

# KAREN VANDERBORGH T AKA IMAGEFATALE

As a digital artist, educator, and mentor, I re-imagine the human experience using emerging technologies. Through playful exploration, I challenge perspectives and stir up profound emotions. My work falls between the cracks of media art, technology and games. As an educator and mentor, I am dedicated to guiding the next generation of artists to embrace new technologies to express their creativity. While initially exploring multimedia, video art, and expanded cinema, my career temporarily veered into linear media production. With the discovery of VR (virtual reality), I eventually returned to my true passion: interactive art, art games and XR (extended reality).

## SELECTED WORKS AND EXHIBITIONS

### 2023 NUVILLE

Myseum Intersections Festival 2023  
Toronto Games Week

### 2022 NEVER GROW UP

Fivars Festival, Toronto, 2023  
Miami Filmgate Interactive, Miami, FL, US, 2023

### 2019 GREY MATTER AR

Solo exhibit Trinity Square Video, Toronto  
Official selection Festival du Nouveau Cinéma, Montréal  
MINA, online festival, 2020

### 2015 780 ST. RÉMI

RVCQ Les Rendez-Vous Du Cinéma Québécois  
RIDM Les Rencontres Internationales Du Documentaire De Montréal - in competition  
Lights Camera CURE!  
Mac Film Festival

### 2006 SOLO EXHIBITION ARTS CENTRE APORIA, DO IT YOURSELF ART FESTIVAL, OSAKA (JP)

Overview of one-channel video art, including **The Happy Three Family**, **The Sisters of Light** and others.

### 1995 - 2010 SELECTED SCREENINGS OTHER WORK (ONE CHANNEL WORK)

Kurzfilmtage Oberhausen (DE) - MIX festival, New York (US) - San Francisco Film Festival (US) - Rotterdam Film Festival (NL) - Transmediale Festival, Berlin (DE) - Reina Sofia Museum, Madrid (ES) - Durham Art Gallery, Toronto (CA) - Whitechapel Gallery, London (UK) - Semana de Cine Experimental, Madrid (ES) - VIPER, Basel (CH) - European Media Art Festival, Osnabrück (DE) - MuuMedia Festival, Helsinki (FI) - Emmedia, Calgary (CA) - WOW, Women in Film and Television, Australian Tour (AU) - Kunstenfestivaldesarts, Brussels (BE), Rogue Art/Antimatter, Victoria (CA) - Vienna Shorts (AU) - Leuven Kort (BE) - Archipelago Int. Short Film Festival, Rome (IT) - Independent Festival of Digital Arts, Berkeley (US) - Centre Pompidou, Paris (FR) and others

## PROFESSIONAL APPOINTMENTS

**2023 ASSESSOR ONTARIO ARTS COUNCIL, MEDIA ARTS CREATION PROJECTS**

**2017 - PRESENT, SESSIONAL INSTRUCTOR, OCADU, DIGITAL FUTURES. ATELIER I, III.**  
Focus on world-building, spatial storytelling and 3D interaction in VR and AR.

**2022 - PRESENT, SESSIONAL INSTRUCTOR, GEORGE BROWN COLLEGE, SCHOOL OF DESIGN.** Design Technology and Humans. Immersive Media.

**2021- PRESENT, OYA BLACKS ARTS COALITION, SCALE-UP**

Inspire and mentor black creatives to create their first XR prototype.

**2017, 2018, SESSIONAL INSTRUCTOR, TORONTO METROPOLITAN UNIVERSITY, SCHOOL OF IMAGE ARTS,** Integrated Digital Option, Production I. Integrated Digital Option, Technology I.

## SELECTED GUEST LECTURES

**2018 I-DOC CONFERENCE, BRISTOL, UK** – Presentation of VR prototype WITHOUT A ROOF

**2018 TAIPEI VR IN PROGRESS, TAIWAN** – Panelist, jury member and guest speaker

**2018 REGARD BLEU FESTIVAL AND CONFERENCE, ZÜRICH, CH**

Lecture and VR workshop focused on its potential in anthropological research.

**2017, 2018 MIT, OPEN DOCUMENTARY LAB, HACKING VR, BOSTON, US**

Guest lecture on interactive cinematic VR. Public lecture on ethics in VR (2017).

**2016, 2017 SHERIDAN COLLEGE, CULTURE & INFORMATION TECHNOLOGY DEPARTMENT**

**2016 CANADIAN FILM CENTRE**

The first virtual reality creative doc lab produced by the CFC Media Lab, The National Film Board of Canada and Justfilms / Ford Foundation with diverse participants from the US and Canada.

**2016 MUTEK, VR SALON, MONTRÉAL** – Speaker and panellist.

**2016 NFB XP, MONTRÉAL** – Participant in an exceptional private VR/AR incubator/workshop organized by the NFB, Mutek and Quartier Des Spectacles.

**2016 TIFF POP VR 01, TORONTO** – Panelist on VR art and music.

## GRANTS AND AWARDS (CANADA, US)

**2021**

Digital Now, Canada Arts Council; Myseum Festival support grant – Nuville (art game)

Production to Realization, Canada Arts Council – Never Grow Up VR (art game)

Digital Strategy, Canada Arts Council – A-site (workshops around AR and AI)

**2020** Media Arts Project Grant, Ontario Arts Council – Never Grow Up VR

**2018**

Research and Creation, Canada Arts Council – Grey Matter AR (social media art hack)

Media Arts Project Grant, Ontario Arts Council – Grey Matter AR

**2010**

Boomerang, 1st Prize Art & Culture, Qc, CA – website tekaren

Bronze Remi Award, Worldfest Houston International Film Festival, US – Edimmu, art video

Honourable Mention, True/False Film Fest, US – Edimmu, art video

## EDUCATION

1999 LUCA SCHOOL OF ARTS, Brussels, BE— Teachers Certificate, graduated with high distinction

1994 LUCA SCHOOL OF ARTS, Brussels, BE — MFA (Audiovisual Arts), graduated with distinction

## CERTIFICATES AND COURSES

2020 OCADU Faculty & Curriculum development centre

Certificate of Teaching Art and Design Online

2020 OCADU Continuing studies

Certificate in User Experience (UX) Design and Web Development Skills

2019 OCADU Continuing Studies

Game Design Studio I: Introduction to Unity — Game and Interactive Media Design

2015 OCADU Continuing studies

Interactive narrative design

2006 Vidéographe, Montréal, QC

Coding for multimedia with pure data/GEM

## AFFILIATIONS

Saloon Network Toronto, Dames Making Games, Hand Eye Society, Interactive Ontario

## COLLECTIONS

One-channel video art pieces distributed by Argos, Brussels, BE -& Frameline, San Francisco, US

## SELECTED PRESS (CANADA, US)

2023

**ONFR+**, Solo Portrait: Karen Vanderborght : la réalité virtuelle au service de l'artiste

**ONFF+** Des artistes remettent en question la place de l'intelligence artificielle dans l'art visuel

2021

**Selftitled Mag**, Act! And Mixed Media Artist Karen Vanderborght give their younger selves advice.

**Clot Magazine**, GREY MATTER AR, exploring the poetic and existential potential of selfies and AR filters

2020

**Immerse.news**, Emergent storytelling in the new age of social AR. (Mention in online Article. A publication by MIT and Tribeca.)

2019

**CBC arts**, This AR documentary is hiding inside snapchat (blog and instagram)

**l-express.ca** Karen Vanderborght veut reconnecter les jeunes et les aînés (online article)