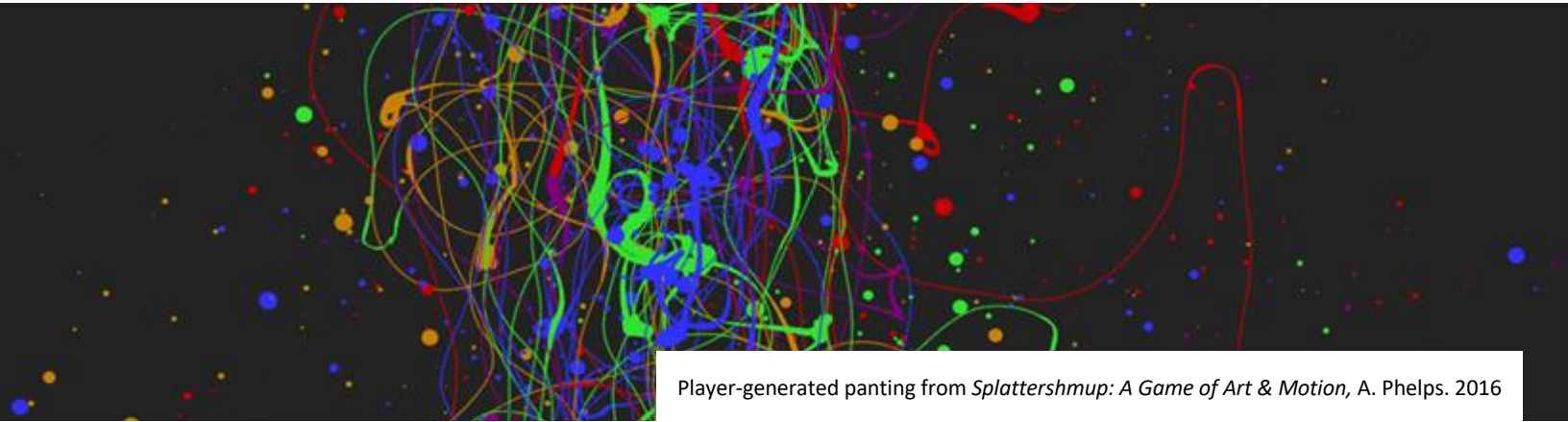




Player-generated panting from *Splattershmap: A Game of Art & Motion*, A. Phelps. 2016

# ANDREW PHELPS BIO BLOCKS

## BIO @ 200 WORDS:

Andrew "Andy" Phelps is an artist, designer, and a professor in the Film & Media Arts division of the School of Communication, and is the director of the AU Game Center at American University in Washington DC. He was formerly the Chief Learning Officer at Endless Studios, a game-making studio and educational technology startup, and a professor at the Human Interface Technology Laboratory NZ (HITLabNZ) within the College of Engineering at the University of Canterbury in Christchurch, New Zealand exploring virtual and augmented reality, games and education, and art and interactive media experiences. He was also the inaugural (founding) Programme Director of the Koawa Studios | Digital Screen Campus. Prior to these appointments he served as a professor at the Rochester Institute of Technology as the founding director of the School of Interactive Games & Media, the RIT Center for Media, Arts, Games, Interaction & Creativity (MAGIC), and MAGIC Spell Studios. Phelps is also president and a founding fellow of the Higher Education Video Game Alliance (HEVGA). His latest games are *The Witch's Way* (Itch.io, 2021) and *Fragile Equilibrium* (XBOX, Steam, Itch.io 2019). He maintains a website of his publications, writing, artwork, and curriculum development at [andyworld.io](http://andyworld.io).

## BIO @ 100 WORDS:

Andrew "Andy" Phelps is an artist, designer, and professor in the School of Communication, and is the director of the AU Game Center at American University in Washington DC. He is the former Chief Learning Officer at Endless Studios, and was a professor at the Human Interface Technology Laboratory NZ, and founding Programme Manager of the Koawa Studios | Digital Screen Campus at the University of Canterbury. His latest games are *The Witch's Way* (Itch.io, 2021) and *Fragile Equilibrium* (XBOX, Steam, Itch.io 2019). He maintains a website of publications, writing, artwork, and curriculum development at [andyworld.io](http://andyworld.io).

## BIO @ 50 WORDS:

Andrew "Andy" Phelps is an artist, designer, and professor with over 25 years experience in the field at American University, the University of Canterbury, Uppsala University, Endless Studios, and more. His latest games are *The Witch's Way* (Itch.io, 2021) and *Fragile Equilibrium* (XBOX, Steam, Itch.io 2019). Details online at [andyworld.io](http://andyworld.io).

## TWITTER BIO @ANDYMPHELPS

Prof. of Film & Media Arts [@AU\\_SOC](https://twitter.com/AU_SOC), Director at [@AUGameCenter](https://twitter.com/AUGameCenter). Pres. at [@theHEVGA](https://twitter.com/theHEVGA).  
he/him

## LINKEDIN BIO: [ <https://www.linkedin.com/in/andymphelps/> ]

Professor at @AU\_SOC, Director at @AUGameCenter. President at @theHEVGA.

LAST UPDATED: JUL 21, 2025