Karina Popp
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EDUCATION

M.F.A., Game Design, New York University, 2016.
Thesis title: "Games about Games: Playing Parody Games as Criticism."
Advisor: Clara Fernandez-Vara.

B.A., English Literature major, Sociology & Cinema Studies double minor, University of Mississippi, 2013. Magna Cum Laude.
Thesis title: "Shepard-ing Gender: Queering Identity in *Mass Effect.*"
Advisor: Ross Haenfler

ACADEMIC EMPLOYMENT

2016 – Adjunct Arts Instructor; NYU, Tisch School of the Arts

2020 – Part-Time Faculty; The New School, Parsons School of Design

2018 – Adjunct Arts Instructor; Marymount Manhattan College

2021 – Adjunct Assistant Professor; Hostos Community College CUNY

2018 – 2020 Adjunct Arts Instructor; Long Island University Post, School of Visual Arts, Communication and Digital Technology

2018 – 2019 Adjunct Arts Instructor; NYU Steinhardt School of Media Culture and Communications

2018 – 2019 Adjunct Instructor; NYU School of Professional Studies

AWARDS AND ACCOLADES

2018 International Documentary Film Festival Amsterdam, Digital Storytelling Nominee, *10 Mississippi*, November 2018, Amsterdam, Netherlands.

2018 International Games Festival Nouvo Nominee, *10 Mississippi*, March 2018, San Francisco, CA.

FESTIVAL AND EXHIBIT SELECTIONS

2020 LIKELIKE Arcade, *10 Mississippi*, Pittsburgh, PA.

2018 Come Out and Play Selection, *Space Kitty 2*, Brooklyn, NY.

2018 VGA Gallery - Hunt and Peck: Alt. Expressions of the Keyboard Selection, *10 Mississippi*, Chicago, IL.

2018 Now Play This Selection, *10 Mississippi*, London, United Kingdom.

2017	Fantastic Arcade Selection, *10 Mississippi*, Austin, TX.
2017	AMAZE Johannesburg Selection, *Space Kitty*, Johannesburg, SA.
2016	Come Out and Play Selection, *Space Kitty*, Brooklyn, NY.
2016	Change for Games for Change, GDC, San Francisco, CA.
2016	AltGames Arcade Vancouver Selection, *Beautiful/Ugly*, Vancouver, Canada.
2016	Derivative Weird Games: A Temporary Collection of Referenced Works, New York, New York.

INCUBATORS AND SCHOLARSHIPS

2017	Stugan Accelerator, *10 Mississippi*, June-August 2017, Stockholm, Sweden.
2016	Different Games GDC Scholarship.
2015	Girls Make Games GDC Scholarship.

COMMISSIONED PROJECTS

2019	*Party Baby*, No Quarter Exhibition, November 2019, Brooklyn, New York.

CONFERENCE PROCEEDINGS

2016	"Queering the Body in Physics Simulation Games,"Proceedings of DiGRA, August 2016, Dundee, Scotland.
2015	"A Small Act of Resistance: Social Change in Thomas Was Alone", Proceedings of Games and Literary Theory Conference, November 2015, New Orleans, LA.

INVITED PRESENTATIONS

2021	Fireside Chat with Karina Popp, VGA Gallery, January 2021, Online.
2019	"Games are Changed", Games for Change Festival, June 2019, New York, NY.
2018	"Bodies at Rest: Feminist Photography in Games", Proceedings of Different Games Conference, October 2018, Worcester, MA.
2018	"Always Already Interactive" IDFA DocLab Festival, November 2018, Amsterdam, The Netherlands.
2018	"Creation as Research" Gente Dando Charlas, January 2018, Madrid, Spain.

2017	"Intimacy in First-Person Games" Fantastic Arcade, November 2017, Austin, TX.
2015	"How to Write an Essay" NYU, Game Center Skill Share, September 2015, New York, NY.

OTHER PUBLICATIONS

2020	"10 Mississippi Track Notes" — Indiepocalypse Zine #12
2015	"The Exuberance of Play, An Interview with Kevin Cancienne" — 2015 A MAZE. Magazine Vol. 4

MEDIA COVERAGE

2018	"Road to the IGF: Karina Popp's *10 Mississippi*." Interviewed by Joel Couture for *Gamasutra* March 2018.
2017	"Interview with Karina Popp, Developer of *10 Mississippi*." Interviewed by Andrea Sacchi for *Pressura* November 2017.

SELECTED PROJECTS

2019	*Party Baby*
2018	*10 Mississippi*
2018	*Space Kitty 2*
2017	*Elmo's Animal Match*, for Sesame Workshop
2016	*Cookie Monster Quest*, for Sesame Workshop
2016	*Derive Met*, for The Metropolitan Museum of Art
2016	*Candy Crunch*
2015	*Space Kitty*
2015	*Beautiful/Ugly*

INDUSTRY EMPLOYMENT

2019 –	Level Designer for *Dear Reader*, Local No. 12.
2016 – 17	Front End Web Developer, Sesame Workshop.

SERVICE

2020	DiGRA, Play and Players Track Reviewer
2019	Games Educators Conference Co-Chair
2018	Games for Change Jury Member
2015	Different Games Volunteer

2015   Indiecade Volunteer

2014 - 15   PRACTICE Volunteer

COURSES TAUGHT

NYU, Tisch School of the Arts, Adjunct Instructor

Code Lab 0 (Fall 2021)

Intermediate Game Development (Fall 2021, Spring 2021)

Introduction to Game Development (Summer 2021, Summer 2020, Spring 2020, Spring 2019)

Intro to Programming for Games (Fall 2020, Fall 2019)

Introduction to Game Studies (Fall 2019, Spring 2019, Fall 2018, Fall 2017)

The New School, Adjunct Instructor

Games 101 (Spring 2020)

Core Studio Objects: Games (Fall 2021)

Marymount Manhattan College, Adjunct Instructor

Videogame Storytelling (Fall 2018, Fall 2021)

Videogame Design (Spring 2019)

Hostos Community College, Adjunct Instructor

Code for Art and Design (Spring 2021, Fall 2021)

LIU-Post, Adjunct Instructor

Games through History (Spring 2018, Spring 2019, Spring 2020)

Game Studies (Spring 2018, Spring 2019, Spring 2020)

Game Development I (Fall 2018, Fall 2019)

NYU, Steinhardt School of Media, Culture and Communication, Adjunct Instructor

Videogames: Culture and Industry (Fall 2019, Fall 2018)

NYU, School of Professional Studies

Videogames and Culture (Spring 2018)

NYU, Tisch School of the Arts, Teaching Assistant

Games 101 (Fall 2018, Fall 2017)