

# JASON CORACE

EDUCATOR & GAME DESIGNER

840 West 37th  
Baltimore, Maryland  
646 637 5545  
corace@gmail.com  
goldengrave.com  
gamelab.mica.edu

## ACADEMIC EXPERIENCE

**Maryland Institute  
College of Art, Baltimore**  
2017 - Present

### **Professor & Founding Director of the MICA Game Lab**

I founded the MICA Game Lab and designed the Game Design BFA program. My responsibilities include: teaching, overseeing curriculum development, hiring staff, managing our public programs and our residency program. I also lead our research lab which has developed projects with: Johns Hopkins University, The Baltimore Mayor's Office of Innovation, The Maryland Blended Reality Center, The Walters Art Museum, The Creative Alliance, Arlington Arts Center, and Art Works for Change.

*Example Courses Taught:* Adv. 3D Game Design, VR Game Design, Senior Project Studio

**Maryland Institute  
College of Art, Baltimore**  
2015-2017

### **Chair of Interactive Arts Department**

I oversaw the department's three curricular areas: Interactive Art, Sound Art and Game Design. Along with teaching, I helped redevelop the program's curriculum, developed partnered classes with other departments and Johns Hopkins University, advised students, built public programs and supervised the design of new facilities for the department.

*Example Courses Taught:* Hybrid Game Studio, 2D Game Design, Interactive Arts Thesis

**Maryland Institute  
College of Art, Baltimore**  
2009 - 2015

### **Full-time Faculty in Interactive Arts**

Taught courses in both Interaction Design and Game Design. Founded and coordinated the school's Game Arts Concentration, acted as a thesis advisor for graduate students and developed a partnered course with Etsy.

*Example Courses Taught:* Creative Coding, Network Art, Experimental Games

**Parsons School of  
Design, New York City**  
2003 - 2009

### **Part-time Faculty in Design Technology**

I taught both undergraduate and graduate studio courses for the Parsons Design and Technology department. I also served as a thesis advisor for graduate students and developed curriculum for the department.

*Example Courses Taught:* MFA Studio: Interactivity, Games 101, Games & Robots

**New York University,  
New York City**  
2006 - 2008

### **Part-time Faculty in Game Design**

I taught two courses as an adjunct through NYU's Gallatin School and served as an academic advisor on two thesis projects.

*Courses Taught:* Game Design and Strategy, OS Specific Game Programming

## EDUCATION

●	<b>Parsons School of Design, New York City</b>	<b>MFA in Design and Technology</b> Primary focus on Game Design and New Media Art.
●	<b>Evergreen State College, Olympia</b>	<b>Bachelor of Arts</b> Concentration in Political Science and Audio Engineering.

---

## PROFESSIONAL EXPERIENCE

●	<b>Double Triple</b> 2007 - 2009	<b>Partner</b> I helped run a mixed-media design studio that worked in web, video, print and identity design. Developed clients, contracts and handled project management and production.
●	<b>Parsons Institute of Information Mapping</b> 2004-2006	<b>Senior Information Designer</b> Researched, designed and built data visualization applications for web based platforms. Clients included the NY/NJ Port Authority, National Geospatial-Intelligence Agency and the DNC. <a href="http://piim.newschool.edu">http://piim.newschool.edu</a>
●	<b>Kirshenbaum Bond</b> 2004-2005	<b>Interaction Designer</b> Worked as a consultant for this ad agency and created interactive marketing campaigns for their clients.
●	<b>Vision Education</b> 2002-2004	<b>Mentor and Curriculum Designer</b> Taught afterschool programs in game design and programming to high school students in the greater NYC area. I also worked with the organization in the development of its game design curriculum.
●	<b>Gvox Software</b> 1999 -2001	<b>Producer</b> Created development plans, developed content and oversaw project completion for a variety of music software tools and educational software. <a href="http://gvox.com">http://gvox.com</a>

---

## AWARDS

2021	<b>Games For Change Award - Best XR For Change</b>
2020	<b>Ion Game Design Award</b>
2015	<b>Rhode Island Council for the Humanities ReNewport Grant</b>
2014	<b>72 Hour Interactions Festival Jury Award</b>
2014	<b>Strong National Museum of Play Research Fellowship</b>
2013	<b>Baltimore Magazine 40 under 40</b>
2013	<b>Maryland State Individual Artist Award</b>
2013	<b>Ronald McDonald House Grant</b>
2013	<b>MICA Board of Trustees Fellowship for Teaching Excellence</b>
2006	<b>Rhizome Commission</b>
2004	<b>Ars Electronica Next Idea Grant Nominee</b>

## SELECTED ENGAGEMENTS

2020	<b>Unity Certificate Program</b>	- Developed the Associate Programmer course for Unity.
2019	<b>Saul Zaentz Innovation Fund</b>	- Mentor for VR project
2019	<b>Economic Alliance of Baltimore Summit</b>	- Panelist
2018	<b>Game Based Learning Summit</b>	- Panelist
2016	<b>Independent Game Festival</b>	- Judge
2016	<b>Walters Art Museum</b>	- Curation and gallery talk for a Medieval game exhibition
2014	<b>Urban Game Factory</b>	- Developed an immersive game with Focus-Coop.it
2014	<b>Maryland Film Festival</b>	- Panelist on the convergence of films and games
2014	<b>Baltimore Indie Games Seminar</b>	- Panelist on crowd funding for indie games
2014	<b>Field Day</b>	- Curated an outdoor art game exhibition for Baltimore
2014	<b>SPE Conference</b>	- Panelist on Collaboration in Arts Education
2013	<b>University of Baltimore</b>	- Program review of the Digital Entertainment program
2012	<b>Gamescape</b>	- Game as Art talk
2012	<b>Salve Regina University</b>	- Program review of their Digital Media program
2011	<b>Harvard Graduate School of Design</b>	- Introduction to Game Design Theory talk & workshop
2011	<b>St. Joes University</b>	- Visiting artist talk
2010	<b>Betascape</b>	- Game designer as Artist talk
2010	<b>Come Out and Play Festival</b>	- Festival judge for NYC big games event
2009	<b>Hostos Community College</b>	- Codeveloped the school's Game Design program
2008	<b>911 Arts Center</b>	- Introduction to Game Design Workshop
2005	<b>Retro Redux</b>	- Helped organize a 24hr game jam with Atari and Parsons

---

## SELECTED EXHIBITIONS

2016	<b>Code Indico</b> <i>Milan, Italy</i>	- Four night Immersive theatre production.
2015	<b>Play Tinker Toy</b> <i>Arlington Arts Center</i>	- Exhibited <i>Mr. Yums Inc.</i>
2014	<b>Smithsonian Indie Arcade</b> <i>Washington, DC</i>	- Exhibited <i>Lords &amp; Ladies</i>
2014	<b>Playpublik Festival</b> <i>Krakow, Poland</i>	- Exhibited <i>Race the Future</i>
2014	<b>72 Hour Interactions</b> <i>Witten, Germany</i>	- Exhibited <i>Race the Future</i>
2014	<b>Vector Game Arts Exhibition</b> <i>Toronto, Canada</i>	- Exhibited <i>Eat Yr Tears</i>
2009	<b>The Future of Online Advertising</b> <i>ArtFCity.com</i>	- Exhibited <i>ulyssessthegreatgatsbyaportraitof...</i>
2008	<b>We = Trouble Exhibition</b> <i>Brooklyn, NY</i>	- Exhibited <i>Night Beyond Night / Corace Quest</i>
2007	<b>10 Years Running</b> <i>Chelsea Museum</i>	- Exhibited <i>Yesterday's Song</i>