# CHRIS KERICH

CKERICH@GMAIL.COM • (301)814-9401 • WWW.CKERICH.COM

## RESEARCH INTERESTS

Software systems, games, and the way culture and politics become encoded in the two.

## EDUCATION

**2017 – Expected May 2023.**

*Doctor of Philosophy (Ph.D.)*
**University of California, Santa Cruz**

- **Program:** Film & Digital Media
- **Advisor:** Warren Sack
- **Committee:** Soraya Murray, Neda Atanasoski, and micha cárdenas

**2015 - 2017**

*Masters of Science (M.S.)*
**Massachusetts Institute of Technology**

- **Program:** Comparative Media Studies
- **Advisor:** Lisa Parks
- **Thesis:** Critical Breaking

**2009 - 2013**

*Bachelor of Science (B.S.)*
**Carnegie Mellon University**

- **Major:** Mathematical Sciences
- **Minor:** Computer Science

## PROFESSIONAL DEVELOPMENT

**2020**

*Pedagogy in Film and Digital Media*
- University of California, Santa Cruz, Fall 2020
- 10 week course

## PUBLICATIONS

### Peer Reviewed

**Forthcoming**    Kerich, Chris.
““return          player.isPotionActive(Effects.HERO_OF_THE_VILLAGE);”:

Indigeneity and Code in Minecraft". *Digital Humanities Quarterly*. 2022?

**2022**    Kerich, Chris. "Perlin Noise and Sovereign Land: *Minecraft*'s World Generation Algorithm and Colonialism". In *ISEA2022, International Symposium on Electronic Art, Barcelona. Proceedings.* ISEA & UOC. 2022.

**2019**    Kerich, Chris. "Polygonal Modeling: The Aestheticization of Identity". In *DiGRA '19 – Proceedings of the 2019 DiGRA International Conference: Game, Play and the Emerging Ludo-Mix, Ritsumeikan University, Kyoto, Japan, August 6-10 2019.* DiGRA Digital Library. 2019.

## Editor Reviewed

**2019**    Kerich, Chris. "PS2 Memory Editing for Glitch Art" in *Signal Culture Cookbook Vol 2*, edited by Jason Bernagozzi, 88-93. Signal Culture, 2019.

**2018**    Bailey, Andrew and Chris Kerich. "Body Clusters, Counter-Play, and Game Art within Chris Kerich's *Piles*." *Mediascape* 2018 (Fall).
http://www.tft.ucla.edu/mediascape/Fall2018_BodyClusters.html

## Other Publications

**2017**    Kerich, Chris. "Critical Breaking". Master's thesis, Massachusetts Institute of Technology, 2017.

## TEACHING & EMPLOYMENT

**2023**    *Sessional Instructor – New Media*
- University of Calgary, Spring 2023
- Self-designed course

**2022**    *Graduate Student Instructor – Fundamentals of Digital Media Production*
- University of California, Santa Cruz, Fall 2022
- Self-designed course

*Graduate Student Instructor – Fundamentals of Digital Media Production*
- University of California, Santa Cruz, Summer 2022
- Self-designed course

*Teaching Assistant – Video Games as Visual Culture*
- University of California, Santa Cruz, Winter 2022
- Instructor: Soraya Murray

*Teaching Assistant – Game Design Studio III*
- University of California, Santa Cruz, Spring 2022
- Instructors: Nathan Altice, Kristen Gillette, Jake O'Neill

**2021**     *Graduate Student Instructor – Fundamentals of Digital Media Production*
- University of California, Santa Cruz, Fall 2021
- Self-designed course

*Guest Lecturer – Critical Contexts in Visual Communication and Design*
- Alberta University of the Arts, Fall 2021
- Instructor: Kara Stone

*Graduate Student Instructor – Fundamentals of Digital Media Production*
- University of California, Santa Cruz, Summer 2021
- Self-designed course

*Teaching Assistant – Video Games as Visual Culture*
- University of California, Santa Cruz, Winter 2021
- Instructor: Soraya Murray

**2020**     *Graduate Student Instructor – Fundamentals of Digital Media Production*
- University of California, Santa Cruz, Fall 2020
- Self-designed course

*Graduate Student Instructor – Visual Culture and Technology: History of New Media*
- University of California, Santa Cruz, Summer 2020
- Self-designed course

*Teaching Assistant – Introduction to Digital Media*
- University of California, Santa Cruz, Winter 2020
- Instructor: Warren Sack

**2019**     *Graduate Student Instructor – Fundamentals of Digital Media Production*
- University of California, Santa Cruz, Summer 2019
- Self-designed course

*Teaching Assistant – Understanding Media*
- University of California, Santa Cruz, Fall 2019
- Instructor: Jamie Lyons

**2018**     *Teaching Assistant – Introduction to Digital Media*
- University of California, Santa Cruz, Winter 2018
- Instructor: Warren Sack

## GRANTS & FELLOWSHIPS & OTHER FUNDING

**2020**         **FDM Summer 2020 Research Fellowship, $600**

**2019**         **FDM Graduate Conference Funding, $1000**

               **FDM Travel Funding, $500**

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**UCSC Dean's Fund for Excellence, $369**

2017 – 2018    **UCSC Chancellor's Fellowship: Tuition Remission and $8000 per quarter stipend.**

## AWARDS & RESIDENCIES

2018    **Artist in Residence – Stochastic Labs, Berkeley, California**
- Artist in residence program geared towards imagining technological futures

2016    **Third Place Winner – Harold and Arlene Schnitzer Prize in the Visual Arts**
- Annual prize awarded for student work in the visual arts at MIT

## CONFERENCE CHAIR, JUDGING, & OTHER VOUNTEERING

2022    **EMMEDIA Gallery & Production Society – Member of the Board**
- Executive Role: Treasurer

2016    **Boston Festival of Indie Games – Judge, Multiplayer Games Category**

## CONFERENCE PANELIST

2023    **Society of Cinema and Media Studies Conference,** *Piles of Bodies: Video Game Physics and Death*
- The Sheraton Denver Downtown Hotel, Denver, April 12-15 2023.

2022    **International Symposium on Electronic Art,** *Perlin Noise and Sovereign Land: Minecraft's World Generation Algorithm and Colonialism*
- Centre de Cultura Contemporània de Barcelona, Barcelona, June 10-16 2022. Attended remotely.

2019    **Reclaiming the Future,** *as a part of the Long Conversation*
- Organized by Stochastic Labs
- Cowell Theater, San Francisco, August 17 2019.

**Digital Games Research Association Conference,** *Polygonal Modeling: The Aestheticization of Identity*
- Ritsumeikan University Kingusa Campus, Koyto, August 6-10 2019.

**Canadian Game Studies Association Conference,** *Polygonal Modeling: The Aestheticization of Identity*
- University of British Columbia, Vancouver, June 5-7 2019.

2018    **Different Games,** *Making Art Out of Games*
- Worcester Polytechnic University, Worcester, October 12-14 2018.

**Vector Festival,** *On Piles*

> ▪ InterAccess Gallery, Toronto, July 12-16 2018.

**2017**    **Theorizing the Web,** *The Agony and Ecstasy of Breaking Shit*
> ▪ Museum of the Moving Image, New York, April 7-8 2017.


## ART EXHIBITIONS

**2021**    *Piles,* **in** **The Milan Machinima Festival 2021**
> ▪ IULM Univesrity, Milan, March 15-21 2021

**2019**    *Piles,* **in** **Ars Electronica 2019**
> ▪ POSTCITY, Linz, September 5-9 2019

**Digital Kinetic Sculptures, in** **The Milan Machinima Festival 2019**
> ▪ IULM University, Milan, March 15 2019.

**2018**    *Piles,* **in** **Vector Festival: Born Digital**
> ▪ InterAccess Gallery, Toronto, July 12-16 2018.

*i'm breaking up with you,* **in** **e-stranged love** **Zine.**
> ▪ Online zine, launched Feburary 13 2018. https://estrangedlove.neocities.org/.

**2016**    *Motion Studies, Eigenfaces,* **and** *Katamari Dreams,* **in** **Harold and Arlene Schnitzer Prize Exhbition.**
> ▪ MIT Student Gallery, Cambridge, May 10 – July 10 2016.


## ARTWORKS & COLLABORATIONS

**2022**    *Three Impossible Worlds,* **video and** *Minecraft* **modifications**
> ▪ Three *Minecraft* modifications showcasing different extremes the world generator can be pushed to, highlighting biases in the normal world generation process.
> ▪ Video walkthrough with commentary of the mods in action was released alongside the mods themselves.

**2021**    *GamePyg's Face and Body Overhaul,* **alternate reality game (ARG)**
> ▪ Light ARG which takes place on the modding site *Nexus Mods* and focuses on a video game mod becoming sentient.
> ▪ Was originally realeased in a guerilla style as a real mod on *Nexus Mods*.

**UnearthU,** **video game**
> ▪ 7-day multimedia experience. Released on PC, Mac, iOS and Android.
> ▪ With Kara Stone, Parul Wadhwa, and Andy DiLallo.
> ▪ Role: Programmer.

**2019**    *Ritual of the Moon,* **video game**
> ▪ Multinarrative 2D game. Released on PC, Mac, iOS and Android.
> ▪ With Kara Stone.
> ▪ Role: Programmer.

**2018**    *Piles,* **video installation and performance piece**
> ▪ Parallel video installation of the artist piling up bodies in seven different games, the total

combined time being 22 hours.

**2017**   *Digital Kinetic Sculptures (DKS),* **videos and stills**
- Impossible car sculptures built in driving simulator *BeamNG.drive*. The stills show the sculptures as built and the videos show the sculptures tearing themselves apart.

*The Midday Channel,* **set of gifs and stills**
- Level load corruption similar to *Katamari Dreams* of the PS2 game *Persona 4* captured in animated gifs and screenshots.

**2016**   *Karamari Dreams,* **set of gifs and stills**
- Level load corruption of the PS2 game *Katamari Damacy* captured in animated gifs and screenshots.

**2015**   *Motion Studies,* **set of gifs**
- Datamoshed gifs of classic movies overlayed with a single frame of color to show motion.