

# Dan Solberg

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## Teaching Experience

### Education Coordinator, 2019-Present

*University of Kentucky Art Museum, Lexington, KY*

Developing new education initiatives and enhancing existing offerings in tandem with museum programming. Creating a formalized suite of group tour options and self-guided materials. Building out a learning hub on the museum's website and conceptualizing a physical presence for educational programs within the museum itself. Leading tours and educational activities and training student workers to do the same.

### Assistant Professor of Art (Part-Time), 2014-2018

*DePauw University, Greencastle, IN*

Taught introductory and advanced digital art, video art, and sculpture studio courses and January/May Term courses in videogame criticism and making art using smartphones. Led initiative to purchase and install permanent public displays for student work in digital media and managed content exhibition. Wrote original curricula for all courses and delivered relevant lectures and demonstrations. Offered one-on-one guidance for students, including seniors working on thesis projects, and graded projects promptly, providing extensive feedback. Managed materials budgets, assisted in departmental affairs, and helped lead local elementary school outreach workshops.

### Program Coordinator, 2010-2012

*Smithsonian Hirshhorn Museum and Sculpture Garden, Washington, DC*

Initiated and operated the ARTLAB+ teen digital learning program as part of a small team. Wrote frameworks, conducted workshops, and hosted club meetings for teens with interests in video, livestreams, art, video games, animation, and more. Trained teens in video production and facilitated live shoots as part of the Smithsonian's Heritage Month initiative. Built out the ARTLAB+ space with technology to best meet the needs of our teen audience using grants from the Pearson and MacArthur Foundations. Managed budget, registration, and contractor materials among other administrative duties. Coordinated with other museum departments and outside partners to expand the scope of programs.

### Teaching Assistant, 2007-2009

*Washington University in St. Louis*

Assisted professors in teaching Interdisciplinary Self-Portraiture, Drawing, and 3D Design. Critiqued students' work and provided constructive feedback. Trained students on how to use a wide range of tools including video editing software, wood shop power tools, and pastel drawing utensils, among others. Presented several lectures on contemporary and historical artists. Evaluated, graded, and documented student work.

## Supporting Experience

### Editor/Writer/Designer, 2010-Present

*Self-Employed/Freelance, Lexington, KY*

Organized, designed, and edited DED LED, a digital compilation book of 50 significant critical works published on Kill Screen between 2013 and 2016. Designed interior layout for Okay, Hero ebook. Writes features, profiles, and reviews about videogames in relation to culture for sites including Variety, Motherboard, Paste, Kill Screen and others. Conducts interviews with artists and developers to find unique, personal angles on games and surrounding culture.

### Producer (Video/Podcast), 2017-Present

*Self-Employed/Freelance, Lexington, KY*

Produces, edits, and publishes podcasts, video essays, tutorials, and explorations about popular media, art, and internet culture. Co-created the weekly podcast The Mummer's Farce, about the visual production of HBO's Game of Thrones TV series.

### Education Contractor, 2012, 2014

*Smithsonian Institution, Washington, DC*

Co-designed and conducted week-long workshops for local teenagers and trained and facilitated teen video production teams. Collaborated with multiple Smithsonian Institution museums to foster interdisciplinary creative programs for teenagers.

**Gallerist, 2010***Craig Elmer Modern, St. Louis, MO*

Launched and operated a pop-up art show from scratch in a vibrant cultural district. Refurbished and transformed a retail storefront into a professional gallery space.

**Preparator, 2009***Contemporary Art Center, New Orleans, LA*

Assisted in installing and uninstalling artworks of various mediums and installation specifics at museum-quality standards. Constructed and repaired walls. Consulted with artists and curators on the aesthetic details of exhibitions.

**Education** **Washington University in St. Louis, St. Louis, MO**  
Master of Fine Arts: Studio Art, 2009

**DePauw University, Greencastle, IN**

Bachelor of Arts: Majors in Studio Art and Communications, 2006

Minor: Film Studies

**Skills** Proficient in Premiere, Final Cut, Audition, audiovisual installation, Photoshop, podcasting, Microsoft Office, web CMS, Windows and Mac OS.

Fluent in InDesign, extended Adobe CC, 360-degree video VR, Google Apps, HTML, Blender, 3D printing, Twine, and social media platforms.

**Professional Engagement** Delivered a public talk titled *Art in Artifice: Searching for Depth within Surface* at DePauw University's Peeler Art Center as an art portfolio retrospective, 2019

Organized and lead in the public panel and forum *Building the Videogame Canon* at DePauw University's Peeler Art Center with fellow games studies professors, 2017

Delivered a public talk titled *Creative Systems: Art From Data* at DePauw University's Peeler Art Center on data visualization as an art practice, 2016

Delivered a public talk titled *Video Games and the New Installation Art* at DePauw University's Peeler Art Center on how games inform art audience expectations, 2015

Represented the Smithsonian Institution in the White House's Federal Games Working Group, seeking intelligent integration of games in federal process, 2012

Presented *iPhones and Intercessions* panel at DML (Digital Media and Learning) conference about the ARTLAB+ Community Design program, 2012

Completed Smithsonian Office of Contracting & Personal Property Management training courses in *Simplified Acquisitions* and *Developing Statements of Work*, 2012

**Recent Exhibitions** **2019**  
*Family Reunion*, ROYGBIV, Columbus, OH  
*Horizons*, The Sleeper, Oakland, CA

**2018**  
*Heterotopias 005*, Heterotopias, online

**2016**  
*Faculty Exhibition*, Peeler Art Center, Greencastle, IN  
*Alumni Art Exhibition*, Peeler Art Center, Greencastle, IN

**2015**  
*Invisible Art*, Green Center for Performing Arts, Greencastle, IN

**2014**  
*Beyond Violet with the Emperor Scorpion*, Des Lee Gallery, St. Louis, MO

**2013**

*Dogs of Doubtful Origin*, Peeler Art Center, Greencastle, IN  
*Doing and Undergoing*, Teachers College at Columbia University, New York, NY  
*ad hoc, ad loc and quid pro quo*, Des Lee Gallery, St. Louis, MO

**2012**

*Dan Solberg / Jacob Tonski*, ROYGBIV, Columbus, OH  
*For Rent*, The Transients, St. Louis, MO

**2011**

002, Favorite Goods, Los Angeles, CA  
*(e)merge Art Fair*, Capitol Skyline, Washington, DC

**2010**

*Tiny Content*, Snowflake Gallery, St. Louis, MO  
*Scenes*, Low Road Gallery, Greencastle, IN  
*Solberg/Cruzen*, Craig Elmer Modern, St. Louis, MO

**2009**

*Fast Times 3*, White Flag Projects, St. Louis, MO  
*MFA Thesis Exhibition*, Kemper Art Museum, St. Louis, MO  
*Runneth Over: MFA Thesis Satellite Exhibition*, Washington University in St. Louis, MO  
*Presence at a Distance*, Hoffman LaChance Contemporary, St. Louis, MO

**2008**

*Emerging Local Artists*, St. Louis Artists' Guild, St. Louis, MO  
*Parabola*, Steinberg Gallery, Washington University in St. Louis, MO  
*Fill in the \_\_\_\_\_*, Kulturprojekt, Berlin, Germany  
*St. Louis Filmmakers Showcase: Shorts Program*, Tivoli Theater, St. Louis, MO  
*Light Works*, Pulitzer Foundation for the Arts, St. Louis, MO  
*MFA First-Year Exhibition*, Des Lee Gallery, St. Louis, MO

**Artistic  
Recognition****itch.io Recommends Blog**, 2018

DED LED project write-up on official itch.io blog

**Irrational Passions and Bad End Podcasts**, 2018

Both podcasts featured episodes on DED LED project, guested on Bad End

**Critical Distance**, 2012, 2013, 2014, 2015, 2018

Work featured in weekly round-ups of essential writing about videogames

**River Front Times**, 2010

Featured Art Review for *Tiny Content* exhibition at Snowflake Gallery

**Saint Louis Art Map**, 2010

Featured Exhibition Review for *Tiny Content* exhibition at Snowflake Gallery

**River Front Times**, 2010

Featured Art Review for *Solberg/Cruzen* exhibition at Craig Elmer Modern

**Cinema Saint Louis**, 2008

Honorary entry into the St. Louis Filmmakers Showcase