



Player-generated panting from *Splattershmap: A Game of Art & Motion*, A. Phelps. 2016

ANDREW PHELPS BIO BLOCKS

BIO @ 200 WORDS:

Andrew "Andy" Phelps is an artist, designer, and professor at the Human Interface Technology Laboratory NZ (HITLabNZ) within the College of Engineering at the University of Canterbury in Christchurch, New Zealand exploring virtual and augmented reality, games and education, and art and interactive media experiences. He is also the Programme Manager of the Digital Screen Campus at Canterbury centered on the intersection and convergence of film, games, and virtual production. He is also a professor in the Film & Media Arts division of the School of Communication, holds a joint appointment in the Department of Computer Science, and is the director of the AU Game Center at American University in Washington DC, USA. Prior to these appointments he served as a professor at the Rochester Institute of Technology as the founding director of the School of Interactive Games & Media, the RIT Center for Media, Arts, Games, Interaction & Creativity, and MAGIC Spell Studios. Phelps is also currently president of the Higher Education Video Game Alliance (HEVGA). His latest games are *The Witch's Way* (Itch.io, 2021) and *Fragile Equilibrium* (XBOX, Steam, Itch.io 2019), and he maintains a website of his publications, popular writing, artwork, curriculum development, and more at andyworld.io.

BIO @ 100 WORDS:

Andrew "Andy" Phelps is an artist, designer, and professor at the Human Interface Technology Laboratory NZ, and the Programme Manager of the Digital Screen Campus, at the University of Canterbury in Christchurch, New Zealand. He is also a professor in the School of Communication, holds a joint appointment in Computer Science, and is the director of the AU Game Center at American University in Washington DC, USA. His latest games are *The Witch's Way* (Itch.io, 2021) and *Fragile Equilibrium* (XBOX, Steam, Itch.io 2019), and he maintains a website of his publications, popular writing, artwork, curriculum development, and more at andyworld.io.

BIO @ 50 WORDS:

Andrew "Andy" Phelps is an artist, designer, and professor with over 25 years experience in the field at the University of Canterbury, American University, Uppsala University, and more. His latest games are *The Witch's Way* (Itch.io, 2021) and *Fragile Equilibrium* (XBOX, Steam, Itch.io 2019). Details are available online at andyworld.io.

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