

Education M.F.A. Film + Video Production, 1994, University of Iowa
Thesis: *She Went Back: Exploring a Family History* (text document + digital video)

M.A. Communication Studies, 1993, University of Iowa

B.A. Film Studies 1991, University of Wisconsin Milwaukee, Magna Cum Laude

Honors, Awards + Professional Recognition Phi Beta Kappa 1991, Mortar Board National Honor Society 1990, Golden Key National Honor Society 1990, University of Iowa Fine Arts Fellowship 1993, Stephen H. Coltrin Award for Excellence in Communications Education: International Radio and Television Society (IRTS) February 2000; New York Upstate Alliance for Innovation (UAI)- named as one of the 100 NY innovators 2001-03. Syllabi featured on "The Cyberculture Working Group" website 1999 – present, the University of Maryland's Mini-Center for Teaching Interdisciplinary Studies of Culture and Society, Voice of the Shuttle Humanities Research UCDS 1997 – present, and the Resource Center for Cyberculture Studies, Curated by David Silver 1998 – present

"A computer security expert's worst nightmare." <Newsweek Online, March 2002>

Additional Training Mandarin Training Spring – Summer 2001; French Language Training in Montreal 2000 – 2001; Alias | Wavefront training (MAYA) 1999; Mandarin Training at Taipei Language Institute 1996, 2001

Professional + Teaching Experience **Associate Professor, Multimedia Design** **Sept 2001 - present**
Department of Art, University of Oregon 198 Lawrence Hall Eugene, OR 97403
Teach courses in art direction, web development, emerging technologies, computer gaming, physical computing, net.art, interactive media, media history and cybercultural studies; founded graduate colloquium and introductory course, "Multimedia Survey." Active in all aspects of innovative Multimedia Design program.

Visiting Professor, Fulbright Scholar: Interactive Artist **April 2001 - July 2001**
Computer Science + Information Engineering, National Taiwan University, No. 1 Sec. 4 Roosevelt Rd, Taipei
Worked on multidisciplinary human-computer interface projects within the Department of Computer Science at NTU; Participated in graduate program, contributed to team on 3D "virtual sculpting tool" and 3D scanning technology project, offered special lectures, and worked with the faculty and grads in Dr. Ming Ouyoung's Multimedia Research Laboratory.

Assistant Professor, Digital Media (tenure track) **Aug 2000 - July 2001**
Department of Communication Studies, Concordia University, 7141 Sherbrooke W., Montréal, QC H4B1R6
Led the multimedia area within an interdisciplinary production and theory program. Taught courses including: *Production: Communication Programming* (advanced interactive media); *Theory/Critical: Bodies + Machines* Graduate Seminar, New Technologies and Communications Media, Gender and Technology.

Assistant Professor of Digital Arts + Culture (tenure track) **Aug 1997 - Aug 2001**
(recommended for tenure spring 2001)

Co-Director, IDEAS Digital Arts + Sciences Center **Aug 1998 - Aug 2001**
Department of Media Study University at Buffalo (SUNY) 231 Center for the Arts, Buffalo NY 14260
Director of Digital Arts Concentration in the Major, Multimedia Internship Director (established in-house internship program creating software); Proposed new courses and degree programs; wrote and obtained grants. Designed, planned, managed, and updated New Media and Sound Labs; Founder of IDEAS Arts + Technology Center (university-wide). *Media Study Production Courses:* Animation, Digital Sound Design, Advanced Digital Arts: Interactivity, Multimedia Design: The Interface; *Theory/Critical:* Cybertheory|Technoculture, Gender + Technology, Digital Storytelling; *Art Department Course:* Electronic Media in Education.

Visiting Interactive Artist **Dec 1998 - Jan 1999**
Visiting Artist in Residence, National Institute of Arts, Taipei, Taiwan

Producer/Designer, Digital Media **Jan 1995 - Aug 2000**
Fire Ant Design, 140 Linwood Avenue, Buffalo NY 14209
Manage and produce web design, technology, and content for personal design company. Academic, nonprofit, & public clients; Content and design consultant + trainer.

Producer/Designer, Interactive Media, Consumer Division **Jan 1995 - July 1997**
Assistant Producer, Interactive Multimedia **Oct 1994 - Jan 1995**
Human Code, 319 Congress Avenue, suite 100, Austin TX 78701
Responsible for the design, creative direction and management of client and production teams in the production of consumer and educational CD-ROM titles and web projects. Clients included Discovery Channel, ABC/Creative Wonders, and Knowledge Adventure. Created prototypes, design documents, game design, information + interactive design, scripts, managed large creative teams to create award winning products of international significance. Areas of specialization

Professional + Teaching Experience, continued included interactive and interface design, game design, digital video, project management, and new business development. Hired consultants, subject matter experts, and other media professionals.

Interactive Design Consultant

Jan 1991 - Aug 1994

Second Look Computing Weeg Computing Center University of Iowa, Iowa City, IA 52242

Acted as interactive design consultant for the creation of academic digital projects, including a CD on Native American Sign Language Storytelling. Provided graphics and digital video as well as overall consultation. Taught various topics in Multimedia Production as a Multimedia Short Course Instructor, and was Visual Arts Program Instructor for Intensive Multimedia Workshop, Governor's Institute of Iowa.

Producer/Director, Educational Video

Aug 1992 - May 1993

College of Education, N459 Lindquist Center, University of Iowa, Iowa City, IA 52242

Produced and directed educational TV programming in Graduate School of Education. Duties included large scale project management, budget, team leadership, direction, and production. Taught Video Production for Educators, Audio Production for Educators through College of Education.

Exhibitions + Performances

[double] (site specific video installation)

2002 "Motelhaus" exhibit, Eugene OR November 23 (funded in part by Lane Arts Council)

[search] (net.art)

2003 " + play engines+ new media art exhibition", Melbourne Australia May

2003 "ArtStream," University of Arizona, Museum of Art premier web art exhibition February

2002 "Mapping Transitions" exhibit, University of Colorado, Boulder - premier of new internet work September 13 (commissioned by the University of Colorado)

[remotion] (application for webcam)

2002 "CODEDOC," Internet Artwork at Online at the Artport, The Whitney Museum of American Art NYC September (commissioned by the Whitney Museum of American Art)

[collection] (networked computer application)

2002 "The All Star Data Mappers," installation at Future Screen 02: data*terra: investigating the mediation of data across technological, cultural, and physical terrains, curator John Tonkin Sydney AU 28 Nov – 7 Dec

"2002 Whitney Biennial" Networked Installation at The Whitney Museum of American Art March 7 - May 26

"Northwest Documenta" (Pacific NW Contemporary Art) Salem OR April - May

2001 "ARTech: Art & The New Technology exhibition," Santa Cruz Art League, December

[rootwords] (Interactive Language Toy)

2002 "HOW2 -- Contemporary Innovative Writing By Women" Issue 7 (http://www.departments.bucknell.edu/stadler_center/how2/)

[rootings] (interactive internet game)

2003 INTERACTIVE FUTURES: New Stories, New Visions Victoria Independent Film and Video Festival University of Victoria, British Columbia, Canada February 7 – 9

2002 "Experimenting Arts and Sciences Conference," Game shown at University of Aarhus, Aarhus Denmark, May

2001 "interMedia@rt : Festival di Arti performative e multimediali," **MUel** Museo Elettronico - Varese Italy, December 16 - 30

turbulence.org online gallery October; Premiered and was hosted there solely for one year (commissioned by New Radio and Performing Arts, aka turbulence.org, with funds from the National Endowment for the Arts)

[phage] (computer application)

2002 The Physics Room, Computer controlled installation Christchurch New Zealand July 16 - Aug 30

The Moving Image Center (MIC), Computer-Controlled installation Auckland New Zealand Oct 5 - 26

2000 Central Fine Arts Gallery in SoHo, NYC June 28 - Aug 14

DIGITAL 2000: International Competition and Exhibition, Net Art Winner, Juror John Ippolito, Guggenheim

Technology Gallery at The New York Hall of Science (NYHOS) NYC Sept 18 - Nov 26

Silicon Gallery in Philadelphia PA Dec 1 - 31

Georgia State University, Atlanta GA February

**Exhibitions +
Performances,
continued**

"Through the Looking Glass: Technology and Creativity at the Beginning of the Next Millennium" Beachwood Center for the Arts, Beachwood, OH April 15 - 30

"Citymorph 2000" Digital Art Festival, CEPA Gallery Buffalo NY March (installation)

"Digital Arts and Culture International Conference," Atlanta GA October

[gorge] (Digital Prints)

2001 "Here and Now" show, Silicon Gallery / The General Store, Brooklyn, NY September

[The Perpetual Bed] (VRML Interactive World)

2001 *Third Bed* innovative arts and literature journal, Online feature curated by Paul McRandle (<http://www.3rdbed.com/>)

Stuttgart Filmwinter Special 3D exhibition, Stuttgart Germany January 21

2000 ACM SIGGRAPH 2000 Art Gallery, New Orleans, LA July (online installation shown in art gallery)

Georgia State University, Atlanta GA February

"6th Annual Computer Arts Festival," Maribor, Slovenia, May 21 - 27

"VRML-ART 2000 Exhibition," VRML-Art Website (<http://www.vrml-art.org/>) Feb 23 - ongoing

"STUNNED ArtZine," Housed in Dublin Ireland November 1999 - Feb 2000 (<http://www.stunned.org/project.htm>)

"Web3D/VRML Symposium" ACM SIGGRAPH sponsored VRML-ART 2000 at Monterey, CA, Feb 21 - 24

1999 UCR/California Museum of Photography, Riverside CA October 1999 - February 2000: Showcased in opening of Digital Studio (<http://www.cmp.ucr.edu/photo/webworks.html>)

Exploring Cyber Society Conference University of Northumbria at Newcastle UK July (live virtual multi-user performance)

"Alterites: Interdisciplinarite + Pratiques "Feminines" de l'espace" Conference at Ecole d'Architecture Paris-Villemin June (telepresent performance)

"Third Annual UCCB Storytelling Symposium" University College Cape Breton, Nova Scotia, May (live virtual performance)

"Posing Questions: Interrogating Performance, Exhibition, + Representation" SUNY at Stony Brook, Stony Brook, NY March (live virtual performance)

"Theorizing Performativity" Conference Peterborough, Ontario March (live virtual performance)

1998 "Digital Arts and Culture Conference" University of Bergen, Norway November (live virtual performance)

"State of the Arts: Production, Reception + Teaching in a Digital Age" University of Maryland, College Park, MD October

Career Moves (computer controlled board game and sound installation)

2002 "Northwest Documenta" (Pacific NW Biennial of Contemporary Art) Salem OR April - May

2000 "Digital Arts & Culture Conference" Bergen Norway August 2- 4

Corporate Ladder (installation using distance sensors and images)

1999 "Digital Arts + Culture International Conference," Atlanta GA October

[recovery] (VRML Interactive World)

1999 "The White Cube at the Final Frontier," October 18 99 - January 2000 Guggenheim Gallery, Chapman University, Orange, CA Curators Richard Turner + Blair Townsend (<http://vega.chapman.edu/gallery/exhibition.htm>)

Forget Verbs (Digital Video)

1998 "Art By Arena: MCMOGATK" (Machida City Museum Of Graphic Arts, Tokyo) Online Streaming Media Ring August

She Went Back (Video)

1994 "POV Festival" New York City, NY June

University of Iowa Film and Video Festival

Exhibitions + Performances, continued **Trip to the Dentist** (Video/Computer Animation)
1997 "Free Speech TV of Boulder," CO National Access Program September
1993 "I-O-W-A Video Festival" Iowa City, IA Miscellaneous Category Winner July

Breach Baby (Experimental Video)
1994 "Squeaky Wheel Quicktime Festival," Buffalo, NY March

Union Center Inheritance
1993 I-O-W-A Video Festival Iowa City, Iowa Grand Prize July

12th Annual Video Shorts Competition Seattle, Washington Cash Prize Winner March

Venice (digital video)
1993 Quicktime Movie Festival San Francisco, CA Experimental Category Winner February

Voyage (video installation)
1993 *Twisted* 3 person show at The Johnson County Arts Center, Iowa October

Exhibited collections of work

2000 *Various Works*, Assemblage: The Women's New Media Gallery (http://trace.ntu.ac.uk/traced/guretin/assembly_a-f.htm#F)

1998 Spilled Ink Online Journal <http://www.spilledink.com/> Three "poemworks," digital still pieces February

1994 Cyberfest94 Chicago, IL Video Wall: Breach Baby, Trip to the Dentist, Union Center Inheritance, innards April

SIGGRAPH/NE Breach Baby, Union Center Inheritance, Trip to the Dentist March

Visual Artists Film + Video Festival San Jose, CA Union Center Inheritance, Breach Baby February

1993 Deep Dish TV National Program- Instillations, Union Center Inheritance, Trip to the Dentist, Family Jewelfish March (L.A. Freewaves: Experimental Video from Southern California)

1993-
2000 OffLine Cable Series Ithaca, Albany, San Francisco
Volume 1, Episode 1: Trip to the Dentist, Lung Train;

Episode 4, "Ghosts", Innards; Episode 6, "on the Road" Union Center Inheritance;

Volume 2, Episode 14 "Cities": featured artist with interview and Instillations, Union Center Inheritance, Trip to the Dentist

Episode 11: Fauna features Family Jewelfish and Breach Baby.

Volume 3, Episode 24, "Family", She Went Back.

1992 *The Davenport* PATV Series: featured artist

Innards

1992 National U Festival Certificate of Merit

Permanent Collections

The Third Bed Journal

Rhizome.org, NYC

Turbulence.org, NYC

University of Iowa Department of Cinema and Comparative Literature, Iowa City Iowa

Musée d'Art Contemporain de Montréal, Media Centre

Mr. Patrick Lichty, Louisiana

Mr. and Mrs. Collier, Indiana

Silicon Gallery

The private collection of Rick De Coyte and Michal Jane Smith

- Publications, Books** Flanagan, Mary + Booth, H. Austin, Eds. *reload: rethinking women + cyberculture*. Cambridge: MIT Press, 2002.
- Booth, H. Austin, + Flanagan, Mary, Eds. *trans/bodies*. In preparation, expected 2004.
- Flanagan, Mary. *The Nature of Networks: Mapping 21C Culture*. In preparation.
- Publications, Refereed Articles** Flanagan, Mary. "SIM-plement l'espace du genre? Vies domestiques, consommation, et le Sims." *Consommations & Sociétés: Cahiers pluridisciplinaire sur la consommation et l'interculturel*. Ed. Mélanie Roustan et Dominique Desjeux. (accepted for publication 2002/03)
- Flanagan, Mary. "navigable narratives: gender and narrative spatiality in virtual worlds." *Art Journal*. Vol 59 no. 3, Fall 2000, 74 – 85.
- Flanagan, Mary. "Mobile Identities, Digital Stars, and Post-Cinematic Selves." *Wide Angle: Issue on Digitality and the Memory of Cinema*. 21:3, published spring 2001.
- e-publications, Refereed Articles** Flanagan, Mary. "Spatialized MagnoMemories." *Culture Machine 3 - Virologies: Culture and Contamination*. Eds. David Boothroyd and Gary Hall. <http://culturemachine.tees.ac.uk/>. March 2001.
- Flanagan, Mary and Egert, Chris. "Courseware Quality + the Collaborative Classroom: Implementing IOS Courseware to Generate Seminar-style Interactions." *IMEJ, The Interactive Multimedia Electronic Journal of Computer-Enhanced Learning*. <http://imej.wfu.edu/articles/2000/1/06/index.asp> 2000.
- e-publications, Non Refereed** Flanagan, Mary. "Digital Stars Are Here to Stay." *convergence: the journal of research into new media technologies*. Eds. Julia Knight + Alexis Weedon, University of Luton. Summer 1999. Print and internet. <http://www.luton.ac.uk/Convergence/>.
- Flanagan, Mary. "The Sky is Falling! Why Are Virtual Worlds so Desolate?" *Images Journal*. Eds. Grant Tracey, Chris Norton, + Elizabeth Abele. September 1998. <http://www.imagesjournal.com>.
- Publications, Book Chapters** Flanagan, Mary. "Social Concerns of Digital Art." *Context Providers: Context and Meaning in Digital Art*. Ed. Margot Lovejoy, Christine Stiles, Christiane Paul. In Preparation.
- Flanagan, Mary. "Developing Virtual Performance Spaces." *American Puppetry*. Ed. Phyllis T. Dircks. New York: Theatre Library Association, 2003 (accepted).
- Flanagan, Mary. "Response to Celia Pearce: About Computer Gaming" *New Media Reader*. Ed. Noah Wardrip-Fruin and Pat Harrigan. Cambridge: MIT Press. (forthcoming 2003).
- Flanagan, Mary. "Knowing Through Lara." *Knowing Mass Culture/Mediating Knowledge*. Ed. Lynne Joyrich. Indiana University Press. (forthcoming 2003).
- Flanagan, Mary. "Hyperbodies, Hyperknowledge: Women in Games, Women in Cyberpunk, and Strategies of Resistance." *Reload: Rethinking Women + Cyberculture*. Cambridge: MIT Press, 2002, 425-454.
- Flanagan, Mary. "The Bride Stripped Bare." *In Vivo: Embodying Information*. Phillip Thurtle and Robert Mitchell, ed. New York: Routledge (forthcoming 2003).
- Flanagan, Mary. "Next Level: Women Digital Activism through Gaming." *Digital Media Revisited*. Edited by Andrew Morrison, Gunnar Liestøl & Terje Rasmussen. Cambridge: MIT Press, (forthcoming 2003).
- Flanagan, Mary. "Navigating Narratives: Women's Use of Virtual Space." *Women in Storytelling: Proceedings of the University College of Cape Breton Third Annual Storytelling Symposium, 1999*. Ed. Afra Kavanagh. Sydney, Nova Scotia: University College of Cape Breton Press, 2000. (published separately from the conference as a book.)
- Publications, Refereed Articles: Conference Proceedings** Flanagan, Mary. "Feminist Transgressions? Object and Process in Transgenic/Genetic Works by Women." *SIGGRAPH 2002 Electronic Art and Animation Catalog*. New York: ACM, 129 - 133.
- Perng, Kuo-Luen, Wang, Wei-Teh, Flanagan, Mary and Ouhyoung, Ming, "A Real-time 3D Virtual Sculpting Tool Based on Marching Cube." ICAT2001, Tokyo, Japan, Dec 2001.

- Publications, Refereed Articles: Conference Proceedings, continued**
- Egert, Chris, Flanagan, Mary, and Walters, Deborah, "Web Based Collaboration for Introductory Programming Courses." *Proceedings of the International Conference on Engineering Education*, Taiwan, 2000.
- Egert, Chris, Flanagan, Mary, and Walters, Deborah, "Extending IOS's Collaboration via Web-Enabled Whiteboards." *Proceedings of WebNet 2000 --World Conference of the WWW, Internet, + Intranet*. Eds. Hermann Maurer + Richard G. Olson. Charlottesville: Association for the Advancement of Computing in Education (AACE), 2000.
- Flanagan, Mary. "Using Multimedia Courseware to Bring Together Theory and Practice." *Proceedings of WebNet 2000 -- World Conference of the WWW, Internet, + Intranet*. Eds. Hermann Maurer + Richard G. Olson. Charlottesville: Association for the Advancement of Computing in Education (AACE), 2000.
- Flanagan, Mary. "Interfacing Differently: Educating Girls in a Changing Digital Landscape." *Proceedings of WebNet 2000 -- World Conference of the WWW, Internet, + Intranet*. Eds. Hermann Maurer + Richard G. Olson. Charlottesville: Association for the Advancement of Computing in Education (AACE), 2000.
- Flanagan, Mary. "Navigable Narratives: Gender and Spatiality in Virtual Worlds." *Proceedings from Exploring Cyber Society July 5 – 7, 1999, Volume 1*. Eds. by John Armitage + Joanne Roberts. Newcastle, UK: University Of Northumbria, 1999.
- Flanagan, Mary. "Practicing Stereotypes: Exploring Gender Stereotypes Online." *Proceedings of SITE99: Society of Information Technology and Teacher Education*. Eds. Hermann Maurer + Richard G. Olson. Charlottesville: Association for the Advancement of Computing in Education (AACE), 1999.
- Flanagan, Mary, and Egert, Chris. "Assessing the Success of Seminars on the Web." *Proceedings of WebNet 99--World Conference of the WWW, Internet, + Intranet*. Eds. Hermann Maurer + Richard G. Olson. Charlottesville: Association for the Advancement of Computing in Education (AACE), 1999.
- Flanagan, Mary, and Egert, Chris. "Providing Seminars on the Web." *Proceedings of WebNet 98--World Conference of the WWW, Internet, + Intranet*. Eds. Hermann Maurer + Richard G. Olson. Charlottesville: Association for the Advancement of Computing in Education (AACE), 1998, 313 - 317. **BEST PAPER AWARD.**

- "Commercial" Multimedia**
- 2002 **The Adventures of Josie True II (In Progress)**. Independent Production. Producer/Director/Designer.
- 2001 **The Adventures of Josie True**. Independent Production. Producer/Director/Designer.
- 1999 **ACTive Prep American College Testing CD**. ACT|Goyo Interactive, Design Consultant. (New Media Invision Award 1999 finalist)
- 1997 **Jump Start Second Grade Math**. Knowledge Adventure, Producer/Designer.
- Madeline! Interactive Website**. Creative Wonders, Inc. Producer/Designer.
- 1996 **Schoolhouse Rock: America Rock**. Creative Wonders, Inc. Producer/Designer.
- SkyTrip America: An Incredible Ride Through US History**. Discovery Channel Multimedia, Producer/Designer.
- 1995 **Nile: Passage to Egypt** Discovery Channel Multimedia, Associate Producer/Designer.

- Awards, Commercial Work**
- The Adventures of Josie True (2000-01)**
- 2002 Awarded the Education Planet "Online Project Top Site Award" by teacher/reviewers for its quality content and usefulness <http://www.educationplanet.com/topsites/onlineproject.html> Jan 28
- 2001 Riding the Meridian "Recommended Site" <http://www.heelstone.com/meridian/links4.html> "Site of the Month," December WIEO.org, The Women in Engineering Organization
- 2000 "Website to Watch" 2000 Girlstart, formerly SmartGrrls (<http://www.girlstart.org>)
- Featured in Print: *The NY Times* (4/29/00), *The Chronicle of Higher Education* (2/18/00) (<http://chronicle.com/free/2000/02/2000021801t.htm>)
- Internet-only: The Benton Foundation (<http://www.benton.org/News/032900.html>), Officedotcom (<http://www.herinteractive.com/buzz/officecom/article.htm>) Featured on radio at WBFO and radio programs on NPR Member stations including "The Best Of Our Knowledge."
- Jump Start Second Grade Math (1997)**
- 1998 EMMA award, Education and Home Learning up to 11 years
Academy of Interactive Arts and Sciences 1st Annual Interactive Achievement Awards
- Schoolhouse Rock: America Rock (1996)**
- 1997 Parenting Magazine *Parenting's Software Magic* Award

**Awards,
Commercial
Work,
continued**

SkyTrip America (1996)

- 1997 New Media Invision Award Gold
Newsweek Editors' Choice Award
CINE Competition Golden Eagle Award: Interactive History
Technology and Learning Software Awards Best Home Learning

Nile: Passage to Egypt (1995)

- 1996 Innovations Education Category Winner
Intercom Film + Video Competition Award Silver Hugo Award
Software Publishers Association Codie Award Best Home Learning Program for Adults
Association of Visual Communicators Cindy Award Gold AwardWorldfest Houston Competition Gold Award,
Interactive
New Media Invision Award -Silver Awards: Interface Title, Young Adult Title
-Bronze Award: Children's Reference Title
CINE Competition Golden Eagle Award: Interactive History
Technology and Learning Software Awards Best Home Learning
1995 Children's Multimedia Expo-Kid's Choice Award Awesome Animation
The New York Festivals Award Silver Award, Social Studies
Jackson Hole Wildlife Film Festival Best Multimedia Presentation
SIVA Video Awards Educational Winner: CD ROM Category
International EMMA Award Best Visuals
AV/Video Producer Awards Bronze Award
IICS Summit Awards Bronze Award, Education Category

**Commissions/
Grants/
Residency
Awards**

- 2003 Harvestworks Artist-In-Residence Program, New York June
- 2002 Internet Artwork Commission for [remotion], CODEDOC, Whitney Museum of American Art Artport, \$600
Travel grant, Center for the Study of Women in Society; Travel Grant, School of Architecture and Allied Arts
Commission from University of Colorado, Boulder and the "Mapping Transitions" exhibit for new web art work,
[search] \$2,000
- 2001 Social Science and Humanities Research Council of Canada [P.I.] Grant for "Gender Games" research
project [P.I.] \$103,650 (returned due to move back to USA)
Concordia Faculty Research Development Grant [P.I.] \$17,200 [P.I.]
Concordia University General Research Fund (GRF), \$3,000 [P.I.]
- 2000 Turbulence.org new project grant for web project [rootings] Commissioned by New Radio and
Performing Arts, Inc NY; Funded by the National Endowment for the Arts, [P.I.] \$3,000
National Science Foundation Information Technology Research "Women-friendly Environments for Learning
Information Technology" NSF ITR 00-126 \$100,000 [Co-P.I.] 2000-2003
Concordia Faculty Research Development Grant \$5,000 [P.I.]
Faculty Research Development Grant, Concordia University, \$5000 [P.I.]
U.S. Fulbright Scholar Program for Interface Research at National Taiwan University, Dept of Computer Science [P.I.]
00-01
- 1999 National Science Foundation Program for Gender Equity NSF 99-25 \$99,920 "User-Friendly Science and Math
Software for Early Adolescent Girls." [P.I.] 1999-2001
RGK Foundation: "techARTS" Arts and Technology program \$13,300 [P.I.] 1999-2000
UB Educational Technology Grant: Multimedia Literacy \$9,002 [Co-P.I.]
- 1998 Nuala M. Drescher Affirmative Action Grant \$14,400 [P.I.]
Public Service UB- "techARTS:" Art + Technology Program for Girls, \$9,800 [P.I.]
Pacific Cultural Foundation Visiting Artist at National Institute for the Arts, Taipei \$3,000 [P.I.]
Institute for Research and Education on Women + Gender – funding for Innovative Interdisciplinary
Course: Gender And Technology \$3,000 [P.I.]
- 1997 Faculty Development Grant, UB, \$5,400 [P.I.]

Grants Under Consideration

ACLS Fellowship \$40,000
Oregon Literary Fellowships \$3000
NSF Programming Literacy Grant with NYU, 800,000
Guggenheim Fellowship

Papers at Conferences/ Juried Events

- 2003 "Domestic Spaces and The Sims"
Joint meeting of the Popular Culture and American Culture Associations, New Orleans, April 16-19
- "[search]-ing"
9th Biennial Symposium for Arts and Technology
Ammerman Center for Arts and Technology at Connecticut College, Feb 27 – Mar 1
- "Visualizing Time, Memory, and Desire: [rootings], [search] and the Aesthetics of the Dynamic
INTERACTIVE FUTURES: New Stories, New Visions Victoria Independent Film and Video Festival
University of Victoria, British Columbia, Canada February 7 – 9
- "Digital Cinema and Dynamic Systems"
Digital Cinema Workshop, Birkbeck College, London February 14
- 2002 "The 'Nature' of Networks: Space and Place in the 'Silicon Forest'"
Nature and Progress: Interactions, Exclusions, Mutations
University of Paris-Sorbonne, November 8 –9
- "Net.Art"
Rethinking the Visual: New Technologies in the Context of Society and Culture
University of Colorado, Boulder, Sept 12-15
- "Feminist Transgressions? Object and Process in Transgenic/Genetic Works by Women."
SIGGRAPH 2002 San Antonio, Texas July 21-26
- "Digital Art as Map : Tracing / Creating an Evolving Discipline"
2nd European Conference of the International Society for Literature and Science "Experimenting Arts and Sciences", Aarhus, May 8-12
- 2001 "Electronic Games as Art: HyperMedia as Surrealism"
Panel: "The Surreal, the Hyperreal, + the Virtually Real" College Art Association Conference, Chicago, IL Feb
- 2000 "Hyperbodies, Hyperknowledges"
Feminist Utopias Conference, IREWS, University of Toronto, Toronto November
- "Using Multimedia Courseware to Bring Together Theory and Practice"
WebNet 2000, San Antonio, TX, October
- "Interfacing Differently: Educating Girls in a Changing Digital Landscape"
WebNet 2000, San Antonio, TX, October
- "techARTS: Urban Girls Get a Handle on Computer Graphics"
SIGGRAPH 2000 Educators Panel, New Orleans, LA July
- "Arts and Technology for Urban Girls"
Urban Girls 2000, Technology Section Buffalo NY April
- "The Adventures of Josie True"
Urban Girls 2000, Technology Section Buffalo NY April
- "[phage]: a Feminist Poetics of the Machine"
Matters of Representation: Feminism, Theory and the Arts Conference Buffalo NY April
- "The Adventures of Josie True: Software to Challenge the Status Quo"
Communications in the CyberAge Conference, SUNY of Technology Canton, NY March
- "Stretching the Boundaries: Digital Arts"
Communications in the Cyber Age Conference, SUNY of Technology Canton, NY March
- 1999 "Viral Poetics"
Digital Arts and Culture International Conference,
Georgia Institute of Technology, Atlanta GA October

**Papers at
Conference
Juried Events,
continued**

- "Reload: Redefining CyberPunk"
MIT Media in Transition Conference Cambridge MA October
- "Navigable Narratives: Gender and Narrative Spatiality in Virtual Worlds"
Exploring Cyber Society Conference University of Northumbria at Newcastle (UK) July
- "[the perpetual bed]: Virtual World Making"
Interactive Frictions Conference, University of Southern California + Annenberg Center for Communication Los Angeles, CA June
- "Navigable Narratives: A Feminist Use of Virtual Space"
Third Annual UCCB Storytelling Symposium, "Women and Storytelling," Univ. Coll. Cape Breton, Nova Scotia May
- "Knowing Through Lara: Game Hero Lara Croft and the Epistemology of 3D Games"
Knowing MassCulture/Mediating Knowledge, Center for 20th Century Studies Milwaukee April
- "A Feminist Use of Virtual Space"
Posing Questions: Interrogating Performance, Exhibition, and Representation, SUNY at Stony Brook, NY March
- "Teaching Gender and Technology"
Gender + The Changing Curriculum: Educating With(out) Differenc(es) Conference, Institute for Research and Education on Women and Gender Buffalo, NY March
- "Practicing Stereotypes: Exploring Gender Stereotypes Online"
SITE'99 (Society for Information Technology+Teacher Education) San Antonio, TX March
- "Navigable Narratives"
Theorizing Performativity Conference, Trent University Peterborough, ON March 1999
- 1998 "Providing Seminars on the Web"
WebNet 98: World Conference of the WWW, Internet, and Intranet Orlando, FL November
- "Developing Virtual Performance Spaces"
CIT 98, SUNY Conference Cortland, NY May
- "Stepping Into Our Own Stories"
Panel CHI 98 Los Angeles, CA April (panel organizer)
- "Cool Curriculum Projects for Girls" Macworld San Francisco, CA Jan
- 1997 "Developing Children's Edutainment on the Web"
Webnet 97: World Conference of the WWW, Internet, and Intranet, Toronto, ON Nov
- "Issues in Creating Edutainment"
SouthXSouthwest Multimedia Conf., Austin, TX March
- "Multimedia Authoring Tools"
Macworld San Francisco, CA Jan
- "Interface Design" + "Multimedia Authoring in a World of Hybrid Media"
Macworld Boston, MA Aug
- "Interface Design"
Macworld San Francisco, CA Jan
- 1996 "Exploring Interface Design" + "CDROM VS Internet Publishing"
Macworld Boston, MA Aug
- "Understanding Hybrid and Bridge Technologies" + "Multimedia Authoring Tools"
Macworld San Francisco, CA Jan
- Invited Talks** 2003 Visiting Artist / Artist Presentation, State Library of Victoria, Experimedia Space, Melbourne, Australia, May
- "p e r m e a t i o n s . i n t e r v e n t i o n s "
School of Architecture and Allied Arts, University of Oregon, Feb
- 2002 "Virtually Personal"
Digital Media Working Group, Walter Chapin Simpson Center for the Humanities, University of Washington, Nov
- "Whitney Biennial 2002 Net Artist Panel"
Center for New Design at the Parsons School of Design, New York March

**Invited Talks,
continued**

- 2001 "Content and its Discontents: Creating Meaning in Multimedia"
Communications and Multimedia Laboratory, National Taiwan University May
- "Intersections: Computer Science and the Arts"
Computer Science + Information Engineering, National Taiwan University May
- "Gaming Culture and Cyberfeminist Practices." Genero @ femino: Dos Conferencias Sobre
Ciberfeminismo. Museo Nacional Centro de Arte - Reina Sofia, Madrid March
- "New Technologies in the Arts" Invited Panel for Concordia University Studio Artists, with Herve Fischer,
Bill Vorn, Ingrid Bachman, Montreal, Jan
- 2000 "Girls, Women, and Games: Strategies of Resistance" *Femmes Branchees* at Studio XX Electronic Media
Center, Montreal, Dec
- "Women in Games, Women in Cyberpunk, and Strategies of Resistance" Invited Talk at "Critical Studies
Workshop: Writing Science" Stanford May
- "Artist's Talk" Teledramatic Arts and Technology Program, Cal State U. Monterey Bay, March
- "Girls and Technology: Narrowing the Gender Gap"
Association of American University Women (AAUW), Buffalo, March
- "It's All About Interface: Gender, Culture, and Changing Interaction Styles," Invited Artists Talk, University
of Hawai'i at Manoa, March
- "Stretching the Boundaries: Digital Arts' New Interactions," Invited Artists Talk, University of Hawai'i at
Manoa, March
- 1999 "Artist's Talk" Southwest Texas State University, Communication Design San Marcos TX, March
- "Creating VRML Artwork" Ntnl Taiwan Teacher's College, Info Technology Group Tainan, Jan
- 1998 "Digital Video Workshop" Clayton College + State U., Faculty Training Center Atlanta, GA Nov
- "Artists Online" Squeaky Wheel: Buffalo Media Resources Buffalo, NY Oct
- "Animation Workshop" Bloomfield College, Creative Arts + Technology Prgm Bloomfield, NJ June

**Reviews,
Interviews +
Citations**

- 2002 Gluckstern, J. "Mapping Transitions: Online Exhibition is Part of a Weekend of Internet Art at CU." *Daily
Camera*, 13 September, 16 (Friday magazine).
- Farbrook, Joe. "Mapping Transitions and Rethinking the Visual: two conferences at the University of
Colorado, Boulder." Ezine, FineArtForum. 16: 10 October.
http://www.fineartforum.org/Backissues/Vol_16/faf_v16_n10/reviews/review01.html
- Lautman, Victoria and Matt Mirapaul, "Internet Art." WBEZ 848 Chicago Public Radio.
- Korotkin, Joyce. "Communal Curation." *New York Arts Magazine*. Vol.7 No.6 June;
<http://nyartsmagazine.com/66/curation.htm>
- Ludovico, Alessandro. "Virus Charms and Self-Creating Codes." Text from the 'I Love You' exhibition curated
by Franziska Nori and the digitalcraft.org team into the Museum of Applied Arts in Frankfurt, 23 May to 13
June. <http://www.neural.it/english/iloveyou.htm>
- Cotter, Holland. "Never Mind the Art Police, These Six Matter." *The New York Times*. 5 May, Art and
Architecture, 1.
- Cotter, Holland. "Visions of Childhood, Showing Purity and Evil." *The New York Times*. 19 April, Arts Section.
- Cowan, Ron. "Bush Features Avant-garde." *Statesman Journal*, Life Section, April 11.
- Ludovico, Allesandro. "Whitney Biennial: L'Arte Telematica a New York." *MyTech Italia*,
<http://www.mytech.it/mytech/internet/art>. 18 March.
- Fox, Catherine. "Variety Spans America in Whitney Biennial." *The Atlanta Journal and Constitution*, 17 March,
L1.
- Sozanski, Edward J. "Biennial Steers Clear of Cutting Edge." *The Philadelphia Inquirer*, 17 March.

**Reviews,
Interviews +
Citations,
continued**

- Keefer, Bob. "Relating to Bytes." *The Daily Triplicate*, Crescent City, California 16 March.
- Rogers, Michael. "Are Museums Obsolete?" *Newsweek Online*, 19 March, Technology and Science Section. <http://www.msnbc.com/news>
- Miranda Zuniga, Ricardo. "The Whitney & Net Art." *The Spleen*. <http://www.thespleen.com>. Vol 2, Issue 26, 17 March.
- Hine, Dirk. "Whitney Biennial Includes Ten Net Art Works." *Subterranean Notes: Art on the Web*. March 2002 <http://hine-digital-art.com/weblog/weblog.html>
- Mirapaul, Matthew. "If You Can't Join 'Em, You Can Always Tweak 'Em." Arts Online, *The New York Times*, Monday March 4, p. E2.
- Amiot Article "Le jeu vidéo, "Nouvelle culture, Nouvel art?" reprinted in *BabelGame.nu: La Tour des Jeux Video*. <http://babelgame.nu/dossier.php?iddos=153>
- 2001 Keefer, Bob. "Bits of Ourselves: A UO Art Professor Asks, What Would your Computer Files Reveal About You?" Oregon Life section cover story, *Register Guard*, December 16.
- Luzzi, Damiana. "'Le Ultimissime' sulla Net.Art." *Imago Literary Supplement: Informazione, Didattica, Ricerca*. Il Laboratorio Di Lettura I Scrittura, Universita di Siena. <http://www.unisi.it/lettura.scrittura/ultimissime.html>
- Baumgärtel, Tilman. "Experimentelle Software." *Telepolis*. 28 October. <http://www.heise.de/tp/deutsch/inhalt/sa/9908/1.html>
- Amiot, Marie-Andree. "Le jeu vidéo, "Nouvelle culture, nouvel art?" *La presse*, 03 Octobre
- Bosco, Roberta y S. Caldana. "Género@femenino aborda la relación entre la mujer, el arte y la tecnología: El Museo Nacional Reina Sofía conmemora diez años de feminismo en Internet." *CIBERP@IS - EL PAIS*. Print and Internet (Spain). March. <http://www.ciberpais.elpais.es/d/20010308/ocio/portada.htm>
- 2000 Friedman, Matthew. "Discontent: From indie musicians and game developers to mainstream advertising houses and filmmakers, businesses are still reaching for a content model that works." *The Montreal Gazette Industry Watch*. January.
- Lichty, Patrick. "The Cybernetics of Performance and New Media Art." *Leonardo* Volume 33, Number 5, 351-354, 2000.
- "Kvindelig ledelse findes ikke." Features installation from "digital mediekunstner Mary Flanagan, "Corporate Ladder." *Forum for Kon og Kultur (Forum Online Magazine from Denmark)*. 13 November <http://www.forum.kvinfo.dk/>
- "True Role Model in Cyberspace: University Professor invents Free Internet Game to Empower Young Girls." *The Montreal Gazette*. November 2, 2000.
- Bosco, Roberta. "Virtual Dreams" [the perpetual bed] *CIBERP@IS - EL PAIS*. Print and Internet (Spain). <http://www.ciberpais.elpais.es/>
- Parent, Sylvie. "[The Perpetual Bed] Reviewed." *Le Magazine Electronique du CIAC*, June (Canada) <http://www.ciac.ca/magazine/en/oeuvres.html>
- "Digital Divide: Software Designed to Break Gender and Race Barriers." *TheSchoolDaily*. www.theschooldaily.com/articleView.asp?articlePK=2279
- Adelson, Andrea. "Is Anybody Not Out for E-Billions? Josie True, For One." *The New York Times*, March 29. Vol. 149 Issue 51342, pH14, 0p, 2bw.
- Mailander Farrell, Jodie. "Cyberspace: Where the Girls Aren't — Yet." (Computer and online games for girls are becoming the next frontier for developers). *Office.com*, February 11. <http://www.office.com/global/0,2724,166-16202,FF.html>
- Willdorf, Nina. "Scholar Develops Computer Adventure Game for Girls." *The Chronicle of Higher Education*, March 10. Vol. 46 Issue 27, pA48, 1/4p, 1c.
- Donovan, Patricia. "Game Designed with Girls in Mind." *United University Professions*, March.
- Pajares Tosca, Susana. "A DAC Dialogue." *Hypertext Kitchen*, 2000. <http://www.hypertextkitchen.com/>
- Montfort, Nina. "Interactive Art: Digital Decay." (featuring the computer virus [phage]), *MIT's Technology Review*, Jan-Feb, p 92 – 93.

Article in Mandarin in the *Chinese World Journal*, January 17 about the Adventures of Josie True.

"Josie True, Game for Girls." *Center for Women and Information Technology Newsletter*, April
<http://www.umbc.edu/cwit/news.html>

1999 Clink, Patrick. "Daring Digital Artist." *UB Today* Fall 1999, p 26 - 28.

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Oct 25, 1999, v16 i4 p41

Swift, Pat. "Program Aims to give Young Girls Access to Computers." *The Buffalo News*, October 2, p C7.

1997 Milgrom, Melissa. "The 10 Best Places to Live." *Swing Magazine*, July/August, 46.

Scholarly Citations 2002 Negra, Diane. "Introduction: Female Stardom and Early Film History." *Camera Obscura*. Indiana University Press, May, 2-10.

2001 Blake, David. "The Culture of Celebrity: An Annotated Bibliography of Critical Writings."
http://blake.intrasun.tcnj.edu/Annotated%20culture_of_celebrity.htm

2001 Silver, David. "Intervening in the Cyber Canon: Introducing Voices of Diversity to an Emerging Field of Study."
<http://epsilon3.georgetown.edu/~coventrm/asa2001/panel4/silver.html>

Book Reviews 2003 Carroli, Linda. "*Reload: Rethinking Women + Cyberculture* (book review)." *FineArt forum*, Australian Edition. January issue Review.

2002 Bader, Eleanor J. "*Reload: Rethinking Women + Cyberculture*" (book review)
Library Journal. 1 April. 127:6, 129.

Mondloch, Katie. "Reloading Cyberfeminism. (*Reload: Rethinking Women + Cyberculture* (book review))" .
AfterImage, July-August 2002 30:1, 15.

mute magazine, "Review: Reload: Rethinking Women + Cyberculture." *Mutella E-Letter*.
<http://www.metamute.com>, July.

Current Creative Projects/ Research

- Puppetspaces, online spaces and worlds
- Data Mapping, Visualization, and dynamic systems research
- Simming@Home*, a project on feminism/gaming culture
- Educational media, specifically games for girls and introduction to programming games
- Trans|body, a writing project on technology and body art
- Artistic practice as a research methodology

Students Supervised

Brian Murphy, Multimedia Design, BFA UO, expected 2004
Eric Gorski, Multimedia Design, BFA UO, expected 2004
Vincent Chan, MFA in Visual Design, UO, expected 2004
Naomi Kasumi, MFA in Visual Design, UO, 2002
Sarah Holmes, Multimedia Design, BFA, UO, 2002
Christopher Egert, PhD Candidate, Computer Science, UB, expected graduation 2002
Elisabeth Cuddihy, PhD Candidate, Computer Science, UB, expected graduation 2002
En Min Su, MA in Computer Science + Information Engineering, National Taiwan University 2001
Hui Ling Xu, MA in Computer Science + Information Engineering, National Taiwan University 2001
Lisa Langer, Interdisciplinary MA in Women's Studies and Media Study, UB, 2002
Tracey McGuirl, Interdisciplinary MA in English and Media Study, UB, 2001
Nicholas Mann, Advanced Honors Program Undergraduate, Special Major, UB 2001
Lauren Lazarus, Media Study, UB, 2000
Barry Kiesler, MFA Art, UB, 2000
Emily Chang, MFA ART, UB, 2000
Aya Karpinska, Honors Program Undergraduate, Special Major UB, 2001
Zachary Wilson, Undergraduate Special Major UB, 2001

Student's Work

University at Buffalo Media Study INHOUSE 1997-2001 (Various Students)
University at Buffalo Art Gallery 1999 (Emily Chang and Barry Kiesler)
Montreal Image + Sound 2001 (10 students from Concordia University)
Animation Explosion 2002 (Eric Gorski, Jean Leslie, Brian Murphy, Vincent Chan, Adam Newton, Necko Chiu)
U of O Film and Video Festival 2002 (Naomi Kasumi; grand prize, Eric Gorski)
2002 ASIFA NW Animation Festival (Eric Gorski, Brian Murphy)
2002 Northwest Film Festival (Eric Gorski)
LaVerne Krause Gallery 2001, 2002, 2003 (Sarah Holmes, Yi Ping Wong)
Pacific Northwest College of Art Gallery 2002, 2003 (Naomi Kasumi, Vincent Chan)

University Service **University of Oregon**

- 2002-03 Publications and Promotion Committee Chair
Designer Search Committee; Convergent Media Search Committee
- 2001-02 Exhibitions/Gallery Committee
MFA 2002 Exhibition Committee
Multimedia Design Planning Committee: Curriculum, BFA, Mission Statement, Program Description
Founder/Leader of Graduate Colloquium, Visual Design/Multimedia Design

Courses Significantly Revised:

- 2001-03 Design Direction, Multimedia Design I, Multimedia Survey

Courses Created:

- 2001-03 Emerging Technologies, Web Art, Web Development Practicum, Introduction to Physical Computing, GameTime Seminar

Concordia University

- 2000-01 McConnell Online Course Development Committee
Production/Equipment Committee
Capital Budget Committee
Departmental Website

State University of New York at Buffalo

- 1999-00 Co-Founder of "IDEAS" UB's first Center for Digital Arts and Sciences
Internship Director, Digital Concentration, Department of Media Study

Committee Appointed by the Provost:

- 1998-99 Search Committee, Dean, School of Information Studies

Committee Appointed by the Vice Provost:

- 1997-98 Faculty Development Working Group, Senior Vice Provost for Educational Technology

Committees Appointed by the Dean:

- 1997-98 Faculty of Arts and Letters Technology Node Advisory Committee; Teaching and Learning
Technology Roundtable
- 1998-00 Ad-Hoc Task Group for High-Performance Research Computing

Other Committees:

- 1998-00 STEM (Women in Science, Technology, Engineering and Mathematics)
- 1997-98 The Committee on Standards and Practices for Digital Initiatives
- 1997-00 Equipment Planning Committee, Hiring Committees, Graduate Advisor, IDEAS-MA
Media Study Departmental Website

Courses Significantly Revised:

- 1997-00 Advanced Digital Arts

Courses Created:

- 1997-0 Cybertheory + Technoculture, Interface Design, Gender + Technology, Sound Design

Community + Professional Service

- 2002 Member and co-founder of RAPUNZEL women artist and technology group
- 2003 Tenure Reviewer for University of Maryland Baltimore County Art Department

Routledge Reviewer for new edition of *Postmodern Currents*, by Margot Lovejoy

Cybersisters Volunteer + University Coordinator, The Science Factory, Eugene OR

Tenure Reviewer for interdisciplinary eMAD (electronic media arts design) program, Department of Art and Art History, University of Denver

Reviewer for 2002 SIGGRAPH Art Papers

Reviewer for 2002 SIGGRAPH Course Proposals

Reviewer for 2002 Focal Press book proposals
- 2001 Tenure Reviewer for Design Program, University of California-Davis

Reviewer for articles submitted to SIGNS: journal of women in culture + society
- 2000 History + Culture of Interactive Simulations and Video Games Research Advisory Committee, The Stanford Humanities Lab

Digital Arts and Culture Conference Program Committee

Reviewer for articles submitted to Science, Technology, + Human Values

1999 Section Organizer, "Girls and Technology," Urban Girls 2000 Conference 1999 - 2000

Founder, techARTS arts and technology program for urban girls

1998 Board of Directors, Buffalo Media Resources (Squeaky Wheel) 1998-2000

1996 Texas State Technical College, Advisory Committee: Integrated Digital Imaging Comm. Tech Program

**Professional
Affiliations**

International Game Developer's Association

University Art Association of Canada

College Art Association

YLEM (Artists Using Science + Technology)

Arts + Sciences Collaborations Inc (ASCI)

Inter-Society for the Electronic Arts (ISEA)

InterAccess Electronic Media Centre, Toronto

Oboro, Montreal

SMARTlab Centre, The London Institute and Central Saint Martins College of Art and Design, UK

<Affiliated Resarcher>

List of Works	2002 The Adventures of Josie True II	Online edu-adventure game for girls 9 – 11; episode 2 takes place in Ancient Egypt and focuses on math
	2002 [remotion]	Interactive web cam software that traces the organic with small squares
	2002 [search]	Search engine artwork for the internet
	2002 <i>root words</i>	Interactive web poetry work building on organic algorithms
	2002 [gorge]	Digital print series featuring inorganic aspects of organic material
	2001-2 [unnatural elements]	[unnatural elements: avatar portraits] large scale digital print series in collaboration with Taiwan artists
	2001 [rootings]	Explores theories about time, narrative, mental order/disorder, and interactivity as engaged by a female subject in an internet arcade game format
	2001 [collection]	Networked version of the [phage] virus, [collection] gathers material from multiple users' sites and creates a virtual collective unconscious of material.
	2000 [containment]	[in production] Installation which explores gesture and VR space
	2000 The Adventures of Josie True	Online edu-adventure game for girls 9 – 11.
	2000 Career Moves	Computer controlled game and sound installation which explores women's career choices in corporate spaces.
	2000 [matsu] Goddess of the Sea	VRML world which tells the story of the Chinese goddess Matsu and features a multi-user "worship" site where users can give virtual offerings and meet via avatars
	1999 Corporate Ladder	Computer Installation with physical interface objects which explores images of women and work
	1999 [phage]	Artificial life/ creative computer virus which displays the user's own memories/artifacts in a spatialized 3D environment
	1998 Forget Verbs	Experimental Internet Video, Streaming work about women's words, gestures mediated through technology
	1998 [the perpetual bed]	Virtual Environment/Performance about an elderly woman's wake/dream state/space while ill
	1998 [recovery]	Virtual Environment/Performance
	1997 JumpStart 2 nd Grade Math	Producer/Designer, Commercial CD-ROM, Mathematics Education
	1996 SchoolHouse Rock:America Rock	Producer/Designer, Commercial CD-ROM, US History Education
	1996 SkyTrip America	Producer/Designer, Commercial CD-ROM, US History Education
	1995 Nile: Passage to Egypt	Asst. Producer/Designer, Commercial CD-ROM, African Education
	1995 Do You See What I Mean?	Digital Video production, CD/Book combination <i>Do You See What I Mean?: Plains Indian Sign Talk and the Embodiment of Action</i> by anthropologist Brenda Farnell
	1994 Neurology	Producer/Designer, Educational Kiosk, Multimedia Kiosk in the University of Iowa Hospitals and Clinics
	1994 She Went Back	Experimental Documentary Video—Computer Animation/Film which explores a family history
	1993 Family Jewelfish	Experimental Film—Optically printed, explores women's body subject to medical and interpersonal investigation

1993	Instillations	Experimental Film 16mm which explores the representation of women in media
1992	Iowa History Project	Producer/Designer, Educational Kiosk showcasing Iowa History
1992	Venice	Experimental Digital Video about solitude and the underside of the glamour of travel
1992	Union Center Inheritance	Experimental Video – Computer Anim. about beauty, aging
1991	Lung Train	Experimental Video about the perceptions of an asthmatic
1991	Innards	Experimental Video – Pixelvision investigating a woman's interior perceptions
1991	Trip to the Dentist	Experimental Video – Computer Animation, woman as medical subject
1991	Kwashiorkor	Experimental Video about women's body image
1991	Beldame	Collaborative Experimental Video about women and insanity, beauty and body
1989	...recommended Caroline	Experimental Film, 16mm, about aging and beauty

**Additional
Production
Experience/
credits**

1993	Co-Producer/Director "Gifted", Fundraising video for The Connie Belin & Jacqueline N. Blank International Center for Gifted Education and Talent Development
1993	Digital Videographer/Co-designer Multimedia work for University President Hunter Rawlings' presentations to Iowa legislature and to Governor Branstad, Iowa.
1993	Producer/Director "Service Learning" Producer/Director. ½ Hour educational television program
1992	Producer/Designer Iowa History Project, Educational Kiosk showcasing Iowa History
1992-3	Audio Director, Location and Post Commercials for Drug Rehabilitation Clinic including "Shoot and Smoke Dope," Television Commercial for Rehabilitation center in the Hamptons
1990	Special Effects and Cinematographer , Optical Printing and Miniature Work for <i>Black Burning Snow</i> , Music Video for The Trance and Dance Band
1990	Videographer "Hassan-I-Sabbah" music video for Brian Ritchie, from the CD <i>Sonic Temple And Court Of Babylon</i> .
1988-9	Videographer <i>Science Bag</i> science television program for Wisconsin Public Television. (Information and Media Technologies Creative Services Department, University of Wisconsin-Milwaukee)
1988	Videographer/Actor Center for Consumer Affairs, UWM. (Information and Media Technologies Creative Services Department, University of Wisconsin-Milwaukee)