Performance and Installation (Lead Artist)

2022   *Your Mind, Girls, is the First Battleground of Freedom* A mixed-reality performance adaptation of the novel <u>Liliane</u>, by Ntozake Shange.   In development

2018   *(Not So) Silent Movie* An interactive movie installation, produced by the Visual Narrative Lab at NC State University https://www.hopehutman.com/not-so-silent-movie

2016.   *Twitch Odyssey* An adaptation of *The Odyssey* that invites the audience to submit clips of content to the live stream, in real time. Homer improvises the narrative based on what streams before him, allowing the audience to collaborate, not just receive information. Presented on Twitch TV https://www.hopehutman.com/twitch-odyssey

2015   *Multivalent* Made with MaxMSP and Jitter, this performance installation explores the idea that once we've decided where we stand on an issue, we internalize that information in a way that makes us shut down to the views we disagree with. Digital Arts Research Center, University of California Santa Cruz. https://www.hopehutman.com/multivalent

2014   *Jackson Always* Made using the Processing p5.js editor, this piece springs from an interest in identity and agency. Digital Arts Research Center, University of California, Santa Cruz https://www.hopehutman.com/jacksonalways

Performance and Installation (Collaborating Artist)

2021   *Eastside Prison*, A VR experience and companion piece to the stage play <u>*Eastside Story,*</u> a musical adaptation of Shakespeare's Romeo and Juliet set in East Los Angeles written by Stephen Richter. In development for AmericaShakes, for Summer 2023, Co-Author, and Interaction and Media Design

2014   *Redhand Legacy*, an immersive social narrative experience introducing the story of Dawson Lu. Story by Evan Yionoulis and Hope Hutman based on the story of *The Redhand Guitar* by Evan Yionoulis and Mike Yionoulis. Presented at the Williamstown Theater Festival. https://www.hopehutman.com/redhand-legacy

2014   *CONTACT Project*, Bridging the divide between civilians and veterans through physical theater, movement, vocal work, writing, and dialogue. Conceived and Directed by Krista DeNio.   Intermedia Design

2013   *Krispy Kritters*, Cutting Ball Theater. Intermedia Design

2013   *O Best Beloved*, Adapted from Rudyard Kipling's *Just So Stories* by Rebecca Longworth and Joan Howard. Directed by Rebecca Longworth. Intermedia Design

2012   *Within The Wheel*, an original, immersive performance inspired by the *Tibetan Book of the Dead*. *Ragged Wing Ensemble*, Directed by Anna Shneiderman. Intermedia Design

2011   *Secret Agent* simulated video chat. Telefon Projekt and Jetset Studios

2010   *Outsourced* simulated call center experience, made with Jetset Studios for NBC Universal TV

2009   *UNN Exclusive* was made with Fourth Wall Studios for NBC Television

2009   *6 Minutes To Midnight* was made with Fourth Wall Studios for Warner Bros. movie *Watchmen*

2008   *Eagle Eye Freefall*, ARG created for the *Eagle Eye* Official Movie Website . Development partner Fourth Wall Studios for Paramount Pictures.

IOS App

2019   *InstaStream* a visual storytelling application for citizen journalists and activists, allowing anyone to include still pictures in a live stream broadcast.

Exhibitions

2018   (Not So) Silent Movie Installation, iPearl Immersion Theater, Raleigh, NC

2016   *Out of Frame*, Curated by Belinda Haikes and Gaby Heit, Philadelphia, PA

2014   *Field of Inquiry: Body Politic Edition Installations*, YBCA, San Francisco, CA

2013   *Array,* Berkeley Art Center, Berkeley, CA

2012   Solo Show: Garage Gallery, Berkeley, CA

2012   Group Show, Jerry Adams Gallery, Berkeley, CA

2010   *Green,* Berkeley Art Center, Berkeley, CA

Presentations and Talks

2018   *HASTAC 2018, The Possible Worlds of Digital Humanities*, presenter

2016   *BlindSpot*, Santa Cruz Museum of Art and History, speaker

2013   *Silicon Valley Code Camp*, speaker

2012   *Transmedia SF*, panelist, "Meet The Makers"

2011   *Digital Hollywood*, panelist "Transmedia Storytelling: Inventing the language of Cross-Platform, Non-Linear Narration"

2010   *Content Summit*, NY, panelist, "Transmedia Storytelling: Crossing the Line Toward Infinity And Beyond, The Fabric of Dreams: Games Graphic Novels, Animation, Social Marketing, Web, Social TV, Movies, Apps"

Education

MFA, Digital Art and New Media
University of California, Santa Cruz

BA, English Literature
Grinnell College

Wyncode Academy
Coding Bootcamp, Full Stack Web Development