DANIIL LEIDERMAN

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EDUCATION:

2016 - Ph.D. Dissertation: "Moscow Conceptualism and 'Shimmering': Authority, Anarchism, and Space." Princeton University, Department of Art and Archaeology. Adviser: Professor Hal Foster. Committee: Professors Serguei Oushakine (Princeton), Devin Fore (Princeton), and Jane Sharp (Rutgers).

2011- M.A. in History of Art, Princeton University, Department of Art and Archaeology.

2008 - B.A. (magna cum laude) History of Art and Comparative Literature. New York University.

EMPLOYMENT:

Fall 2023-present: Instructional Associate Professor, Texas A&M University, School of Performance, Visualization, and Fine Arts.

August 2016 – Spring 2023: Instructional Assistant Professor, Texas A&M University, School of Performance, Visualization, and Fine Arts.

September 2016 – 2018: Consultant, Triseum: Learning Game Development Studio, part-time. May 2016 – June 2017: Editor, *Art Margins Online* (http://www.artmargins.com/), part-time.

AWARDS AND RECOGNITIONS:

2024: Received inaugural New Foundation for Art History contingent faculty fellowship.

2023: Shared grant with Prof. Yasha Klots and the Tamizdat Project from Hunter University for designing the role-playing game *Samizdat: Manuscripts Don't Burn* and running a series of game design workshops for the Tamizdat Project.

2021- Nominated for the Kandinsky Prize (the major prize for art and art criticism in Russia) with the article "Moscow Conceptualism and Shimmering: Not Conforming with Nonconformism."

2019 – Recipient of the NEH group grant to develop, write and construct an online sourcebook covering media phenomena, digital and material culture of the post-Soviet 1990s ($250,000).

2014 – Princeton Institute for International and Regional Studies Graduate Fellowship. Princeton University, Dept. of Art and Archaeology.

2012 – Princeton Institute for International and Regional Studies grant for summer research.

2012 – Spears Grant for summer research. Princeton University, Dept. of Art and Archaeology. Princeton University, Dept. of Art and Archaeology.

2008 – New York University, Honors (Magna Cum Laude) in Comparative Literature.

2008- New York University, Founders Day Award for academic achievements.

2006 – New York University, Department of French, Winner of the Modern French Criticism Paper Award.

Fall 2005 and Spring 2006 – Dean's List at New York University.

PUBLICATIONS:

Peer-Reviewed articles:

"The Landscape of Durance: Utopianism and Eastern Europe in Video Games," *Russian Literature.* 129 (April–May 2022): 47-71.

"Games of the Revolution: Political Games of the Early 20th Century," *Neprikosnovennyj Zapas,* 139 (5:2021):189-215.

"Political Games of Chance: Monstrations and Their Ludic Tactics," *Satire and Protest in Putin's Russia.* Ed. by Alexey Semenenko. New York: Palgrave, 2021: 145-69.

"Poor, Poor Il'ich: Visualizing Lenin's Death for Children" (in co-authorship with Marina Sokolovskaia), *The Pedagogy of Images: Depicting Communism for Children*, ed. by Serguei Oushakine and Marina Balina. Toronto: Toronto University Press, 2021: 419-44.

"Freedom Flies: The Fly Motif in Ilya Kabakov's Art," *Eto ne Moskovskii kontseptualizm* [This is not Moscow Conceptualism], Beograd: Beograd University Press, 2021: 201-222.

 "The Magic Circle of Games and Their Utopian Epistemology," *Uralskii Filologicheskii Vestnik* 2019: 3: 168-87; doi:
https://cyberleninka.ru/article/n/the-magic-circle-of-games-and-their-utopian-epistemology

"Moscow Conceptualism and Shimmering: Not Conforming with Nonconformism," *Russian Culture of (Non)Conformity: From the Late Soviet Time to the Present*, a special issue of *Russian Literature* (Amsterdam), Vols. 96–98 (February–May 2018): 51-76.

"Dissensus and 'Shimmering': Tergiversation as Politics," *Russia: Art, Resistance and the Neoconservative Zeitgeist,* ed. by Lena Jonson and Andrei Erofeev. London and New York: Routledge, 2017: 165-182.

"Zombies, Russians, Plague: Eastern Europe as a Sandbox for Utopia," *Digital Icon: Studies in Russian, Eurasian and Central European New Media,* 15 (2016): 21-36.

 "Naval Cadets, Charge!" *Directory of World Cinema: Russia 2*. Ed. Birgit Beumers. Bristol, UK: Intellect, 2014: 91-92.

"Enter Trickster," *Neprikosnovennyi zapas* (Moscow), vol. 62 (6:2008): 139-148.

"Agent, Avenger, or Trickster? The 'Second-World Man' as the Other and the Self," *Russia and Its Other(s) on Film: Screening Intercultural Dialogue,* ed. by Stephen Hutchings, London: Palgrave, 2008: 199-219 (in co-authorship).

"Within the Accursed Share: George Bataille's Theory of Expenditure and the Soviet State," *Inquiry: A Journal of Undergraduate Research,* vol. XI (2007): 20.

Invited Publication:

"Spiralevidnyi put' sufrazhistki" [The spiral path of the suffragette], *Gorky Media,* December 7, 2021; https://gorky.media/fragments/spiralevidnyj-put-sufrazhistki/

"Tip of the Iceberg," *Points of View: Selections from Seven Colorado Collections.* Boulder: CU Art Museum, 2012: vi-xi (in co-authorship).

Reviews:

Review of "Atomic Heart". Mundfish, Developer. Focus Entertainment and 4Divinity, 2023. Video Game. Https://Atomic.mundfish.com/En.html." Slavic Review, vol. 82, no. 2, 2023, pp. 500–501., doi:10.1017/slr.2023.185.

Review of "Cyberpunk 2077. CD Projekt Red. Video Game. Warsaw. 2020. Www.cyberpunk.net/Us/En/." Slavic Review, vol. 80, no. 4, 2021, pp. 901–902., doi:10.1017/slr.2022.21.

Review of Andrei Monastyrski's *Elementary Particles.* Ed. and trans. Yelena Kalinsky and Brian Droitcour. New York: Ugly Duckling Presse; Chicago: Soberscove Press, 2019. *Slavic Review,* 80: 3 (Fall 2021): 711 – 712. DOI: https://doi.org/10.1017/slr.2021.210

Review of Ilya Kabakov's *On Art.* Edited with an introduction by Matthew Jesse Jackson. Translated by Antonina W. Bouis and Cynthia Martin, with Matthew Jesse Jackson. Chicago: University of Chicago Press, 2018. *The Russian Review,* 78:4 (2019): 668-669.

<u>Forthcoming and under consideration:</u>

Monograph:

The Magic Circle: Ludic Epistemologies of Utopia. Under an advanced contract with Amherst College Press (peer-reviewed, online and print).

Shimmering and Moscow Conceptualism: Authority, Anarchism and Space. Under contract with the Lexington Series at the Rowman & Littlefield Press (peer-reviewed).

INVITED PRESENTATIONS:

"Contemporary Russian Protest Art", invited presentation at Prof. Francesca Marini's Performance art seminar at the School of Performance, Visualization and Fine Arts, Texas A&M, March 2023, Fall 2023.

"Moscow Conceptualism and Shimmering," invited presentation at Prof. Hanukai's graduate seminar at the Department of German, Nordic, and Slavic, University of Wisconsin-Madison (via Zoom), October 2021.

"Russian Activist Art," invited presentation at Prof. Chris Reitz's advanced undergraduate seminar at the Hite Art Institute at the University of Louisville, Kentucky in Spring 2020

"Enduring Utopia: Eastern Europe in Video Games." Inaugural lecture at the series "Emerging Voices in Russian and East European Studies," Yale University, Fall 2020.

"Dmitri Prigov's 'Shimmering': Within the Image and Without It," Keynote address at the Courtauld Institute of Art, London, for the Calvert 22 exhibition "Dmitri Prigov: Theatre of Revolutionary Action" (October 12 – December 17, 2017). November 20, 2017.

"Game-Based Learning in the Classroom," Texas A&M University System Technology Summit, 2017.

"Exhibiting *Dwarf Fortress* or the MoMA's Failure," brown bag presentation at the Melbern G. Glasscock Center for Humanities Research, Texas A&M University, 2016.

"Prigov's Term 'Shimmering' in the Context of Moscow Conceptualism," *The Fifth Prigov Readings*, Pushkin State Museum of Fine Arts, Moscow (Russia), November 7-9, 2015.

Presented a working introduction to the dissertation at the Interdisciplinary Discussion Circle, Dept. of Slavic Languages and Literatures, Princeton University. November 2012.

 "Moscow Conceptualism: From Beyond to Between," presentation for Russian Culture seminar at Dickinson College, April 2012.

CONFERENCE PAPERS:

"Shimmering Sacred: Dmitri Prigov's Visual Alchemies," *Blind-Spots of the Counter-Canon: Soviet Underground Revisited*, Columbia University, February 13-15, 2023.

Discussant at the panel "Prigov's Novels: Memory, Nation, Biopolitics", annual convention of the American Association of Slavic, East European, and Eurasian Studies. Chicago, November 10-13, 2022.

"Katrin Nenasheva, the contemporary performance artist/activist" Conference *From the Underground to Actionism: The Contemporary Russian Context*, Belgrade University, September 28th-October 2nd.

"The Productive Misreading of Pop Art by Moscow Conceptualism," paper at the annual convention of American Association of Slavic, East European, and Eurasian Studies. New Orleans, November 2021.

"Gamification and Anarchism in *Cyberpunk 2077*," Kozmični Anarhizem (Cosmic Anarchism). Ljubljana, April 9, 2021 (via Zoom).

"Cyberpunk-Game-Poetry: Rostislav Amelin's *SimStab*," Conference *Political Performativity of Contemporary Russian-Language Poetry*, Giessen, Germany, Feb, 14-16th, 2020.

"Cyberpunk-Game-Poetry: Rostislav Amelin's SimStab," American Association of Teachers of Slavic and East European Languages. Feb 7th-9th, 2020.

"Ilya Kabakov's Freedom Flies," American Association of Teachers of Slavic and East European Languages. Feb 7-9, 2020.

"Playing Capitalism: The Ludic Epistemologies of Early 1990s Economic Boardgames," 51st Convention of the Association for Slavic, East European and Eurasian Studies, San Francisco, CA, November 23-26, 2019.

Discussant at the panel "After Russian Literature? New Trajectories of Vladimir Sorokin's Art in the 2010s," 51st Convention of the Association for Slavic, East European and Eurasian Studies, San Francisco, CA, November 23-26, 2019.

"Ilya Kabakov's Freedom Flies," Conference *Moscow Conceptualism,* University of Belgrade, Serbia. September, 2019.

"Dmitri Prigov's 'Shimmering': Within the Image and Without It," American Association of Teachers of Slavic and East European Languages. February 2019.

"Utopian Dystopia: Anarchism and Contemporary Russian Cyberpunk," 50th Convention of the Association for Slavic, East European and Eurasian Studies, Boston, MA, November 2018.

"Crossing Borders, Transgressing Bodies: 'Papers, Please' and Procedural Collusion," Panel: "Procedural Transgression: The Emancipatory Potential, or Failure of Ludic Media", 49th

Convention of the Association for Slavic, East European and Eurasian Studies, Chicago, IL, Nov. 9–12, 2017.

Participation in the roundtable "Against the State: Anarchism and Russian Cultural Life, 1917-2017." Convention of the Association for Slavic, East European and Eurasian Studies, Chicago, IL, Nov. 9–12, 2017.

"Exhibiting Dwarf Fortress or MoMA's Failure," Panel "Playing Art History/Gaming the Museum." CAA Annual Conference, CAA Annual Conference, New York, NY, February 15–18, 2017.

"Shimmering Identity: The Counter-Ideology of Moscow Conceptualism," Panel "Radical Politics, Radical Selves: Conceptualizing Russian Art and Identity in the Cold War," 48th Convention of the Association for Slavic, East European and Eurasian Studies, Washington, D.C., November 17–20, 2016.

Participation in the roundtable "New Conversations about Moscow Conceptualism," 48th Convention of the Association for Slavic, East European and Eurasian Studies, Washington, D.C., November 17–20, 2016.

"Seeing Lenin's Double: The Visuality of Soviet Childhood" (in co-authorship with Marina Sokolovskaia), *The Pedagogy of Images: Depicting Communism for Children*, Princeton University, September 30–October 1, 2016.

"Zombies, Mutants, Plague—Utopia!" *Red on Red: A Symposium on Post-Socialist Art and Critical Theory*, Yale University, April 8–9, 2016.

"Apolitical Anarchism: Collective Actions and Misunderstanding Intensely," 47th Annual Convention of the Association for Slavic, East European, and Eurasian Studies, Philadelphia, November 19–22, 2015.

"Trash, Zombies, Violence and the Post-Soviet Landscape," *Dumpster Diving and Sustainability: Managing the Limited Resources of Cultur*e, Princeton University, October 17–18, 2014.

"What Happened to the 'Romantic' in 'Moscow Romantic Conceptualism'?" *Romantic Subversion of Soviet Enlightenment: Questioning Socialism's Reason*, Annual Interdisciplinary Conference, Princeton University, May 9–10, 2014.

"Freedom Flies," Columbia-Princeton Slavic Studies Graduate Student Conference. April 5, 2014.

Discussant at the workshop *After Censorship, before Freedom: Mapping Contemporary Russian Literature*, Princeton University, March 28–29, 2014.

 "'Shimmering' and the Dematerialization of the Avant-Garde in Moscow Conceptualism," *Illusions Killed by Life: Afterlives of (Soviet) Constructivism*, Annual Interdisciplinary Conference, Princeton University, May 11–13, 2013.

"From Beyond to Between: Shimmering in Early Moscow Conceptualism," 44th Annual Convention of the Association for Slavic, East European, and Eurasian Studies, New Orleans, November 15–18, 2012.

"The Meaning of Détournement in Asger Jorn," Graduate Conference in the History of Art, University of Vancouver, October 2009.

TEACHING EXPERIENCE:

Texas A&M University, Department of Visualization (until 2022) and School of Performance, Visualization and Fine Art (to present)

Spring 2024: VIST 401: World-Building in Games: Developed a new course

Spring 2021: ARTS 339: Themes in Contemporary Art. Created a new syllabus and course plan, taught for the first time.

Spring 2021: VIST 439: Capstone Development. Developed and implemented a new course.

Fall 2020-23: VIST 339 Research Techniques in Visualization. Developed and implemented a new course.

Fall 2018-23: VIST 486: Introduction to Game Design. Developed and implemented a new syllabus.

Fall 2020: ARTS 485 Directed Studies: Colonialism and Territorialization in Survival and Building Games. Developed and implemented a new course.

Spring 2020: ARTS 485 Directed Studies: Human-Computer Interfacing in literary and ludic media. Developed and implemented new course.

Fall 2019: ARTS 485 Directed Studies: The Representation of Race in Video Games. Developed and implemented new course

Fall 2018: ARTS 485 Directed Studies: Women's Representation in Video Games. Developed and implemented a new course.

Spring 2018-Fall 2019: ARTS 345: Game History. Developed and implemented a new course.

Fall 2016-Spring 2019: ARTS 150: Art History Survey II: Renaissance to Contemporary. Developed and implemented a new syllabus.

Fall 2016-Spring 2019: ARTS 349: History of Modern Art. Developed and implemented a new syllabus.

Princeton University

Spring 2014: Preceptor for Art 101 "Introduction to the History of Art: Renaissance to Contemporary,

Fall 2013: Preceptor for Art 100 Introduction to the History of Art: Ancient to Medieval.

Spring 2013: Preceptor for Art 101 Introduction to the History of Art: Renaissance to Contemporary.

Spring 2010: Preceptor for ART 213 Modernist Art: 1900 to 1950.

Independent Studies

Fall 2022   The Aesthetics of Totalitarianism

Spring 2021   The Transbody in Contemporary Art

Fall 2020-Spring 2021   Territorialization and Colonialism in Survival Games.

Spring 2020   Human/Computer Interfacing in Literature, Art and Games.

Fall 2019   Race and Roleplaying Games.

Fall 2018   The Representation of Women in Video Games.

SERVICE AND COMMITTEES:

School of Performance, Visualization and Fine Arts at Texas A&M, Faculty search committee

School of Performance, Visualization and Fine Arts at Texas A&M, chair of the new minor development committee, 2022-present.

School of Performance, Visualization and Fine Arts at Texas A&M: Visualization Academic Affairs committee: 2022

School of Performance, Visualization and Fine Arts at Texas A&M: Graduate committee 2022-present

School of Performance, Visualization and Fine Arts at Texas A&M: Research cluster 2022-present

Department of Visualization at Texas A&M, Student Appeals committee, 2021-2022

Department of Visualization at Texas A&M, Social Media Committee, 2021-2022

Department of Visualization at Texas A&M, Games Committee 2017-present

Department of Visualization at Texas A&M, Art Historians Committee 2016-present.

Department of Visualization at Texas A&M, Undergraduate Committee 2018-2020.

Undergraduate Committee Subcommittee to develop the capstone courses 2019-2020

Department of Visualization at Texas A&M, Bylaws committee: 2019-present.

Department of Visualization at Texas A&M, Faculty search committees: 2018, 2019.

OTHER PROFESSIONAL ACTIVITIES:

2019-23 Peer-reviewed articles for *Slavic Review* and *Russian Literature.*

2023: Lead series of game design workshops for the Tamizdat project, designed promotional roleplaying game for the Tamizdat project with support from Hunter College.

2017-2020: Assisted the TAMU Department of Visualization LIVELab and Triseum in developing the art history video game "ARTé: Lumière" as a subject matter expert, fact-checker, editor and consultant.

2018: Led game design seminar for Boy Scouts during Merit Badge University 2018.

2016-2017: Assisted the TAMU Department of Visualization LIVELab and Triseum in developing the art history video game "ARTé: Mecenas" as a subject matter expert, editor and consultant.

Sept. 2011- January 2012: Assisted Rich Aste, the curator of European art at the Brooklyn Museum with the exhibition "Russian Modern"; researched, wrote, and helped edit and translate the bilingual placards for the exhibition.

Spring 2010: Assisted Princeton University Art Museum conservator Norman Muller in cleaning and restoring a wooden *Pietà* (~1480).

LANGUAGES:

English - Native-Speaker's Ability
Russian - Native Speaker
French - Basic Competency
Italian – Basic Competency