MATTHEW MOSHER

Associate Professor at University of Central Florida
Nicholson School of Communication and Media - Games and Interactive Media
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ARTIST & EDUCATOR

Intermedia artist, Fulbright Scholar, and research professor creating embodied experiential interactive systems. Merges digital and tangible methods of making to address social and political issues. Interdisciplinary collaborator with a strong design background and thirteen years teaching experience.

Organizes graduate student critiques at UCF. Chairs graduate program curriculum committee. Maintains an active international exhibition and conference presentation schedule.

EDUCATION

2014   Arizona State University (ASU), School of Arts, Media, and Engineering
        MA, Media Sciences

2012   Arizona State University (ASU), School of Art
        MFA, Intermedia

2006   Rhode Island School of Design (RISD), Division of Architecture and Design
        BFA, Furniture Design

ACADEMIC APPOINTMENTS

University of Central Florida, Orlando, FL
2021 – Now   *Associate Professor:* College of Sciences – Nicholson School of Communication and Media – Games and Interactive Media program
        Tenure granted in 2021. Received a 'quality online course' badge for revisions to asynchronous Foundations of Interactive Design and hybrid Physical Computing courses. Competitive Type 1B research sabbatical awarded for 2022 – 2023.

2018 – 2021   *Assistant Professor:* College of Arts and Humanities – Nicholson School of Communication and Media – Games and Interactive Media program
        Developed three courses as mixed modality of face-to-face and online, and two as fully online. Mentored students in researching new systems for experiential art through work-study, independent study, internships, and thesis advisement.
        Served on school and departmental policy and curriculum committees. Completed, with colleagues, a complete revision of the graduate curriculum to include an applied studio project track. Assisted in development of school Maker Space.

2015 – 2018   *Assistant Professor:* College of Arts and Humanities – School of Visual Art and Design – Digital Media program
        Instructed undergraduate and graduate courses and laboratories in Interactive Design, Information Management, New Media Design, History and Theory of Dynamic Media, Physical Computing, and Entrepreneurship. Courses mixed engaging lectures

with reading discussions, active learning exercises, student research presentations, technical demonstration, design processes, and real-world applications.

Served on university arts event committee, and chaired a sub-committee that unified learning objectives and structure in the digital media undergraduate foundation courses.

Presented at national and international conferences on the intersection of arts and human computer interactions.

NB: I was hired in the School of Visual Art and Design (SVAD) Digital Media program, which transferred to the Nicholson School of Communication and Media (NSCM) and was renamed the Games and Interactive Media program (GAIM) in 2018. NSCM was then transferred from the College of Arts and Humanities to the College of Sciences in 2020.

Arizona State University, Tempe, AZ

2014 – 2015   *Faculty Associate:* School of Art

Taught an upper-level kinetic art and interactive systems sculpture course. Designed projects and gave demonstrations using Arduino microprocessors, stepper motors, RGB LEDs, audio, gears, cams, and pistons.

Instructed a lower-level concept-based intermedia practice course including assignments on identity, place, fantasy, chance operations, and performance. Facilitated weekly student led reading discussions, artist research presentations, and critiques that emphasized connecting content to concept.

Phoenix College, Phoenix, AZ

2012 – 2015   *Faculty Adjunct:* Fine and Performing Arts

Prepared and taught a new sculpture course titled Introduction to Digital 3D Fabrication Tools. This studio course mixed technique based and student-centered methods to instruct safe use of a computer numeric controlled (CNC) plasma cutter, plate marker, and 3D printer in a structured environment. Using these new technical skills, students produced a final project specific to their interests. Students also conducted research presentations on the technologies used in the course.

Taught an introductory Understanding Art History course. Topics synthesized the visual elements of art and design principles with a survey of art history focusing on the 20th century. The course introduced a breadth of 2D and 3D processes, such as drawing, painting, printing, sculpture, via demos, videos, lectures, projects, and sample objects.

Arizona State University, Tempe, AZ

2009 – 2012   *Instructor of Record:* School of Art

Instructed 3D Design and Introduction to Digital Media foundation studios for undergraduate students. Covered the topics of form, mass, lines, planes, scale, context, modeling, color, etc. Courses weighed technical, conceptual, and aesthetic ability equally through demonstration, practice, and critique. Served as 3D Area Coordinator by organizing instructor meetings, compiling materials, and maintaining studio tools.

EXHIBITIONS

Selected International Juried Group Exhibitions

2023 *In Tandem,* Cape Cod Museum of Art, Dennis, MA. Curated by Peter Michael Martin. (30% acceptance rate)

2021 *Fulbright 75 Virtual Art Exhibition*, Online. https://www.fulbrightart.com/

2021 *YnselZeit*, Alte Saline, Hallein, Austria. Curated by Kirstin Klimmer.

2020 *Why Sentience?* International Symposium on Electronic Art, Montreal, Canada / Online.

2020 *(un)continuity,* Electronic Literature Organization, Orlando, Florida / Online.

2020 *Artworks,* Computation Communication Aesthetics & X, Gratz, Austria / Online.

2019 *Lux Aeterna*, International Symposium on Electronic Art, Asia Culture Center, Gwangju, South Korea. Catalog published.

2018 *Sound Installations,* Moss Art Center, Blacksburg, VA
       Curated by Thomas Tucker and Mona Kasra. 1 of 6 sound installations. (32% acceptance rate)

2017 *Wave in Time and Space,* Sound and Music Computing, Aalto University, Espoo, Finland
       Curated by Koray Tahiroglu. 1 of 9 sound installations.

2016 *The Body in Translation,* Tangible Embodied Interaction, Technology University, Eindhoven, Netherlands. Curated by Lian Loke and George Poonkhin Khut. 1 of 9 artists exhibiting.

2013 *Hand, Eye, Mind: Sensory Models for Holistic Learning*, India Habitat Center, New Delhi, India

2011 *Translife International Triennial of New Media Art,* National Art Museum of China, Beijing, China
       Curated by Zhang Ga. Catalog published.

International Invited Group Exhibitions

2022 *Reno Tahoe International Art Show*, Reno, NV.

2021 *MotzArt Festival,* Argekultur, Salzburg, Austria.

2019 *idiosynkrāsía,* Mozarteum KunstWerk, Salzburg, Austria.
       Collaboration between Fachhochschule Salzburg Audio and Universität Mozarteum Textiles.

Juried Funded Public Art Installations, Performances, and Commissions

2020 *Sculpture Salmagundi,* Rocky Mount, NC ($1,000, National, 5% acceptance rate)
       Vajramantrabhiru: Nine foot tall steel sculpture. 1 of 6 artists exhibiting. Audio guide published.

2019 *Sculpture Exhibition,* Rosemary Beach, FL ($1,500, National, 20% acceptance rate)
       Vajramantrabhiru: Nine foot tall steel sculpture. 1 of 16 artists exhibiting. Audio guide published.

2018 *Art of Peace,* Temple Art Lofts, Vallejo, CA, ($1,500, National)
       Sentinel: Composition #21: Cast gypsum handgun mandala correlating to the 27 people killed in Sutherland Springs, Texas. Curated by the Robby Poblete Foundation. 1 of 8 artists exhibiting.

2017 *IMMERSE Creative City Project,* Orlando, FL ($250, Local)
       Secrets of the Dark: Large scale live camera projections on a building façade. Participants apply colorful video filters to the projected image using a tangible two-handed gesture interface.

2017 *Fredericksburg Arts Commission,* Fredericksburg, VA ($2,000, National)
       Vajramantrabhiru: Nine foot tall welded steel sculpture placed outside the city Amtrak station.

2016   *Art in Odd Places: Play,* Orlando, FL ($1,000, National, 50% Collaboration with Julie Akerly)
This is me, Trying to remain vertical: Dance performance juxtaposing mental and physical stillness. Movements of the dancer are captured with a custom multipoint foot sensor and dynamically mapped to the lighting and audio score.

2016   *Art in Odd Places: Play*, Orlando, FL ($375, National)
Equalibria: Audio performance on balance and meditation that uses the water level in six paired bottles as an electric musical instrument.

2015   *Spark! Festival of Creativity,* Mesa Art Center, Mesa, AZ ($1,006, National)
What We Have Lost / What We Have Gained: Four foot by three-foot rear projected interactive sculpture that participants could play like a drum pad.

2014   *Burning Man Arts Honorarium,* Black Rock City, NV (Nondisclosure Agreement, International)
R'eyh: Ten foot double hinge doorway that served as the north portal to the central Burning Man effigy. Doors light up at night and change color when opened.

2014   *Scottsdale Public Art: platform*, Scottsdale, AZ ($2,000, Regional)
Standpipe: Six foot tall welded steel sculpture placed at a main road intersection for one year.

2013   *Emerge: Carnival of the Future*, Phoenix, AZ ($2,500, National, 50% Collab. with Julie Akerly)
The Still: Dance performance critiquing our reliance on social media. Dancers were cued by custom neural network software that sent vibration signals to their cell phones.

2012   *Spark! Festival of Creativity*, Mesa Art Center, Mesa, AZ ($1,000, National)
Tranquility: A solar powered extra-planetary rover vehicle prototype examining the decline of human space exploration in the USA.
If These Walls Could Speak: An interactive shelf that allows participants to store audio narratives into physical objects.

Solo Shows

2015   *Tributaries of Our Lost Affinity,* Rhetorical Galleries, Phoenix, AZ
Site-specific interactive installation of paper barnacles on the gallery walls. Participants could use their smartphone flashlights to examine the barnacle formations, which triggered different sounds in a multi-track audio atmosphere.

2013   *echo::system,* Digital Culture Gallery, Tempe, AZ
A treadmill and monitor combination that allowed participants to take virtual walks through the Sonoran Desert. A secondary touch screen interface provided maps, historical photographs, and environmental data overlays.

2012   *TRANQUILITY,* Harry Wood Gallery, Tempe, AZ
A solar powered extra-planetary rover vehicle prototype examining the decline of human space exploration in the USA.

2010   *The Gallery Is No Place For Artists,* Step Gallery, Tempe, AZ
Site-specific installation that boarded up the gallery windows. A peephole in the door allowed for viewing of the title text on the back wall.

2006   *The World Is Better,* RISD Store, Providence, RI
Site-specific interactive installation invited people to vote on if they agreed with Dick Cheney's quotation 'The American way of life is not negotiable.' An LED sign displayed 'True' or 'False' under the quotation based on the most recent vote.

Public & Private Collections
2022   Buffalo Creek Art Center, Garnerville, NV
2021   Midtown Lofts. Platform Art. Lakeland, FL
2010   Judith A. Hoffberg Archive. University of California, Santa Barbara, CA
2009   Humanities Library. Massachusetts Institute of Technology, Cambridge, MA
2009   Fleet Library. Rhode Island School of Design, Providence, RI

Selected National Juried Group Exhibitions
2023   *ID:EALS*, Purdue University, West Lafayette, IN. Curated by Clarence Maybee.
2023   *Downeast Indoor Sculpture Exhibition,* Emerge Gallery, Greenville, NC
Curated by Lance Vickery, President of the Int. Conference for Contemporary Cast Iron Art
2020   *Input / Output,* Mesa Community College Art Gallery, Mesa, AZ
Curated by Jennifer Harris and Sophia Brueckner. 1 of 12 artists exhibiting.
2018   *Peace & Justice,* Delaware State University Art Center, Dover, DE
Curated by Jennifer Gunther. 1 of 26 artists exhibiting. (26% acceptance rate)
2013   *Independent Music | Innovative Art | Tech Talks,* Slingshot, Athens, GA
2009   *Beg Borrow Steal,* La Montagne Gallery, Boston, MA
Curated by Aaron Segal. 1 of 35 artists exhibiting.
2009   *Green Exhibition,* Towson Arts Collective, Towson, MD
1 of 20 artists exhibiting.
2008   *Ameri-Dreaming,* Claypool-Young Gallery, Morehead, KY
Curated by Jennifer Reis. 1 of 15 artists exhibiting.
2008   *Revisions of the American Dream,* Susan Hensel Gallery, Minneapolis, MN
Curated by Zach Pearl. 1 of 15 artists exhibiting.
2008   *Rites of Passage: The Mortality of Time,* The Nave Gallery, Somerville, MA
Curated by Kathy Desmond and Lauren O'Neal. 1 of 27 artists exhibiting.
2008   *Yelling at your Environment,* Harrington Arts, San Francisco, CA
2007   *FOOD: From Hunger To Plenty,* Towson Art Collective, Towson, MD

Selected National Invited Group Exhibitions
2017   *SMoCA Mix,* Scottsdale Museum of Contemporary Art, Scottsdale, AZ
A 50% collaboration with Julie Akerly.
2017   *Spark! Festival of Creativity,* Mesa Art Center, Mesa, AZ
Invited by [nueBOX]. A 50% collaboration with Julie Akerly.
2016   *You | I: Interfaces & Reader Experience*, Paul Watkins Gallery, Winona, MN
Invited by Dene Griger, president of the Electronic Literature Org. 1 of 9 artists exhibiting.
2012   *Table Fights,* Magnan Metz Gallery, New York, NY
Invited by Annie Evelyn.

2012   *Generation XYZ,* Night Gallery, Tempe, AZ
       Invited by Dan Collins.
2008   *Table Fights,* Magnan Metz Gallery, New York, NY
       Invited by Annie Evelyn.
2006   *Input / Output Experimental Furniture,* Martha Stewart Living Omnimedia, New York, NY
       Invited by Lothar Windels.

Selected Regional Juried Group Exhibitions
2015   *Tiny Works / Tiny Dances,* {9} Gallery, Phoenix, AZ
2015   *Arizona Outdoor Sculpture Showcase,* Shemer Art Center, Phoenix, AZ
       Curated by Mary Neubauer. 1 of 8 artists exhibiting.
2015   *ARTELPHX,* The Clarendon Hotel, Phoenix, AZ
       Curated by Tara Sharpe. 1 of 29 artists exhibiting.
2014   *Lighthouse,* Alwun House Foundation, Phoenix, AZ
2014   *ARTELPHX,* The Clarendon Hotel, Phoenix, AZ
       Curated by Tara Sharpe.
2010   *Monochrome in Neutral: Shades of Gray*, A. E. England Gallery, Phoenix, AZ
       Curated by Peter Christenson.
2010   *Anaglyph Experiments Group Installation,* Westwind Studios, Phoenix, AZ
2010   *Open For Business,* ASU Art Museum, Tempe, AZ
       Curated by John Spiak. 1 of 15 artists in exhibition.
2006   *30 Under Thirty*, Hera Gallery, Wakefield, RI

Selected Regional Invited Group Exhibitions
2017   *Memories of Underdevelopment,* The Gallery at Avalon Island, Orlando, FL
       Invited by Patrick Greene. 1 of 5 artists exhibiting.
2014   *Momentum: Women / Art / Technology,* The Night Gallery, Tempe, AZ
       Invited by Muriel Magenta.

Selected Local Juried Group Exhibitions
2017   *Resilience: Remembering Pulse,* UCF Art Gallery, Orlando, FL
       The exhibit was made possible by the Citizen Curator Project and the Institute of Museum and
       Library Services. Catalog published.
2016   *Otronicon,* Orlando Science Center, Orlando, FL
2014   Digital Culture Retrospective, Digital Culture Gallery, Tempe, AZ
2013   *Objectify This,* ASU GPSA Gallery, Tempe, AZ
2010   *Formed of Matters,* Art Detour, Phoenix, AZ
2010   *Summoned Surveillance,* ASU GPSA Gallery, Tempe, AZ
2009   *ArtCORE Generations,* The Night Gallery, Tempe, AZ
       Curated by Dan Collins.
2009   *From the Penthouse to the Basement,* Harry Wood Gallery, Tempe, AZ
2009   *Friends of Chautauqua,* Step Gallery, Tempe, AZ
       Curated by Nic Wiesinger.
2009   *Without Memory,* Gallery 100, Tempe, AZ
       Curated by Jennifer Campbell.

Selected Local Invited Group Exhibitions

2020   Artists in Action, Art and History Museums, Maitland, FL
2018   *Projected: A Creative City Project Special Event,* City Beautiful Church, Orlando, FL
            Invited by Cole NeSmith, executive director of the Creative City Project.
2016   *Where All The Streets Are Paved With Gold*, Drunken Monkey Coffee Bar, Orlando, FL
            Invited by Larry Hardin.
2014   *Somewhat Sacred,* The Ice House, Phoenix, AZ
            Invited by Hillary Harp.
2012   *Slip Stream,* The Ice House, Phoenix, AZ
            Invited by Hillary Harp.
2011   *Art Object Exchange,* Step Gallery, Tempe, AZ
            Invited by Patrick Vincent.
2011   *Bust a Madcap,* Madcap Theater, Tempe, AZ

RESIDENCIES

2023   PADA Studios, Lisbon, Portugal. 2 Months, international.
2023   Euroatla / Hanger, Lisbon, Portugal. 1 Month, international.
2022   Treats Studio, Spruce Pine, NC. 3 Months, inaugural visiting artist.
2022   Buffalo Creek Art Center, Gardnerville, NV. 2 Months, international.
2019   Artist-in-Action: Art and History Museums, Maitland, FL. 2 Years, local.
2017   Sculpture Space, Utica, NY. 2 Months, international. (5-10% acceptance rate)
2006   Windgrove, Tasmania, Australia. 1 Week, international.

GRANTS

2021   **Co-Co-Principal Investigators: Matthew Mosher** and Eddie Lohmeyer, $5,000
            GAIM Strategic Plan Innovation Award, University of Central Florida
                Student Gallery: Funding awarded to develop the first dedicated student exhibition space at
            UCF. The downtown campus gallery space supports undergraduate and graduate education by
            giving students an opportunity to showcase their work in a formal public setting.

2020   **Co-Principal Investigators: Matthew Mosher,** Yovanna Pineda, and Lori Walters, $2,500
            GAIM Strategic Plan Innovation Award, University of Central Florida
                Namthar: Prototype development for a web application that allows people to save and share
            audio narratives into physical objects. Worked with the Wells-Built Museum to embed stories
            into artifacts.

2019   Principal Investigator: Maria Harrington, $7,500
            Office of Research and Commercialization, University of Central Florida
                The Virtual UCF Arboretum: Advancement of Early Career Researcher grant used to study the
            psychological effects of using a treadmill to navigate a virtual environment. I contributed as the
            team's tangible interface designer and mentored a student researcher.

2019   **Principal Investigator: Matthew Mosher**, $1,500
            Puffin Foundation West, Ltd.
                Sentinels: Sculptural gun violence data visualizations using 3D printing and bronze casting.

2018   **Principal Investigator: Matthew Mosher**, $7,500
Office of Research and Commercialization, University of Central Florida
Neural Interfaces for Meditation Training: Advancement of Early Career Researcher grant to create a gamified meditation training system using EEG headsets. Supervised two students.

2018   **Principal Investigator: Matthew Mosher**, $20,351.70
Technology Fee, University of Central Florida
Experiential Media Equipment: Funding for new equipment, software, and sensors for use in undergraduate and graduate level interaction design courses.

2014   **Co-Principal Investigators: Matthew Mosher** and Julie Akerly, $5,000
PAVE Arts Venture Incubator
[nueBOX]: Seed funding to launch the [nueBOX] residency program.

AWARDS

2022   **Outstanding Service Award**, $500 – UCF NSCM

2020   **Outstanding Creative Activity Award**, $250 – UCF NSCM

2020   **Research Incentive Award,** $5,000 annually – UCF
The UCF Research Incentive Awards program supports outstanding research, scholarly, and creative activity that advances the body of knowledge in a particular field, including interdisciplinary research and collaborations. This award recognizes employee contributions to UCF's key goal of achieving international prominence in research and creative activities.

2019   **Fulbright Scholar Fellowship,** €20,800 – The J. William Fulbright Foreign Scholarship Board, Austrian-American Educational Commission, and Salzburg University of Applied Sciences
Fellowship awarded to teach and research at Fachhochschule Salzburg. Research involved designing an interactive system for archiving audio stories of refugee migration in Central Europe. Taught a series of graduate guest lectures in the Multimedia Art department.

PUBLICATIONS

International Peer Reviewed Conference Proceedings

Matthew Mosher. 2022. Khong Khro: Visual biofeedback for focus meditations. In *Creativity and Cognition* (C&C '22), June 20–23, 2022, Venice, Italy. ACM, New York, NY, USA, 5 pages. (~30% acceptance rate)

Diego Faverio*, Iulia Popescu*, and **Matthew Mosher.** 2021. Creativity and Collaboration During COVID-19: Creating an Alternate Reality Game in the Face of a Pandemic. In *Proceedings of the International Conference on Interactive Digital Storytelling* (ICIDS '21). ARDIN, Tallin, Estonia.

Marius Schebella, Gertrud Fischbacher, and **Matthew Mosher.** 2020. Silver: A Wire Mesh Textile Interface for the Interactive Sound Installation Idiosynkrasia. In *Proceedings of the Conference on New Interfaces for Musical Expression* (NIME '20). NIME, Birmingham, United Kingdom, 131-132.

Hanae Hmimid* and **Matthew Mosher.** 2020. Date the Artist: A Virtual Date with a Virtual Character. In *Proceedings of ACM Hypertext Conference* (HT'20). ACM, New York, NY, USA, 2 pages. (~33% acceptance rate)

Cameron Tolentino* and **Matthew Mosher.** 2020. Kurios: A Web App for Saving and Sharing Audio Memories with Physical Objects. In *Proceedings of ACM Hypertext Conference* (HT'20). ACM, New York, NY, USA, 2 pages. (~33% acceptance rate)

Matthew Mosher. 2020. Pythia Consulting: Asking Difficult Questions While on Hold. In *Proceedings of the Conference on Computation, Communication, Aesthetics, and X* (xCoAx '20). xCoAx, Gratz, Austria, 358-360. (47% acceptance rate)

Matthew Mosher, Danielle Wood, and Tony Obr. 2018. Tributaries of Our Distant Palpability. In *Proceedings of the Conference on New Interfaces for Musical Expression* (NIME '18). NIME, Blacksburg, VA, USA, 360-361. (56% acceptance rate)

Matthew Mosher. 2017. If These Walls Could Speak: Tangible Memories. In *Proceedings of the 12th International Audio Mostly Conference on Augmented and Participatory Sound and Music Experiences* (AM '17). ACM, New York, NY, USA, Article 13, 4 pages. (70% acceptance rate)

Matthew Mosher. 2016. What We Have Lost/What We Have Gained: Embodied Interfaces for Live Performance and Art Exhibitions. In *Proceedings of the 2016 CHI Conference Extended Abstracts on Human Factors in Computing Systems* (CHI EA '16). ACM, New York, NY, USA, 289-292. (20% acceptance rate)

Matthew Mosher and David Tinapple. 2016. What We Have Lost / What We Have Gained: Tangible Interactions Between Physical and Digital Bodies. In *Proceedings of the TEI '16: Tenth International Conference on Tangible, Embedded, and Embodied Interaction* (TEI '16). ACM, New York, NY, USA, 658-662. (30% acceptance rate)

Mike Krzyzaniak et all. 2014. Separation: Short Range Repulsion. *In Proceedings of the Conference on New Interfaces for Musical Expression* (NIME '14). NIME, London, UK, 303-306. (23% acceptance rate)

*Mentored graduate student

Invited Journals

Matthew Mosher et all. 2016. Demo hour. *Interactions* 23, 3 (May + June 2016), 8-11.
http://interactions.acm.org/archive/view/may-june-2016/demo-hour42

CONFERENCES

International Invited Conference Keynote Address
2019   *Cultural Critique and Interactive Data,* Barcamp: The Next Web. Fachhochschule, Salzburg, Austria

International Peer Reviewed Conference Talks, Demonstrations, and Showcases
2021   *Using "Values at Play" in Undergraduate Analog Game Design.* Serious Play Conference, online.
        With collaborator Rachel Donley.

2019   *Khong Khro.* ACM Movement and Computing (MoCo). Arizona State University, Tempe, AZ.
2018   *User-Centered Storyboards for Art and Design Courses.* Foundations in Art: Theory and Education
        (Southern Regional). University of Central Florida, Orlando, FL.
2017   *If These Walls Could Speak.* Humanities, Arts, Science, and Technology Alliance and
        Collaboratory (HASTAC). University of Central Florida, Orlando, FL.

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Thomas Fuchs. 2021. Hallein ist wieder reif für die "Ynsel". *Meinbezirk* (10 September 2021). Retrieved from https://www.meinbezirk.at/tennengau/c-lokales/hallein-ist-wieder-reif-fuer-die-ynsel_a4874002

Clemens Panagal. 2021. Kabarettfestival Motzart: Bitte warten, bis sich das Orakel meldet**.** *Salzberger Nachrichten* (28 January 2021). Retrieved from https://www.sn.at/kultur/allgemein/kabarettfestival-motzart-bitte-warten-bis-sich-das-orakel-meldet-99020167

Grace Newton. 2021. Platform Art Working with Builders to Add Public Art. *lkldnow* (22 April 2021). Retrieved from https://www.lkldnow.com/platform-art-working-with-builders-to-add-public-art/

Julia Tilford. 2020. The Healing Nature of Art. *Orlando Arts Magazine* (July/August 2020), p.8-9.

Clemens Panagal. 2020. "Bitte Warten" Wird Zum Dauerzustand. *Salzberger Nachrichten* (11 March 2020), p. 8.

Sarah Hardin. 2019. Six Central Florida Artists to Receive Free, Year-long Studio Spaces at Maitland Art Center. *Orlando Weekly* (27 August 2019). Retrieved from https://m.orlandoweekly.com/Blogs/archives/2019/08/27/six-central-florida-artists-to-receive-free-year-long-studio-spaces-at-maitland-art-center

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Michael Roither. 2019. Starke Bande mit den USA. *Salzburger Nachrichten* (6 April 2019), p. 63.

Larissa Hamblin. 2018. Creative City Project Throws a Special Pop-Up Event Showcasing Projection Artists. *Orlando Weekly* (27 June 2018). Retrieved from https://m.orlandoweekly.com/Blogs/archives/2018/06/27/creative-city-project-throws-a-special-pop-up-event-showcasing-projection-artists

Richard Freedman. 2018. Dismantled Guns, Bullets Secured for Bay Area 'Art of Peace' project. *Vallejo Times Herald* (10 January 2018). Retrieved from https://www.mercurynews.com/2018/01/10/dismantled-guns-bullets-secured-for-bay-area-art-of-peace-project/

Richard Freedman. 2017. Poblete Foundation Selects Seven for 'Art of Peace' Project. *Vallejo Times Herald* (13 December 2017). Retrieved from http://www.timesheraldonline.com/arts-and-entertainment/20171213/poblete-foundation-selects-seven-for-art-of-peace-project

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Lynn Trimble. 2015. [nueBOX] Expands with Condor / Dance Residency at Phoenix Center for the Arts. *Phoenix New Times* (19 August 2015). Retrieved from http://www.phoenixnewtimes.com/arts/nuebox-expands-with-conder-dance-residency-at-phoenix-center-for-the-arts-7566691

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Tye Rabens. 2010. Full Walls, Empty Galleries. *The State Press Magazine* (25 August 2010). Retrieved from http://www.statepress.com/article/2010/08/full-walls-empty-galleries

Amy Silverman. 2010. 100 Creatives #74 M. Mosher. *Jackalope Ranch* (29 June 2010). Retrieved from http://blogs.phoenixnewtimes.com/jackalope/2010/06/74_matthew_mosher.php

ADDITIONAL TEACHING EXPERIENCE

Undergraduate Courses Taught
University of Central Florida
 Digital Imaging Fundamentals, face-to-face enrollment 60
 Fundamentals of Interactive Design, face-to-face, mixed mode, and online enrollments 60-180
 Information Management and Entrepreneurship, face-to-face enrollments 28-60
 User Centered Design, face-to-face enrollment 60
 Converging Media Capstone, face-to-face enrollment 60
 Contemporary Topics in Digital Media, mixed mode enrollment 92
 Physical Computing, mixed mode enrollments 38-42
Arizona State University
 3D Design, face-to-face enrollments 12-15
 Intro to Digital Media, face-to-face enrollments 18-20
 Digital Art and Culture, face-to-face enrollment 35
 Intermedia Practice, face-to-face enrollment 12
Phoenix College
 Understanding Art, face-to-face enrollments 35-50
 Intro to Digital 3D Fabrication Tools, face-to-face enrollments 5-7

Graduate Courses Taught
University of Central Florida
 Information Architecture, face-to-face enrollment 16
 Science and Technology of Dynamic Media, face-to-face enrollments 4-11
 History and Theory of Dynamic Media, mixed mode enrollment 9
 Design for New Media, face-to-face enrollment 8
 Design for Interactive Media, face-to-face and mixed mode enrollments 6-13
 Physical Computing, face-to-face enrollment 6
 Studio 1, mixed mode enrollment 4
Fachhochschule Salzburg
 Gastprofessur & Workshops – Mediendesign, face-to-face enrollment 5
 Gastprofessur & Workshops – Computeranimation, face-to-face enrollment 15
 Gastprofessur & Workshops – Audio, face-to-face enrollment 7
 Werkshau, face-to-face enrollment 30
Arizona State University
 Experiential Systems Sculpture, face-to-face enrollment 5

Guest Lectures
2023   *Computational Sculpture*, Arizona State University, Tempe, AZ
2023   *Tapered Coopering,* Arizona State University, Tempe, AZ
2019   *Cultural Critique and Interactive Data,* Alpen-Adria-Universität, Klagenfurt, Austria
2019   *Tangible Aesthetics,* Subnet: Maschinenkult, Salzburg, Austria
2016   *Art and the Internet of Things,* Melrose Center, Orlando, FL
2016   *Aesthetics & Politics,* UCF Art Gallery, Orlando, FL
2012   *Chance Operations* in 3D Design, The Night Gallery, Tempe, AZ
2007   *A Fabulous Lecture for Traveling Design Students,* RISD Design Division, Providence, RI
2007   *Modern American Furniture Design,* Shinrin Takumi Juku, Takayama, Japan

University of Central Florida Student Advising
2021 – 2022   *MA Committee,* 2 graduate students, Digital Media MA Studio Track
2020 – 2021   *MA Committee Chair,* 2 graduate students, Digital Media MA Studio Track
2020 – 2021   *MA Committee,* 3 graduate students, Digital Media MA Studio Track
Fall 2020   *Directed Independent Research*, 1 graduate student, Web design
Fall 2018   *Directed Independent Research*, 2 undergraduate students, AR books
Fall 2018   *Directed Independent Research*, 1 graduate student, Meditation training games
Spring 2018   *Directed Independent Research*, 1 graduate student, Interactive audio photos
Spring 2018   *Directed Independent Research*, 2 undergraduate students, Tangible memories
2017 – 2021   *MFA Committee*, 1 graduate student, Studio Art and the Computer MFA Candidate
Fall 2017   *Internship*, 1 undergraduate student, at Camelo Communications

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SERVICE

Leadership
[nueBOX], Phoenix, AZ
2021 – 2022   *Chairman of the Board*
2015 – 2021   *Board of Directors*
2014 – 2015   *Co-founder & Co-director*
        Co-founded a non-profit 501(c)(3) entrepreneurial endeavor to create a residency program for local emerging performance and installation artists. Planned projected three-year budgets and profit / loss statements. Designed marketing materials and social media presence. Launched a crowd funding campaign. Filed non-profit corporate articles of organization and by-laws. Established a board of directors and sub committees. Partnered with Phoenix Center for the Arts and Mesa Art Center for studio space. [nueBOX] has successfully graduated over 75 residents.

International Service to the Profession
2021   *Reviewer:* New Interfaces for Musical Expression
        Peer reviewed papers for the 2021 conference.
2020   *Reviewer:* Electronic Literature Organization (ELO)
        Peer reviewed double-blind submissions for the 2020 ELO conference exhibitions
2019 – 2022   *Professional Committee Member:* College Art Association (CAA)
        Served on the CAA Professional Practices committee including the Public Art Works and Diversity And Inclusion subcommittees.
2019   *Interviewer:* Fulbright Austria
        Sat on an interview panel for Fulbright Austria Student Fellowship recipients.

2016   *Reviewer:* Association for Computing Machinery
      Peer reviewed papers for the 2017 Tangible Embodied Interaction (TEI) conference.
2010 & 2011 *Studio Guerilla:* Association for Computing Machinery
      Volunteered in the SIGGRAPH Studio by running 3D printing demonstrations and
    giving instruction in Zbrush. Prepared files for a variety of rapid prototyping machines.

Local, Regional, and National Service to the Profession
2018   *Reviewer:* Art & History Museum Maitland
      Served on the Artist in Action and Artist in Residence selection committees.
2017   *Reviewer:* Atlantic Center for the Arts
      Served as a guest juror for the IMAGES: A Festival of the Arts exhibition.

Memberships
2022 – Now Furniture Society
2019 – 2022 College Art Association (CAA)
2019 – 2020 Electronic Literature Organization (ELO)
2015 – 2022 International Sculpture Center
2015 – 2017 Association for Computing Machinery (ACM)
2011   Phi Kappa Phi Honors Society

University of Central Florida Committees
2022   GAIM Department Instructor Search Committee
2021 – Now NSCM School Promotion and Tenure Committee
2020 – 2021 NSCM School Annual Evaluation Standards and Procedures Subcommittee
2020   GAIM Open Rank Professor Search Committee
2019 – 2020 GAIM Department Policy and Planning Committee
2018 – Now NSCM School Policy and Planning Committee
2018 – Now GAIM Department Graduate Curriculum Committee, **Chair** since 2020
      First author on Interactive and Computational Media Design PhD program proposal.
      Organized annual studio track student exhibition. Led recruitment efforts.
2018 – 2019 NSCM School Mixed Reality Committee
2016 – 2018 SVAD School Graduate Curriculum Committee
2016 – 2018 Digital Media Department Core Curriculum Subcommittee, **Chair**
2016 – 2017 SVAD School Exhibitions and Lectures Committee
2015 – 2018 UCF Celebrates the Arts Steering Committee
2015 – 2016 SVAD School Scholarship Committee

PROFESSIONAL DEVELOPMENT

Courses Attended
2023 Grasshopper Level 3 Online Course, McNeel Europe
2023 Rhino 7 Essential Training, LinkedIn Learning
2022 Learning Grasshopper, LinkedIn Learning
2022 A Quest for 1000 Years, Penland School of Craft
2021 Right Angles / Wrong Angles, Penland School of Craft
2020 Adobe XD for Designers, LinkedIn Learning
2020 Learning Algorithmic Design with Grasshopper, LinkedIn Learning
2020 Learning Grasshopper, LinkedIn Learning

2020   Fusion 360 Essential Training, LinkedIn Learning
2020   Introduction to Cloud Computing, LinkedIn Learning
2019   German A1.2, Deutsch Studio Salzburg
2018   Mindfulness, Meditate.io
2018   Adobe XD Essential Training: Design, Lynda.com
2018   Adobe XD Essential Training: Prototype and Share, Lynda.com
2017   The Nature of Code, Kadenze
2017   Machine Learning for Musicians and Artists, Kadenze
2017   Unity 5: 3D Essential Training, Lynda.com
2016   Interactive Distributed Learning, UCF Center for Distributed Learning
2016   Foundations of Typography, Lynda.com
2016   Introducing the JavaScript Language, Lynda.com
2015   Human Subjects Research: Group 2, Collaborative Institutional Training Initiative
2008   Introduction to Video Production, Massachusetts College of Art
2007   Introduction to Buddhism, Tushita Meditation Centre
2005   An Elevated Twig Surface, Peter's Valley Craft Education Center
2004   The Scottish Dirk, John C Campbell Folk School

Conferences Attended
2021   Schmiede: WAR, Hallein, Austria
2021   Everything Immersive Spring Fling / No Proscenium Here Summit and Festival, Online
2020   CODA Worx Virtual Summit, Online
2019   Fulbright Seminar on American Studies, Strobl, Austria
2018   Faculty Center for Teaching and Learning Summer Conference, University of Central Florida
2016   Faculty Center for Teaching and Learning Winter Conference, University of Central Florida
2015   Conference on Sensor Devices and Applications, University of Central Florida

UCF Faculty Center for Teaching and Learning Course Innovation Projects
2018   Teaching in Active Learning Classrooms Cohort
2016   Scholarship of Teaching and Learning Cohort
2016   Active Learning Cohort
2015   Bring Your Own Device Cohort

TECHNICAL SKILLS

Art & Design Fabrication
   Woodworking, Metalworking, Welding, Casting, Physical Computing, 3D Printing, Laser Cutting
Art & Design Software
   Adobe: Photoshop, Illustrator, Premiere Pro, Experience Design, InDesign, Bridge, Acrobat
   3D: Rhino, Grasshopper, Fusion 360, Cura
   Others: Wekinator, Microsoft Office
Programming Languages
   Max/MSP/Jitter, Arduino (C), Processing (Java), P5JS (JavaScript), PHP, MySQL
Markup Languages
   HTML, CSS, WordPress