

## **ROBERT F. NIDEFFER - Biography**

Dept. of Studio Art  
University of California, Irvine  
Irvine, California 92697  
*http://nideffer.net*  
*nideffer@gmail.com*  
FAX: 949.824.5297

### **EDUCATION**

M.F.A. *Art Studio*. Emphasis in Computer Arts. University of California, Santa Barbara. Thesis title: *The Fine Art of Appropriation*. 1997.

Ph.D. *Sociology*. Emphasis in Media Theory, Technology and Culture, Development Studies. University of California, Santa Barbara. Thesis title: *Bodies, No-bodies, and Anti-bodies at War: Operation Desert Storm and the Politics of the "Real."* 1995.

B.A. *Cultural Anthropology*. University of California, Santa Barbara. 1988.

### **TEACHING AND RESEARCH INTERESTS**

Virtual Environments and Behavior, Interface Theory and Design, Technology and Culture, Contemporary Social Theory, Game Studies.

### **POSITIONS HELD**

*Full Professor*. Department of Studio Art, 2008-Present. *Associate Professor*. Department of Studio Art, 2002-2008. *Assistant Professor*. Department of Studio Art, 1998-2002. Courtesy Appointment (0%), Department of Informatics, 1999-Present. Affiliated Faculty, Visual Studies Program. Fall 2000-Present. University of California, Irvine.

*Founding Director*. Game Culture and Technology Laboratory. University of California, Irvine. Fall 2000-Present.

*Founding Director*. Game Culture and Technology Undergraduate Concentration. 2005-2011.

*Director*. Arts Computation Engineering (ACE) Program. 2007-2009.

*Co-Director*. Arts Computation Engineering (ACE) Program. 2005-2007.

*Lecturer*. Department of Art Studio, University of California, Santa Barbara: Advanced Electronic Intermedia (3D Modeling and Animation; The Art & Design of Online Public Spaces). Summer 1997-1998.

*Associate (Instructor)*. Department of Art Studio, University of California, Santa Barbara: Advanced Electronic Intermedia (Dynamic Web). Spring 1997. Department of Sociology, University of

California, Santa Barbara: Computers in Society, Sociology of Mass Communication, Urban Sociology, Sociology of Development. 1991-1995.

*Assistant.* Department of Art Studio, University of California, Santa Barbara: Electronic Intermedia (Introduction to Alias/Wavefront; Animation; Dynamic Web). 1995-1997. Department of Sociology, University of California, Santa Barbara (Various courses). 1988-1995.

## **INVITED PRESENTATIONS**

Artist Talk. "Playing with Bosch." Laguna Art Museum, Gallery. August 16, 2009. Laguna Beach, CA.

Gamelab Project Demonstrations. TechnoTravels/TeleMobility: HASTAC in Motion. HASTAC II: Second Annual HASTAC Conference. Humanities Research Institute. University of California, Irvine. Irvine, California. May 22-24, 2008.

Gamelab Project Demonstrations. Cultures of Virtual Worlds. Sponsored by Intel Corporation. Center for Ethnography. University of California, Irvine. Irvine, California. April 25-26, 2008.

"Games, Globalization and Culture Industry." World Game Culture Conference. E-Fun Festival 2007. COEX Convention Center. Daegu, Korea. October 26-28, 2007.

"Supporting Divergence in Times of Convergence." DICON 2007. International Digital Content Conference. COEX Convention Center. Seoul, Korea. September 10-11, 2007.

Keynote Address. "Being Undisciplined." CT Young Investigators Forum. Korean Advanced Institute of Science and Technology. Daejeon, Korea. September 8-9, 2007.

"DinoQuest Online." California Special Interest Group of the Museum Computer Network. Irvine, California. June 7, 2007.

"Research and Educational Innovations in Computer Games." UC Office of the President, Science and Innovation Board. May 10, 2007.

Artist Talk. "Open." Open Source Sound, Image, and Electronics. University of California, Los Angeles. Los Angeles, California. February 9-10 2007.

"Modding the Museum: Accessing Museum Collections through Games." *Access to Assets: Return On Investment.* Museum Computer Network. Pasadena, California. November 8-11, 2006.

"unexceptional.net." Zero One San Jose/ISEA 2006 Symposium. Seven Days of Art and Interconnectivity. San Jose, California. August 7-13, 2006.

"Collaboration Portals." Cyberinfrastructure Institute for Humanities, Arts and Social Sciences Summer Institute. University of California, San Diego. San Diego, California. July 24-28 2006.

"Collaboration Infrastructure for the Humanities and Arts." (With Yuzo Kanomata). ISR Research Forum, 2006. Institute for Software Research. University of California, Irvine. Irvine, California. June

2, 2006.

"Virtual Collaborative Research Environment." HASS Technology Council. Humanities Research Institute. University of California, Irvine. Irvine, California. May 30, 2006.

"unexceptional.net." UC Institute for Research in the Arts. State of the Arts Conference. University of California, Santa Barbara. Santa Barbara, California. May 19-20, 2006.

Artist Talk. "unexceptional.net" Digital Arts and New Media (DANM) Lecture Series. University of California, Santa Cruz. Santa Cruz, California. May 15, 2006.

"Making Stuff Talk." Out of the Box: Heterogeneous Networks. MASSIVE: The Future of Networked Multiplayer Games. University of California, Irvine. Irvine, California. April 20, 2006.

"Virtual Collaborative Research Environment - Extending the Residency Model." Expanding Cyber-Communities. New Models for the Natural, Social, and Human Sciences. HASTAC Consortium. Humanities Research Institute. University of California, Irvine. Irvine, California. April 20-22, 2006.

"Gaming in Heterogeneous Networks." Information Exchange. UC Digital Arts Research Network System-wide Gathering. University of California, Los Angeles. Los Angeles, California. March 3-4 2006.

"Gaming: Remix / Culture." New Media, Technology, & the Humanities. University of California, Irvine. Irvine, California. February 17-18 2006.

Artist Talk. "unexceptional.net." Fundacion Telefonica. Buenos Aires, Argentina. July 28, 2005.

Artist Talk. "unexceptional.net." "Transliterations. Research in the Technological, Social, and Cultural Practices of Online Reading." University of California, Santa Barbara. Santa Barbara, California. June 17-18, 2005.

Research Talk. "Game Culture & Technology Lab Partnership Possibilities." DENPO: International Game Show. Digital Industry Promotion Center. Daegu, Korea. August 24-27, 2004.

Artist Talk. "Participate/Collaborate: Reciprocity, Design and Social Networks." Banff Centre for the Arts. New Media Institute. Banff, Canada. September 30-October 3, 2004.

Artist Talk. "Simulation and Other Re-enactments: Modeling the Unseen." Banff Centre for the Arts. New Media Institute. Banff, Canada. April 29-May 2, 2004.

"ArtModJam." Evolve, GDC 04. Game Developer's Conference, 2004. San Jose Convention Center. San Jose, California. March 22-26, 2004.

"Copyright or Copywrong: The Case of Battle.net and Hacking for Interoperability." Public Cultures and Copyright. Copyright and the Networked Computer: A Stakeholder's Conference. University of California Washington Center. Washington DC. November 6-8, 2003.

"The Game Research Grid: A Massively Multi-User Online Grid-Based Game System." (With Celia Pearce). Level Up. DIGRA. Digital Games Research Association, 2003. Utrecht University. Utrecht, Holland. November 4-6, 2003.

Artist Talk. "The Game Culture and Technology Lab." GRAVEL Lecture Series. Game Research and Virtual Environment Lab. University of Minnesota. Minneapolis, Minnesota. November 3, 2003.

Keynote. "From Skateboards to Satellites." Carleton Digital Arts Festival 2003." Carleton College. Carleton, Minnesota. November 2, 2003.

Artist Talk. "Fun & Games: An Introduction to Art-Based Game Modding." SIGGRAPH 2003. Courses. Sand Diego Convention Center. San Diego, California. July 27, 2003.

Artist Talk. "The (New) Objects of Digital Culture and How To Study Them." *Network Creativity and Digital Culture*. Rockefeller Foundation. New York, NY. May 9, 2003.

Artist Talk. "Computer Games, Game Culture and Multi-Person Networked Interactivity." *Forum and Seminar Series*. Intel Research. Hillsboro, Oregon. February 11, 2003.

"Interactive Technology and Popular Culture." With Sheldon Brown. Cal-(IT)2 All-Hands Meeting. Beckman Center of the International Academy of Sciences. October 4, 2002.

"Disciplining the Interdisciplinary." *Teaching in a Digital Domain*. A National Symposium. Biennale of Electronic Arts Perth (BEAP)." John Curtin Gallery. Perth, Australia. August 10, 2002.

Artist Talk. "Biennale of Electronic Arts Perth (BEAP)." John Curtin Gallery. Perth, Australia. August 9, 2002.

Artist Talk. "Central Metropolitan College of TAFE." Western Australian School of Art Design and Media (WASAD). Perth, Australia. August 6, 2002.

"Playtime as Productive Time: Harnessing Gaming Paradigms for the Design and Implementation of Massively Multiuser Online Educational Environments." *Consciousness Reframed*. John Curtin University of Technology, Perth. Perth, Australia. August 3, 2002.

"Game Grids." *Entertainment Value*. Gaming Culture: Inside and Outside the Academy. University of California, Santa Barbara. Santa Barbara, California. May 3-4, 2002.

"Shift-Ctrl: Computers, Games and Art." *Enter Here: New Zones of Thought and Vision*. California College of Arts & Crafts (CCAC). Timken Lecture Hall. San Francisco, California. April 26, 2002.

Artist Talk. "2002 Whitney Biennial Net Art." Performed by Christiane Paul. Tishman Auditorium. Center of New Design, Parsons School of Design. New York City, New York. March 8, 2002.

"Head Games by PROXY." *Extreme Parameters: New Dimensions in Interactivity*. Open University of Catalunya. Barcelona, Spain. July 5-14, 2001.

Artist Talk. *New Zones of Thought and Vision*. Organized by Mark Bartlett. California College of Arts and Crafts. San Francisco, California. April 26, 2001.

Artist Talk. *Digital Dialogues*. Organized by Peter Lunenfeld. Art Center College of Design. Pasadena, California. March 19, 2001.

"Exploring Issues of Agents and Agency by PROXY." Center for Research on Information Technology and Organizations. University of California, Irvine. Irvine, California. February 7, 2001.

"Disciplining Gaming Studies." *Entertainment in the Interactive Age*. Annenberg Center for Communication. University of Southern California. Los Angeles, California. January 29-30, 2001.

"Explicating Lara's Crack." Game Patch. Axis: Foundation for Art and Gender. De Balie. Amsterdam, Holland. November 16, 2000.

"Mismanaged Agency by PROXY." Digital Cultures Research Conference. University of California, Santa Barbara. Santa Barbara, California. November 3-5, 2000.

"Managing Agents and Agency in a Text-Based Virtual Environment." Computers and Writing 2000 Conference. Fort Worth, Texas. May 25-28.

"Agency by PROXY." Monday Night Lecture Series. Department of Design | Media Arts. University of California, Los Angeles. Los Angeles, California. May 1, 2000.

"Putting Things in Context." Invited Artist Lecture Series. Department of Art Studio. University of California, Santa Barbara. Santa Barbara, California. April 25, 2000.

"The Art of the Container." *Digital Arts Saturday Symposium*. University of California, Irvine. March 18, 2000.

"Agency by PROXY." Center for Virtual Reality. University of California, Irvine. Irvine, California. November 5, 1999.

"Designing Interfaces to Online Public Spaces." Presented for the Culture in American Life Speaker Series. Edmonds College, Seattle, Washington, April 26, 1999.

"UC Digital Arts Research Network." (Group Poster Session). CENIC '99: Achieving Critical Mass for Advanced Applications. Monterey, California. May 6-7, 1999.

"Information Personae by PROXY." (World-Wide-Web). Digital Show and Tell. Getty Internet Center. College Arts Association Annual Meeting. Los Angeles, California. February 10-13, 1999.

"Interfaces to Creative Online Networks (ICON)." Foundation for Art Resources (FAR). *Virtual Audience: Point of Entry*. "On the Verge" Art Talk Lecture Series. Los Angeles Center for Photographic Studies (LACPS). Los Angeles, California. August 4, 1998.

"The Alexandria Digital Library: A Java Interface to Geospatial Information." (With Nathan Freitas).

Getty Information Institute. Los Angeles, California. January 21, 1998.

"Advanced Visualization Services: Collaborative Environments." (Software Application/Paper. With Nathan Freitas). Digital Library Initiative: All Projects Meeting. University of California, Berkeley. Berkeley, California. January 5-6, 1998.

"Research Across Disciplines Testbed Projects." (With Victoria Vesna and Nathan Freitas). Visual Research Lab. University of California, San Diego. San Diego, California. November 24, 1997.

"The Alexandria Digital Library." (Software Application. With Nathan Freitas). Java Tools for Science Analysis and Visualization. Jet Propulsion Laboratory. Pasadena, California. November 19, 1997.

"Life in the Universe with Stephen Hawking." (With Victoria Vesna and Jim Mervis). Interdisciplinary Humanities Center, Art Studio, Multicultural Center Theater, UCSB General Affiliates. University of California, Santa Barbara. Santa Barbara, California. May 12, 1997.

"Making *SPEED*." Media Creation: Art/Technology Seminar. Center for Research in Electronic Art Technology (CREATE). University of California, Santa Barbara. Santa Barbara, California. March 13, 1997.

"Life in the Universe with Stephen Hawking." (World-Wide-Web/CD-ROM). Instructional Development New Media Day. Corwin Pavilion. University of California, Santa Barbara. Santa Barbara, California. February 3, 1997.

"Bodies INCorporated." (With Victoria Vesna). Diverse Works. Houston, Texas. November 1-2, 1996.

"Terminals: Considering the End." (World-Wide-Web. With Victoria Vesna). Annual Meetings for InterCampus Arts. Armand Hammer Museum. University of California, Los Angeles. Los Angeles, California. October 25, 1996.

"Affirmative Action Under Attack: Why Now?" Public Screenings and Discussion. Multicultural Center Theater. University of California, Santa Barbara. Santa Barbara, California. October 22-24, 1996.

"Art on the Internet." (With Victoria Vesna). RAIN Internet Cafe, and the Santa Barbara Museum of Art. Santa Barbara, California. October 17, 1996.

"Keeping Down the Digital Swill." (Video/Paper). From Medieval Manuscript to CD-ROM: Reexamining Image, Text, and Performance. University of California, Santa Barbara. Santa Barbara, California. February 16-17, 1996.

"The Internet as Public Space." KCSB radio interview. University of California, Santa Barbara. Santa Barbara, California. December 12, 1995.

#### **OTHER PRESENTATIONS (PROFESSIONAL MEETINGS)**

"A Collaborative Science Learning Game Environment for Informal Science Education: DinoQuest

Online." With Walt Scacchi. *Entertainment Computing Symposium*. World Computer Congress. Milan, Italy. September 7-10, 2008.

"Collaborative Game Environments for Informal Science Education: *DinoQuest* and *DinoQuest Online*." The 2008 International Symposium on Collaborative Technologies and Systems (CTS 2008). Irvine, California. May 19-23, 2008.

"Faculty Subjects." Digital Arts and Culture Conference 2000. Bergen, Norway. August 2-4, 2000.

"Games Agents Play." *Invencao: Thinking the Next Millennium*. Sao Paulo, Brazil. August 25-29, 1999.

"Navigating the Virtual Geographies of an Information Personae." International Association of Philosophy and Literature. Trinity College. Hartford, Connecticut. May 11-15, 1999.

"Public Spaces and Meaningful Traces: Interfacing to Information Personae." (World-Wide-Web/Paper). *The World Wide Web and Contemporary Cultural Theory: Metaphor, Magic, and Power*. Drake University. Des Moines, Iowa. November 6-7, 1998.

"Interface Ecologies." (Paper). *Consciousness Reframed: Art and Consciousness in the Post-Biological Era*. University of Wales College, Newport. August 19-22, 1998.

"Mediating Intellectual Communities: Virtual Ecologies of *SPEED*." (World-Wide-Web/Paper). *Information, Technology, and the Humanities*. The 1997 Western Humanities Conference. University of California, Riverside. Riverside, California. October 17-19, 1997.

"*SPEED: Technology, Media, Society*." (World-Wide-Web/Paper). ISEA 97. The Eighth International Symposium on Electronic Art. Chicago, Illinois. September 22-27, 1997.

"Affirmative Action Under Attack: Why Now?" (Video). Society for Cinema Studies. Ottawa, Canada. May 15, 1997.

"Cuming Soon on CD-ROM: On the Promise and the Pitfalls of Virtual Pornography." (Video/Paper. With Laura Grindstaff). *Console-ing Passions: Annual Conference on Feminism, Television, and Video*. Seattle, Washington. April 6-9, 1995.

"The Lacunae Project: Using Interactive Media to Illustrate Garment Production on the Global Assembly Line." (Software/Paper. With Brad Christerson). American Sociological Association annual meetings. Los Angeles, California. August 5-9, 1994.

"Desert Storms and Reality Wars." Pacific Sociological Association annual meetings. San Diego, California. April 14-17, 1994.

"The Futurology of the Device, or Screening the Social Geographies of 'Tommorrow.'" (With Benjamin Bratton). *Interdisciplinary Approaches to Visual Representation: The 5th Annual Berkeley Symposium*. Berkeley, California. March 12-13, 1994.

"Imag(in)ed Gulfs." The Image of Technology in Literature, the Media and Society: 4th Annual Conference of the Society for the Interdisciplinary Study of Social Imagery. Colorado Springs, Colorado. March 10-12, 1994.

"Reality Isn't What It Used To Be ... Is It?" Machine Culture: The Virtual Frontier. SIGGRAPH 93, 20th Annual International Conference On Computer Graphics and Interactive Techniques. Anaheim, California. August 1-6, 1993.

"(Almost) Live from the Middle East." (Software/Paper). Computing for the Social Sciences annual conference. Urbana-Champaign, Illinois. May 18-21, 1993.

"Metaphorically Homeless: De/Constructing Congressional Rhetoric and Public Policy." American Sociological Association annual meetings. Pittsburgh, Pennsylvania. August 24-28, 1992.

"Mapping the Reemergence of Homelessness as a Social Problem." Culture and Social Movements Workshop. Organized by the Collective Behavior/Social Movement section of the American Sociological Association. San Diego, California. June 18-20, 1992.

"Framing the Homeless." American Sociological Association annual meetings. Cincinnati, Ohio. August 23-27, 1991.

***Additional Conference Activities:***

*Co-President.* (With Celia Pearce). "ArtModJam." Evolve, GDC 04. Game Developer's Conference, 2004. San Jose Convention Center. San Jose, California. March 22-26, 2004.

*President.* "Reinventing the Interface." Interfacing Knowledge: New Paradigms for Computing in the Humanities, Arts and Social Sciences. University of California, Santa Barbara. Santa Barbara, California. March 8-10, 2002.

*Organizer/President.* "9/11-N2N - Networks to Nanosystems: Art Science & Technology in Times of Crisis." UC Digital Arts Research Network. University of California, Irvine; University of California, Los Angeles; University of California, Santa Cruz. November 8, 13-14, 2001.

*Participant.* Bridges Consortium. Annenberg Center for Communication. University of Southern California. Los Angeles, California. May 31-June 3, 2001.

*Participant.* A Return to Wonder: Museum Exhibitions and Didacticism. Interdisciplinary Humanities Center. University of California, Santa Barbara. Santa Barbara, California. March 3-4, 2000.

*Organizer/President.* "Transmissions: Engineering Interfaces to Distributed Art & Theory." College Arts Association Annual Meeting. Los Angeles, California. February 10-13, 1999.

*Participant.* Alexandria Digital Library Architecture Design Review. University of California, Santa Barbara. Santa Barbara, California. October 7-8, 1997.

*Organizer/President.* "Virtual Communities and Communication: Theorizing a Sociology of the

Internet." Renewing Our Sociological Imagination: Pacific Sociological Association Annual Meeting. Seattle, Washington. March 21-24, 1996.

*Presider/Discussant.* "Internet Communities." Annual Meeting of the Society for Literature and Science. Los Angeles, California. November 2-5, 1995.

*Presider.* "The Other Side of Technology." Technography: Writing With and About New Media and Technology. University of Southern California. Los Angeles, California. June 8-11, 1995.

*Organizer/Presider.* (With Victoria Vesna). "Art Without Borders: World-Building in the Electronic Environment." Culture as Object, Context, and Process: 21st Annual Conference on Social Theory, Politics, and the Arts. Santa Barbara, California. October 19-22, 1995.

*Organizer/Presider.* (With Benjamin Bratton). "On Paul Virilio: Technology, Space, and the Transpolitical." Special Session. Virtual Incorporations/Textual Spaces: 19th Annual Meeting of the International Association for Philosophy and Literature. Villanova, Pennsylvania. May 10-13, 1995.

*Exhibitor.* "The Lacunae Project: Using Interactive Media to Illustrate Garment Production on the Global Assembly Line." Microcomputers and Instructional Media Day. Sponsored by Apple Computer. University of California, Santa Barbara. Santa Barbara, California. February 6, 1995.

*Moderator.* The Image of Technology in Literature, the Media and Society: 4th Annual Conference of the Society for the Interdisciplinary Study of Social Imagery. Colorado Springs, Colorado. March 10-12, 1994.

*Organizer/Presider.* "Electronic Image and Public Discourse." Machine Culture: The Virtual Frontier. SIGGRAPH 93, 20th Annual International Conference On Computer Graphics and Interactive Techniques. Anaheim, California. August 1-6, 1993.

## **WORKSHOPS AND RESIDENCIES**

Workshop on Future Research and Challenges in Computer Games and Virtual Worlds. Center for Computer Games & Virtual Worlds. Bren School of ICS. UC Irvine. Spring 2010.

RoSE Design Charrette. Transliterations Project: Research in the Technological, Social, and Cultural Practices of Online Reading. February 26, 2010. UC Santa Barbara.

"The Workaround As Social Relation." Participant. Humanities Research Institute. University of California, Irvine. Irvine, California. April 28, 2008.

"Collaboration Infrastructures for Game Culture and Technology." Convener. Humanities Research Institute. University of California, Irvine. Irvine, California. April-June 2006.

MASSIVE: The Future of Networked Multiplayer Games. Co-Convener (With Walt Scacchi and Celia Pearce). University of California, Irvine. Irvine, California. April 20, 2006.

Spaceship Earth Design Charette. Co-Convener (With Celia Pearce and Walt Scacchi). University of

California, Irvine. Irvine, California. May 12-13 2005.

"Participate/Collaborate: Reciprocity, Design and Social Networks." Invited Senior Artist. Banff Centre for the Arts. New Media Institute. Banff, Canada. September 30-October 3, 2004.

"Simulation and Other Re-enactments: Modeling the Unseen." Invited Senior Artist. Banff Centre for the Arts. New Media Institute. Banff, Canada. April 29-May 2, 2004.

"Game Grid Innovation Workshop." Co-Organizer. (With Celia Pearce and Walt Scacchi). Introducing the Game Grid: A Massively Multi-User Online Grid-Based Game System. Beall Center for Art & Technology." December 16, 2003.

"Extreme Parameters: New Dimensions in Interactivity." Hosted by CAiiA-STAR. Open University of Catalunya. Barcelona, Spain. July 5-14, 2001.

"Digital Media Management." Invited Senior Artist. (Declined). Banff Centre for the Arts. New Media Institute. Banff, Canada. November 4-5, 2001.

"Archive Cultures." Invited Workshop Presenter. Digital Cultures Summer Institute. University of California, Santa Barbara. Santa Barbara, California. June 18-22, 2001.

"Human Generosity Project." Invited Senior Artist. Banff Centre for the Arts. New Media Institute. Banff, Canada. August 25-28, 2001.

"Unforgiving Memory." Invited Senior Artist. Banff Centre for the Arts. New Media Institute. Banff, Canada. August 23-25, 2001.

"Digital Dive." Workshop Participant. V2. Dutch Electronic Arts Festival (DEAF). Rotterdam, Holland. November 17th, 2000.

"Living Architectures." Invited Senior Artist. (Declined). Banff Centre for the Arts. New Media Institute. Banff, Canada. September 22-24, 2000.

"Agency by PROXY." Banff Artist Residency Co-Production. Banff Centre for the Arts. New Media Institute. Banff, Canada. August 18-September 3, 2000.

"The Banff Curatorial Summit." Summit Participant. Banff Centre for the Arts. New Media Institute. Banff, Canada. August 22-23, 2000.

"The Banff Super Conductor: Network Collaborations." Senior Artist. Banff Centre for the Arts. New Media Institute. Banff, Canada. August 18-20, 2000.

"Navigating Intelligence." Senior Artist. Banff Centre for the Arts. New Media Institute. Banff, Canada. September 9-12, 1999.

"Camillo and the Internet." Workshop Participant. Humanities Research Institute. University of California, Irvine. Irvine, California. June 6-7, 1999.

"Organizing Knowledge Today." Workshop Participant. Humanities Research Institute. University of California, Irvine. Irvine, California. April 30-May 1, 1999.

"Designing Interfaces to Online Public Spaces." Faculty Workshop. Edmonds College. Seattle, Washington. April 26, 1999.

"Alter-Orders." Workshop Participant. Humanities Research Institute. University of California, Irvine. Irvine, California. March 5-6, 1999.

"Microcosms: Objects of Knowledge." Research Residency. Humanities Research Institute. University of California, Irvine. Irvine, California. January 4-June 11, 1999.

"INTERSTICES: The Architecture of Consciousness." Symposium Participant. Port Eliot House, St Germans, Cornwall. University of Plymouth. Robbins Conference Centre. Wales, UK. August 24-26 1998.

"New Metaphors for Interface Design and Navigation in Digital Libraries." Alexandria Design Review. University of California, Santa Barbara. Santa Barbara, California. February 19-21, 1997.

## **EXHIBITIONS**

"Tomb Raider I and II Patches." Terraforms: Game Mods at Babycastles. Curated by Sarah Brin and Zach Gage. Showpaper Gallery. New York City. January, 2011.

"WTF?!" WoW: Emergent Media Phenomenon. Laguna Art Museum. Laguna Beach, California. June 14 - October 4, 2009.

"2007 BC." WoW: Emergent Media Phenomenon. Laguna Art Museum. Laguna Beach, California. June 14 - October 4, 2009.

"Tomb Raider." "Violencia sin Cuerpos." (Violence Without Bodies). Curated by Remedios Zafra. Museo Nacional Centro de Arte. Reina Sofía. Madrid, Spain. March-May, 2005. Also traveling to: Centro de Arte Contemporáneo, Almagro, May 12 to June 19; Centro Párraga, Murcia, July 12 to 28; Centro de Arte Caja Burgos, CAB, September 8 to 30; Artium, Centro-Museo Vasco de Arte Contemporáneo, Álava, September 30 to October 16; Centre d'Art la Panera, Lleid: November 3 to 29; and Filmoteca Canaria del Gobierno de Canarias. Tenerife y Las Palmas de Gran Canaria, November 28 to December 4.

"Pustule & Fester." "University of California Faculty Exhibition." Beall Center for Art & technology. Irvine, California. October 22-November 20, 2002.

"creepy-comics.com." "Biennale of Electronic Arts Perth (BEAP)." John Curtin Gallery. Perth, Australia. July 31-September 15, 2002.

"PROXY." "Biennale of Electronic Arts Perth (BEAP)." John Curtin Gallery. Perth, Australia. July 31-September 15, 2002; "Whitney Biennial." Whitney Museum of American Art. New York City, New

York. March 7-May 26, 2002; "fusion '00." Invited Artist. Bauhaus University. Weimar, Germany. Design | Media Arts. University of California, Los Angeles. June 7-9, 2000.

"Select Projects." "F I L E: Festival Internacional de Linguagem Electronica." Curitiba City. Paran Brazil. October 25th-November 04; Museum of Image and Sound. Sao Paulo, Brazil. August 7-September 10, 2001.

"Secret Agent." "Digital Secrets: New Collaborations in Visual Art and Technology." Arizona State University. Commissioned work by members of the UC Digital Arts Research Network (UCDARNet). November 9-11, 2000.

"Tomb Raider." Gameshow. October 27th-November 25th, 2000. Axis Foundation for Art and Gender. Amsterdam, Holland; Cracking the Maze: Game Plug-ins and Patches as Hacker Art. July 16, 1999-Present; mutation.fem. Online component to Alien Intelligence. Kiasma, Museum of Contemporary Art, Helsinki, Finland. February 12-May 28, 2000.

"Faculty Subjects." "Archiving as Art." Universite de Paris I (Pantheon/Sorbonne). Research project with periodic exhibitions of work in progress. Summer 1999-2001.

"ASCII Alphabet." World-Wide-Web. Festival de Video de Navarra: REDesign. Pamplona, Spain. November 23-27, 1999; Santa Monica Museum of Art. Santa Monica, California. July 25th, 1999; International Show of Art in CD-ROM. Mecad: Media Centre of Art & Design. Mecad, Spain. April 8-13, 1999; Festival de Video de Navarra. Pamplona, Spain. November 24-28, 1998; Prix Ars Electronica 96. Linz, Austria, 1996; Terminals: Considering the End. University of California, Santa Barbara. Santa Barbara, California. April 3-21, 1996.

"Bodies INCorporated." (With Victoria Vesna; activities included interface design, creative writing, and body building). Net Condition. Center for Art and Media Technology (ZKM). Karlsruhe, Germany. Winter 2000-Present; Los Angeles Municipal Art Gallery. Barnsdall Art Park. September 9-November 9, 1998; Art House. Dublin, Ireland. June 15 - August 3, 1998; Club Media at the Venice Biennale. June 11-21, 1997; San Francisco Art Institute. January 22-March 9, 1997; ACM97 Exposition: 50 Years of Computing. San Jose, California. March 1-4, 1997; Santa Barbara Museum of Art. Santa Barbara, California. August 17-November 3, 1996; Contemporary Arts Center, SIGGRAPH 96. New Orleans, Louisiana. July 22-August 9, 1996.

"Aural Fixation." World-Wide-Web. GLOBALHOME. SONAR 97- 4th International Festival of Advanced Music and Multimedia Arts. Barcelona, Spain. June 12-14, 1997.

"SPEED, BODIES, DEATH." (With Victoria Vesna). Offline Installation/World-Wide-Web. Dirty Windows. Berlin, Germany. August 1-September 1, 1996.

"Historic Insertions." World-Wide-Web. Society for Photographic Education. Los Angeles, California. March 21-24, 1996.

"analAT&T." Digital Video. FIVA ONLINE 95: The First Festival of Independent Audio/Visual Arts Online. Montreal, Quebec. Canada. October 1-December 1, 1995.

## CURATORIAL

"Alt-Ctrl." Co-Curator with Antoinette LaFarge and Celia Pearce. Beall Center for Art & Technology. University of California, Irvine. Fall, 2004.

"DATA-Difference. " Biennale of Electronic Arts. Perth, Western Australia. 2004.

"Game On: The History and Culture of Videogames." Consultant. Barbican Gallery. London, England. 2002.

"Shift-Ctrl: Computers, Games, and Art." Co-Curator with Antoinette LaFarge. Beall Center for Art & Technology. University of California, Irvine. October 17-December 3, 2000.

"Search & Retrieval." Air Raids. LA Freewaves. 7th Annual Festival of Experimental Media Arts. November 2000.

## PUBLICATIONS

### *Papers, Chapters, Edited Volumes, and Manuscripts:*

"WTF?!" *Net Works: Case Studies in Web Art and Design*. Xtine Burrough. Routledge. 2011.

"Eight Questions (and Answers) about Machinima." *Journal of Visual Culture*. April 2011 vol. 10 no. 1 66-73.

"Game Engines as Creative Frameworks." *Context Providers: Conditions of Meaning in Media Arts*. Margot Lovejoy, Christiane Paul, Victoria Vesna. University of Chicago. 2011.

"unexceptional.net." Robert F. Nideffer, Alf Inge Wang and Alex Szeto. *Conference Proceedings*. IEEE Consumer Electronics Society's Games Innovation Conference. August 25-28, 2009. London, UK.

"Collaborative Game Environments for Informal Science Education: DinoQuest and DinoQuest Online." With Walt Scacchi and Joe Adams. *New Frontiers for Entertainment Computing*. IFIP International Federation for Information Processing. Springer. Boston, MA. 2008.

"Virtual Bounds: A Teleoperated Mixed Reality." *Virtual Reality*. Falko Kuester, Robert Nideffer, Simon Penny. Springer-Verlag. 12:1. (March 2008).

"Game Engines as Open Networks." *Structures of Participation in Digital Culture*. Edited by Joe Karaganis. Social Science Research Council. New York, NY. 2007.

"Game Engines as Embedded Systems." *Database Aesthetics*. Victoria Vesna (ed.). University of Minnesota Press. Minneapolis, Minnesota. 2007.

"On unexceptional.net." *Second Person: Role-Playing and Story in Games and Playable Media*. Pat Harrigan and Noah Wardrip-Fruin (eds). MIT Press. 2006.

"Shift-Ctrl: Computers, Games, and Art." With Antoinette LaFarge. Gallery Article. *Leonardo*. A Journal of Art, Science, and Technology. MIT Press. 35:1. (Winter 2002).

"Shift-Ctrl: Mediating the Process of Academic Exhibitionism." Catalog Essay. *Beall Center for Art and Technology*. (Fall 2000).

"Manufacturing Agency: Relationally Structuring Community In-Formation." *Artificial Intelligence and Society*. (Spring 1999).

"The Alexandria Digital Library Architecture." 1998. James Frew, Michael Freeston, Nathan Freitas, Linda L. Hill, Greg Janee, Kevin Lovette, Robert Nideffer, Terence R. Smith, Qi Zheng. In *Research and Advanced Technology for Digital Libraries, Second European Conference, ECDL '98, Heraklion, Crete, Greece, September 21-23, 1998, Proceedings. Lecture Notes in Computer Science*. Edited by Christos Nikolaou, Constantine Stephanidis. Vol. 1513. Springer Press. Pp. 61-73.

"Bodies INCorporated." (With Victoria Vesna). *Visual Proceedings: The Art and Interdisciplinary Programs of SIGGRAPH 96*. Edited by Brian Blau, Clark Dodsworth, Linda Branagan, Jean Ippolito, Ken Musgrave, and Warren Waggenpack. 1996.

"Terminal Circles." (With Bill Morisson, photo, and Keith Conley, performance). *SPEED: Technology, Media, Society. Version 1.3: Airports and Malls*. Spring 1996.

"Cuming Soon on CD-ROM: On the Promise and the Pitfalls of Virtual Pornography." (With Laura Grindstaff). *SPEED: Technology, Media, Society. Version 1.2: Science and Re-Enchantment*. Spring 1995.

"Techno-Prosthetics and Exterior Presence: A Conversation with Allucquere Rosanne Stone." (With Benjamin Bratton and Laura Grindstaff). *SPEED: Technology, Media, Society. Version 1.2: Science and Re-Enchantment*. Spring 1995.

"Imag(in)ed Gulfs." *SPEED: Technology, Media, Society. Version 1.1: Myths of Electronic Living*. Spring 1994. Reprinted in *The Image of Technology: Selected Papers - 1994 Conference, Society for the Interdisciplinary Study of Social Imagery*. Edited by Will Wright and Steven Kaplan. 1994.

"Moving Toward Multimedia." Featured article in *Social Science Computing Association Newsletter*. Vol. 2, No. 1. Winter 1993.

### **Catalogs, Book Chapters & Refereed Articles Citing Artist/Author:**

"Computer Game Mods, Modders, Modding, and the Mod Scene." By W. Scacchi. *First Monday*, Volume 15, Number 5 - 3 May 2010.

Interview: Robert Nideffer and "The Tomb Raider Patch" (1999). By Mathias Jansson. *Gamescenes: Art in the Age of Videgames*. April 2010.

"Game-Based Virtual Worlds as Decentralized Virtual Activity Systems." By W. Scacchi. W.S. Bainbridge (Ed.), *Online Worlds: Convergence of the Real and the Virtual*, Springer, New York, 225-

236, 2010.

“Una parodia del juego ‘World of Warcraft’ se ríe de Marx y Freud.” Roberta Bosco. *El Pais*. January 2009.

*From Technological to Virtual Art (Leonardo Books)*. by Frank Popper. MIT Press. Boston, MA. 2007.

*Kolliderande Världar*. 2005. By Peter Hagdahl. Konst och Nya Media. Falth & Hassler. Stockholm, Sweden.

*Carcel de Amor*. 2005. By Berta Sichel. Museo Nacional Centro de Arte. Reina Sofia. Madrid, Spain.

*Digital Currents: Art in the Electronic Age*. 2004. By Margot Lovejoy. Routledge. New York, NY.

*Rules of Play: Game Design Fundamentals*. 2004. By Katie Salen and Eric Zimmerman. MIT Press. Cambridge Massachusetts.

*Whitney Biennial 2002*. 2002. By Lawrence R. Rinder, Chrissie Iles, Christiane Paul, and Debra Singer. Whitney Museum of American Art. New York. Distributed by Harry N. Abrams Inc., New York.

*BEAP 02*. 2002. Biennale of Electronic Arts Perth. Curtin University of Technology. Western Australia.

*Digital Art*. 2003. By Christiane Paul. Thames & Hudson. New York, New York.

***Critical Reviews by the Artist/Author:***

*The War of Desire and Technology at the Close of the Mechanical Age*. Allucquere Rosanne Stone. 1995. *Social Science Computer Review*. Vol. 15, No. 1. Winter 1997.

*CyberSociety: Computer-Mediated Communication and Community*. Edited by Steven G. Jones. 1995. *Social Science Computer Review*. Vol. 14, No. 3. Fall 1996.

*City of Bits: Space, Place, and the Infobahn*. William J. Mitchell. 1995. *Social Science Computer Review*. Vol. 14, No. 2. Spring 1996.

*Virtual Concrete*. Victoria Vesna. <http://www.arts.ucsb.edu/concrete>.

*The Electronic Word: Democracy, Technology, and the Arts*. Richard A. Lanham. 1993. *Social Science Computer Review*. Vol. 13, No. 1. Spring 1995.

*Who Owns Information? From Privacy to Public Access*. Anne Wells Branscomb. 1994. *Social Science Computer Review*. Vol. 13, No. 1. Spring 1995.

*Desert Shield to Desert Storm: The Second Gulf War*. Dilip Hiro. 1992. *Center for Iranian Research and Analysis*. Vol. 10, No. 1. Fall 1994.

*Beyond Homelessness: Frames of Reference*. Benedict Giamo and Jeffrey Grunberg. 1992. Featured review in *Contemporary Sociology*. Vol. 23, No. 1. January 1994.

***Select Software and Video Titles:***

*WTF?! SDK*. (With Alex Szeto). Flash/XML based integrated game development environment. Duties included concept, design, and technical direction. 2008-2011.

*Spew*. (With Alex Szeto). Real-time data simulation environment. Duties included concept, design, and technical direction. 2009-2011.

*Data Extractor*. (With Alex Szeto). Web-based HTML data parsing utility used to auto-generate XML data tags for Web-based environments using real-time data. Developed to facilitate data mining for *Spew*, but abstracted to facilitate broader Web-based data mining needs. 2009-2010.

*Oil Kong*. (With Alex Szeto). Classic arcade recreation of Donkey Kong using real-time data mined from the net to determine game-play mechanics. Duties included concept, design, and technical direction. 2009-2010.

*Pipe Mania*. (With Alex Szeto). Classic arcade recreation of Pipe Dream/Pipe Mania using real-time data mined from the net to determine game-play mechanics. Duties included concept, design, and technical direction. 2009-2010.

*Stock Invaders*. (With Alex Szeto). Classic arcade recreation of Space Invaders using real-time data mined from the net to determine game-play mechanics. Duties included concept, design, and technical direction. 2009-2010.

*Domain Independent Collaboration Environment (DICE)*. (With Walt Scacchi). Integrated Web-portal collaboration software and teleconferencing tools. Duties included concept, design, and technical direction. Winter/Spring 2006.

*PROXY*. Internet Application. Java-based, Open Sourced Multi-Agent Management and Development Environment. Fall 1997-2003.

*Terminals*. (With Victoria Vesna and Connie Samaras). CD-ROM/Book/WWW. Duties included CD-ROM mastering, text editing, and HTML editing. Fall 1999.

*Life in the Universe with Stephen Hawking*. CD-ROM/WWW. (Sponsored by MetaTools Software and Navigo Multimedia). Duties included acting as co-designer, art director, and production manager. 1997.

*Bodies INCorporated at the San Francisco Art Institute: A CD-ROM Catalogue to the Exhibition*. San Francisco Art Institute. January 1997.

*Bodies INCorporated*. (With Victoria Vesna, Jason Schleifer, Kenneth Fields). 1995-1997. Duties Included Web interface design, creative writing, body modeling.

*Affirmative Action Under Attack: Why Now?* (with Laura Grindstaff). A 50-minute video documentary

on the affirmative action debate in California, with a special emphasis on the University of California system. (Funded in part by the Office of Instructional Development, UCSB). 1996.

*Bodies, No-bodies, and Anti-bodies at War: Operation Desert Storm and the Politics of the "Real."* CD-ROM. (Distributed through ACME Interactive). 1995.

"The Lacunae Project: Garment Production on the Global Assembly Line." (Distributed through University of California, Santa Barbara. Office of Instructional Development). 1994.

### ***Professional Online Resources Produced/Edited/Maintained:***

Personal Website (Ongoing).

<http://nideffer.net>

WTF?! and WTF?! SDK Project Website (2009-Current).

<http://aoedipus.net>

Game Culture and Technology Lab Website. 2002-2008.

<http://ucgamelab.net>

UC Digital Arts Research Network Website (With Sky Frostenson). 2003-2005.

<http://ucdarnet.org>

ALT-CTRL Exhibition Website (With Chris Coggan.) 2004.

<http://nideffer.net/proj/gamelab/events/alt-ctrl/>

### **MASS MEDIA**

- "Point + Click :: Interview With WTF?!'s Developers." *Giant Realm*. By Paul Toms. June 24, 2008.
- "Kill Time With WTF!?" *Giant Realm*. By Gus Mastrapa. June 18, 2008.
- "WTF Flash Game." *Games For Work*. Average Score: 4/5. June 15, 2008.
- "WTF?!: sidescroller WoW parody." *WoW Insider*. By Michael Gray. June 3, 2008.
- "WTF?! parodies World of Warcraft." *CNet News*. By Daniel Terdiman. June 1, 2008.
- "WTF?!, a Flash-based World of Warcraft parody." *Boing Boing*. By Cory Doctorow. June 1, 2008.
- "Holiday Timewaster: WTF?!" *Kotaku: Gossip, News and Leaks for Obsessive Gamers*. By Maggie Greene. May 25, 2008.
- "Nideffer and Szeto's WTF?!" *Grand Text Auto*. By Noah-Wardrip Fruin. May 17, 2008.
- "WTF?!" *New Grounds*. Average Score: 8.5/10. May 11, 2008.
- "Multimedia Online Works (Net Art)." *From Technological to Virtual Art*. By Frank Popper. MIT Press. Boston, MA. 2007.
- "UCI Game Lab Enters Into Korean Partnership Worth \$1.35M." *CalIT2*. By Shellie Nazareus. April 5, 2007.
- "Games People Play: A New Medium Emerges." *Interface*. By Anna Lynn Spitzer. CalIT2. Vol 2, Issue 3. 2007.
- "10 Radically Innovative College Programs: The next 20 years of American innovation will be

shaped by these 10 cutting-edge science and engineering programs." Alex Hutchinson. *Popular Mechanics*. September 2006. Republished as "Inventing the Future." *Microsoft Network: Lifestyle*. 2006.

- "Shattering Stereotypes." *UCI Magazine*. By Kathryn Bold. Fall/Winter 2006.
- "Joe Adams Has Big Dreams for Community Science Center." *UCI Magazine*. Fall/Winter 2006.
- "Spaceship Earth Lands at CalIT2@UCI." May 20, 2005.
- "Meet Digital Artist Robert Nideffer" *ISR Connector*. Fall/Winter 2005.
- "Artists in Industry and the Academy: Collaborative Research, Interdisciplinary Scholarship and the Creation of and Interpretation of Hybrid Forms." *Leonardo*. By Edward A. Shanken. Vol. 38, No. 5, pp. 415-518, 2005.
- "ALT-CTRL at UCI Showcases Gaming Innovations." Cal-(IT)2 Website. October 25, 2004.
- "Digital Designs: New UCI Art Exhibit Showcases Experimental Games You Can Play." Tamara Chuang. *The Orange County Register*. October 20, 2004.
- "UCI's Game Culture and Technology Lab Demos New Works Using Commercial Game Engines at 18th Annual Game Developers Conference." Cal-(IT)2 Website. March 24, 2004.
- "ALT-CTRL." Taai TV: Week of November 13, 2004.
- "ALT-CTRL." Voom HDTV: Week of November 8, 2004.
- "ALT-CTRL." National Public Radio, November 4, 2004.
- "ALT-CTRL." HDNews: Week of October 11, 2004.
- "You've got Friends." Andre Mouchard. *OC Register*. July 25, 2003.
- "Cali(IT)2 Showcases Efforts in Computer Graphics at SIGGRAPH 2003." Doug Ramsey. *Cal-(IT)2 Website*. August 7, 2003.
- "Southern Methodist U Seeks to Train Game Designers." Scott Carlson. *The Chronicle of Higher Education*. April 4, 2003.
- Talking Head Interview. 17.55. *TV2 Vesterbottensnytt*. (Regional News). November 7, 2002.
- Talking Head Interview. 18.00. *TV2 Aktuellt*. (National News). November 7, 2002.
- Talking Head Interview. 18.10. *TV4 Botnia*. (Regional News). November 7, 2002.
- Talking Head Interview. 19.00. *TV2 Kulturnyheterna*. (National Cultural News). November 7, 2002.
- Talking Head Interview. 19.30. *TV1 Rapport*. (National News). November 7, 2002.
- Talking Head Interview. 23.20. *TV1 Repris Kulturnyheterna*. (National Cultural News). November 7, 2002.
- Talking Head Interview. 07.00. *TV1 SVT Morgon*. (Morning News/Talk Show). November 11, 2002.
- Talking Head Interview. 07.00. *TV4 Nyhetsmorgon*. (Morning News/Talk Show). November 11, 2002.
- Talking Head Interview. 08.00. *P1 Morning News*. (Radio Talk Show). November 11, 2002.
- Talking Head Interview. 13.00. *P3 Folkradion*. (National Music Channel, Sweden's State Radio). November 11, 2002.
- Promotional Imagery for Biennale of Electronic Art Perth (BEAP). *RealTime+OnScreen*. 02 No 50. August-September, 2002.
- Promotional Imagery for Biennale of Electronic Art Perth (BEAP). "The Art of Science." Neville Weston. *The West Australian*. P 12. August 10, 2002.
- Promotional Imagery for Biennale of Electronic Art Perth (BEAP). *Australia Council News*. P 8. Issue 9. August-September, 2002.
- Promotional Imagery for Biennale of Electronic Art Perth (BEAP). *The West Australian*. August 10, 2002.

- Promotional Imagery for Biennale of Electronic Art Perth (BEAP). *X Press Magazine*. Cover. August 8, 2002.
- "Tilting at History." Paul Glader. *Washington Post*. P B01. August 1, 2002.
- "Whitney Biennial: l' arte telematica a New York." Alessandro Ludovico. *MyTech Internet*. March 18, 2002.
- "If You Can't Join 'Em, You Can Always Tweak 'Em." Matthew Mirapaul. *New York Times*. "Arts Online." March 4, 2002.
- "The Whitney & Net Art." *The Spleen*. March, 2002.
- "Whitney Biennial Includes Ten Net Art Works." *Subterranean Notes: Art on the Web*. March, 2002.
- "Majestic Creator Has Players' Numbers." Mike Snider. *USA Today*. "Game Zone." August 22, 2001.
- "Museum Raiders." Mark Glaser. *New York Times*. "Circuits." August 9, 2001.
- "Gamers Create A 'God Game' Frenzy." Mike Snider. *USA Today*. August 2, 2001.
- "Gamers: Episode I." Documentary. Fountainhead Entertainment. 47 minutes TRT. Anna Kang, Producer/Director. Summer 2001.
- "Whitney Museum Launches Digital Arts Website and Portal." Mary Haus and Stephen Soba. *Press Release*. March, 2001.
- "Taking Video Games Seriously, as Art and Product." *New York Times Book Review*. Jeffrey Young. February 8, 2001.
- "To the Joystick Born." Christopher Shulgan. Citizen Special. *Ottawa Citizen*. February 12, 2001.
- "Entertainment Driving Technology." Danciy Dynae. *Stratics Central*. January 31, 2001.
- "Gaming: Too Cool for School?" Katie Dean. *Wired News*. January 15, 2001.
- "IDSA's Game Conference." SonyWeb.com. *GamerWeb Network*. January 9, 2001.
- "USC Annenberg Center for Communication and IDSA to Host 'Entertainment in the Interactive Age'." Leah Pomeranz and Kristen Burke. *Interactive Digital Software Association*. January 8, 2001.
- "Social Networks: New Media Program Overviews." *Switch*. Brett Staulbaum. CADRE Laboratory for New Media of the School of Art and Design. Winter, 2001.
- "Gaming in Higher Education, Part II." *Joystick101.org*. Kurt Squire. Winter 2001.
- "Gaming in Higher Education, Part I." *Joystick101.org*. Kurt Squire. Winter 2001.
- "Fall's Rich Harvest." *UCI Arts Quarterly*. Winter, 2001.
- "Professor Game." *MyVideoGames.com*. Neil Morton. December 21, 2000.
- "Art & Architecture: The Festival That Defies Description." Suzanne Muchnic. *LA Times*. November 17-23, 2000.
- "Wanted: Tomb Raider." *Inc. Technology*. November 14, 2000.
- "Mouse Trap." Rebecca Schoenkopf. *OC Weekly*. Pp. 56-57. November 5, 2000.
- "Quake University Revisited." John Keefer. *GameSpy*. November, 2000.
- "Exploring UCI's Outer Limits." Catrine Johansson. *Irvine Spectrum News*. October 23, 2000.
- "Getting Digitized for Their Art's Sake." Vivian Letran. *The Los Angeles Times, Orange County Edition*. B1, B4. October 17, 2000.
- "UCI's New Digital Show Puts You in 'Shift-Ctrl'." Vivian Letran. *latimes.com*. Calendar Live. October 17, 2000.
- "Artist's Explore Electronic Games in New Exhibit." *The Los Angeles Times, Orange County Edition*. B8. October 17, 2000.
- "From the Arcade to the Art Gallery: Playing with an Art Form." Richard Chang. Cover Story, Show Tuesday. *The Orange County Register*. p. 4. October 17, 2000.

- "Beall Center Opening: Shift-Ctrl Interview." *Real Orange*. KOCE-TV (PBS Affiliate). October 13, 2000.
- "Diablo 2." Margot Adler. *Morning Edition*. National Public Radio. October 11, 2000.
- "The Beall Center Opens Oct. 17: Inaugural Exhibition Examines Computer Games and New Technology." *UCINews*. October 11, 2000.
- "The Computer Screen of Life." Jennifer Leuer. *Orange County Spotlight on the Arts*. October, 2000.
- "SHIFT-CTRL Merges Art and Technology at the Beall Center." Nate Plummer. *New University Newspaper*. October, 2000.
- "Beall Center for Art & Technology Opens October 17 at UCI School of the Arts." *UCI Communications Office*. October, 2000.
- "A arte dos jogos." *ZDNet: GameSpot Brazil*. October, 2000.
- "Video Games Gain Clout in Academia With Introduction of Game Design Curriculums." *ALASpin*. Academy of Interactive Arts and Sciences. Volume 1, Issue 8. September 2000.
- "Reading, Writing, and Video Games?" *CNBC.com*. An accompanying video segment and interview appeared on the CNBC Satellite Broadcast Network. September 12, 2000.
- "Videogamers Vanno All'Universita." *Inwind*. Fall, 2000.
- "Computerspiel-Studium an US-Uni." *Liechtenstein Online*. Fall, 2000.
- "Want to Create Video Games? Go To School!" Jake Ortman. *Oregon Daily Herald*. Fall, 2000.
- "The Beall Center for Art & Technology Opens." *UCI Arts Quarterly*. Fall, 2000.
- "Watch Your Back, Harry Potter; A Wizardly Computer Game, Diablo II, Is a Hot Seller." Alex Berenson. *New York Times*. August 3, 2000.
- "An der Uni Computerspiele Studieren? In der USA Bald Möglich." *Golem Network News*. June 3, 2000.
- "Studierte Spieleschöpfer." Bianca Dechtjarew. *c't*. Verlag Redaktion. May 15, 2000.
- "Gallery's Opening Exhibit to Examine Impact of Computers, Gaming, Art." Scottie Hinkey. *UCI Arts News Release*. May 1, 2000.
- "New Research Program to Study Cultural Significance of Computer Games." School of the Arts: State of the Art. University of California, Irvine. Spring 2000.
- "Get a Gaming Degree." Caryn Law. *GameSpy*. Spring 2000.
- "Interdisciplinary Gaming Studies Program Interview." *FM4*. Austrian Radio's English language station. April 27, 2000.
- "Games People Play." Libby Copeland. *Washington Post*. April 13, 2000; *AltaVista*. April 13, 2000.
- "Das Ende der Zensur: Freiheit für Dissidenten - und Pädophile?" *San Francisco Report*. March, 2000.
- "Interdisciplinary Gaming Studies Program Interview." *Real Orange*. KOCE-TV (PBS Affiliate). March 23, 2000.
- "Interdisciplinary Gaming Studies Program Interview." *Life and Times in LA*. KCET-TV. March 22, 2000.
- "Interdisciplinary Gaming Studies Program Interview." *DFW Radio*. Austin, Texas. March 23, 2000.
- "Program Promises Video Fun 'n' Games." David Kronke. *The Toronto Sun*. Ontario, Canada. March 19, 2000.
- "Interdisciplinary Gaming Studies Program Interview." *CyberBuzz*. March 17, 2000.
- "Video Games Find Place in Curriculum." Jeff Gottlieb. *Los Angeles Times* (LA County edition); "The Next Level: UCI First to Offer Gamers Program." (Orange County edition). February 27,

- 2000; *The Argus, The Review, The Herald, The Times-Star*. March 12, 2000.
- "UC Irvine to Offer Interdisciplinary Gaming Studies Program." *The London Telegraph*. London, England. March 10, 2000.
  - "Interdisciplinary Gaming Studies Program Interview." *KGO Radio*. San Francisco, California. March 10, 2000.
  - "Interdisciplinary Gaming Studies Program Interview." *National Public Radio*. March 9, 2000.
  - "Gaming Gets Grades." *Playboy.com*. March 7, 2000.
  - "Fagna Cum Laude." *SlashDot: News for Nerds*. March 5, 2000.
  - "Passez un Diplôme de Maîtrise es Quake." *no spoon*. March 3, 2000.
  - "How About a B.A. in Quake?" Jennifer Mack. *ZDNet*. March 2, 2000; *MSNBC*. March 3, 2000; *USA Today* March 3, 2000; *Internet + Komputer* March 3, 2000.
  - "As If Students Didn't Already Waste Time on Video Games..." Shirley Leung. *Wall Street Journal*. February 23, 2000.
  - "Deep Patch." Laura Trippi. From *Cracking the Maze: Game Plug-ins and Patches as Hacker Art*. Winter 2000.
  - "Los artistas crean parches para modificar juegos." R. Bosco / S. Caldana. *Ciberp@is*. Winter 2000.
  - "LA Chairs Wrap-Up." *News & Calendar*. College Art Association. March/April 1999.
  - "REDesign: Muestra de Proyectos Online/Net Projects." Claudia Giannetti. Festival de Navarra. Winter 1999.
  - "New Software Aims to Improve Online Interaction." UC Irvine *Tipsheet: News and Features from the University of California, Irvine*. March 1999.
  - "Virtual Audience: Point of Entry." *Artletter*. Vol. 8, No. 1. February 1999.
  - "Out of the Ether, a New Continent of Art." *New York Times*. Steven Henry Madoff. February 14, 1999. Pp. 38-40.
  - "Head Space." (Review of *Life in the Universe*). *WiReD*. 5.09. September, 1997. p. 155.
  - "Byte Me." (Review of *Life in the Universe*). *New York Times Out*. May 29-June 5, 1997. p. 129.
  - "Hawking's Universe." *Santa Barbara News Press*. May 31, 1997.
  - "MFA Show: A Solid '7.'" *Santa Barbara News Press*. May 22, 1997.
  - "Universe on a Disk." *Cyberscope. Newsweek*. May 12, 1997. p. 12.
  - "CD-ROM Plays New View of Physicist's Ideas." *93106*. Vol. 7, No. 14. April 14, 1997.
  - *SPEED: Technology, Media, Society. The Net*. March 1997. Vol. 2, No. 10. p. 59.
  - Spotlight Artist. *Tri-Mix: Telecommunications, Computers, Hi-Tech*. Vol. 2, No. 4. August 1996.
  - "17 Ways to Resharpen the Cutting Edge." *The Independent Film and Video Monthly*. Vol. 19, No. 6. July 1996.
  - "UCSB Students Help Develop CD-ROM." *Coastlines*. Vol. 26, No. 4. Spring 1996.
  - "CD-ROM Explores Cosmos." *Santa Barbara News-Press*. April 21, 1996.
  - Profiled on KEYT and KSBY (ABC and NBC news affiliates) for authoring the first known CD-ROM doctoral thesis in the social sciences. Spring 1995.

## EDITORSHIPS

*Founding Editor. SPEED*. An electronic journal devoted to the study of technology, media, and society. Summer 1993-1997.

*Online Editor. Thresholds: viewing culture*. A journal of contemporary cultural criticism. Spring 1994-1996.

## GRANTS AND AWARDS

- Developing an Informal Music Learning Game Environment. Art Director/Participant (With Walt Scacchi). Grant to support creation of game-based music appreciation modules for The San Francisco Symphony. (\$150,000). 2010-2011.
- Digital Industry Promotion, Daegu Korea. Co-Principal Investigator (With Walt Scacchi). Grant to support research and development in the area of game culture and technology. (\$1.3 million). Fall 2007-2009.
- Intel Research. Participant (With Walt Scacchi). Grant to support the visualization of Intel's multi-core processor technology deployed in the context of massively multiuser virtual worlds. (\$42,900). Fall 2007.
- Humanities Research Institute. Principal Investigator (With Walt Scacchi, Co-PI). Funded to conduct a three month research residency at UC Irvine to explore collaboration infrastructure related to game culture and technology. (\$95,000). Winter-Spring 2006-2007.
- Council on Research, Computing and Library Resources (CORCLR). Co-Principal Investigator (With Bill Tomlinson, Tom Boellstorff, Peter Krapp, Falko Kuester, Bonnie Nardi, Patricia Seed, Mark Warschauer). Support for "A Multi-Disciplinary Approach to Computer Games: Understanding the State of the Art in Academic Computer Game Research." (\$4,609). Summer 2006.
- UC Discovery Grant. Co-Principal Investigator (With Walt Scacchi, PI). Support for MASSIVE: Research Summit on the Future of Networked Multiplayer Games conference. (\$12,500). Winter 2006.
- Discovery Science Center (DSC). Principal Investigator. Grant to support development and implementation of infrastructure and content supporting linking of physical hardscape at DSC with online game environment and informal science education information portal. (\$300,000). Spring 2005-2006.
- Council on Research, Computing and Library Resources (CORCLR). Co-Principal Investigator (With Falko Kuester, Electrical and Computer Engineering and Charlie Zender, Earth Systems Science). Grant to prototype use of game engines to support real-time scientific data visualization. (\$15,250). Summer 2005.
- Collaborative Research Initiation Award. Co-Principal Investigator. (With Principal Investigator Bill Tomlinson, ICS and Drama, and Co-Principal Investigator Lynn Carpenter, Ecology and Evolutionary Biology). Grant to partially support heterogeneous networking activities. (\$13,822). Summer 2005.
- Buckminster Fuller Institute. Principal Investigator. Grant to support development of "Spaceship Earth" Massively Multiuser Online Role Playing Game to educate about issues dealing with resource management and global sustainability. (\$14,031). Spring 2005.
- California Institute for Telecommunications and Information Technology (CalIT2). PI. Graduate student fellowship grant to provide research support on faculty-led project. (\$5,000). 2004-2005.
- Rockefeller Foundation Program for Media Artists. Nominee. 2004.
- Sun Microsystems. Co-Principal Investigator. (With Celia Pearce). Grant to support development of the Game Culture and Technology Laboratory's Game Research Grid. (\$80,000) Fall 2003-2005.
- National Endowment for the Arts. (With Nohema Fernandez, Antoinette LaFarge, and Celia Pearce). Grant to support Alt+Ctrl festival. (\$20,000). Fall 2003.
- Butterfly Software. (With Steve Cutchin and Celia Pearce). The Game Culture and Technology

- Laboratory in partnership with Cal-(IT)2 and the San Diego Supercomputer Center. Grant to support development of the Game Culture and Technology Laboratory's Game Research Grid. Software Grant. (\$100,000) Fall 2003.
- Research Committee, School of the Arts. Research and Travel Grant. (\$1,500). Summer 2002.
  - Whitney Museum of American Art. Commissioned to create Whitney Artport splash page. (\$500). 2002.
  - Center for Research on Information Technology and Organizations (CRITO). "Children and the Electronic Environment." With Alladi Venkatesh. (\$10,000). July 2001.
  - Department of Education. Consultant. Inter: Re-Active: Youth, Gaming and the American Social Imaginary. OnRamp Arts, Belmont High School, Los Angeles Educational Partnership. (\$300,000). Fall 2000-2003.
  - Microsoft Corporation. Software, Hardware, and Cash Grant to support Gaming Studies Program initiative. (\$60,443). Fall 2000.
  - Banff Centre for the Arts. Alberta, Canada. Grant to support residency. (\$1,500). Fall 2000.
  - Research Committee, School of the Arts. Research and Travel Grant. (\$1,200). Summer 2000.
  - Monolith Productions. Software Grant. (\$1,050,000). Spring 2000.
  - University of California, Office of the President. Multicampus Research Group Grant. (\$175,000). Co-Principal Investigator. (With Shawn Brixey, UCB; Sheldon Brown, UCSD; Sharon Daniel, UCSC; Lynn Hershman, UCD; Louis Hock, UCSD; David Trend, UCI; Victoria Vesna, UCLA; Fabian Wagmiser, UCLA; Robert Winter, UCLA) Funds to organize activities for proposed University of California Digital Arts Research Network (UC DARNet). Winter 2000-Winter 2005.
  - Alias/Wavefront. Software Grant. (\$1,036,800). Fall 1999.
  - National Science Foundation. The Alexandria Digital Earth Modeling System. Principal Investigator. Lead author of visualization component (no formal involvement after move to University of California, Irvine). Terence Smith, Computer Science, PI. University of California, Santa Barbara. (\$6,000,000). 1999-2004.
  - University of California, Office of the President. Multicampus Research Group Planning Grant. (\$2,500). Co-Principal Investigator. (With Shawn Brixey, UCB; Sheldon Brown, UCSD; Sharon Daniel, UCSC; Lynn Hershman, UCD; Louis Hock, UCSD; David Trend, UCI; Victoria Vesna, UCLA; Fabian Wagmiser, UCLA; Robert Winter, UCLA) Funds to organize activities for proposed University of California Digital Arts Research Network (UC DARNet). Summer 1999.
  - Research Committee, School of the Arts. Research and Travel Grant. (\$1,700). Summer 1999.
  - Getty Research Institute. (\$4,000). Academic release time to participate in "Microcosms: Objects of Knowledge," a sponsored research residency at the Humanities Research Institute. University of California, Irvine. 01-01-1999, 06-01-1999.
  - Research Across Disciplines Initiative. (\$50,760). Co-Principal Investigator. (With Victoria Vesna; other UCSB faculty participants included: Kevin Almeroth and Terence Smith, Computer Science; Mark Meadow and Bruce Robertson, History of Art and Architecture; and Chris Newfield, English). "Online Public Spaces: Multidisciplinary Explorations in Multiuser Environments." Funding for second year of a proposed two year project to research and develop online public spaces. 1998-1999.
  - InterCampus Arts Program. (\$24,830). Principal Investigator. (With Lev Manovich, UCSD). "Meaningful Traces." 1998-1999.
  - Research Across Disciplines Initiative. (\$53,470). Co-Principal Investigator. (With Victoria Vesna; other UCSB faculty participants included: Jack Loomis, Psychology; Mark Meadow and Bruce Robertson, History of Art and Architecture; Chris Newfield, English; and Terence Smith,

Computer Science). "Online Public Spaces: Multidisciplinary Explorations in Multiuser Environments." Funding for first year of a proposed two year project to research and develop online public spaces. 1997-1998.

- *SPEED: Technology, Media, Society*. *Metropolis Magazine's* Top Design Site. May 1997; CNET's "Best of the Web." May 1997; Best Web journal in the humanities, one of the 100 all-time best Web sites, and one of the top 5 Web sites in the Art category. *The Net*. March 1997. Vol. 2, No. 10; Editor's Choice Award: *LookSmart International*. January 1997; GNN's *Whole Internet Catalog* Select Site. January 1996; MSN's "Best of the Web." 1996.
- "Bodies INCorporated." Finalist. 1997 VRML Excellence Awards. World Movers: The VRML 2.0 Developers Conference. San Francisco, California. January 30, 1997; People's Choice Award. FIVA ONLINE 95: The First Festival of Independent Audio/Visual Arts Online. October 1-December 1, 1995.
- Regents Fellowship. (\$14,918). Stipend for second year of graduate studies in Art Studio. Fall 1995-Spring 1996.
- Department of Art Studio Block Grant. (\$2,500). Stipend for first year of graduate studies in Art Studio. Fall 1995-Spring 1996.
- University of California, Santa Barbara Regents Research Grant. (\$400). Stipend for prototyping and mastering CD-ROM dissertation. Spring 1994.
- University of California Academic Senate Travel Grant. (\$350). Stipend to attend The Image of Technology in Literature, the Media and Society: 4th Annual Conference of the Society for the Interdisciplinary Study of Social Imagery. Colorado Springs, Colorado. March 10-12. Spring 1994.
- Instructional Improvement Grant. (\$9,436). Stipend for developing an interactive multimedia application on the Macintosh platform to illustrate the globalization of the garment industry for University of California, Santa Barbara's Introduction to Sociology course. Winter 1993-Fall 1994.
- California State Graduate Fellowship. (\$6,256). Stipend for graduate studies in sociology. 1991-1994.
- Instructional Development Grant. (\$245). Stipend to attend the 4th annual Macintosh Summit Conference. Santa Barbara, California. August 19-21, 1993. Summer 1993.
- University of California Grant. (\$2,350). Stipend for graduate studies in sociology. 1988-1993.
- University of California Academic Senate Travel Grant. (\$400). Stipend to attend the American Sociological Association annual meetings. Pittsburgh, Pennsylvania. August 24-28. Summer 1992.
- University of California, Santa Barbara Humanities/Social Sciences Research Grant. (\$1,668). Stipend for travel to Washington, DC to gather archival and interview data for research on the congressional response to homelessness. Spring 1992.
- University of California, Santa Barbara Regents Research Grant. (\$655). Stipend for project exploring the reemergence of homelessness as a public problem. Winter 1992.

### ***Biographical Listings:***

*Who's Who in America*. 1997, 2008, 2010.

*Dictionary of International Biography*. 26th edition 1997.

*Who's Who in the West*. 1995-present.

### **PROFESSIONAL SERVICE**

- Affiliated Faculty. Center in Law, Society and Culture. 2010-Present.
- Invited Guest Speaker. Blizzard Entertainment Alumni Meeting. Irvine, California. Oct. 16, 2008.
- Ad-Hoc Reviewer. ACM Multimedia 2008 Interactive Arts Program. Technical Program Committee.
- Affiliated Faculty. Center for Ethnography. 2006-Present.
- Member. Policy Board. UC Institute for Research in the Arts. 2006-Present.
- Member. Graduate Council. 2006-2008.
- Ad-Hoc Reviewer. Ubicomp. 2007.
- Co-Creator (With Dan Frost and Bill Tomlinson) of the Freshman Integrated Program (a 3 course sequence offered to incoming freshman). 2006.
- Affiliated Faculty. Arts Humanities, Humanities Arts Program. 2003-Present.
- Acting Director, Academic Computing. Fall 2005.
- Program Faculty. Arts Computation Engineering (ACE) Program. 2003-2005.
- Standing Member. UC Discovery Grant. University of California, Office of the President. Fall 2003-Fall 2005.
- Member. Associate Dean Search Committee. University of California, Irvine. Spring 2005.
- Ad-Hoc Reviewer. Game Studies (Online peer-reviewed academic journal). 2003-2004.
- Ad-Hoc Reviewer. MIT Press. 2002-2003.
- *Member*. Studio Art Graduate Program Review Committee. University of California, Irvine. Spring 2001-2004.
- *Member*. UCTV. University of California, Office of the President. Fall 2002-Fall 2005.
- *Member*. Undergraduate Merit Scholarship Committee. University of California, Irvine. Spring 2003.
- *Member*. Digital Media Research Council. Digital Media Innovation Program. University of California, Irvine. Fall 2001-Fall 2002.
- *Participant*. Undergraduate Research Symposium. University of California, Irvine. Spring 2002.
- *Member*. UCI Extension Game Design Certificate Advisory Committee. University of California, Irvine. Spring 2002.
- *Member*. Studio Art Architectural Review Committee. University of California, Irvine. Fall 2001.
- *Participant*. Undergraduate Research Symposium. University of California, Irvine. Spring 2001.
- *Member*. School of Engineering and School of the Arts Joint Faculty Search Committee. University of California, Irvine. Fall 2000.
- *Member*. Cal-(IT)2 Planning Committee. Helped Co-Author New Media Arts Application Area (With Sheldon Brown, UC San Diego). University of California, Irvine. Fall 2000.
- *Member*. Video Taskforce, School of the Arts. University of California, Irvine. Winter-Spring 2000.
- *Participant*. Undergraduate Research Symposium. University of California, Irvine. Spring 2000.
- *Member*. UCI Web Advisory Committee. University of California, Irvine. Winter 1999-2000.
- *Member*. Technology Review Committee. University of California, Irvine. Fall 1998-1999.
- *Member*. Studio Art Faculty Search Committee. Photography. University of California, Irvine. Fall 2000.
- *Member*. School of Engineering and School of the Arts Joint Faculty Search Committee. University of California, Irvine. Fall 1999.
- *Member*. Planning Committee, IDEA Institute. Summer 1999.
- *Member*. UC-Digital Arts Ad-Hoc Committee. Office of the President, University of California. Winter 1999-Spring 2000.

- *Member*. Inspiration Committee. University of California, Irvine. Fall 1998-Spring 1999.
- *Member*. Studio Art Faculty Search Committee. Digital Media. University of California, Irvine. Fall 1998.
- *Reviewer*. National Science Foundation. 1998.
- *Executive Committee*. The Media Arts and Technology Program (MATP). University of California, Santa Barbara. 1997-1998.
- *Executive Committee*. University of California Digital Media Innovation Initiative (DiMII). Fall 1997.
- *Member*. Art Studio Media Committee. University of California, Santa Barbara. 1997-1998.
- *Member*. Art Studio Faculty Search Committee. University of California, Santa Barbara. Spring 1996.
- *Member*. Art Studio Faculty Search Committee. University of California, Santa Barbara. Winter 1996.
- *Assistant*. Art Gallery. SIGGRAPH 95, 22nd International Conference on Computer Graphics and Interactive Techniques. Los Angeles, California. August 6-11, 1995.
- *Member*. Sociology Department Computing Committee. University of California, Santa Barbara. Fall 1992-Summer 1994.
- *Participant*. 4th annual Macintosh Summit Conference. University of California, Santa Barbara. Santa Barbara, California. August 19-21, 1993. Summer 1993.
- *Participant*. Changing a Culture: The University of California, Santa Barbara Conference on climate in graduate education. Santa Barbara, California. April 13-15, 1993.
- *Facilitator/Participant*. Sociology Department Retreat. University of California, Santa Barbara. Spring 1993.
- *Member*. Sociology Department Retreat Planning Committee. University of California, Santa Barbara. Winter 1992.
- *Member*. City/County Homeless Task Force. 1988-1992.
- *Sociology Department Representative*. Graduate Students Association. University of California, Santa Barbara. 1990-1991.
- *Member*. Sociology Department Colloquia Committee. University of California, Santa Barbara. Winter 1990.
- *Volunteer/Emergency Staff*. Klein Bottle Social Advocates for Youth, runaway and homeless youth shelter. 1988-1990.
- *Member*. Sociology Department Graduate Student Recruitment Committee. University of California, Santa Barbara. Winter/Spring 1989.