



IUPUI

## SCHOOL OF INFORMATICS AND COMPUTING

DEPARTMENT OF HUMAN-CENTERED COMPUTING

Indiana University-Purdue University  
Indianapolis

### **Grant Information:**

Mathew A. Powers

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### **Biography:**

Mathew A. Powers is at home in worlds both real and virtual, teaching how to turn interests such as video and traditional analog gaming, sequential narratives, and creature design into careers. He helps students develop skills in original personal creation; collaboration between diverse minds and talents; team-building as needed by all creative industries; business planning; and project prototyping.

Focusing on 2-D and 3-D creation, virtual reality, and game world environment construction, exotic lifeforms for games and digital narratives, Powers' classes explore character, environment, narrative, and game creation.

- On YouTube, he's been a writer for the [History of Video Games](#) series on the popular Crash Course educational channel started by brothers Hank Green and John Green. Hosted by Andre Meadows, the 2016 series was inspired by Powers' History of Video Games course at IUPUI.
- Head of Capstone development and presentations at SOIC
- Created Vectren game on gas and electrical safety
- Received MacArthur Foundation Grant for using the Spore game engine to teach Animal Classification for students in grades 5 and 6.
- Helped create the [Return of Aetheria](#) alternative reality game for Gen Con, Indy PopCon, and Indiana Comic Con. The public ARG logged more than 900 players during its 3-year existence. Five instructors and more than 100 students worked on the project.
- A gifted artist, Powers has created games and eLearning applications using Flash media development for Bloomington-based Option Six clients such as Microsoft, Eli Lilly, and Toyota.

## **Research Interests:**

- Character, environment, creature, and narrative creation and analysis
- Creating beings and life forms never seen before for public engagement
- Experimental game design and implementation
- Immersive virtual reality and gaming experiences
- Incorporating traditional fine arts into the digital realm
- Also:
- Developing new ways for high and middle schools to teach traditional subjects through gamification
- Development of augmented reality games (ARGs) for public consumption and education at venues such as Gen Con, PopCon, and local area schools
- Exploring the traditional analog game renaissance
- Being active in the games for good movement, which seeks to mentally and physically heal people through game creation and innovative therapies (such as using [Tetris to assist PTSD patients](#))

## **PROFESSIONAL HONORS AND AWARDS:**

Award Name	Granted By	Date Awarded
Trustee's Teaching Award – Lecturer Class	IUPUI	2020
Trustee's Teaching Award – Lecturer Class	IUPUI	2017
Trustee's Teaching Award – Lecturer Class	IUPUI	2013
Trustee's Teaching Award – Lecturer Class	IUPUI	2012

## **Education:**

- 1997 – 1999 - BA Candidate, The School of the Art Institute of Chicago (SAIC), Chicago, Illinois
- 1999 – 2002 - BA in Fine Arts, Indiana University, Bloomington, Indiana
- 2002 – 2004 - MFA Candidate in Graphic Design, Indiana University, Bloomington, Indiana
- 2004 – 2006 - MFA in Digital Fine Art, Indiana University, Bloomington, Indiana

## **Appointments & Positions:**

- 2008 - Present – Full Lecturer, School of Informatics, IUPUI, Indianapolis, Indiana
- 2007 - 2008 – Visiting Lecturer, School of Informatics, IUPUI, Indianapolis, Indiana
- 2006 - 2009 – Adjunct Instructor, Ivy Tech Community College, Columbus, Indiana
- 2006 - 2008 – Media Developer, Option Six LLC, Bloomington, Indiana
- 2006 - 2007 – Adjunct Professor, Hope School of Fine Arts, Indiana University, Bloomington, Indiana

### **Primary Classes:**

N131 – History of Video Games (Spring Edition)  
N132 – Game Design Prototyping, Psychology, & Design  
N205 – History of Video Games (Summer Edition)  
N230 – Intro to Game Design & Development using EPIC’s Unreal 4 Engine  
N233 – Intro to Comic & Sequential Narrative Storytelling  
N333 – Creature & Character Design (Spring Edition)  
N420 – Advanced Game Design and Development  
N485 – Creature & Character Design (Summer Edition)  
N485 – Game Production: Games-for-Good  
N490 – Independent Study  
N499 - Capstone

### **Projects, Presentations, & Grants:**

2015 – Present – Head of Capstone Committee

Purpose: To organize and present SOIC’s graduating seniors Capstone projects for the public. This end-of-the-semester show has been held in person and online due to the pandemic and has hosted upwards of 90 – 150 students per show.

2019 – Title of Presentation: Developing Resilience in Young Cancer Patients through Participatory Game Design. Based on the Spring 2019 n436 Game Production Class.

Co-Authors – Mathew A. Powers and Todd Shelton

Organization: 2019 Ball State Games Symposium

Date: Nov. 8<sup>th</sup>, 2019. Bracken Library Swartz Complex, Ball State University.

2012 – 2015– GenCon Partnership

Purpose: The School of Informatics has partnered with the international gaming convention GenCon to become it’s flagship school in the new GenCon Educational Games Initiative. Currently, an advanced game class and series of projects are being developed for the pairing with myself as the chair of the entire endeavor. We will be developing an ARG game for the entire convention hall for GenCon 2013. Additionally, we have Jane McGonigal agreeing to be an Advisor-at-Large on these developing projects.

2010 – Present – MARLA Lab Project, \$25,000 Learning Center Grant

Purpose: To create a dedicated game lab for advanced Media Arts & Science students to craft Capstone and collaborative game projects within. Currently, we are adding two more rooms to this facility to accommodate a new MARLA-Mobile lab for mobile and handheld games as well as a third room for group projects.

2009 - 2011 – Spore Project, \$40,000 MacArthur Grant

Purpose: To create a series of educational games using the EA Spore engine to educate 5th graders on the principles and practices of classifying animals and life forms. This work was produced through a collaboration of professors and a dedicated class of 16 advanced game students. Work was created in the engine for play on PC, in person in the form of a workbook, and for mobile devices.

2008 - 2009 – Vectren Project, \$120,000 Dept. of Energy Grant in collaboration with Vectren Energy

Purpose: To create an educational website and series of online video games for middle-school students to warn and educate them about the dangers and benefits of Electric and Natural Gas.

### **Synergistic Activities:**

- Indiana High School Game Camps - Urban League, 21st Century Scholars, & IUPUI
- Presenter – Midwestern Health Games Conference (MCHG), Indianapolis, Indiana
- Judge, Games/Gaming, School of Informatics' VisionFest Animation, Gaming, & Video Festival
- Supporter – Extra Life Fundraiser
- Sponsor – IUPUI Student Groups: Gamers' Guild, 3D Game Makers, Anime & Illustration Clubs
- Interviewer – One-on-one public talk and interview with world-renown Video-Game Academic Jane McGonigal. Who has agreed to be an Advisor-at-large for our GenCon project.
- Guest Speaker – Indiana Arts and Humanities Institute Lecture Series – “Why Everything is a Game and Everyone is a Gamer”.