

Ben Norskov
Curriculum Vitae, August 2017

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Education

MFA, Design and Technology

May 2012

Masters of Fine Arts in Design and Technology from Parsons the New School for Design. First and only graduate student asked to solo teach an undergraduate class while still a masters candidate. Continued teaching after graduating.

Thesis Project "Souvenir," co-created with Robert Yang and Mohini Dutta, explored how humans create a personal narrative out of past experiences using a surreal gravity-shifting environment. Downloaded over 14,000 times in the first month: <http://souvenirgame.com/>

BS, Graphic Design emphasis in Interactive Media

December 2009

Bachelor of Science in Graphic Design with an emphasis in Interactive Media from Southern Adventist University

Professional Experience

Systems Designer and Co-Founder, Antidote Games, New York City

2012 - present

Co-founded and run a not-just-for-profit game design consultancy that creates playful experiences for understanding complex problems in the world.

Clients include: Red Cross Climate Center, American National History Museum, The Innocence Project, Fleet Forum, Overseas Development Institute, and others.

Academic Appointments

Adjunct Professor, Parsons the New School for Design, New York City

September 2011 - Present

Courses Taught:

Blindspots: Cultural Difference and Spatial Play: Collaboration Studio with architect Yolande Daniels exploring urban power and race relationships with play.

Core Studio Object Game: Core class for sophomore design and technology students exploring what games are and how to critique and create them effectively.

Core Studio Environment Game: Core class for sophomore design and technology students questioning interaction and environmental design in digital spaces. Taught twice.

Core Lab Object Game: Core class for sophomore design and technology students teaching digital techniques for creating games. Taught three times.

Code 1: Design and technology core class imparting the basic skills needed to create great work in the digital medium.

Games 101: Freshman level game design class introducing students to the concepts of game design while emphasizing and critiquing play and games' role in society.

Interactive Core Lab: Core class for sophomore communication design students to teach production methodologies and technical skills for web-based interactive projects.

Web Design 2: Upperclass course focusing on web development in HTML, CSS, and jQuery. Taught twice.

Creative Computing: Intro to creative programming techniques using Processing. Taught four times.

SPACE Game Design: Two week intensive summer digital game design class for middle school students. Worked with the Parsons summer programs office to develop a curriculum for continuing education games classes. Taught five times.

BFA Design and Technology Thesis Coordinator, Parsons, New York City August 2014 - May 2017

Coordinated the 2015 and 2016 thesis show for the undergraduate BFA Design and Technology Students. Balanced student aspirations with limited budgets and fire codes.

Adjunct Professor, International Center for Photography, New York City January - April 2017

Taught Mobile Storytelling, a class that used basic User-Centered Design methods to examine how people use mobile devices and how to tell effective stories on mobile devices.

After School Coordinator, Salk School of Science, New York City October 2013 - May 2014

Co-ordinated teaching strategies with two instructors and designed a syllabus for middle schooler students interested in digital game design.

Adjunct Professor, Long Island University, NY January - May 2014

Taught a graduate level game development class in the games program at Long Island University focused on Unity Development.

Adjunct Professor, Bloomfield College, Bloomfield, NJ September - December 2012
Visiting lecturer teaching a serious games class to upperclass game design major.

Graduate Teaching Fellow, Code, Parsons, New York City August 2011
Taught incoming graduate students the basics of programming at Parsons' MFA D+T Bootcamp. Highly competitive position.

Teaching Assistant, Southern Adventist University, Collegedale, TN August 2008 - December 2009
Taught classes to augment graphic design courses with web design techniques. First student ever asked to do so. Coordinated with professors to create new curriculum.

Lectures, Presentations, and Workshops

Smithsonian American Art Museum, Washington D.C. July 2017
Taught a series of workshops on game design using analog and digital techniques as part of the the Smithsonian Game Arcade.

Games for Change, New York City July 2017
Player Centered Design. What can User Centered Design learn from play, and how can we create lasting impact through play? Lecture with Mohini Dutta on Antidote's methodologies.

Parsons SPACE Program, Parsons, New York City July 2017
Two day long workshop with high school students creating digital games in Unity representing abstract musical ideals through play.

Play/Ground, New York University, New York City April 2017
Critical Play Techniques. Workshop on using play to create dialog about current affairs. Created games with a group of 30-40 first-time game designers.

Sacred Mountains and Landscapes, The New School, New York City April 2017
Presentation on accessible digital storytelling techniques. Presented a choose your own adventure created for the India China institute at the New School.

Reynolds Journalism Institute, University of Missouri March 2017
Playing News. Invited to speak about lessons we learned in game design that could be applicable inside of journalism when dealing with the problem of fake news.

- World Health Organization, UN Headquarters, Geneva, Switzerland November 2016
Invited to play a game with Fleet Forum about providing aid during onset disaster scenarios for fleet managers for the UN, Doctors without Borders, and many others. Used insights from the workshop to create an immersive game workshop about onset disaster logistics.
- National Park Service, Smart Parks Game Jam, New York City August 2016
Invited to create a physical game with Games for Change and the National Parks Service showing how games can inspire environmental stewardship and civic engagement.
- Scholastic Art and Writing Awards, New York City July 2016
Taught a summer class on digital game design for high-achieving high school students as part of Scholastic's outreach program for the Art and Design awards.
- Colgate/L+T Infotech, Colgate-Palmolive Headquarters, New York City June 2016
Facilitated a high-level Design Thinking workshop with Larson and Toubro Infotech to create a new logistics platform for the delivery of products Colgate's partner network.
- Parsons School for Design, New York City November 2015
Play with Space: Using Game Design to Understand how Humans Make Meaning. Invited to be part of the game designer lecture series.
- Youngstown State University, Youngstown, Ohio November 2015
Play with Space: Using Game Design to Understand how Humans Make Meaning. Invited to be part of the artist talk series at YSU.
I also gave a 2.5 hour workshop in User-Centric Design methodologies.
- Hunter College, New York City October 2015
Game Design for Social Change. Class-long lecture and discussion focusing on the possibilities for games to help in the world.
- Allied Media Conference, Detroit, MI June 2015
Digital Game Basics, for Free! was a workshop kickstarting people with tools to create their own digital games using Stencyl. Specifically aimed at cultivating new voices and identities in digital game communities.
- Designing Change, Livestream headquarters, New York City April 2015
Panel discussion about the role of games in social change with Colleen Macklin and Subalekha Udayasankar, moderated by Alana Range of Radish Labs.

- Games for Change, New York City April 2015
Creating Games with and for the Red Cross. Keynote Panel with Colleen Macklin, Parsons, and Rod Snider, Red Cross
- Different Games, New York City April 2015
Play as Persuasion, Subversion, Politic. With Mohini Dutta, Pierre Depaz, and Yifat Shaik
- Lost Levels unConference, San Francisco, CA March 2015
False Dichotomies in Game Design Methodologies. Led discussions, helped organize, and moderated participants' talks.
- Parsons the New School for Design, Reformation to Revolution: Mapping March 2015
Discovery, Empire, and Dissent, New York City
Abstraction, Mapping, and Game Design: The Dangers of Making Things Simple. Talk for Dr. Gina Walker's class on mapping and colonialism.
- Columbia University, Arts and Engineering Class, New York City February 2015
Game Design Development and Artistic Practice with Jane Friedhoff from the New York Times R+D Lab.
- Srishti, Bangalore, India January 2015
Special Guest Speaker in Padmini Ray Murray's Gender Violence and Technology class.
- Columbia University, Arts and Engineering Class, New York City November 2014
I am a Game Designer and So Can You. Invited to speak about expanding the horizon of engineering through play and games.
- Indiecade, Culver City, CA October 2014
The Politics of Play. Panel with Eddo Stern, Patricia Hernandez, and Mohini Dutta. Moderated by Naomi Clark.
- New York University, New York City September 2014
Guest Lecturer in Laine Nooney's Video Game Culture class.

- Ecojam, Santa Barbara, CA July 2014
 A week long workshop including international game designers and ecosystem service scientists at the National Center for Ecological Analysis and Synthesis. Participants included game designers Fernando Ramalla, Izzy Gramp, Harry Lee, as well as scientists Robert Costanza, Ida Kubiszewski, Rick Ziegler, among others.
- Bloomfield College Industry Day, Bloomfield, NJ April 2014
 Presented on the concept of “Usability Entitlement” and participated in a panel with other art professionals.
- Thoughtworks, New York City February 2014
 Leveraging Failure in Creative Practice. Invited to speak on playtesting as a creative act.
- Red Cross Game Design Workshop, Hanoi, Vietnam August 2013
 Facilitated and designed a week-long workshop training Vietnamese Red Cross volunteers to create and facilitate games in their field of work.
- Allied Media Conference, Detroit, MI June 2013
 Games for Outreach and Education. A two hour workshop presenting a framework to create physical games with a social message.
- Games for Change, New York City April 2013
 Magnitude: Developing Strategies for Managing Disasters Threats. Presentation on work done at Parsons for the United Nations office of International Strategy for Disaster Reduction. Presented with Mathan Ratiman and Lien Tran.
- Bloomfield College Industry Day, Bloomfield, NJ April 2013
 What Serious Games Can and Can't Do
- Rhode Island School for Design, Social Geographies of Art, Design and Community Practice, Providence, RI April 2013
 A Framework for Producing Serious Games. Invited to speak to upperclass students about creating serious games and play.
- Lost Levels unConference, San Francisco, CA March 2013
 The Ontological Structure of Cathexis

Design and Technology Symposium, Parsons, New York City May 2012
Using Games to Help People Fail Better

Under the Great Wide Open, New York City January 2012
Special invite to a week-long workshop exploring multi-disciplinary approaches to art,
design, play, and theater.

DemoDays, New York University, New York City November 2011
Invited to present work in progress on Souvenir as part of the Demodays series.

Yale School of Forestry, Yale University, New Haven, Connecticut October 2011
Invited by the Red Cross Climate Center and Yale School of Forestry for a weekend
workshop creating a physical game about climate change and vector-borne diseases.

Conferences and Festivals Featuring My Work

Sacred Mountains and Landscapes Conference, New York City April 2017
Journey to Kailash

NY Ideas Festival, New York City May 2015
Sandwich Shop

Games for Change, New York City April 2015
Howzat, Umpire!

Tribeca Street Fair, New York City April 2014
Bottleneck

Games for Change, New York City April 2014
Sandwich Shop

Indiecade East, New York City February 2014
Bottleneck

City of Play, Pittsburgh, PA Bottleneck	August 2013
Come Out and Play, New York City Bottleneck	June 2013
Different Games, New York City Accused	April 2013
United Nations Climate Change Conference, Doha, Qatar Bitten!	December 2012
Come Out and Play, New York City Humans Vs. Mosquitoes	June 2012
United Nations Climate Change Conference, Johannesburg, South Africa Humans vs. Mosquitoes	December 2011

Grants, Fellowships, and Awards

National Scholastic Art and Design Games Jury	2013
Red Cross Young Scholar	2012
HackNY Fellow	2012
Open Society Fellow, Kyiv, Ukraine	2011
Global Game Jam Winner, NYU Location	2011
Make Work Grant	2009

Technical Skills

Javascript (vanilla and frameworks), HTML/CSS, C#, Unity, Processing, C++/OpenFrameworks, GIT
 Game Design, Interaction Design, User-Centered Design, Graphic Design, SCRUM
 Workshop Facilitation, Pedagogical Planning, Conference Organization, Project Management

I can learn anything; I have over 10 years professional experience in creative & technical fields