

# 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 – 1<sup>st</sup> 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