Karl Koehle, MFA

Assistant Professor - Game Design Art, UW-Stout

(Condensed Curriculum Vitae)

EDUCATION

University of Wisconsin – Stout, Menomonie, WI 2018-2023
  MFA in Design – Reflections on Affective Interactive Design - Dec 2023

Grand Valley State University, Allendale, MI, 2001
  Bachelor of Science in Communications - Film & Video Production - Animation, Minor Studio Art

EXPERIENCE

Assistant Professor, UW-Stout, Game Design & Development, Fall 2016 – present

- GDD450/451 – 3D Game Design & Development - Senior Capstone
  Student games produced include:
    - 2024: "Boogie Beyond," "Club Crash," "Land of Lights," "Hyper Pop," "Ripple & Frawg," "Sunshredder" Image link
    - 2023: "AI Gotta Go","Constellation Cleaners","Divining Rods","Skulls & Scrolls"
    - 2021: "Dawn of the Falkonir" - Student launch on Steam, "Inconvenience Store"
    - 2019: "*Farbenspiel*", "*Wisper*" - Submitted to Games for Change.
    - 2018: "*Small Hours*","*Umbrella Mondays*","*Umbrella Mondays*"

- GDD325 - Exploratory Game Design
- DES350 - Game Art & Engines
- DES374 - Organic Modeling
- DES225 – Pixel & Vector Art
- DES372 - 3D Modeling & Animation
- DES200 - Design Concepts & Problems
- DES220 - 2D Digital Image Making
- DES390 - Professional Practices in Design

Adjunct Faculty, McNally Smith College of Music, St. Paul, MN, 2015-2016
- MUS151/REC108 – Introduction to Multimedia Technology

Head Alpine Coach, The G Team*, Bloomington, MN, 2005-2013*
- Alpine Snowboard Racing coach and mentor for athletes ages 7-18,

Digital Artist, Litigation Insights*, Eagan, MN, 2001-2012*
Created 3D models and produced animated demonstrative exhibits used in litigation.

SCREENINGS/GALLERY/PUBLICATIONS

2024   Poster: Affective Interaction Design in Non-Conventional Input Devices - (Play Make Learn 6/18)
2024   Poster: Affective Interaction Design in Non-Conventional Input Devices - (Stout Research Day - 4/29)
2023   MFA Interactive Prototypes "Pressier" & "Art Roller" - Stout Game Expo - 12/04
2022   UW-Stout MFA Gallery Show - Zipper sculpture and 3D vehicle model 11/22
2022   Quoted in "Professors at Play Playbook"
2021   Art submission to "Pixel Art Tower" community project
2020   Recording of Archival Song "I want to be in Menomonie" - for Dunn County Historical Society
2018   *Plain Sight* **-** Group show - Design Seminar prompt for Belwin Conservancy - 11/18
2017   Animated Short Film - "Walking" for the AIMMIA, "Art-Inspired Music, Music-Inspired Art" project - collaboration with Caroline Agbonlahor
2017   Music Video - Of the Orchard, "The Last Train" - animated/rotoscoped effects.

GAMES

2022	Game - Global Game Jam - "Super Swing-On"- 1/22
2022	Game - "Pengolo" 12/21
2021	Game - Global Game Jam - "Skull Finder"
2019	Game - Global Game Jam - "OVERCRISPED" - for NES
2018	Game - Global Game Jam – "Entropee Space Druids" - VR Co-Op game
2016	Game - Global Game Jam – "Joe VS Volcano"
2015	Game - Mid-West Game Jam – "Coconut Journey"
2015	Game - Global Game Jam – "Burden"

PRESENTATIONS/WORKSHOPS

2024	Speaker - IGDA-Twin Cities "DIY HCI - Interactive Prototypes: MFA outcomes" 03/24
2022	Speaker - MDev "Creating Game Art & Collaborations before & during Covid." 11/22
2022	Panel Speaker -"Interdisciplinary project-driven learning in game design and development." CCSC (Consortium for Computing Sciences in Colleges) - 10/22
2021	Panel Speaker - GVSU Coffee Talk "Games Industry" - 03/21
2022	Michigan Tech Husky Game Dev - "Game Art" - 02/22
2021	PLAYfest Workshop - "Creating Pixel Art" - 8/20, 1/2021
2020	Panel Speaker - GVSU Alumni Spotlight "Working in Games." - 8/20
2019	Speaker - Ludopalooza "Arnstein's Ladder of Citizen Participation." - 11/19
2019	Speaker - WI State Science Olympiad - "Collections, Connections, & Collaborations" - 03/19
2019	Presenter - IGDA-TC - Student Design Project - Pixel Art Campus Map
2018	"Self-Guided Learning" - Presentation for UW-Stout *Ludapalooza* event
2018	Two Day-long workshops on Game Design" & "Animation" for visiting Japanese students
2018	IGDA-TC presentation of UW-Stout Senior Games - 04/18
2018	Digital Compositing Workshop for UW-Stout SIGGRAPH student organization - 3/18
2017	Screening - "Walking" Short film entry at the MET - Minnesota Electronic Theater - 12/17
2017	Post-mortem presentation of short film "Walking" to UW-Stout SIGGRAPH - 10/17

RESEARCH INTERESTS

Creating novel, humorous and joyful experiences that engage, surprise, and delight the viewer.
How interactive design can be used to promote engagement and discovery through play.
Emotional design, game mechanics and Human-Computer Interfaces.

RESEARCH IN PROGRESS

- Responsive Interactive Design - "Art that looks back" using Z-Brush, Unreal Game Engine and Kinect.
- Mechanical Interaction and return to analog interfaces - Wooden gears & flow in the making process.
- Ongoing training to extend proficiency and improve current course load including: 3D Modeling, Animation, Texturing, and Game Engine Asset integration.

TEACHING INTERESTS

3D modeling & animation, game art, graphics foundations and supporting students in advanced independent research topics. Pixel Art. Supporting students with unique, engaging and challenging design problems, and production skills.

TEACHING COLLABORATIONS

(2024)	Early Childhood Education - Kids as Clients creating creatures (10/19)
2020	DES225 - Cross-class collaboration for "World Fair" themed pixel art collage
2019	GDD325 - 2D Game Design - T-Rex Cookie Company
2018	GDD325 - 2D Game Design - Madison Children's Museum
2018	DES 225 - Cross-class collaboration - creating UW-Stout Campus Map in isometric pixel art

PROFESSIONAL DEVELOPMENT

Workshops Attended:

2024	Grading for Growth - Dr. Robert Talbert - UW-River Falls 8/22
2024	TILT framework - Transparency in Teaching UW-River Falls 8/22
2022	Inclusive Teaching - Hogan & Sathy - UW-River Falls, 9/22
2018	DISC – Communication styles workshop, 4/2018
2106	Glitch Game Immersion Program, 2016
2017	Nakatani Learning Center – 1st year faculty program, 2016-2017

Conferences:

2024	M+DEV – Game Development Conference, Madison, WI, 2017, 2018, 2020, 2022,2023,(2024)
2023	PML (Play, Make, Learn) Conference, Madison, WI, (2023)
2022	Nordic Games Conference - Malmö, Sweden - 5/2022
2020	ASIFA Central - Animation Retreat - Summer 2020
2019	HEVGA Games Research Summer School - Skövde, Sweden - 8/2019
2019	EYEO Festival, 6/2018, 6/2019
2018	Minnebar – Minnesota Tech Conference, Richfield, MN, 4/2018
2019	GDC – Game Developers Conference, San Francisco, CA, 3/2018, 3/2019, 3/2024
2017	GlitchCon - Minneapolis, MN, 2016,2017
2001	SIGGRAPH Student Volunteer - National Conferences; New Orleans 2000, Los Angeles 2001
2000	Ottawa International Animation Festival, Ottawa, Canada 2000
2000	ASIFA Animation retreat, Starved Rock, illinois 2000

PROFESSIONAL ORGANIZATIONS & SPECIAL INTEREST GROUPS

Member IGDA – International Game Developers Association

 IGDA-TC, International Game Developers Association - Twin Cities

 MNVR-HCI, Minnesota Virtual Reality - Human Computer Interface

Nice Moves - Twin Cities Motion Graphics

WGA - Wisconsin Games Alliance - Educational Summit - 2018