

Ben Norskov
Curriculum Vitae, June 2015

Contact

norskovb@newschool.edu
303.746.8924

500 Prospect Ave #2
Brooklyn, NY 11215

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 when moving on to a new phase in life using a surreal gravity-shifting environment.

BS, Graphic Design

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, designed, and managed 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:

Core Lab Object Game: Core class for sophomore design and technology students focusing on digital techniques for creating games.

Core Studio Environment Game: Core class for sophomore design and technology students focusing on environment and level design.

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: Mid-level 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 digital game design class aimed at middle schoolers. Helped develop the curriculum and co-ordinate teachers for high school section. Taught four years in a row.

BFA Design and Technology Thesis Coordinator, Parsons, New York City August 2014 - May 2015
Coordinated the 2015 thesis show for the undergraduate BFA Design and Technology Students.

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 game design. Helped students create games with Gamemaker.

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
Invited to teach an upperclass special topics course on serious games.

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 a new curriculum.

Lectures, Presentations, and Workshops

- Allied Media Conference, Detroit, MI June 2015
Digital Game Basics, for Free! was a workshop giving people a kick start to create their own digital games using Stencyl. Specifically aimed at cultivating new voices and identities in digital game communities.
- Designing Change, New York City April 2015
Panel discussion about the role of games in social change. Colleen Macklin and Subalekha Udayasankar participated, moderated by Alana Range of Radish Labs.
- Games for Change, New York City April 2015
Creating Games with and for the Red Cross. Panel with Colleen Macklin and Rod Snider
- Different Games, New York City April 2015
Play as Persuasion, Subversion, Politic. Panel with Mohini Dutta, Pierre Depaz, and Yifat Shaik
- Lost Levels unConference, San Francisco, CA March 2015
False Dichotomies in Game Design Methodologies
- 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
- Columbia University, Arts and Engineering, New York City February 2015
Game Design Development and Artistic Practice. Presented with Jane Friedhoff
- Srishti, Bangalore, India January 2015
Special Guest Speaker in Padmini Ray Murray's Gender Violence and Technology class.
- Columbia University, Arts and Engineering, New York City November 2014
I am a Game Designer and So Can You

- 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
Usability Entitlement
- Thoughtworks, New York City February 2014
Leveraging Failure in Creative Practice
- 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 A Framework for Producing Serious Games	April 2013
Lost Levels unConference, San Francisco, CA The Ontological Structure of Cathexis	March 2013
Design and Technology Symposium, Parsons, New York City Using Games to Help People Fail Better	May 2012
Under the Great Wide Open, New York City Special invite to a week-long workshop exploring multi-disciplinary approaches to art, design, play, and theater.	January 2012

Conferences and Festivals Featuring My Games

NY Ideas Festival, New York City Sandwich Shop	May 2015
Games for Change, New York City Howzat, Umpire!	April 2015
Tribeca Street Fair, New York City Bottleneck	April 2014
Games for Change, New York City Sandwich Shop	April 2014
Indiecade East, New York City Bottleneck	February 2014
City of Play, Pittsburgh, PA Bottleneck	August 2013

Come Out and Play, New York City June 2013
Bottleneck

Different Games, New York City April 2013
Accused

United Nations Climate Change Conference, Doha, Qatar December 2012
Bitten!

Come Out and Play, New York City June 2012
Humans Vs. Mosquitoes

United Nations Climate Change Conference, Johannesburg, South Africa December 2011
Humans vs. Mosquitoes

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 (\$15,000 Level)	2009

Technical Skills

Teaching, Game Design, Interaction Design, Graphic Design, Experience Design, UI Design

C# with Unity, C++ with OpenFrameworks, Processing, Javascript, HTML, CSS, PHP

Unity 3D, GIT, Photoshop, Illustrator, InDesign, Google Docs, Maya, Gamemaker, Stencyl