

Anne-Marie Schleiner

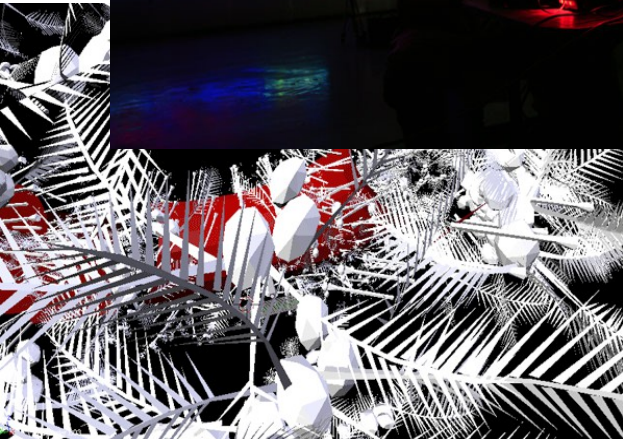
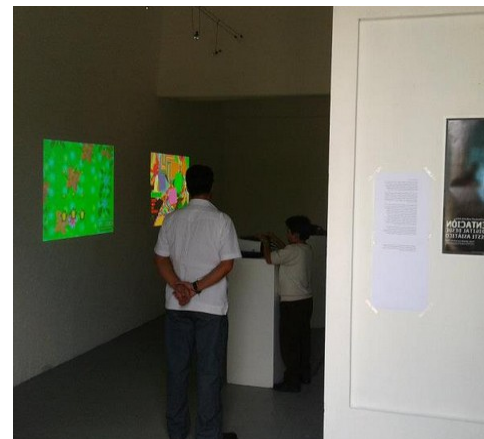
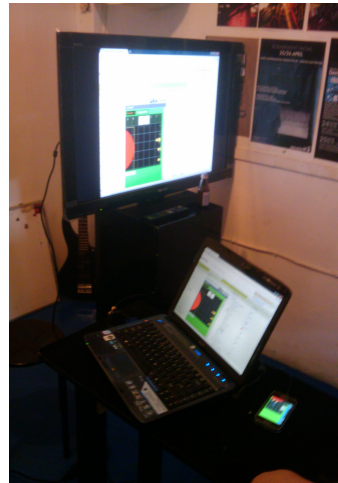
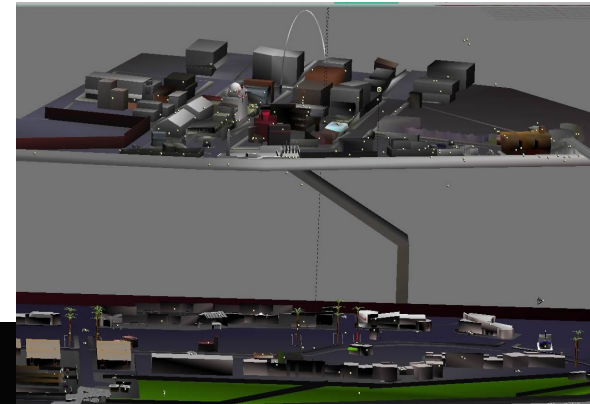
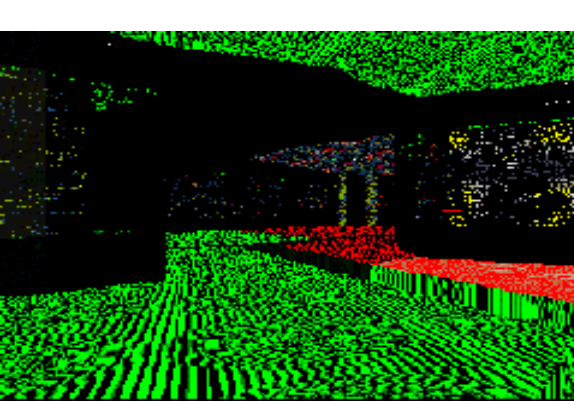
p o r t f o l i o

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Experimental Game Design

Music Software | Art Game Mods | Critical | Social and Serious Games | Mobile Phone Game

Epilepsy Virus Patch, Heaven @ 711, Corridos, Jardines Flotantes, Ants vs. Fruit, Colony Collapse Disorder



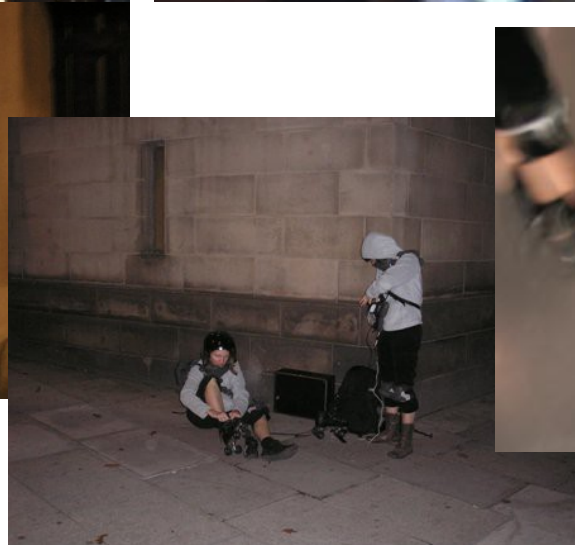
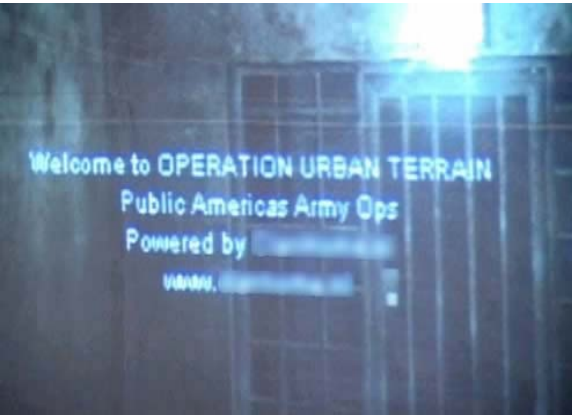
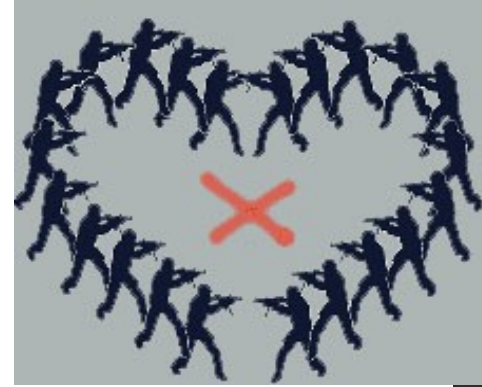
Performance Art

Wireless Urban Activism | Gamic Anti-Military Interventions

Velvet-Strike, Operation Urban Terrain (O.U.T.), Riot Gear



schlein { ~~dead body music~~.mp3 2.09 sec.
~~extopia~~.mp3 43 sec.
"Prisoners", Lyrics
"global hearse ride", Lyrics
~~"call for collaborators"~~
"heaven @ 711", game





Heaven @ 711 Abstract Music Visualization Software and Hip Hop Game 2004
Each level features rhymes in a different language by invited musicians that must be completed by one of two competing players. Visual effects and visual scratching are programmed into this Performative experimental music game. Created while on an art residency at Schloss Solitude in Stuttgart, Germany, the hip hop city of Germany.



Velvet – Strike, Virtual Online Performance Art, 2002 w/ Brody Condon, Joan Leandre and others
Virtual anti-war interventions in the once popular 3-D online fighting game Counter-Strike. Anti-war graffiti downloadable from website for spraying inside public gamespace. We also share “Recipes” for live protest actions. The project inspired death threats and hate mail that is displayed in Velvet-Strike's online “Flamer gallery.”



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Operation Urban Terrain, Urban Mobile Live Performance/Video, 2004 (w/ Elke Marhoefer and others)

Together with a team of 5 online gamers located around the globe, a female game duo performed interventions in a U.S. Army recruitment game during the Republican National Convention in New York City.

Select locations in the game matched 3 physical projection sites in the city. The team performed virtual protests and danced with enemy characters. Unplanned for public interactions with police in Midtown and children in Harlem are among those scenes recorded on the video documentation available at the Video Databank Video Art Archive. Produced by Creative Time with support from the Lynn Blumenthal Award.



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Riot Gear, Urban Mobile Live Performance, 2006-2007 (w/ Talice Lee)
News stories of European police abuse of immigrants are retold as machinima in games, and a female rollerskating duo projects this piece on the surfaces of cities in Spain and the U.K. Riot proof fashion designed by Talice Lee.



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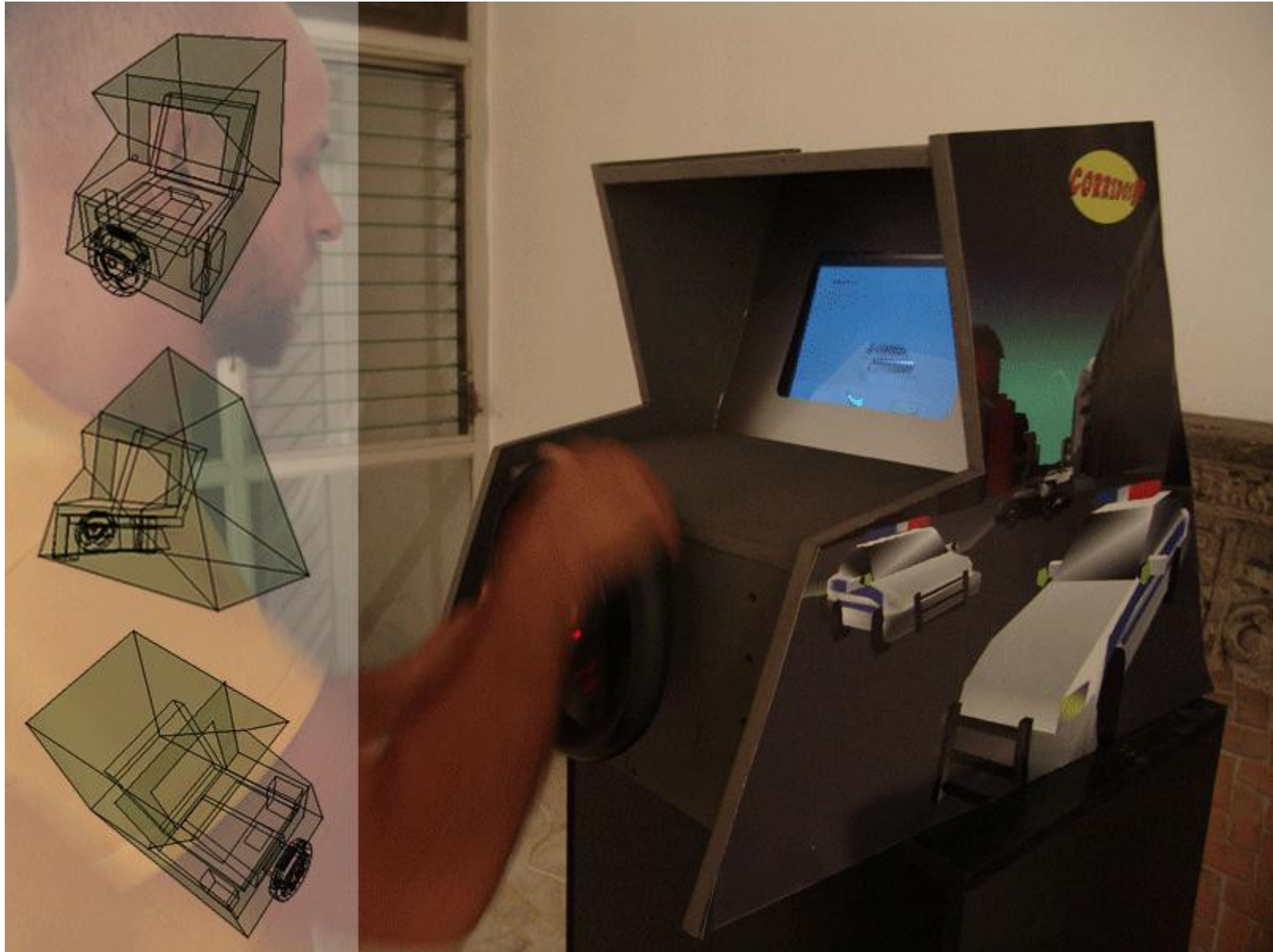


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PS2 Diaries, Machinima Video, 2004

An autobiographical trip down memory lane in 7 classic Playstation 2 titles. Commissioned for an exhibit of videos curated by Rene Hayashi shown in an amusement park rocket ride in Mexico City .

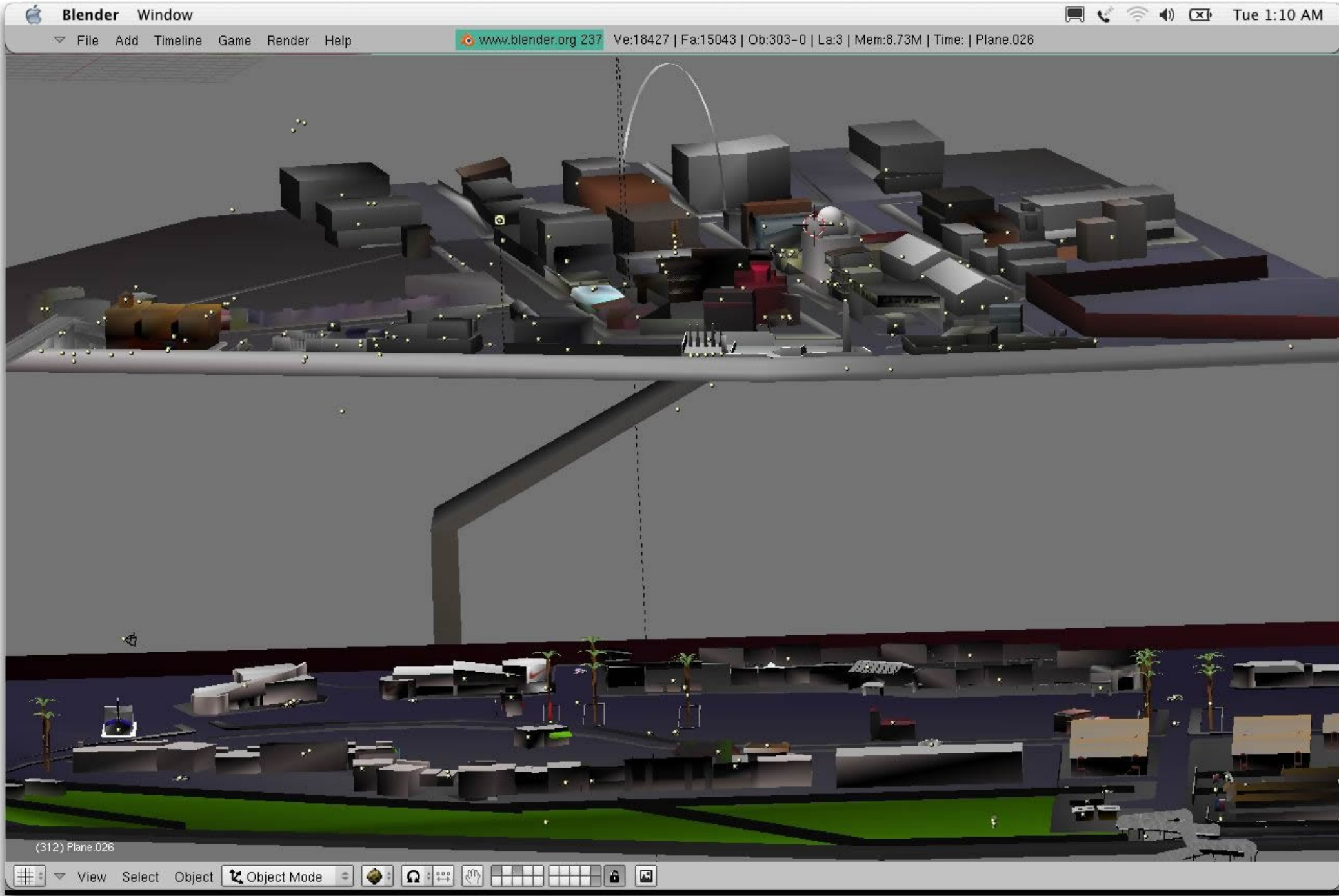


Corridos 3-D Computer Game 2005 (w/ Luis Hernandez)
A reflection on the U.S./Mexico Border. Mexican Corridos songs provide the clues in this driving game.

CORRIDOS 1.0



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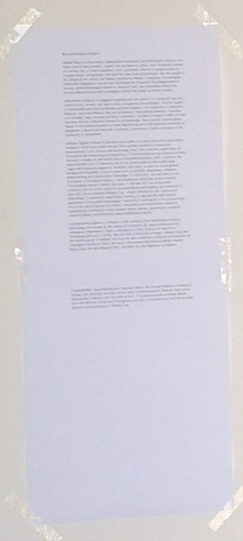
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Ants Vs. Fruits
Mobile App, 2012
Tower Defense Game Design
Prototyper with Appinventor



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Mobile App, 2012
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Colony Collapse Disorder Computer Game, 2012

Shepherd your colony of bees safely to their hive, avoiding GM flowers and pesticides. A game for all ages about a serious environmental problem.



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