

Gracie Fagan Official Bios

Updated 2/18/2026

Please check in with Gracie if you want to edit this!

Full Length

Gracie Fagan (she/her) is a multimedia artist, composer, and producer creating electrifying works at the crossroads of contemporary classical experimentation and pop culture. Through sound, projection, and performance, she transforms the stage into immersive environments that blur the line between performer and audience. Her practice embraces game controllers, live electronics, and real-time processing to reimagine how music can be performed and experienced. With a style that is both conceptually rigorous and viscerally engaging, Gracie crafts performances that are as innovative as they are accessible. Recognized nationally for her bold and interdisciplinary approach, her projects have appeared on concert stages, festivals, and multimedia platforms across the United States.

Gracie's work is grounded in collaboration and developed in close dialogue with performers, dancers, and technologists. She has worked with artists including Joel Ferst (saxophone), Nathan Mertens (saxophone), Grace Stringfellow (oboe), Duo Cortona, and The Myriad Project, as well as with the University of Nebraska Dance Studio, the University of Colorado Boulder Dance Studio, and the University of Colorado Boulder Philharmonic. Her electronic and performance practice has also been shaped through site-specific work at The TANK Center for Sonic Arts, where she's implemented live electronics, spatial sound, and interactive systems within experimental performance contexts. Gracie is actively seeking new collaborators and ensembles of all types — from chamber groups and large ensembles to interdisciplinary artists, dancers, and electronic musicians — who are interested in experimental performance, live processing, and expanded concert formats.

Alongside her creative practice, Gracie is deeply passionate about teaching composition and electronic music. She approaches teaching as a collaborative and exploratory process, empowering students to develop their own artistic voices while building practical tools in composition, sound design, and live electronics.

Her teaching emphasizes experimentation, curiosity, and confidence with technology, encouraging emerging artists to take creative risks and engage critically with sound, performance, and media. For Gracie, teaching is not separate from making art, but an integral part of cultivating vibrant, inclusive creative communities.

Outside of performance, Gracie draws inspiration from fantasy, games, and storytelling. She is an avid Dungeons & Dragons Dungeon Master, a Twitch streamer with a love for RPGs (especially Skyrim), and a lifelong reader of fantasy literature. These narrative-driven worlds deeply inform her artistic imagination, shaping her interest in immersive environments, character, and audience agency.

Gracie holds a Master of Music Composition with Technology Emphasis from the University of Colorado - Boulder, and is currently pursuing a Doctor of Musical Arts

Composition degree at the University of Michigan. She completed her Bachelor of Music Composition degree at the University of Nebraska - Lincoln in 2023. She has studied with Evan Chambers, Erik Santos, Carter Pann, Annika Socolofsky, Michael Theodore, John Drumheller, Tom Larson, and Greg Simon.

200 Words

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Name Pronunciation:

GRAY-see FAY-gan (rhymes with Dan)