Luke Meeken

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EDUCATION

The Pennsylvania State University, University Park, Pennsylvania
PhD in Art Education　　　　　　　Graduation Date: Aug 2022
GPA: 4.00

Virginia Commonwealth University, Richmond, Virginia
Master's in Art Education　　　　　Graduation Date: Dec 2013
GPA: 4.00

Carnegie Mellon University, School of Art, Pittsburgh, Pennsylvania
Bachelor's in Fine Art　　　　　　　Graduation Date: May 2005
QPA: 3. 83　　　　　　　　　　　　Graduated with both school and university honors

EXPERIENCE & SERVICE

Temporary Assistant Professor of Art Education – September 2022 – Present
Bridgewater State University, Bridgewater, MA
Developed and instructed art education and studio courses in the departments of Education and Arts & Art History. Developed a new art education course for the Art & Art History department focused on digital materials and places. Served on Graduate and Curriculum committees.

Instructor – Pre-Service Art Education (Undergrad) – August 2019 – May 2022
The Pennsylvania State University, University Park, PA
Developed and instructed undergraduate *Introduction to Art Education*, *Interpreting Art Experience: Social and Behavioral Perspectives*, and *Interpreting Art Experience: Educational Perspectives* courses. Facilitated exploration of arts issues with interdisciplinary groups and groups of pre-service art education instructors, and arranged fieldwork opportunities in area schools.

Research Assistant – Coding for Quantitative Arts Research – June 2020 – May 2021
The Pennsylvania State University, University Park, PA
Developed Python computer scripts for audio feature extraction of large corpuses of YouTube mashups and their source songs, as part of a grant-funded research project. Generated both static and interactive web-based visualizations of extracted data to facilitate analysis and share data.

Digital Curator – March 2019 – March 2021
Caucus of Social Theory in Art Education
Co-facilitated the planning and implementation of a significant restructuring of the Caucus's online curricular resource archives. Contributed to caucus meetings, and maintained caucus website and social media accounts.

Instructor – Summer Youth Art Programs – July – August 2012 – present
The Smithsonian Institution, Washington, DC
Developed curriculum for and taught experimental *Crafting Digital Places*, *Digital Arts Mash-Up*, *Creative Code*, and *Video Game Design* programs for middle schoolers.

Lead Curriculum Designer – January 2014 – June 2018
CurrentLab, Virginia Commonwealth University, Richmond, VA
Researched and developed on-line teaching resources and curricular modules for use in an NEA grant-funded teacher training workshop to introduce art educators to video game design.

Digital and Studio Arts Teacher, High School – August 2014 – June 2018
Patrick Henry High School, Ashland, VA
Developed and taught new media and traditional arts courses with high school students in *Graphic Arts I & II*, and *Art II, III & IV* courses.

Instructor – Pre-Service Art Education (Undergrad) – January 2014 – May 2014
Virginia Commonwealth University, Richmond, VA
Developed and co-taught a syllabus for an undergraduate student teaching seminar course.

Instructor – Technology in Art Education – August 2012 – December 2012
Virginia Commonwealth University, Richmond, VA
Developed and executed a syllabus for an undergraduate course *Computer Technology in Art Education*. Instructed teaching and studio practice with various new media art forms and secured opportunities for pre-service teachers to instruct students in a public school technology club.

PUBLICATIONS

2022	**"Land-based Art Intervention: Disrupting the Settler Colonial Curriculum of Public Parks,"** with Michelle Bae-Dimitriadis. *International Journal of Education Through Art, 18*(2).
	"Glitching Form: Subverting Digital Systems That Capture the Physical World,".with Aaron Knochel. *Art Education, 75*(4), 49–56.
	"Uncertain Matters: Material to Form Curricula for Digital Design and Fabrication," with Aaron Knochel. *European Journal of STEM Education, (6)*2.
2021	**"Visual Historiography: Drawing Time as a Method to Cultivate Varied Temporalities and Heterodox Avenues of Historical Inquiry"** *Studies in Art Education, 62*(1).
	"What critical sensitivities to digital materials have we developed in the pandemic moment? How might we carry them forward?" Editorial for Caucus of Social Theory in Art Education in *NAEA News, 63*(4), p 19.
2020	**"Forms and Bodies: Using Digital Fabrication to Interface the Virtual and Corporeal"** *Art Education, 73*(5), pp.47-54.
	"System Error: Versatility and Facility as Empowering Values for the Digital Arts Classroom" *Art Education, 73*(3), pp.22-28.
2019	**"Book Review: Playing with feelings: Video games and affect"** *Visual Culture & Gender, 14*, pp. 29-31.
2017	**Chapter "Staying Current: Developing Digital Literacies for the Creative Classroom,"** with Ryan Patton in *Teaching Computational Creativity*, Michael Filimowicz, & Veronika Tzankova, eds. Cambridge University Press.
2016	**"Food Landscapes: Cooking, Community Service and Art-Making with Teens,"** with K. Agnelli, E. Cramer, M. L. Buffington, & J. Norris. *Journal of Community Practice, (24)*2, pp. 205-214.

PRESENTATIONS

2023	**Unsettling the Settler Colonial Curriculum of Public Parks Through Land-Based Art Research and Praxis,** with Michelle Bae-Dimitriadis, NAEA National Convention
	Telling Stories and Building Communities Through Data Visualization Research and Pedagogy, panel, NAEA National Convention
	Bending Toward Justice: Iterative Curriculum as Design-Based Research for Culturally—Responsive Teaching with Creative Technologies, with Oscar Keyes and Aaron Knochel, NAEA Research Preconference
	Curricular Possibilities for Culturally Responsive Teaching in Maker Education, ART+
2022	**Critically Crafting Digital Places: Cultivating Critical Sensitivities to Unsettle Settler Sentiments of Digital Place & Foster a Virtual Class Community,** with Oscar Keyes, NAEA National Convention
2021	**Land We Care About: Ethical, Artful Disruption to the Settler Colonial Territorial Project**, Studio for Sustainability and Social Action Symposium
	Data Visualization Working Group: Visual Renderings of Sound Data, NAEA National Convention
	The Art of Social Theory: CSTAE Digital Curriculum Portfolio, NAEA National Convention
2020	**Making Stuff that Matters: Material to Form Curricula For 3D Printing**, PAEA State Convention
	Asymmetric Play: Feminist Digital Arts Pedagogy and the Gendered Politics of Video Games, NAEA National Convention
2019	**Mobile Atelier for Kinesthetic Education (MAKE 3D)**, PAEA State Convention
	Digital Arts Mash-Up: Experimentation, Exploration, and Play in a New Media Arts Camp, NAEA National Convention
	Display Adaptor: Confronting the Challenges of Exhibiting New Media Work by Students, NAEA National Convention
2018	**Creative Coding in Art Education: Computational Materials as Art Materials**, NAEA National Convention
2017	**Creative Code: Experiments in Interactive Beauty with Secondary Art Students**, NAEA National Convention, and VAEA State Convention
2016	**Art Education Technology and Social Theory in Art Education: Connecting Special Interests**, NAEA National Convention
	Leveling Up Across School Divisions: Teaching Games in Elementary, Middle, and High School, VAEA State Convention
2015	**Press Start to Begin: Game Design for the Art Classroom**, NAEA National Convention

HONORS

2023	Elliot Eisner Doctoral Research Award Runner Up, National Art Education Association
2020	Edward & Betty Mattil Award, The Pennsylvania State University
2018	University Graduate Fellowship, The Pennsylvania State University
2017	VAEA Central Region Secondary Art Educator of the Year
2012	Graduate School Thesis/Dissertation Assistantship, Virginia Commonwealth University
2011	School of the Arts Graduate Teaching Assistantship, Virginia Commonwealth University