

Aaron A. Reed

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Education

Ph.D. Computer Science, University of California Santa Cruz (in progress).

M.F.A. Digital Arts & New Media, University of California Santa Cruz, 2011.

Thesis: "A Sequence of Possibilities: sculptable fictions, quantum authoring, and the search for an ideal story system." Advisors: Noah Wardrip-Fruin, Michael Mateas, D. Fox Harrell
member of the Expressive Intelligence Studio research group
member of Noah Wardrip-Fruin's Participatory Fictions project group

B.A. Film Studies, University of Utah, 2005.

Honors Society member.

Publications

Academic, Lead Author

"'what if im the bad guy' and other (augmented) stories." Leonardo special issue on Augmented Reality, fall 2012 (accepted).

"Creating 'maybe make some change.' " ACM Conference on Creativity and Cognition. Atlanta, 2011.

"Knock's Memories: Creating an Emotional Story Space with Inform 7." Critical Code Studies. USC, 2010.

"Blue Lacuna: Lessons Learned Writing the World's Longest Interactive Fiction." Electronic Literature Organization Archive & Innovate. Brown University, 2010.

Academic, Co-author

"Playing with Words: From intuition to evaluation of game dialogue interfaces." Serdar Sali, Noah Wardrip-Fruin, Steven Dow, Michael Mateas, Sri Kurniawan, Aaron A. Reed, Ronald Liu. Foundations of Digital Games. Monterey, 2010.

Posters

"A Step Towards the Future of Role-Playing Games: The SpyFeet Mobile RPG Project." With Ben Samuel, Anne Sullivan, Ricky Grant, April Grow, Justin Lazaro, Jennifer Mahal, Sri Kurniawan, Marilyn Walker, Noah Wardrip-Fruin. Artificial Intelligence and Interactive Digital Entertainment Conference. Stanford, 2011.

"SpyFeet: An Exercise RPG." With Ben Samuel, Anne Sullivan, Ricky Grant, April Grow, Justin Lazaro, Jennifer Mahal, Sri Kurniawan, Marilyn Walker, Noah Wardrip-Fruin. Foundations of Digital Games. Bordeaux, 2011.

Books

Creating Interactive Fiction With Inform 7. Foreword by Don Woods. Course Technology PTR, 2010.

Short and Interactive Fiction

“limbo fare.” Short story. Red Wheelbarrow, Santa Cruz, 2010.

“Whom the Telling Changed.” Interactive fiction (Z-Machine/Inform 6). Electronic Literature Collection, Vol. 1. 2006. <http://collection.eliterature.org/1/>

“Shutdown/Retrovival.” Fantasy & Science Fiction Magazine, March 2003. <http://fsfmag.com/>

Talks

“Where is the MS Word of Interactive Narrative?” Accepted talk, ELO 2012: Archive & Innovate, Morgantown WV.

“Quantum Authoring for Prom Week.” Accepted talk, ELO 2012: Archive & Innovate, Morgantown WV.

“Interactive Fiction: A History.” Invited talk at Cal Poly, Spring 2012.

“Creativity and Technology: Fiction.” Panelist. Creativity & Cognition, Georgia Tech, Fall 2011.

“Perceiving Violence.” Panelist. Between the Disciplines conference, UC Santa Cruz, Spring 2011.

Artist Talk in “Writing for Interactive Media” course, Emerson College, Boston, Spring 2011.

“Interactive Drama: Dialogue as Gameplay.” Panelist. PAX East Boston, 2011.

“What is Interactive Fiction?” COSMOS, UC Santa Cruz, 2010.

“Blue Lacuna: A Reading in Prose and Code.” Electronic Literature Organization Archive and Innovate, Brown University, 2010.

“blueful: a journey.” Talk. (dis)junctions Media Festival, UC Riverside, 2010.

“Storytelling in the world of interactive fiction.” Panelist. PAX East Boston, 2010.

Hands-on Inform 7 Tutorial for “Interactive Narratives” class, UC Santa Cruz, 2010

Topics in Expressive Intelligence class, UC Santa Cruz, 2010.

Prospectives.09, Present/Symposium, 2009.

Slamdance: Independent Gaming and Digital Distribution Panel, 2008.

AUTOSTART: A festival of digital literature. University of Pennsylvania, 2006.

Slamdance Guerrilla Gamemakers Festival: Gamemakers Presentations, 2006.

Awards

Jury Award from Steve Dietz, “Best in Show,” Permutations MFA Show, Spring 2011.

Florence French Financial Aid Fund for Artists, Grant, Winter 2011.

Florence French Financial Aid Fund for Artists, Grant, Winter 2010.

Innovation in Digital Arts Award, (dis)junctions Media Festival. UC Riverside, 2010.

Major Projects

what if im the bad guy? and other stories (2011). Collection of four short interactive stories exploring an aesthetic of sculptural fiction.

Jury Award, *permutations*, 2011 UCSC Digital Arts & New Media MFA Show.

Shortlisted (*maybe make some change*), New Media Writing Prize 2011, Best Student Work.

Blue Lacuna (2009). Novel-length interactive fiction. <http://lacunastory.com>

Featured, Judy Malloy’s *Authoring Software*, April 2011.

Finalist, IndieCade 2010; Honorable Mention in World/Story category.

Selection, Top 10 Games of the Decade, Deirdra Kiai

Winner, Best Story, Best Setting, Best Use of Medium, and Best Game of the Year, 2009 XYZZY Awards

Selection, Prospectives.09 Digital Art Conference, Reno, Nevada

blueful (2009). Short story in fragments spread across social networking sites. <http://blueful.com>

Winner, 2010 (dis)junctions Media Festival, UC Riverside.

Whom the Telling Changed (2005). Experimental short IF. <http://aaronareed.net/wttc.html>

Nominee, “Best Script Award”, GameShadow Innovation in Games Festival and Awards, 2006

Selection, “The Electronic Literature Collection Volume One”, 2006

Finalist, Slamdance Guerrilla Gamemaker Competition, 2006

Winner, “Best Individual NPC” and “Best Use of Medium,” XYZZY Awards, 2006

Winner, Spring Thing Competition for Interactive Fiction, 2005

Gourmet (2003). Interactive fiction.

Winner, “Best Puzzles,” XYZZY Awards, 2003

Included with the BrailleNote mPower BT handheld device from 2005 to present.

Other Projects

maybe make some change. Exploring a frozen battlefield moment through the eyes of six narrators with conflicting viewpoints and ideologies. Interactive fiction/multimedia. May 2011.

what if im the bad guy?. Augmented reality documentary about soldiers accused of war crimes in Afghanistan. iOS/Palimpsest. May 2011.

Prom Week (lead writer and co-designer). Authoring instantiated “social puzzle” moves for this AI-driven game project. 2012 IGF selection in Technical Excellence category: featured in *New Scientist*, *Discover*. Custom-designed software. 2012.

Informant. A story sequencing engine for the *Spyfeet* mobile exergame project. *Inform 7*. 2010-11.

Sand-dancer. With Alexei Othenin-Girard. <http://sand-dancer.textories.com/>. Interactive fiction coming-of-age story exploring how memories are transmuted into life skills. August 2010.

Minimalist Story Generator 1 and 2. <http://aaronareed.net/2010/three.html> and <http://aaronareed.net/2010/ca/>. Experiments in interactive web-based storylets. Javascript/jQuery. January-March 2010.

IF Experiments 1 and 2. <http://aaronareed.net/if/ex1/> and <http://aaronareed.net/if/ex2/>. Exploring unique narrative possibilities in natural language *Inform 7* code. Spring 2010 - present.

Transparent Blue. Five interconnected windows provide views into *Blue Lacuna*, showing the story, its source code, design documents, reviews, and post-mortems. February 2010.

18 Cadence. Simulation in text of a house with a hundred years of history that can be freely explored. Interactive fiction, *Inform 7*. September 2009 – present.

Olberbeck. <http://aaronareed.net/olberbeck.html>. Experiment in simultaneous punditry. Javascript/HTML. August 2009.

Classes Taught

UC Santa Cruz

Instructor for DANM 132, Games as Literature: The Intersection of Writing and Play. Summer 2011.

Teaching assistant for FDM 20P, Introduction to Production Technique, Fall 2010 (Professor Jesse Fankushen)

Teaching assistant for MUSC 80M, Film Music, Spring 2010 (Professor David Cope)

Teaching assistant for TA 20, Intro to Acting, Winter 2010 (Professor Greg Fritsch)

Teaching assistant for FDM 20C, Introduction to Digital Media, Fall 2009 (Professor Lindsay Kelley)

Miscellaneous

Computer/Software Skills

Java, Javascript, jQuery, EXTjs, Inform, PHP, SQL, ColdFusion, HTML/CSS, LaTeX, Photoshop, Office, Final Cut Pro, Logic, Max/MSP/Jitter, Processing.

Appearances

Get Lamp: The Text Adventure Documentary. 2009, Jason Scott. <http://www.getlamp.com/>

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<http://aaronareed.net>