

Hope Hutman

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Performance and Installation (Lead Artist)

- 2017 *(Not So) Silent Movie* An interactive movie installation, Visual Narrative Lab, NC State University, permanent collect of the iPearl Immersion Theater.
2016. *Twitch Odyssey* An adaptation of *The Odyssey* that invites the audience to submit clips of content to the live stream, in real time. An actor playing Homer improvises the narrative based on what streams before him, allowing the audience to collaborate, not just receive information. Presented on Twitch TV
- 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
- 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

Performance and Installation (Collaborating Artist)

- 2014 *Redhand Legacy*, an immersive social narrative experience. 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.
- 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.
- 2012 *Within The Wheel*, an original, immersive performance inspired by the *Tibetan Book of the Dead*. *Ragged Wing Ensemble*, Directed by Anna Shneiderman.
- 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

2018 *InstaStream* a visual storytelling application for citizen journalists and activists,
allowing anyone to include still pictures in a live stream broadcast.

Exhibitions

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 2017, 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