

BECKY HERITAGE

M.S. Ed. in Special Education: Teachers of Students with Disabilities (Grades 7-12)

2013 Candidate, Brooklyn College School of Education, Brooklyn, NY

M.F.A. in Design and Technology

Parsons The New School for Design, New York, NY

B.F.A. in Drawing and Painting

The University of North Texas, Denton, Texas, Graduated Cum Laude

University Teaching Experience: 2007-present

2012-present: **Adjunct Faculty** with **CUNY City College of Technology, Entertainment Technology**, Brooklyn, NY

- **Courses:** *Interactive Media Design Process*
- **Description:** An introduction to interactive multimedia technology with a focus on interdisciplinary, project based, cooperative learning. Attendees will be immersed in the protocols and processes of the Interactive Media Technologies design process: idea development, presentation, prototyping, and production, which will serve them in the face of rapid changes in technology. Participants will explore basic theoretical and applied concepts of audio, visual, tactile and interaction design through creative group projects, visiting professionals, and online documentation of work produced. This course lays the foundation for work and research practices that will be expected to follow in the rest of the academic career and in the workplace.

2007-2010: **Adjunct Faculty** with **Parsons School of Art, Media, and Technology**, New York, NY

- **Courses:** *Creative Computing, Creativity and Computation Lab, Introduction to Interactive Design.*
- **Description, Creative Computing:** This course will introduce students to the building blocks of creative computing within the visual and media environment. Students will learn to create dynamic images, type and interfaces, that can translate into print, web and spatial forms. Through weekly problems, students will learn programming fundamentals that translate in virtually, all programming platforms and will later be introduced to various methods for creative output. (Undergraduate level)
- **Description, Creativity and Computation Lab:** The primary intent of this course is to get all of us (students, faculty) to think about ourselves as creative individuals, and to investigate our relationship with digital technology. This course will have two basic components: the weekly lecture and the weekly lab. Students attend the lab/lecture for a total of six hours per week. (Graduate level)
- **Description, Introduction to Interactive Design:** There will be a strong emphasis of the mission of the Design and Technology Program: how to disseminate information through type, composition and aesthetics; how art and design influence each other; the application of technology and methodology, to design concepts, the importance of skill in design, and art looking at the intersection of design, technology and the human condition. (Graduate level)

K-12 Teaching Experience: 2003-present

2013: **Teaching Artist** with **CultureHub**, New York, NY

- **Courses:** *Urban Gaming*
- **Description:** Giving young people a more active and physical alternative to pre-designed multiplayer games, Urban Gaming transforms everyday surroundings into an interactive experience. While participating in interactive play, budding game designers will learn game theory, mechanics, and strategic design.

2013-pres: **Teaching Artist** for STEAM Initiatives with **Doing Art Together Inc, Mechanical Engineering Dpt of CUNY City College of New York, and NYC Dpt of Education**. New York, NY

- Integrated arts instruction and curriculum development in collaboration with NYC Department of Education Mathematics teachers

2011-pres: **Teaching Artist with Wingspan Arts**, New York, NY

- **Courses:** *Art of Science* and *Making Games*
- **Description:** *Art of Science* course integrates science content with arts curricula. Within this creative lab space students will do more than work with creative materials, they will create their own by exploring properties of electricity, light, energy, mass and temperature. The outcome of this course is to teach problem-solving skills and procedure through explorations and documentation (in lab manuals) of creative and expressive materials. Students will engage in free-play with newly introduced materials and content before recording their findings in their 'lab manuals'. 'Lab manuals' will serve as comprehension assessments, creative portfolios and student reference guides for replicating projects after the culmination of the workshop.
- **Description:** Games are powerful tools of learning and engagement because they possess a multi-faceted anatomy of interactions, imagination, and differentiated play. In *Making Games*, students will learn how to design structured play through a variety of thinking strategies and hands-on exercises, or mini-games. Throughout the course, students will engage in play and discussions of existing games, as well as re-mixing rules, imagery and contexts to make their own creations. Differentiated and expressive communication will be emphasized as students modify and create game-related player pieces, cards, boards and actions. Dynamic character drawings, imaginative story telling, and action-based rule making are types of activities students will experience as they learn the mechanics of choices and outcomes, order of operations, and collaborative play.

2011: **Teaching Artist with Socrates Sculpture Park**, Long Island City, NY

- Integrated curriculum of sculpture and social studies for Elementary – High School aged youth.
- **Courses:** *Site Winding* and *Solar Chefs*
- **Description** *Site Winding:* *Site Winding* is a tent building workshop held at Socrates Sculpture Park. Kids, teens, and parents transform the grounds of the Park into an urban tribal landscape by appropriating Native American dwelling designs and repurposing symbolic visuals.
- **Description** *Solar Chefs:* Young chefs build a solar cooking station and then, mixing simple ingredients together, use the solar power to cook.

2011-pres: **Special Education Teaching Artist with PACE Seidenberg School of Computer Science**, New York, NY

- Game Design via the introduction to computer programming for Special Needs students 7-10th grades.
- **Courses:** *Design with Games*
- **Description:** *Design With Games* is a course that introduces adolescents to interactive media via the visual programming language 'Game Salad'. Throughout this course, youth will cultivate systems and computational thinking skills as they engage in an intensive, student-centered gaming experience. Working with found images and sound, participants will design a narrative and framework for their own games. By the end of *Design With Games*, youth will be able to understand the facets of game design, know how to create their own with the software program, and engage in disseminating their discoveries with the class and within the online arcade community of Game Salad.

2011: **Jewish Community Center in Manhattan**, New York, NY

- Integrated curriculum of fabric arts, with science for Special Needs students 7-8th grades.
- **Courses:** *Electro-Puppet*
- **Description:** *Electro-Puppet* is an electronic crafts lesson plan in which students embed soft circuitry (flexible wire, conductive fabric, sewable LEDs, and battery holders) into a plush puppet or doll. The *Electro-Puppet* lesson plan can be scaled in regards to class duration and complexity of content.

2010-2011: **Community Works New York City**, New York, NY

- Integrated curriculum of fabric arts and science for 4th-5th grades.
- **Courses:** *Electro-Puppet*
- **Description:** *Electro-Puppet* is an electronic crafts lesson plan in which students embed soft circuitry (flexible wire, conductive fabric, sewable LEDs, and battery holders) into a plush puppet or doll. The *Electro-Puppet* lesson plan can be scaled in regards to class duration and complexity of content.

2009-2010: **Eyebeam Art and Technology Center**, New York, NY

- Instruction and workshop development for high school to adult participants.
- **Courses:** *Cardboard DJ, Girls Eye View*
- **Description:** In this workshop, participants will get a chance to re-imagine the computer's interface, and its limited expression, by creating an interactive DJ Station. Utilizing a hacked USB keyboard and the Processing programming, students will create their own custom switches for a DJ Station. Sounds for each station will be chosen from Creative Commons Audio and other Open Source databases.
- **Description:** High school girls will create an interactive digital art installation that will be featured at Figment Festival, a 3-day public art festival taking place on NYC's Governor's Island (June 10-12). Over the course of a 2-day workshop at Eyebeam, students will learn how to embed basic electronics into everyday objects to transform them into musical instruments.

2008-2009: **Big City Walls**, New York, NY

- Visual arts instruction in collaboration with New York City graffiti and street artists
- **Courses:** *Urban Art Techniques*
- **Description:** Lead by local Graffiti artists, and members of Big City Walls, *Urban Art Techniques*, emphasizes sketching, composition, and proper aerosol techniques, such as proper cap use, cutting, and slicing, in preparation for collaborative, youth produced murals.

2003-2006: **Custer Road United Methodist Church**, Plano, TX

- Early Childhood Development and Child Care
- Instruction and arts activities for children 2-4 years of age.

ADMINISTRATIVE EDUCATION EXPERIENCE

2013-pres. **CultureHub, The Art + Technology Center of La MaMa**, New York, NY

CoLab Education Coordinator

- Curriculum developing and programming of CoLab 2013, a digital literacy initiative for young artists
- Coordination and administration of teaching artists and participants
- **Description:** CoLab is a series of intensive workshops focusing on a variety of art forms and creative technologies. Each of the four modules will provide a unique and fun opportunity for young artists to connect, ideate, prototype, and pilot their own projects. Under the mentorship of a diverse team of professional artists and digital media technologists, participants will learn to create and innovate in a dynamic, hands-on environment, engaging in the creative process from inception to execution.
- **Workshop Modules:** 1) Poetry, Beatmaking and Found Sounds, 2) Motion and Animation, 3) Urban Gaming, and 4) kinects_hacks

2007-2012: **Eyebeam Art + Technology Center**, New York, NY

Staff

- Development and grant writing for youth programming based on New Media Literacies.
- Coordination of informational tours for artist in resident candidates, Universities, and Patrons.
- Management of Technology Education text selection for Bookstore department.

2011: **Community Works NYC**, New York, NY

Project Coordinator

- Administration of Teaching Artists, workshop schedules, and logistics for after-school programming.
- Liaison with Certified Teachers, and School Administrators for 11 public school sites.
- Development of exhibition study guides, and an editor of anthology of student artwork.
- Management of resources provided by the New York Endowment for the Arts, the New York Council for the Humanities, the New York State Council on the Arts, and various Corporate Sponsors.

2008-2009: **Big City Walls**, New York, NY

Co-Founder

- Co-founder of high school program for inner-city youth focusing on empowerment through continuing

education and artistic achievement.

- Creation of employment opportunities for local New York City Street Artists to work as Teaching Artists in visual arts workshops and muralists.

2007: **LABoral Art and Industrial Art Center**, Gijon, Spain

Assistant Curator, with Carl Goodman, Deputy Director, Museum of the Moving Image

- Coordinate budget, travel, and press for 40 international, game based, New Media artists.
- Compile and edit media for exhibition print catalog.
- **Exhibition Description:** *Gameworld* “Explores video games as an art form and presents contemporary art related to video games. Via these dual lines of investigation, the exhibition explores video and computer games as entertainment, art form, agent of innovation and cultural force.”

2006-2007: **Parsons School of Art, Media, and Technology**, New York, NY

Graduate Research Associate

- Lead on distance learning initiative for incoming MFA, Design and Technology Candidates.
- Coordination of tutoring and instruction for introductory interactive electronics

RELATED SKILLS & TECHNOLOGY

Arduino, Processing, Basic JAVA, HTML & Content management Systems, Xbox Kinect interfaces, Game Design, Basic Electronic Engineering (PIC, ATMEL, embedded designs), Adobe Creative Suite, Rapid Prototyping and Fabrication: (laser cutting, ABS Plastic Printer, Plaster Printer)

LECTURES & PUBLICATIONS

- 2013 **YAI Seeing Beyond Disability:** International Conference on Intellectual and Developmental Disabilities, New York, NY (w/ Dr. Jonathan Hill, Beth Rosenberg, and Mark Dzula)
- 2012 **Metagame**, a Card Game about Video Games with Local No. 12, Illustrations for
- 2012 **Alternative Perceptions:** Parsons Graduate School of Art, Media, and Technology, New York, NY
- 2012 **Gaming Analogies for Classroom Management:** Brooklyn College Graduate School of Education, Brooklyn, NY
- 2011 **Deaf Culture and Perception:** Brooklyn College Graduate School of Education, Brooklyn, NY
- 2009 **Switch Craft: Battery-Powered Crafts to Make and Sew:** (w/ Allison Lewis and Fang Yu)
- 2008 **Free Gesture:** (w/ 2008 MFA Parsons Design + Technology Thesis Concepts)

EXHIBITIONS & PUBLIC EVENTS

- 2013 **Judge Engineering Projects**, New York City Science and Engineering Fair, The City College of New York, New York, NY
- 2012 **Future Migration**, Proteus Gowanus, “The Structure” (w/ Donald Daedalus and Kevin Clement) Brooklyn, NY
- 2011 **Mercedes-Benz Fashion Week Spring 2012** with Norma Kamali, Embedded Technology Consultant for wearable garments.
- 2008 **MFA Design + Technology Thesis Exhibition**, Chelsea Art Museum “Free Gesture”. New York, NY
- 2007 **Gameworld:** Assistant Curator (w/ Carl Goodman and Emilia Wiles) LABoral Art and Industrial Art Center. Gijon, Spain
- 2007 **Parsons Does the Sims**, Chelsea Art Museum, “Mill of the Mind”. New York, NY
- 2007 **10 Years Running; Parsons Design + Technology Celebrates 10 Years**, Chelsea Art Museum, “Spy in the Lab”. New York, NY
- 2006 **Tsinghua Arts and Science International Exhibition**, Tsinghua University, “Spy in the Lab” and “Mobile Mumbai”. Beijing, China
- 2006 **Driver**, The Bathhouse Cultural Center, “Phase”. Dallas, TX
- 2006 **UNT Senior Exit Painting Exhibition**, Cora Stafford Gallery, “Hey”, “Wanna Dance”, and “Coppola Cola”. Denton, TX
- 2005 **Shed**, B.O.M.A., “Mom and Corey”. Denton, TX
- 2005 **Aberrant Conditions**, Mars Gallery, “Willem”. Denton, TX
- 2005 **Point Six**, Cora Stafford Gallery, “Mein Trabi”. Denton, TX
- 2005 **All Information Aside**, Cora Stafford Gallery, “Little Guy”. Denton, TX
- 2003 **Richland Community College Spring Show**, Lago Vista Gallery. Dallas, TX