

Curriculum Vitae – Michael St. Clair

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Education

PhD, Theater and Performance Studies (with a secondary program in Humanities), Stanford University, 2014.

Dissertation: *Acts of Play: Games as Experiential Performance*. Defended with distinction.

B.S. Mathematics / B.A. Theater Arts (with honors), Case Western Reserve University, 2005.

Fellowships and Awards

John S. Knight Fellows Favorite Professor Award, 2014

TAPS Outstanding Dissertation Award, 2014

Centennial Teaching Award, 2011

Stanford Interdisciplinary Graduate Fellowship, 2008

Publications

"Strategic Simulation and the American Military Imaginary." Forthcoming in *Performance in Militarized Culture* (eds. Mantoan & Brady).

Dreeps, Mar/IO, & Twitch Plays Pokemon. *Theatre Journal*, December 2015.

"Videogames in the White Cube." In *Understanding Minecraft: Essays on Play, Community, and Possibilities* (ed. Nate Garrelts).

Presentations

"Tell Me What Buttons to Press: What Kind of Experiment is *Twitch Plays Pokemon?*", ASTR 2014.

"Games of Blood And Treasure: Simulation, Experimental Performance, and RAND's Crisis Games," ASTR 2013.

"Game Time: Varieties of Temporality Between Videogame Genres," PSi 2013.

"Long War Games," PSi 2011.

"Playing About Play: Experience Design as a Performance Research Practice," ASTR 2010.

"PlaySoundGround: An Interactive Musical Playground." NIME 2009.

"Yet Another Stupid Death: The Tragicomic Attitude Toward Learning In Roguelike Games," GLS 2009.

"Augmenting Action: the Performance Characteristics of the PlaySound," ASTR 2009.

Teaching

Sound Design and Media Theater. Fall & Spring 2017, UC Berkeley; Instructor.

Introduction to Theatrical Design. Fall 2015, Stanford University; Instructor.

Game Design: Making Play. Spring & Fall 2014 & Spring 2015, Stanford University; Instructor.

Sound Design for Performance. Winter 2015, Stanford University; Instructor.

Performing Digital Technologies: The Screens. Winter 2015, Stanford University; Instructor.

Introduction to Game Studies. Fall 2013 & Winter 2014, Stanford University; Instructor.

Fundamentals of Sound in Performance. Fall 2011, Stanford University; Instructor.

Antigone: From Ancient Democracy to Contemporary Dissent. Fall 2010, Stanford University; Teaching Assistant.

Interaction Design. Winter 2010, Stanford University; Teaching Assistant.

Music and Sound in Performance. Winter 2009, Stanford University; Teaching Assistant.
Sound Design for Performance. Fall 2008, Stanford University; Instructor.
The Role of Technology in Art. Spring 2008, Stanford University; Instructional Collaborator.
The Rock, Pop, Hip-Hop Presence Onstage. Summer 2007, Stanford University; Dramaturg and Research Assistant.
Hybrid Performance. Spring 2006, Stanford University; Dramaturgical and Technical Coordinator.

Selected Theatrical Design (sound design unless otherwise specified)

Between Me and the Other World (video engineer), Zaccho Dance Theater, 2017.
Christmas Revels, California Revels at Oakland Scottish Rite Center, 2016.
Democratically Speaking (lighting and projection design), Stanford, 2016.
Alcina (lighting design), SFSU, 2016.
Christmas Revels, California Revels at Oakland Scottish Rite Center, 2015.
Video Game Suite, Stanford Arts Institute, 2014.
Dances of the Sacred and Profane, Mark Foehringer Dance Project at Fort Mason Center, 2014.
Attempts on Her Life, Stanford TAPS, 2013.
Happy Days, Stanford Summer Theater, 2013.
The Importance of Being Earnest, Stanford Summer Theater, 2013.
Exception and the Rule (sound design and music composition), Stanford Summer Theater, 2013.

Selected Misc. Technical / Design Work

Rover Ops: Meridiani, 2013-2016. Designer. (For Million Concepts / Spacecraft Planetary Imaging Facility). Design for an education & public outreach game presenting early operations by the Opportunity Mars rover.

PSi 2013. Senior Project Manager (for Pigott Theater). Technical design and implementation for work by featured conference performers, including Ron Athey, Guillermo Gomez-Pena, Amelia Jones, etc.

Stanford Residential Arts Program, 2012-2016. Technical Director. Management of technical and design needs for arts events in student residences; equipment purchasing and maintenance. Includes work for other organizations utilizing these spaces such as the Institute for Diversity in the Arts, East Palo Alto Academy, etc.

The Chopin Project, 2010. Technical Director (for Jaroslaw Kapuscinski).

Skeletons in the Closet, 2009. Programmer (for Mark Applebaum). Software implementation of a user-configurable aleatoric synth retrospective.

PlaySound, 2007-2009. Lead Designer (with Sasha Leitman). An interactive, sensor-driven, user-configurable musical playground. Presented at Burning Man 2008 and Bay Area Maker Faire 2009 (Blue Ribbon winner).

Research Interests

Critical design pedagogy; new methods and interfaces in sound design for live art, games, and performance; audio installation, particularly interactive installation; applications of psychoacoustics to art practice; game studies, especially games in relation to aesthetic performance practice; sound studies; technology and the arts; intersections between UX/experience design/interaction design and performance; games for learning, along with informal and design-based pedagogies more generally.