

# Heather Kelley

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## WORKS EXHIBITED

### **superHypercube**

*Stereoscopic action puzzle game using Wiimote-hack head tracking to control*  
Gamma 3D, la SAT, Montreal Quebec, November 2008

### **Fabulous/Fabuleux**

*Full-body immersive game using unique multimodal sensor controller, the Squisher*  
Galerie Oboro, Montreal Quebec, September 2008

### **glee**

*Single-player collection game, using live audio input to generate gameplay*  
GAMMA 01 :: Audio Feed, la SAT, Montreal Quebec, November 2006

### **Lapis 2.0: Lapin d'hiver**

*Game installation in Panoscope immersive 3D projection environment*  
Montreal Nuit Blanche, la SAT, February 2006

### **Untitled (rustbox)**

*Interactive projection in Ureal Tournament 2K3*  
Austin Museum of Digital Art Anniversary Digital Showcase, March 2003

### **{grip}**

*Interactive projection in Quake III Arena*  
I-Am-A-Heather, Future Tenant gallery, Pittsburgh, Pennsylvania April 2008  
Austin Museum of Digital Art Anniversary Digital Showcase, March 2002  
Austin Museum of Digital Art Digital Showcase, November 2001

## AWARDS and RECOGNITIONS

### **Our First Times**

Autobiographical game concept about a first sexual experience  
**Winner, Game Design Challenge** – Game Developers Conference 2009

### **Women in Games: The Gamasutra 20**

Named by *Gamasutra* magazine as one of the top 20 women working in the game industry today

### **Glee**

PC game using live audio input to generate game content  
**Featured Project** – Experimental Gameplay Sessions, GDC 2007

### **Lapis**

Female sexual gratification game concept for Nintendo DS  
**Featured Game** – Jeux Divers, Nuit Blanche 2006  
**Artcade exhibition** – Canadian Game Studies Association Conference 2006  
**Winner, Game Design Challenge** - Montreal International Game Summit 2005

### **Redbeard's Pirate Quest**

Smart toy pirate ship with adventure game software  
**Gold Award For Excellence** – International Electronic Multimedia (EMMA) Awards  
**Bronze Award** – *I.D. Interactive Media Annual Design Review*

## PRESS (SELECTED)

### ***Tough task: Designing a game about your 'first time'***

CNN.com, March 2009

<http://www.cnn.com/2009/TECH/03/27/videogame.losing.virginity/index.html>

### ***Les oreilles dressées de plaisir: Entretien avec Heather Kelly, conceptrice du jeu vidéo Lapis***

Montreal Campus, February 2009

<http://montrealcampus.ca/les-oreilles-dressees-de-plaisir>

### ***Indie Gaming on the Rise***

Montreal Mirror, November 2008

<http://www.montrealmirror.com/2008/111308/news2.html>

### ***Game to take on domestic violence***

Christian Science Monitor, October 2008

<http://features.csmonitor.com/innovation/2008/10/19/game-to-take-on-domestic-violence/>

### ***Exhibit Explores Artful Play of Gamers***

Pittsburgh Post-Gazette, April 2008

<http://www.post-gazette.com/pg/08092/869438-42.stm>

### ***The Game of Life***

Wall Street Journal, January 2008

<http://online.wsj.com/article/SB120034796455789469.html>

### ***Indie Game Designers Find Inspiration By Thinking Small***

WIRED Game | Life, December 2007

<http://blog.wired.com/games/2007/12/montreal-2007-m.html>

### ***Lapis: A Game for Ladies***

The Guardian, December 2005

[http://blogs.guardian.co.uk/games/archives/2005/12/09/lapis\\_a\\_game\\_for\\_ladies.html](http://blogs.guardian.co.uk/games/archives/2005/12/09/lapis_a_game_for_ladies.html)

### ***Video Game Unlocks Orgasm Secrets***

CanWest News Service, December 2005

<http://www.canada.com/topics/bodyandhealth/sexualhealth/story.html?id=2ba1d73f-c78e-4869-963b-24dc3b06772b&k=63631731>

## PRESENTATIONS (SELECTED)

### **Game Developers Conference 2009**

Presentation: Indie Game Developers' Rant: *Games to Get her off; Or: "How I learned to stop worrying and love the female orgasm (game)"*

Presentation: Game Design Challenge: *My First Time*

### **Nordic Game Jam, January 2009**

IT-University, Copenhagen, Denmark

Invited Speaker: *The Mechanics of Change: Gameplay for Human Motivation*

### **The Art of Play 2008**

Presentation: *Artist's Talk*

### **Mobile Nation International Conference: Creating Methodologies for Mobile Platforms**

Panel presentation: *A closer look at portable game devices*

### **Game Developers' Conference 2007**

Presented GAMMA 01 at the Experimental Gameplay Session

### **Canadian Game Studies Association**

Panel: *Games as Art*

### **Montreal Game Summit 2005**

Competitor: *Game Design Challenge*

### **Bodies in Motion: Memory, Personalization, Mobility and Design**

Participant: Banff New Media Institute Summit 2005

### **Game Design Research Symposium and Workshop 2004**

IT-University, Copenhagen, Denmark

Invited Speaker: *What Game Developers need from Game Design Research*

### **Game Developers' Conference 2004**

Panelist: *Anatomy of a Level Designer*

### **South by Southwest 2004**

Panelist: *Play to Learn - the impact of games on interactive media, design, interface and aesthetics.*

### **Game Developers' Conference 2003**

Roundtable moderator: *Women in Game Development: Where to Next?*

### **Game Developers' Conference 2002**

Lecturer: *Effective Team Communication*

### **Formal Strategies and Game Tools**

Santa Fe Art Institute Workshop (2001)

## **PUBLICATIONS**

### ***Space Time Play: Synergies Between Computer Games, Architecture and Urbanism***

Sub-editor, and essayist

Borries, Böttger, and Walz, ed., Birkhäuser Basel, October 2007

### **“Thief: Deadly Shadows Developer Diary”**

GameSpy.com, May 2004

### **“A Day in the Life of a Game Developer”**

*Game Developer Magazine 2003 Game Career Guide*

### **“Soapbox: Narrative Games: Finding Another Side to the Story”**

*Game Developer*, February 2003

### **“Best 10 games that both sexes will love”**

*Poor Leo's 2002 Computer Almanac* and TechTV.com

<http://www.techtv.com/screensavers/showtell/story/0.24330.3329375.00.html>

### **“An Interview with Heather Kelley (Girl Games)”**

*From Barbie to Mortal Kombat*, Cassell and Jenkins, ed., MIT Press 1998

## EXPERIENCE

### **Emergent Media Center, Champlain College August 2008 – Present**

#### **Creative Director, UNFPA Electronic Game to End Gender Violence**

Creative director on a “serious game” initiative funded by the United Nations Population Fund, working in conjunction with non-profit the Population Media Center. The intention of the game is to change attitudes, perceptions, and behavior of young men in developing economies, in regard to violence against women. Leading a student team of 15 developers and researchers in conceiving and creating an electronic game for the initiative’s pilot project in Cape Town, South Africa.

### **Hexagram Institute for Research and Creation, Concordia University July 2006 – Present**

#### **Game design consultant**

Game design expert for the ~float project, directed by Hexagram principle researcher Lynn Hughes. Creating a design application intended to enable a wide variety of users to create game content, including that for environments which incorporate unique interface devices, such as a laser pointer or a pressure-sensitive “squisher,” to enable full-body physical game experiences.

### **Kokoromi collective March 2006 – Present**

#### **Co-Founder, Game Designer**

Co-founder of experimental art game collective Kokoromi. Coordinate worldwide game challenge and public art event GAMMA (Game Art Montreal), an experimental game initiative created with the sponsorship of multiple local partner institutions.

### **Carnegie Mellon University January – May 2008**

#### **Kraus Visiting Assistant Professor, School of Art Adjunct Faculty, Entertainment Technology Center Conference Chair, The Art of Play Symposium and Arcade**

Distinguished visiting faculty. Developed and taught Special Topic in Art “The Poetics of Gameplay” (<http://www.moboid.com/pog>)  
Produced and coordinated a two-day cross-disciplinary symposium on games as an art form (<http://www.theartofplay.com>)

### **Artificial Mind and Movement (A2M) July 2006 – December 2007**

#### **Game Designer, Writer**

Game, Story, and Level Design in A2M's handheld console division. Designed two licensed Nintendo DS titles for tween players based on the hit TV movie *High School Musical*:

### **Ubisoft Divertissements August 2004 – July 2006**

#### **Game Designer**

*Star Wars: Lethal Alliance* PSP

Created, documented, and communicated core gameplay, camera, control, character, story, player emotion, narrative events, mission flow, and all other aspects of design on an original property in the *Star Wars* license. Expressed the vision for the overall project and worked with stakeholders to design solutions for technical limitations, resource and time restrictions, and brand requirements.

**Level Designer**

*Splinter Cell: Chaos Theory* PS2

Implemented and adapted the design of *SC:CT*'s penultimate mission from Xbox to PS2. Scripted all PS2-specific gameplay, conformed map to PS2 memory and performance limitations, and added PS2-specific player actions.

**Ion Storm Austin (Eidos Interactive)  
January 2002 – April 2004****Designer**

*Thief: Deadly Shadows*

Worked in Ion Storm's customized version of Unreal Warfare editor to design, build, populate, and optimize multiple game levels for cross-platform PC/Xbox game. Collaborated with artists, programmers, writers, sound designers, and producers to develop unique thematic material for each mission. Contributed to overall game production through design specifications, test levels, documentation, testing, and reviews.

**Sapient (formerly Human Code)  
April 1998 to August 2001****Producer, Designer, Writer**

*A.I. Puzzler* for Microsoft (not released)

Interpreted a licensed film property to create a puzzle game Steven Spielberg hailed as "visually stunning." Responsibilities: game design adaptation, documentation, creative direction, publisher relations, dialog and help text authoring, team management, scheduling, and budgeting.

**Producer, Designer**

*Redbeard's Pirate Quest* smart toy and game for Zowie Entertainment (LEGO)

Responsibilities: unique controller interface design, game design, map layout, event scripting, creative direction, character and storyline development, project scheduling, publisher relations, team management, and budget tracking. Redbeard's won more than eight interactive design awards, including three New Media Invision awards, four EMMA awards (including the Gold Award for Excellence), and an I.D Interactive Bronze award.

**Girl Games, Inc.  
January 1996 to March 1998****Director of Online Development**

*PlanetGirl.com*

With a small team and a limited budget, designed, created and supervised a destination web site for pre-teen girls. Designed and produced girl-oriented online games, which were implemented in perl.

## **EDUCATION**

### **Master of Arts in Radio-Television-Film**

University of Texas at Austin (1997)

Primary research cluster -- New Communication Technology

Minor in Communication Technologies and the Arts

### **Bachelor of Arts in Twentieth Century Music and Art**

Agnes Scott College - Atlanta, Georgia (1991)

## **MEMBERSHIP AND LEADERSHIP**

### **GAMMA curated game challenge**

Organizer, producer, curator 2006, 2007, and 2008

### **IndieCade International Festival of Independent Games**

Jury Member 2008

### **The Art of Play Symposium and Arcade**

Creator and Conference Chair, 2008

### **Game Developers Choice Awards**

Advisory Board 2006, 2007

Presenter 2005

### **Sandbox: The ACM Video Game Symposium**

Committee Member 2006

### **Montreal International Game Summit**

Advisory Board 2006

### **International Game Developers Association**

Member 1999 - Present

### **Women in Game Development Special Interest Group of the IGDA**

Chair, 2005 – 2007; Co-chair, 2001 – 2005