

Marie Claire LeBlanc Flanagan

hello@marieflanagan.com | marieflanagan.com | 438 346 8025

Marie LeBlanc Flanagan is an artist working in the playful spaces between people, especially related to connection and community. Marie builds experimental installations, art games, and web creations.

Marie started Wyrd Arts Initiatives, a nonprofit dedicated to encouraging and documenting creative expression across Canada as well as Drone Day, an international day for the celebration of experimental drone music and communities. Marie works with Wizard Zines. Marie co-organized GAIA 2021, a 9-session online conference for 150+ game curators worldwide and cocreated the Imaginary Residency, an artist-run online residency.

Commissions

- CURR [Tender Circuits](#) (Web), A web experience documenting the work of artists exploring the concept of connection and fungal intelligence through participating in AR app development. [Blog](#)
- 2022 [ComeWithMe](#) (Immersive Installation) produced through Société des arts technologiques | Metalab residency. An interactive digital art piece exploring connection and the spaces between people. [Blog](#)
- 2021 [Soft Sanctuary](#) (Web) with *Proyecto Bios & Canadian Embassy*. A peaceful web space for slow connection, through interactive question prompt, 3D sculptures, and soft sounds.
- 2020 [Throne room](#) (Web) **Collaborative graffiti in an online public bathroom at A MAZE**. A virtual bathroom where participants are encouraged to collaboratively create graffiti, and consider what they flush away. *A MAZE. Berlin*
- 2019 [Follow](#) (Installation), **Two-person cooperative installation at NYU**. A two-person cooperative game installation about shared control, and the intimacy of opposition.
- 2018 [Common](#) (Installation), **City-wide online and offline cooperative installation at CAFKA**. A collaborative play experience for cities exploring networks of care, decentralized resource management, and community trust.

Collaborations

- CURR [COVE/COVOX - Inter Arts Matrix](#) (Multi-disciplinary) *Knowledge Mobilisation*. **A project with the goal of experimenting, developing and sharing knowledge about digital audience engagement**. An interdisciplinary knowledge sharing and mentorship program aiming to experiment with, and develop digital audience engagement strategies, while supporting six artists' projects. [Blog](#)

- 2022 [How DNS Works Zine](#) (Web) with *Julia Evans*. An online resource explaining how Domain Name Systems work. [Blog](#)
- 2022: *Song of the Soil* (Most Adventurous/Innovative) A tiny game about microbes and fungus and the beauty of soil made for Climate Jam. ([instagram](#), [Instagram 2](#), [Twitter](#))
- CURR [Monahan](#) (Web) A meditate sound piece and narrative experience, inspired by the Monahan wetlands, that aims to provide a deeper understanding of the interrelation of all forms of life. [Blog](#)
- 2021 [*Mess With DNS*](#) (Web) with *Julia Evans*. An online resource to learn about Domain Name Systems through playful experiments. [Blog](#)
- 2022 [What Brings You In](#) (Web) *Experience Design, for Leslie Ting*. **An interactive online show with music, live narration, guest voices, and playful interactions.** An interactive online music-driven experimental show with live narration, about the many ways we engage with the therapeutic process. [Blog](#)
- 2021: [Game Arts International Assembly](#) (GAIA) (Event) *Co-organizer*, **a 9-session online conference event for 150+ game curators around the world.** A 9-session online conference event for 150+ game curators around the world, focused on interconnecting existing game arts organizations and nurturing new structures in emerging regions. [Blog](#)
- 2021 [Mummer's Journey](#) (Web) *Experience Design for the game, design and development for the online advent calendar*. **A Musical Web experience.** A virtual, 3D immersive version of the community of Woody Point acts as an online interactive advent calendar experience. [blog](#)
- 2021 [We dance with space owl](#) (Digital), produced at the Imaginary Residency with Eryn Tempest and Illest Preacha [blog](#)
- 2021 [Speculation](#) (Performance), Consulting *Experience Design*, with Leslie Ting. A theatrical concert with an immersive visual design based on the experience of vision loss. [Blog](#)
- 2020 [Mood Ring](#) (Web), **Musical web installation with *Debaser***. An interactive prompt-based music generator that allows the player to explore their subconscious.
- 2020 [Special Guest](#) (Web, Performance), An experimental marketplace for booking playful guests to improve online meetings, and an invitation to imagine other ways of gathering. Led by me, in collaboration with a team of international artists.
- 2020 [Neighbourbot](#) (Web), with *Julia Evans for !!Con 2020*. **Temporary connections with neighbours at online events.** A bot designed to initiate short spontaneous connections at online events.
- 2020 [Lungbutter](#) | "**Curtain**" Music Video, *Performer*
- 2019 [Arcade friend](#) (Installation) — *Project Lead?* Custom arcade cabinet game exploring labour, play, and the humans behind machine learning. Led by me, with students and faculty at NYU.
- 2019 [Tiny dance closet](#) (Installation) — *Project Lead?* Mixed Reality spatial exploration of restrictive office environments, and bodily liberation. Led by me, with students and faculty at NYU.

- 2018 [Dream Room](#) (Installation), *with Linsey Raymaekers and Brie Code (TRU LUV)*, **Peaceful space for connecting & grounding with others.** A soft and introspective ritual space designed to nurture presence, reflection, and connection, and to escape the sensory overwhelm of event spaces.
- 2018 [Calling](#) (Game) — Mixed reality exploration of collaborative and cooperative computing at Dynamicland. Co-led with Isaac Cohen, with support from a large group of collaborators. [Blog](#)
- 2018 [Bright](#) (AR) — *Project Lead?* An interactive augmented reality play space featuring the blocking and mixing of colored light. Led by me, in collaboration with David Dynerman. [Blog](#)
- 2015 [Textiles](#) (Game) — *Project Lead?* A pattern-matching game using an open source database of historically relevant textiles. Led by me, with support from a team. [Blog](#)
- 2014 [Response](#) (Performance) — A playful music performance commissioned by Open Ears [Blog](#)

Consulting

- 2022 [Long Winter](#) (Event), *Consultant*, A music and arts monthly showcase in Toronto featuring music, visual art, large scale installation, video, performance art, theatre, dance, new media and xR. [Blog](#)
- 2022 [#selfcare](#) (Web) *Design/Consulting for TruLuv*. An experimental app designed incorporating rituals to deepen care, compassion, and connection. [Blog](#)
- 2019 [FOMO](#) (Installation), Creative Consultant. Interactive Public Art work with [Daily Tous Les Jours](#). [Blog](#)
- 2019 [Trillium](#) (Installation), Creative Consultant. Interactive Public Art work with [Daily Tous Les Jours](#). [Blog](#)
- 2018 **GenieLab** a playful space for connection at the Arche summit. [Blog](#)
- 2015: The School of Machines, Making, and Make-Believe

Solo work

- 2021 [Friend news](#) (Web), A simple friends-only social media platform [blog](#)
- 2020 [Sound Games](#) (Web), *Collection of playful connections to sound for Drone Day*. Conceptual art in the form of tiny games inviting people to get intimate, playful, and curious about their relationship to sound.
- 2019 [Emergency Exhibition Care](#) (Performance), Rogue acts of care at ITP. Service art: an enactment of care for working artists.
- 2018 [Auscult](#) (Installation?), Turns feelings in music, using Wekinator and ofxAbletonLive. A facial recognition/biosignal experience using machine learning to allow you to play another person's body as an instrument.
- 2017 [Burst](#) (Installation) — Interactive olfactory narrative installation created and led by me, with support from the Berlin Smell Lab.

- 2017 [Undertow](#) (Web) — Interactive browser-based narrative exploring depersonalization, presented at Global Game Jam [Blog](#)
- 2016 [Other Hands](#) (VR Installation) — Virtual reality experience exploring the relationship between our real and virtual selves through the permanence of a person's virtual choices on their physical body.
- 2016 [Closer](#) (Installation), **Physically cooperative game for two players.** Cooperative computer vision experimental game using two people's moving bodies as a shared single controller to explore relational spaces.
- 2012 [Pink](#) (Game) — Experimental game using a seed-to-plant allegory to explore the cultivation of creative ideas from inception through fruition. [Blog](#)

Founded

- 2021 [Imaginary Residency](#) A open-source collaborative artist residency (co-founded).
- 2018 [A Kind of Play](#) Creating, teaching & connecting with play. interactive experiences, experimental storytelling, and strange games
- 2014 [Drone Day](#) Annual celebration of drone and ambient sounds around the world.
- 2012 [Wyrd Arts](#) National arts nonprofit celebrating experimental music, zines, and art. Wyrd Arts Initiatives, a nationwide nonprofit dedicated to encouraging, documenting, and connecting creative expression across Canada.

Community events / research

- 2022 [Drone Jam](#) making experimental games, toys, or playful things related to the idea of sustained tones [Blog](#)
- 2022 [Playful questions](#) a casual open discussion series [Blog](#)
- 2022 [Dall-e AI Ethics Play Session](#) exploring feelings around ai / ethics / being here now [Blog](#)
- 2022 **Inter Arts Matrix Playful Session (Online)** - *Co-organiser/Host*. An online workshop exploring 3D creation in Blender and ZBrush
- 2022 **Inter Arts Matrix/Ontario Creates Playful Session (Online)** - *Co-organiser/Host*. An online workshop about funding opportunities for game creation
- 2022 [Drone Day \(Virtual/Worldwide\)](#) - *Organiser*. An annual celebration of drone, community, and experimental sounds [Blog](#)
- 2022 [Virtual CC Fest \(Online\)](#) - *Co-organizer*. A virtual online creative coding event. [Blog](#)
- 2022 [X-Camera \(Online\)](#) - *Host*. Conversations with six artists to discuss their artistic practice and COVE/COVOX projects (embeds not working)
- 2022 [Ctrl+Shift: Data Sovereignty & Community Action \(Online\)](#) - *Co-organizer with Ada X, and InterAccess*. Conversations about listening, inquiring, contemplating, and consent-building in the age of digital giants [Blog](#)
- Play Sessions [Blog](#)

- 2022 **Play Sessions: How to Finance Your Game without Going into Debt with Meagan Byrne (Online)** - *Co-Organiser*. A workshop about financing games for small indie game studios.
- 2022 **Play Sessions: Making It Work: Tools & Modes for Interactive Experiences (Online)** - *Co-Organiser*. A workshop about designing playful interactive experiences, with Jess Rowan Marcotte
- 2021 **Inter Arts Matrix #playsessions: Concentric Fictions with Dhruv Jani (Online)** - *Co-Host*. Exploring magical realism, experimentation, and nonsense verse.
- 2022 **Inter Arts Matrix #playsessions: Weird Theatre Games workshop with D. Squinkifer**, a workshop about transforming emotionally challenging situations into one-of-a-kind awkward theatre games
- 2021 **[Drone Day \(Virtual/Worldwide\)](#)** - *Organiser*. An annual celebration of drone, community, and experimental sounds.
- 2021 **The New Spacemakers** at GAIA, a playful doodle documentation [Blog](#)
- 2021- **[Parallel park play-](#)** A tiny gathering for us to play alongside each other. [Blog](#)
- 2021 **[Tech Tech Tech - Why not tech giants?](#)** with Ada X Montreal, a 4-part workshop with co-researchers exploring alternatives for office tools, social media, online gatherings, portfolios, performances & exhibitions [Blog](#)
- 2021 **[NoWorking](#)** an online series of sessions dedicated to not working, and challenging ideas around labour [Blog](#)
- 2020 **[Collaborative Drawing](#)** with Isabella and Nomi [Blog](#)
- 2020: **[Online Spaces](#)** - Event series exploring online spaces together [Blog](#)
- 2020 **FemTech [Online Hangs](#)** - with the [feminist online org](#) [Blog](#)
- 2020 **[Experimental Gatherings - Inspiration Show & Tell](#)**
- 2019 **[Arcade 11](#)** with TAG Research Center & 4th Space, *Helper?* [Blog](#)

Experience Design

- 2015 **[A MAZE](#). Berlin, Germany** (Event), an experimental games showcase, conference, awards show

Publications

- 2022 **[COVE/COVOX Zine](#)**, summarizing the process and learnings gained from the COVE/COVOX project with Inter Arts Matrix [Blog](#)
- 2022 **[Living in the Time of Tech Giants Zine](#)**, exploring the far reaches and ubiquity of large tech companies and how they touch every part of our lives. [Blog](#)
- 2022 **[Finding Our Way](#)**
- 2021 **[Processing Org 20th Anniversary Community Catalog](#)** *Contributor*, a community catalog to celebrate 20 years of Processing [Blog](#)
- 2021 **[Game Arts Curators Kit & Community Calls](#)** seventy page handbook for anyone interested in bringing a curatorial eye to the presentation of video games [Blog](#)

- 2021 [Isolation Nation](#), *Interviewer/Writer/Illustrator*, a free resource for tips and tricks culled from 70 Canadian game creators, created with GAIN, [Blog](#)
- 2019 [Emergency Exhibition Care zine/booklet](#), I created a micro-zine which I handed out. It had options that I would provide to artists without obligation or cost

Press

- 2021: [CBC Radio The Current](#) exploring creative ways for people to connect online.
- 2021: [Buzz about drones - the aural kind - gets kids excited about learning twitter](#)
- 2020: [Now & Next](#) podcast
- 2019: [NYU](#) Artist in Residence
- 2018: [cafka](#) Marie Claire LeBlanc Flanagan is developing a play experience for communities called Common.
- Common explores the space between people and community trust: [commonplay.ca](#)
- 2018: [hexagram.ca](#) Game Designer in residence at TAG - project: Common
- 2018: [CKWR](#) Talking about communities, trust, and experimental games
- 2016: [Broken Pencil](#) About Marie being the founder of Drone Day
- 2016: [FemHype](#) Blanket Fort Chats: Game Making With Marie Claire LeBlanc Flanagan
- 2016: [thefader](#) About joining Drone Day
- 2015: [Maker Expo](#) Lack of language in Maker Expo'
- 2014: [vishkhanna.com](#) Marie LeBlanc Flanagan of Weird Canada
- 2014: [The Cord](#) GETTING 'WEIRD' IN UPTOWN: Weird Canada's Marie LeBlanc Flanagan discusses music that normally doesn't receive attention
- 2014: [The Uniter](#) KEEPING CANADA CREATIVE: Weird Canada website encourages, connects and champions Canadian artists

Residencies

- 2022 **SAT Metalab** Artist Residency [pic stuck blog post](#)
- 2021 Iceland Residency
- 2020 **Softie Feelies (Online)** Interdisciplinary Artist Residency
- 2019 **NYU Game Center** Artist in Residence
- 2019 **LIVE Lab** Artist Residency / **Large Interactive Virtual Environment Lab (Hamilton)** Artist Residency [insta](#) [insta2](#)
- 2018 **Technoculture, Art & Games (Montreal)** Artist residency

Juries/Committees

- 2019-2022 - **Eastern Bloc** on the Programming Committee
- 2019 **The Bit Awards** as a Juror

- 2015-2020 **Polaris Music Prize** as a Juror
- 2017 **Northern Game Design** as a Juror

Boards

- 2015-2022 **Inter Arts Matrix: Birthplace of Hybrid Art** Board Member
- 2021 [Pixelles](#) mentor
- 2015-2016 **NUMUS - New Music Now** Board Member

Awards

- 2022: IGDA Climate Jam - Song of the Soil (Most Adventurous/Innovative)
- Textiles: Free Knowledge 3rd place

GROUP Exhibitions

- 2022 SAT ComeWithMe
- 2021? Soft Sanctuary
- 2021 Iceland Residency Show
- 2020 [A MAZE](#). Berlin (Online) Throne Room
- 2020 Living Arts (Mississauga, Canada)
- 2019 [No Quarter](#) Exhibition **Follow by Marie Claire LeBlanc Flanagan-** What is following anyway?
- 2018 Winter Play (San Francisco, USA) Researched decentralized communities for an installation
- 2018 [A MAZE](#). (Berlin, Germany)
- 2018 [Hand Eye Society Ball](#) (Toronto, Canada) Closer: A full-body cooperative game for couples: To start, you must stand together, and to succeed, you must work together. The controller for Closer is the physical space between two people. Find a friend and navigate your ball of light through the spikes and upwards for as long as you can synchronize your movements!
- 2017 Playful Arts (Manaus Brasil)
- 2017 \$Bash (London, UK)
- 2017 [A MAZE](#). (Johannesburg, [South Africa](#))
- 2017 Arcadia (Dundee, Scotland)
- 2017 IXDS Munich (Germany)
- 2017 [Transmediale Vorspiele](#) (Germany)
- 2016 [CC3C](#) (Hamburg, Germany) : Closer
- 2016 [Beta Public](#) (London, England): Closer
- 2016 [Code Motion](#) (Berlin, Germany) : Closer
- 2016 [Plan - B \(Kharkiv, Ukraine\)](#) [Marie's website](#) Closer: It was a space to find peace without retreat. That's when I knew I would design spaces for peace inside the party.

- 2016 GMG (Berlin, Germany) : Closer
- 2016 [PLAY](#) (Hamburg, Germany) - Closer: Closer is a cooperative game for two people: to start you must stand close together, and to succeed you must work together.
- 2016 [Incubate](#) (Tilburg, Netherlands) Closer
- 2016 [A MAZE](#).(Johannesburg, South Africa) : Closer
- 2016 [ArtGames](#) (Berlin, Germany): Closer
- 2016 WWC (Berlin, Germany) : Closer
- 2012 [DMG](#) (Toronto, Canada)

Keynotes

- 2018 **The Spaces Between Us: Designing for Play** Goethe-Institut Game Science Centre, Berlin, Germany
- 2018 **New Media Art and Designing Experiences with Play** [IAM 10th](#) Kitchener, Canada
- 2015 **Building DIY Music Communities** CHUO Annual Ottawa, Canada
- 2015 **Weird Loops: Bridges to Nowhere** Somewhere There [Creative Festival](#) Toronto, Canada [fb](#)
- 2014 **Building Platforms for Community Empowerment** [NCRC 2014](#) Victoria, Canada [Archived website](#)

Workshops/Teaching

- 2021: [Sandbox sessions](#): A series of workshops about the space & fundamentals of creative tech with beginners [Blog](#)
- 2021 [Pixelles Game Incubator IX](#) two workshops [Blog](#)
- 2020 Pixelles Game Incubator **A Kind of Play** Workshop for those feeling stuck on finding ideas for their game.
- 2021 Pixelles Game Incubator IX **A Kind of Play** Workshop on making your first game
- 2021 [Make your own website](#) two workshops for beginners to learn HTML and CSS [Blog](#)
- May 16 2021 **Make your own website**
- May 23 2021 **Make your own website**
- 2021 [Getting Personal: Hands-On Guide to Making Personal Games](#) School of Machines [Blog](#)
- 2021 **Hypo//Hyper Presence, No 1: Filters** (Online). Workshop on AR filters
- 2021 [Genielab](#) Taught an AI & Visual Art workshop with teenagers [Blog](#)
- 2020 [Document your work](#) - 10 workshops from August 31 2020, June 15 2022 [Blog](#)
- 2020 (Spring Term) [Personal Games](#) School of Machines, Making, Make-Believe, Online
- 2020 (Fall Term) [Personal Games](#) School of Machines, Making, Make-Believe, Online

- 2019 **NYU Game Center** Guest Lecturer
- 2019 **[A Kind of Play Workshop](#)** Krakow, Poland
- 2018 **A Kind of Play Workshop** Dundee, Scotland
- 2017 **A Kind of Play Workshop** Berlin, Germany
- 2017 **A Kind of Play Workshop** Johannesburg, South Africa

Talks

- 2022 All Friends No Bosses at A MAZE. A series of calls to talk about coops in the session: All friends, no bosses! [Blog](#)
- 2022 Drone Jam presentation [twitter](#) join us on discord voice/chat to have a look at some of the games/ experiences that have been made! [Blog](#)
- 2022: [Ada X: AI The End](#) [Blog](#)
- 2021 **SLSA** panel about a Game Arts Curators Kit [Blog](#)
- 2020: NYUGameCenter discussion on Twitch about the games: Palimpsest, The Fascination, and Picklock. [Blog](#)
- 2020 **Online Gatherings** Future Tense Conference about exploration of making space together online through connection, vulnerability, and trust. (Online) New York, New York. [Blog](#)
- 2020 **Together we find it** Game Engines beyond Games Online [Blog](#)
- 2019 **[NYU ITP Talk](#)** [Blog](#)
- 2018 **[Experience Design at A MAZE](#)** Berlin, Germany Marie Claire LeBlanc Flanagan will be talking about her experience design efforts at A MAZE. / Berlin 2018.
- 2018 **Follow Me? Entering Experimental Play** Manaus, Brazil
- 2017 **Seeds not Swords: A Hero's Journey** Femisphere - Berlin, Germany
- 2017 **Learning OF** OpenFrameworks - Berlin, Germany
- 2017 **Making Strange Play Experiences** Nordic Game Jam - Copenhagen, Denmark
- 2017 **The Front End of Game Design** UP.front - Berlin, Germany
- 2016 **Getting Closer: Games for you** [Plan B](#) - Kharkiv, Ukraine
- 2016 **[Journey Into Games](#)** Incubate Festival - Tilburg, Netherland - Coding & journey into games.
- 2016 **How To! Experimental Play** Codemotion - Berlin, Germany
- 2016 **The Making of Closer** [artgame€\\$](#) - Berlin, Germany, 2016
- 2016 **What I Learned From Cheaters, and Other Miscreants** Talk & Play - Berlin, Germany
- 2015 **Wyrd Guide to DIY in Canada OBEY Convention**- Halifax, Canada
- 2014 **Why Canada Needs Wyrd** [Lawnya Vawnya Music Festival](#) - St. John's, Canada
- 2013 **The Open Business: Fear, Vulnerability, and Profit\$ in the Open World** Pop Explosion - Halifax, Canada
- 2013 **Building Communities Through Access** Halifax Pop Explosion - Halifax, Canada
- 2013 **no-internet small towns** [OBEY Convention](#) Halifax, Canada - discussed no-internet small towns, Halifax, Torso, OBEY's recent not-for-profit status, and the upcoming convention. [Blog](#)

Panels

- 2020 **Creative Connection** Processing Community Day 2020 [twitter](#)
- 2015 **Empowering Artists Through Technology Sled Island** - Calgary, Canada CASH
Music thinks that technology can help create new structures where musicians are empowered, and believes the best way to accomplish this is to put musicians in conversation with technologists.
- 2015 **Community Building and Partnerships** [EPYC Initiatives](#) - Kitchener, Canada
- 2014 **Are We All Digital Sharecroppers Now?** [Pop Montréal](#) - Montréal, Canada
- 2014 **Where's the Cultural Press?** Arboretum Music Festival - Ottawa, Canada - Part of a series on [Failure](#)

TODO

[Linkedin Change/Addon Recommendations:](#)

- Change:

Drone Day

Jan 2015 - Feb 2019 · 4 yrs 2 mos

- Founded Drone Day, an annual international celebration of drone music and experimental music communities.

- Add:

Est. 2021 **Imaginary Residency** A open-source collaborative artist residency (co-founded).

- Change bio?

Maybe grab from the [Bio Versions Doc?](#) I personally like the medium length bio: "[Marie LeBlanc Flanagan](#) is an artist working in the playful spaces between people, especially

related to connection and community. Marie builds experimental installations, art games, and web creations.

Marie started A Kind of Play, [Wyrd Arts Initiatives](#), and [Drone Day](#) and cofounded the [Imaginary Residency](#). Marie works with [Game Arts International Network](#), [Wizard Zines](#), and is currently making a comic about video game co-ops.”