

ROBERT F. NIDEFFER - Biography

Head, Department of Arts
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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, Media Studies.

POSITIONS HELD

Full Professor and Head, Department of Arts, 2013-Present. Rensselaer Polytechnic Institute.

Research Associate. Institute for Software Research (ISR). Fall 2000-Present. University of California, Irvine.

Full Professor. Department of Studio Art, 2008-2013. *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. "Fairytale, Fables and Fantasies." Peer to Peer Presentations. August 22, 2012. Suomenlinna. Helsinki, Finland.

Artist Talk. "WTF?!" Eyebeam. *Net Works: Case Studies in Web Art and Design*. Book Launch (Routledge Press). October 13, 2011. New York, New York.

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/Presider. "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/Presider. "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

"Cirque du Soliel 2015 University Workshop." Las Vegas, Nevada. January 25-27, 2015.

"Fairytale, Fables and Fantasies." Work developed during HIAP Artists Residency. Suomenlinna, Helsinki, Finland. August, 2012.

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 Nude Patches: Decompiled." *Pixelprono 0.2*. Linz, Austria. March 2015.

"Spew." *Starting Here: A Selection of Distinguished Artists from UCSB*. Curated by the Art, Design & Architecture Museum and the Department of Art at UCSB. University of California, Santa Barbara. May 2014.

"ASCII Alphabet." Museum of Modern Art. New York, New York. August 1-October 22, 2012; 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.

"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. Assemblage: The Women's New Media Gallery. Curated by Carolyn Guertin. University of Toronto, 2005.

"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. Paraná 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.

"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.

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- 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

- Reviewer. Re"-New." 2013 Media Arts Conference and Festival. Copenhagen, Denmark.
- Jury Member. "Mixed Messages 2011." The New School for Public Engagement School of Media Studies 15th Annual Graduate Student Showcase. SOHO Gallery for Digital Art. New York, New York. December 2-9, 2011.
- 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.