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Curator, art critic, game artist, trainer, lecturer
Art & video games, Retrogaming, Machinima, Net Works

ARTIST

EXHIBITIONS

Transhumanismes, Festival International d'Art Vidéo de Casablanca, Maroc, 2019
Mer Violette
Over the real, Festival de Videoarte Luccia, Italie, 2019
Mer violette
#ilovemelle, Méliès, Melle, 2019
VR Mer, Sorcières, Ce qui me manque
Nuit vernie, Mucem, Marseille, 2019
Série la Mer
Vidéoformes Festival, Zaoum, Clermont-Ferrand, 2019
Ce qui me manque
Bateau Feu, Scène Nationale de Dunkerque, 2018
Perfromance *Cross By*
BDP, Marseille, 2017
Performance Cross by
Lumen Prize, Animation Prize Shanghai Modern Art Museum , Shangaï, 2017
Heroic Makers vs Heroic Land
Lumen Prize, Animation Prize, Brighton Digital Festival 2017
Heroic Makers vs Heroic Land
« Contemporary Landscape », CICA Museum, Corée du Sud, juin-juillet 2017
Mer rose
Biennale WRO, Draft Systems, Wroclaw, Pologne, mai-juillet 2017
Heroic Makers vs Heroic Land
« Machinima Report », par la Video Game Art Gallery à Comfort Station, Chicago, USA, 3 mai
Blu blu blu
« Data City, BBot – Rebelling Nature », exposition collective du réseau des villes créatives / UNESCO, Centre des arts d'Enghien-les-Bains, France, avril-juillet 2017
Mer rose et Mer violette
Filmideo 2017, Index Art Center, Newark, USA, avril 2017
Heroic Makers vs Heroic Land
Video Vortex XI, Shristi Outpost – Kochi-Muzeris Biennale, Inde, février 2017
Mer rose et Mer violette
« Réalité altérée », festival Transient OFF, le Tétris, Le Havre, du 3 au 27 janvier 2017
Mer rose et Mer violette

Rencontre régionale du Pôle Image de Franche-Comté, le 2 décembre 2016
I is an other, Floating mountains et *Heroic Makers vs Heroic Land*
Théâtre des Salins, Scène Nationale de Martigues, 29 novembre 2016
Perfromance *Cross By*
« L'écriture comme trace », Collège Lucie Aubrac de Dunkerque, novembre 2016
Heroic Makers vs Heroic Land et *Floating mountains*
« MIG 21 », Maribor, du 7 octobre au 30 novembre 2016
Heroic Makers vs Heroic Land
3 bis F, Aix en Provence, 30 juin 2016
Restitution de la résidence de création de la perfromance *Cross By*
Rencontres Bandits-Mages, Bourges, du 3 au 13 novembre 2016
Heroic Makers vs Heroic Land
Festival Photo d'Athènes, Musée Benaki, du 9 juin au 31 juillet 2016
Heroic Makers vs Heroic Land
Nuit des Musées, Frac Nord-Pas de Calais, 21 mai 2016
Heroic Makers vs Heroic Land
Coder et décoder les frontières, Espace architecture de l'Université La Cambre, Bruxelles, du 13 avril au 31 mai 2016
Heroic Makers vs Heroic Land
« S'étranger », La Plateforme, Dunkerque, 8 avril 2016
Heroic Makers vs Heroic Land
« Campos Alterados », MAC USP (São Paulo Contemporary Art Museum), November 2015
Santa Tereza Fazenda Reloaded, Blublublu, Blue noise, Floating mountains
Santa Tereza Fazenda, 26 septembre 2015
Restitution de résidence - *Santa Tereza Fazenda Reloaded, Blublublu, Blue noise, Floating mountains*
Festival Gamerz 08, Aix en Provence, 19 au 28 octobre 2012
I is an other

RESIDENCIES

Melle, Résidence longue durée Nouvelle Aquitaine, 2019
Platohedro, Medellin, august 2018
Vidéoformes, Clermont-ferrand, 2017-2018
Choisy-le-Roi, dans le cadre du CLEA (Contrat Local d'Education Artistique), 2018
Fougères and Lécousse, with Electroni[k], residencies with schools around machinimas during 2015 and 2016
Le Centre National de Danse à Pantin, creation residency for the performance *Bazin*, May 2016
Le 783 à Nantes, creation residency for the performance *Bazin*, July 2016
Le 3bisf à Aix en Provence, creation residency for the performance *Cross By*, June 2016
Dunkerque, dans le cadre du CLEA (Contrat Local d'Education Artistique), from January to April 2016
Rural.scapes, Fazenda Santa Teresa (Brésil), in rural territory to use video games as a means of social emancipation , June 2015

WEB JAYING PERFORMANCES with WJ-s software (mix de sites internet)

« Data Dramatization » Lab at the Cultural Institute Google, Paris, September 2014
Games vs Networks, Les Abattoirs, Toulouse, 2013
Lancement de la revue WJ-SPOT par MCD, La Gaité lyrique, Paris, 2012
WJ-SPOT Bruxelles, IMAL, Bruxelles, 2011
WJ-SPOT #2, La Gaité lyrique, Paris 2011
Le cabaret des curiosités, Phénix, Valencienes, 2011
Festival Gamerz 6, Scène Numérique, Aix-en-Provence, 2010
Imaginez Maintenant, Centre Pompidou Metz, 2010
Retrogaming show, Epitech, Marseille, 2010
Les jeudis d'Oogie, Oogie Life Store, Marseille, 2010
Wave – WJ-SPOT Berlin – Transmediale.10 Satellites, Betahaus, Berlin, 2010
Nuit des Technos, Restaurant Grandes Tables, Friche Belle de Mai, Marseille, 2009
Festival Dièse, Fine Arts Museum, Dijon, 2009
Playground, Centre Pompidou, Paris, 2009
WJ SPOTS #1, Maison des Métallos, Paris, 2009

Monkeytown, Brooklyn, NY, May 14, 2009
Immotic Domotic, Agora, Sophia Antipolis, 2008
Fluxn'remix LE ARTI IN CITTA' II Edizione | Perugia, Italia , 2008
Les Jardins du RITZ Hotel, Paris, 2008
RIAM, Dakiling, Marseille, 2008
Mapping Festival, Bâtiment d'Art Contemporain, Geneva, 2007

TRAINER

MACHINIMA WORKSHOPS (selection)
<u>2018</u>

Platohedro, Medellin, august

Mesa diversa communa 4, Medellin, august

<u>2017</u>

École Nationale Supérieure des Beaux Arts de Lyon

<u>2016</u>

UCLA Game Lab, Los Angeles, november

École Nationale Supérieure des Beaux Arts de Paris

Calais jungle camp, february may

<u>2015</u>

École Nationale Supérieure des Beaux Arts de Paris, November

Festival Play 15, Hambourg, September

Centre for Digital Media, Vancouver, August

Bari, Italy, in the frame of Cinemobile, July

Résidence dans le cadre du programme Rural.scapes au Brésil, from 10 to 25 June

Haute École d'Art et de Design, Genève, 29 & 30 April

L'Atelier, Alexandrie, with Ahmed El Shaer, Egypt, 10 participants, 1 day, February

Faculté des Beaux arts d'Alexandrie, with Ahmed El Shaer, Egypt, 8 participants, 1 day, February

Faculté des Beaux arts du Caire, with Ahmed El Shaer, Egypt, 12 participants, 1 day, February

Centre d'art de Fayoum, with Ahmed El Shaer, Egypt, participants, 3 days, February

Haute École des Arts du Rhin, Mulhouse, 8 students in graphic design, from 26 to 29 January

<u>2014</u>

Festival Play 14 in Hambourg, with students from middle & high school, 18-19 September

École Supérieure d'Art de Cergy, February

<u>2013</u>

Machinima workshop and Lecture at LEVEL ART, Agora, Wroclaw

Machinima workshop, Center for Digital Media, Vancouver

Machinima workshop with the director Clyde Chabot & Sébastien Rousset, Plaine St Denis

WebVisions Conference and workshop, Barcelone, June 27-29

<u>2012</u>

Center for Digital Media, Vancouver

Superior Art School of Cambrai, 5, 6, 7 february

<u>2010-2011</u>

Studio 13-16, with Emmanuel Mayoud, Centre Pompidou, Paris, 2011

Les Ateliers Regards croisés d'Ososphère, With Alutt, Strasbourg, Sept. and Dec. 2010

WJ-S WORKSHOPS
Trainer for WJ-s, a software tomix the web as a big giant disk, www.wj-s.org
Le cabaret des curiosités, Phénix, Valenciennes, 2011
Imaginez Maintenant, Centre Pompidou Metz, Metz, 2010
Festival Dièse, Musée des Beaux Arts de Dijon, Dijon, 2009
Printemps des poètes, Saint Quentin Library, Saint Quentin, 2009
Fluxn'remix LE ARTI IN CITTA' II Edizione, Perrugia, Italy, 2008

CURATOR

GAME ART, INDIE GAMES AND RETROGAMING

Imaginaires Jeux, Pavillon Grapelli, Niort, 2018

Art Games Demos, VV, Equitable Café, La Fabulerie à Marseille, Arles, Les Subsistances Lyon, Platohedro Medellin, 2017-2018

Games Reflexions, a retro, indie and game art exhibit, Sorgues, 2015

Evolution, a retro and indie games exhibit, Center for Digital Media, Vancouver, 2014

Games Reflexions, Le Carreau, Cergy, October-November 2013

Jeux rêve, Indie Games exhibition, **Semaine Digitale**, Bordeaux, March 2013

Political games **at** *Play again*, an indie game Exhibit in Tourcoing, March-July 2013

Game Camp, Machinima workshop and digital café at la Maison des métallos, January 2013

Pirate Kart, Indie Games exhibit, Galerie Ecole d'Art Aix-en-Provence, October 2011

Digital Salon, Game art exhibit, Maison Populaire, Montreuil, 2011

Game Heroes, Retrogaming exhibit, **Pixellissime**, Alcazar, Marseille, 2011

Gamerz 05, Game art exhibit & machinimas, Fondation Vasarely, ARCADE, Aix-en-Provence, 2009

Gamerz 04, Game art exhibit, Aix en Provence, 2009

Playing to real, Game art exhibit, Médiathèque de Meudon, France, 2007

Mal au Pixel, Game art exhibit, a french-finnish festival, Paris, 2006

No Fun ! Games and the gaming experience, **PIKSEL**, Bergen, Norway, 2005

Reactivate, Game art exhibit, Experimedia State Library, Melbourne, Australia, 2004

Playtime, the video game exhibit, **Villette Numerique**, Grande Halle de la Villette, Paris, 2001-2002

MACHINIMA SCREENINGS AND EXHIBITIONS

Machinima selection on Immortality, Overkill Festival, Netherlands, 2018

Machinima selection, UCLA Game Lab Festival, Los Angeles, 2017

Machinima selection, in **Mash Up**, Vancouver Art Gallery, Vancouver, 2016

Machinima selection, UCLA Game Lab Festival, Los Angeles, 2015

Machinigirlzzz, **festival Gamerz 10**, Fondation Vasarely, Aix-en-Provence, 2014

Machiniglitch, **Festival Vector Art + Game**, Toronto, 2014

Machiniglitch, **Festival Gamerz 09**, ARCADE, Aix-en-Provence, 2013

Identity, otherness, games & machinima, **Festival Gamerz 08**, ARCADE, Aix-en-Provence, 2012

When machinima talk about video games and when games reflect reality, **Gamerz 07**, Aix-en-Provence, 2011

Digital Salon, Game art exhibit, Maison Populaire, Montreuil, 2011

Gamerz 06, ARCADE, Aix-en-Provence, 2010

Gamerz 05, Game art exhibit & machinimas, ARCADE, Aix en Provence, 2009

Gameplay, **Itau Cultural**, Sao Paulo & **Mostravideo**, Belo Horizonte, Brasil , 2009

Symposium **Imagine the Future**, Neuchatel, July 2009

Récréations, Scène Numérique, Aix-en-Provence, February 2009

Ciant, Cinema Svetnor, Prague, February 2007

Animation Film Festival, Annecy, June 2007

Flash Festival, Centre Pompidou, Paris, 2006 - 2007 - 2008

Némo Festival, Regional cultural action in Ile de France, Espace Cardin, Paris - April 2006

Machinima vs Demos, Pompidou Center, 2005

DIGITAL EXHIBITIONS & NET.ART GALLERIES

Antiatlas de las fronteras, Alianza Francesa, Bogota, Colombie, september 2018

Transborder// Les enseignements de Nathalie Magnan, MUCEM, Marseille, mars 2018

Coding and decoding borders, La Cambre University, Brussels, April-May 2016

Frontières, Musée de l'Histoire de l'Immigration, Paris, 2015

La Fin des Cartes, Espace des Arts sans Frontières, Paris, november 2015

Webplayers, a webart exhibit for the PODFEST festival of digital poetry in Rio, 2014

The art of bordering, MAXXI, Roma, 2014

Secession, Institut culturel français, Berlin, 2014

antiAtlas of Borders #2, la compagnie, Marseille, 2014
antiAtlas of Borders #1, Tapestry Museum, Aix-en-Provence, 2013
Artworks Database conception, Sylvie Fleury, Geneva, 2006
Web plasticians, **Cinema of Tomorrow**, Pompidou Center, Paris, 2003, 2005
Mind Control, Banana RAM, Ancona, Italy, 2004
Wifiledefrance, Region Ile de France, Paris, 2004
Turn around the web, **Cinema of Tomorrow**, Pompidou Center, Paris, 2003
Audio games net.art gallery, Villette Numerique, Grande Halle de la Villette, Paris, 2002
Digital Arts Editor, Web portal Gizmoland.com on digital culture, Paris, 2000 -2001
Coordination of ISEA 2000 in Paris, Art3000, Paris, 1999-2000

NEW VISUALS, ANIMATIONS, DIGITAL VIDEO

Articule 3, Scène Nationale de Bonlieu, Annecy, France, 2007
Swiss animation and videos, Sperm Cinema, Sperm Festival, Prague, 2007
Bitfilm Festival, Hamburg, Germany, 2006
Brazilian animation, Médiathèque de Gravelines, 27 october 2005
Nuit Numérique, Bitfilm Festival, Hamburg, Germany, 2004
Video Cuts, Cinema of Tomorrow, Pompidou Center, Feb. and June 2001

8BIT MUSIC

GAMES. Art and Politics of Games, Kunsthalle, Vienna, 28 may / 6 july 08
Festival Art Futura, Barcelone, Espagne, from 26 to 29 oct 2007
Mapping Festival, BAC, Geneva, Switzerland, april 2007
Némo Festival, Regional cultural action in Ile de France, Espace Cartier, Paris, april 2006 & 2007
Art+Games, Brussels, Belgium, december 2006
High Score, City of Boulogne Billancourt, France, 2004
Project 101, Paris, 2003

ART CRITIC

PUBLICATIONS

"Genesis", curatorial statement on retrogaming Djeff Regottaz exhibition
"Under the Wide Sky of Liz Solo", IOTA Foundation, 2018
"Video games as colors on canvas", GAME VIDEO/ART. A SURVEY, Milan, 2016
"Heroic Makers vs Heroic Land", Makery, 2016
"Ruralscapes, un lab rural pour artistes", Makery, 2015
"The antiAtlas of Borders, A Manifesto", co-author, published on the Journal of Borderlands studies - 2014
"Video game portraits", a text on Axel Stockburger videos, *Blockbuster*
"Where do I want to go today", a text about the artwork *Carjacked*, designed by COLLEO, 2014
"Faites vos jeux !", *De ligne en ligne*, Bibliothèque Publique d'Informations, 2013
"City Game ou 54 heures pour concevoir un jeu multi-joueurs dans l'espace public", *MCD*, février 2013
"What if profits generated by users were used to finance free access to online content?", *Arts et cultures numériques Panorama Intrernational*, Published by the CDA d'Enghiens, 2012
"Art is game in Aix-en-Provence", *MCD* #67, bilingual UK:FR: "Le Guide des festivals numériques 2012-2013"
"This Spartan Life, un machinima au Congrès", *Multitudes* n°48, mars 2012
"Enganos ou Falhas? A voz como modificaçao no Machinima", in *CINUSP collection vol 2*, 2012
"Cheats or glitch? Voice as a game modification in Machinima", *MIT Press*, 2010
"Electronic Shadow : Habiter l'image", *Etapes graphiques*, 2010
"Game in the City", Interview of Blast Theory, magazine *Amusement* n°7, 2010
"Low Rez Stories, kit d'assemblage aléatoire d'histoires du réel", *Amusement* n°7, 2010
"Jeux tu perds gagnes", *MCD*, 2009
"Player One", *Amusement*, 2008
"Let's think about fun !", *Musiques et Cultures Digitales*, 2008
"La muséographie au défi de l'immatérialité", *Art&Fact* n°26, 2007
"Le jeu vidéo, un moyen d'expression à la portée de tous ?", *ARCADI*, 2006
"Servovalve, doseur de temps et de hasard", *ARCADI*, 2006

CONFERENCES

"Comment les artistes racontent la frontière", SIANA, 2017

"Save the world with video games" and **"Crash: game esthetics and contemporary art",** festival Letteratura, Montova, Italy, 2016

"Heroic Makers vs heroic land: machinima as a documentary medium", Master Game play, IULM University, Milan, 2016

"Heroic Makers vs heroic land: machinima as a documentary medium", Kingston University, London, 2016

"Calais jungle voices embodied in a game engine" Metabody Symposium, Brunel University, London, 2016

"The end of the map", Belleville Architecture School, Paris, 2015

"The gallery at play: On the politics of exhibiting Game art", ISEA 2015: Disruption, Vancouver, 2015

« Machinima et art contemporain », débat au Vector art + game Festival, Toronto, 21 février 2014

"Droit et Machinimas", Center for Digital Media, Vancouver, 2012

"En-jeux des images", Obsin, Arles, 2013

"Machinima : histoire et enjeux esthétiques", ESAD Orléans, 2012

"Extension du jeu vidéo", Banquet DO IT YOURSELF, Imaginarium de Tourcoing, 2012

"Machinima", Guest Speaker with Allen DeBevoise at MERGING MEDIA 2012 Vancouver, 26th Oct. 2012

Animation of the round table "**What is an indie game?"**, European Indie Games Days, Marseille, 2 & 3 July 2012

"How to return to scriptwriting through video games", Remediate, Merz Akademie, June 2012

"Genre et jeux vidéos,table ronde Les jeux vidéo, c'est pas mon genre ?" , Lyon, june 2012

"Jeu video: next level", table ronde Stereolux, April 2012

"Images et nouvelles pratiques à l'heure du numérique", Théâtre Paris Villette, décembre 2011, Paris

"Webdocumentary, game culture and machinima", Forum du regard 2011, 12 oct 2011, Pessac

"Load it!", a debate on artistic game projects in the museum context, Stedelijk Museum, 2011, Amsterdam

"Advergames & gamification", Tunis 2.0, 30 sept. 1er oct 2011, Tunis

"Games vs Society : a world to play", MCDate, Maison des métallos, 26 september 2011, 19h00, Paris

"Cheats or glitch, voice as a game modification in machinima", ISEA 2011, 16 september 2011, Istanbul

"Nouvelles relations avec les publics", Marseille 2.0, Cité des Métiers, Marseille, 7 mai 2010

"La lévitation dans les jeux vidéo et la réalité virtuelle", Ecole d'art Aix-en-Provence, 2009

"Art et pensée collaborative", Ecole Supérieure d'Art de Bourges, 2009

"Pensée collaborative, économie, social, politique, art" , Haute Ecole d'Art, Genève, 2008

"Les scénographies de l'interactivité, création et jeux vidéo", Beaux Arts de Marseille, 2008

"Les jeux sonores et interaction avec des espaces virtuels", Ecole d'Art, Aix-en-Provence, 2008

"La création en réseau et les nouveaux lieux de monstration", Haute Ecole d'Art, Genève, 2008

"Les Machinimas : un nouveau genre cinématographique", Imaginove, Lyon, 2007

"Vidéo à l'ère du numérique", Vidéographies, Liège, Belgique, 15 december 2006

"What is Machinimas ", Bâtiment d'Art Contemporain, Geneva, 2006

"Relation between art and video games in France", Digifrance, HTC, Helsinki, 2006

"To Play in family", Cité des Sciences et de l'industrie, Paris, 25th 2006

"Games vs networks", Ecole Supérieure de l'Image, Poitiers, 2006

Round table Vision'r : **"VJing: naissance d'un art"**, 20-22 janvier 2006, Paris

"Reactivate : Curatorial's talk", Symposium Game Time, ACMI, Melbourne, 2004

"French digital creation", School of Visual Arts, New York, 2004

"How Curating new media", Pompidou Center, Paris, 2004

"Art and video games", Fine Art School, Dijon, 2004

"The Web documentary", General Meeting of Documentary, Lussas, 2003

"Curating new media in a game room", Festival Transmediale 03, Berlin, 2003

"Video Games and Electronic Music", Pompidou Center, Paris, 2002

"How to distribute short films on the net", Pompidou Center, Paris, 2001

JURY MEMBER

Play 15 festival, Jury member for the indie games contest, Hamburg, 2015

RetroNoFuture, Jury member for the selection of the indie game contest, Visages du Monde, Cergy, 2013

European Indie Games Days, Jury for the selection of the best indie game, Marseille, 2012

Artgame weekend, Jury member, La Cantine, Paris, 2010

Le Fresnoy, little jury member for the school entry, 2008, 2009, 2010

Atopic Film Festival, Jury memeber for the Machinima section, Paris, 2009, 2010

Machinexpo, Machinima film festival in Second Life, 2009

ACME Commission, subsidies for multimedia artists and projects, Paris, 2003, 2007

Flashfestival, Art, Webactivism and Game Awards, Paris, 2003, 2004, 2005, 2007
Fine Art School, Art & Medias, Geneva, 2006
National School of Games and interactive media, Angoulême, France, 2006
Web animation film festival – Anima Mundi web – Rio, Brasil, 2005
Festival Fluxus Online – Film for Internet, Sao Paulo, Brasil, 2005
E-magiciens, Interactive Artworks Award, Les Gobelins, Paris, 2000 & 2004

DEBATES AND ROUND TABLES FACILITATOR

"Qu'est-ce que le jeu vidéo indépendant?", EIGD, Alcazar, Marseille, 2012
"Jeux vidéo et société", Maison des métallos, 2012
Festival de Cinéma Méditerranéen, Montpellier, 31 octobre 2006
Les Plasticiens du web, Cinémas de demain, Centre Pompidou, 21 avril, 19 mai et 16 juin 2005
Rendez-vous Electroniques, Cité des Sciences et de l'Industrie, Paris, 15 septembre 2005
High Score, Espace Landowski, Mairie de Boulogne-Billancourt, 20 novembre 2004
Rendez-vous électroniques, Maison Européenne de la Photographie, Paris, 15 sept 2004
Les Tours du monde du Web, Cinémas de demain, Centre Pompidou, Paris, 2003

LECTURER

Sorbonne, Master Digital Creation, since 2012
Courses : Creation and netwoks : net.art, flash art, collaborative artworks, machinima
Visiting professor, Center for Digital Media, October 2012
Courses : machinima workshops, law & machinima.
ESTC, Marseille, 2010-2012
Courses : Internal Communication, Inter-personal Communication and conflicts management
ESUPCOM, Aix-en-Provence, 2010-2012
Courses : Net strategy, Web 2.0 Web 3.0, Internal Communication, Inter-personal Communication and conflicts management
Institut Sully, Marseille, since 2010
Courses : Operational Communication, Communication Strategy
DUT SRC2, Licences Pro, AL1, Toulon University, 2009-2012
Courses : Web Marketing, Marketing & Project management
Master Pro Création Numérique, Aix-en-Provence University, 2009-2012
Courses : Image Law
DUT SRC, Licence Pro, IUT d'Arles, Aix-en-Provence University, 2008-2012
Courses : Marketing & Internet ; Easthetic, Economy New Media Law
Groupe 4, 4MM, Marseille, 2008-2012
Courses : Web management & web marketing.
Master 2 Info-Com, Aix-en-Provence University, 2007 – 2009
Courses : Online communication
Savoie Management University Institute, Annecy, 2007 – 2008
Courses : Digital art curating and museography
Training Agency MP++, Marseille, 2007 – 2009
Courses : Trainer in management & communication. Stress and conflicts management

EDUCATION

1997: Master in European Cultural Managment, University of Paris 8
Thesis: "Digital arts : a step towards a new aesthetic ?"
1996: Diploma in Political Science, Political Science Institute, Aix en Provence
Thesis: "Digital virtuality as a way to understand reality"
1992: BADegree in Art History, Contemporary Art, Aix en Provence University.