

ROBERT F. NIDEFFER - Short Biography

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Robert Nideffer holds a Ph.D. in Sociology (1994) and an MFA in Computer Arts (1997), from the University of California, Santa Barbara. From 1998-2013 he was a Professor of Art at the University of California, Irvine, where he held a courtesy appointment in the Department of Informatics within the School of Information and Computer Science. He was made a tenured Associate Professor in 2002, and Full Professor in 2008. In 1999 he proposed a coordinated program in Game Studies, and simultaneously founded the Game Culture and Technology Lab. The lab went on to raise well over \$5,000,000 in sponsored research grants with a variety of academic, federal, and international partners. In 2005 he created an interdisciplinary undergraduate program in Game Culture and Technology shared between the School of the Arts and the School of Information and Computer Science. From 2005-2007 he served as Co-Director, and from 2007-2009 Director, of the Art Computation Engineering (ACE) Graduate program, housed between the School of the Arts, the School of Information and Computer Science, and the School of Engineering. His work has been exhibited at a variety of national and international venues including the Museo Nacional Centro de Arte in Spain; the Laguna Art Museum in Laguna Beach, California; the Museum of Modern Art in New York, and the 2002 Whitney Biennial. He has lectured extensively both inside and outside the academy, and his projects have been discussed in major media outlets including books, journal articles, television, the internet, film and radio. In 2013 he joined Rensselaer Polytechnic Institute (RPI) where he serves as Head of the Department of Arts.

SELECT PUBLICATIONS

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