

BRIAN SCHRANK

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Current year activities are highlighted.

EDUCATION

Ph.D. in Digital Media	December 2010
Georgia Institute of Technology, Atlanta, GA	
Dissertation Committee: Jay David Bolter (advisor), Celia Pearce, Janet H. Murray, Blair MacIntyre, Ellen Yi-Luen Do	
Dissertation: <i>Play Beyond Flow: A Theory of Avant-garde Videogames.</i>	
Masters of Entertainment Technology	May 2005
Carnegie Mellon University, Pittsburgh, PA	
B.F.A. in Digital Art (Summa Cum Laude)	May 2003
Atlanta College of Art, Atlanta GA	

ACADEMIC POSITIONS

Assistant Professor	Fall 2011 –
DePaul University, College of Computing and Digital Media	
Visiting Lecturer	Spring 2011
Georgia Institute of Technology	
Instructor (Graduate Teaching Assistant)	Fall 2010, Spring 2009, Fall 2008, Fall 2005
Georgia Institute of Technology	
Researcher (Graduate Research Assistant)	2006–2010
Georgia Institute of Technology	
Co-Instructor	Spring 2005
Carnegie Mellon University	
Teaching Assistant	Fall 2004
Carnegie Mellon University	
Language Teacher	1998–1999
Beth's English School (Taipei, Taiwan)	

TEACHING EXPERIENCE

DEvised COURSE SYLLABI

- **Game Modification Workshop** – DePaul University Fall 2011 –
Studio/lecture course about the entire game development process. In small team studios, students iteratively build a videogame that affords one minute of awesome gameplay. Please go to <http://www.gamemodworkshop.com/fall2011/> (a website I developed for the course) to watch video captures of student projects and to download and play their games. All course resources including syllabus, calendar, and lectures are available there as well.
- **Construction of the Moving Image** – Georgia Tech Spring 2011 (two classes), Spring 2009

Studio course that combines theory and practice across a family of fields including experimental and traditional animation, videogames, and film production.

- **Principles of Visual Design**—Georgia Tech Fall 2010, Fall 2005
Studio/lecture course on digital design that combines theoretical and practical methods, such as how to plan, create, and critique a range of professional graphic work.
- **Introduction to Media Studies**—Georgia Tech Fall 2008
Lecture course that examines contemporary and historical media through the rubrics of modernity, propaganda, postmodernism, simulation, and remix culture.
- **English, Beginner to Advanced**—Beth’s English School (Taipei, Taiwan) 1998–1999
Devised, performed, and improvised this full-immersion English class for 2–4 year olds. Tutored adult professionals in business discourse and advanced conversational English.

Co-DEvised COURSE SYLLABI

- **Game Development Project/Studio (Capstone)**—DePaul University Winter 2012—
Katie Salen and I redesigned this senior studio/lecture course. Students form team studios to design and develop a videogame that demonstrates their mastery over the medium. We organized two “capstone pre-jams” during winter break to help students form teams early if they wished and begin work on brainstorming and prototyping game ideas.

OTHER COURSES

- **(Co-Instructor) Korean Game Academy**—Carnegie Mellon Spring 2005
Guided Korean game industry professionals in the conception and production of interactive virtual worlds using head-mounted displays and experimental interfaces.
- **(Teaching Assistant) Building Virtual Worlds**—Carnegie Mellon Fall 2004
Guided graduate students in the conception and production of interactive virtual worlds using head-mounted displays and experimental interfaces.

SCHOLARSHIP: RESEARCH AND DEVELOPMENT

- **Augmented Reality Game Researcher**—*Augmented Environments Lab* Spring 2011
Designed and programmed game prototypes on Android mobile devices that explore and push the capabilities of augmented reality games on the current generation of hardware.
- **Independent Game Developer**—*Videogameo Studio* 2009–2011
Founded Videogameo Studio and published *Riverleap*, a fast-action 3D platformer that showed off the graphic potential and speed of the iPhone 3GS when it was released in 2009.
- **Augmented Reality Game Researcher**—*Fusion Fall* 2009–2010
Designed and programmed augmented reality games on the iPhone extending *Fusion Fall*, an MMOG for kids. Presented the work to funding clients: Cartoon Network and Motorola.
- **Instructional Software Designer**—*InTEL Project* 2007–2008, Summer 2009
Designed simulations and content for the *Interactive Toolkit for Engineering Learning* funded by the NSF to encourage women and minority college students to become engineers.
- **Augmented Reality Game Researcher**—*BragFish* 2008–2009
Created an augmented reality game that explores physical and social interaction in co-located handheld devices using tabletop fiducial markers.
- **Augmented Reality Toy Researcher**—*DART the Dog* 2008
Produced a software toy for next-gen cell phones using computer vision. A virtual puppy responds to the physical cues of players using fiducial markers.
- **Videogame Researcher and Artist**—*Mashboard Games* 2007

Initiated this project to “affordance mine” the common computer keyboard as a physical touchpad (rub, twinkle it to play) to discover its hidden play-enabling properties.

- **Game Concept Originator**—*PeaceMaker* 2005
Together with Asi Burak, Ross Popoff, and Shanna Tellerman, we fleshed out the original concept for the internationally-acclaimed sim game on the Israeli-Palestinian conflict.
- **Educational Game Developer**—*Kotodama: The Power of Words* 2004–2005
Launched this project to produce a 3D role-playing videogame in which students learn Japanese using spoken input (Japanese speech recognition) to control the game world.
- **Horror Game Character Animator**—*Night of the Living Dead* Spring 2004
Team collaboration with George Romero on a videogame based on his zombie film franchise. Worked with actors using a blend of motion capture and key-frame animation.

SCHOLARSHIP: PUBLICATIONS

PEER-REVIEWED

- Xu, Y., Barba, E., Radu, I., Gandy, M., Schrank, B., MacIntyre, B., Tseng, T., *Pre-Patterns for Designing Embodied Interactions with Handheld Augmented Reality Games*. In the Proceedings of the 10th International Symposium of Mixed and Augmented Reality (ISMAR '11), IEEE, Basel, Switzerland, 2011. (Acceptance Rate: 25%) (**Awarded Best Paper**).
- Xu, Y., Gandy, M., Deen, S., Schrank, B., Spreen, K., Gorbsky, M., White, T., Barba, E., Radu, I., Bolter, J., MacIntyre, B., *BragFish: Exploring Physical and Social Interaction in Co-located Handheld Augmented Reality Games*. In the Proceedings of ACE, 2008: International Conference on Advances in Computer Entertainment Technology, December 3-5, Yokohama, Japan, 2008. (Acceptance Rate: 24%) (**Awarded Third Best Paper**)

OTHER

- Gandy, M., Xu, Y., Schrank, B., Deen, S., Spreen, K., Gorbsky, M., White, T., Barba, E., Radu, I., Bolter, J., MacIntyre, B., *Bragfish: Exploring Handheld Augmented Reality Game Design and Evaluation*. Submitted to Computers in Entertainment Magazine, ACM Press, 2009.

SCHOLARSHIP: PUBLICATION PROJECTS

- Schrank, B. *Avant-garde Videogames: Playing with Technoculture*. In contract, MIT Press. Videogames have been diverging and evolving in the hands of artists, activists, and tinkerers in the 21st century in ways that echo but reinvent the avant-garde art and literary movements of the 20th century. In this book I present a historically grounded argument in support of unusual and provocative games that redefine and challenge the conventional understanding of what videogames are and can become.
- Schrank, B. *Gentle Carmel*. In negotiation with literary agency, Inkwell Management. I wrote and illustrated this 150-page graphic novel told from the perspective of an autistic and artistic child who goes adventuring in Mexico. The representation of the world is warped by the hero's subjectivity into a rich variety of forms. The style of the comic ranges from Japanese manga, to childlike marker drawings, to lush vector art.

SCHOLARSHIP: PRESENTATIONS

- Schrank, B., and Bolter, J. *Videogames and the Two Avant-gardes*. Art History of Games, Savannah College of Art and Design, Georgia Institute of Technology, February 4-6, 2010.
- Rohrer, J., and panelists: Schrank, B., and Bolter, J. *Beyond Single Player: Hunting for an*

- Artistic Niche*. Georgia Institute of Technology, April 15, 2009.
- Schrank, B. *Videogames: Avant-garde and Kitsch*. INVENTIO project, Stanford University, April 20-21, 2009.
 - Schrank, B. *Tilling the Videogame Medium*. INVENTIO project, Stanford University, May 16-17, 2008.
 - Izena, Y., Schrank, B. *Kotodama: The Power of Words*. Southeastern Association of Teachers of Japanese, Georgia Institute of Technology, March 19-20, 2005.
 - Schrank, B., Izena, Y., Haskell, S., Hart, S., Lin, T., and Brandt, C. *Kotodama: The Power of Words*. Game Developers Conference, March 23-27, 2005.

PROFESSIONAL SERVICE

MEMBERSHIPS AND ACTIVITIES IN PROFESSIONAL SOCIETIES

- **Member**, Indie City Games (Chicago) 2011 –
- **Juror**, IndieCade 2010 –
- **Advisory Board Member**, ETC Press, Carnie Mellon University 2008 –
- **Member**, International Game Developers Association (IGDA) 2004 –
- **Advisor**, DePaul Game Experience (DGE) Fall 2011
- **Reviewer**, *Meet Me at the Fair: A World's Fair Reader* (forthcoming 2012, ETC Press) Spring 2011
- **Member**, Augmented Environments Lab, Georgia Tech 2006–2011
- **Reviewer**, Foundations of Digital Games 2010
- **Reviewer**, Computers in Entertainment 2010
- **Reviewer**, Digital Games Research Association (DiGRA) 2009
- **Member**, Georgia Tech Philosophy Club 2007–2009

DEPAUL UNIVERSITY, COLLEGE OF COMPUTING AND DIGITAL MEDIA COMMITTEES

- **Chair**, Production and Design Concentration Subcommittee of PC-GAM Fall 2011 –
We're evaluating the game production and design concentration and will put forward a revision proposal and a modified set of required courses.
- **Member**, Animation Program Committee Fall 2011 –
- **Member**, CIM Curriculum Committee Fall 2011 –
- **Member**, Computer Graphics and Motion Technology Program Committee Fall 2011 –
- **Member**, Digital Cinema Program Committee Fall 2011 –
- **Member**, GameDev Website Subcommittee of PC-GAM Fall 2011 –
- **Member**, Gaming Program Committee Fall 2011 –
- **Member**, Graphic Design Program Committee Fall 2011 –
- **Member**, Human-Computer Interaction/Interactive Media Program Committee Fall 2011 –
- **Member**, Proposal for a Master of Arts in Digital Media Committee Fall 2011 –

DEPAUL UNIVERSITY, GAME PROGRAM COMMITTEE TASK FORCES

- **Member**, Space and Technology Task Force Fall 2011 –
Katie Salen and I are evaluating space and technology issues and opportunities of the game program and will put forward a proposal for modifications based on the evaluation.
- **Member**, Proposal for Game Developers Conference 2012 Task Force Fall 2011
Doris Rusch and I put forward a proposal to the Dean to fund students to attend the Game Developers Conference and organize an alternate reality

game that promotes and publicizes DePaul's growing game program.

DEPAUL UNIVERSITY EVENTS ATTENDED

- DePaul Game Experience (DGE), Closing Dinner with Students January 2012
- CIM Visiting Artists Series, Werner Herzog January 2012
- Indie City Games Expo (Chicago) November 2011
- DeFrag, Geek 'Til Dawn October 2011
- Chicago International Film Festival and Closing Night Reception October 2011
- Eyeworks Festival October 2011
- CIM Visiting Artists Series, J.J. Sedelmaier October 2011
- Indie City Games Expo (Chicago) August 2011

RELATED PROFESSIONAL EXPERIENCE

- **Character Animator**—*The Urbz: Sims in the City* 2004
Animated social interactions between characters, designed in-game menu content, billboards and posters, at Maxis, Electronic Arts.
- **Actor**—*The Room, Cat Scratch Fever* 2004
Lone actor in *The Room*, a short horror film that was a jury finalist at the Great Lakes Film Festival, 2004; acted in and co-directed *Cat Scratch Fever*, also shown at the festival.
- **Freelance Illustrator**—various 2002–2009
Created covers and illustrations for *Advanced Materials* journal and other publications.