



Elizabeth LaPensée

Assistant Professor, Media & Information and Writing, Rhetoric, & American Cultures
Michigan State University

Elizabeth LaPensée, Ph.D. is an award-winning designer, writer, artist, and researcher who creates and studies Indigenous-led media such as games and comics. She is Anishinaabe from Baawaating with relations at Bay Mills Indian Community, Métis named for Elizabeth Morris, and settler-Irish. She is an Assistant Professor of Media & Information and Writing, Rhetoric & American Cultures at Michigan State University. She is a 2018 Guggenheim Fellow. Most recently, she designed and created art for *Thunderbird Strike* (2017), a lightning-searing side-scroller game which won Best Digital Media at imagineNATIVE Film + Media Arts Festival. Her ongoing contributions, including workshops for Indigenous-led game development, have been recognized with the Serious Games Community Leadership Award (2017).

CONTACT

430 CommArts
404 Wilson Rd.
East Lansing, MI 48824

517-515-8886
odamino@msu.edu
<http://www.elizabethlapensee.com/>

CURRENT POSITION

2016-present Assistant Professor

Media & Information
Writing, Rhetoric, & American Cultures
Michigan State University
American Indian & Indigenous Studies

Affiliated Faculty

DEGREES

PhD	2014	Simon Fraser University	Interactive Arts & Technology
MA	2005	Portland State University	Writing, <i>Summa cum laude</i>
BA	2004	Portland State University	Liberal Arts, <i>Summa cum laude</i>

CONTENTS

Awards
Residencies
Grants
Publications
Presentations
Festivals
Exhibitions
Teaching
Research
Creative
Service

AWARDS

Awards | Fellowships

3. 2018 Guggenheim Foundation Fellow, \$50,000 for *Along the River of Spacetime*
2. 2016 Artist Fellowship, Arrowhead Regional Arts Council, \$7,000 for *Thunderbird Strike*
1. 2016 The Otherwise Award, \$500

Awards | Works

18. 2019 Artist for Animations in *nîpawistamâsowin: We Will Stand Up*, Magnus Isacsson Award, Rencontres Internationales Du Documentaire De Montreal Festival 2019
17. 2019 Artist for Animations in *nîpawistamâsowin: We Will Stand Up*, Women Inmates' Award, Rencontres Internationales Du Documentaire De Montreal Festival 2019
16. 2019 Artist for Animations in *nîpawistamâsowin: We Will Stand Up*, Students' Award, Rencontres Internationales Du Documentaire De Montreal Festival 2019
15. 2019 Artist for Animations in *nîpawistamâsowin: We Will Stand Up*, Audience Choice Award - Feature Film, imagineNATIVE Film + Media Arts Festival 2019
14. 2019 Artist for Animations in *nîpawistamâsowin: We Will Stand Up*, Sun Jury Award, imagineNATIVE Film + Media Arts Festival 2019
13. 2019 Writer for the Game *Dialect*, Tabletop Award, IndieCade Europe 2019
12. 2019 Creative Director for the Game *When Rivers Were Trails*, Adaptation Award, IndieCade 2019
11. 2019 Artist for Animations in *nîpawistamâsowin: We Will Stand Up*, Special Jury Prize for Social Justice Award, Calgary International Film Festival 2019
10. 2019 Artist for Animations in *nîpawistamâsowin: We Will Stand Up*, Audience Choice, Gimli Film Festival 2019
9. 2019 Artist for Animations in *nîpawistamâsowin: We Will Stand Up*, Best Documentary, Weengushk International Film Festival 2019
8. 2019 Artist for Animations in *nîpawistamâsowin: We Will Stand Up*, Colin Low Award for Best Canadian Documentary, DOXA Documentary Film Festival 2019

7. 2019 Artist for Animations in *nîpawistamâsowin: We Will Stand Up*, Best Canadian Feature Documentary Award, Hot Docs Canadian International Documentary Festival 2019
6. 2018 Artist for Art Print "Nokomis Tends the Lands with Waters in Hand," Art Reach Juror's First Place Art Walk Central, \$5,000
5. 2017 Designer and Artist for the Game *Thunderbird Strike*, Best Digital Media Work, imagineNATIVE Film + Media Arts Festival, \$3,000
4. 2017 Artist and Animator for *Hands to the Sky*, Best Animation, Dreamspeakers International Indigenous Film Festival
3. 2017 Writer for the Game *Where the Water Tastes Like Wine*, Developer's Choice Award, IndieCade
2. 2016 Artist and Animator for *Returning*, Best Animation, Montréal First Peoples Festival 2016
1. 2008 Writer for *The West Was Lost* and *Fala*, Comic Creation Nation: Aboriginal Peoples Television Network 1st and 3rd Place Winners

Awards | Service

2. 2017 Serious Games Leadership Award, International Game Developers Association Serious Games Special Interest Group
1. 2015 International Game Developers Association MVP

Awards | Academic

3. 2009 President's PhD Research Stipend, Simon Fraser University
2. 2007 Graduate Fellowship, Simon Fraser University
1. 2006 Entrance Scholarship, Simon Fraser University

RESIDENCIES

Visiting Scholar

1. 2018 Olga J. and G. Roland Denison Visiting Professorship of Native American Studies at Central Michigan University, Mt. Pleasant, Michigan, United States

Artist Residencies

1. 2016 K'inadas Studio Residency, University of British Columbia, Okanagan, Canada (July 4–August 16)

GRANTS AND CONTRACTS

16. 2019 Co-PI, MSU Understanding Treaties, \$3,000 for Kidwin Wiigwaaming: Teaching Treaties on Reclaimed Land
15. 2019 PI, MSU Native American Institute Community Development, \$4,000 for Gítigan Winterizing Initiative
14. 2019 Co-PI, MSU Creating Inclusive Excellence, \$20,000 for the Empathic Games Design Initiative
13. 2019 PI, Indian Land Tenure Foundation, \$21,165 for Extension of *When Rivers Were Trails* Educational Game
12. 2019 Co-PI, MSU S3 (Science and Society @ State) Interdisciplinary Seed Grant, \$10,000 for Community Cultural STEM: Designing Video Games to Support “Community Cultural Wealth” in Informal STEM Learning Environments
11. 2018 Co-PI, Indian Land Tenure Foundation, \$100,000 for *When Rivers Were Trails* Educational Game
10. 2018 Co-PI, MSU Creating Inclusive Excellence, \$20,000 for the Empathic Games Design Initiative
9. 2017 Co-PI, MSU S3 (Science and Society @ State) Interdisciplinary Seed Grant, \$10,000 for Generative Generations
8. 2017 PI, MSU Creating Inclusive Excellence, \$29,000 for the Inclusive Game Development Collaborative
7. 2016 PI, MSU Humanities and Arts Research Program: Production, \$7,000 for Indigenous Comics Collection, 2016
6. 2016 PI, Quick Start, Arrowhead Regional Arts Council, \$1,000
5. 2016 PI, The Pollination Project, \$1,000 for *Honour Water* Game
4. 2015 PI, Potlatch Fund, \$2,000 for Dimensional Generations
3. 2014 PI, Potlatch Fund, \$5,000 for *Survivance* Collective
2. 2013 PI, Potlatch Fund, \$2,000 for *Survivance* Game
1. 2006 Co-PI, ULERN, \$5,000 for Game Development Workshops for Aboriginal Science Exchange Camps at Algoma U, 2006

PUBLICATIONS

Publications | Peer Reviewed

14. LaPensée, Elizabeth and Nichlas Emmons. "Indigenizing Education with the Game *When Rivers Were Trails*." *Amerikastudien / American Studies*. 64.1 (2019): 75-93. Print.
13. LaPensée, Elizabeth. *Thunderbird Strike*. *Learning, Education & Games*. 3 (2019): 447-454. Print.
12. LaPensée, Elizabeth and Nichlas Emmons. "When Rivers Were Trails." *Films for the Feminist Classroom*. 9.1 (2019): http://ffc.twu.edu/issue_9-1/lesson_LaPensee-and-Emmons_9-1.html.
11. LaPensée, Elizabeth. "Thunderbird Strike: Survivance in/of an Indigenous Video Game." *Video Game Art Reader*. 2.1 (2018): 28-37. Print.
10. LaPensée, Elizabeth, Lyz Jaakola, and Sharon Day. "Honour Water: Gameplay as a Pathway to Anishinaabe Water Teachings." *Decolonization*. 7.1. (2018): 115-130.
9. LaPensée, Elizabeth. "Relationality in Indigenous Food and Medicine Games." *Resilience: A Journal of the Environmental Humanities*. 4.2-3. (2017): 191-200. Print.
8. LaPensée, Elizabeth. "Transformations and Remembrances in the Digital Game *We Sing for Healing*." *Transmotion 3.1*. (2017): 89-108. Print.
7. LaPensée, Elizabeth and Joanna Hearne. "We All Stand Side By Side." *Studies in American Indian Literature 29.1* (2017): 27-37. Print.
6. LaPensée, Elizabeth. "Indigenous Board Game Design in *The Gift of Food*." *Analog Game Studies*. *Analog Game Studies 3.2* (2016). Web.
5. LaPensée, Elizabeth. "Survivance Among Social Impact Games." *Loading... The Journal of the Canadian Game Studies Association 8.13* (2014): 43-60. Web.
4. LaPensée, Elizabeth. "Survivance as an Indigenously Determined Game." *AlterNative: An International Journal of Indigenous Peoples 10.3* (2014): 263-275. Print.
3. LaPensée, Elizabeth. "Survivance: An Indigenous Game for Change." *Intersemiose 2.4* (2013): n. pag. Web.
2. LaPensée, Beth Aileen and Jason Edward Lewis. "Skins: Designing Games with First Nations Youth." *Journal of Game Design & Development Education 1.1* (2011): n. pag. Web.
1. LaPensée, Beth Aileen. "Signifying the West: Colonialist Design in *Age of Empires III: The WarChiefs*." *Eludamos Journal of Computer Game Culture 2.1* (2008): 129-144. Print.

Publications | Peer Reviewed Conference Proceedings

4. Seif El-Nasr, Magy, Bardia Aghabeigi, David Milam, Mona Erfani, Beth LaPensée, Hamid Maygoli, Sang Mah. “Cooperative Game Design Patterns and Their Effect on Players’ Behaviours.” *Computer Human Interaction 2010*. April 10–15, 2010, Atlanta, Georgia. New York: Association for Computing Machinery, 2010. Print.
3. LaPensée, Beth Aileen, Magy Seif El-Nasr, Anders Drachen, Wendy Foster, Dinara Moura, Bardia Aghabeigi. “User Studies – A Strategy Towards a Successful Industry-Academic Relationship.” *FuturePlay 2010*. May 6–7, 2010, Vancouver, British Columbia. New York: Association for Computing Machinery, 2010. Print.
2. LaPensée, Beth Aileen, Jason Edward Lewis, and Skawennati Fragnito. “Skins 1.0: A Curriculum for Designing Games with First Nations Youth.” *FuturePlay 2010*. May 6–7, 2010, Vancouver, British Columbia. New York: Association for Computing Machinery, 2010. Print.
1. LaPensée, Beth Aileen. “NDNWN: Designing Games with Aboriginal Stories.” *FuturePlay 2007*. November 14–18, 2007, Toronto, Ontario. New York: Association for Computing Machinery, 2007. Print.

Publications | Books

4. LaPensée, Elizabeth and Michael Sheyahshe (Eds.). *MOONSHOT: The Indigenous Comics Collection Volume 3*. Toronto: Inhabit Media and AH Comics Inc., 2020.
3. LaPensée, Elizabeth (Ed.). *Sovereign Traces Volume 2: Relational Constellation*. East Lansing: MSU Press, 2019.
2. LaPensée, Elizabeth and Gordon Henry (Eds.). *Sovereign Traces Volume 1: Not (Just) (An)Other*. East Lansing: MSU Press, 2018.
1. LaPensée, Elizabeth and Weshoyot Alvitre (Eds.). *Deer Woman: An Anthology*. Albuquerque: Native Realities Press, 2017.

Publications | Book Chapters

10. LaPensée, Elizabeth and Betsy Brey. “From Musical Mechanics to Emotional Beats: Story for Non-Story Games.” *Narrative Tactics for Mobile and Social Games: Pocket-Sized Storytelling*. Ed. Toiya K. Finley. Boca Raton: CRC Press, 2018.
9. LaPensée, Elizabeth. “The Token Trap.” *Game Devs and Others: Tales from the Margins*. Ed. Tanya DePass. Boca Raton: CRC Press, 2018.
8. LaPensée, Elizabeth. “Self-Determination in Indigenous Games.” *Routledge Companion to Media Studies and Digital Humanities*. Ed. Jentery Sayers. Abingdon: Routledge, 2018.
7. LaPensée, Elizabeth. “We Are the Superheroes We've Been Waiting For.” *When Raven Became Spider*. Ed. Jennifer Matotek and Leena Minifie. Regina: Dunlop Art Gallery, 2017. 20-25. Print.

6. LaPensée, Elizabeth. "Elizabeth LaPensée." *Women in Game Development: Breaking the Glass Level-Cap*. Ed. Jennifer Hepler. Abingdon: Taylor & Francis Group, 2016. 89–96. Print.
5. LaPensée, Elizabeth and Lucas Crispen. "Case Study: Scratch as a Path to Programming." *Learning, Education and Games (Volume One): Curricular and Design Considerations*. Ed. Karen Schrier. Pittsburgh: ETC Press, 2014. 48–49. Print.
4. LaPensée, Elizabeth and Jason Edward Lewis. "TimeTraveller™: First Nations Nonverbal Communication in Second Life." *Nonverbal Communication in Virtual Worlds*. Eds. Josh Tanenbaum, Magy Seif El-Nasr, and Michael Nixon. Pittsburgh: ETC Press, 2014. 105–177. Print.
3. LaPensée, Elizabeth and Jason Edward Lewis. "Call It a Vision Quest: Machinima in a First Nations Context." Ed. Jenna Ng. *Understanding Machinima*. London: Bloomsbury Academic, 2013. 187–206. Print.
2. LaPensée (Dillon), Beth Aileen. "Writing for All Audiences." Ed. Wendy Despain. *Professional Techniques for Video Game Writing*. Boston: A K Peters, 2008. 95–102. Print.
1. LaPensée (Dillon), Beth Aileen. "How to Break In and Stay In." Ed. Wendy Despain. *Professional Techniques for Video Game Writing*. Boston: A K Peters, 2008. 1–10. Print.

Publications | Non-Peer Reviewed

8. LaPensée, Elizabeth. "Video Games Encourage Indigenous Cultural Expression." *The Conversation* (March 2017).
7. Roanhorse, Rebecca, Elizabeth LaPensée, Johnnie Jae, and Darcie Little Badger. "Decolonizing Science Fiction and Imagining Futures: An Indigenous Futurisms Roundtable." *Strange Horizons* (Jan. 2017).
6. LaPensée, Elizabeth. "Animating Indigenous Scientific Literacies." *Labocine* (Jan. 2017).
5. LaPensée, Elizabeth and Vicki Moulder. "Walking and Wiring the Land: Indigenous Art Practice in Games." *ACM Interactions*, XXIV.1 (Jan. 2017): 47–49.
4. LaPensée, Elizabeth. "Singing as Gameplay for Healing in Honour Water," *Cultural Survival*, 40.4 (2016).
3. LaPensée, Elizabeth. "Games as Enduring Presence." *PUBLIC 54: Indigenous Art: New Media and the Digital* (2016): 178–186. Print.
2. LaPensée, Elizabeth. "The Artistry of Indigenous Video Games," *First American Art Magazine*, Issue 8 (2015).

1. LaPensée, Elizabeth. “Indigenously-Determined Games of the Future,” *kimiwan zine*, Issue 8: Indigenous Futurisms (2014).

PRESENTATIONS

Invited Presentations | Keynotes

6. LaPensée, Elizabeth. “From Water Walkers to Water Protectors in Indigenous Games.” Swiss Association for North American Studies Symposium, University of Geneva, Geneva, Switzerland. November 30, 2019.
5. LaPensée, Elizabeth. “*When Rivers Were Trails*: Sovereignty, Nationhood, and Relationality in an Adventure Game.” Humanities, Arts, Science, and Technology Alliance and Collaboratory Conference, Vancouver, B.C., Canada. May 16–18, 2019.
4. LaPensée, Elizabeth. “Game Mechanics as Cultural Expression,” Irish Game Makers Association Inspire, Trinity College Dublin, Ireland, June 28, 2017.
3. LaPensée, Elizabeth. “From Mobile to Motion: Indigenous Games from North America,” Cultural Learning and Celebration: Video Games from Indigenous North America. Embassy of Canada, Berlin, Germany, June 21, 2017.
2. LaPensée, Elizabeth. “Games as Sovereign Spaces.” Global Digital Humanities Symposium. Michigan State University, East Lansing, MI, United States. March 16–17, 2017.
1. LaPensée, Elizabeth. “From 8-Bit Invasion to Thunderbird Elation: Indigenous Game Design.” Meaningful Play 2016, Michigan State University, East Lansing, MI, United States. October 20–22, 2016.

Invited Presentations | International

10. LaPensée, Elizabeth. “Indigenous Futurisms as Design and Development Process for Self-Determined Games.” Indigital Cultures Gathering, University of Ottawa and SAW Video Media Art Centre, Ottawa, Ontario, Canada, February 7–10, 2019.
9. LaPensée, Elizabeth. “When We Listen, We See: Game Design Inspiration,” Northern Ireland Screen Game Development Seminar. The Mac Theatre, Belfast, United Kingdom, June 26, 2017.
8. Sudmann, Andreas, Elizabeth LaPensée, Sebastian Möring, and Judith Ackermann. “Caretaking in Games,” Cultural Learning and Celebration: Video Games from Indigenous North America. Embassy of Canada, Berlin, Germany, June 21, 2017.
7. Recollet, Karyn, Monique Mojica, Nyla Innuksuk, Jaime Black, Susan Blight, Lisa Jackson, and Elizabeth LaPensée. “Indigenous Futurities - Land, Territories, and Belonging.” We Are The Land. University of Toronto, Toronto, ON, Canada, March 20, 2017.

6. LaPensée, Elizabeth. "Healing Historical Trauma Through Games." Diwrnod yng Nghymru Fydd // A Day in Future Wales. Arad Goch, Aberystwyth, West Wales. Saturday, November 28, 2015.
5. LaPensée, Elizabeth. "Games as a Pathway to Indigenous Futurisms." 1st Annual Symposium on the Indigenous Future Imaginary. TIFF Bell Lightbox, Toronto, ON, Canada. Friday, October 16, 2015.
4. LaPensée, Elizabeth. "Indigenous Game Panel." imagineNATIVE Film + Media Arts Festival 2015. Reitman Square, Toronto, ON, Canada. Thursday, October 15, 2015.
3. LaPensée, Elizabeth. "The Experimental Story Panel." Book Summit 2015: The Story at the Centre. Harbourfront Centre, Toronto, ON, Canada. Thursday, June 25, 2015.
2. LaPensée, Elizabeth. "Self-Determination in Games and Digital Media." Digital Media Mixer: Storytelling + Coding = ?. Rainier Provisions, Vancouver, B.C., Canada. April 24, 2014.
1. LaPensée, Elizabeth. "Survivance: An Indigenous Game for Change." PlayPR. Simon Fraser University, Surrey, B.C., Canada. November 6, 2013.

Invited Presentations | National

12. Hausman, Blake, Rebecca Roanhorse, Daniel H. Wilson, Elizabeth LaPensée, and Trevino Brings Plenty. "From Here and Far Out: A Conversation About Indigenous Speculative Fiction." Association of Writers and Writing Programs Conference, Portland, Oregon, March 27–30, 2019.
11. LaPensée, Elizabeth, Sadekaronhes Esquivel, Jeffrey Veregge, Alina Pete, Richard Pace, Jenn Arledge, Michael Sheyahshe, and Weshoyot Alvitre. "Indigenous Futurisms in Comics." Emerald City Comic Con, Seattle, Washington, United States. March 14–17, 2019.
10. LaPensée, Elizabeth. "Capacity, Reciprocity, and Sovereignty in Indigenous Game Development." American Studies Series, Williams College, Williamstown, Massachusetts, United States, February 13, 2019. LaPensée, Elizabeth.
9. LaPensée, Elizabeth. "Indigenous Futurisms as Game Design." Workshop on Integrated Design in Games, Beacom Institute of Technology, Dakota State University, Madison, South Dakota, United States. November 8, 2018.
8. LaPensée, Elizabeth. "Thunderbird Strike: Sovereign Game Development Without Borders." Meaningful Play 2018, Michigan State University, East Lansing, Michigan, United States. October 11–13, 2018.

7. LaPensée, Elizabeth, Christie M. Poitra, and Estrella Torrez. "Indigenously-Determined Game Development Education to Broaden STEM." *Native Skywatchers: Indigenous and Interdisciplinary STEM in Action*, St. Cloud State University, St. Cloud, Minnesota, United States. July 18–19, 2018.
6. LaPensée, Elizabeth. "Thunderbird Strike: Sovereign Game Development Without Borders." *Games for Change*, New York, New York, United States. June 28-30, 2018.
5. LaPensée, Elizabeth. "Indigenous Intervention in Video Games." *Indigenous Intervention into "Indigenous Narrative."* Institute of American Indian Arts. Navajo Lodge, Albuquerque, NM, United States. Friday, April 1, 2016.
4. LaPensée, Elizabeth. "Why Cultural Collaboration Matters." *IndieCade 2014*. IndieCade Village, Culver City, CA, United States. October 9–12, 2014.
3. LaPensée, Elizabeth. "Let's Play! Innovative Teaching Tools." *3rd Annual Our Food is Our Medicine Conference*. Kiana Lodge, Suquamish, WA, United States. September 24–26, 2014.
2. LaPensée, Elizabeth. "Education for the Future: Engaging Youth with Traditional Knowledge and Game Development." *38th Annual National Indian Timber Symposium*. Coeur d'Alene Tribal Resort, Worley, ID, United States. June 23–26, 2014.
1. Bird, Jodi and Elizabeth LaPensée. "Procedural Indians: Native Ludologies in Video Games. A Roundtable on Assassin's Creed III." *Digital Indigenities: (Re)mediations, Old and New*. University of Illinois, Champaign, IL, United States. September 13–14, 2013.

Invited Presentations | Local

15. Noodin, Margaret, Gordon Henry Jr., and Elizabeth LaPensée. "Anishinabe Authors' Gathering." *Ziibiwing Center of Anishinabe Culture and Lifeways*, Mt. Pleasant, Michigan, United States. February 23, 2019.
14. LaPensée, Elizabeth, Christie Poitra, and Estrella Torrez. "Generative Generations: Indigenously-Determined Game Development Curriculum." *Michigan State University Interdisciplinary Forum*, Michigan State University, East Lansing, Michigan, United States. November 1, 2018.
13. LaPensée, Elizabeth. "Gameplay as Pathways to Self-Determination." *Kalamazoo College*, Kalamazoo, Michigan, United States. May 31, 2018.
12. LaPensée, Elizabeth. "Enacting Sovereignty Through Game Design." *College of Architecture and Design*, Lawrence Technological University, Southfield, Michigan, United States. February 15, 2018.

11. LaPensée, Elizabeth. "Enacting Indigenous Futurisms with Digital Games." Data Visualization Series, Digital Scholarship Lab, Michigan State University, East Lansing, Michigan, United States. February 9, 2018.
10. LaPensée, Elizabeth. "Indigenous Self-Determination for Sovereign Games," Emergent Research Series. Hatcher Graduate Library, University of Michigan, Ann Arbor, MI, United States. November 8, 2017.
9. LaPensée, Elizabeth. "Water Moves MSU: Honour Water," Great Lakes Folk Festival, East Lansing, MI, United States. August 11–13, 2017.
8. LaPensée, Elizabeth. "Traditional Ecological Knowledge as Game Design." Indigenous Voices Summer Seminar. BEACON Center, Michigan State University, East Lansing, MI, United States. June 2, 2017.
7. LaPensée, Elizabeth. "Waterways in Gameplay." American Indian Science and Engineering Society Speakers Series. Michigan State University, East Lansing, MI, United States. March 14, 2017.
6. LaPensée, Elizabeth. "Intergenerational Generation: Games, Comics, and Transmedia as Indigenous Self-Determination." Voices on Campus Series. Michigan State University, East Lansing, MI, United States. November 3, 2016.
5. LaPensée, Elizabeth. "Self-Determined Indigenous Video Games." Motion + Media Research Symposium. University of Minnesota Duluth, Duluth, MN, United States. Friday, April 15, 2016.
4. LaPensée, Elizabeth. "Anishinaabe Water Teachings in the Singing Game Honour Water." Envisioning the North in 2046. Institute on the Environment, University of Minnesota. Glensheen Mansion, Duluth, MN, United States. Wednesday, March 30, 2016.
3. LaPensée, Elizabeth. "Discussion with Filmmakers." Mazinaateseg: Anishinaabe Films and Their Makers. Augsburg College, Minneapolis, MN, United States. Wednesday, March 9, 2016.
2. LaPensée, Beth Aileen. "The Good, the Bad, and the Sultry: Indigenous Women in Video Games." Unpacking the Indigenous Female Body. University of British Columbia, Vancouver, B.C., Canada. April 23–24, 2010.
1. LaPensée, Beth Aileen. "Indianity: Collaborative Community Technology." First Nations Technology Conference. Coast Plaza Inn, Vancouver, B.C., Canada. February 22–24, 2008.

Conference Presentations | International

13. LaPensée, Elizabeth. "In the Eye of the Storm: Media's Role in Creating Controversy from *Thunderbird Strike*." Association for Education in Journalism and Mass Communication Conference, Toronto, ON, Canada. August 7–10, 2019.
12. LaPensée, Elizabeth. "*Honour Water*: Gameplay for Engaging in Language." Native American and Indigenous Studies Association Conference, University of Waikato, Hamilton, New Zealand. June 26–29, 2019.
11. LaPensée, Elizabeth and Allen Turner. "Narrative Innovation Showcase." Game Developers Conference, San Francisco, CA, United States. March 18–22, 2019.
10. Gonzales, Patrisia C., Elizabeth LaPensée, and Sharon P. Holland. "Health Research and Indigenous Studies." Native American and Indigenous Studies Association Conference 2018, University of California, Los Angeles, CA, United States. May 17–19, 2018.
9. LaPensée, Elizabeth and Margaret Noodin. "Singing Back: Anishinaabemowin Singing Games." Anishinaabemowin Teg: Aabziitoodaa gdi-nweninaa nji e-shkiniijig: Reviving Our Language for the Youth. Kewadin Casino Hotel, Sault Ste. Marie, MI, United States. March 30 - April 2, 2017.
8. LaPensée, Elizabeth, Julia Keren Detar, Daniel Starkey, Allen Turner, and Renee Nejo. "Indigenous Games Lightning Talks." Game Developers Conference, Moscone Center, San Francisco, CA, United States. February 27–March 3, 2017.
7. Finley, Toiya Kristen, Chris Avellone, Elizabeth LaPensée, Evan Skolnick, and Michelle Clough. "It's Not in the Writer's Manual: A Q&A Session for New Writers." Game Developers Conference, Moscone Center, San Francisco, CA, United States. February 27–March 3, 2017.
6. Grace, Lindsay, Drew Davidson, Susan Gold, Mitu Khandaker-Kokoris, and Elizabeth LaPensée. "It's Not All About Unicorns: Sustainable Diversity in the Classroom." Game Developers Conference, Moscone Center, San Francisco, CA, United. February 27–March 3, 2017.
5. LaPensée, Elizabeth. "#1ReasonToBe Panel." Game Developers Conference. Moscone Center, San Francisco, CA, United States. March 2–6, 2015.
4. LaPensée, Elizabeth. "Indigenous Storytelling as Game Design and Narrative." Game Developers Conference 2014. Moscone Center, San Francisco, CA, United States. March 17–21, 2014.
3. LaPensée, Beth Aileen and Jason Edward Lewis. "Virtual Modding as Self-Determination: Scenes from the Skins Workshops." Native American and Indigenous Studies Association Conference. University of Minnesota. Minneapolis, MN, United States. May 21–23, 2009.

2. LaPensée, Beth Aileen. “North American Indigenous Imagery and Identity in the Game World.” FuturePlay 2006. London, ON, Canada. October 10–12, 2006.
1. LaPensée, Beth Aileen. “Geared Suns and Rusted Blades: Steampunk Aesthetics in Video Games.” International Conference for the Fantastic in the Arts. Fort Lauderdale, FL, United States. March 15–19, 2006.

Conference Presentations | National

16. Emmons, Nichlas and Elizabeth LaPensée. “Indigenous Educational Intervention Through the Video Game *When Rivers Were Trails*.” National Indian Education Association Convention. Minneapolis, MN, United States. October 8–12, 2019.
15. LaPensée, Elizabeth. “Relationality Mechanics and Land as Levels in Indigenous Games.” Association for the Study of Literature and Environment Conference. University of California Davis, Davis, CA, United States. June 26–30, 2019.
14. LaPensée, Elizabeth and Nichlas Emmons. “Mapping Indigenous Sovereignty and Relationality in *When Rivers Were Trails*.” Geographies of Digital Games at the Association of American Geographers Annual Meeting, Washington, DC, United States. April 3–7, 2019.
13. LaPensée, Elizabeth and Nichlas Emmons. “*When Rivers Were Trails*: Sovereignty and Nationhood in Game Design.” 20th Annual American Indian Studies Association Conference, University of New Mexico, Albuquerque, NM, United States. February 6–8, 2019.
12. LaPensée, Elizabeth and Christie Poitra. “Relational Game Prototyping Workshop.” Geoscience Alliance Conference IV, Phoenix, AZ, United States. January 31–February 3, 2019.
11. LaPensée, Elizabeth. “From Lightning to Legislation: The Survivance of Thunderbird Strike.” Cultural Rhetorics, Michigan State University, East Lansing, Michigan, United States. November 15–17, 2018.
10. Bond, Jeremy, Adam Sulzdorf-Liszkiewicz, and Elizabeth LaPensée. “Making Meaning Happen: Participation, Personal Expression, and Fate in Games.” Cultural Rhetorics 2016, Michigan State University, East Lansing, MI, United States. September 30–October 2, 2016.
9. LaPensée, Elizabeth. “Media Medicine Panel.” 35th Annual Medicine Ways Conference, University of California Riverside, Riverside, CA, United States. May 12–May 14, 2016.
8. LaPensée, Elizabeth. “The Gift of Food: A Pacific Northwest Native Board Game.” Canadian Indigenous/Native Studies Association 2015: Survivance &

Reconciliation: 7 Forward / 7 Back. Concordia University, Montreal, QC, Canada. June 11–13, 2015.

7. LaPensée, Elizabeth. “Design in Indigenous Science Games.” Immersive Learning Research Network 1st Meeting & Virtual Symposium. Oregon State University, Corvallis, OR, United States. November 20–22, 2014.
6. LaPensée, Beth Aileen and Jason Edward Lewis. “Skinning in the Beginning: Glimpses of Aboriginal Game Design.” Canadian Game Studies Symposium 2008. University of British Columbia, Vancouver, B.C., Canada. May 31, 2008.
5. LaPensée, Beth Aileen. “Odaminoᑎaa: Game Education for Indigenous Youth.” Canadian Game Studies Association Symposium. Toronto, ON, Canada. September 21–24, 2006.
4. LaPensée, Beth Aileen. “Digital Nations and Pixel Natives: American Indian Figures in Digital Games.” 27th Annual National Popular Culture/American Culture Association Conference. Atlanta, GA, United States. April 12–15, 2006.
3. LaPensée, Beth Aileen. “Mana of the Machine: The Fusion of Magic and Technology in Video Games.” 26th Annual National Popular Culture/American Culture Association Conference. San Diego, CA, United States. March 23–26, 2005.
2. LaPensée, Beth Aileen. “Native Americans in the Gaming Age.” 2nd Annual Cultural Studies Association Conference. Boston, MA, United States. May 5–9, 2004.
1. LaPensée, Beth Aileen. “Native Americans in the Gaming Age.” 25th Annual National Popular Culture/American Culture Association Conference and Southwest Texas/Popular Culture & American Culture Associations. San Antonio, TX, United States. April 7–10, 2004.

Conference Presentations | Local

5. LaPensée, Elizabeth, Christie Poitra, Estrella Torrez, Angela Kolonich. “Generative Generations: Game Development as a Pathway to Engage Indigenous Youth in Science.” Women in Data Science Symposium. East Lansing, Michigan, United States. April 12, 2019.
4. LaPensée, Elizabeth. “Sovereign Game Design for STEAM Learning.” 2018 Native American Critical Issues Conference. Zibiwing Center of Anishinabe Culture and Lifeways, Mt. Pleasant, MI, United States. March 22–24, 2018.
3. LaPensée, Beth Aileen and Jason Edward Lewis. “Pedagogy for Designing Indigenous Games and Virtual Environments.” 4th Annual International

- Indigenous Ways of Knowing Conference 2010. Lewis and Clark College, Portland, OR, United States. January 14–16, 2010.
2. LaPensée, Beth Aileen. “PvP, PKs, and Grievers: Meaning of War in Computer Games.” 2nd Annual War, Peace and Media Conference. Portland, OR, United States. July 8–9, 2005.
 1. LaPensée, Beth Aileen. “From Cowboy Vampires to Urban Sociopaths: Digital Games as Portals into the Hyperreal West.” Pacific Northwest American Studies Association Conference. Portland, OR, United States. April 14–16, 2005.

Community Talks

13. Roanhorse, Rebecca, Elizabeth LaPensée, Johnnie Jae, Allen Turner, and Jason Edward Lewis. "Indigenous Futurisms." Indigenous Comic Con, Albuquerque, New Mexico, United States. November 1-4, 2018.
12. LaPensée, Elizabeth, Francis IV, Lee, and Aldama, Frederick. “Borderless Panels: Indigenous and Latinx Comics.” Capital City Comic Con, Michigan State University, East Lansing, MI, United States. September 8, 2018.
11. LaPensée, Elizabeth, Daniel Wilson, and Johnnie Jae. “Indigenous Futurisms,” Indigenous Comic Con 2017. Isleta Resort and Casino, Albuquerque, NM, United States. November 10–12, 2017.
10. LaPensée, Elizabeth, Stephen Graham Jones. “Indigenous Futurisms.” Indigenous Comic Con. National Hispanic Cultural Center, Albuquerque, NM, United States. November 18–20, 2016.
9. LaPensée, Elizabeth, Ishmael Hope, Allen Turner, and Renee Nejo. “IndigiGames.” Indigenous Comic Con. National Hispanic Cultural Center, Albuquerque, NM, United States. November 18–20, 2016.
8. LaPensée, Elizabeth. “Indigenous Comics and Games.” The Panel is Political: Using Comics for Social Change. Boneshaker Books, Minneapolis, MN, United States. April 12, 2016.
7. LaPensée, Elizabeth. “Relational Worldview in Indigenous Food and Medicine Games.” Research for Indigenous Community Health Center, Duluth, MN, United States. February 12, 2016.
6. LaPensée, Elizabeth. “Lunchtime Lecture with Elizabeth LaPensée.” Duluth Art Institute Galleries, Duluth, MN, United States. January 13, 2016.
5. LaPensée, Elizabeth. “Gameplay for Living Medicinal Plant Knowledge.” Traditional Teachings Today Workshop. Fond du Lac Tribal and Community College, Cloquet, MN, United States. December 11, 2015.

4. LaPensée, Elizabeth. "Reinforcing Cultural Teachings and Language in Games." Traditional Teachings Today Workshop. Fond du Lac Tribal and Community College, Cloquet, MN, United States. November 11, 2015.
3. LaPensée, Elizabeth. "From Beadwork Plants to Spacecanoes: Indigenous Game Mechanics." Natives in Game Dev Gathering. University of California Santa Cruz Extension, Santa Clara, CA, United States. May 22, 2015.
2. Marcano, Marcano and Elizabeth LaPensée. "What Not to Do with Native Americans in VideoGames." indiE3 2014. June 9–15, 2014.
1. LaPensée, Elizabeth. "Survivance: A Social Impact Game." Portland Games for Change. Lewis and Clark College, Portland, OR, United States. February 28, 2013.

Community Workshops

4. LaPensée, Elizabeth. "Increasing Diversity in Games Through Inclusive Game Dev." Michigan State University, East Lansing, MI, United States. January 30, 2018.
3. LaPensée, Elizabeth. "Prototyping Games with Diversity." Michigan State University, East Lansing, MI, United States. January 23, 2018.
2. LaPensée, Elizabeth. "Thunderbird Strike: An Indigenously-Determined Game," Indigenous Games Tournament. Ziibiwing Center, Mt. Pleasant, MI, United States. January 20, 2018.
1. LaPensée, Elizabeth, Allie Vasquez, and Melissa Bennett. "From Tradition to Comics, It's All Survivance." One Flaming Arrow: Inter-Tribal, Art, Music, & Film Festival, Portland, OR, United States. June 3–14, 2015.

FESTIVALS

Invited Festivals | International

17. *Thunderbird Strike* (Animation) and *Returning* (Animation) invited to "Bringing Light to the Dark: Visual Sovereignities in Contemporary Indigenous Art of the Americas" Symposium, The Sainsbury Centre for Arts, University of East Anglia, Norwich, England (July 19–20, 2019)
16. *Thunderbird Strike* (Game) invited to Edmonton's Indigenous Peoples Festival, Edmonton, Alberta, Canada (June 22, 2019)
15. *Thunderbird Strike* (Game) invited to Asinabka Festival 2018, Ottawa, Ontario, Canada (August 8 - 12, 2018)
14. *Thunderbird Strike* (Game) invited to Kingcome Inlet Film Festival, Kingcome Inlet, British Columbia, Canada (July 27 - 29, 2018)

13. *Thunderbird Strike* (Animation) invited to Maori Film Week, Auckland, New Zealand (July 2018)
12. “Native Representations in Video Games” (Film) invited to Vector Festival 2018, Art Gallery of Ontario, Toronto, Ontario, Canada (July 14, 2018)
11. *Thunderbird Strike* (Animation) invited to the Melbourne International Animation Festival, Melbourne, Victoria, Australia (June 14 - 23, 2018)
10. *Thunderbird Strike* (Animation) invited to the Wairoa Maori Film Festival, New Zealand (June 2018)
9. *Thunderbird Strike* (Game) invited to Collective Misnomer’s Night of Art Games, Denver, Colorado, United States (May 26, 2018)
8. *Thunderbird Strike* (Animation) invited to Indigenous Cinema Day, University of the Arts London, London, England (May 23, 2018)
7. *Returning* (Animation) invited to Indigenous Cinema Day, University of the Arts London, London, England (May 23, 2018)
6. *Thunderbird Strike* (Game) invited to “The Environmental Justice and Decolonization” in the Game Curious Series, Montreal, Quebec, Canada (January 28, 2018)
5. *Thunderbird Strike* (Animation) in Queen City Shorts, Regina, Saskatchewan, Canada (January 25–28, 2018)
4. *The Path Without End* (Animation) invited to Media Democracy Days 2016, Vancouver, British Columbia, Canada (November 15–16, 2016)
3. *Hands to the Sky* (Animation) invited to Media Democracy Days 2016, Vancouver, British Columbia, Canada (November 15–16, 2016)
2. *Returning* (Animation) invited to Festival Ciné Alter'Natif 2016, Paris, France (October 7–17, 2016)
1. *The Path Without End* (Animation) invited to Festival Ciné Alter'Natif 2016, Paris, France (October 7–17, 2016)

Invited Festivals | National

8. *When Rivers Were Trails* (Game) invited to "Play: Interactive & Gaming Gallery," Capital City Film Festival, Lansing, Michigan, United States (April 11 – 21, 2019)
7. *When Rivers Were Trails* (Game), *Thunderbird Strike* (Game), *Invaders* (Game) invited to Native Crossroads Film Festival, Norman, Oklahoma, United States (April 4–6, 2019)

6. *The Path Without End* (Animation) invited to Squeaky Wheel's 15th Animation Festival, Buffalo, New York, United States (November 16, 2018)
5. *Thunderbird Strike* (Game) invited to EarthGames 2018, Seattle, Washington, United States (April 19, 2018)
4. *Thunderbird Strike* (Animation) invited to the Bellingham Children's Film Festival, Bellingham, Washington, United States (March 23–April 1, 2018)
3. *Thunderbird Strike* (Animation) invited to the Children's Film Festival Seattle, Seattle, Washington, United States (January 25 - February 10, 2018)
2. *Returning* (Animation) invited to Smithsonian National Museum of the American Indian's 2017 Native Cinema Showcase, Washington D.C., United States, 2017 (August 15–20, 2017)
1. *Returning* (Animation) invited to Indigenous Film & Arts Festival Short Films From Around the World at the Denver Museum of Nature & Science, Denver, Colorado (March 8, 2017)

Festivals | International

28. *When Rivers Were Trails* (Game) accepted to Game On! El Arte en Juego Festival 2019, San Martín Cultural Center, Buenos Aires, Argentina (November 22 – 30, 2019)
27. *When Rivers Were Trails* (Game) accepted to imagineNATIVE Film + Media Arts Festival 2019, Toronto, Ontario, Canada (October 22 – 27, 2019)
26. *When Rivers Were Trails* (Game) accepted as a Nominee for Adaptation, IndieCade Festival 2019, Santa Monica, California, United States (October 10 – 12, 2019)
25. *Returning* (Animation) and *Hands to the Sky* (Animation) accepted to Film Festival of Time: Ancient Futures, Auckland, New Zealand (October 1, 2019)
24. *When Rivers Were Trails* (Game) accepted to Asinabka Film and Media Arts Festival 2019, Ottawa, Ontario, Canada (August 7–11, 2019)
23. *Thunderbird Strike* (Animation) accepted to Quetzalcoatl Indigenous International Film Festival 2019, Oaxaca, Mexico (July 1–5, 2019)
22. *Thunderbird Strike* (Animation) accepted to imagineNATIVE Film + Media Arts Festival 2017, Toronto, Ontario, Canada (October 18–22, 2017)
21. *Thunderbird Strike* (Game) accepted to IndieCade 2018, Santa Monica, California, United States (October 12–13, 2018)

20. *Thunderbird Strike* (Game) accepted to imagineNATIVE Film + Media Arts Festival 2017, Toronto, Ontario, Canada (October 18–22, 2017)
19. *Coyote Quest* (Game) accepted to imagineNATIVE Film + Media Arts Festival 2017, Toronto, Ontario, Canada (October 18–22, 2017)
18. *Hands to the Sky* (Animation) accepted to Voices from the Waters International Traveling Film Festival, Bangalore, Karnataka, India (October 18, 2017)
17. *Hands to the Sky* (Animation) accepted to Native Spirit Film Festival 2017, London, United Kingdom (October 12–21, 2017)
16. *Returning* (Animation) accepted to Native Spirit Film Festival 2017, London, United Kingdom (October 12–21, 2017)
15. *Returning* (Animation) accepted to Dreamspeakers International Indigenous Film Festival 2017, Edmonton, Alberta, Canada (September 20–23, 2017)
14. *Hands to the Sky* (Animation) accepted to Dreamspeakers International Indigenous Film Festival 2017, Edmonton, Alberta, Canada (September 20–23, 2017)
13. *Thunderbird Strike* (Animation) accepted to Summerfolk Short Film Showcase 2017, Owen Sound, Ontario, Canada (August 18, 2017)
12. *Hands to the Sky* (Animation) accepted to Asinabka Festival, Ottawa, Ontario, Canada (August 12, 2017)
11. *Hands to the Sky* (Animation) accepted to Queen City Shorts, Regina, Saskatchewan, Canada (May 31, 2017)
10. *Hands to the Sky* (Animation) accepted to imagineNATIVE Film + Media Arts Festival, Toronto, Ontario, Canada (October 19–23, 2016)
9. *Honour Water* (Animation) accepted to imagineNATIVE Film + Media Arts Festival, Digital Media Art+Cade, Toronto, Ontario, Canada (October 19–23, 2016)
8. *Returning* (Animation) accepted to Montréal First Peoples Festival, Montréal, Quebec, Canada (August 3–10, 2016)
7. *Returning* (Animation) accepted to Asinabka Film & Media Arts Festival 2016 (August 10–14, 2016)
6. *Invaders* (Game) accepted to imagineNATIVE Film + Media Arts Festival, Digital Media Art+Cade, Toronto, Ontario, Canada (October 14–18, 2015)

5. *Ninagamomin ji-nanaandaw'i'we (We Sing for Healing)* (Game) accepted to imagineNATIVE Film + Media Arts Festival, Digital Media Art+Cade, Toronto, Ontario, Canada (October 14–18, 2015)
4. *Survivance* (Game) accepted to imagineNATIVE Film + Media Arts Festival, New Media, Toronto, Ontario, Canada (October 16–20, 2013)
3. *The Nature of Snakes* (Emergent Media) accepted to imagineNATIVE Film + Media Arts Festival, New Media, Toronto, Ontario, Canada (October 17–21, 2012)
2. *The Path Without End* (Animation) accepted to imagineNATIVE Film + Media Arts Festival, Toronto, Ontario, Canada (October 19–23, 2011)
1. *The West Was Lost* (Web Comic) accepted to imagineNATIVE Film + Media Arts Festival, Toronto, Ontario, Canada (October 14–18, 2010)

Festivals | National

10. *When Rivers Were Trails* (Game) accepted to Open World Arcade, Akron Museum of Art, Akron, Ohio, United States (December 7, 2019)
9. *When Rivers Were Trails* (Game) accepted to Serious Games Showcase & Challenge, Orlando, Florida, United States (December 2 – 5, 2019)
8. *Thunderbird Strike* (Animation) accepted to Indigenous Film Festival 2019, Pine Ridge, South Dakota, United States (August 10, 2019)
7. *Thunderbird Strike* (Animation) accepted to Feminist Border Arts Film Festival 2018, Las Cruces, New Mexico, United States (April 16, 2018)
6. *Hands to the Sky* (Animation) accepted to 24th Red Nation Film Festival, Los Angeles, California, United States (November 8–19, 2017)
5. *Returning* (Animation) accepted to 24th Red Nation Film Festival, Los Angeles, California, United States (November 8–19, 2017)
4. *Hands to the Sky* (Animation) accepted to 13th Annual Indigenous Film & Arts Festival, Denver, Colorado, United States (October 4–9, 2017)
3. *Survivance* (Game) as a Nominee accepted to IndieCade 2016, Los Angeles, California, United States (October 13–16, 2016)
2. *Returning* (Animation) accepted to Indigenous Film and Arts Festival, Denver, Colorado, United States (October 12–17, 2016)
1. *Returning* (Animation) accepted to LA SKINS FEST 2015, Los Angeles, California, United States (August 10–14, 2016)

Festivals | Local

2. *Returning* (Animation) accepted to Soo Film Festival, Sault Ste. Marie, Michigan, United States (September 15–17, 2017)
1. *Hands to the Sky* (Animation) accepted to Soo Film Festival, Sault Ste. Marie, Michigan, United States (September 15–17, 2017)

EXHIBITIONS

Exhibitions | Solo

6. *Survivance* (Game), *Invaders* (Game), *Thunderbird Strike* (Game and Animation), *When Rivers Were Trails* (Game), and *Dialect* (Game) curated for the “heart of the game,” Hedreen Gallery, December 1, 2018–March 3, 2019 in Seattle, Washington, United States.
5. "Nkwejong Through Spacetime" art print series curated for The Robin Theatre, Lansing, Michigan, United States (August 10, 2018–October 10, 2018)
4. *Thunderbird Strike* (Game and Animation) curated for “Thunderbird Strike: Art and Arcade,” WAMP - Western Arctic Moving Pictures, Yellowknife, Northwest Territories, Canada (January 14–20, 2018)
3. *Deer Woman: A Vignette* (Comic) and art prints curated for Monstrous Women in Comics Conference, University of North Texas, Denton, Texas, United States (May 25–27 2017)
2. “With Hope for Healing” art print series curated for Pow Wow Grounds, Minneapolis, Minnesota, United States (December 3, 2015–March 1, 2016)
1. *Deer Woman: A Vignette* (Comic) curated for One Flaming Arrow: Inter-Tribal, Art, Music, & Film Festival, Space Monkey Coffee, Portland, Oregon, United States (June 12–July 12, 2015)

Exhibitions | Two-Person

2. *Thunderbird Strike* (Game and Animation), *Invaders* (Game), *Survivance* (Game), and art prints curated for Indigenous Futurisms Exhibition, 15th Annual Indigenous Film and Arts Festival, Denver, Colorado, United States (October 4–8, 2018)
1. *Manoominike* (Emergent Media) and *Mikan* (Game) commissioned for Duluth Children’s Museum, Duluth, Minnesota, United States (January 13, 2017–present)

Exhibitions | Group

18. *Thunderbird Strike* (Game) and *When Rivers Were Trails* (Game) invited to "Regeneration: Breaking Time with Indigenous Video Games" Exhibition, Western Front Centre, Vancouver, British Columbia, Canada (October 19, 2019)

17. *Invaders* (Game), *Thunderbird Strike* (Game), *Dialect* (Game), and *When Rivers Were Trails* (Game) invited to "Indigenous Futurisms: Explorations in Art and Play" Exhibition, University of California, Davis, Davis, California, United States (October 2, 2019 – January 31, 2020)
16. *When Rivers Were Trails* (Game) invited to "This IS Kalapuyan Land" Permanent Exhibition, Washington County Museum, Portland, Oregon, United States (August 15, 2019 Opening)
15. *When Rivers Were Trails* (Game), *Thunderbird Strike* (Game), *Honour Water* (Game), and *Invaders* (Game) invited to "Indigital Play Game Room," Native American and Indigenous Studies Association Conference, University of Waikato, Aotearoa, New Zealand (June 26 – 29, 2019)
14. A series of over twenty art prints permanently added to the Eaton Collection of Science Fiction & Fantasy at the University of California - Riverside, Riverside, California, United States (2018)
13. *Thunderbird Strike* (Game) and *Honour Water* (Game) invited to the "Women in Games" Exhibition at The Strong Museum, Rochester, New York, United States (November 16–January 16, 2018)
12. *Thunderbird Strike* (Game), *Honour Water* (Game), and *Invaders* (Game) invited to the Initiative for Indigenous Futures Show at Winnipeg Art Gallery in Winnipeg, Manitoba, Canada (December 2, 2017)
11. *Thunderbird Strike* (Animation) invited to "Water Is Life" at the Raíces Cultural Center, Highland Park, New Jersey, United States (October 28–November 18, 2017)
10. *Invaders* (Game) accepted to showcase at the First Joint International Conference of Digital Games Research Association and Foundation of Digital Games, DiGRA/FDG 2016, Dundee, Scotland, United Kingdom (August 1–6, 2016)
9. *Hands to the Sky* (Animation) invited to Egger Gallery, Washington Pavilion Visual Arts Center, Sioux Falls, South Dakota, United States (July 15, 2017–January 15, 2018)
8. *Invaders* (Game) and *Thunderbird Strike* (Animation) invited to "Play: Robert Dewitt Adams, Elizabeth LaPensée & Christopher Selleck," Duluth Art Institute, Duluth, Minnesota, United States (June 29–September 1, 2017)
7. *Invaders* (Game) invited to "Bloodlines," Bridge Productions, Seattle, Washington, United States (October 5–October 8, 2016)
6. "In Words and Pictures," Second Floor Galleries, Minneapolis, Minnesota, United States (June 17–July 17, 2016)

5. “Re- Exhibition,” Gimaajii-Mino-Bimaadizimin, Duluth, Minnesota, United States (May 13–June 3, 2016)
4. “2016 Annual Membership Exhibition,” Duluth Art Institute, Duluth, Minnesota, United States (January 21–February 21, 2016)
3. “All About Eve,” Gimaajii-Mino-Bimaadizimin, Duluth, Minnesota, United States (January 15–February 1, 2016)
2. *Invaders* (Game) and art prints invited to “Memories of the Future,” SAW Gallery, Ottawa, Ontario, Canada (December 3–19, 2015)
1. *Invaders* (Game) invited to “A Game to Kill For,” Babycastles, New York, New York (September 27, 2015)

TEACHING

2016–current	<p>Assistant Professor Media and Information & Writing, Rhetoric, and American Cultures, Michigan State University, East Lansing, Michigan, United States</p> <ul style="list-style-type: none"> • Undergraduate courses both fully online (platform: D2L) and in-class: Introduction to Serious Games, Game Writing, and Indigenous Digital Expression • Graduate courses fully online (platform: D2L): Theories of Games and Interaction Design
2014–2015	<p>Instructor English, Portland State University, Portland, Oregon, United States</p> <ul style="list-style-type: none"> • Undergraduate courses fully online (platform: D2L): Indie Game Development Foundation, which teaches independent game development from concept to prototyping to iterative development; Game Writing, which provides experience in industry standard and independent writing structures and techniques; and Game Design for Writers, which transitions writers into game design including narrative design and level design.
2009–2014	<p>Assistant Professor Extended Studies and University Studies, Portland State University, Portland, Oregon,</p> <ul style="list-style-type: none"> • Undergraduate course fully online (platforms: Blackboard, D2L): Indigenous Grant Writing Capstone, which fund projects for Indigenous communities, including partners such as Native American Youth and Family Center
2008–2011	<p>Curriculum Developer/Instructor Sessions Online School of Game Art</p>

- Designed the program and curriculum for the certificate in Game Art
- Undergraduate fully online courses (platform: Angel): Game Design Documents, Game Analysis & Criticism, Game Art Portfolio & Reel

- 2006–2007 Teaching Assistant
School of Interactive Arts & Technology, Simon Fraser University, Surrey, British Columbia, Canada
- Undergraduate course: Issues in Performance & Media Arts
- 2005–2006 Instructor
ITT Technical Institute, Portland, Oregon, United States
- Undergraduate fully online course (platform: Questa): Ethics & Technology
- 2004–2004 Technology Assistant for Mentor Development and Training
University Studies, Portland State University, Portland, Oregon, United States
- Developed curriculum and conducted training sessions on technology education for ~90 University Studies Mentors
- 2002–2005 Mentor
University Studies, Portland State University, Portland, Oregon, United States
- Undergraduate courses: Design & Society, Cyborg Millennium
 - Undergraduate course: Popular Culture

RESEARCH

- 2015–2016 Postdoctoral Associate
Research for Indigenous Community Health Center, University of Minnesota, Duluth, Minnesota, United States
- Designed gameful curriculum for Little Earth Strong, an afterschool health intervention program for urban Indigenous youth
- 2007–2012 Research Assistant
Aboriginal Territories in Cyberspace, Concordia University, Montreal, Quebec, Canada
- Designed curriculum for Skins, a game development workshop for Indigenous youth
 - Contributed research and grant writing that resulted in \$300,000 from Social Sciences and Humanities Research Council
- 2010 Research Assistant
EMIE Lab, School of Interactive Arts & Technology, Simon Fraser University, Surrey, British Columbia, Canada

- Designed, conducted, and reported user studies of *TokiWorld*, an online multiplayer virtual world about travel, culture, and sustainability for youth
- Designed, conducted, and reported on studies of cooperative game design

2007–2008

Research Assistant

Aboriginal History Media Arts Lab, Simon Fraser University and University of British Columbia, Vancouver, British Columbia, Canada

- Designed an alternate reality game about traditional Indigenous medicinal knowledge with Squamish media artist and herbalist Cease Wyss funded by Social Sciences and Humanities Research Council

CREATIVE

Creative | Emergent Media

2018–2020

Designer & Writer

Along the River of Spacetime, Virtual Reality Game

- Merges 360 video with eye tracking gameplay that passes on teachings of Anishinaabe star constellations and quantum physics
- Awarded \$50,000 from the Guggenheim Foundation Fellowship

2016

Designer, Artist & Researcher

Manoominike, Emergent Media

Duluth Children's Museum

- Motion responsive interactive experience within a wigwam structure which shares Anishinaabe practices of ricing

2010–2011

Researcher & Writer

Animism, Alternate Reality Game

Zeros2Heroes, Inc.

- Transmedia including an animated series and alternate reality game for the Aboriginal Peoples' Television Network featuring a First Nations teen who hesitantly steps up against Wetiko to protect the community at Gods' Lake from urban expansion and destruction
- Shaw Rocket Prize Finalist 2013

Creative | Games

2018–2019

Creative Director, Designer, Artist & Researcher

When Rivers Were Trails, Adventure Game

MSU Games for Entertainment and Learning Lab

- Point-and-click 2D narrative gameplay based on the Lessons of Our Land curriculum featuring over 20 Indigenous writers passing on stories about the impact of the allotment act in 1890 on communities ranging from Minnesota to California
- Contracted \$100,000 from the Indian Land Tenure Foundation

- Awarded Adaptation, IndieCade 2019
- 2017 Designer, Artist & Researcher
Thunderbird Strike, Sidescroller Game
- 2D sidescroller in which players fly from the Tar Sands to the Great Lakes as a thunderbird protecting Turtle Island with searing lightning against the snake that threatens to swallow the lands and waters whole
 - Awarded \$7,000 for development by Arrowhead Regional Arts Council
 - Awarded Best Digital Media Work, imagineNATIVE Film + Media Arts Festival
 - Runner-Up at EarthGames on Tap 2018
- 2017 Writer
Dialect, Story Game
Thorny Games
- Analog story game which engages players in an isolated community whose language emerges and must be protected from loss as they interact through modular world-building
 - Awarded Tabletop, IndieCade Europe 2019
- 2017 Writer
Where the Water Tastes Like Wine, Adventure Game
Dim Lightbulb Games
- 2D adventure game which guides players through a bleak American folk tale about traveling, sharing stories, and surviving manifest destiny
 - Awarded Developer's Choice Award, IndieCade 2017
 - Nominated for Excellence in Narrative Award at Independent Games Festival 2018
 - Awarded Honorable Mention for Nuovo Award at Independent Games Festival 2018
- 2016 Designer, Artist & Researcher
Mikan, Language Game
Duluth Children's Museum
- Finding game inspired by traditional moccasin game
- 2015–2016 Designer, Artist & Researcher
Honour Water, Language Game
Pinnguaq
- Singing gameplay by Anishinaabe elders and Sharon Day sung by the Oshkii Giizhik Singers pass on teachings about water in Anishinaabemowin
 - Awarded \$1,000 from The Pollination Project

- 2015 Artist & Researcher
Singuistics: Anishinaabemowin, Language Game
 Pinnguaq
 • Singing gameplay which passes on Anishinaabemowin featuring Miskwaasining Nagamojig
- 2015 Designer & Programmer
Invaders, Arcade Game
 • Indigenous spin on the classic arcade game *Space Invaders*
 • Exhibited at Babycastles, SAW Gallery, and more
- 2015 Designer, Artist & Programmer
Ninagamomin ji-nanaandawi'iwe (We Sing for Healing), Text Game
 • Choose-your-own-adventure musical text game
 • Exhibited at Planet IndigenUS, SAW Gallery, and more
- 2014–2016 Narrative Designer & Writer
Coyote Quest, Adventure Game
 Mama-oo Productions
 • Point-and-click in which youth engage in Indigenous science
 • Developed in collaboration with Loretta Todd for the Aboriginal Peoples Television Network's *Coyote's Crazy Smart Science Show*
- 2013–2014 Co-Designer
Gathering Native Foods, Educational Game
 Oregon Museum of Science and Industry
 • Suite of touchscreen educational mini-games on Tulalip traditional foods and traditional food gathering practices
 • Awarded development support by the National Science Foundation
- 2013–2014 Designer
The Gift of Food, Board Game
 Northwest Indian College
 • Engages players in Northwest Native traditional foods and traditional food gathering practices
- 2009–2014 Designer & Writer
Survivance, Social Impact Game
 Wisdom of the Elders, Inc.
 • Gameplay engages players in reflecting and self-expression as a pathway to processing historical and intergenerational trauma
 • Awarded \$2,000 from Potlatch Fund, 2015
 • Awarded \$5,000 from Potlatch Fund, 2014
 • Awarded \$2,000 from Potlatch Fund, 2013
 • Nominee, IndieCade 2016

- 2006 Researcher & Writer
Venture Arctic, Simulation Game
 Pocketwatch Games
 • Eco sim that challenges the player to act as Mother Nature
- 1997–2001 Designer
 Advocates for Collaborative Writing, America Online
 • Largest collaborative writing community online at AOL keywords
 Infinite Realities and Red Dragon's Inn

Creative | Animations

- 2019 Artist
nîpawistamâsowin: We Will Stand Up (Documentary), Animation
 • Shown at Hot Docs Canadian International Documentary Festival 2019, DOXA Documentary Film Festival 2019, imagineNATIVE Film + Media Arts Festival 2019 and more
- 2017 Director, Artist & Animator
Thunderbird Strike (Animation), Stop Motion Animation
 • Shown at imagineNATIVE Film + Media Arts Festival 2017, Native Spirit Film Festival 2017, Voices from the Waters International Traveling Film Festival 2017, Children's Film Festival Seattle 2018, and more
- 2016 Director, Artist & Animator
Hands to the Sky, Stop Motion Animation
 • Awarded Best Animation at Dreamspeakers International Indigenous Film Festival 2017
 • Shown at imagineNATIVE Film + Media Arts Festival 2016, Vancouver Indigenous Media Arts Festival 2017, Montréal First Peoples Festival 2017, Asinabka Festival 2017, 13th Annual Indigenous Film & Arts Festival, and more
- 2015 Director, Artist & Animator
Returning, Stop Motion Animation
 • Awarded Best Animation at Montréal First Peoples Festival 2016
 • Shown at imagineNATIVE Film + Media Arts Festival 2015, LA SKINS FEST 2015, Asinabka Film & Media Arts Festival 2016, Festival Ciné Alter'Natif 2016, Smithsonian National Museum of the American Indian's Native Cinema Showcase 2017, and more
- 2011 Director, Artist & Animator
The Path Without End, Stop Motion Animation
 • Shown at imagineNATIVE Film + Media Arts Festival 2011, Museum of Contemporary Native Art's Turtle Island Rising: Past and Futures Program, Aboriginal Pavilion 2015, and Festival Ciné Alter'Natif 2016

Creative | Comics

- 2020 Writer
“They Come for Water” in *MOONSHOT: The Indigenous Comics Collection Volume 3*, Inhabit Media and AH Comics Inc.
- 2019 Writer
“Of Ash and Snow” in *Sovereign Traces Volume 2: Relational Constellation*, MSU Press
- 2018 Artist
“The Strange People” in *Sovereign Traces Volume 1: Not (Just) An(Other)*, MSU Press
- 2017 Writer
“They Who Walk as Lightning” in *MOONSHOT: The Indigenous Comics Collection Volume 2*, AH Comics
• Awarded Bronze Medal for Best Graphic Novel - Drama at the 2018 Independent Publisher's Awards
• Awarded Best Anthology at the 2018 Joe Shuster Awards
- 2015 Writer
Deer Woman: A Vignette, Native Realities Press
• Awarded Awesome Foundation Portland’s Peoples’ Choice
- 2015 Writer
“The Observing”
MOONSHOT: The Indigenous Comics Collection, AH Comics
• Awarded Bronze Medal for Best Graphic Novel at the 20th Annual Independent Publisher’s Awards
• Awarded “The Best Book of 2015” by the School Library Journal
- 2015 Writer
“Copper Heart”
MOONSHOT: The Indigenous Comics Collection, AH Comics
• Awarded Bronze Medal for Best Graphic Novel at the 20th Annual Independent Publisher’s Awards
• Awarded “The Best Book of 2015” by the School Library Journal
- 2012 Writer & Artist
“Our Words” in *INC's Universe #0*, Native Realities Press
- 2008 Writer
Fala
• Aboriginal Peoples Television Network’s Comic Creation Nation Contest

2008 Writer
The West Was Lost
• Aboriginal Peoples Television Network’s Comic Creation Nation Contest

SERVICE

Service | Roles

2018 Mentor, International Game Developers Association Foundation
Women in Games Ambassadors Mentor, 2018

2016–current Director, Inclusive Game Development Collaborative

2010–2014 Editor-in-Chief International Game Developers Association Newsletter

Service | University Committees

2018–current Consortium for Critical Diversity in a Digital Age Research

2017–current Susan Applegate-Krouse Research Fellowship Subcommittee

2017–current American Indian and Indigenous Studies Pre-doctoral Fellowship Subcommittee

2016–current Meaningful Play Conference Organizing Committee

Service | Committees

2018–current Indigenous Screen Office Advisory Circle

2018–current Humanities, Arts, Science, and Technology Alliance and Collaboratory (HASTAC) Steering Committee

2016–current International Game Developers Association Diversity Council

2015 Natives in Game Dev Gathering Council

2006–2009 International Game Developers Association Game Writing Special Interest Group Committee

2006–2009 International Game Developers Association Game Education Special Interest Group Committee

2006–2007 FuturePlay Conference Organizing Committee

2006–2007 Northwest Games Festival Organizing Committee

2005 Northwest Indian Storytelling Festival Organizing Committee

Service | Juries

2019 Alberta Gambling Research Institute Reviewer

2018 Social Sciences and Humanities Research Council Insight Reviewer

2018 Fonds de recherche du Québec - Société et culture Reviewer

2018 Canada Media Fund Aboriginal Program Evaluation Jury

2016–current World Video Game Hall of Fame Committee

Service | Youth Workshops

2006–present Game Development Workshop Coordinator and Instructor

- Generative Generations Indigenous Youth Game Development Workshop, Indigenous Youth Empowerment Program, Lansing, Michigan, United States, 2018
- Anishinaabe Environmental Justice Indigenous Youth Game Development Workshop, Mary Murray Culture Camp, Sugar Island, Michigan, United States, 2018
- Tech4Good Indigenous Youth Game Development Workshop, Salish Kootenai College, Salish Pablo, Montana, United States, 2017
- Indigenous Game Jam, Albuquerque, New Mexico, Natives in Game Dev Gathering, Santa Cruz, California, United States, November 18, 2016
- Native Girls Code, Gen7 Native Youth Art, Culture & Technology Program, Seattle, Washington, United States, 2015
- Mooshkine, Electa Quinney Institute for American Indian Education, Milwaukee, Wisconsin, United States, 2015
- Skins Workshops, Aboriginal Territories in Cyberspace, Concordia University, Montreal, Quebec, Canada, 2007–2012
- Game Development and Careers, Urban Native Youth Association, Native Youth Learning Centre, Vancouver, British Columbia, Canada, 2007

- Game Development, Aboriginal Science Exchange Camps, Algoma U, Sault Ste. Marie, Ontario, Canada, 2006
- Game Development and Industry, United Indian Students in Higher Education Youth Day, Portland State University, Portland, Oregon, United States, 2006
- Annual American Indian Science and Engineering Society Region 1 Conference, Portland, Oregon, United States, March 10–11, 2006

