

Zoyander Street

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🌐 www.zoyander.cc 🏠 Rotherham, South Yorkshire

🎓 Education

Lancaster University

2014-2023 (in progress, part-time)

Doctor of Philosophy in **Sociology**

Dissertation title: "Faulty Connections - Affective Imaginaries in Peripheral Digital Games"

PhD by practice, submitting videogame exhibition alongside written thesis

V&A Museum and Royal College of Art

2010-2012

Master of Arts in **History of Design and Material Culture Studies**

Dissertation title: "Actor-networks, architecture and airships – A design history of the Skies of Arcadia game world"

University of Cambridge

2006-2010

Master of Arts (*Cantab*) in **Japanese Studies**

Dissertation title: "Absent Fathers – Fatherhood in Moral Education Textbooks in Post-War Japan"

Study abroad 2008-09: Chiba City Folk Museum, Chiba City Museum of Art

🏛️ Experience: Residencies, fellowships, etc.

2023 DYCP Arts Council England

Training and mentoring in accessible design for web and games, and adaptive approaches to my art practice in response to new disabilities.

2023 Barnsley LIVE, UK

Development of interactive theatre project based on research into social constructivism and speculative fiction, with hybrid in-person and online elements.

2022 Bank Cohort, Sheffield Theatres, UK

R&D in interactive theatre; created interactive web app for Young Company play "Maybe I Will"

2021 New Conversations UK-Canada Exchange, Remote

Created interactive online play with Canadian artist Squinky, with dialogue between two characters controlled by the audience.

2020 Space studios Art + Tech, London UK

R&D for videogame installations for museums and galleries using an innovative soft e-textile interface

2019 Interactive Museum of Games and Puzzlery, Oregon USA

Research in a collection of over 4,000 pieces, looking at portrayals of emotion in tabletop games.

2019 PS² Project Space, Belfast UK

Ethnographic research into transgender issues in Belfast. Installation in gallery within artist-led space.

2018 Creator Ikusei, Tokyo JAPAN

Ethnographic research into transgender issues in Japan, represented in short low tech videogames. Resulting works displayed internationally, including **Schwules Museum, Site Gallery, Now Play This**

2017 Orchard Square Making Ways, Sheffield UK

Public installation of a series of original virtual pets using recycled computers. Ran events for public engagement e.g. a game jam.

2016 The Artists' Studio at ROAR, Rotherham, UK

Experimental playable exhibition of recent indie games portraying speculative imaginings of nature, displayed on recycled computers at the Buzz Gallery.



Experience: Freelance positions

Academic translator

2015 - 2022

Cactus Global
India (remote)

Highly-rated Japanese-English translator, editor, and reviewer specialising in the arts, humanities, and social sciences.

Senior Curator

2016 - 2018

Critical Distance
Seattle WA (remote)

Led curatorial development of a project collecting specialist writing on games and culture. Spearheaded archiving and automation.

Editor

2011 - 2015

Gamesbrief
London (remote from 2013)

Produced online content targeted at small business owners and employees in the games industry, including benchmark data research.

Non-profit roles

- 2021-ongoing Founder and Director of Typeset CIC · 2020-ongoing Trustee NEoN Digital Arts festival
- 2016-ongoing Director Critical Distance · 2013-2016 Founder and Editor-in-Chief of Memory Insufficient



Awards

2020 and 2021 Nominee for Knickerbocker Award for Best Games Journalism
 2018-2020 Freelands Artist Programme (2 years' funding and support)
 2017 BFI Sight & Sound Magazine Best Video Essays of the Year
 2016 'Rising Star Award' at Transforming Cinema
 2008 Bowen History Prize, Trinity College, Cambridge University



Skills



Creative

Electronics
 Audio and video editing
 Textiles
 Writing and editing



Business

Process automation
 Budget management
 Fundraising (grants and crowdfunding)
 Consulting



Software

Adobe Creative Suite
 Office (Word and Excel)
 Wordpress
 Notion



Coding

HTML5 & CSS3
 Javascript
 Java for Arduino & Processing
 Lua for Pico-8



Languages

English
 Japanese
 Spanish
 French



Selected examples of projects and publications



Exhibitions and Festivals

Work shown at

2022 Bitbash / Chicago Humanities Festival
 2022 Games in Action Festival, Vancouver BC
 2021 Freelands Arts Foundation, London
 2020 Open City Documentary Festival, London
 2019 Platform WIP Show, Site Gallery, Sheffield
 2019 Rainbow Arcade, Schwules Museum, Berlin
 2019 Sheffield International Documentary Film Festival
 2019 Scottish Queer International Film Festival, Glasgow
 2019 Buzz Gallery, Rotherham Open Arts Renaissance
 2019 Mozilla Festival, London
 2018 Festival of the Mind, Sheffield
 2017 Fully Automated Luxury Gender Oasis, Dublin Fringe

Curated or co-curated

2017 Indiecade (Jury committee; one of six members)
 2016 Alien Flora, Rotherham Open Arts Renaissance
 2012 Tradition Transformed: Contemporary Korean Ceramics, Victoria & Albert Museum, London

Support

2012 Freelance Arduino technology support for artists at RCA Show and WIP Shows
 2009 Senseware, Tokyo Fiber, Design Museum Holon

Game credits

- 2023 Unannounced project with Megaverse Sheffield (research and consulting)
- 2023 Contraband, Avalanche Studios (advisory panel)
- 2022 *Maybe I Will*, Sheffield Theatres (game design)
- 2022 Glitchhikers, Silverstring Media (playtesting)
- 2021 Video Call Calamity (creator)
Supported by: British Council, Canadian Council of the Arts, Farnham Maltings, The High Commission of Canada in the UK, Sheffield Theatres
- 2021 Cis Penance (creator)
Supported by: Arts Council England, Freelands Foundation, Space Studios London (European Regional Development Fund), Replicast Ltd.
- 2020 Game-like Realism (creator)
- 2020 Interactive Portraits (creator)
Supported by: Arts Council England, Freelands Foundation, Project to Support Emerging Media Arts Creators (Japanese Agency for Cultural Affairs)
- 2016 Carpet Generator (creator)
- 2016 Elixir (creator)
- 2015 Dusty Dead, Silverstring Media (writing)

Writing

Chapters and Journal Articles

- 2023 Forthcoming chapter in book on transmedia by Arizona State University CSI
- 2021 Chapter in *Old Lands, New Waters* ed. Edward Ball, Freelands Foundation
- 2019 'Abandon any hope of fruition' in Manders and Marston eds. *Transcending: Trans Buddhist Voices*, North Atlantic Books
- 2019 'Towards Improving Collaboration Between Visualists and Musicians at Algoraves' in *Proceedings of the Fourth International Conference on Live Coding*, Medialab Prado / Madrid Destino, Madrid, Spain
- 2019 'Queer games and affective imaginaries' in Adrienne Shaw et al. *Rainbow Arcade*, Edition Winterwork
- 2016 'Queering community histories of games' in Adrienne Shaw et al. *Queer Game Studies*, University of Minnesota Press
- 2013 'Polygons and practice in Skies of Arcadia' in *The Italian Journal of Game Studies*
- 2013 'Absent Fathers' in Brigitte Steger and Angelika Koch eds. *Manga Girl Seeks Herbivore Boy*, Lit Verlag

Books

Author

- 2015 *Digital Bodies*
- 2014 *Delay: Paying Attention to Energy Mechanics*
- 2013 *Dreamcast Worlds*

Editor

- 2022 *Sickness, Systems, Solidarity*, Arizona State University
- 2014 *Nicholas Lovell, Gamers and Makers, and Freeing Games*

Translator

- 2009 *Weaving Prayers - Beautiful Thai Textiles*, Chiba City Museum of Art

Film and video

- 2017-2018 Documentary shorts about museums, universities, and individuals collecting and curating games
Supported and published by: Paste and ZAM
- 2017 *Vanishing Point*
Accolade: 2017 BFI Best Video Essays of the Year
- 2017 *Abstract Games* with Raph Koster
Supported and published by: First Person Scholar
- 2016 *Skeleton in a Beret*, Eden Film Productions (writer and presenter)
Supported by: EDEN Shorts (National Lottery)

31 Event organising

- 2021 *Pandemics and Games Writing Jam*, Critical Distance and Arizona State University
- 2020 *Bitsy Essay Jam*, Critical Distance
- 2017 *Petting Zoo game jam and unconference*, Orchard Square, Sheffield
- 2016 *One Day Game Jam*, Union Street, Sheffield
- 2014 and 2015 *Queerness and Games Conference*, UC Berkeley
- 2014 *Critical Proximity*, San Francisco
- 2012 *New perspectives on Asian Design and its Histories*, V&A Museum

Magazines and Blogs

- 2022 Nov – *Carnage*, *Imaginary Papers*, ASU CSI
- 2022 Nov – 'Essay Jams and Collaborative Writing as a Community Event' *Commonplace*, Knowledge Futures
- 2021 Jun – 'Pride, queer haunting, and Geralt of Rivia's itchy doublet'
Accolade: Nominee for Knickerbocker Award
- 2021 Jan - '2020 in videogame blogging' *Critical Distance*
- 2020 Aug - 'PISSF****T: about a jacket in Disco Elysium'
Accolade: Nominee for Knickerbocker Award
- 2017 May – 'A reading list on trans representation in games' *Critical Distance*
- 2016 Oct - 'Skeletons I have known and loved' ZAM
- 2016 May - 'Cities of dust and light: the bleak urban spaces of indie videogames' *The Towner*
- 2016 Mar - Review of *Eldritch Teller* for *Arcade Review*
- 2015 Aug - 'History of 20th-century media criticism' ZEAL
- 2014 May - 'How games that show you less tell you more' *CGMagazine*
- 2014 May - 'Body Horror' *Hyper Magazine*
- 2014 Apr - 'Failed men in failed satires' *Five out of ten*
- 2013 Jul - 'Unbelievable: Ludic Models of Lying' *Re/Action*