

Jenene Castle

New Media Artist
Resume ♦ CV ♦ Writing Samples

V2V: Valley to Valley (July 2012; September 2012)

INNOPROM, the URAL Biennial, and Zero1 (San Jose, CA; Yekaterinburg, Russia)
<http://arsvirtua.com/v2v/index.html>

Producer – Exhibition design, assist with sculpture design and execution, machinima, video editing international scheduling, research, budget creation, project support from conception to completion.

Valley to Valley was a collaboration of artists, art historians, and social scientists exploring the similarities and differences between the sister cities San Jose, California and Yekaterinburg, Russia. The teams worked together within a virtual gaming space to interact and build the sculptures. The code was then taken from the gaming platform and run through a series of 3D modeling software so it would be compatible with CAD software. The sculptures were then realized in large-scale physical form with the use of CNC equipment.



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Death Receptionist (October 2011)

BFA Show SJSU (San Jose, CA)

Game Designer/Producer – created concept, content and exhibition design.

Death Receptionist was an experiential role-playing game. The motivation for this project was mostly personal. I had always wanted to create a work that reflected the wide range of emotions being experienced while working in a 24-hour emergency veterinary hospital. For me it made the most sense to create a role-playing game so players would be able to experience things firsthand. Every other alternative seemed to dramatically downplay the seriousness of the decisions that must be made. What is the cost of a life?



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DPS: Demand Player Sovereignty (September 2011)

ISEA 2011 (Istanbul, Turkey), Big Reality (Brooklyn, NY), SubZero (San Jose, CA)

<http://thirdfaction.org/dps>

Co-Producer – Exhibition design, assist with print material design and execution, machinima, video editing international scheduling, research, budget creation, project support from conception to completion.

The workshop was a tutorial on exploring virtual spaces as a medium for political resistance and social awareness. We hosted a real-time intervention into the World of Warcraft, which encouraged real-world social change through in-world political action, activism, and philanthropy. Participants in the session learned about online gaming interventions, the history of significant acts/performances/projects, extending virtual action into the geophysical/"real world", and practical experience about playing as an activist in MMORPG's. Furthermore, attendees learned about strategies for engagement from passive resistance to anarchical actions in game, positioning the player as a multi-dimensional agent of change.



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Blissfinity Pharmatopia (December 2010)

Anno Domini (San Jose, CA)
<http://www.blissfinity.com/>

Collaborative Artist: Exhibition design and implementation.

A collaborative performance, which called into question the out-of-control pharmaceutical drug explosion especially during the holiday season. Passersby could actively participate by having a consultation with the pharmacist who would prescribe drugs for ailments such as procrastination, sadness, and being too busy. They would then be given a placebo (candy) and read a long list of absurd side effects by our nurse.



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Trading Voices (September 2010)

Zero1 Biennial 2010, Subzero (San Jose, CA)

Co-Producer – Exhibition design, budget, accounting, design and build out, establish work flow, video editing, scheduling, project support from conception to completion.

Trading Voices was a video intensive dialogic project that actively collected, remixed and published oral stories relating to UN Millennium Development Goal 3 (Promote Gender Equality and Empower Women). People from as many different generations and cultures as possible contributed these stories. Each participant spoke on video and then read a few things said earlier by another person. In this way, the participants had the unique opportunity to identify with a person different from themselves and literally tell us another person's story.



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/hug (June-August 2009)

Laguna Art Museum, CA
<http://thirdfaction.org/hug>

Co-Director – Exhibition design, assist with print material design and execution, machinima, video editing international scheduling, research, budget creation, project support from conception to completion.

This exhibit was a mixed-reality installation that demonstrated the work of the /hug collective and was inspired in part by the Red Cross. The installation encouraged viewer interaction by their carrying out “Non-Governmental Organization of Azeroth” missions via hands-on participation in the gallery space.

