

Anne-Marie Schleiner

Education

- 2008-2011 Doctoral Candidate, ASCA Program in Cultural Analysis, University of Amsterdam
 1995- 1998 MA Fine Arts in Computers, San Jose University, California, USA
 1988-1992 BA Fine Art, University of California, USA

Forthcoming Exhibitions

- 2012 *The Body in Women's Art Now Part 3 ReCreation*, group show with Anne-Marie Schleiner and Helen Carmel Benigson, ROLLO Contemporary Art, London
 2011 *The Body in Women's Art Now Part 3 ReCreation*, group show with Anne-Marie Schleiner and Helen Carmel Benigson, The New Hall Art Collection, University of Cambridge, UK, curated by Philippa Found of ROLLO Contemporary Art

Selected Exhibitions

- 2009 *Warriors, A World of Warcraft Exhibition*, Laguna Beach Museum, California, USA
Games, Itau Cultural Institute, Sao Paulo, Brazil
 2008 *Maxi-Redes Cube Stompers*, Interactiva-Net, Madrid, Spain
La Casa Encidida, Madrid, Spain
 2007 *Jardines Flotantes*, Mexico City, Mexico
Chispitas, Galleria Sector Reforma, Guadalajara, Mexico
Threads, Wood Street Galleries, Pittsburg, USA
Out of the Box, Cornerhouse Galleries, Manchester, UK
 2006 *All Digital*, Museum of contemporary Art, Ohio, USA
Cyberfem, Espai d'art contemporani de Castello, Spain
 2005 *Insite05—Tijuana Calling*, Insite Festival, Tijuana, San Diego
Technosublime, University of Colorado Art Museum, USA
Just Do It- The Subversion of Signs from Marcel Duchamp to Prada, Meinhof, Museum of Modern Art Linz, Austria
 2004 *PS2 Diaries*, Rocket Ride, Mexico City
Public Exe: Public Execution, Exit Art Gallery, New York
Republican National Convention, Exit Art Gallery, New York
Centro De La Imagen, Museum of Photography, Mexico City
Killer Instinct, The New Museum, New York
Hip Hop Killed the Video Star, Schloss Solitude, Germany
Media City Seoul Biennial, Seoul, South Korea
The Whitney Biennial, New York
Fight Club Off Corso, Rotterdam Film Festival, Holland
Games, Dortmund, Germany
Play Exhibit 4, The Digital Hub, Dublin, Ireland
 2003 *Get Rid of Yourself*, ACC Gallery, Germany
Wooshi Wooshi, Barcelona
Provocations, Orlando, Florida
 2002 *American Museum of The Moving Image*, ALT_Media Exhibit, Queens

- A Virtual Memorial, Tabor, Czech Republic
- New Fangle, Gen Arts Gallery, San Francisco, USA
- Anime Noir: Look Alike, Dutch Photography Institute, Netherlands
- De-bug, Natalie Bookchin's Metapet Game
- 2001 Oponsorscery.Net: Bouncing off the Sattelites, Nottingham
- 2000 Playskins Quake Skins, Zero Degrees Monstrosities Festival, Canada
- De Balle Theatre, Amsterdam, Netherlands
- Mediaterra, Athens, Greece
- 1999 *Epileptic Game Patch For Marathon*, The Web
- Synworld Playwork: Hyperspace*, Madame Polly Game Patch, Public
- Netbase Cultural Center*, Vienna, Austria
- Shock of the View-Hybrid*, Walker Art Center, Minneapolis, Minnesota
- 1998 *Digital Pavilion*, Palo Alto, California
- Computer installation*, Wensite and Game Patch, Gallery 2, SanJose
- State University, California
- Siggraph Art*, C5 Corporation, Orlando, Florida
- An Ethnography of a Networked Enitivity*, Art-Tech Gallery, San Jose,
- California
- 1997 Narrative Structures, Herbert-Sanders Gallery, San Jose California
- Landscape Paintings as Counter-Surveillance, Rachel Research Center,
- Nevada
- Welcome to the Williams House, Historical Housing Site, San Jose
- California
- 1995 First Course – Soup, Gallery 5, San Jose State, California

Publications

- *Dissolving the Magic Circle of Play: Lessons from Situationist Gaming*, Pennsylvania State Press, July 2010
- *Free Movement in Gamespace*, Artists Rethinking Games, June 2010
- *Dissolving the Magic Circle of Play: Lessons from Situationist Gaming*, Homo Ledens at Laboral Center for Art and Design, April 2008
- *Velvet-Strike Manifesto and Corridos Text*, *Aminima*, Spanish media art magazine, May 2006
- *Game Reconstruction Workshop*, Handbook for Computer Game Studies, MIT Press, January 2005
- *Female-bobs arrive at Dusk*, *Cyberfeminisms: Next Protocols*, January 2004
- *Against Console Games: PC Games and NOT Console Games are Healthy for Women and Girls*, Germany, December 2003
- *Fluidities and Oppositions among Filter Feeders*, Curators and Future Artists, January 2003
- *Das Fliesende und die Gegensatze*, *Anthologie der Kunst Jochen Gertz Journal*, June 2002
- *Parasitic Interventions: Game Patches and Hacket Art*, June 2002
- *Snow Blossom House*, Art and Pornography Issue of New York Arts Magazine, March 2002
- *CountDown*, Claudia Reiche documenting the Technics of Cyber, Germany, February 2002
- Interview by Tara McPherson, February 2001

- *Curator's not from Cracking the Maze in depict German Digital Magazine*, November 2000
- *A text for catalogue for Mediatierra: Open Source Lounge* exhibition in Athens, Greece, November 2000
- *Mutation.fem text in Axis Reader on Gender and New Media*, Amsterdam, April 2000
- *Does Lara Croft Wear Fake Polygons?*, Austria, June 1999
- *Editorial Notes for Art and Games Issue of Switch*, July 1999
- *Cracking the Maze curatorial statement translated to French in Pericles*, Paris, December 1998
- *A Review of Web Art*, Electronic Art Online, July 1997

Fellowships and Residencies

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| 2006 | Principal Investigator on a grant for Jardines Flotantes project, Mexico City |
| 2005 | Research Associate Status at CRCA at University of California, San Diego |
| 2005 | A grant from Insite to create a project for Insite |
| 2003 | A grant to commission songs and fund the cost of CD publication for an art game project awarded by F30KMS Foundation, Barcelona |
| 2003. | Artist Residency at Schloss Solitude, Stuttgart, Germany |
| 2003 | A fellowship to fund the publication of an art game cd as an "Edicion Schloss Solitude" in awarded by Schloss Solitude, Stuttgart, Germany. |
| 2003-4 | Awarded "Challenge to the Field" grant for a new media project |

PRESS REVIEWS and INTERVIEWS:

- *Radio Interview with Anne-Marie Schleiner on a Radio Universidad Culture show in Guadalajara*, Mexico March 2007
- *Mural Newspaper Interview with Anne-Marie Schleiner*, Guadalajara, Mexico March 2007
- *La Vanguardia No es "Sex and the City"*, Performance Photo at Cyberfem p. 18, , Madrid, 29th November 2006.
- *Media Art Magazine Interview with Anne-Marie Schleiner*, Megan Lykins in Aminima, Barcelona, , 2006
- *The Plain Dealer, Digital Show Both Familiar and New*, Cleveland 2nd February 2006
- *AfterImage, Computer-Based Art Radiates Grounded Ideas*, Seth Thompson, March/April 2006
- *Free Times, The Now and the Tao: Modern Digital Art and Ancient Eastern Wisdom are a Study in Contrasts at Moca*, Lyz Bly, January 2006.
- *Art in America, Game On: Media_City Seoul 2004, the capital's 3rd electronic art biennial, examined the social and psychological implications of today's video saturation and gaming*, Richard Vine, 2005.
- *International Art Magazine, The Pall and the Call: Art Practice in New York in the Wake of 9/11*, Blackhawk, Madrid, February 2004.
- *Arts Magazine, Turn on Your Map-Telepresent Guerilla Gaming*, Sarah Northmore, New York 2004.
- *The Velvet-Strike Underground*, Jennifer Buckendorff, Salon, May 2004
- *Associated Press, Online Games Increasingly a Place for Protest, Social Activism*, February 2003

- Sonar Festival Web, Portal *Interview*, Pedro Soler, February 2003
- *Interview for Video Documentary Gamers on online games*, Kiyosh Monsef, October 2002
- National Public Radio, *To the best of our knowledge War Games*, 6th October 2002
- *Interview for Russian magazine GAME.EXE*, October 2002
- *Give Online Peace a Chance*, Kieth Just Make Love, Not War Games, Brad King, May 2002
- Artbyte Magazine *Let the games begin*, Mark Logan about our Playskins game Anime Noir and us, , November/December 2001
- Artbyte, *Arts Wire Web Report: Cracking the Maze, The Arts and Games Issue of Switch*, Judy Malloy, June 1999
- Sight and Sound Magazine, *Digital Media Column*, Kate Stables May 1999
- The Guardian, *Lara Croft, the new Mona Lisa* Jim McClellan Thursday 8th April 1999
- The Guardian, *Cracks in the Canvas* Jim McClellan, Thursday 20th April 1999
- The New York Times, *arts@large*, Matthew Mirapaul, 4th March 1999
- The New York Times, p. 37, *Out of the Ether, a New Continent of Art*, by Steven Henry Madoff, 14th February 1999
- Wired News, *A Corporation of Thinkers*, Leander Kahney, 30th January 1999
- Wired News, *Sleeping Beauty vs. the World* Leander Kahney, 10th December 1998