

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 tenured research professor creating embodied experiential interactive systems. Interdisciplinary collaborator with a strong design background and fifteen plus years teaching experience. Maintains an active international exhibition, public sculpture, and conference presentation schedule.

ADD SPECIFIC TECHNICAL SKILLS HERE RELATED TO THE JOB AD

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. Served on school policy and planning committee to rewrite the annual evaluations standards and procedures document. Served on Faculty Senate personnel committee. Competitive 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 and partially moved to the downtown campus.

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

- 2024 *Signs and Symbols*, Biafarin, Online. Catalog published.
- 2023 *In Tandem*, Cape Cod Museum of Art, Dennis, MA.
Curated by Peter Michael Martin. (30% acceptance rate)
- 2023 *Monochronicle Metaverse Expo*, Mirror Vision Gallery, Decentraland / Online.
- 2021 *Fulbright 75 Virtual Art Exhibition*, Online.
- 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

- 2023 38, PADA Studios, Barreiro, Portugal. Curated by Tânia Marcelino. 1 of 9 artists exhibiting.
- 2022 *Reno Tahoe International Art Show*, Reno-Sparks Convention Center, Reno, NV.
- 2021 *MotzArt Festival*, Argekultur, Salzburg, Austria.
- 2019 *idiosynkrāsía*, Mozarteum KunstWerk, Salzburg, Austria.
Collaboration between Fachhochschule Salzburg Audio and Universität Mozarteum Textiles.

Solo & Duo Shows

- 2024 *A Collaboration with Computation*, Andrew Brest Gallery, Jacksonville, FL
Algorithmically generated 2D and 3D prints alongside traditionally made wooden sculptures.
- 2023 *A Collaboration with Computation*, Eric Fischl Gallery, Phoenix, AZ
Algorithmically generated 2D and 3D prints.
- 2023 *Organic Calculations - 10th International Solo Exhibitions*, Exhibizone, Online
Parametrically designed wooden sculptures constructed with dozens of overlapping slats.
- 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. A collaboration with Tony Obr

- 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.

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.

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

- 2024 *Queering Democracy: Art, Identity, and Politics in 2024*, Rochester Contemporary Art Center, Rochester, NY (8% acceptance rate)
- 2024 *Cape Cod Sculpture Invitational*, Cape Cod Museum of Art, Dennis, MA
- 2024 *Rhythms: 30th Annual Juried Woodworking Exhibition*, Wharton Esherick Museum, Malvern, PA.
Catalogue published.
- 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

MATTHEW MOSHER, MFA - CV

- 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

- 2024 Rocking S Ranch, Phoenix, AZ. 2 Weeks, national.
- 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.

AWARDS

- 2024 Outstanding Effort to Promote Inclusivity Award, \$500 – UCF NSCM
- 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.

GRANTS

- 2021 **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. Mosher 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.

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 al. 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

Journals

K.A. Horan, et al. 2023. Using Virtual Reality to Bring Restorative Environments to Employees: An Online Pilot Study. *International Journal on Environmental Research and Public Health* 20, 5797 (May 2023), 11 pages. <https://doi.org/10.3390/ijerph20105797>

Matthew Mosher et al. 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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Christina Steinböck. 2021. SchmiedeRadio Kunst und Dichtung. *RadioFabrik* (15 September 2021). Retrieved from <https://radiofabrik.at/news/schmiederadio-kunst-und-dichtung/>

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 Mozart: Bitte warten, bis sich das Orakel meldet. *Salzberger Nachrichten* (28 January 2021). Retrieved from <https://www.sn.at/kultur/allgemein/kabarettfestival-mozart-bitte-warten-bis-sich-das-orakel-meldet-99020167>

Grace Newton. 2021. Platform Art Working with Builders to Add Public Art. *Ikldnow* (22 April 2021). Retrieved from <https://www.ikldnow.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>
- Thomas Fuchs. 2019. Fulbright-Besuch aus Boston. *Meinbezirk* (29 April 2019). Retrieved from https://www.meinbezirk.at/tennengau/c-lokales/fulbright-besuch-aus-boston_a3346974
- 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>
- Jeanette Lenoir. 2017. Using Art To Challenge Gun Violence In America. *ePluribus: America* (7 June 2017). Retrieved from <http://epluribusamerica.com/using-art-to-challenge-gun-violence-in-america/>
- Lynn Trimble. 2016. [nueBOX] Leaves Phoenix Center for the Arts for Mesa Arts Center. *Phoenix New Times* (8 July 2016). Retrieved from <http://www.phoenixnewtimes.com/arts/nuebox-leaves-phoenix-center-for-the-arts-for-mesa-arts-center-8424356>
- 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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- Lynn Trimble. 2015. Artelphx Returns to the Clarendon Hotel. *Phoenix New Times* (12 May 2015). Retrieved from <http://www.phoenixnewtimes.com/arts/artelphx-returns-to-the-clarendon-hotel-heres-a-sneak-peek-7317015>
- Zaida Dedolph. 2015. [nueBOX] Launches with Evocative Works from Emerging Phoenix Artists. *Jackalope Ranch* (6 February 2015). Retrieved from http://blogs.phoenixnewtimes.com/jackalope/2015/02/nuebox_phoenix_performance_art_launch.php
- Zaida Dedolph. 2015. [nueBOX] Creates Platform for Phoenix-Area Performance Artists. *Jackalope Ranch* (20 January 2015). Retrieved from http://blogs.phoenixnewtimes.com/jackalope/2015/01/nuebox_phoenix_performance_art.php

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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 and face-to-face enrollments 36-42

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 enrollments 9-12
- 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 I, 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
- Fall 2017 *Internship*, 1 undergraduate student, at Camelo Communications

SERVICE

Leadership

[nueBOX], Phoenix, AZ

2021 – 2022 *Chair 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. 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

2023 – Now *Programming Committee Member: The Furniture Society*

Served on the exhibitions subcommittee.

2023 *Volunteer: Non-fungible Conference*

Assisted with setup and running of the conference art gallery

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 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 The 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

- 2023 – Now Faculty Senator, Personnel Committee, **Chair** of Subcommittee on Faculty Evaluations
Wrote and passed the resolution to remove student perceptions of instruction (SPI) from faculty evaluations and promotion decisions due to SPI's proven bias against minorities and contributions to grade inflation.
- 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 – 2022 NSCM School Policy and Planning Committee
- 2018 – Now GAIM Department Graduate Curriculum Committee, **Chair** 2020-2022
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

- 2024 Pufferfish for Grasshopper, The Different Design
- 2024 Cellular Automata, The Different Design
- 2024 Mesh Clustering, The Different Design
- 2024 Applying Flocking Algorithms, The Different Design
- 2024 Fields & Flocking Algorithms, The Different Design
- 2024 L-Systems, The Different Design
- 2024 Kangaroo Physics, The Different Design
- 2024 Introduction to Parametric Design, The Different Design
- 2024 Figma Essential Training: The Basics, LinkedIn Learning
- 2024 Figma for UX Design, LinkedIn Learning
- 2023 CNC for Woodworkers, Jack Mauch. Instructor Jack Mauch
- 2023 Grasshopper Level 3 Online Course, McNeel Europe. Instructor Ping-Hsiang
- 2023 Rhino 7 Essential Training, LinkedIn Learning
- 2022 Learning Grasshopper, LinkedIn Learning
- 2022 A Quest for 1000 Years, Penland School of Craft. Instructor Taeho Kwon
- 2021 Right Angles / Wrong Angles, Penland School of Craft. Instructor Laura Mays
- 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 AI.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. Instructor Daniel Shiffman
- 2017 Machine Learning for Musicians and Artists, Kadenze. Instructor Rebecca Fiebrink
- 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. Instructor Clifton Monteith
- 2004 The Scottish Dirk, John C Campbell Folk School

Conferences Attended

- 2023 Faculty Center for Teaching and Learning, Fall Teaching and Learning Day, UCF
- 2023 Non-fungible Conference, Lisbon, Portugal
- 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, 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