of Pain," Association for the Study of the Arts of the Present Annual
Conference, College Park, MD, October 2019.

"To Wound the Hand that Plays: *PainStation* and the Work of Causal Aesthetics," Society
for Cinema and Media Studies Annual Conference, Seattle, WA, March 2019.

"Strange Futures and Defamiliarizing the Present: Critical Making, Speculative Design, and Artistic
Communities of Practice," Digital Frontiers, Lawrence, KS, October 2018.

"Frag the Artist, Blow up the Art: Modding Aesthetics in Orhan Kipcak and Reini
Urban's *ArsDoom,"* Society for Cinema and Media Studies Conference, Toronto, ON, March
2018.

"Unstable Aesthetics: The Quake Engine and Jodi's Untitled Game Mods," Society for
Literature, Science, and the Arts Annual Conference, Tempe, AZ, November, 2017.

"Lego Builder as Artist: Mimetic Embodiment and the Sensation of the Brick," Popular

Culture Association/American Culture Association National Conference, San Diego, CA, April 2017.

"The Feel of the Cut: Mimetic Embodiment in Lewis Klahr's *Pony Glass,*" Society for Cinema and Media Studies Conference, Chicago, IL, March 2017.

"Navigating Haptic Space in the Video Game Composition or Three Interventions for Normative Play," Extending Play 3, Rutgers University, New Brunswick, NJ, October 2016.

"A Wicked Feeling, Machinima, and the Avant-Garde," *CHAT Festival: Circuits*, University of North Carolina at Chapel Hill, Chapel Hill, NC, March 2016.

"The Body-Sonic 2.0: An Aural Secretion of Space," HASTAC Conference 2015, Michigan State University, East Lansing, MI, May 2015.

"The Body-Sonic 1.0," 6th Annual Association for English Graduate Students Conference: How do you do Digital Humanities?, North Carolina State University, Raleigh, NC, March 2015.

"The Body-Sonic 0.5," Carolina Rhetoric Conference, Clemson University, Clemson, SC, February 2015.

"Occupying the Other: The GoPro View, Affect, and Subjectivity in Gilles Deleuze's Control Society," Body Imaging and the Body Imaginary: An Interdisciplinary Psychoanalytic Conference, Emory University, Atlanta, GA, April 2015. National conference.

"Capturing (E)motion: Motion Capture, Realism, and the Virtual Body in Contemporary Sci-Fi Cinema, Virginia Tech English Graduate Student Conference, Virginia Polytechnic Institute and State University, Blacksburg, VA, February 2012.

"Motion Capture and Empathy for the Digital Being," Annual Art History Research Symposium, University of Kentucky, Lexington, KY, November 2011.

INVITED TALKS
"Deep Time in a Lossless Sea," Invited artist talk. Six Minutes Past Nine in collaboration with New Art City. Online. November 2022.

"Glitch and the Assemblage of Self," Invited artist talk. Salisbury University, Salisbury, MD. April 2022.

SHOWS, FESTVALS, AND EXHIBITED WORKS
Solo Exhibitions
zen_glitch, Arts + Literature Laboratory, Madison, WI. Forthcoming. March-April 2023.

Everything I am is a Color of Nothing, Salisbury University Art Galleries, Salisbury, MD. April-July 2022.

Entropic Cinema, Athens Institute for Contemporary Art, Athens, GA. November-December 2021.

POST/META, Arts Warehouse, Delray Beach, FL. August-September 2021.

Topographia Chlorophobia, Fairgrounds Projects, St. Petersburg, FL. Exhibition and commission for permanent collection. August 2021.

8-bit Melancholia, University of Wisconsin Student Union Galleries, Madison, WI, February-March 2020.

Strange Media, Ground Level Platform, Chicago, IL, November-December 2019.

Computer-Generated Imagery, 1908, Visual Art Exchange, Raleigh, NC, November-December 2018.

mobilemedic/oracle, Artspace, Raleigh, NC, November 2018.

SmoothSketch, The Hive, Raleigh, NC, December 2015.

Two-person Exhibitions
Maps and *R3D_4UM, Super Synthetic Schematic* with Daria Mikhailova, Block2 Video Series, Raleigh Arts, Raleigh, NC, November 2019-January 2020. Invited exhibition. Curated by Stacy Rexrode-Bloom.

Juried Group Exhibitions and Festivals
Snake and Bake, ZTV Video Art Festival, Nashville, TN. Official selection. Forthcoming, September 2022. Honorable mention, Loop Lord category.

Kmart Dance, Glitch Art is Dead International Exhibition, Prairie Fyre Arts and Music Festival, Granite Falls, MN. Forthcoming, September 2022.

Kmart Dance, Office Hours Live, Kmart Interpretive Dance Competition. March 2022, Finalist.

zen_glitch, Digital Graffiti 2022, Alys Beach, FL. May 2022.

zen_glitch, ALC Video Art Festival, Alicante, Spain. Museum of Contemporary Art. April 2022. Awarded Honorable Mention.

zen_glitch, West Virginia Mountaineer Short Film Festival, Morgantown, WV. April 2022.

Scrolling Landscape in 34 NES Games, Digital Graffiti 2021, Alys Beach, FL. May 2021.

An Interval Among Death and Dream, Milan Machinima Festival, Milan, Italy. March 2021. Reformatted as online festival.

Scrolling Landscape in 34 NES Games #3, Festival Ecrã 4th Edition, Rio de Janeiro, Brazil. August 2020, Museum of Modern Arts Cinematheque. Reformatted as online festival.

Scrolling Landscape in 34 NES Games #2, Paradice Palace Annual Juried Exhibition, Paradice Palace, Brooklyn, NY, August 2020. Online exhibition and accompanying catalog.

Topographia Nervosa, $5 Video National Juried Exhibition, Louise Hopkins Underwood Center for the Arts, Lubbock, TX, June-August 2020.

Topographia Nervosa, On the Surface: A National Juried Exhibition, Attleboro Arts Museum, Attleboro, MA,

June-July 2020. Reformatted as online exhibition.

Scrolling Landscape in 34 NES Games, *Connect International Video Art Festival,* Firehouse Cultural Center,
    Ruskin, FL, June 2020.
Scrolling Landscape in 34 NES Games #2, experimental video, *TRMF Animation Competition*, Asheville, NC.
    March 2020. Livestreamed on Facebook.

Scrolling Landscape in 34 NES Games, *Pixels Fest: International Festival and Digital Competition,* Yeltsin Center,
    Yekaterinburg, Russia. March 2020.

R3D_4UM and *A Wicked Feeling, Our Own Terms*, Visual Art Exchange, Raleigh, NC, September-October
    2016. 1 of 3 finalists for *R3D_4UM*.

Joust Assemblage #612 (In Black), *Tactile,* Visual Art Exchange, Raleigh, NC, April-May 2016. Juried show,
    1st place.

Non-juried Group Exhibitions and Festivals

100,000 Suns in a Drop of Dew, re{HAPPENING} 2023, Asheville, NC, April 2023. Forthcoming.

Visions of Mona, Canyon group exhibition, RuptureXIBIT Gallery and Studio, London, UK, March 2023.
    Forthcoming.

Visions of Mona, FU:BAR Glitch Art Festival 2022, physical exhibition at the Institut Français En
    Croatie and online exhibition, Zagreb, Croatia, October- November 2022.

Altar of the LAN Party, *Glitches, GIFs, and Game Engines*, South Bend Museum of Art, South Bend, IN.
    Forthcoming, October 2022. Invited exhibition.

Visions of Mona, *Fractal: Order in Chaos*, Platform 101, Tehran, Iran. Forthcoming, October 2022.
    Invited exhibition.

zen_glitch, Experimental Films Online. Video art channel. Spring 2022.

An Interval Among Death and Dream, *Backslash Lit.*, Issue 4. June 2021.

Scrolling Landscape in 34 NES Games #3, *Uncompressed*, Bryan Art Gallery, Coastal Carolina University,
    Conway, SC. March- May 2021.

Scrolling Landscapes in 34 NES Games #3, *SVOX TV 2.0*. Online Video Art Channel. Spring 2021.

Scrolling Landscapes in 34 NES Games #3, ALC Videoart Festival, Alicante, Spain, August-September 2021.

Scrolling Landscape in 34 NES Games #2, Nur Box Year-Round Film Festival, Calgary, AB, August 2021.

Scrolling Landscapes, Electronic Literature Organization Media Arts Festival. Online exhibition. July 2020.

Scrolling Landscape in 34 NES Games, *London Experimental*. Online festival screening. July 2020 with

additional in-person screening TBD.

Maps, *Games for Windows*, Current Seen Biennale, Rochester, NY, October-November 2019. Invited exhibition. Curated by Nilson Carroll.

RejuvaCorp MobileMedic, New Cleveland Division, *Float,* Visual Art Exchange, Raleigh, NC, April 2017.

Super Metroid: Nightmare Edition, *Depth*, Visual Art Exchange, Raleigh, NC, January 2017.

Super Fucked! series, *See Attached*, Visual Art Exchange, Raleigh, NC, January 2017.

Super Metroid: Nightmare Edition, *Situation Critical*, Kings, Raleigh, NC, December 2016.

Meat Gauntlet, *Altercade* at Extending Play 3, Rutgers University, New Brunswick, NJ, October 2016.

Joust Assemblage #612 (In Black), *Past Due*, Fish Market Gallery, Raleigh, NC, April 2016.

Joust Assemblage #612 (In Black), 2016 CRDM Symposium: Critical Invention: Media, Engagement, Practice, North Carolina State University, Raleigh, NC, March 2016.

A Wicked Feeling, *CHAT Festival: Circuits*, University of North Carolina at Chapel Hill, Chapel Hill, NC, March 2016.

The Body-Sonic, with Jay Kirby. *Kits, Plans, and Schematics: Hyperrhiz Exhibit.* Digital Studies Center, Rutgers University-Camden, Camden, NJ, October 2015.

Permanent Collections
Scrolling Landscapes in 34 NES Games #3, Las Cigarreras Cultural Center Video Art Collection, Alicante, Spain, 2021.

 Topographia Chlorophobia, Fairgrounds St. Pete, St. Petersburg, FL, 2021.

RESIDENCES
Virtual residency, Six Minutes Past Nine in collaboration with New Art City. Deep Time in a Lossless Sea. Fall 2021-2022.

CURATORIAL AND PROFESSIONAL EXPERIENCE
Lab Manager, Circuit Studio Research Lab, North Carolina State University, 2016-2018.

Production Assistant and Scriptwriter, Department of Communication, North Carolina State University, 2015-2018. Working with Associate Professor and Emmy award-winning editor Sarah Stein on producing a documentary film titled *Death and Popular Media.*

Research Assistant, Public Communication of Science and Technology Project (PCOST), GRIP Nanotechnology Initiative, North Carolina State University, 2017.

Special Collections Assistant, Special Collections Research Center, North Carolina State University Libraries, 2017-2018

Curatorial Assistant, University of Kentucky Art Museum, 2010-2012.
- Assisted curator Janie Welker with the re-installation of the museum's permanent collection and researched, installed, and wrote wall text for the following exhibitions:
  "Mid-Century Modern From the Huntington Museum of Art"
  "World War I and the Art of Persuasion"
  "Splendid Silk: Japanese Embroidery"
  "The Veil: Visible and Invisible Spaces*"*

ACADEMIC SERVICE

Profession

2020-Present. Reviewer for Electronic Literature Organization annual conference and media festival.

2019-Present. Reviewer, Parallax (Journal).

University

University of Central Florida

Fall 2018-Present. UCF Games and Interactive Media Department MA Graduate Curriculum Committee Member.

Fall 2018- Present. Texts and Technology PhD Program Assessment Committee Member.

Spring 2019. Department Liaison for Downtown Campus Makerspace.

Spring 2019. Games and Interactive Media Department Makerspace Committee Member.

Fall 2018. UCF School of Communication and Media Mixed Reality Committee Member.

Fall 2018. Ad Hoc Committee for Graduate/Honors Advising Member.

Fall 2018. College Promotion Committee Member.

North Carolina State University

2017-2018. Conference Organizer, CRDM Symposium: Hybrid Play 2018, North Carolina State University.

2016. Guest lecturer, "Selected Works: 2016," COM 427: Game Studies, Assistant Professor Nick Taylor, North Carolina State University.

2016. Guest lecturer, "The Anatomy of Video Game Art," COM 427: Game Studies, Instructor Sarah Evans, North Carolina State University.

PROFESSIONAL AFFILIATIONS

Digital Games Research Association, 2020-Present

The Arts in Society Research Network, 2019-Present

The Association for the Study of the Arts of the Present, 2019-Present

Society for Literature, Science, and the Arts, 2017-Present.

Society for Cinema and Media Studies, 2016-Present.

Popular Culture Association/American Culture Association, 2016-Present.

Ph.D. Lab in Digital Knowledge, Duke University, 2015-Present.

HASTAC, 2015-Present.

TECHNICAL SKILLS

Programming Languages
Arduino, Processing, Max/MSP, CircuitPython, MakeCode visual scripting.

Game Design
Twine, Game Maker, Stencyl, MakeCode Arcade, Bitsy, Unreal Blueprints.

Other
Windows OS, Microsoft Office Suite, Adobe Premiere, Adobe Photoshop, Adobe Illustrator, Adobe Lightroom, Adobe After Effects, Dragonframe, Maya, MadMapper, TouchDesigner.