Luke Meeken

Full CV at:

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

RECENT EXPERIENCE & SERVICE

Assistant Professor of Art Education – August 2023 – Present
Miami University, Oxford, OH
Developed and instructed art education courses, including establishing fieldwork relationships, fostering curricular connections with Indigenous scholars at the Myaamia Center, and directing Miami's Saturday Art program.

Coordinator – March 2024 – Present
Caucus of Social Theory in Art Education (CSTAE)
Coordinated with board members CSTAE programs, including soliciting, reviewing and awarding annual Buffington START Grant recipients, setting and running regular meetings, reviewing conference proposals, and facilitating caucus conference sessions.

Temporary Assistant Professor of Art Education – September 2022 – May 2023
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 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.

RECENT PUBLICATIONS

2024 **"From Digital Literacy to Critical Digital Ecology: Curricula as Digital Places in Art Education"** *Visual Arts Research, 50(*1).

"Digital Place-Futures Outside a Colonial Metaversal Imaginary: Danielle Braithwaite-Shirley's WE ARE HERE BECAUSE OF THOSE THAT ARE NOT as Critical Digital Place-Craft" *The Journal of Social Theory in Art Education, 43.*

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).

"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).

2020 **"Forms and Bodies: Using Digital Fabrication to Interface the Virtual and Corporeal"** *Art Education, 73(*5).

"System Error: Versatility and Facility as Empowering Values for the Digital Arts Classroom" *Art Education, 73(*3).

2019 **"Book Review: Playing with feelings: Video games and affect"** *Visual Culture & Gender, 14.*

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.

RECENT PRESENTATIONS

2024 **Thinking Beyond the Zoom-Room to Craft Digital Places for Learning**, NAEA National Convention

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 Sensitivies 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

RECENT HONORS

2024 Harlan E. and Suzanne Dudley Hoffa Dissertation Award in Art Education
2024 Miller Center for Student Disability Services Disability Advocate Award
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