

ROBERT FARID KARIMI (they/he)

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EDUCATION

Master of Fine Arts, emphasis on social practice, game design & interactive performance

Roski School of Art & Design, University of Southern California

2018

- Dean's Award - full scholarship
- MFA Thesis Project Supervisor: Suzanne Lacy, PhD
- Social Engagement workshop with Rick Lowe, Tania Bruguera, Lucy Lippard, Judy Baca
- To Protect and Serve, Winner of USC Games' Intro to Game Design Award
- Created Artist in Residence at Physical Education Department at USC

Bachelor of Arts in English/American Studies, University of California, Los Angeles

1989

- Undergraduate Thesis: Re-Reading Hunger of Memory by Richard Rodriguez with a queer lens
- Urban planning, Chican(a)o Studies, Women of Color in the US, and Gay Fiction

Arts management training at James P. Shannon Leadership Institute, Wilder Foundation, Creative Capital, Cornerstone Theatre

Lego Serious Play Certification, Copenhagen, Denmark

2023

WORK EXPERIENCE

Assistant Professor, Performance Practices, Arizona State University 2020 – present

- Developed curriculum for social engaged art practice, performance practices, virtual world engagement, and a degree program – Performance & Movement – focused on hip hop, house, salsa, and other social dances in relation to social movements

Principal, Kaotic Good Studio, Multimedia Production/Consulting Company 2000 – Present

- Built international touring multimedia arts company, with staff upwards of 22+
- Led creative vision and branding. Partnered with fiscal sponsor to develop operational systems.
- facilitated audience engagement projects and produced interactive exhibits and videos.
- Created Diabetes of Democracy, supported by Creative Capital/SuperValu/EAT Foundation/Whole Foods/Warhol/Mosaic Foundation, served fed live over 80000 people, broadcasted mini-shows to 1.5 million media audience; a transdisciplinary project focused on innovative health and public performance to make health messaging delicious in regard to Type 2 Diabetes in at-risk communities globally; fostered relationships in medical industry, grocery and food industry, community centers, culinary schools, and municipalities.
- Consulted Kresge Foundation in construction of grants for food and art initiative
- Farid Mercury – a transmedia tour of Freddie Mercury Drag queen show funded by NEA/NPN
- Swimming Pool Party – interactive game in 2-story building around intergenerational trauma funded by Knight Foundation/USC

Independent Game Designer/Interactive Dramaturg/Engagement Consultant 2016-Present

- Worked with Joe Lambert of StoryCorps to design a game for participants of ASU's 100 Year Ed Tech conference to plan for the future of education
- Worked with researchers to develop tools when engaging families for digital interactive experiences
- Consulted VR Developer in their creation of a puzzle game in 2024 for Meta VR headset
- Worked with Boston based non-profit to create a game about homelessness and urban planning

Drama Instructor, Perspectives Charter School, Chicago, 2004-2005

- Created curriculum for Charter School 6th-12th grade drama program.
- Taught project-based classes on Improvisation, Scene Study, Spoken Word/Storytelling, Performance Art, Playwrighting, & Theater of the Oppressed performances.

Artistic Director, Guild Complex, Literary Arts Center, Chicago 2002-2004

- Developed and produced literary programming upwards of 52 programs annually, working with globally acclaimed writers such as Sandra Cisneros, David Sedaris, Adrienne Rich, and Gwendolyn Brooks
- Diversified and increased audience for historic literary arts center with strategic partnerships

RESEARCH & CREATIVE ACTIVITY

SELECTED GAME PERFORMANCES - PUBLIC PRACTICE PROJECT LINKS

Grandma Invaders, Shangri La Museum of Islamic Art & Design 2023

A game performance as part of the public practice project *Game recognize Game/Bazi recognize Bazi*, meant to satirize the Othering mechanic of Space Invaders; Players realize the win-state is to protect rather than shoot the "aliens" thanks to the wisdom of the grandma avatar inspired by my Iranian grandmother.

<https://vimeo.com/robertfaridkarimi/grandmainvaders?ts=0&share=copy>

Swimming Pool Party, USC

2019

5-minute sample of social engagement/game-performance tackling the issue of how intergenerational trauma plays a role in the disproportionate amount of people of color that cannot swim

<https://vimeo.com/406395480?share=copy#t=0>

Diabetes of Democracy: Viva La Bicycle, McColl Center

2016

Open Door Interview with Robert Karimi chronicling Viva La Cook 7th St. Market Immersive Experience in Charlotte, NC. Part of Diabetes of Democracy, a culinary engagement platform spanning several years, which inspires audiences to exchange their cultural culinary histories, connect with one another over humor & food, and discover their own power towards personal balance. Over the years, this platform served over 80,000 people and reached millions through television, film, and social media channels.

<https://www.youtube.com/watch?v=kxsx-wExFsl>

RESEARCH & CREATIVE ACTIVITY @ASU

Co-Director, Public Practice + Generative Play StudioLab

2021 – present

- Co-founded a dedicated physical space and platform to incubate artists/changemakers to develop public facing playful digital/non-digital engagement models to address global issues, invited Miguel Luciano, Victor Payan, Pocha Peña, and others.

- Collaborated with Steve Lambert and Gregory Sale and community artists to develop social engagement project in Mesa, AZ for voting registration sponsored by the Carter Center

- Co-Principal Investigator with J. Taylor and G. Sale for Arts-Led Civic Change: Developing Tools to Advance Artists in Residence in Government

The Mint Experience!: UI, worldbuilder, or how I learned to love the non-technological

sensorial gestures that created booms of deliciousness!, a Participatory Performance

Experience Designer, Performer, Worlds in Play, ASU MIX Center

2024

- Using watermelon candy and a watermelon pinata, Karimi invites participants to honor any grief by placing the candy inside the pinata. This counterintuitive act created a dialogue around grief, and the power of playfulness to help us deal with grief and the violence that sometimes occurs afterwards.

RESEARCH & CREATIVE ACTIVITY @ASU - continued

MASHUP V.2.0

Co-Producer, Experience Designer, ASU Performing and Media Arts Building

2023

- With Professors Gregory Sale, Max Bernstein, Amira De La Garza, created a night of student films, interactive virtual performances, participatory performances, and solo performance.

MASHUP! V.1.0

Co-Producer, Experience Designer, Various ASU Buildings

2022

- With Professor Jason Caslor, co-produced a transdisciplinary event over 3 buildings, in collaboration with the ASU Art Museum, MDT Professors, students, with collaborations across disciplines, interactive participatory performances created by Graduate and undergraduate students. Food trucks, ASU gospel choir, participatory events with mocktails, monsters, and dance parties, and music and dance collabs.

<https://news.asu.edu/20220524-playful-spirit-collaboration-asu-professors-bring-fun-interaction-campus-inaugural-mash>

What is Liveness?

Co-Producer, Experience Designer, Phoenix Art Museum

2022

- With Max Bernstein, student artists from Arizona State University examine the role of liveness in a post pandemic world. This virtual showcase will present media performance hybrids, site-specific works, and a reclamation of broadcast practices and aesthetics as a surrogate for togetherness, as student artists imagine, construct, collage, and create unique worlds through mediation, gamification, and interdisciplinary collaboration. T

INTERNATIONAL & NATIONAL

PARTICIPATORY - GAME PERFORMANCE - PUBLIC PRACTICE PROJECTS 2009-25

American Dream Casino: HRO (High Rollers Only)

Experience Designer, Writer, Performer, Director, Producer, Art Director

2025

Commissioned by La Jolla Playhouse for WOW Festival 2025, San Diego, CA

- a playful, interactive, casino-like experience that celebrates what we gamble, and what we gain (and lose) to achieve the American Dream.
- Gamblers play with a special casino currency to win prizes, with the ultimate reward being an all-expenses-paid American Dream for themselves and their loved ones
- The experience, designed and directed by Robert Farid Karimi, places audiences aka The High Rollers in a world which features tables with games of chance and the American Dream Slot Machine, which Karimi designed, and co-built with students from UC San Diego during his residency in the Jacobs School of Engineering.

PARTICIPATORY - GAME PERFORMANCE - PUBLIC PRACTICE 2009-25 – cont.

American Dream Slot Machine, object for game-performance

Experience Designer, Lead Programmer, Object Designer, UC San Diego

2025

- Slot machine to counteract gambling addiction by infusing US citizenship test into slot's gameplay, designed for American Dream Casino created by Robert Farid Karimi, working with students at UC San Diego, as part of Karimi's residency at Jacobs School of Engineering, developed with AR/VR expert Steve Lukas (Qualcomm/Magic Leap).

“FREEDOM is FREE/as long as you pay for it”, a mixed media installation with neon and mylar

Neon Sign Designer, Installation Designer, UC San Diego

2025

- An installation with mylar from US Detention Centers and A pair of neon signs, 1 with the words “FREEDOM is FREE/as long as you pay for it”, and “LIBERTAD is GRATIS/as long as you pay for it” to spark dialogue on what immigrants can lose in their quest for freedom

American Dream Casino – DNA New Work Series, participatory game-performance

Experience Designer, Writer, Performer, Unity Programmer, Producer

- For a Broadway-Bound incubator for a Tony award winning theater, a 1-week workshop to develop 6 different performance playtests of an immersive casino experience around a playful, interactive, casino-like experience that celebrates what we gamble, and what we gain (and lose) to achieve the American Dream.
- Worked with local artists to devise a new production, and with local programmers to develop a slot machine prototype and use a VR Puzzle game to get people to gamble
- Developed performance script, the game of the performance, the slot machine with Unity programming language, and built relationships with local artists to develop the show

Untranslatable Connection, a participatory performance

Designer, Performer

Belt and Road International Hearing and Speech Conference, Beijing, China

2024

- created a ritual of connection with 500 audience members, who didn't speak English, and I did not speak Chinese, by asking how do we build empathy and kinship with each other when we don't know each other's languages, and then proceeding to create one together.
- Televised on Chinese National Television

Contemporary Conversations, Spoken Word Interactive Performance

Performer, Writer, Montgomery County Public Library

2024

- A poetry reading for Latinx Heritage Month in the Library

Key of T, a participatory performance

Director, co-Interactive Dramaturg

2024, 2025- (Touring)

Premiered at GALA Choir Festival, Gay Men's Choir DC, National University Tour 2025

- Interactive music/theater performance created by and performed by Ari Agha, a collaborative pianist, that uses Ari's experience of gender and voice transition as a provocation to create space in what it means to be a (mis)gendered human in the world with a range of multiple, simultaneous, and contextualized identities.

PARTICIPATORY - GAME PERFORMANCE - PUBLIC PRACTICE 2009-25 – cont.

Hi5Ve,a Participatory Performance

Writer, Experience Designer, Director, Mixed Blood Theatre, Minneapolis

2024

- A public performance ritual for AIDS and COVID pandemic survivors to deal with grief through the power of touch, play, and love through the gesture of the high five.
- Hi5Ve explores intertwined history of how the AIDS Generation, baseball, and Black Lives Matters revolves around the double helix of politically sexy, hot, and complicated lives of two Black bisexual men - Harry Waters, Jr. seminal stage and film actor (Back to the Future, Angels in America), and Glenn Burke (first openly gay baseball player, creator of the High 5)

Game Recognize Game/Bazi recognize Bazi, a solo exhibition of game-performances

Experience/Installation Designer, Shangri La Museum of Islam Art & Design

2023

- Remixing a hip hop term used to show recognition of someone's ability or wisdom, the entire museum of Shangri La Museum of Islamic Art, Culture and Design was transformed into a playtest of interactive games hosting 100+ local Hawaiian guests to disrupt the orientalism of the museum's collection and create kinship with the participants through a shared experience.
- Games included: Unequal Backgammon, What [Set] You Claim?, Grandma Invaders, Locals v Settlers, & Cards Against Iranians...Bling Bling Version; Sponsored by the Duke Foundation

What [Set] You Claim?, a participatory installation to get participants to take a pic together

Concept, Installation, and Game Designer, Shangri La

2023

- Amalgamating a phrase in gang culture & mathematics, artist invites audiences to form, claim one's 'set'
- Outdoor wood, steel installation made in collaboration with local Hawaiian Pilipinx lowrider paint artist

Grandma Invaders, a video game installation and participatory game-performance

Producer, Concept, co-Game & Sound Designer, Avatar Design, Grandma Invaders

2023

- Developed in Unity in collaboration with a software engineer, the game mechanic borrows from Space Invaders, which was developed the same year as the Iranian Revolution and the Iranian Hostage Crisis.
- Developed specifically in response to the context of Shangri La Museum being the former home of heiress Doris Duke, surrounded by the largest collection of Middle Eastern art in the United States, the game quickly shows how the targeted aliens in a game could be complicated once the game reveals that players are navigating through volcanoes and threats to nature, military presence and tainted water supplies, to the realization that players should protect rather than shoot aliens thanks to the wisdom of the grandma avatar inspired by my Iranian grandmother.

PARTICIPATORY - GAME PERFORMANCE - PUBLIC PRACTICE 2009-25 – cont.

Settlers versus Locals, a participatory game-performance around a card game I designed

Concept, Graphics Design, Game Designer, Shangri La

2023

- Using the card game mechanic of War, this game had two decks: a Settler and a Local deck in honor of wars fought between Hawaiian locals and settlers
- The game asks whether players can play and win the game of war without losing their identity and explore the difficulty of how war between humans complicates our traditions and identity

Playful Unicorn, an installation for a game-performance to disrupt a tourist destination

Concept Designer, Shangri La

2023

- To make Shangri La Museum of Islamic Art, Culture and Design more playful, created a site-specific experience placing a 20-foot inflatable unicorn in the pool in front of the Doris Duke playhouse to change the glossy oriental image with a pop-quasi-queer-full of joy one.
- While the unicorn was inflated, museum workers took pictures, FaceTimed their friends – work had become a play space! These disrupted tourists taking photos of the pristine view.

Cards Against Iranians, et. al., an installation for a game performance around card deck

Engagement/Experience Designer, Game Designer, Graphic Designer, Co-Producer 2017- 2023

- A card game meant to satirize the mechanic of Card Against Humanity (the mechanic famed for being a “card game for horrible people” for its racist, sexist, and homophobic cards) while poking holes at President Trump’s “Muslim Ban” which forbade citizens from certain countries in South and West Asia, Africa to coming to the US
- Audiences play the game with game hosts from the respective countries of the “Muslim Ban” ranging from Arab comedians to Israeli DJ to a local drag queen (Bling Bling version)
- While the game is being played, several site-specific cards are installed in large formats to ask audiences to respond to the environment and the cards with their own with pre-printed response cards or blanks where audiences are encouraged to write their own poetry of xenophobia
- Bling Bling Version at Shangri La Museum featured drag queen host with Iranian community activists playing the game with audience in sparkled, crystal chandelier room of Doris Duke

Unequal Backgammon, a participatory game-installation about racism

Concept, Game Designer, Shangri La

2023

- A classic race game is disrupted with unequal rules: black has only 6-sided die, and white has 20-sided die, and the goal is to make the game equitable.

Pickles and Hopscotch, a participatory installation

Co-producer, game and installation designer, Honolulu Museum of Art

2019, 2023

- chalk-drawn hopscotch courts serve as metaphors for harrowing immigrant stories coming to the U.S., while a centerpiece altar holds jars of fermented pickles made from recipes of immigrant families to represent the wisdom these stories serve for future generations
- originally installed at the Los Angeles Municipal Art Gallery in 2019, the same game was installed with site-specific stories at the Honolulu Museum of Art in 2023

PARTICIPATORY - GAME PERFORMANCE - PUBLIC PRACTICE 2009-25 – cont.AR

Diabetes of Democracy

Creator, Experience Designer, Lead Cook, Lead Writer, Performer, Producer 2009-2023

- A culinary engagement platform spanning several years, which inspires audiences to exchange their cultural culinary histories, connect with one another over humor & food, and discover their own power towards personal balance. Over the years, this platform served over 80,000 people and reached millions through television, film, and social media channels. Many of the interactive game-like experiences were designed over weeks or months to create more depth of awareness to issues around Type 2 Diabetes, so they could be stickier and time-based release of information. Project was researched by national group of professors who studied its effectiveness in engaging at-risk communities towards behavior change, and the power of cultural foodways and humor to combat misinformation from the medical industry.

- Lecture/Performance, Food and Games to Nourish People: a game and free food night performance to get players to embody emotions to talk about how food and games can be tools for social change, University of Ozarks 2023
- Keynote, Viva La People: Nourishing through story, food, & play, ASU College of Health Solutions 2022
- Lumpia Campesina. an eat-along film experience celebrating a revolutionary lumpia that united Chicanx and Pilipinx farmworkers at Hawaii International FF, San Diego Asian American FF, Los Angeles Asian American FF 2018
- Viva La Slow & Low. Participatory installation, The Smithsonian 2016
- DreamCookDelicious. youth develop their own participatory cooking show/event featuring their personal food stories, Palmetto, Florida 2016
- Viva La Cook. 7th St. Market Immersive Experience, McColl Center 2015
- Culinary Art Car. Experience designer.double decker art car, Kohler Arts Center 2014
- Muertos de la Risa. immersive performance parade where main character cook, Mero Cocinero, was the Grand Marchal of the Day of the Dead Parade to bring awareness of how Type 2 Diabetes was leading to many deaths in the Chicago community, ElevArte 2014
- LOVEFOODLOVE. participatory pop-up restaurant, MACLA, San José 2014
- Viva La Soul Power. interactive exhibit, Columbia College. 2013
- CounterRevolutionaria: Low Rider Bicycle Kitchen Cart. Low-rider bicycle with cutting board block, velvet banana seat, San Jose Museum 2013
- Viva La Soul Power, pop-up restaurant to foster cultural food wisdom amongst participants through a 5 course meal and curated interactive exhibit, Minneapolis, Chicago 2012,2013
- Occupy Lunch + Dinner, & Breakfast. occupying public spaces with food, especially to bring to light the economics of eating a balanced meal , The Contemporary Art Museum, Baltimore 2011
- Miracle Makers: El Milagro of the Tortilla. Using a Rube Goldberg aesthetic, created a 4 level tortilla making machine that required people power to make a fresh tortilla from scratch, performance, Intermedia Arts 2012

PARTICIPATORY - GAME PERFORMANCE - PUBLIC PRACTICE 2009-25 – cont.

Worry Doll (digital publics)

Concept & Game Designer, Script Writer, in development

TBD 2023+

- Using Unity and Qualcomm proprietary XR development platform Snapdragon, a world of Guatemalan worry dolls help users deal with stress and overall anxiety
- Utilizes a Tamagotchi mechanic to introduce the tools of Rational emotive behavior therapy (REBT) to manage irrational or unhealthy thoughts, emotions, and behaviors

Variedades: Little Central America 1984, National Tour

Writer, Concept Developer, for concept development only

2023

- Worked on development for transitioning the project from a performer-based model to a community-based model relying solely on local activists and performers to honor the Central American diaspora

Sala de Deseos (A Wishing Room)

Conceptual Designer, Performer

2022

- Performed an interactive ritual within Leticia Hernandez-Linares' Yerba Buena Center for the Arts 10 installation giving voice to striking Worry Dolls who desire to support our dreams of a better future

The Red Chador: Genesis – experience by Anida Yoeu Ali

Performer

2021

- Performed as the only male-facing performer wearing a glittery chador for a public durational walk where 7 performers dressed in glittery chadors (la Chadoras) traverse the streets of Bellevue on the 20th anniversary of 9/11 to mark the increase of Muslim xenophobia and violence on the 20th anniversary of 9/11; Bellevue Art Museum

Still/Hear: a healing concert, UW Bothell

Performer

2021

- An online healing ritual performance as part of a concert to demand an end to Anti-Asian Violence

Variedades: Little Central America 1984, Grand Performances, Los Angeles

Writer, Performer

2019

- An intergenerational ensemble of Central Americans explores the connection between 1984 and the current atmosphere and administrative xenophobia confronting Central Americas

Swimming Pool Party , game-performance to celebrate overcoming intergenerational trauma

Producer, Concept, Puzzle Designer, Writer, Director, Performer, USC

2019

- Interactive, live fictional world experience takes over an entire athletic building and swimming pool over the course of an evening with over 250 audience members
- Through solving puzzle games, the audience confronts how intergenerational trauma plays a role in the disproportionate amount of people of color that cannot swim
- The fictional world and experience included multi-media video projections, a DJ, building-scale installations, room-sized puzzles, swimming, singing, dancing, and food

PARTICIPATORY - GAME PERFORMANCE - PUBLIC PRACTICE 2009-25 – cont.

once we honor and lift the weight we fly (then we gotta deal with the cages and the racism) (the Goose Game), a participatory game-performance about immigration, Cal State Dominguez Hills
Public Engagement /Game designer, Performer 2019

- Game using a Chutes & Ladder mechanic transforms the exhibition, “Legend and Legacy: José Guadalupe Posada and Contemporary Latinx Art,” where gallery audiences explore the exhibition while playing the game at California State University, Dominguez Hills
- the game reimagines Jose Guadalupe Posada’s goose game and critiques border policies targeting Central American immigrants

To Protect and Serve, a tabletop game about police and community relations
Engagement Design, Facilitator; Game/Card/Packaging Designer, Fountain Theatre 2018

- A role-playing game using cards and pieces helps players explore police brutality
- Developed through Community engagement strategy called Social Playtesting where lawyers, community members, law enforcement tested the game through community circles, and game nights
- Created game night experience with LA Police Department and youth from East Hollywood relations

Intermedia Arts Social Practice Lab Artist Residency
Lead Designer, Creator 2011-2013

- a 2-year residency to create a public artist lab to explore how to build an interactive participatory cooking experience about culture as a source of well-being
- Culminated in exhibition and series of performances at Intermedia Arts, Minneapolis

Self (the remix), US Tour 2003 – 2011

- Performed, created, wrote, and co-designed sound for a one-man show. Featuring 29 characters taking the audience on a journey about a young Iranian Guatemalan boy facing xenophobia and racism during the Iranian Hostage Crisis. Live DJ mixing by DJ D Double. Directed by Ellen Sebastian Chang
- Toured at Intermedia Arts (2011), Mo’olelo Performing Arts Company (2010), Asian Arts Initiative (2010), Macalester College (2009), Touchstone Theater (2009), Sandglass Theater (2009), Hartbeat Ensemble (2009), The Loft/Playwrights’ Center (2008), Asian American Theater Conference (2006), Jumpstart Performance Co., (2006), Hothouse, Chicago, IL (2005), Hecho En Califas Festival, Berkeley, (2004), National Student Conference on the Mixed Race Experience (2004), Museum of Contemporary Art, Chicago (2003), United States of Asian America Festival (2003)

GAME PERFORMANCE - PUBLIC PRACTICE PROJECTS 2003-2011

Farid Mercury, US and Mexico Tour 2005 - 2009

- A documentary performance piece, part concert, part participatory performance art guided by Farid Mercury – a hybrid Drag Queen Iranian-Guatemalan karaoke version of Freddy Mercury, about how Persian immigrants change their identity to gain power in situations where rendered powerless. Directed by Brian Freeman
- Toured at Feria del Libro Internacional Guadalajara (2009), Bijou Theater/Knoxville, TN (2009), Ashby Theater/La Peña Cultural Center (2009), Dreamland Arts/Kaotic Good (2009), TeAda Productions/Highways (2008), Late Night - Pillsbury House (2005)

The Cooking Show con Karimi y Comrades, US Tour 2004 - 2011

- An interactive comedic cooking show which satirized the Iraqi War hosted by a quixotic comedic Iranian Guatemalan cook who wants to save the world through cooking, and enlists a cast of absurd characters to cook, sing, and join his culinary community revolution
- Toured at Latino Arts Milwaukee (2011), UC Santa Barbara (2009), Bedlam Theater (2008), John Michael Kohler Arts Center (2008), Asian American Arts Initiative (2009, 2007), Legion Arts (2007), Pangea World Theater (2006 &7), The Lab (2008), Talento Bilingüe Houston (2007/08), NYC Asian American Theater Festival, Abingdon Theater (2007), Nexthetics Festival, SF (2004)

Hmoob-land (Hmong-land), Bedlam Theater/CHAT/Kaotic Good 2009

- Devised, directed, and designed the experience with Hmong and non-Hmong performers and visual artist/costume designer Kao-Lee Yang where we created an immersive Flea Market of Hmong stereotypes based on Miyazaki's Spirited Away

yo-tu: reclamando mi zero, Lo Romantico Exhibit, Columbia College 2006

- Performed, designed the experience, and illustrated a dynamic graffiti installation conversation between the connectedness of artist and audience about the connection of the history of Mayan and Iranian number systems to define our reality during a time of war

shaving time, Art Space (2004), Gallery 13 (2004), Gene Siskel Theater 2003

- Wrote, co-directed, and performed in a video/live performance about an Iranian guy who must shave before he can cry for the people who died on 9/11

SELECTED PUBLICATIONS

FORTHCOMING BOOK

PlayFullSpace: a manifesto on how to use fun, playfulness, and generosity to address social inequities through designing interactive games, Robert Farid Karimi, publisher pending (2026)

FORTHCOMING PUBLICATIONS

“Artivism For the Love of Art and Community,” co-written with Carlos Salomon, in *Introduction to Comparative Ethnic Studies: Decolonial Love, Knowledge and Revolution* (Routledge), ed. Nicholas Baham, Jocyl Sacramento, Carlos Manuel Salomon, Jennifer Tran, Anndretta Wilson (2026)

“Piles of Rice,” in *Performing the Edible: Sustenance, Sensation, and Sustainability*, Routledge, ed. Kristin Hunt (2026)

PEER-REVIEWED CHAPTERS

“Testimonio es Atole es Medicina: An AfterWord,” in *The Life, Literature and Legacy of Luis J. Rodríguez: In The Long Run*, Edinburgh University Press, ed. Josephine Metcalf, Ben Olguín (2025)

“A recipe for Survival Spinach Casserole,” in *Word of Mouth: Asian American Artists Sharing Recipes*, University of Arkansas Press, ed. by Laura Kina and Jave Yoshimoto (2025)

“Call of the Butterfly: The Tao of Genuine Generosity,” in *Future(s) of Performance: The Responsibilities of Performing Arts in Tertiary Education*, Informa UK Limited - Taylor & Francis/Routledge), ed. Karen Schupp, (2024)

BOOK CHAPTERS

“Songlines for future culturewalkers: (Betty) White (Crocker) bank take little (house on the prairie) bank”, Good Time for the Truth. Minnesota Historical Society Press, ed. Shin, Sun Yung, (2016)

OTHER NON-FICTION

Etheridge Woodson, Stephani, Seline Szkupinski Quiroga, Tamara Underiner, and Robert Farid Karimi. “Of models and mechanisms: towards an understanding of how theatre-making works as an ‘intervention’ in individual health and wellness.” *Research in Drama Education: The Journal of Applied Theatre and Performance* 22, no. 4 (2017): 465-48

“Afterword, “If I Eat Lebneh, I Must Be Lebanese, Right? (Food for your head about food)”, Mizna: Prose, Poetry, and Art Exploring Arab America, (2014)

“Unlost in the Supermarket: An Audio Teleplay of an Unfinished Soap Opera/Telenovela Called San Pablo, MN,” *Asian American Literary Review*, (2013) NOMINATED FOR PUSHCART PRIZE

“how i found my inner DJ: an explanation of sampled consciousness,” *Total Chaos: The Art & Aesthetics of Hip Hop*, Basic Civitas Books, (2007)

“Shocked Back to Reality (or time to be Guatemalan again)”, *War & Silence: Kearney Street Workshop*, San Francisco, (2003)

SELECTED PUBLICATIONS - continued

ARTICLES

“Silver & Black Terrorists, Steve Kerr & Aboutrika Piñatas,” Mizna: Prose, Poetry, and Art Exploring Arab America, (2018)

“Selena: How San Antonio Remembered Her,” La Prensa de San Antonio, (1995)

“Inauguration of Governor Bush, a profile in a day of the life of a journalist watching George W. Bush become Governor,” January, (1995)

POETRY, PERFORMANCE TEXT

Parents’ Fairytale: an excerpt of Self (the Remix), California Dreaming, Production Aesthetics in Asian American Art, UH Press (2020)

Venganza of the Dream People, The Wandering Song: Anthology of Central American Writers, Tia Chucha Press (2017)

Catholic Boy Not Pictured: an excerpt of Self (the Remix), Mizna, VOL 16. 2 (2015)

Questions From a Mixed Worker Who Reads, Mizna: Prose, Poetry and Art Exploring Arab America, VOL. 15.1 (2014)

reinvention of zero, Latino Literature Today: Anthology of Latino Literature, Longman Press, (2005)

RECORDINGS, AUDIO / TV

Nelson, Noah. Robert Farid Karimi (Podcast) Exploring the difference between the authentic and the genuine,

<https://noproscenium.com/robert-farid-karimi-podcast-1aea45d86dd3> (2024)

“Shop Talks: U.S. Theatre with Seema Sueko and Robert Farid Karimi”, American Center Moscow, <https://www.youtube.com/watch?v=e-t6X2ZhRAQ>, (2022)

Robert Farid Karimi (from The Convergence Zone), University of Washington, Bothell, Zoom – link available upon request (2022)

FearTV with Robert Farid Karimi (A Global Media Lab Collaboration), <https://www.youtube.com/watch?v=xJ5wxwRsDFA>, (2020)

Critical Acts Webinar 2020 Performance, Play & Intimacy Roundtable Discussion with NEVE and Robert Farid Karimi, [https://www.youtube.com/watch?v= MI8WMRMO4](https://www.youtube.com/watch?v=MI8WMRMO4) (2020)

“Lumpia Campesina”, screening on Xfinity May and October (2019), Hawaii International Film Festival Online (2020)

SELECTED PUBLICATIONS - continued

RECORDINGS, AUDIO / TV – continued

“Sabiduria: Eating to Heal: Latino USA; <http://latinousa.org/2013/10/04/sabiduria-food-as-medicine/> (2013)

ASU Discovers New Perspectives On Research: Diabetes of Democracy, http://www.azpbs.org/asu/asu_discovers/, (2013)

The Mighty Xicamtl, Latino USA/NPR, <http://www.futuromediagroup.org/lusa/2012/08/03/the-mighty-jicama/> (2012)

Healthy Cooking, A Performance Artist’s statement, <http://www.npr.org/2011/11/27/142821483/healthy-cooking-a-performance-artists-statement>, (2011)

Robert Farid Karimi’s remixed self, <http://www.kpbs.org/news/2010/feb/22/robert-farid-karimis-remixed-self/>, (2010)

“wonderful world of mohammed”, Nation of Immigrants CD, The Loft Literary Center, (2009) “Get Down With Your Muslim Catholic Self (def jam remix),” Def Poetry Jam, HBO, (2004) Hijo del Soul, Spoken Word Album, YQue?! Records, (2001)

“reinvention of zero”, “pena de muerte”, Raza Spoken Here Vol. 2 CD, Calaca Press, (2000)

“get down with yr muslim-catholic self”, “porque bailas como un negrito” - I am A Poet (CD), Phillip Shiemann/Goethe Institute, Dusseldorf, Germany, (2000)

GRANTS

EXTERNAL

La Jolla Playhouse Community Commission, \$12,000	2025-2026
To create American Dream Casino touring in South San Diego communities	
La Jolla Playhouse Commission, \$25,000	2024
Awarded to create American Dream Casino	
Notre Dame Institute for Advanced Study Signature Course Fellowship,Finalist	2024
For the development of the course Foundations of Fun (FOF!) – a 15-week lecture/lab course modeled after Harvard’s Intro to Computer Science, a trans-disciplinary dive into how fun functions in our daily lives.	
Doris Duke Charitable Foundation (DDCF) \$20,000	2022-2023¹
Artist directly awarded from funder for residency activity and the creation of <i>Game recognize Game/Bazi recognize Bazi</i> to take place at funder’s museum: Shangri La.	
Yefe Nof Residency	2021
Awarded 2-week residency in San Bernardino Mtns. for book that utilizes Farsi, Spanish, & English	
New England Foundation for the Arts Award, \$90,000	2021
Awarded for “VARIEDADES: Little Central America, 1984,” to tour the show to San Francisco, Houston, and Washington DC, to build dialogue with local artists and activists who offered sanctuary to Central American communities back in 1984 and now. I helped with the conceptualization of the grant, and my ideas were used with the touring script.	
Institute for Humanities Research/Herberger Institute Seed Grant, \$7,500	2020
Principle Investigator to research and develop the book, PlayFullSpace	
Knight Foundation, \$25,000	2020²
Because of COVID-19 cancellation of the Minnesota premiere, awarded funds to reimagine Swimming Pool Party virtually and in other new medias	
Visions&Voices, Commission Games & Behavioral Health & Roski Art & Design, USC, \$30,000	2019
Commission for the Los Angeles premiere of Swimming Pool Party, residency in the PE department, and post- show community dialogue	
Knight Foundation, \$25,000	2015 - 2019
Awarded for the development of Swimming Pool Party	

¹ DDCF has a US\$ 2 Billion endowment dedicated to building a more creative, equitable and sustainable future by investing in artists and the performing arts, environmental conservation, medical research, child well-being and greater mutual understanding among diverse communities. <https://www.dorisduke.org/>

² Knight Foundation is one of the largest foundations focused on those who champion innovation in the cities that they serve. <https://knightfoundation.org/>

Dean Award, University of Southern California, \$100,000
2-year tuition scholarship for MFA program

2016 - 2018

GRANTS - continued

EXTERNAL - continued

MOSAIC Foundation, \$25,000 **2016 - 2019**

To develop the DreamCookDelicious residency and Diabetes of Democracy frameworks and curriculum

Residency, Knight Foundation, \$10,000 **2015**

To support the McColl Center residency and the performance/community building for Viva La Cook – social engagement at 7th Street Market and the bicycle tour of Charlotte, NC with the Low Rider Bicycle Kitchen Cart

National Endowment for the Arts, \$10,000 **2014**

Awarded for the development of Diabetes of Democracy at Arizona State University residency

SuperValu Foundation, \$20,000 **2012**

For the Minneapolis premiere Diabetes of Democracy: Viva La Soul Power, participatory pop-up kitchen

Goode Family Foundation (with Intermedia Arts), \$10,000 **2011 – 2012**

Awarded to support residency at Intermedia Arts Social Practice Lab

Warhol Foundation, Contemporary Museum of Baltimore, \$25,000 **2011**

Awarded for development of 2-week residency of Diabetes of Democracy: Occupy Lunch + Dinner, & Breakfast in partnership with Maryland Institute of Contemporary Art

MAP Fund, \$30,000 **2010**

Support development and touring of The Cooking Show con Karimi y Comrades: Diabetes of Democracy

NPN Creation Fund, \$10,000 **2010**

For the development and premiere and touring of Viva La Soul Power

Creative Capital Grant in Social Practice, \$90,000 **2009³**

Awarded for the creation and development of Diabetes of Democracy/ThePeoplesCook Project as well as professional development and strategic support training.

³ The Creative Capital artist grantmaking process is one of the most rigorous and competitive currently in place for contemporary artists. For 2009 Creative Capital grant cycle, I was one of 60 awardees out of 2,700 applicants in the world.

GRANTS - continued

EXTERNAL - continued

National Endowment for the Arts, \$10,000	2009
Awarded for the touring of Farid Mercury as participant at Feria del International de Libro, Guadalajara, the largest bookfair in the world, only 4 theater artists were invited to represent Los Angeles	
Zellerbach Fund, \$10,000	2009
Awarded for San Francisco premiere of Cooking Show con Karimi y Castro – War Against Indigestion	
NPN Creation Fund, \$10,000	2007
For the development and premiere and touring of Farid Mercury	
Alliance of Artists Communities' Voices & Visions Award	2007
Awarded 2-month residency in ceramics factory at the Kohler plant, John Michael Kohler Arts Center	
San Francisco Cultural Equity, \$10,000	2007
Awarded for The Cooking Show con Karimi y Castro at Asian Amer Pacific Islander Performance Fest	
Anchorage Mayor Youth Arts Award	2006
Best youth theater program in Anchorage for Out North Summer Institute for Mixed Ability Youth	
Illinois Arts Council Fellowship for New Performance Forms, \$7,000	2006
Awarded for innovation in performance	
Illinois Humanities Council Towner Award for Innovation	2005
Awarded for most innovative project relating to the humanities in the state for blindfolded	
Illinois Humanities Council, \$10,000	2005
Commission for Mayor Washington & House Music All Night Long, a devised work with Chicago youth about Chicago politics and the growth and death of House music in Chicago at Freestreet Theater	
Illinois Humanities Council, \$10,000	2004
Commission for blindfolded, a devised performance and documentary theater project that connected African American youth and West Asian youth to research and create a performance connecting the Iranian Hostage Crisis to the events of September 11, 2001, at Freestreet Theater	
Winner, National Poetry Slam Championship	1999
Won at the largest performance poetry tournament in the US during the Poetry Slam International festival	

GRANTS - continued

EXTERNAL, SUBMITTED (pending and not funded)

Hodder Fellowship, \$93,000 – not funded

2025

To build the scale of American Dream Casino for travelling interactive project

Princeton Arts Fellowship - \$93,000 – not funded

2025

To playtest chapters of PlayFullSpace

JMK Innovation Prize, \$150,000 – not funded

2025

To create a platform for changemakers to use digital and non-digital games to amplifying messaging and plan out social change. Grant is for 3 years.

U.S. - Japan Creative Artist Fellowship, National Endowment for the Arts, \$30,500 – not funded

2025

Project: residency in Uwajima with architect/social engagement artist Junichi Satoh in 2026 to implement PlayFullSpace methodology through games and public activities with residents to imagine and plan the city's collective future and a school Satoh plan to create. Fellowship is for cultural understanding between the U.S. and Japan through artistic engagement. Grant awards \$20,000 for a minimum of three months with \$4,000 for each additional month up to five months will be provided to each artist to cover housing, living, and professional expenses. Up to \$2,500 for round-trip travel will also be provided as reimbursement.

California Humanities Foundation Grant, \$10,000, with La Jolla Playhouse – not funded

2025

For tour of American Dream Casino in local schools and other public space in San Diego to create a cross-party dialogue around the state of the United States and the American Dream post-election

Build a World of Play Challenge, LEGO Foundation, \$1.06 million – not funded

2022

Project grant for ASU Nest - a healing refuge created collaboratively with and within homeless shelters, providing access to enriching, imaginative, playful, and parent-inclusive childcare, submitted in collaboration with Laura Cechanowicz (AME/Digital Arts), Theresa Devine (Games) , Jake Pinholster (HIDA/MIX Center), Nick Pilarski (MIX Center) and Nipuni Siyambalapitiya (Play/Social Development), Marientina Gotsis (USC Games and Behavioral Health) Dawn Wilkinson and Annapurna Ganesh (MCC Child Development Lab) and Mary Helen Immordino-Yang (USC School of Education)

Build a World of Play Challenge, LEGO Foundation, \$26.7 million – not funded

2022

Project Grant for Play-centered Health Innovation with Global Training Infrastructures: Closing the Gaps - a training program on play-centered health innovation for children, families, and communities launched by Children's Hospital Los Angeles and the University of Southern California, as part of a cohort led by Marientina Gotsis (USC Games and Behavioral Health) and Jeffrey Gold (Children's Hospital Los Angeles), which includes Juri Hwang (toys and voice lessons, deaf and hard of hearing children and adults), Laura Cechanowicz (global critical worldbuilding workshops, future of disability inclusion), Maryalice-Jordan Marsh, Erna Blanche (USC Chan Division of Occupational Science), Pat Levitt, Judy Cameron (WorkingForKids), FrameWorks Institute, Haig Yeninkomshian, Dennis Wixon (UX Designer/USC Games), and Joe Garlington (Themed Entertainment/USC Games), and Jim Huntley (DEI leader in Games engagement and marketing)

GRANTS - continued

EXTERNAL, SUBMITTED (pending and not funded) - continued

Center for Disease Control Engaging the Arts to Build Vaccine Confidence - not funded 2022

Project Grant for What Do You Carry? /What Protects You? (WDYC/WPY) which uses social media, performance games, and a community-based participatory action model to create an outreach/engagement project that seeks to lower barriers to vaccine access for Maya Guatemalan communities in Illinois. In co-operation with Athena Aktipis Director of the Human Generosity Project, Pamela Winfrey from Leonardo Project, and Drs. Kornita Maldonaldo and Jessica Brinkworth (Illinois State)

Doris Duke Charitable Foundation, \$91,145 - finalist, not funded

2021

Project Grant for Haramabad to fund artist Anida Yoeu Ali and myself to research and create the performance platform, a partnership with University of Washington Foundation and HIDA.

INTERNAL, funded

Institute for Humanities Research/Herberger Institute Seed Grant, \$10,000

2021

Principal Investigator with Dr. Johanna Taylor as lead PI and Gregory Sale as co-PI for Arts-Led Civic Change: Developing Tools to Advance Artists in Residence in Government

Institute for Humanities Research/Herberger Institute Seed Grant, \$7,500

2020

Principle Investigator to research and develop for the book, PlayFullSpace

INTERNAL, SUBMITTED, GRANTS (pending and not funded)

Institute for Humanities Research/Herberger Institute Seed Grant, \$7500 – not funded

2024

Co- PI with Dr. Xin Wei Sha, Nick Pilarski, for the Isotopic Reality Kit for open innovative approaches to public health education harnessing the intersection of advanced contemporary design methods, multimodal machine-learning and generative media, and eXtended Reality.

Global Sports Initiative, \$10,000 - not funded

2021

Grant to support research for a chapter in the PlayFullSpace book centered around play space design for women who have less time for playfulness during COVID

SELECTED PRESENTATIONS & RESIDENCIES

- Moderator, Indiecade: (largest Independent Game Conference in US), The Endless Conversations and Infinite Insights (“unconference”) **2025**
- Panelist, Immersive Experience Institute Next Stage Conference, Wicked Problems in Immersive featuring Industry leaders in Immersive Entertainment **2025**
- Speaker, Immersive Experience Institute Next Stage Intensive, Finding Immersive Venues Salon **2025**
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SELECTED PRESENTATIONS & RESIDENCIES – continued

- Speaker, Immersive Experience Institute Next Stage Intensive, Immersive Educators Salon: Performance Focus **2025**
- Speaker, WP Carey School of Business, How I make _____ Playful? **2024**
- Lecture/Performance, How to make Grief Playful, Part 1, Playable Theater **2023**
- Speaker, Games for Change: How to Gamify a Museum **2023**
- Keynote Benedictory Speaker, MFA Creative Writing Graduation, UW Bothell **2023**
- Keynote, Shop Talks: U.S. Theatre w/ Seema Sueko & Robert Farid Karimi, American Center Moscow **2022**
- Panelist/Keynote, Red Chador: Muslim Futures in times of crisis, Consortium of Asian American Theaters & Artists (CAATA) National Asian American Theater Festival & Conference (ConFest) Virtual Showcase **2022**
- Keynote Speaker, Convergence Zone, MFA in Creative Writing & Poetics, UW Bothell **2022**
- Residency, Yefe Nof Residency to support Half-Muslim Chronicles Poetry Performance Novel **2021**
- Keynote Speaker, Performance, Play & Intimacy with Neve Mazique, UW Bothell **2020**
- Keynote Speaker, Up-Start Social Media Impact Conference meet Farid Mercury **2018**
- Panelist, Fast Company Innovation Conference **2017**
- Keynote Speaker, FreshLo Initiative, Kresge Foundation **2016**
- Keynote Speaker, Association of Performing Arts Presenters **2016**
- Panelist, AWP, Writing on Fault Lines: Central American Literary Diasporas. **2016**
- Presenter, Ford Foundation, Up-Start Co-Lab with Yo-Yo Ma **2016**
- Presenter, Exemplar, Alliance for the Arts in Research Universities (A2RU) Conference **2015**
- Panelist, NEA: Artists as Social Entrepreneurs, ArtXDetroit, **2015**
- Speaker, Creative Capital Retreat **2015**
- Keynote Speaker, Committee Encouraging Corporate Philanthropy- Fortune 500 Foundations **2015**
- Residency, McColl Center as part of Knight Artist Residency Grant **2015**
- Grand Marshall, Día de Los Muertos Parade, Chicago, IL **2014**
- Keynote Speaker, Alliance for Artist Communities **2011**
- Residency, Kohler Arts/Industry **2007**

FILMOGRAPHY

Writer, Director, Co-Producer, Co-Editor, Co-VFX, Free Fall Music Video release 2026

- A music video was produced utilizing generative AI fused with real-life video
- Based on Max Bernstein's second single about a trans character entering the dream of the main character who is looking to find herself and lift the weight off what everyone wants her to be

FILMOGRAPHY - continued

Performer, If Hafez Read Haiku for Cowboys	2024, global release 2025
<ul style="list-style-type: none">- Co-devised a chapter of a feature length film offers an experience of fused time and space by incorporating improvised narratives that take place in Iran, the US and Japan	
Production Advisor, Hope, Soledad	2020, released 2021
<ul style="list-style-type: none">- Worked with Executive Producer to develop distribution and funding plans- The first feature film in the indigenous Chatino language focuses on a young woman forced back home to Oaxaca because of her run-in with ICE- Selection at Morelia Film Festival, San Jose Film Festival	
Writer, Director, Producer, Experience Designer, Lumpia Campesina	2018-2021
<ul style="list-style-type: none">- Fictional Famed Filipino culinary icon Chef Stache interviews the legendary Iranian-Guatemalan cook, Mero Cocinero, who takes us back to the San Francisco Bay Area of his teenage years and shares the origins of the lumpia that united Filipinx and Latinx farmworkers that is also hella halal.- Designed a Cinematic Eat-A-Long for activist Larry Italang so people eat revolutionary lumpia together- Selection at Hawaii International Film Festival, Philadelphia Asian American Film Festival, Los Angeles Asian American FF, San Diego Asian American Film Festival	
Producer, How to Fall in Love in A Brothel	2019
<ul style="list-style-type: none">- Coordinated locations, overall production needs, and supported Executive Producers through process.- During the Korean War aftermath, young Koreans find love in an unexpected and unlikely setting- Selection at Burien Film Festival, Seattle True Independent FF, Nevada City FF, New Jersey FF, Culver City FF, Austin Arthouse FF, McMinnville FF, Sacramento FF, ReelHeart International FF, Sacramento Intl FF, Woods Hole Film Festival	
Dramaturgical Consultant, The Infiltrators	2019
<ul style="list-style-type: none">- Advised on the final cut of MacArthur Genius Award winners Cristina Ibarra and Alex Rivera's film about a rag-tag group of undocumented youth - Dreamers - deliberately get detained by Border Patrol to infiltrate a for-profit detention center- Winner of Sundance Audience Award	
Writer, Director, Producer, Aunty: Music Video for Aunty	2018
<ul style="list-style-type: none">- Co-created script, directed actors & coordinated with Executive Producer final video- A music video for award-winning rap group, The Bar, satirizes young boys who pine for their mom's older girlfriends, that both celebrates the women who raise them and makes fun of the boy's objectification	

PRESS/WRITINGS ABOUT MY WORK

Sueko, Seema. Lost to Fun: Robert Karimi in Shangri La. American Theatre,
<https://www.americantheatre.org/2023/07/17/lost-to-fun-robert-farid-karimi-in-shangri-la/>, (2023)

Bernick, Elisa. Departure Stories: Betty Crocker Made Matzoh Balls (and other lies). Indiana Univ. Press, (2022)

Lee, Josephine, ed. Milestones in Asian American Theatre. Taylor & Francis, (2022)

Hunt, Madison. Artist Robert Karimi finds success living in the in-between. TheCounterBalance.org.
<https://www.thecounterbalance.org/articles/artist-robert-karimi>, (2022)

Olguín, B. V. Violentologies: Violence, Identity, and Ideology in Latina/o Literature, pp.141-198, Oxford University Press, (2020)

Lerner, Ruby. "Radical Creativity as a Lever for Social Change: Why it Matters, What it Takes." In Theatre, Performance and Change, pp. 213-222. Palgrave Macmillan, Cham, (2018)

Schoenfelder, Joseph. Mobilizing Hope: An Applied Drama Approach Toward Building Protective Factors in Behavioral Health. Arizona State University, (2018)

Macarena-Ávila, Jesús. "Digi-alterity: Chicago's Digital Mexican and Mexican American Imagists from 1990 to 2010." Diálogo, vol. 20 no.1, 2017, pp.149-157.ProjectMUSE, doi:10.1353/dlg.2017.0006

Szkupinski-Quiroga, Seline, Jennifer A. Sandlin, and Robin Redmon Wright. 'You are what you eat!?' Crafting the (food) consuming subject through cooking shows. Eds. R. Flowers, and E. Swan. New York, NY: Routledge, (2016)

Krauss, Austin. Prolegomena: To Any Future Synthesis of HIP-HOP and the Novel That Will Be Able to Present Itself as Dope and All-The-Way-Live. Diss. State University of New York at Albany, (2016)

Quiroga, Seline Szkupinski. "Performative Storytelling as Knowledge Creation." (2016)

Quiroga, Seline S. "Unpacking the Challenges of Transdisciplinarity Within the Arts and Sciences." (2016)

Blissett, Sarah. "Food and Theatre on the World Stage ed. by Dorothy Chansky and Ann Folino White (review)." Theatre Journal 68.3: 488-489., 2016.

Ortiz, Amalia L. The Canción Cannibal Cabaret and other songs: Feminists of a dystopian future repurpose a punk past. The University of Texas Rio Grande Valley, 2016.

Quiroga, Seline Szkupinski. "Performative Storytelling as Knowledge Creation." Hypatia Conference: Exploring Collaborative Contestations and Diversifying Philosophy, 2015.

PRESS/WRITINGS ABOUT MY WORK - continued

Lunch with Robert Karimi: Comedy and Food are my vehicles,
<http://www.sanjose.com/2014/02/11/lunch-with-artist-robert-karimi-comedy-and-food-are-my-vehicles/>, 2014.

Winham, Donna M., et al. "Integration of theatre activities in cooking workshops improves healthy eating attitudes among ethnically diverse adolescents: A pilot study." ICAN: Infant, Child, & Adolescent Nutrition 6.2: 99-108. 2014.

Szkupinski Quiroga, Seline. Unpacking the Challenges of Transdisciplinary Collaboration Between the Arts and Sciences, 2014.

Winham, Donna M., et al. "Nutrition education integrates culture via storytelling in cooking workshops for community nutritionists." Experimental Biology Conference Boston. Vol. 21. 2013.

Seung Yu, Kenneth. "Robert Farid Karimi Interview." 2013.

Bacalzo, Dan, et al. "The First National Asian American Theater Festival (review)." Theatre Journal 60.2 (2008): 283-285.

Hafner, Andrew Habana. "Sampling an inner DJ with hip hop hopes:(Re) writing immigrant identities for English language learners in classroom third spaces." Radical Teacher 97:36. 2013

Cooking Up A Conversation: Gastrodiplomacy in Contemporary Public Art,
<http://publicdiplomacymagazine.com/cooking-up-a-conversation-gastrodiplomacy-in-contemporary-public-art/>, 2013

van den Eijnden, J. S. 9/11 and the Socio-Politics of Poetry. MS thesis. 2013

'Viva is a new take on dinner theater',
www.startribune.com/entertainment/stageandarts/176975001.html, 2012

Sachs, Aaron. "A Personal History of Desire in Porn and Hip-Hop." Liminalities: A Journal of Performance Studies 7: 1-20. 2011

Pacini Hernandez, Deborah, and Inc ebrary. Oye Como Va: Hybridity and Identity in Latino Popular Music. Temple University Press, Philadelphia, 2010

Akbari, Hamid, and Azar Khounani. Iranians in Chicagoland. Arcadia Publishing, 2005

Hernandez, Rod. "Between Black, Brown & Beige: Latino Poets and the Legacy of Bob Kaufman." Callaloo 25. :190-196. 2002

Anjar, Karen. "Selena—Prophet, profit, princess." God in the details: American religion in popular culture:83-102. 2001

TEACHING AT ASU

COURSES CREATED @ASU

Writing for Games and AI

Spring 2025, Fall 2025

- Students learn to write scripts, devise worlds, build naturally intelligent and artificially intelligent (AI) characters, sculpting narratives for digital and non-digital games using techniques from cinema, performance, dance, and game design to harness the power of fun design, storytelling, worldbuilding, and performance through narrative & textual creation lens.

Intro to Immersive Public Performance/Experience Design

2021- 2026

- Students learn to design and build playspaces – immersive social practice participatory platforms which centers fun and playfulness
- an introduction to the craft and theory of social practice and participatory performance across various platforms as a place to test theories and ideas of interdisciplinary engagement.
- The class is focused on interactivity as a lens to create using various media and to use social playtesting as a form of community engagement
- Students learn theory from Legacy Russell's Glitch Feminism, José Muñoz Disidentifications, Frausto's and Bains work on Rasquachismo, Grace Lee Boggs work on community engagement, adrienne marie brown's emergent strategy, as well as guest speakers from public practice – Anida Yoeu Ali, Miguel Luciano, Harry Waters, Jr.

Dramatic Writing Workshop (Graduate) –Wonder and the Joy of being “Wrong”

Spring 2024

- An introduction to the craft and theory of dramatic writing across various theatrical and non-theatrical platforms.
- This class focused duende + hip hop composer J Dilla's techniques on time-feel, the power of wonder across trans-cultural lines, and the joy of being “wrong” to make a performance writing practice focused on transgression and truth in a time of artificial intelligence and censorship

Dramatic Writing Workshop (Graduate) – TV Pilot as a Dramaturgical Device

Spring 2023

- An introduction to the craft and theory of dramatic writing across various theatrical and non-theatrical platforms.
- This class focused on how to use rasquachisme, the form of TV pilot watching East Los High, Reservation Dogs, Norman Lear sit-coms of the 70s, Roc, and the words of author Haruki Marukami to construct their performances

COURSES CREATED @ASU - continued

Performing the Virtual

2023

- Co-developed and taught with a Media design/film professor, students learn to critically consider how we create, perform, and present in virtual space. Beyond learning the technological tools that enable virtual works, we consider what enables all stakeholders to maintain their humanity.
- Through project-based learning, the class explores the protocols required for virtual performance environments (VPE) and a new set of practices to be considered when developing for virtual, immersive, 4D channels to honor the non-digital and digital publics.

Intro to Dramatic Writing: Playing, Verbing, W(a)ondering, & Collaborating

2022-2025

- An introduction to the craft and theory of dramatic writing across various theatrical and non-theatrical platforms.
- Utilizing work from performers from Latinx, African American, Asian American and Pacific Islander, and LGBTQ+ communities, class focuses on how to build from what you already know about dramatic writing for live performance and deepen your relationship with character, dialogue, emotional and personal truth, the body as storyteller, as it relates to creating solo, group, and interactive performance

Post-Pandemic Performance, (online)

2020

- In partnership with Trans Media Design professor, using Emergent Strategy, Glitch Feminism, and other texts, students created participatory digital installations exploring Liveness in the age of COVID-19 they performed online at the Phoenix Art Museum

Acting Introduction: Process, Possibilities, and Performance, (online Fall 20- Spr 21) 2020-25

- Disrupting the traditional acting pedagogy, I introduced games and playfulness, to teach students how to critically explore emotion, intention, & build a culture of genuine generosity through collaboration

LECTURE/WORKSHOPS @ASU

Playfulness for Conductors, ASU Winds Conducting Workshop

2022-2024

- Invited by Jason Caslor, Head of Conducting, and I created workshop for conductors to explore playfulness in their practice through kinesthetic embodiment games. Conductors were asked to imagine how to innovate their communication and rituals with their ensembles through the activities offered during this playtime.

MDT Graduate Seminar, Liz Lerman

2022, 2023

- Invited by Professor Lerman to introduce my games methodology to students for them to consider how to bring playfulness to their practice

Food and Thought community event, ASU College of Health Solutions

2021

- Interactive Lecture/performance/workshop about how to connect to elders and other community members through humor and joy when talking about food and community health

LECTURE/WORKSHOPS AT ASU - continued

Deliciousness Workshop, Arizona State University

2013

- Taught interactive cooking classes to graduate nursing and nutrition students in partnership with health coaches in the Latina community of Phoenix (promotoras) on how to use performance, humor, and storytelling to improve engagement in their delivery of health information around Type 2 Diabetes.

TEACHING BEYOND ASU

Interactive Game Workshop, Beijing Language and Culture University, Beijing, China

2024

- Bilingual (Chinese-Eng) workshop for non-game makers to infuse game design into their work

Seed-To-Tree Workshop, Playful World Building, New Children's Museum, San Diego

2024

- An intergenerational workshop for children between 9-14 and their parents, where participants learn how to tell stories through game design and integrate games and worlds into the Museum's Octavia E. Butler: Seeding Futures installation, experiencing the space as both a creator and a player. Participants are introduced to storytelling techniques used by authors like Laura Harjo (Mvskoke Tool of Futurity) and Jorge Luis Borges (Book of Imaginary Beings) to fuel their imagination and world-building skills.

Guest Faculty, Playfulness in Performance Art, EmergeNYC

2021- 2023

- Led workshops on how to use principals of game design and fun theory to add playfulness and audience-centered participation for non-binary emerging artist-activists from Bogota, Mexico City, New York, Jamaica, Cuba

Black Panther TCB Burrito Workshop, University of Illinois

2018

- With quixotic chef character as their leader, group builds a burrito based on the Black Panthers' 10-point plan to learn how I assemble theater games and humor, to cook up my performances

Taking on the Freshman 15, University of Illinois

2018

- A collaborative community-based design thinking workshop to build objects and platforms to answer: How can culture, food wisdom, recipes, and my mom help us debunk the myth of the Freshman 15?

Game Design Workshop, University of Illinois

2018

- Introduced serious games and taught the fundamentals of mechanics, dynamics, and aesthetics, fun and playtesting through playing games. Groups ultimately make their own games

TEACHING BEYOND ASU - continued

Grocery Store-ees, University of Illinois

2018

- A social engagement workshop where students share wisdom and learn how to shop for food. While engaged in this activity we create story poems in the grocery store, then share online.

ART 106 Art and Design Studio I and II, USC

2017, 2018

- Introduction to the fundamental elements in art making, design creation and thinking, including the key principles of process and critical analysis through time-based and digital art

The Emerging Importance of Arts to Health Policy and Practice, Meharry Medical College 2016

- A summer intensive course which explored diverse ideas and practices associated with the visual and performing arts in the allied health fields, toward an understanding of the emerging importance of the arts to health policy and practice. We examined discussions and debates regarding culture, embodiment, creativity, and community, especially as they relate to individual and community health.

Guerilla Theater Workshop, Macalester College

2013

- Designed/taught workshop where students learn to create guerilla performance

Hip Hop Theater Workshop, Macalester College

2013

- Using DJ, created and taught a workshop to get students to embody various metaphors in hip hop and punk rock music to create personal stories inspired by the DJs music

Social Engagement Strategies, Maryland Institute College of Art

2012

- Worked with students in Social Practice department to understand the best way to engage their neighbors, which previously did not trust them. Rather than focus on the object, taught them how to construct a more human-centered engagement with humor, food, and joy.

Artist in Residence – Curation/Performance, Columbia College

2012

- Worked with students in curatorial class to create an interactive Day of the Dead exhibit that served as a pop-up restaurant set. Also, worked with theater students to create characters for performance art.

STUDENT MENTORING

2020- 2024

Yanjun Lyu, Thesis Committee, Ph.D candidate in Arts, Media & Engineering (Design Embodied Social Activity with Augmented Sensory Technology),

Maryam Rahashteh, MFA Playwright Thesis Advisor

Jared Sprowls, MFA Playwright Thesis Advisor

Julio Cesar Saucedo, MFA Playwright Thesis Advisor

Rachel Evans, BA, Arts Management, worked with her on creating empathetic methods for workshop creation and building a strong non-profit children's theater.

Sophie Callesen, Barrett Honors Thesis, Playful Engagement for Refugee Youth Communities

Em Mones, Barrett Honors Thesis, a play on Jewish Mystical Misfits

Shea Riley, Barret Honors Assignment for Acting 1

Omar Hashem, Gym for those with Chronic Illness, MA Creative Enterprise & Cultural Leadership

Kristina Friedgen, Interactive Performance

Garrett Keeto, used work from Interactive Performance Class to get into IMDP MFA, wrote letter of recommendation for him

Ian King, student who used what he did in Playwriting to get into graduate school

Bradley Smith, MFA Art, Civic Engagement Projects

Pablo Ramirez, PhD, Communication studies, on their playwriting and solo performance

Ari Agha, MA, Voice, on solo performance project

Natalie Jenq, BFA Film, used techniques from Performing the Virtual and I wrote letter of recommendation for the USC MFA Film program

2025 -

JP Bayani, Dance, MFA Thesis Committee

JP Bayani, MFA Dance, games, and dance

j bouey, MFA Dance Thesis Advisor, advisor for taking game aspects for performances in Under the Radar Festival 2027 in New York City (developed idea in Writing for Games and AI)

Noah Hatton, Barrett Advisor, improv performance play around children usage of AI (performed in Public Practice + GenerativePlay StudioLab)

Leilani Tran, MFA Thesis Advisor, for board game design for thesis

Liliana Lopez, to develop board game as a coping tool for adolescents who face parental child abuse

Hemanth Kontham, MFA thesis advisor to create VR product company that can measure emotions

Shayna Padjen, intro to Dramatic Writing student, workshopped play she wrote in class at Phoenix Theatre and is now applying for MFA Writing for Performance in University of Cambridge

SERVICE - SERVICE TO THE PROFESSION

Member, International Game Developers Association

Member, IndieCade, largest International Festivals of Independent Games

Member, National Performance Network

Member, National Association of Chicana and Chicano Studies

Member, American Studies Association

Grant Panelist, Gerbode Foundation for \$50000 Playwrighting Grant

Grant Panelist, NEA – Theater Panel

Grant Panelist, NALAC Foundation

Grant Panelist, Minnesota State Arts Board

Grant Panelist, Alliance for Artist Communities

Grant Panelist, Arizona State Arts Council

SERVICE TO THE UNIVERSITY

HIDA Undergraduate Curriculum Committee

HIDA Wellness Committee

MDT Graduate Curriculum Committee

HIDA DEI Committee, 2020-2022

Dean's AI and Dreamscape Committee

MFA Dramatic Writing admission committee

Faculty Advisor, Devil's Inkwell,

A club for students to expand and develop their creative writing

Curriculum Designer, Performance Practices Area

Worked with Performance Practice Area colleagues to redesign and reorganize the Performance Practices undergraduate curriculum

Curriculum Developer, Performance & Movement

Wrote a new curriculum for the Performance and Movement Major that was requested by Associate Director Keith Thompson, and completed with David Olarte

Advisor, SafeSet, ASU Department of Theatre

Investigated issues with performers during lockdown, and wrote 19-page report given to Kristin Hunt with recommendations for SafeSet, a methodology for creating safe spaces for theatre production environments, to consider adoption

Faculty Member, ASU Center for Muslim Experience

Assisted in grant for Ramadan activities and future VR project

Instructor, AZ Thespian Fest,

Recruitment, AZ ThespianFest

Faculty Advisor, Arts Initiative for Refugees

Student organization to educate refugees with art experiences

SERVICE TO THE COMMUNITY

Advisor, EmergeNYC, Brooklyn

Assisted in framing funding for large foundations and general advice to scaling the program

Advisor, to Chair of Board of Directors, AJA Project - San Diego -

a youth participatory photography and arts company, I advised during the transition from interim Executive Director to Executive Director

Mentor, Towards 2040 Creative Leaders Fellowship, Words, Beats, and Life, 2022-2023

HONORS/AWARDS

Scholar in Residence, UCSD Jacobs School of Engineering

2025-2026

Residency to work on American Dream Slot Machine and chapters of my forthcoming book PlayFullSpace in the Anthropology, Performance and Technology Lab

DNA New Works Series, La Jolla Playhouse

2024

Second ever interactive immersive performance artists to be invited to this new works lab for Broadway-Bound productions

Herb Alpert Award, Nomination

2024-2025

One of 20 people in the nation nominated for innovation in theater as it relates to my games-performance and social engagement work. “The Herb Alpert Award recognizes experimenters who are making something that matters within and beyond their field.” If received, \$75000 award.

Alberto Alvaro Rios Sangre de Arte Award, Nomination

2021

for those who exemplify passion for creatively affecting their community, the arts, mentorship of Chicano/Latino students and leadership within ASU or the community

Pushcart Prize Nomination

2014

Nominated by Asian American Literary Review for “Unlost in the Supermarket: An Audio Teleplay of an Unfinished Soap Opera/Telenovela Called San Pablo, MN”

USA Artist Finalist, New Media,

2012

Nominated by Jorge Piña, Director of Programs, Guadalupe Cultural Arts Center, San Antonio, TX