

Ansh Patel

Interdisciplinary Artist

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Works Exhibited and Performed

(in the order of most recent works)

[Networks in the Anthropocene](#) | 2016

Radical/Networks, Brooklyn, NY

[AnimalNet](#) | 2016

Radical/Networks, Brooklyn, NY

Babycastles, New York, NY

[Vocal Graffiti Troupe](#) | 2016

Come Out & Play 2016, Brooklyn, NY

[Trialogue](#) | 2016

People Powered @BHQFU, Brooklyn, NY

Babycastles, New York, NY

NYU Game Center, Brooklyn, NY

A MAZE 2016, Berlin

[Glitch Sculptures](#) | 2016

IDM Showcase 2016

[VOICES](#) | 2016

PlayTimesSquared @Times Square, New York, NY

[Perfect World](#) | 2016

Hacking Habitat: The Art of Control, Utrecht

[Horizons](#) | 2016

Tisch School of Arts, New York, NY

[Strangelands](#) | 2016

Babycastles, New York, NY

A MAZE 2016, Berlin

[Music in the Age of Digital Surveillance](#) | 2015

ITP Winter Show, New York, NY

[Embodying the Panopticon](#) | 2015

Brooklyn Experimental Media Center, Brooklyn, NY

[Playful Mesh](#) | 2015

Radical/Networks, Brooklyn, NY

[The Pervasive Rhizome: Data Tracking Edition](#) | 2015

Radical/Networks, Brooklyn, NY

Play/Work | 2015

Internet Yami-ichi, Queens, NY

[Skype Heartbreak Show](#) | 2015

The Chimney, Brooklyn, NY

Brooklyn Experimental Media Center, Brooklyn, NY

NYU Forum for Site-Specific Installations, New York, NY

[Synchron Showdown](#) | 2015

Come Out and Play – After Dark under the Manhattan Bridge Overpass, Brooklyn, NY

[Bullet Soul Hacker](#) | 2015

NYC Arcade, New York, NY

[Beautiful/Ugly](#) | 2015

NYU Game Center, Brooklyn, NY (May 2015)

Vancouver Altgames Expo, Vancouver, BC

[Agency?](#) | 2015

New Gamesgrounds, Netherlands

NYU Game Center, Brooklyn, NY

RPI Gamefest, Troy, NY

Extending Play, New Jersey, USA

[A Play of Colors](#) | 2015

Brooklyn Experimental Media Center, Brooklyn, NY

NYU Dance Studio 1, New York

[Resounding the City](#) | 2015

NYU Dance Studio 1, New York

[Exist](#) | 2014-15

Indiecade East, New York, NY

Casual Connect Asia, Singapore

Talks and Publications

[Algorithmic fairness preprint based on Nash Welfare Product | 2018](#)

Wrote a preprint paper on algorithmic fairness critically analyzing existing definitions of fairness in context of automated decision-making tools and proposes a novel technique using a concept from welfare economics

[Travelling waves paper in Neuron | 2018](#)

Co-authored a paper on theta and alpha oscillations exhibiting characteristics of travelling waves in the human neocortex

[Radical/Networks | 2016](#)

Gave a talk on the need for a speculative futures in art

Extending Play 3: Temporalities of Play | 2016

Presented a paper on remediation and narrative space across *Roadside Picnic*, *Stalker*, *S.T.A.L.K.E.R.: Shadows of Chernobyl* and the actual Chernobyl disaster.

[AMAZE Berlin | 2016](#)

Gave a talk on process-centric approach to creating and countering materialism in games with interdisciplinary collaboration

Journal of Games Criticism | 2016

Published a paper on "*Imperialism in the Worlds and Mechanics of First-Person Shooters*"

Radical/Networks | 2015

Gave a talk on decentralized identities and art projects on networks

Extending Play | 2015

Presented a paper on post-colonial criticism of first-person shooters at the media studies conference

First Person Scholar | 2014-15

Published a paper on the online portal on mental health issue representation in games within the horror genre

Casual Connect Asia | 2014

Gave a talk on political potential of games and *Exist*

Curation and Organizing

Derivative Weird Games: A Temporary Collection of Referenced Works | 2016

Curated, co-organized the exhibition at Babycastles, New York

SPF8: An International altgames Exhibition | 2015

Curated and organized the exhibition at Babycastles, New York

Different Games Conference | 2015 and 2016

Organizing Committee for the 2015 and the 2016 edition at Brooklyn, NY

Selected Grants & Awards

NSF Joint-Euro Time Cells | 2017-Present

NIH U01 Supplementary Grant | 2017-Present

NIH Spatial Cells Grant | 2016-Present

Interactive Fiction Fund | 2015

Awarded to make *Postmodernist Trash*

Tisch Interdepartmental Grant | 2014-15 and 2015-16

Triple recipient for *Horizons*, *Skype Heartbreak Show* and *Resounding the City*

Selected Press

[Time feature on my lab's research](#)

On deep brain stimulation and trying to find a cure to Alzheimer's

[Wall Street Journal feature on my lab's research](#)

On memory functions and research on how they work

[Motherboard VICE feature on Agency?](#)

On the altgames' movement of experimental games

[Huffington Post on Radical/Networks projects](#)

On the mesh network project "*Playful Mesh*"

[Kill Screen interview on Agency?](#)

On the experimental games series and its critiques on game conventions

[Ars Technica/Wired UK interview on Exist](#)

On the premise of the game and its philosophy

[Kill Screen feature on Skype Heartbreak Show](#)

On the concept of the installation and interactive storytelling in digital age

Other Accomplishments

- Recipient of NIH grant to develop scientific framework to develop interactive graphical experiments
- Three time recipient of Tisch GSO Interdepartmental Grant
- Recipient of Interactive Fiction Fund (IFF) to make *Postmodernist Trash*
- Exhibited *Agency?* at Hacking Habitat 2016
- *Perfect World* was included as a required reading as part of English Literature course at UCSC and UCSB
- Presented papers on post-colonial critique of first-person shooters and narrative space at Rutgers University's media studies conference, Extending Play 2015 and 2016 respectively