

Ansh Patel

Experimental Games + Digital Media Artist + Critic

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Works Exhibited and Performed

(in the order of most recent works)

[Triologue](#) | 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

[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)

[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

Grants

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*

Talks and Publications

A MAZE Berlin | 2016

Gave a talk on process-centric approach and interdisciplinary collaboration

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 upcoming 2016 edition at Brooklyn, NY

Education

New York University Tisch School of Arts, New York, USA | 2014-16

MFA in Game Design

Mumbai University, Mumbai, India | 2010-2014

B.E. in Computer Engineering; Passed First Class

Selected Work Experience

Developer, Ability Lab at NYU | January 2016 – Present

Game Designer & Developer, CREATE Labs | March 2015 – September 2015

Research Assistant & Data Analyst, NYU Stern School of Business | October 2014 – January 2015

Staff Writer, Arcade Review | January 2015 - Present

Freelance Game and Film Critic | 2013 – Present

Selected Publications: Unwinnable, Paste Magazine, Next Projection, Pixels or Death

Teaching

Graduate Teaching Assistant, New York University | May 2015 – Present

VR Studio (Spring 2016)

Designing Games for Times Square (Spring 2016)

Development Studio 1 and Code Help Desk (Fall 2015)

Game Development Studio (Summer 2015)

Selected Press

[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

[RPS' feature on To Shooter, With Guilt](#)

On the 7DFPS event

[IndieGames.com feature on Woman](#)

On its narrative built upon research on cultural differences